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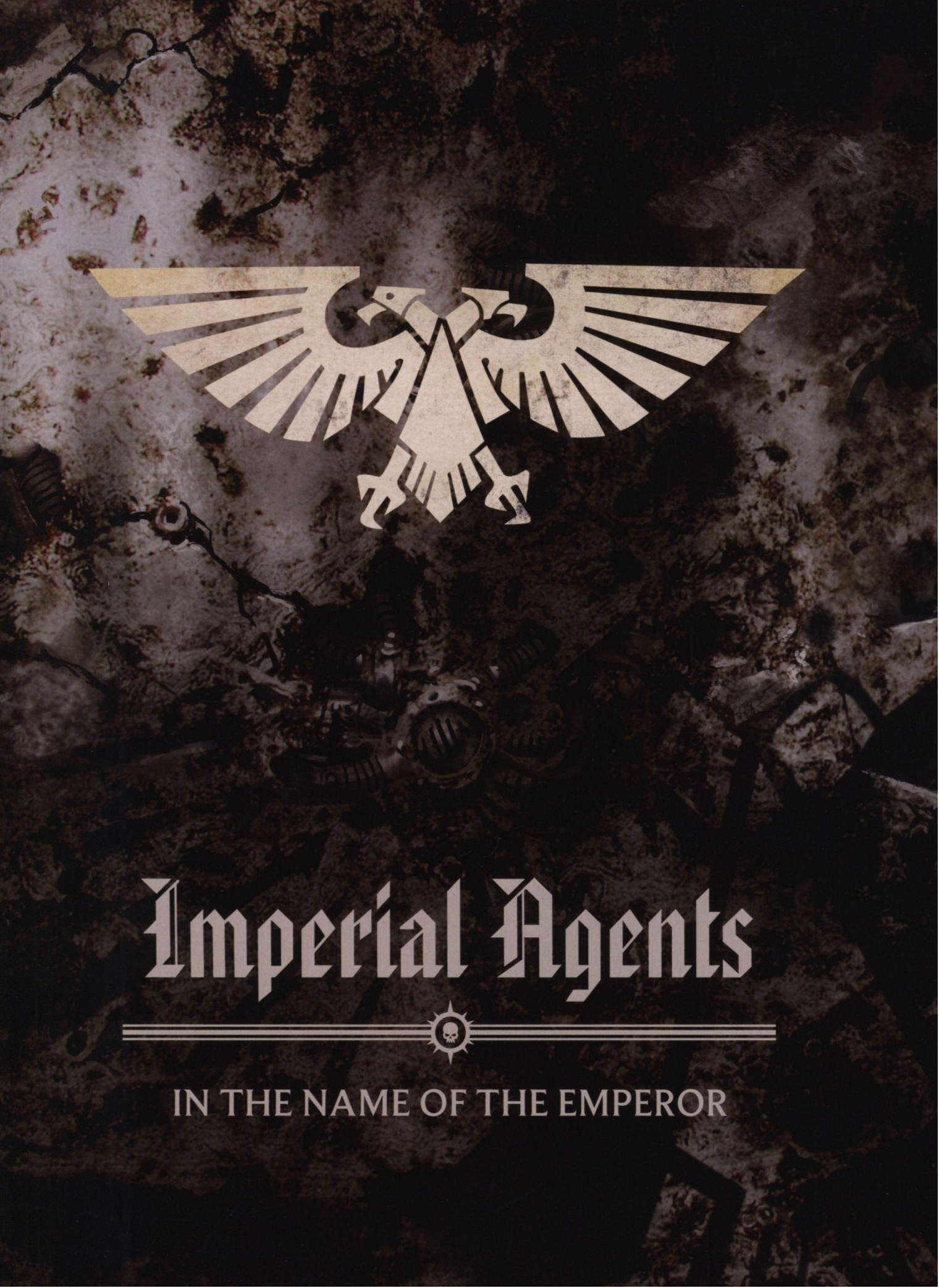
CODEX

IMPERIAL AGENTS


Imperial Agents
IN THE NAME OF THE EMPEROR

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Servants of the Golden Throne

THERE ARE MANY WAYS TO SERVE THE EMPEROR, FOR EACH WORLD CONQUERED IN HIS NAME BY A HOST OF MIGHTY WAR ENGINES, ANOTHER IS SAVED BY THE RAIDS OF INQUISITORIAL WARBANDS. FOR EVERY MASSED REGIMENT OF IMPERIAL GUARDSMEN THAT BREAKS THEIR FOE WITH A BAYONET CHARGE, ANOTHER ENEMY HORDE COLLAPSES THANKS TO A SINGLE ASSASSIN'S WELL-PLACED BULLET. SOME THREATS NEVER EVEN GROW TO FOUL FRUITION, INSTEAD BEING UPROOTED BY THE MERCILESS ADEPTUS ARBITES OR THE GRIM-FACED IMPERIAL NAVY. MANY ARE THE WARS FOUGHT FAR FROM GRAND BATTLEFIELDS, YET STILL THE EMPEROR HAS ARMIES ENOUGH TO FIGHT THEM ALL.

HUMAN NATURE PREVAILS, OF COURSE. CLANDESTINE ORGANISATIONS MAY COME TO BLOWS WHEN THEIR AGENDAS CONFLICT. A ROGUE TRADER WHO ONE DAY WEARS THE MANTLE OF DARING SAVIOUR MAY BECOME A HEARTLESS AND AVARICIOUS PIRATE THE NEXT. TWO INQUISITORS, EACH CERTAIN THAT THEY ALONE POSSESS A MONOPOLY ON THE TRUTH, MAY WAGE A CIVIL WAR AND ACCUSE ONE ANOTHER OF DIREST HERESY. SOMETIMES, SUCH CONFLICTS BLEED THE IMPERIUM FOR NO BETTER REASONS THAN VANITY OR JEALOUSY. AT OTHERS, THEY ARE FOUGHT TO CUT AWAY THE ROT OF HERESY AND DEFEND THE SOUL OF THE IMPERIUM. WHATEVER THE CASE, WHETHER WAGING HIDDEN WARS OR GOING INTO BATTLE ALONGSIDE HUMANITY'S MIGHTIEST ARMIES, ALL IMPERIAL AGENTS SHARE ONE UNIFYING TRAIT. ALL OF THEM BELIEVE THEMSELVES JUSTIFIED, NO MATTER THE BLOOD THEY SHED OR THE HORRORS THEY PERPETRATE, FOR THEY DO THESE THINGS IN THE EMPEROR'S NAME.

Great beyond mortal telling is the glory of the God-Emperor of Mankind. Wond'rous is His radiance, that all-fulsome and gilded doth spill from the Throneworld, which is made sacred by His divine touch and doth illumine all those of faith who, in their goodness and piety, shun the revil'd heretic.

No star doth outshine the majesty of He Upon the Throne. Beneath His burning radiance is the foulness of the Mutante laid bare, the wickedness of the Witche turn'd all to flame and ashes, and the perfidy of the unclean Aylien made as kindl'ings for the Righteous Flame.

Yet for all the Manifold Blessings that are heaped by the Divine God-Emperor upon His faithful, still it be the slovenly and unpious servant that doth wait for the Master of Mankind to strike their enemies down when such, they must know, should be the work of their own blade.

Blessed be the warriors! Blessed be the armies! Blessed be the Divine Space Marines! Blessed and thrice-blessed the most belov'd Adepta Sororitas! And even unto the parochial and oil-smirched machine-shamans of Mars and their clatter-legg'd hosts doth He turn His Divine Countenance, in His patience.

Yet know you this day, that Others there are who, their being filled all to brimming with a surfeit of righteousness exceeding that of the Common Drudge, do strive in all things their service unto the Golden Throne to render. And know you also that such crusaders fight not always in the Emperor's Light. Instead, such agents' hearts so burn with zeal that they are as the Blazing Brand. And with such light that is their own, kindled though of course it be by the infinitely brighter blaze of Him Upon the Throne, do they forge a path through the Long and the Cold and the Dark Shadows that are cast across the stars by the False Idols of Heretics.

Many know the title Inquisitor, though it conjures much of shadow and little of fact within their minds. So it is, and so must it be, and such is Right and Proper. The Holy Ordos move behind their veils and speak in whispers and all that the common folke fear of their sight and power falls yet short of truth.

The dark of the Void hides not the traitor nor the heretic, for here soar the righteous chariots of the Navis Imperialis. Pious are the souls who give life to the God-Emperor's voidships, and who dare the unholy tides of the Realm Beyond to usher His armies unto battle. Even the haughty Navigators stand within the light of the Master of Mankind for, though mutante they be, they are His appointed shepherds through the Immaterium and for this are they to be lauded. Holy plaudits too must be offered to the Rogue Traders for they bear the torch of His light further into the darkness than any other. For, lo, was it not written by Saint Fulmineas that the Divine Radiance should be shined even unto the most trackless wastes of the galaxy, that all might bathe in it and be shriven, or otherwise be driven beyond Mankind's realm unto the uttermost places of the Lost.

Praise be also to the righteous law-wielders of the Adeptus Arbites, they who stand head and shoulder above mere planetary enforcers and unto whom is entrusted the Holy Lex. Praise be their faith! Praise be their incorruptible souls!

Not so righteous seem the operatives of the Officio Assassinorum, yet as

each Temple trains its killers to end the darkest heresies of the most Uncleane Foes, then so must these Assassins be called righteous even despite their natures most monstrous and sinister.

Easier it is to heap Worthy Praises 'pon the Angels of Death, they who are the God-Emperor's Space Marines. Moulded are these righteous paladins from the blessed clay of the God-Emperor's own Sons, and life are they given by His blessed breath.

What more miraculous proof, then, of our Divine Master's beneficence that, even amongst the ranks of the Adeptus Astartes, there exist those rare brotherhoods whose might eclipses even that of their fellows, and whose mission is one of holy vengeance against the Foule and Heretic Foe?

Thus is the nature of the Deathwatch, they who bear the blighted weight of knowledge, who selfless do eschew the spiritual sanctuary of ignorance. These battle-brothers comprehend all they must of the Aliene that they might best abhor it and, in their abhorrence, so better destroy it in all its forms.

Of others, the whisper'd-of Knights in Glimmering Grey, it [redacted]

Of so many others may a pious man cry as do the bells of Terra peal out their golden notes: of the scriptorium battle-scribes who wage their Wars of the Quill against those who threaten – or, worse, threaten to study – the amassed and ancient Imperial records; of the Munitorum Bounty-Adepts whose warrior might and quantifactum surveyor augmetics empower them to track down and punish those villains who squander the resources gifted unto the armies of Mankind; the Haruspectii Cataclystii, of whom no pious servant dare speak lest a Cruelty beset them unto their deaths.

A myriad more there are, as the stars in the God-Emperor's heavens, yet can it be doubted that amongst them all we of the Ecclesiarchy rise in highest favour? Who dares stand in opposition to our Missionaries, our Battle Conclaves, our Pious Sisters of Battle? For are we not the Agentes of the Golden Throne, Messengers of the God-Emperor Himself, and do we not own the Weight and Truth of the Imperial Creed so that all we do is divine and righteous?

- Ecclesiarchal Scribe of the Third Autochoryst Gunthaer Polderthwaithe, Sanctum Scriptus, Most Holy Terra

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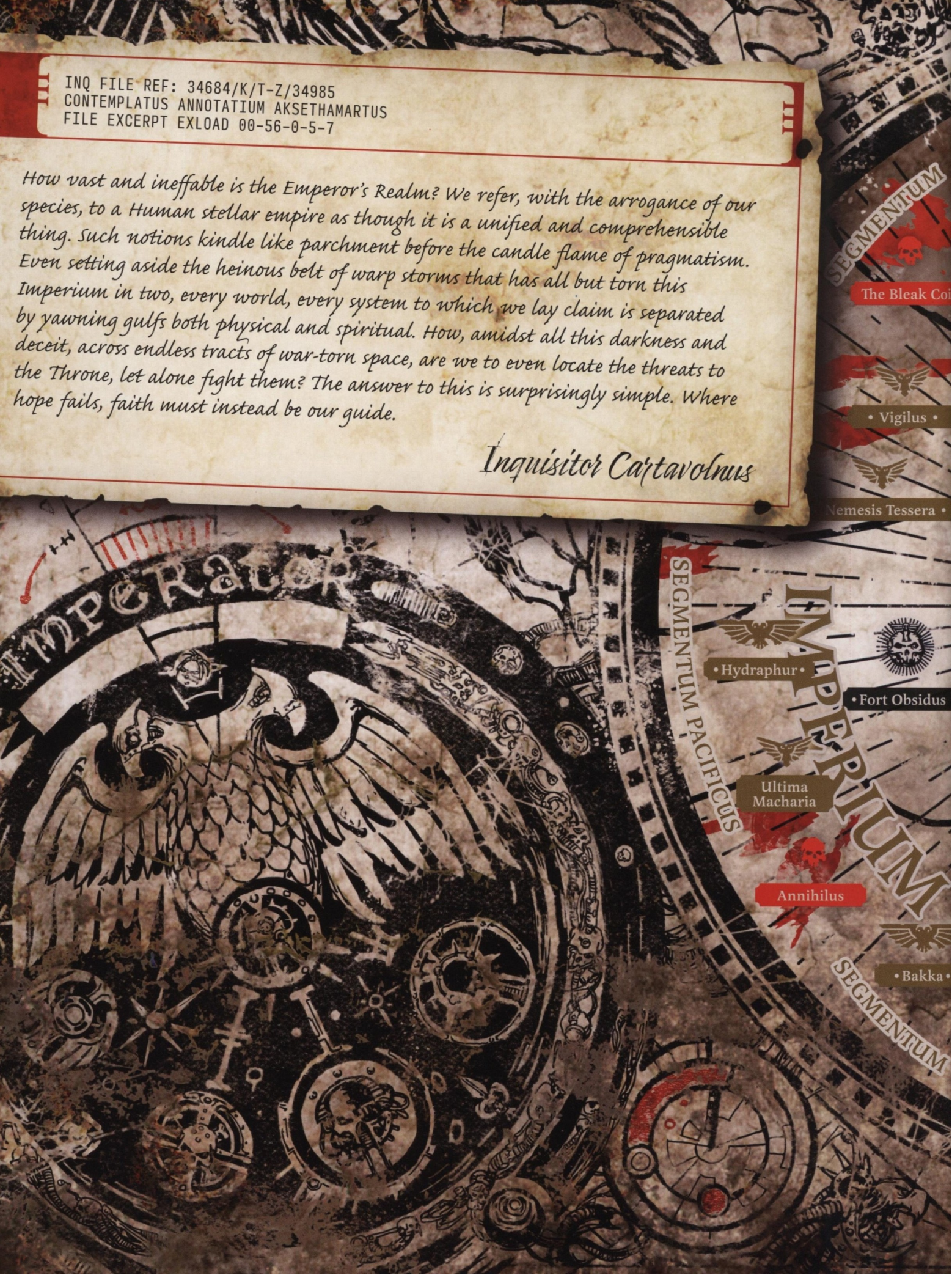
How vast and ineffable is the Emperor's Realm? We refer, with the arrogance of our species, to a Human stellar empire as though it is a unified and comprehensible thing. Such notions kindle like parchment before the candle flame of pragmatism. Even setting aside the heinous belt of warp storms that has all but torn this Imperium in two, every world, every system to which we lay claim is separated by yawning gulfs both physical and spiritual. How, amidst all this darkness and deceit, across endless tracts of war-torn space, are we to even locate the threats to the Throne, let alone fight them? The answer to this is surprisingly simple. Where hope fails, faith must instead be our guide.

Inquisitor Cartavolnus



• Fort Pykman •
Malfactus
OBSCURUS
GOTHIC SECTOR
GHOUL STARS
IMPERIUM NIHILUS
Storm of the Emperor's Wrath
CICATRIX MALEDICTUM
• Baal •
• Cypra Mundi •
• Keep Extremis •
• Kar Duniash •
Somnium Stars
• Fenris •
• Fort Onyx Patrol •
• Armageddon •
HOLY TERRA & MARS
SEGMENTUM SOLAR
ULTIMA SEGMENTUM
THE EASTERN FRINGE
• Ryza •
The Maelstrom
• Catachan •
• Null Breach •
• Fort Nexus •
• Nocturne •
• Furor Shield •
• Indomitus Point •
• Eye of Damocles •
Siren's Storm
• Doombreak •
Hadex Anomaly
• Macragge •
SANCTUS
VEILED REGION
• Talasa Prime •
EMPESTUS
The Shroud
• Prescience •

EXTERMINATUS

The ultimate Imperial sanction, Exterminatus is declared when only utter planetary annihilation will suffice. It is the process of striking at a world – usually from the comparative safety of space – with weaponry of such catastrophic power that it eradicates all planetary life in hours. This may involve unleashing horrific biological agents like the life-eater virus or the terrifying Throne's Mercy. It may see weapons such as cyclonic torpedoes unleashed to scour away life and atmosphere, or focused saturation by barrage bombs resulting in a world's mantle cracking and its continents collapsing. Whatever the method, Exterminatus leaves a planet denuded of life down to the cellular level, erasing all trace of the taint of Chaos, xenos or whatever other threat was considered so grave that only this countermeasure was thought sufficient. Few Imperial agents have the authority to sentence an entire world to death. Fewer still have the influence and power to see that sanction carried out. Yet the most important factor in unleashing Exterminatus is will – the terrifying certainty of purpose required to commit such an act of cataclysmic mass murder and call it just.

