



INQUISITORIAL AGENT

UPDATE 1.1

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: ASHES OF FAITH

Page 34, Operatives selection requirements, Tempestus Scions and Kasrkin

Change the second sentence to read:

'Other than **TROOPER** operatives, this Ancillary Support can only include each operative above once.'


Page 34, Operatives selection requirements, Veteran Guardsmen

Change the second sentence to read:

'Other than **TROOPER VETERAN** operatives, this Ancillary Support can only include each operative above once.'


Page 40, Gun Servitor, Lobotomised ability

Change to read:

'Each time this operative is activated, if it's Visible to and within  of a friendly **INQUISITORIAL AGENT** operative (excluding a **GUN SERVITOR** operative) or vice versa, add 1 to this operative's APL.'

***Page 40, Hexorcist, Hexorcise ability**

Change to read:

'While an enemy operative is Visible to and within  of this operative, your opponent cannot re-roll their attack or defence dice for it.'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: ASHES OF FAITH

Q: When using the Quarry Strategic Ploy, can I select another quarry each time the one I selected is removed from the killzone, or can I only select another quarry once?

A: The former. So long as the selected quarry is removed from the killzone, you can continue to select another.

*Q: When using the **HEXORCIST** operative's **Chasten** unique action, if I select a **FELGOR RAVAGER** operative and select its Frenzy ability, could it then be incapacitated in the normal manner? If it already had a Frenzy token, would it be incapacitated immediately?*

A: Yes to both.

*Q: If I have a **KASRKIN TROOPER** operative as Ancillary Support, can I use its Elite Trooper ability to use Elite points?*

A: No.

*Q: Do Exaction Squad Ancillary Support operatives benefit from the addition to Ruthless Efficiency, as found in the Balance Dataslate for **EXACTION SQUAD**?*

A: Yes.

Q: If a **HEXORCIST operative performs the **Chasten** action and I select an action that has ongoing effects or effects yet to be resolved (e.g. a marker has been placed, or **PHOBOS STRIKE TEAM** **MARKSMAN** operative is tracking target), what happens?*

A: Markers are not removed. The effects are paused until the end of that enemy operative's next activation. They then resume (if relevant).