ESOTERIC OPERATIONS

Though much of their work is conducted through research and spycraft, ritual and subterfuge, there are myriad reasons why Imperial agents take to the field of battle. Some missions may see them deploy in small, elite warbands to conduct covert wars veiled in secrecy. At other times, they strike in strength via teleportation or squadrons of armoured transports, or even go to war amidst the world-shaking fury of the most apocalyptic conflicts. Whatever the case, there is always an agenda, always some pre-eminent reason for their presence whose vital nature precludes even the contemplation of defeat. More often than not, the security of entire systems or sub-sectors may be at stake – or at least, such is the conviction of the agents themselves.

In this age of barbaric warlords, charismatic commanders and infernal champions, Imperial agents often serve masters who eschew the battlefield. Such remote patrons may maintain their distance for operational reasons – the naval shipmaster who must stay on their vessel's command bridge in orbit even as their landing parties battle on the world below, or the subtle Inquisitor who secures their own anonymity by doing battle through proxy henchmen. Others may be more sinister figures, such as a planetary governor who wants back-channel missions enacted by untraceable and expendable assets, or a highly-placed member of the Ecclesiarchy who must give at least the appearance of maintaining the Decree Passive. In any case, such lofty masters might dispatch their Imperial agents to undertake missions vital to the Imperium or, equally, to execute their private vendettas – sometimes both at once.

Smaller complements of Imperial agents frequently fight alongside other – larger and more conventionally militarised – Imperial forces, often at the request of those armies' commanders. A single Imperial Assassin opens up avenues of strategic murder normally closed to the senior officers of the Astra Militarum. The Adepta Sororitas sometimes petition the aid and support of squads of Adeptus Arbites to locate and encircle heretical cults they are hunting. Space Marines doing battle with mysterious xenos horrors might request support from their alien-hunting brethren in the Deathwatch, or a suitably knowledgeable Inquisitor and their retinue.

Conversely, some Imperial agents may secure the aid of more numerous and heavily armoured military assets to smooth their road to victory. A daemon-hunting Inquisitor will know the rites of banishment to drive an infernal entity out of a possessed cardinal yet, without the aid of a co-opted regiment of Leman Russ Battle Tanks, she will never fight her way through the daemon's duped defenders to reach her quarry. A Navigator might well learn of an ancient vault containing precious pre-Imperial astrogation charts, but unless they can strike a deal with the machine priests and Skitarii clades of the Adeptus Mechanicus, they will have scant hope of purging the Orks infesting the vault's location.

Imperial agents are not always reliant upon outside reinforcements. Some Rogue Traders lead private armies of Breachers and Armsmen, capable of sweeping down upon enemy positions aboard flights of armoured gunships. Equally, entire militarised formations alloyed from such disparate organisations as the Ecclesiarchy, the Adeptus Arbites and the Militarum Tempestus have been known to fight in the Emperor's name when brought together by a suitably influential or charismatic patron.

Of all these factions, those most likely to commandeer massed Imperial military strength or to act as foci around which mingled warbands of agents coalesce are Inquisitors. Their authority and reach is vast, their plans complex, and their labours never-ending. Through the Imperium's long and bloody history, armies beyond counting have been hurled into battle by Inquisitors toiling in the Emperor's name.

THE HOLY ORDOS

A dark and secretive organisation, the Inquisition moves in the shadows, investigating all manner of threats to the Imperium: alien plots, corruption, mutation, heresy, cults, rogue psykers, and any other matter an Inquisitor deems worthy of scrutiny. The mandate of the Inquisition is no less than the ongoing safety and survival of Humanity, no matter the cost or means required.

Nothing is beyond an Inquisitor's authority. They answer only to the God-Emperor of Mankind and no other. No one – not even the High Lords themselves – is exempt from their justice, and entire worlds may be destroyed by them in the fires of Exterminatus.

An Inquisitor has the power to requisition any personnel or materiel they deem necessary. Huge armies, fleets of voidships, ancient and precious technological relics, even the populations of entire worlds: the Inquisitorial rosette carried by each Inquisitor empowers them to lay claim to any or all.

Sometimes, they will act alone, but frequently Inquisitors surround themselves with retinues of trusted henchmen – deadly warriors, powerful psykers, logisticians and mystics, bounty hunters and penitents – anyone the Inquisitor believes sufficiently useful.

Though the Inquisition deals with every threat imaginable – and some that escape the rational ken of Humanity altogether – there are those amongst its ranks who specialise in meeting and destroying particular foes. Such individuals affiliate themselves with loose groupings of like-minded Inquisitors known as Ordos. Of these, the three most widespread and prolific – the Ordo Malleus, the Ordo Hereticus and the Ordo Xenos – are known as the Ordos Majoris.

Also known as the daemon hunters, the Ordo Malleus focus on the threat posed by the infernal denizens of the warp. Whether it be hunting down the cults that worship the Dark Gods of Chaos, seizing daemonic grimoires and relics, or racing to combat full-scale empyric incursions into realspace, Inquisitors of the Ordo Malleus devote their lives to seeing these vital duties done.

The Ordo Hereticus, meanwhile, are hunters of witches and purgators of all manner of heretic cults. The galaxy seethes with psychic threats, never more so than since the manifestation of the Great Rift. At the same time, doomsday cults and deviant faiths spring up like fungi after rain, especially upon the benighted worlds of the Imperium Nihilus. It is these threats to the Imperial faith that the Ordo Hereticus battles.

Conversely, Inquisitors of the Ordo Xenos concern themselves with the threat of the alien. Of all the Holy Ordos of the Inquisition, theirs is perhaps the most diverse calling, for the branches of xenos lore are as innumerable as the alien empires, predatory species and nigh-incomprehensible technologies that threaten Mankind daily.

Alongside these three great callings, there are several lesser Ordos – or Ordos Minoris. Some are exceptionally esoteric or niche in nature, yet no less important for all that to the minds of their devoted Inquisitors. Those of the Ordo Chronos work tirelessly to hunt down beings who – due to the insane vagaries of empyric travel – have been transposed out of their linear timelines. At best, such victims of temporal distortion risk cataclysmic reality dissociation by their mere continued existence. At worst, voyagers millennia out of synch with their own time may bear revelations that cannot be unleashed on Imperial society.

Inquisitors of the Ordo Astartes concern themselves with the Space Marine Chapters. Mighty are Humanity's champions, yet too many of their number have fallen into heresy and become merciless predators. Inquisitors of the Ordo Astartes make it their business to watch for any seeds of corruption and to act with uncompromising brutality should they detect their slightest hint.

There are many more minor Ordos: the Ordo Sanctorum, who seek to maintain unforgiving vigilance over the doings of the Ecclesiarchy; the Ordo Sepulturum, who monitor, research, and do all they can to counter supernatural maladies – especially those that spring from the influence of the Plague God Nurgle; the Ordo Sicarius, who keep watch over the temples of the Officio Assassinorum; the Ordo Somnius, who concern themselves with the perils of warp-sent dreams and manifest nightmares; the Ordo Cartographica, who do all they can to keep certain sanity-blasting revelations off the galaxy maps and star charts of all Imperial organisations. The list is seemingly endless, with some Ordos having no apparent purpose whatsoever, while others have been founded simply to keep watch on other Ordos they consider suspicious.

[CLASSIFIED V-04] VOX-IMPERATOR

Deep in the Imperium Nihilus, the world of Caldassa slides into anarchy after cult uprisings. Responding to a fractured astropathic cry, Inquisitor Ostromandeus slips onto Caldassa with his retinue and seizes the world's polar vox-fortress. Into its systems he temporarily wires his vox-servitor - Stentor-I-52 - and bids it commence a relentless dogmatic address. This cycle of bombastic admonition booms from hijacked vox-emitters through every hive city on Caldassa, eroding heretic morale ever more severely. By the time Imperial victory is secured, many on both sides have been driven mad by the endless, inescapable castigation, yet it has done its job.

The Imperium is an empire so immense and unwieldy that its centralised rule and defence are virtual impossibilities. This has never prevented its titanic bureaucracy and colossal armed forces from attempting these tasks, however. For millennia it has fallen to the High Lords of Terra to rule in the Emperor's stead. The myriad organisations that serve them then try to translate their commands into fact, no matter how divorced from reality or woefully out of date such demands may be. The clergy of the Adeptus Ministorum continue to preach the Imperial Creed that binds Mankind in worshipful servitude. The Imperial Fleet ferries endless armies and crusading hosts across the void to fight for Mankind's realm. Monolithic and relentless, the Imperium is borne ever onward by its own ponderous momentum and the sacrifice of countless lives.

CROOKED PATHS

Many Inquisitors begin their lives as war orphans of high-ranking Imperial figures, adopted by the infamous Schola Progenium and moulded into fanatical servants of the Emperor. Others have risen through the ranks of an existing Inquisitor's henchmen and learned their craft under the auspices of their master. Others still hail from even more unusual or esoteric backgrounds. Whatever the case, by the time they wield the power and authority of their rosette, they have been tempered and toughened to an incredible degree.

Once they step out into the stars to begin their mission, it is rare that any two Inquisitors walk a similar path. Countless factors influence the directions in which their investigations turn and the methods they choose to use: the prejudices and hatreds with which they have grown up; the foes the Inquisitor encounters and the horrors they experience; the regions of the Emperor's realm in which they operate and the threats most extant therein; the strange temptations and sources of power that present themselves to the Inquisitors; the nemeses, rivals and shadowy allies they meet.

Some Inquisitors respond to the darkness of the galaxy by doubling down on the faith and intolerance so prevalent in the Imperium's teachings. They loathe any trace of the threats they have set themselves against. They choose to view the galaxy and its denizens in uncompromising and absolute ways, drawing unwavering moral and spiritual lines and punishing any they perceive to have crossed them. Such Inquisitors are known as Puritans, and all but the most ferocious Imperial zealots have cause to fear them.

It is by order of Puritan Inquisitors of the Ordo Malleus that whole regiments of Astra Militarum soldiery – sometimes even entire planetary populations – have been executed to contain knowledge of daemonic entities encountered by a mere handful. Puritan witch hunters, meanwhile, have been known to hurl even sanctioned Imperial psykers onto their purifying pyres and are infamous for loathing others amongst the Ordos who possess psychic abilities. By comparison, Puritans of the Ordo Xenos consider anything not crafted by the Emperor-guided hand of Mankind to be tainted. They would rather be defeated in battle than accept the temporary alliance of even the most well-intentioned xenos. Such individuals even reclassify abhumans – especially Kin of the Leagues of Votann – as xenos on the spot, then promptly order their extermination.

Puritan Inquisitors ally themselves with Imperial forces that conform to their standards of perceived purity. Grey Knights, the Deathwatch, the Adepta Sororitas and regiments of specially vetted and conditioned Militarum Tempestus soldiery are common examples.

Radical Inquisitors, meanwhile, are those who have strayed to the other end of the spectrum. Such individuals believe that, in order to defeat the threats they face, they are fully justified in turning those threats against themselves by whatever means necessary. Radical daemon hunters might cage warp entities within the warded bodies of luckless daemonhosts, read the true names of daemons from accursed grimoires or wield daemonic weapons taken from their foes.

Radical witch hunters are sometimes powerful psykers or willing to employ such beings' services if the need arises. They are not above manipulating heretical cults to do their work and may even wield psy-active wargear, whose mere ownership would be considered a death sentence in certain parts of the Imperium. Radical Ordo Xenos Inquisitors routinely carry weapons of alien origin, treat with xenos such as the Aeldari, Kin or Kroot, and often recruit the services of non-Human henchmen. They may even ally themselves with armies of aliens, just as other Radical Inquisitors of various stripes might work amongst hosts of rabid cultists, rakish Rogue Traders or lawless mercenaries.

Very few Inquisitors begin their careers as Radicals, most leaning far more towards the Puritan end of the scale. Over time, however, necessity forces compromise for many. Concessions are made in the name of expediency. Enemies or situations arise in which the only path to victory means stepping away from simple answers and admitting that such concepts as truth and righteousness are many-hued and complex. Hope, arrogance or fear of failure drives those who swore they would never cross their own self-imposed lines to do just that.

The truth is that Puritan and Radical are both simply crude ideological labels – easy ways for Inquisitors and their allies to categorise others. The most Radical Inquisitors may still believe themselves Puritan, even as others amongst their own Ordo hunt them down as the worst kind of heretic. Meanwhile, many who might believe themselves firmly within one camp or the other may in truth – through their deeds, approaches or the tools they employ – lie somewhere quite ill-defined amongst a very broad spectrum.

THE ROSETTE

An Inquisitor's authority is embodied by their rosette. This artefact can project or exload authorisation codes of vermilion-class or higher, which are accepted by systems from one end of the Imperium to the other. Through the clearances and permissions unlocked by their rosettes, Inquisitors prove their terrifying power to those who question their right to command and requisition any voidships, armed forces or other resources they require. Yet, while all rosettes share the same function, no two are exactly the same. Some Inquisitors carry physical wax seals held in small armoured caskets or stasis fields. Some have electronic devices built into rings, talismans or wand staves, or holoprojector matrices that beam forth a glowing energy-image of their rosette that revolves slowly in the air. More unusual rosettes still have been employed: Inquisitor Salvodar's mnemocrystal rosette, which would grow from his palm when bidden; Inquisitor Lhor'il's rosette, a gene-coded electoo that glowed in the skin around her right eye; Lord Inquisitor Bondorbia's rosette, which doubled as the shamelessly ornate head of her skull-crushing power mace. The list of strange and unique rosettes is as long, eclectic and eccentric as is the record of Inquisitors to have borne them.

TEMPLARS OF TITAN

Operating out of their secret fortress monastery on the moon of Titan, the Grey Knights are the ultimate Imperial sanction against daemons. An entire Chapter of psychically gifted Space Marines, they are versed in the kinds of infernal lore that would see any other Imperial institution condemned for heresy. They go to war clad in silvered battle plate wrought with runes of sanctity. They wield crackling force weapons and thrumming psycannons, and can unleash banishment rituals and the true names of daemonic entities to blast even the most malevolent of beings back to the depths of the warp. It is not unheard of for Inquisitors of the Ordo Malleus to petition the Grey Knights for aid when faced with the most egregious empyric threats. Equally, aided by the predictions of their Prognosticars, the Grey Knights sometimes dispatch small yet elite forces of battle-brothers to lend aid unlooked for to Imperial agents seeking to prevent catastrophic daemonic incursions. Receiving aid from the Grey Knights is both a boon and a curse. There are no mightier daemon hunters in all the Imperium, yet for the hosts of Titan to have involved themselves in a conflict means that matters have become as dire as it is possible to be.

MANIFOLD WRATH

Warbands of Imperial agents vary enormously in composition. Their warriors hail from many disparate organisations. They are law-keepers, fanatics, specialists and assassins – each bringing their expertise to the battlefield and the Emperor's armies.

Whether fighting from the shadows or on the front line, the assets wielded by the Imperium are varied and often unique, yet each is deadly and will kill in the name of the Emperor.

SHADOW KILLERS

The Officio Assassinorum traces its roots back to the earliest days of the Imperium – though such records, as with everything about the organisation, are classified. It is a shadowy presence that lurks amidst the corridors of power on Terra and embodies the threat of the Emperor's sudden vengeance.

Divided into several temples, the Officio Assassinorum is dedicated to moulding Assassins. Each is specialised in creating a different breed of weapon. So has it been for millennia, and so have the temples had a great deal of time to perfect their deadly arts. Each Assassin is a living weapon, perfect in nature and specific in purpose, intended to strike in very particular ways against selected targets.

Most Assassins begin their training at a very young age. Regardless of the temple, the creation of an Assassin requires years of augmetic surgery, physical and mental conditioning, deadly training exercises and hypno-indoctrination. Potential recruits are harvested from amongst the orphans of the Schola Progenium, the youngest prisoners of the Black Ships or vat-grown by order of the temples themselves. Few Assassins get to experience anything but the dimmest echo of what most would consider a real life. Instead, they are honed to the point of utmost lethality – their entire existence directed only towards obedience and excellence – and then used by the masters of the Officio Assassinorum to strike down one foe after another until, inevitably, they perish in the Emperor's service.

Only the masters of the Officio Assassinorum themselves know how many temples exist. Some, however, are more prolific and well-known, producing more strategically useful operatives than others.

The Vindicare temple trains snipers of almost supernatural skill. Its operatives wield the fearsome exitus rifle as their primary tool of murder, with each bearing an exitus pistol holstered at their hip to serve as sidearm and extraction plan. Each exitus rifle is individually crafted and weighted for its wielder to specifications within the micron. It can be loaded with a variety of specialised rounds, themselves also manufactured by the hands of puissant artisans, each intended to lay low a different target. Turbo-penetrator rounds can punch through armour of incredible thickness. Shieldbreaker rounds unleash counter-energistic pulses that can collapse any manner of personal protective force field yet encountered by the Imperium. Hellfire rounds unleash potent cocktails of mutagenic acids into their victims' bodies that deform and ruin beings in a matter of heartbeats. When combined with the multi-spectral sighting mechanisms of the Vindicare spymasks, and the Vindicare's ability to wait, patient and hidden, for weeks – even months – for their targets to appear, it is no surprise that these Assassins have ended countless threats to the Imperium with a single, perfectly placed shot.

Callidus Assassins are shapeshifters. Through the use of the potent polymorphine drug, coupled with shifting internal prostheses and incredible mental and muscular control, their temple teaches its operatives to mimic perfectly the physical appearances of almost any humanoid target. Using these abilities, a Callidus Assassin will work their way into the orbit of their target. They may become a trusted strategic advisor. They may be the lifelong bodyguard that stands at the target's back. They may be a nobody, ready to spring from the ranks. Whatever the case, once they unleash the power of their phase swords and neural shredders, coupled with the element of absolute betrayed surprise, Callidus Assassins almost always slay their mark.

Eversor Assassins are by far the least subtle. These berserkers must be loaded into single-occupant Drop Pods while still in stasis, stirring to wakefulness only as their craft streak down upon the target zone and cranial augmetics inload the Assassin's mission into their mind. Once free, potent combat stimms drive Eversor Assassins to superhuman levels of speed, strength and aggression. Armed with needle-clawed neuro-gauntlets, thrumming power swords, executioner pistols and even bunker-busting melta bombs, there is no target an Eversor cannot run down and butcher. Even should the foe succeed in slaying these monstrous killers, in death the Assassin's boiling blood-chemistry turns lethal, causing their corpse to detonate with the force of a plasma warhead.

Most sinister of all are the Culexus Assassins. They are fashioned from those rarest of Human mutants, the Nulls. Afflicted by the Pariah gene, these individuals are psychic blanks, with no presence in the warp and – in the most extreme cases – a fearful void where their souls should be. It is these dread figures that the Culexus temple moulds into Assassins, grafting them into weapons of insidious terror. Their dubious gifts, coupled with exceptional stealth training, allow Culexus Assassins to stalk through their target's defences like wraiths, sentries feeling the fear of their presence yet often unable to see the Assassin standing just paces away. Once they are in position, however, the Culexus opens the eye of its grotesque helm – the animus speculum – and unleashes the magnified power of its soul-destroying abilities. A single blast from this weapon can scour away the minds and souls of the most powerful foes, completing the Assassin's mission in a single, withering expulsion of null power.

On rare occasions when the very direst of threats present themselves, the deployment of an Execution Force may be sanctioned. This is a team Imperial Assassins drawn from different temples. Though plagued by clashing methodologies, the fusion of the Assassins' varying techniques ensures that they can bypass their target's defences before deploying whichever weapon is best served to eliminate their quarry. The very nature of their targets means few Assassins survive such perilous missions, but this is a secondary consideration. Neutralising the threat an enemy of this sort poses to the wider Imperium is considered more than fair exchange for the lives of a handful of living weapons.

[CLASSIFIED U-877] SCALES OF GUILT

After her investigation of Governor Gleskis is obstructed, Marshal Venwicke resorts to esoteric means. Her Arbitrators awaken their ancient Scales of Guilt. Into the first of its brass dishes, they place a blessed aquila and a copy of the Lex-Fundamentis. Into the other is set a purloined sample of Gleskis' hair, over which the innards of three penitent oracles are emptied bloodily from their bodies. With a clatter of gears, the arcane device weighs one against the other, and Gleskis' guilt is determined. The Arbites fire the first shot just hours later.

Folkloric traditions of terror grew from the slaughter perpetrated by the Eversor Assassin Kazyda Krux. From the border stations of the Mayzalan System to its capital hive world, tales of his bloody work persist. They portray Krux as the Emperor's Fiend. They omit the fact that the Mayzalan System teetered on the brink of heresy and that he alone saved its people from castigation. Most believe the stories exaggerate the horrors. The truth is quite the opposite.

-Archivum Assassinorus, 277th Recording

When the Sorcerers of the Thousand Sons conquered the world of Highdawn, sub-sector command sent armies to slay them. None survived. Then, the Officio Assassinorum sent a single Culexus Assassin named Veracity. Alone, she walked into the Obsidian Citadel, the heart of the Sorcerers' power. Where armies had failed, Veracity wrought such nightmarish bloodshed that the war was won in a matter of days.

-Archivum Assassinorus, 317th Recording

Asmagori Vo served the Vindicare temple for more than a century, during which he slew over three hundred heretic orators, xenos warlords and witchmind abominations. It was Vo who took the head from the Archfiend of Satrophar. It was Vo, also, who employed a shieldbreaker round followed by a perfectly placed turbo-penetrator bullet to kill the Princeps of the traitor Titan *Stygiarus Maximal* and so crippled the mighty war engine.

-Archivum Assassinorus, 505th Recording

So aghast was the Tyrant of Reish upon discovering his betrayal by his closest counsellor that it is whispered the very gods heard his lament. If this is true, they did not have long to listen. Sahlein Rastrial of the Callidus temple had expended seven years and fifteen separate identities penetrating the layers of security around the heretic warlord. By contrast, she took barely ten seconds to slay him,collapsing his system-wide empire of treachery.

-Archivum Assassinorus, 93rd Recording

INQUISITORIAL HENCHMEN

To many Inquisitors, other Humans are tools to be gathered and expended at need. The overriding importance of their mission is too great for matters to be otherwise. Henchmen – a broad term covering a bewildering array of individuals – are those the Inquisitor finds most useful. Some form an Inquisitor's inner circle of advisors and aides. Others act as proxies, the manifest will of their Inquisitor delving deep into the most dangerous nests of heresy. Whatever the case, warbands of henchmen are as dangerous as they are peculiar, boasting an eccentric mix of the most unusual operatives drawn together by an Inquisitor's influence.

Many warbands of henchmen are led by Interrogators. Whatever walks of life they may hail from, an Interrogator becomes their Inquisitor's trusted right hand. They are favoured acolytes, chief investigators, lieutenants on the field of battle and – in some cases – protégés being groomed to earn their own rosette when the time is right. An Interrogator must excel in every area, from diplomacy and bladework to intelligence gathering and researching esoteric lore. They are perhaps the only individuals in the galaxy who have their Inquisitor's trust.

Warbands are otherwise eclectic, though their operatives can – to some extent – be grouped into loose categories. Many include warriors, be they veterans plucked from the ranks of the Astra Militarum, hired guns whose contracts to the Inquisitor have never ended, zealous crusader knights or any of a plethora of others. The crucial unifying factor of such operatives is that they are skilled with blade, firearm or both, and devoted to defending their Inquisitor and squadmates to the death. Their efforts may well be augmented by glassy-eyed servitors implanted with potent heavy weapons capable of eliminating larger and more terrifying enemies.

Sages and scholars also find their way into Inquisitorial retinues, for their uses in gathering, assimilating and parsing information. Autosavants, Lexmechanics, Calculus Logi and others shuffle along amid the more martially capable henchmen. What these robed and sallow beings lack in battle skill they more than compensate for with their ability to tap into vital battlefield data and dispense classified lore when needed most.

Many other individuals may expand the ranks of Inquisitorial henchmen: Sisters Hospitaller and skilled medicae see to their comrades' hurts, both physical and spiritual; sanctioned psykers and mystic savants ward away hostile warpcraft, or unleash their own powers upon the foe; weird augmetic familiars and floating servo-skulls provide augury and support; zealous priests chant their prayers for the God-Emperor's aid as they purge the unclean with gouts of flame and roaring chainblades. The list is almost infinite, but regardless of the exact nature of henchmen, one thing is nearly always true – they will risk body, mind and soul to see their Inquisitor's will done.

ARBITERS OF THE LEX

The Adeptus Arbites enforce the Lex Imperialis – the Imperial Law. Theirs is not an organisation concerned with low-level crimes; murder and theft are dealt with by local law enforcement. Instead, the Adeptus Arbites police crimes against the wider Imperium – conspiracies and malfeasances that can impact the operation of systems or sub-sectors.

Their armoured Arbitrators put down industrial riots that endanger a planet's production quotas and root out cults whose activities could provide traitors with a foothold. They close down traffickers bleeding workers away from manufactorum lines, break up cartels trading in elicit xenos technology and move against planetary governors who fail to pay their tithes.

The Arbitrators uphold a set of laws whose initial collation is said to have been ordered during the earliest days of the fledgeling Imperium. It is claimed in Adeptus Arbites dogma that many of the oldest and most fundamental tenets of the Lex are direct transcriptions of the Emperor's words. Such provenance carries weight, both to incite zealotry in those who enforce the Lex and amongst other Imperial agents to view the Arbitrators as enforcers of divine legal writ.

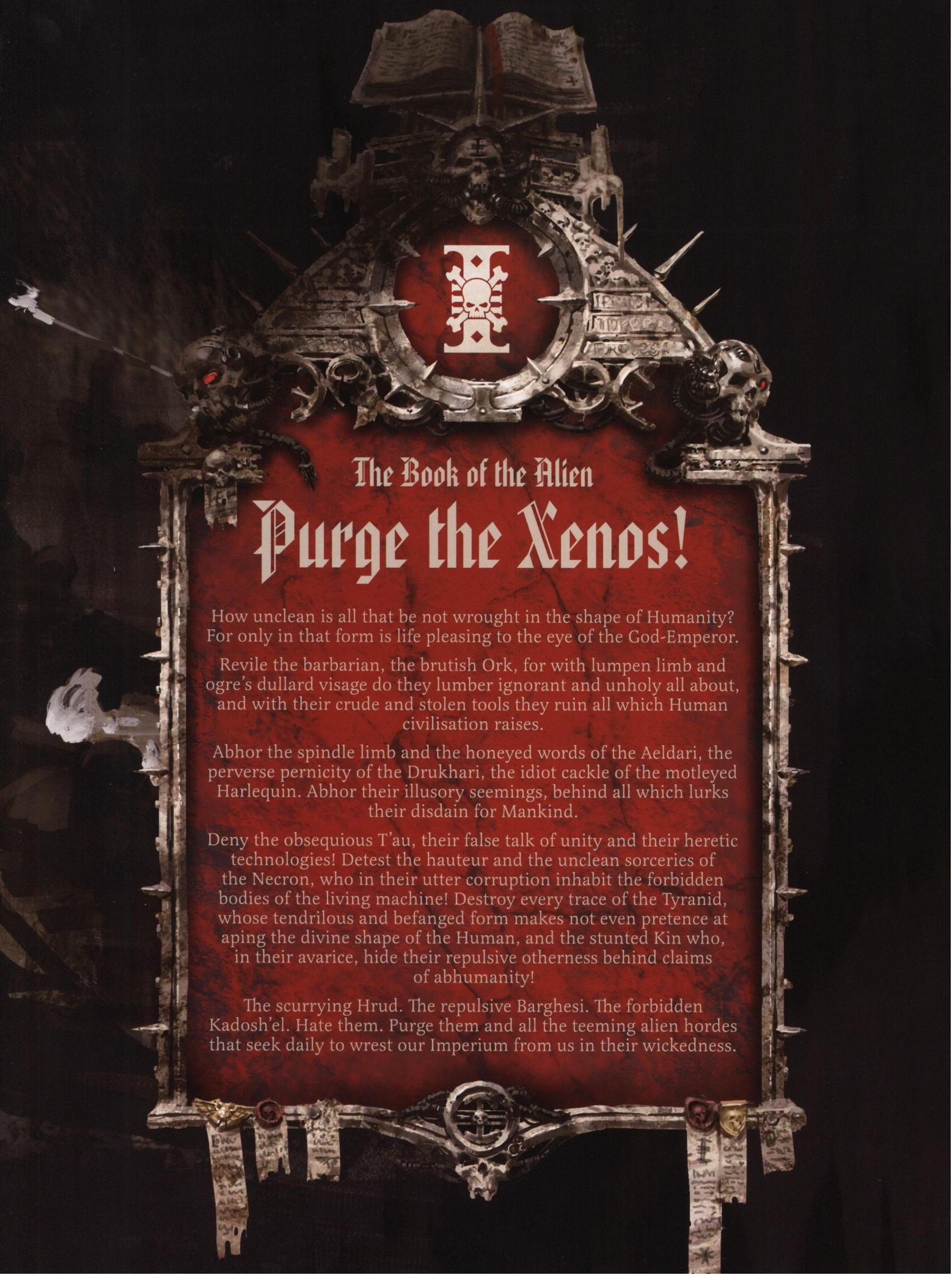
All but the most unusual Imperial worlds – Chapter planets, forge worlds and the like – boast at least one Adeptus Arbites precinct fortress. These slab-sided installations serve as bastions, barracks, courthouses, jails, torture chambers and looming reminders of the authoritarian Imperium writ large. With Arbitrators owing no loyalty to local power structures – not even planetary governors – these precincts also form the first line of defence in the event of insurrection or heresy.

Each precinct is ruled over by a Marshal of Court. Merciless and uncompromising, these figures are well-versed in combat strategy and tactics. In the event of cult uprisings, planetary insurrection or even full-fledged interstellar invasion, it is the task of the Marshal of Court to delay enemy forces long enough for a full Imperial military response force to arrive.

Of course, Marshals try to prevent such threats from arising in the first place. To this end, they wield the Arbitrator squads under their command with a mixture of finesse and brutality. Dawn raids, sudden inspections, remorseless investigations and drawn-out questioning of subjects – both low-born and noble – see the Adeptus Arbites uncover countless threats and exterminate them, with the aid of other Imperial agents such as the Ordo Hereticus or the Ecclesiarchy when required.

The Arbitrators are warriors of Imperial justice, the militant arm of the Marshals of Court. Exempt from prohibitions on operating warp-capable craft – such as planetary governors must abide by – the Adeptus Arbites can deploy in force to a planet, void station or ship upon which their intelligence has revealed the taint of criminal activities.

The largest precinct forces have the power, armouries, armoured fighting vehicles and gunships required to wage entire wars if need be. Clad in their iconic carapace armour and wielding shock mauls, high-tech shotguns and other potent weapons of oppression, the Arbitrators strike with prodigious force. Their mixture of training, quality equipment and disciplined zeal has seen more than one force of Arbitrators hold out in full battlefield conditions long after more conventional defence militia have fled or been eradicated.



The Book of the Alien

Purge the Xenos!

How unclean is all that be not wrought in the shape of Humanity? For only in that form is life pleasing to the eye of the God-Emperor.

Revile the barbarian, the brutish Ork, for with lumpen limb and ogre's dullard visage do they lumber ignorant and unholy all about, and with their crude and stolen tools they ruin all which Human civilisation raises.

Abhor the spindle limb and the honeyed words of the Aeldari, the perverse pernicity of the Drukhari, the idiot cackle of the motleyed Harlequin. Abhor their illusory seemings, behind all which lurks their disdain for Mankind.

Deny the obsequious T'au, their false talk of unity and their heretic technologies! Detest the hauteur and the unclean sorceries of the Necron, who in their utter corruption inhabit the forbidden bodies of the living machine! Destroy every trace of the Tyranid, whose tendrilous and befanged form makes not even pretence at aping the divine shape of the Human, and the stunted Kin who, in their avarice, hide their repulsive otherness behind claims of abhumanity!

The scurrying Hrud. The repulsive Barghesi. The forbidden Kadosh'el. Hate them. Purge them and all the teeming alien hordes that seek daily to wrest our Imperium from us in their wickedness.

KYRIA DRAXUS

Lord Inquisitor Kyria Draxus is amongst the most single-minded Ordo Xenos Inquisitors operating in the Era Indomitus. She is an extreme pragmatist, calmly accepting the label of Radical as the price for employing any and all methods to secure victory over her xenos foes. Not only is Draxus a xenolinguistic polymath who wields Dirgesinger – a firearm of Aeldari origin – she is further psychically bonded with a xenos familiar. This small but aggressive creature is a wyvach, which Draxus has named Sheng, and through whose reptilian frame she can channel her full psychic might in times of need. Having travelled deep into the Necrons' insidious Pariah Nexus amongst the warships of the ill-fated Battle Group Kallides, such times are now common indeed for Kyria Draxus. She is, thus far, the only Imperial agent to have successfully set foot within the hyperspatial corridors of one of the Necrons' nightmarish pylons and returned with her sanity intact. Moreover, her efforts saw the cyclopean xenos structure destroyed. Draxus has since set herself against the Necrons' Silent King and his nightmare schemes, determined to prevent the Pariah Nexus from spreading.

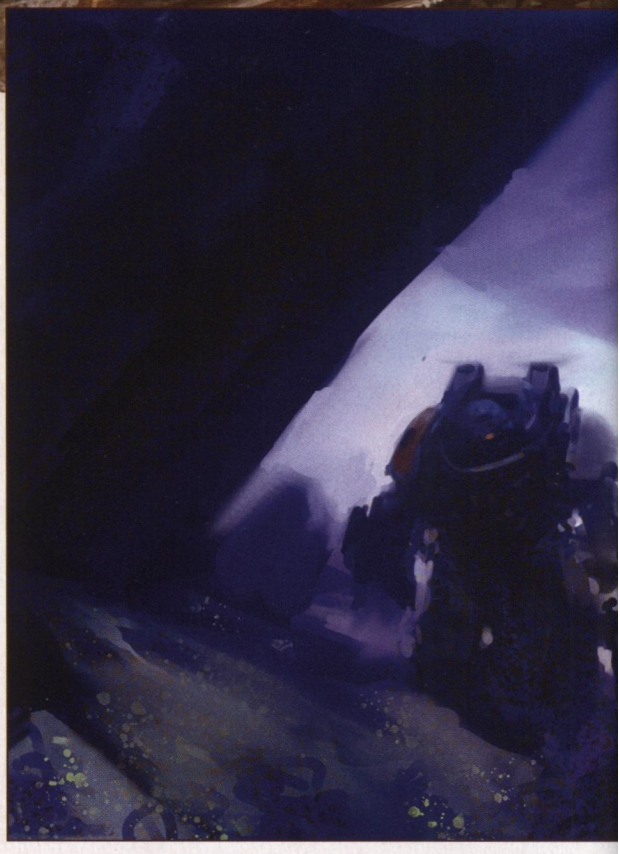
ALIENS' BANE

Humanity is far from alone in the galaxy. Alien life forms – collectively referred to by the people of the Imperium as xenos – proliferate. Many are classified as flora or fauna, and range from crude slime moulds and insect analogues to strange plant life, grazing beasts, parasitic nightmares and even terrifying super-predators. Often, these species pose threats to those Humans that encounter them. Malevolent shadow-beasts that snatch colonists from frontier habs; squirming flesh-eaters that infest the bowels of hive cities and the bilges of voidships; monsters of nightmare like the hulking Ambull or the dimension-skimming Thylograe – all of these and more are deadly and need exterminating.

However, the predations of such bestial life forms are nothing compared to the threats posed by sentient xenos whose planetary empires collide with the Imperium. Whether they be aggressive and monstrous like the Orks and Tyranids, or given to diplomacy and offers of trade such as the T'au or the Kin, all are considered threats to Humanity by the Inquisitors of the Ordo Xenos.

In the face of such omnipresent and diverse peril, these alien-hunting Inquisitors undertake wildly varied investigations and employ a range of methods and tools. Some Ordo Xenos Inquisitors investigate each new alien threat that presents itself, be that the smuggling of alien weapons onto Imperial worlds, the spread of a plague of xenos origin, the sequestration of a highly placed Munitorum adept by betentacled Enslavers or reports of a possible Necron tomb complex awakening beneath a hive city. Certainly, such Inquisitors will never be short of fires to stamp out. Some of their peers, however, have accused them of a lack of focus, likening them to exterminators of vermin or panicked grox herders trying to calm individual beasts amidst a stampede.

Inquisitors working to eliminate these threats often focus on specific aliens they believe to be the pre-eminent danger to Humanity and the Imperium. Lord Inquisitor Vetrosus, for example, has long asserted that the T'au Empire – with their abominable intelligences, advanced technology and silver-tongued diplomats – will herald the damnation of Mankind. He has accordingly waged a series of shadow wars against their septs in the Chalnath Expanse, drawing elements of the Silver Skulls and Necropolis Hawks Space Marines Chapters into his ongoing fight.



By comparison, the pious Inquisitor Rasmusarii declared the Leagues of Votann to be Humanity's foremost foes after witnessing their wholesale annexation of the T'sakari Worlds. The campaigns of murder and mass sabotage orchestrated by the Kin Yaegirs were shocking enough. Yet it was the spectacle of Kin voidships shattering the Imperial capital world beneath the feet of its defenders, processing it for raw materials even as the void battle still raged, then simply ejecting the ruined meat of millions of Imperial Guardsmen as an unwanted by-product, that truly convinced Rasmusarii of the peril. She has since assembled her Conclave of Vengeance to take the fight to the Kin within the galactic core. The Inquisitor counts several avowedly Puritan comrades amongst this war council, alongside the Rogue Trader Pavel Greth, Lord Borhess of House Hawkshroud, and the surviving officers of the Astra Militarum regiments mauled during the Kin invasion.

Then there are those Ordo Xenos Inquisitors – more often than not accused of radicalism by disapproving peers – who believe some xenos are useful, perhaps even necessary to Humanity's survival.

Some merely employ xenos technology: the focusing crystals of alien origin that lend punch to the lasguns of requisitioned Imperial Guardsmen; the bizarre sensor array that – while making the bridge crew deeply

uncomfortable – allows an Imperial voidship to see through the stealth fields of T'au and Drukhari vessels; the chitinous shard, trapped in an armoured locket, whose vibrations lead the bearer unerringly to the lair of one Genestealer Cult cell after another. There is a case to be made for the use of such xenos arcana – often against the very beings who first crafted it – yet there is often a price to be paid as well.

Despite this, some take things much further. More than one Inquisitor who started out hunting Orks has gradually learned their brutish language, gained a grudging respect for their resilience and ingenuity, and eventually found themselves hiring mercenary Orkoids of the Blood Axe Clan to fight alongside conventional – if deeply distrustful – Imperial soldiery. There are numerous instances of certain Inquisitors hiring mercenary xenos such as Kroot or Kin to fight at their sides or even permanently recruiting, perhaps in some rare cases befriending, operatives from such peoples as the T'au, Asuryani, Jokaero or Avloryx.

Some Ordo Xenos Inquisitors even come to echo – in aspect or attitude, consciously or unconsciously – the beings they hunt. Inquisitor Gustavus, for example, has garnered a reputation for matching the barbarous savagery and leathery toughness of his Orkoid quarry after many decades of stalking them through the stars. The mysterious Inquisitor Adenius – who has spent most of her life dismantling the Drukhari Kabal of the Emerald Thorn and its insidious smuggling network – is said to be a presence as fey and sinister as any Commorrite. Rumour amongst the conclaves of the Fordan Sector even has it that – in an effort to move amongst his foes and hunt down his quarry – Inquisitor Semyth underwent extensive surgery along with memory-engram implantation to impersonate a Dvorgite Flensewright. However, Semyth's last desperate vox-report intimated that his undertaking met a gruesome end, suggesting that no matter how much Inquisitors may believe they know about the aliens they hunt, there are always subtleties Humans cannot hope to understand.

In truth, such a lack of insight is often considered advantageous. While Inquisitors of the Ordo Xenos have hunted the galaxy's aliens for millennia, and while some have compiled extensive libraries of xenological texts, many toil in degrees of – often wilful – ignorance. Many live by the creed that the more one seeks to understand the alien, the worse one is tainted by it. They believe one needs not to understand something in order to hate or destroy it. And indeed, the destruction they wreak is widespread. Thanks to the efforts of Ordo Xenos Inquisitors, countless alien threats are exposed and eliminated, while others are purged pre-emptively. Yet for all this, with every passing year, the xenos threats to the Imperium only grow direr.

[CLASSIFIED C-11]
SHROUDED PURPOSE

Inquisitor Halwyl enlists the aid of a Deathwatch strike force out of watch fortress Fort Obsidus. Along with requisitioned Scions of the 15th Psian Jackals, Halwyl's host plunges into the horrors of the Fourth Tyrannic War. Halwyl leads his followers deep into the Bastior Sub-sector, risking the dangers of the infested Irontower System in his quest. He tells none but Watch Master Gharran of his true purpose, and his force soon drops out of all Imperial contact.

THE DEATHWATCH

It speaks to the severity of the xenos threat that the Imperium long ago established a specialist force of Space Marines devoted to combating it. Known to most as the Deathwatch, or sometimes the Shield That Slays, this force is an amalgam. Every loyalist Chapter is expected to send veteran battle-brothers to serve for a time amongst its ranks. Each warrior brings their own Chapter's teachings and specialisms to add to the whole. While it can take time for Space Marines from wildly differing Chapters to overcome clashes of tactics or personality, the result is an alloy more powerful than the sum of its parts.

The kill teams of the Deathwatch need every iota of that combined war wisdom and ferocity, for the xenos hordes they battle are without number. Operating out of watch fortresses scattered thinly across the void, the black-clad Space Marines also have access to sanctified databanks of accumulated alien-hunting lore, and armouries full of specialist wargear designed with xenos foes in mind.

Perhaps the most iconic tools of the Deathwatch are the specialist patterns of bolt shells they employ. Each is adapted to particular types of xenos prey and represents a skilled blending of tailored lethality and broad applicability that has spelt victory for many Deathwatch strike forces. Some types of specialist ammunition, in particular, see frequent use. Hellfire rounds, with their payloads of mutagenic acid, are designed to turn numerous lightly armoured alien hordes into bubbling flesh-gruel in moments; Kraken bolts, fashioned around an adamantine core that gives them the weight and stopping power to pulverise even heavily armoured xenos; vengeance rounds, whose unstable plasma cores can scour a rampaging Tyranid Warrior or redoubtable Kin Hearthguard to ash from the inside out; Dragonfire bolts, their highly pressurised metal shells detonating in incendiary airbursts that saturate entire areas of the battlefield and make a mockery of xenos agility or stealth systems.

The Deathwatch have access to other technologies reserved for their use alone and – in some cases – not altogether sanctioned by the Adeptus Mechanicus. Esoteric energy shields, xenocentric auspicators of unusual design, hardened vox-emitters intended to cut through strange alien powers – all find use amongst their skilled kill teams. Unusually for an Imperial organisation, the Deathwatch make a virtue of innovation in the face of new foes and unexpected alien abilities, seeing their war as too vital to approach in any other fashion.

They even ride to battle aboard a unique pattern of combat dropship, the Corvus Blackstar. Carrying remarkably heavy armament for a craft of its size – and boasting vectored thrusters for exceptional manoeuvrability – these formidable war machines can perform insertion, interdiction and extraction missions with aplomb.

For all their unusual strategies and wargear, the Deathwatch are extremely puritanical in their attitudes. Hatred and intolerance are weapons in their arsenal as vital to them as any firearm or article of intelligence. The Deathwatch do not suffer any xenos they encounter to live; they have even been observed gunning down the alien hirelings of other Imperial agents or turning their fury against xenos envoys offering temporary alliance against mutual foes. Such is their certainty in both the righteousness of their cause and Humanity's ability to defeat all threats without embracing corrupting xenos influences.

The Deathwatch thus make natural allies for the more Puritan Inquisitors of the Ordo Xenos. Many are the petitions for aid made by such agents to the watch fortresses, and rarely are they refused. Most are answered in the form of one or more Corvus Blackstars, their troop bays host to kill teams of grizzled Deathwatch battle-brothers, armed to the teeth and ready to apply all their transhuman might to the purgation of this latest xenos threat.

Such a deployment may even be led by one of the vaunted Watch Masters. With a rank roughly equivalent to that of a Captain within most Space Marine Chapters, these lords of anti-alien warfare rule over the watch fortresses. Having displayed a particular flair for understanding, detesting and exterminating xenos of every stripe, each Watch Master has made a huge sacrifice. Most Space Marines return to their Chapters after standing their Long Vigil amongst the Deathwatch. Not so the Watch Masters. Instead, they remain forever on vigil, dutifully employing their talents for combating xenos threats, imparting their accumulated wisdom and experience to each new battle-brother who joins their ranks.

Watch Masters are far more than simply wise tutors, of course. Blessed with access to some of the most potent alien-killing wargear in the Imperium, they are forces of frightening destruction on the field of battle. In recognition of their sacrifices and the symbolic guard they stand over the Imperium and its master, they have the honour of wielding vigil spears. These weapons are closely based upon those borne by the Adeptus Custodes and are precisely as lethal as would be expected of tools wielded by the Emperor's own praetorians. In the hands of a Watch Master, their energised blades become a blur that cuts down xenos easily, even as their inbuilt storm bolters spit tailored ammunition to reap a still-higher toll amongst the alien foe.

GREGOR EISENHORN

The name Eisenhorn is whispered in some Inquisitorial circles with respect. Amongst others, it is cursed. He was – or possibly is – an Inquisitor of the Ordo Xenos known to have operated in the Segmentum Obscurus and beyond. Tutored by Inquisitor Hapshant, Eisenhorn's sensibilities were initially Puritan, though never fanatically so. However, as the years of his labours passed and the threats he battled became ever more extreme, he was forced to make compromises. The Inquisitor retained infernal information that many of his allies believed should be destroyed. He attracted hate-fuelled nemeses whose deeds forced Eisenhorn to employ ever more desperate weapons, most notably the unholy daemonhost Cherubael. By the time of his alleged demise, Gregor Eisenhorn was damned by some as the worst kind of heretic. Yet it is possible that the Inquisitor still lives and – more amazingly – might remain, in his mind at least, a crusader whose intentions are righteous.

Kyria Draxus looked through eyes that were not her own. In anyone else, the distortion to her perceptions and the strange spectra feeding into her mind would have caused crippling headaches, perhaps even a seizure. Draxus had spent long years attuning herself to Sheng's sensoria. She shared his consciousness with effortless ease.

Through the wyvach's eyes, Draxus saw the dusty landing pad that had once doubled as the village square for hab-colony-Dyros-034. The settlers who had lived there had called it Voyager's Hope. Now, their desiccated corpses lay strewn across the landing pad. Time – and the cruel effects of the Stilling – had reduced them to parchment skin and rags stretched over frames of jutting bone. The rusted ruins of their homes and places of labour huddled around the square like mourners paying their last respects to their former inhabitants. The moaning wind and slate-grey sky did nothing to lessen the funereal aspect of the scene.

A single figure moved amidst all the desolation. From where Sheng perched, unobtrusive in the shadow of a creaking vox-mast, Draxus watched the being's furtive progress: its angular body of living metal, the single eye-lens glowing in its sketch of a face, and its alien lurching gait.

'You have caused such misery and death at the whims of your mad king,' she muttered. 'And for what? Vainglorious nostalgia.'

'My lady?'

With part of her consciousness resident in Sheng's mind, Bartolph's voice reached her as though from a deep well. With a quirk of her mental powers, Draxus withdrew all but the faintest tether of consciousness back into her own body. She stood in the shadow of a generatorum stack, one street back from the village square. Bartolph and the rest of her small retinue of henchmen surrounded her, stances protective.

'The courier is sighted,' said Draxus into her gorget vox-mic. She hefted Dirgesinger. The Aeldari shuriken weapon felt slightly warm to her touch, its psychoactive circuitry purring softly. 'Mission commence.'

The Lord Inquisitor set off down the street, her sleek power armour thrumming smoothly. Her retinue moved with her: Interrogator Thrade awakening his modified pulse carbine; autosavant Pusilimus muttering to herself as her quills scratched on parchment; the twins Ashoor and Rupathi with blades held ready. Bartolph, the scarred old Catachan, spoke into his vox-bead as they walked.

'Vigilant Alpha – shot sanctioned.'

A heartbeat later, the sharp crack of a high-powered rifle shattered the silence of Voyager's Hope like a heretic thrown through a pane of armaglass. Via the wavering sight-tether she had maintained with Sheng, Draxus saw the hunched Necron slapped almost casually onto its back. A black hole pierced the centre of its eye-lens. Crippled, the xenos android writhed on its back in the dust.

Draxus allowed herself a wintry smile at the sight. *Vigilant Alpha,* she thought, *has proved an excellent ally in this endeavour.* It was fortuitous that her mission objectives and his appeared to align, though it remained unclear to her who the Vindicare's ultimate target in this combat zone was or how aiding Draxus advanced his own agenda. She had people working on that

mystery, and its answers would be revealed to her in good time.

For now, she had her own operation to conclude and would simply be glad of the Vindicare's continued presence and apparent cooperation.

Putting her back to the corner of a rusting hab-shack, she glanced a question at Ashoor and Rupathi.

'Something is coming,' said Ashoor, his voice an eerie singsong.

'We feel it,' finished his sister.

As though summoned by their words, emerald light spilt around the corner from the direction of the square.

'Xenos response as predicted,' voxed Draxus, raising Dirgesinger so its barrel rested against her cheek. 'Vigilant Alpha – free fire.'

Curt vox-pips answered, but Draxus ignored them. She was already stepping out around the corner, lining up her shuriken weapon on the nearest Necron target. There were ten of them, just as predicted, hulking androids with bulky gauss weapons. One, presumably their leader, was bending over the maimed courier, trying to wrest a canister of jade-hued metal from its grip.

That Necron was smashed sideways by another round from the Vindicare in the same instant that Draxus' hissing salvo of fire peppered her own target. Lacerated by monomolecular discs, the Necron staggered and collapsed with fat emerald sparks drizzling from its wounds.

'For the Emperor!' cried Draxus.

Her henchmen echoed her cry as they joined the fight at her side. Bartolph's grenade launcher coughed and a fist-sized krak round crumpled another Necron's torso in an implosive blast. Thrade's pulse carbine howled. Ashoor and Rupathi's whisperblades hissed like serpents as the twins charged in to attack.

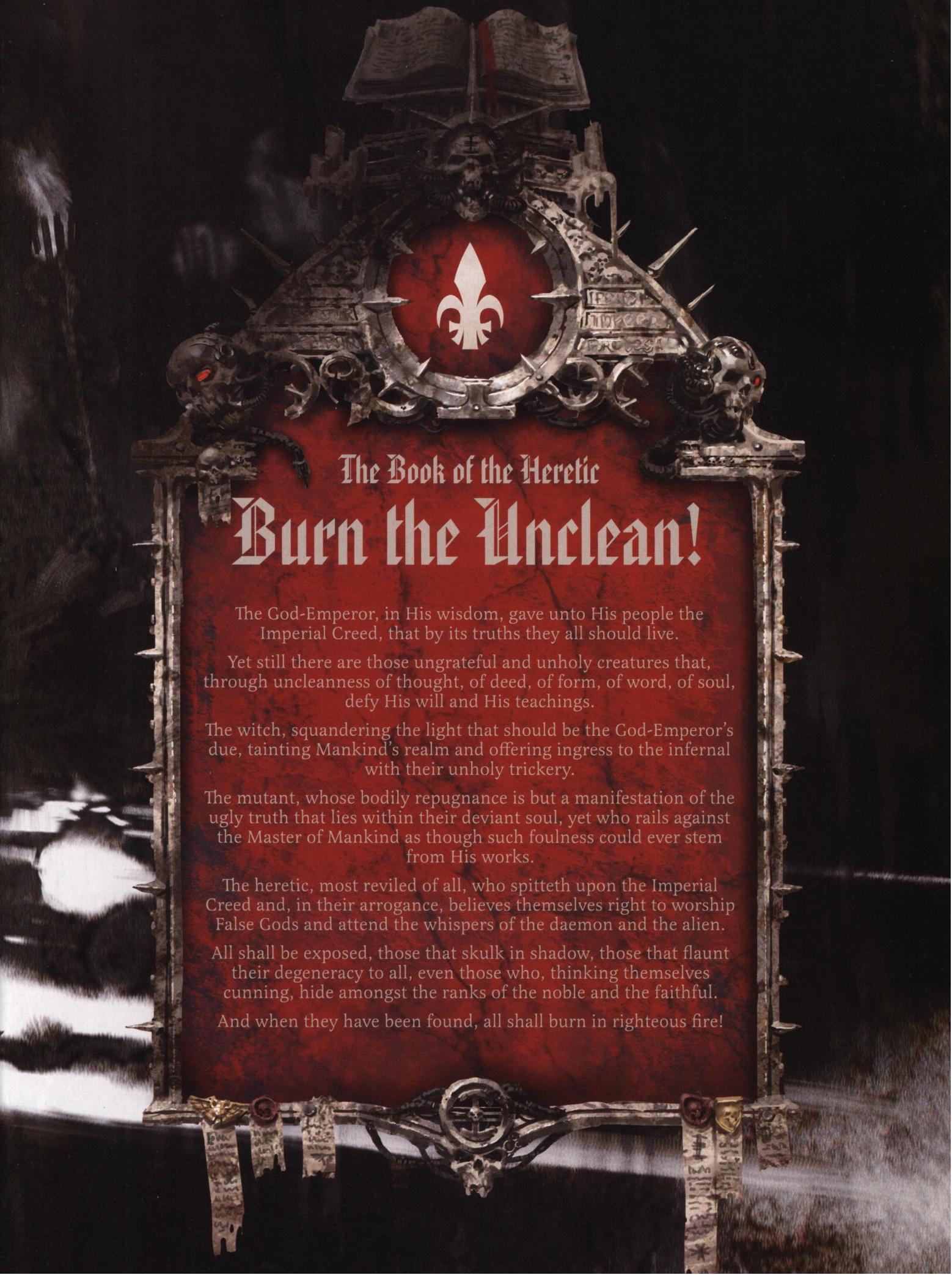
Their attack had surprised the Necrons, but the remaining xenos recovered quickly. Green energies lashed from their guns. Thrade howled as a blast flayed his arm and shoulder. Rupathi just evaded a similar fate, leaping high over the gauss beam before coming down to bury her blade in her attacker's metal skull.

Draxus strode forward and fired again, but her target only reeled. Unfazed, she bludgeoned the xenos to its knees with psychic force.

The Vindicare's rifle cracked a third time, then a fourth. Ashoor fell, face flayed down to the skull. A gauss beam whipped past Draxus, close enough to take the lacquer from her greave. Bartolph fired another grenade, destroying his target from the shoulders up. Keening with loss and fury, Rupathi span through the last remaining xenos, her whisperblade hissing as it cut cables and pierced glowing eyes.

One more crack of the Assassin's rifle and it was over. The Necrons faded like a mirage, taking the sparking remains of their slain with them, leaving only the incapacitated courier. It still squirmed. Draxus ripped the canister from the creature's hands and shot it in the face for good measure.

'Artefact acquired, mission successful,' she said into her gorget vox. 'Ullis, fire up the lander and be ready to get us clear. We're coming to you with casualties, and if I know these damned xenos, trouble won't be far behind us.'


The Book of the Heretic
Burn the Unclean!
The God-Emperor, in His wisdom, gave unto His people the Imperial Creed, that by its truths they all should live.
Yet still there are those ungrateful and unholy creatures that, through uncleanness of thought, of deed, of form, of word, of soul, defy His will and His teachings.
The witch, squandering the light that should be the God-Emperor's due, tainting Mankind's realm and offering ingress to the infernal with their unholy trickery.
The mutant, whose bodily repugnance is but a manifestation of the ugly truth that lies within their deviant soul, yet who rails against the Master of Mankind as though such foulness could ever stem from His works.
The heretic, most reviled of all, who spitteth upon the Imperial Creed and, in their arrogance, believes themselves right to worship False Gods and attend the whispers of the daemon and the alien.
All shall be exposed, those that skulk in shadow, those that flaunt their degeneracy to all, even those who, thinking themselves cunning, hide amongst the ranks of the noble and the faithful.
And when they have been found, all shall burn in righteous fire!

[CLASSIFIED S-81-1] TO SIT IN JUDGEMENT

Puritan Inquisitor Fyodor Karamazov works Navigators and Astropaths to death leading his crusading host to the Avalonia Sub-sector. Deep within the Imperium Nihilus, this region has slid into rebellion, spurred by a pervasive new faith that paints the wider Imperium as tainted and urges strength through isolationism. Having cut themselves off, Imperial worlds have since fallen one by one to the true promulgators of this faith – the Word Bearers. Fighting from atop his armoured Throne of Judgement, Karamazov vows to purge not only the Word Bearers but also every last Imperial citizen and soldier taken in by their apocalyptic doggerel.

THE EYE OF MISTRUST

The Ordo Hereticus owes its existence to the fundamental fallibility of the Human spirit. While their methods and attitudes to what constitutes wrongdoing vary greatly, its Inquisitors all believe the greatest danger to Mankind's survival is heresy against the Imperial Creed; that such corruption and deviancy is found in those who claim to preach this very religion only motivates Ordo Hereticus Inquisitors to more ruthless vigilance. These Inquisitors maintain a sterner watch over the myriad priests and holdings of the Ecclesiarchy than any other Imperial body – a fact that has both prevented much heresy over the millennia and simultaneously earned the eternal enmity of many of the clergy.

Some who know of these Inquisitors label them witch hunters; this is not an inaccurate term per se, for, by the very fact of their existence, unsanctioned psykers are condemned as heretical. Hunting down mutant psykers is indeed a duty that some amongst the Ordo Hereticus specialise in.

Many of these Inquisitors tend towards the grandiose, openly leading the rabid faithful in merciless purges or taking to the field of battle to execute psychically capable combatants amongst the ranks of xenos, Chaos worshippers and occasionally even the Imperium's loyal armies.

Inquisitors who focus on hunting witches surround themselves with coteries of intolerant zealots willing to aid them in their efforts: cruel redemptionists and fanatical Ministorum priests; crusading templars of the Imperial faith wielding blades and shields or bolt-crossbows and blessed stake-launchers; penitents who seek salvation through the shedding of heretic blood; supposed miracle workers whose abilities may, in truth, be witchery themselves. It is an age of hysterical fear and intolerance. Ordo Hereticus Inquisitors need not look far to find fanatics willing to go to any lengths in their service.

Yet to call all Ordo Hereticus Inquisitors witch hunters would be a misnomer. Some are themselves psykers whom their more fundamentalist peers would rather see consigned to a pyre. Moreover, many Ordo Hereticus Inquisitors focus on other breeds of heresy.

Mutation from what the Imperium considers the Human norm is investigated by many Ordo Hereticus Inquisitors. There are countless reasons why Imperial citizens may undergo such changes, whether gradually as a population or spontaneously as individuals. Worlds with unusual gravity may cause a gradual shift towards heavier or more willowy builds, differing bone density and so forth. Night worlds or subterranean Imperial holdings may, over time, cause successive Human generations to develop keener senses of smell, hearing and touch, larger eyes with saucer-like pupils or pallid skin and secondary sense-organs. Bizarre spectra of radiation, ingestion of unusual minerals or crops and myriad other stimuli can trigger stranger changes.

This is without even taking into consideration natural Human evolution across a colossal interstellar population, nor the deleterious effects of the industrial runoff, chemical pollutants and alchemical fumes that permeate so many of the Imperium's worlds and settlements.

Unfortunately for many so afflicted, the wider Imperium – particularly followers of the Imperial faith – is intolerant of such divergences. Some kinds of mutant, having been judged genetically stable and potentially useful, are permitted to endure and serve. Peoples such as Ogryns, Ratlings and even some of the animalistic Beastmen are tolerated so long as they continue to serve as auxiliaries within the immense armies of the Imperial Guard.

The vital mutants known as Navigators are not only permitted within the Imperium but have gained power and wealth – albeit confined to their carefully watched noble houses on Terra – thanks to their unique ability to guide Human voidships through the warp.

Most other mutants, however, are condemned for their perceived heresy of the flesh. Some Ordo Hereticus Inquisitors hunt them without mercy, enacting swift punishment for their mutations and deviations. Other more Radical Inquisitors may seek to understand the causes of mutation and learn whether such alterations could be harnessed to benefit the Imperium. Often their purges see them hound and slaughter many luckless Imperial servants who have long hidden minor mutations from their fellows while living as hard-working beacons of piety.

Sometimes, however, the Inquisitors uncover something altogether more deserving of their attention, for there is another power in the galaxy that can mutate the flesh of the Emperor's servants just as it also taints their minds and souls – the warp.

AGAINST THE CULTS

Many Ordo Hereticus Inquisitors find themselves battling the worshippers of the Dark Gods. Chaos cults fester from the deepest underbellies of Imperial society to its highest spires. The hopeless, desperate for support that the God-Emperor seems unwilling to provide; the powerless, driven by the ambition to change their fates; the angry, the disillusioned, the power-hungry, the indolent or insane: all are drawn to the whispers of the warp.

Many heretical cults even begin as offshoots of the Imperial faith. These may be the misinterpretations of lay preachers and fringe faiths or the intentional warping of Imperial scripture by worshippers of the Dark Gods. The latter is a practice employed by Word Bearers and Alpha Legion Chaos Space Marines and – thanks in no small part to the systemic ignorance that characterises so many Imperial populations – it is alarmingly effective. What better or more satisfying way to undermine the defences of Imperial worlds than to subvert the very religion that depicts them as the ultimate heretics and corrupters?

Chaos cults – or indeed xenoform equivalents such as pernicious Genestealer Cults or deviant faiths established by shapeshifting Lacrymoles – may be small enough that a single Inquisitor and their warband of devoted followers can purge them with fire and blade. However, by the time they uncover many cults, it is too late for such measures.

If a heretic cult spreads quickly or goes undetected for long enough, its rot can inveigle its way through the infrastructure of an entire world. What follows is global rebellion and monstrous bloodshed. Downtrodden populations of labourers and menials take to the streets in screaming mobs or are tricked into conjuring nightmarish entities, often at the cost of their own souls. Supposedly loyal defence militias turn their guns on those they swore to protect. Since the dark days of the Horus Heresy, Imperial worlds beyond count have fallen into damnation thanks to the insidious spread of heretic faiths. Be it a fire-lit and gore-spattered uprising by robed and chanting fanatics, the violent civil war triggered by military commanders whose souls are tainted, or even a total and insidious takeover stemming from a rogue planetary governor or Ecclesiarchal dignitary, all bring madness and horror.

At such times, the Inquisitors of the Ordo Hereticus take to the battlefield with every weapon at their disposal. The more puritanical amongst their number call upon the aid of the Adepta Sororitas – the militant arm of the Imperial faith, whose piety, zeal and seemingly miraculous martial might are beyond question. They may also rally Ecclesiarchal Battle Conclaves, bands of Imperial priests and missionaries, whose fanatical faith is as much a weapon as the sanctified flamers and snarling chainblades they brandish.

Should the threat be especially monstrous, or if the Inquisitor is fortunate in their alliances, they may even call upon a crusading force of the Black Templars. Unusually amongst the Adeptus Astartes, these warriors view the Emperor as a literal god; this tends to align them in no uncertain terms with the intolerant drives of Puritan Ordo Hereticus Inquisitors.

Many other Imperial armed forces may be requisitioned by – or choose to fight alongside – the Inquisitors of this Ordo. Naturally conservative and suspicious of anything they consider heretical, the scions of many Knight houses readily offer such Inquisitors their aid.

Tales are told, in particular, of the Argentium Sigil Freeblade Company, who were instrumental in the toppling of the Godfiend of Oghalis. Then there are the regiments of the Militarum Tempestus, whose faith in the Imperial Creed is fanatical and unquestioning and who obey the commands of the Inquisitors of the Ordos without hesitation.

Ordo Hereticus Inquisitors have often sought the aid of the many Space Marine Chapters across the Imperium, though responses to their requests vary. Most Chapters offer aid as duty demands. Yet there are those amongst the Adeptus Astartes whose own cults and practices – or the large numbers of psykers amongst their ranks – lead them either to view Ordo Hereticus Inquisitors dimly or to avoid their scrutiny wherever possible.

The truth is that when faced with overt heresy, all but the most inflexible Inquisitors will requisition whatever allies they can to see the threat purged. If that means acting as a shining beacon of faith – or a fire-and-brimstone figure of fear – to massed Imperial Guardsmen, marching to war in the shadow of towering Battle Titans, or even making peace with the officially sanctioned deviant faith of the Adeptus Mechanicus, they will do it.

In the Era Indomitus, more than ever, Humanity is bedevilled at every turn by heresy, faithlessness and rebellion. The Inquisitors of the Ordo Hereticus will see it all put to the flame.

INQUISITOR GREYFAX

Katarinya Greyfax is an Inquisitor of the Ordo Hereticus whose investigations have placed her at the heart of some of the greatest developments in recent Imperial history. She was present during the fall of Cadia, battling to defeat heretical and xenos powers. She was also part of the band of champions who – through faith, strength of arms and borderline heresy – succeeded in reawakening Ultramarines Primarch Roboute Guilliman before travelling with him to Holy Terra itself. Since the emergence of the Great Rift, Greyfax has continued to combat one threat to the Imperium after another, from recovering the ancient artefact known as the Eye of Night to laying low the Tyrant of Blueflame. Most recently, her investigations have led her into the Segmentum Pacificus. There, Greyfax has hunted relentlessly, uncovering heretical cults attempting to undermine the logistical chains and communications networks vital to the ongoing Imperial war effort against the Tyranid threat. Once a hard-line Puritan, Greyfax – who is herself a psyker of some power – has adopted an increasingly Radical mindset as she has seen the horrors opposing the Imperium and the measures required to defeat them. There is little she will not countenance if it will lead to Imperial victory.

Inquisitor Valis inhaled a lungful of pollutant-thick air, suppressing a cough. Before her, black-clad Adeptus Arbites Exaction Squads strode along streets dotted with squat hab-bunkers and rusting machinery. Open vats of bubbling fluid and troughs of viscera gave off a foetid stench of effluent and decay. Tanned hides hung over metallic frames, curing in the hazy sunlight. Ahead, the metallic bulk of the rendering plant loomed over the miserable vista, its facade dulled by countless centuries of accumulated filth.

The Arbitrators fanned out, responding to the barked orders of their commanders and pressing through the watchtowers and corroding fortifications that formed a perimeter around the rendering plant. Corpses carpeted the streets between the structures. The bodies of Imperial Guardsmen lay entangled with the remains of traitors clad in dirt rags and bearing the blasphemous iconography of the Chaos powers. Gunfire rattled, emanating from the smog-shrouded structures ahead and punching into the road surface around the advancing Imperial troops. Valis could feel a taint in the air, a malignancy that seemed to cling to her robes and infect her psychic senses. *Something far more foul than pollutants*, she thought.

Seven cycles of painstaking investigation, interrogation, data analysis, haruspicy and toil had led her here to the heart of the rot. This canker would soon be consigned to the flames.

Exaction Squads kicked down doors and breached bunkers with explosive charges. Screams and pleas for mercy emanated from within the structures, only to be abruptly cut off by shotgun blasts. Valis saw one emaciated cultist sprint from the rear door of a bunker, only to be leapt upon by a snarling cyber-mastiff and bludgeoned by the canine beast's handler; the time for mercy had long since passed.

The Arbitrators cleared the last of the outer structures. Gunfire continued to rain down from the rendering plant. Valis could see the muzzle flare of heretic weapons, their lack of training clear in the way they exposed their positions and did not relocate. Raising her wrist-mounted vox-transmitter, she adjusted the broadcast frequency, connecting with the command channel of her requisitioned Cadian forces.

'Major Kordan, you may begin your assault,' she ordered. 'No prisoners. All within the killzone are to be considered tainted and purged without mercy.'

'*Affirmative, Inquisitor,*' came the clipped response.

To the east, tracer and rocket fire arced through the air as Kordan's attack began. Valis could see the distant forms of Scout Sentinel walkers striding forward, multi-lasers spitting fire. One by one, heretic positions fell silent or transformed into conflagrations that gouted smoke into the hazy skies.

Valis followed the Arbitrators in. They closed ranks around her, Subductor Squads leading the line, their assault shields forming a steel wall. Nuncio-aquilas drifted overhead, their laud-hailers blaring proclamations of doom upon the heretics entrenched before the plant.

Valis drew her hand flamer. Despite the wall of assault shields, several Arbitrators fell under heavy heretic fire. The stricken writhed in the dust. The rest marched on regardless.

Valis could see the enemy less than a hundred yards ahead, their heads visible above the lips of their shallow trenches. The majority were clad in face wrappings and goggles to protect them from the grime-thick air.

One figure drew Valis' eye. Tall and powerful of build, his cranium was a pulsating horror of swollen flesh. Trails of dried blood ran from sockets bored into his distended skull, bristling with cables. The figure's eyes blazed with warp energy. He carried a gnarled black staff, which he levelled towards the Arbitrators before uttering a cursed invocation that sent a wave of revulsion through Valis' soul.

A kaleidoscopic bolt of fire erupted from the tip of the witch's staff, wreathing several Arbitrators in flames. They spasmed and thrashed as the potent energy burned flesh and seared souls with equal intensity.

In response, the Subductors leading the advance peeled away, allowing the Exactors to open fire. Shotguns and heavy stubbers roared, a fusillade of scattershot and lead crashing into the heretic line. Incendiary rounds ignited robes and barricades, and armour-piercing slugs punched holes in the makeshift cover. Grenades landed amid the cultists, their concussive detonations hurling robed defenders aside with ease.

The Subductors waded into the survivors in stern silence, each skull-crushing swing of a power maul accompanied by the searing invective of the nuncio-aquilas hovering overhead. Valis strode through the carnage, focused upon the heretic witch. His blue-white eyes had fallen upon her now. Drool oozed from his rotten-toothed mouth. He squealed and drew upon the warp again, psychic force spiderwebbing his weapon.

Valis reached out with her own disciplined might, dousing the foe's attack before it could manifest. A flash of fear passed across the witch's mutant face, a lifetime's petty arrogance evaporating in a heartbeat. He cast a panicked glance around at his dead and dying followers and backpedalled, pushing his allies aside as he fled.

A traitor soldier moved to block Valis' path. She raised her hand flamer and sent a wave of burning promethium into the foe's face. The heretic screamed and fell, thrashing to the ground as he burned. On Valis strode, opening her mind to the warp and focusing intently upon moulding its swirling currents into an instrument of her formidable will.

Tendrils of warpstuff closed around the fleeing psyker, pinning his arms. He struggled in vain to free himself from her grasp.

'You stand accused of witchcraft and heresy,' Valis said, pointing the nozzle of her hand flamer towards the mutant witch. 'In the Emperor's name, die.'

'The Watcher's eye is upon you. He comes!' the witch shrieked.

'Let him,' Valis responded with a sneer and pulled the trigger.

The Book of the Warp

Banish the Daemon!

From heresy and from faithlessness cometh the Daemon.

Of the curiosity of fools and the cowardice of the meek is woven the raiment that garbs its form.

The selfish, the deviant, those who know not their place, they are become its door.

A blade it makes of indolence.

A pyre it buildeth from false hope, to be kindled with vainglory, and upon it doth the Daemon roast for its feasting meats all they who shun the God-Emperor's light.

Speak not of the Daemon!

Think not of the Daemon!

Give it neither regard nor countenance nor anything but righteous hatred, for it is by thine own knowing that the Daemon shall see thee.

And if the Daemon cometh before thee, and doth put asunder all thine shield of ignorance and armour of contempt, then possess thee a soul overbrimming with righteousness and an arm driven only by zeal. For in this way shall thee resist the Daemon and strike it down with the God-Emperor's own fury.

INQUISITOR COTEAZ

Inquisitor Torquemada Coteaz appointed himself High Protector of Formosa after executing the previous incumbent. He is ruthlessly ambitious and utterly uncompromising, and has assembled a network of agents who report back to him from all across the Formosa Sector and beyond. While never slow to requisition Imperial military assets, Coteaz already commands an army of many thousands who are utterly dedicated to seeing his will done. He wields a crackling Nemesis daemon hammer alongside the might of his psychic powers, the focus of which is trained upon the destruction of heretics and the banishment of daemons. His unique familiar – a Glovodan psyber-eagle – soars high to spy out his foes. Of these, Coteaz has many, for his career has been long and bloody. Yet perhaps none is more terrible than the daemonic quarry he has most recently set himself to pursue, for Coteaz hunts no less a foe than Vashtorr the Arkifane and his twisted world engine, Wyrmwood.

DAEMON HUNTERS

The great majority of Imperial servants know nothing of the true nature of Chaos. In the main, this is simply a by-product of ignorance and superstition. Yet it is also, in part, thanks to tireless – and ruthless – efforts by agents of the Ordo Malleus.

It has long been the conviction of such agents that spreading knowledge of the warp's true threat will lead to the downfall of Humanity. Many would lose their minds with terror. Others would succumb to temptation, surrendering themselves to the whispers of daemons. Such a path would surely see the horrors of Old Night rise once again to consume Mankind, and this time there might well be no end to the nightmare. This, at least, is the contention of Ordo Malleus Inquisitors and the Grey Knights of Titan.

As peril lurks in knowledge, safety must lie in keeping Humanity ignorant. The works of daemons and those who worship them must be ended swiftly and unmercifully. The infernal corruption of the warp must be contained and purged before it spreads. And, crucially, Inquisitors of the Ordo Malleus believe that any action – no matter how extreme – is justified in the name of this singular mission.

Ordo Malleus Puritans and Radicals alike are accordingly brutal beyond even the worst excesses of many Inquisitors of other Ordos. They think nothing of exterminating entire Imperial settlements down to the last militiaman should evidence arise of daemonic influence or forbidden knowledge. They will board vessels, slaughter their defenders then send the scuttled craft into the nearest star upon even a suspicion that someone on board might be possessed by a warp entity or promulgating a Chaos faith. Imperial military or naval installations of vital strategic importance; teeming hive cities capable of producing countless regiments of Imperial Guardsmen; entire shrine worlds irreplaceable to the Imperial faith: all are considered expendable by the Ordo Malleus to prevent the risk of a daemonic incursion into realspace.

Even to fight alongside Inquisitors of this Ordo is a risky endeavour, something many requisitioned Imperial troops have discovered too late. To a daemon hunter, it is better to liquidate entire Astra Militarum regiments or subject veteran Space Marines to dangerous and damaging memory erasure than to permit knowledge of the daemonic to persist. Such practices have triggered internecine conflicts – all now highly classified – when powerful Imperial commanders objected to them. None can say just how many loyal Imperial lives have been lost to such tragic confrontations. Whatever the tally, most Inquisitors of the Ordo Malleus would call it a small price when set against the alternative.

As is typical of the Holy Ordos, however, this is one of the few points on which these Inquisitors would agree. Certainly, many look askance at – or even stand in judgement over – the methods of their peers. Puritanical daemon hunters are fiercely intolerant of any practice they view as radicalism, not least because embracing radical philosophies in this case means embracing some element of the powers that only daemonic entities or their worshippers can provide. Radical daemon hunters have been known to wield otherworldly weapons into which daemonic sentiences are bound, trusting their own spiritual purity to resist the entities' whispers. Some use rituals and warding sigils gleaned from the ransack of cultists' libraries, whether to hold back infernal beings or conjure them in interrogation seances, then ply them for forbidden knowledge.

There are even those Inquisitors who channel possessor daemons into Human hosts – typically against the will of the unfortunate vessel – before binding the entities in place with warded fetters and sigils carved into the victim's flesh. Such abominations are known as daemonhosts. They are powerful weapons in an Inquisitor's arsenal, for the bound daemon retains its ability to warp the fabric of realspace and unleash unholy curses upon the foe but must do so at its mortal master's bidding. An unleashed daemonhost can massacre warbands of heretics or lay low enemy war machines. Yet to create such an entity is to damn oneself as a heretic. Entire shadow wars between cabals of Inquisitors have been caused by such an act, doubtless much to the delight of the true worshippers of Chaos.

NEEDS MUST

For all this, even the most puritanical Ordo Malleus Inquisitors must employ esoteric wargear that interacts with the daemonic. Many keep grimoires, be they flak-padded and chain-bound books sealed with warding runes, sanctified dataslates imbued with pious and wrathful machine spirits or more unusual storage devices such as auto-flagellating archival servitors or microscopically etched projector rings. Within their grimoires, the Inquisitors inscribe the true names of daemons that they have learned, for by such knowledge can unholy entities be sent

screaming back to the warp or commanded to do one's bidding. They may also record banishment rituals, fragments of unholy lore and dark secrets that would drive lesser mortals to madness. Amulets, fetishes, prayer papers and other protective charms are also much in evidence amongst the warbands of Ordo Malleus Inquisitors. So too are strange devices that clatter and shriek to warn of surging warp energies beyond the veil, scrimshawed relics said to sap the essence of daemons, bizarre goggles intended to perceive warp-taint upon a person's soul and countless other arcana.

Because of the corrupting nature of the dangers they face, many Ordo Malleus Inquisitors are selective about the armed forces they requisition. To fight alongside those who may be corrupted and turned by the entities of the warp is to court disaster. Where possible, therefore, the agents of this Ordo seek the support of the Grey Knights with their unimpeachable purity and daemon-hunting lore. The battle-brothers of Titan are few, with their scant forces stretched impossibly thin across Imperial space. Thus, the warriors of more-conventional Space Marine Chapters or the nobles of Knightly houses may be recruited in their stead. Inquisitor Cartavolnus, who toppled the unholy Noctilith Crowns on Vigilus, is rarely seen in battle without platoons of elite, carapace-armoured Black Iconoclasts. Lord Inquisitor Dreya Magnafeldt, meanwhile, chooses to place her trust in unyielding iron by fighting alongside the thrice-warded Skitarii and sanctified servitors of the Scourge-Clades of Deimos.

However, there is another school of thought amongst the most merciless Ordo Malleus Inquisitors. These individuals assume that whatever soldiery they fight alongside will inevitably be corrupted and thus should always be considered expendable. Such Inquisitors requisition penal legionnaires, disgraced Freeblade Knights, bands of desperate penitents and eminently expendable companies of unscrupulous mercenaries. They may forge false alliances with, or seek to manipulate, armies of xenos or even rival Chaos cults. To such Inquisitors, all those they fight alongside – often even their hand-picked henchmen – are doomed to purgation the moment they set foot on the battlefield, win or lose.

THE FORMOSA SECTOR

There is something amiss in the Formosa Sector, a spiritual wrongness that has long drawn the notice of Ordo Malleus Inquisitors. Even before the manifestation of the Great Rift, Navigators guiding ships through this region – which borders the Vidar Sector, out on the Imperium's Eastern Fringe – complained that the light of the Astronomican flickered like moonlight through a forest canopy. Oracles arise in remarkable numbers throughout the sector's systems, their predictions laden with cataclysm. For thousands of years, the prophecies of the Formosan Seers were recorded and collected within the echoing chained libraries of the sector's foremost cardinal world, Promulgatia. Yet in the wake of the highly classified War of Threnodies, Promulgatia's entire star system was placed off limits by the Grey Knights of Titan. Those daemon-hunting templars have retained a presence in the Formosa Sector ever since, keeping careful watch over this interdicted system and several others afflicted by more than their share of supernatural strangeness. The Galiphosa and Margravale Systems, the Aridanes Cluster and the feral worlds of Heywen's Belt must all be monitored closely. It is for these reasons, amongst others, that Inquisitor Coteaz coveted the mantle of High Protector of Formosa. He builds on the labours of others who came before him, many of whom met terrible ends while attempting to unlock the so-called Formosan Riddle. What doom haunts its ancient umber-stoned cities? How can it be prevented? Alongside hunting the ever-prolific Chaos cults that infest the Formosa Sector and seeking to protect its many teeming Imperial worlds from warp-spawned corruption, these are some of the questions that bedevil Coteaz and his many hidden agents.

Inquisitor Torquemada Coteaz stood before the crumbling shell of an ancient Imperial shrine. He was centring himself for what would come next. Coteaz stood as still as the blackened and headless statues of the saints flanking the entrance to the ruin. He paid no mind to the fury of battle raging all around him.

The pile-driving footfalls of god-machines and alien war effigies caused the ground to quiver beneath his feet and dislodged small stones that clattered down the shrine's crumbling walls. Tank engines roared. Artillery bombardments thundered, the aural whiteout of their detonations temporarily drowning even the battle cries of the thousands of Imperial Guardsmen and Orks who fought on every side. Dogfighting aircraft streaked through the heliotrope skies, spiralling madly around one another before vanishing over the lip of the valley and out of sight. Lasguns wailed a murderer's lament as platoons of Coteaz's requisitioned soldiery – drawn up in a square anchored against the wall of the shrine – drove back charging Orks. The aliens were pouring around the ruin like a river surging around a boulder.

Still, Coteaz stood unmoving, eyes locked on the shadow-drowned structure as though studying an exhibit in the peace of a museum.

'The xenos do not enter the shrine,' observed Interrogator Mayce. Her voice, quiet and determined, registered with Coteaz in a way no amount of martial clangour could.

'I doubt the beasts even know they are avoiding it,' he mused.

'The daemon's influence?'

'Just so,' Coteaz replied. 'The hand of the Arkifane is in all of this. It is no accident the Orks' advance pivoted this way just when we needed passage into this valley.'

'As you predicted, lord,' said Mayce. Another rain of shells raised rippling detonations a few hundred yards away. Grit and scraps of metal and flesh rained down on Coteaz, his Interrogator, and the retinue of henchmen surrounding them.

'Hence the army,' Coteaz replied dryly.

'They can fight the Orks, but they can't do this,' said Mayce.

'No, Interrogator, this task is ours,' said Coteaz. His psyber-eagle shifted its weight on his shoulder, ruffling its plumage and glowering about disdainfully. 'That being the case, what course would you urge?'

'Testing me? At a time like this, lord?' asked Mayce, raking grit from her short hair as she stared into the shrine's darkness.

'Always, Interrogator.'

She glanced at Coteaz, then back to the shrine. Mayce unholstered her shotgun and racked its pump action one-handed.

'Gratuitous bloody violence, lord,' she replied. 'They'll have started the ritual by now. We hit them hard and fast, break it up before they finish, drive any survivors out of the ruin and into the arms of the Orks.'

'Sound, Interrogator, but we can do better,' replied Coteaz. 'Thanks to our acquisition of the Hranlok Manuscripts, I believe we can pervert the flow of their ritual's energies.'

'Shatter the door as it opens,' said Mayce, nodding slowly. 'Not just

prevent the daemons escaping, but collapse this route into reality altogether.'

Coteaz felt a spark of pride. This one would go far if she lived long enough, he thought. By way of reply, he upended the ornate hourglass that hung from his belt. The sands of time began to trickle.

'By flow's ending, we will have this done,' he said, addressing his retinue. Their reply was lost in the blare of Titan war horns and the scream of rockets streaking low overhead. Coteaz did not need to hear it. They would follow without question. Hefting his hammer, he strode into the darkness within the shrine.

***

He had committed the building's layout to memory. He knew the cavernous, fire-blackened chamber beyond the entrance arch, knew which of the three passages to follow to reach the inner cloister, then the short flight of broad stone steps that would bring him to the inner sanctum. There, Coteaz knew, disciples of Vashtorr were even now attempting the Hranlok Working that would permit the Arkifane's daemonic minions to pour onto this world.

He would see that they failed.

'Seize all proscribed materials,' he told his followers as they fanned out into the chamber, stablights glaring beneath their gun muzzles. 'Any clue to the daemon's location in realspace must be recovered.'

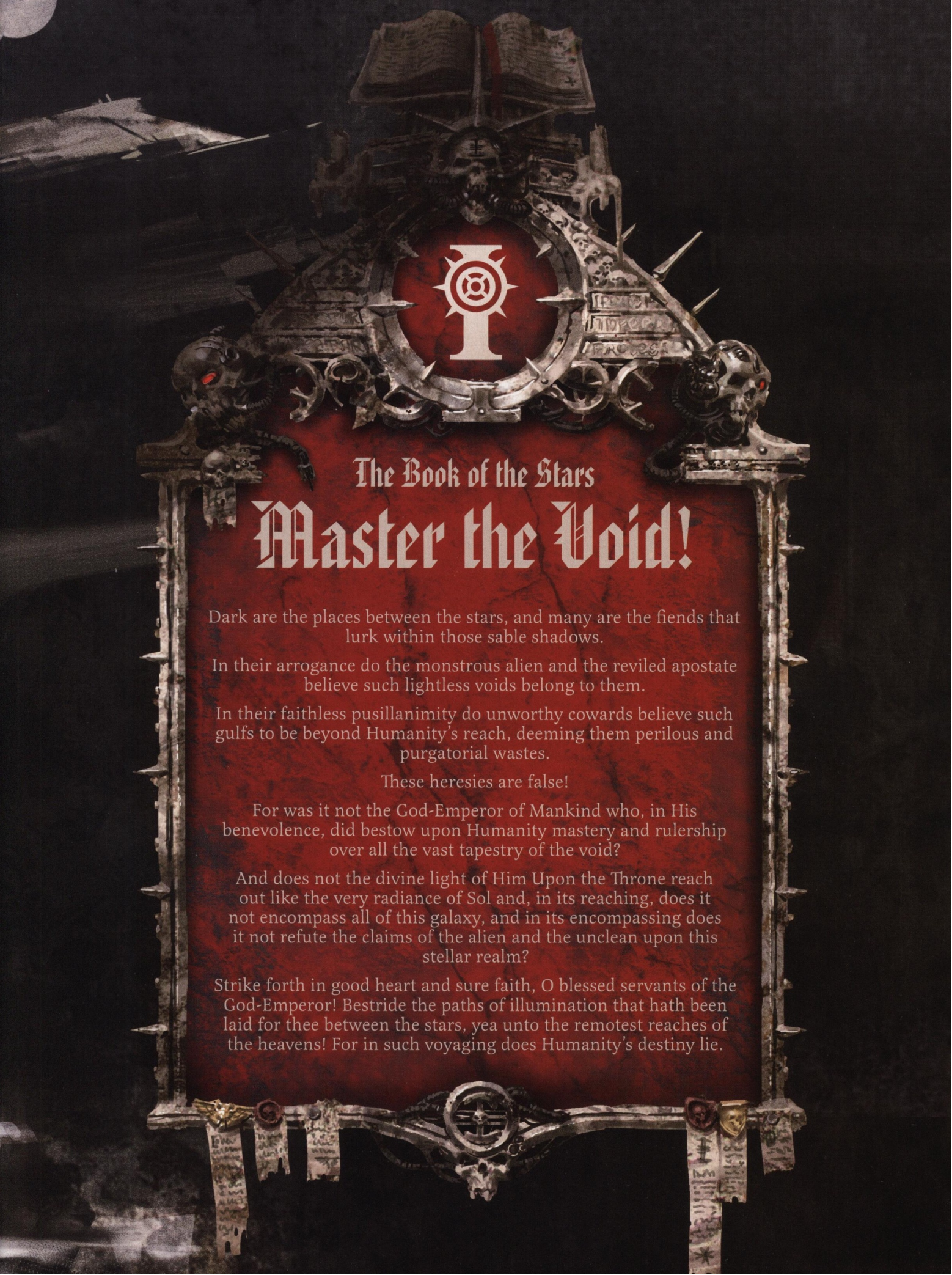
The first gunshot roared precisely five seconds later, as a handful of surprised cultists paid the price for their laxity as sentries. Mayce pinioned the first of them in the glare of her stablight then all but blew the man in half with a point-blank manstopper round. She had chambered another round and transformed a second cultist's face into a red crater before anyone else even started shooting.

The cultists recovered from their shock quickly, Coteaz had to give them that. Figures in stylised overalls and rubberised cowls burst into the chamber, vaulting the corpses of their fellows with reckless haste. He saw ritual oil stains daubing their clothes and poor quality augmetics festooning their flesh like warrior jewellery.

There was nothing poor about their weapons, however. An assortment of autoguns, stub-spitters and even a few boltguns barked as the cultists returned fire. Hrafnir went down in a spray of blood. Exactor Velmor toppled headless from a bolt round even as Frater Elyss roared in pain and triggered his flamer.

Light flare strobed the chamber. Blood sprayed. Rounds pinged from Coteaz's armour. He swung his hammer into a heretic's chest, pulverising the man against the stone wall. His psyber-eagle's talons raked sparking steel orbs from another's eye sockets. Mayce's shotgun thundered again and again.

Over it all, Coteaz heard the echo of chanting from deeper within the stone building. The heretical ritual, he knew, would be gathering pace now. But it would never conclude. He was coming for them all.



The Book of the Stars

Master the Void!

Dark are the places between the stars, and many are the fiends that lurk within those sable shadows.

In their arrogance do the monstrous alien and the reviled apostate believe such lightless voids belong to them.

In their faithless pusillanimity do unworthy cowards believe such gulfs to be beyond Humanity's reach, deeming them perilous and purgatorial wastes.

These heresies are false!

For was it not the God-Emperor of Mankind who, in His benevolence, did bestow upon Humanity mastery and rulership over all the vast tapestry of the void?

And does not the divine light of Him Upon the Throne reach out like the very radiance of Sol and, in its reaching, does it not encompass all of this galaxy, and in its encompassing does it not refute the claims of the alien and the unclean upon this stellar realm?

Strike forth in good heart and sure faith, O blessed servants of the God-Emperor! Bestride the paths of illumination that hath been laid for thee between the stars, yea unto the remotest reaches of the heavens! For in such voyaging does Humanity's destiny lie.

ROGUE TRADERS

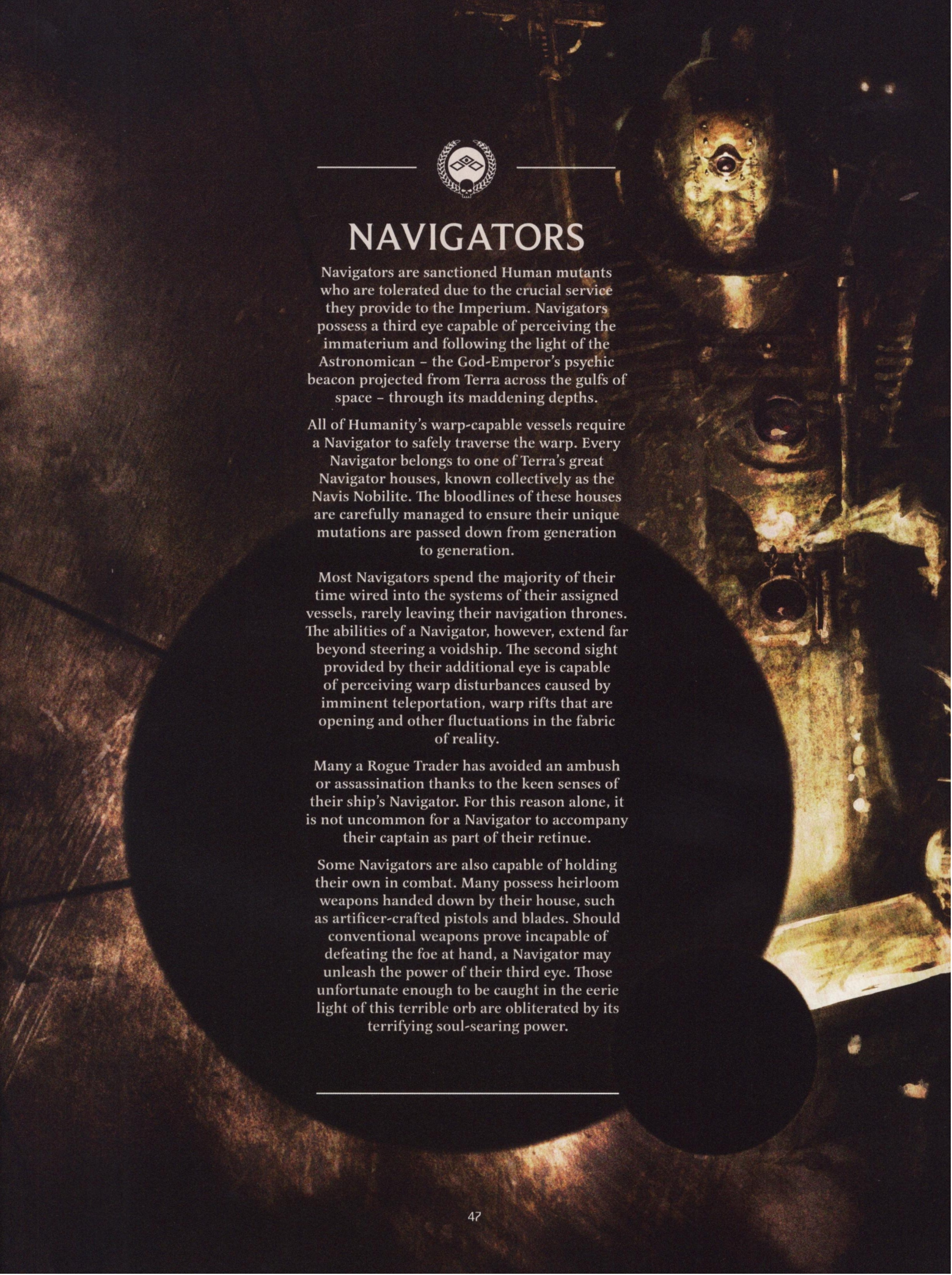
Rogue Traders are explorers and merchants granted the right to survey, colonise, trade and make war on behalf of the Imperium. Rogue Trader captains possess either a Warrant of Trade or a Letter of Marque issued by high-ranking Imperial officials such as the Lords of the Adeptus Terra or Navis Imperialis sector admirals.

Warrants of Trade are hereditary, with many passed down through dozens of generations. Letters of Marque are ordinarily more restrictive, applying only for a limited time or to a single captain. These documents permit the bearer to operate in specific regions of the galaxy and allow Rogue Traders a great deal of autonomy and freedom, even allowing them to interact with certain xenos species.

Rogue Traders vary in influence and power. Some command only a single vessel and a small number of armed enforcers, while others possess grand fleets of voidships replete with entire regiments of Astra Militarum soldiers, armoured vehicles, fighter craft and other military equipment.

The nature of a Rogue Trader's existence brings them into contact with a wide range of enemies, and many are experienced and skilled combatants with a firm grasp of military tactics. It is not uncommon for a Rogue Trader and their retinue to resort to force to seize resources from xenos, bring long-isolated Human settlers forcefully into the Imperial sphere or indulge their predilections for piracy and oppression.

Given their wealth, influence and ability to trade widely with xenos species, Rogue Traders have access to a broad range of esoteric weapons, including artificer-crafted monomolecular rapiers and heirloom sidearms, should they be required to defend themselves.



NAVIGATORS

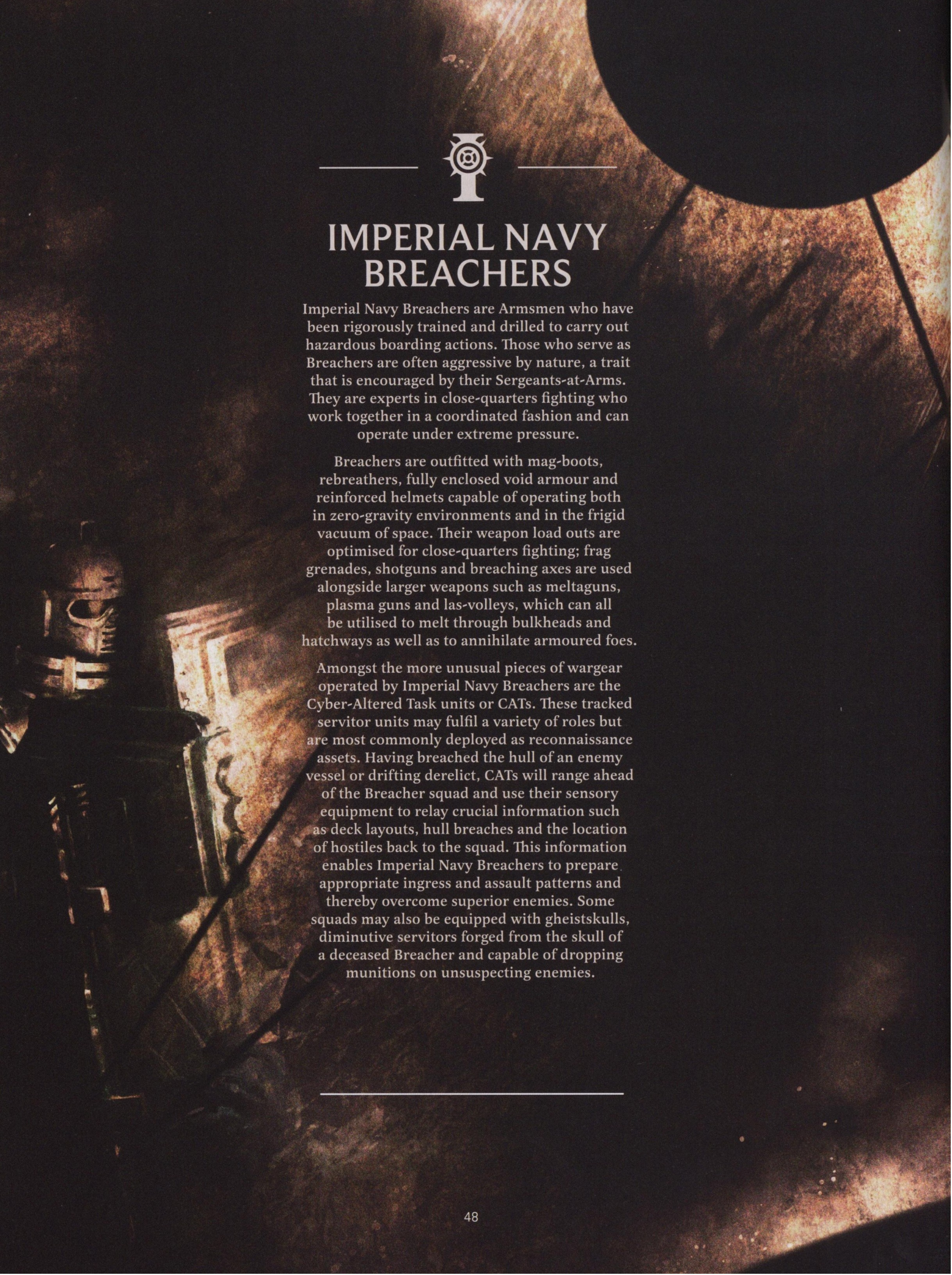
Navigators are sanctioned Human mutants who are tolerated due to the crucial service they provide to the Imperium. Navigators possess a third eye capable of perceiving the immaterium and following the light of the Astronomican – the God-Emperor's psychic beacon projected from Terra across the gulfs of space – through its maddening depths.

All of Humanity's warp-capable vessels require a Navigator to safely traverse the warp. Every Navigator belongs to one of Terra's great Navigator houses, known collectively as the Navis Nobilite. The bloodlines of these houses are carefully managed to ensure their unique mutations are passed down from generation to generation.

Most Navigators spend the majority of their time wired into the systems of their assigned vessels, rarely leaving their navigation thrones. The abilities of a Navigator, however, extend far beyond steering a voidship. The second sight provided by their additional eye is capable of perceiving warp disturbances caused by imminent teleportation, warp rifts that are opening and other fluctuations in the fabric of reality.

Many a Rogue Trader has avoided an ambush or assassination thanks to the keen senses of their ship's Navigator. For this reason alone, it is not uncommon for a Navigator to accompany their captain as part of their retinue.

Some Navigators are also capable of holding their own in combat. Many possess heirloom weapons handed down by their house, such as artificer-crafted pistols and blades. Should conventional weapons prove incapable of defeating the foe at hand, a Navigator may unleash the power of their third eye. Those unfortunate enough to be caught in the eerie light of this terrible orb are obliterated by its terrifying soul-searing power.



IMPERIAL NAVY BREACHERS

Imperial Navy Breachers are Armsmen who have been rigorously trained and drilled to carry out hazardous boarding actions. Those who serve as Breachers are often aggressive by nature, a trait that is encouraged by their Sergeants-at-Arms. They are experts in close-quarters fighting who work together in a coordinated fashion and can operate under extreme pressure.

Breachers are outfitted with mag-boots, rebreathers, fully enclosed void armour and reinforced helmets capable of operating both in zero-gravity environments and in the frigid vacuum of space. Their weapon load outs are optimised for close-quarters fighting; frag grenades, shotguns and breaching axes are used alongside larger weapons such as meltaguns, plasma guns and las-volleys, which can all be utilised to melt through bulkheads and hatchways as well as to annihilate armoured foes.

Amongst the more unusual pieces of wargear operated by Imperial Navy Breachers are the Cyber-Altered Task units or CATs. These tracked servitor units may fulfil a variety of roles but are most commonly deployed as reconnaissance assets. Having breached the hull of an enemy vessel or drifting derelict, CATs will range ahead of the Breacher squad and use their sensory equipment to relay crucial information such as deck layouts, hull breaches and the location of hostiles back to the squad. This information enables Imperial Navy Breachers to prepare appropriate ingress and assault patterns and thereby overcome superior enemies. Some squads may also be equipped with gheistskulls, diminutive servitors forged from the skull of a deceased Breacher and capable of dropping munitions on unsuspecting enemies.

IMPERIAL NAVY ARMSMEN

Imperial Navy Armsmen are the fighting troops of the Navis Imperialis. They are responsible for garrisoning and defending all Navis Imperialis assets, from small orbital stations to gigantic battleships. Upon being posted to a voidship, Armsmen must swear solemn oaths of fealty to the ship and navy before being accepted as part of the vessel's complement. Once done, they are considered as much a part of the ship as any mechanical component. Armsmen may perform a range of duties aboard voidships, though their primary role is to defend the vessel should it be boarded or fall victim to mutinies. Some units of Armsmen may receive specialist training in additional offensive or defensive actions, depending on the nature of their deployment.

Armsmen are usually lightly armoured and equipped with lasguns similar to those wielded by Imperial Guardsmen. This firepower is supplemented by potent shotguns that are effective at short range and in confined spaces. The strongest Armsmen may be issued with rotor cannons, the prodigious fire rate of which enables the wielder to pin down enemies as their squadmates advance through the cramped belly of a battleship or void station. Armsmen have no officers beyond the rank of Master Sergeant-at-Arms. These senior non-commissioned officers report directly to the ship's captain, a measure intended to assure the authority of Navis Imperialis fleet officers.

As well as serving aboard vessels of the Imperial Navy, Armsmen may be requisitioned by independent Rogue Traders. Whilst these soldiers are utilised in largely the same manner as those aboard Navis Imperialis vessels, they are far more likely to be pressed into service as reserve ground troops in support of the activities of ambitious and often unorthodox Rogue Trader superiors.

Showcase

PANOPLY IMPERIALIS

JUST AS THE ARMIES OF THE IMPERIAL AGENTS ARE REMARKABLE FOR THEIR IMMENSELY VARIED COMPOSITION, SO THE COLOURS THEY DISPLAY RANGE FROM GRIM AND SOMBRE TO VIVID AND FLAMBOYANT. WARRIORS CLAD IN THE DARK GARB OF EXECUTIONERS AND HUNTERS OF HERETICS FIGHT ALONGSIDE THOSE BEARING THE PROUD HERALDIC CRESTS OF SPACE MARINE CHAPTERS, OR THE GARISH WAR PAINT OF STRANGE INQUISITORIAL HENCHMEN. TRULY, NO TWO SUCH HOSTS LOOK EXACTLY ALIKE.

1

2

Created as a means to combat the endless xenos threats to the Imperium, the Deathwatch is a specialist Chapter of alien-hunting Space Marines. They often fight alongside the agents of the Ordo Xenos, who also combat alien threats.

1 Amidst the ramshackle scrap forts and sprawling Orkoid settlements of War Zone Octarius, a strike force of Deathwatch battle-brothers takes the fight to the alien foe. Under the steely gaze of their Watch Master, kill teams disembark from their Corvus Blackstars and launch a devastating assault to catch the Orks entirely unawares.

2 Lord Inquisitor Kyria Draxus leads a band of agents in an assassination strike against a coven of Aeldari mind-witches. Having farseen the threat to their lives, the cunning Aeldari spring their trap, opening shimmering wraith gates through which swift-skimming assault forces converge. Yet Draxus has not come unprepared, knowing well the duplicity and cunning of the Aeldari. Her own reinforcements descend in Corvus Blackstars with screaming engines, from whose transport holds spill Deathwatch Space Marines ready for battle.

Inquisitor Draxus

Watch Master

Watch Captain Artemis

Deathwatch Veteran with Stalker-pattern boltgun and power weapon

Deathwatch Veteran with power weapon and Astartes shield

Deathwatch Veteran with infernus heavy bolter

Watch Sergeant with combi-weapon and power weapon

It falls to the Ordo Hereticus to purge heresy and witchcraft from within the Imperium. Supported by warriors and priests of the Imperial faith, they uproot cults and destroy deviants.

3 Once a faithful Imperial world, well positioned to supply War Zone Bastior with materiel, Habanor II now drowns in heresy. Into this cauldron of horror strides Inquisitor Katarinya Greyfax. At her back march a force of Arbitrators and Battle Sisters. Before her seethe the massed ranks of the Cult of Boundless Promise, whose heresies have seen this world spiral into madness. The battle for the soul of Habanor II begins here.

4 Elsewhere on Habanor II, bellowing herds of Beastmen lead the traitor counterattack against the Basilica of Saint Bethandra. Braying their hatred for what they see as the weakling technologies and faiths of Humanity, the hulking warriors hurl themselves at the defenders, sure in their strength and the blessings of their dark gods. They are met by a resolute wall of Battle Sisters whose vox-amplified hymnals rise over the animal clamour of their foes. Fighting as part of Greyfax's requisitioned hosts, the Battle Sisters hold their ground and pour fire into the Beastmen, knowing that at any moment the agents of the Assassinorum are going to strike a decisive blow on this front.

Inquisitor Greyfax

Ministorum Priest with holy pistol and power weapon

Battle Sister with boltgun

Battle Sister with boltgun and simulacrum imperialis

Battle Sister with Ministorum flamer

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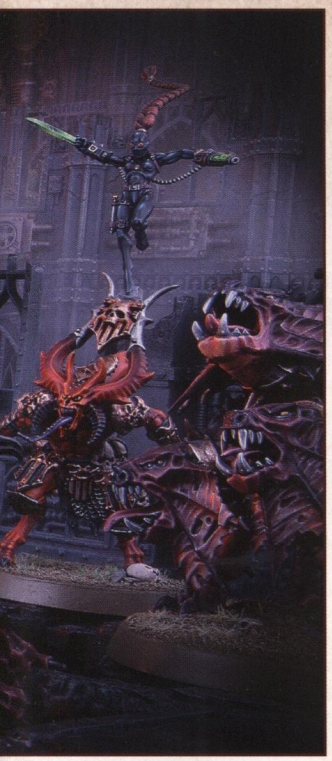


The Ordo Malleus takes whatever actions are required – no matter how horrifying – to combat the threat of the warp and its daemons. Sometimes, their Inquisitors are aided by the gleaming templars of the Grey Knights Chapter, psychically capable battle-brothers whose minds and souls are as heavily armoured against corruption as their bodies are against harm.

5 The hive world of Shemzau faces its final days as cults open a rift into the warp beneath the planet's surface. The daemonic legions of the Blood God turn desperate attempts at evacuation into a nightmare. Seemingly from nowhere, the daemon hunters of the Ordo Malleus strike. With brutal economy they cripple the few warp-capable ships used in the evacuation and trap Shemzau's terrified populace in-system for later purgation. That done, a combined host of Grey Knights and Inquisitorial warbands sweep down upon the planet, intent on sealing the infernal warp rift.

6 On the fringes of the Formosa Sector, the agri world of Morag's Reach suffers a gruesome invasion by the plague daemons of Nurgle. Inquisitor Coteaz leads a rapid strike, seeking to purify the dying world with an Exterminatus-grade device amidst the world's rapidly mutating swamps.

Inquisitor Coteaz

Glovodan Psyber-eagle

Grey Knights Terminator with storm bolter and Nemesis force weapon

Terminator Justicar with storm bolter and Nemesis force weapon

Grey Knights Terminator with storm bolter and Nemesis force weapon

Grey Knights Terminator with psilencer and Nemesis force weapon

Grey Knights Terminator with storm bolter and Nemesis force weapon

Canid

Voidsman with lasgun and laspistol

Voidmaster with artificer shotgun and laspistol

Voidsman with Voidsman rotor cannon

Lectro-Maester with voltaic pistol

Rejuvenat Adept with laspistol and healing serum

Navis Armsman with Navis heavy shotgun and endurant shield

Navis Armsman with Navis las-volley

CAT Unit

Navis Armsman with Navis shotgun and demolition charge

Gheistskull

Navis Armsman with autopistol and chainfist

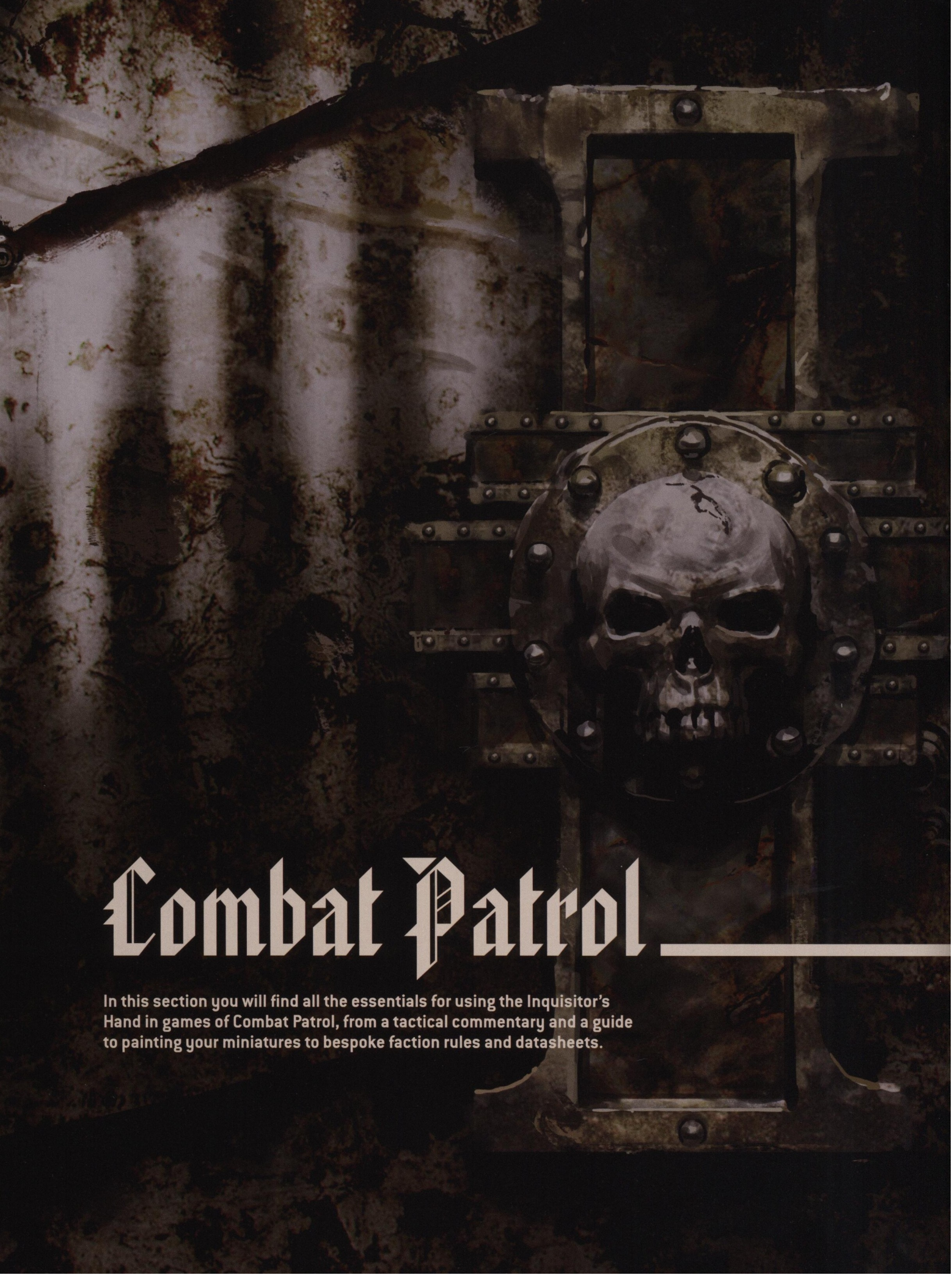
Death Cult Assassin with dartmask and Death Cult power blade

Navis Sergeant-at-Arms with autopistol and chainsword

Be it under the auspices of a Rogue Trader and their flotilla or an Imperial Navy warship, Imperial agents often go to war direct from mighty voidcraft.

7 Navigator Vatrovius Shey of House Benetek stands on the command deck of his master's warship. He takes a moment, knowing soon he will board a combat lander and go into battle on behalf of the Rogue Trader who long ago commissioned his services. Danger is a daily part of a Navigator's life, and he knows his own abilities. He will not disgrace the name of Benetek this day.

8 Bedlam rages through the Sarytosean void docks as Drukhari hunt for victims. The mayhem cranks up a notch as warriors of the Deathwatch and the soldiery of a Rogue Trader's flagship board and join the fight. Rotor cannons and shotguns thunder. Bolters boom. Xenos grotesques shriek with pain and glee as they drag the wounded away to the pits of Commorragh. Yet with Imperial agents pushing forward, the aliens' hopes of victory fade.



Combat Patrol

In this section you will find all the essentials for using the Inquisitor's Hand in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.

INQUISITOR'S HAND

PREACHER TEGUEN (1 MODEL)

- **This model is equipped with:** zealot's vindictor.

There are two powerful Enhancements available for this model, both offering exciting options. Icon of Aversion is an excellent durability booster that will help you get an extra turn or two out of the Imperial Agents' plasma weaponry, not to mention keeping the priest with his capable melee skills in the fight for longer. Meanwhile, A Higher Calling can be a great choice if you are fighting an enemy force that is fragile, or which relies on a small number of key units for victory, as it turns the priest's unit into an aggressive tool to complement the Eversor Assassin.

EVERSOR ASSASSIN (1 MODEL)

- **This model is equipped with:** executioner pistol; power sword and neuro-gauntlet.

The Eversor Assassin is an exceptional single-model unit, able to destroy poorly armoured enemy characters with its ranged attacks and tear through infantry or mounted characters it encounters in melee. However, it does not have the durability to endure in ongoing melee engagements, and you will need to watch out for uses of the Fire Overwatch Stratagem. His small base size and high Movement characteristic make the Eversor Assassin a constant threat on the smaller sized battlefields of Combat Patrol.

It is often best to move forward cautiously in the early stages of the game, staying hidden and using terrain to your advantage, preventing your opponent from taking the middle of the board early on with the potential threat the Eversor Assassin exudes, allowing your other units to score Victory points from the objectives.

2 VIGILANT SQUADS (11 MODELS EACH)

In each squad:

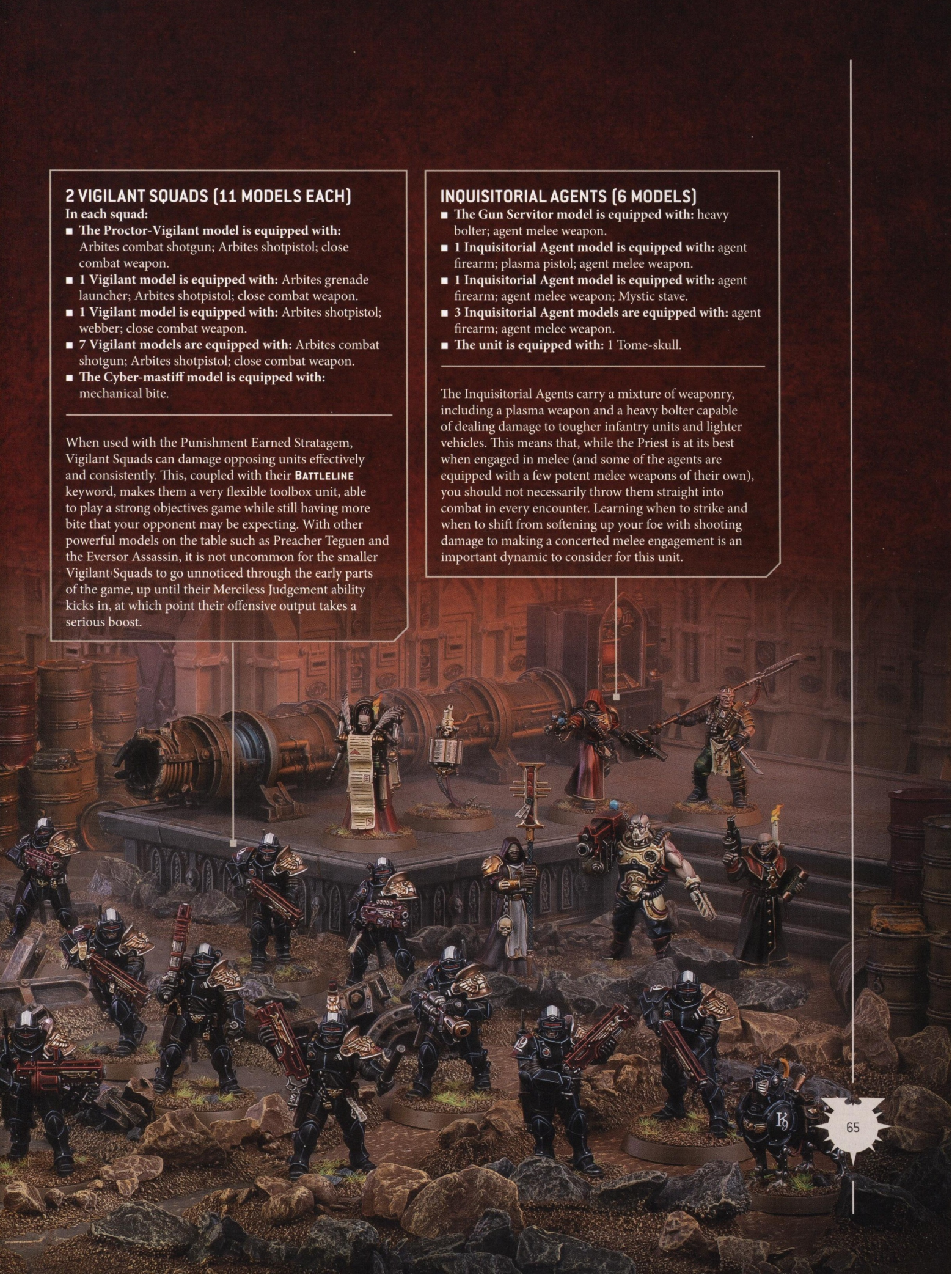
- **The Proctor-Vigilant model is equipped with:** Arbites combat shotgun; Arbites shotpistol; close combat weapon.
- **1 Vigilant model is equipped with:** Arbites grenade launcher; Arbites shotpistol; close combat weapon.
- **1 Vigilant model is equipped with:** Arbites shotpistol; webber; close combat weapon.
- **7 Vigilant models are equipped with:** Arbites combat shotgun; Arbites shotpistol; close combat weapon.
- **The Cyber-mastiff model is equipped with:** mechanical bite.

When used with the Punishment Earned Stratagem, Vigilant Squads can damage opposing units effectively and consistently. This, coupled with their **BATTLELINE** keyword, makes them a very flexible toolbox unit, able to play a strong objectives game while still having more bite that your opponent may be expecting. With other powerful models on the table such as Preacher Teguen and the Eversor Assassin, it is not uncommon for the smaller Vigilant Squads to go unnoticed through the early parts of the game, up until their Merciless Judgement ability kicks in, at which point their offensive output takes a serious boost.

INQUISITORIAL AGENTS (6 MODELS)

- **The Gun Servitor model is equipped with:** heavy bolter; agent melee weapon.
- **1 Inquisitorial Agent model is equipped with:** agent firearm; plasma pistol; agent melee weapon.
- **1 Inquisitorial Agent model is equipped with:** agent firearm; agent melee weapon; Mystic stave.
- **3 Inquisitorial Agent models are equipped with:** agent firearm; agent melee weapon.
- **The unit is equipped with:** 1 Tome-skull.

The Inquisitorial Agents carry a mixture of weaponry, including a plasma weapon and a heavy bolter capable of dealing damage to tougher infantry units and lighter vehicles. This means that, while the Priest is at its best when engaged in melee (and some of the agents are equipped with a few potent melee weapons of their own), you should not necessarily throw them straight into combat in every encounter. Learning when to strike and when to shift from softening up your foe with shooting damage to making a concerted melee engagement is an important dynamic to consider for this unit.



PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you bring your Imperial Agents Combat Patrol to life. By following the steps set out here you will be able to paint your models to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve a good coverage.

- ABADDON BLACK
- NULN OIL
- MECHANICUS STANDARD GREY
- CORAX WHITE
- THUNDERHAWK BLUE
- RETRIBUTOR ARMOUR
- RHINOX HIDE
- REIKLAND FLESHSHADE
- KHORNE RED
- LEADBELCHER
- CASANDORA YELLOW
- ASTROGRANITE

Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Grey Seer Spray paint. You can use multiple thin coats of Corax White Base paint instead.

Cloth, Armour and Bodygloves

1 Basecoat the robes, fatigues, armour and bodygloves with multiple thin coats of Abaddon Black. 2 Highlight the robes and fatigues using Mechanicus Standard Grey. You could apply a gentle drybrush instead. 3 Highlight the armour and the bodygloves using Thunderhawk Blue.

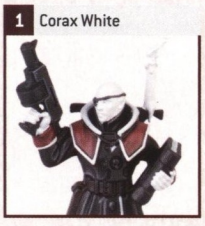
Leather

1 Paint the pouches, straps and belts using multiple thin coats of Rhinox Hide.

Guns, Armour, Mantle and Lenses

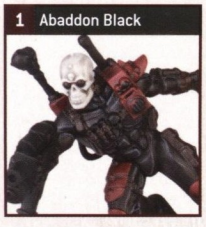
1 Paint the Arbitrators' guns, the armour on the Eversor Assassin and the Inquisitorial Agents' mantles using several thin coats of Khorne Red. Thin a small amount of Khorne Red to make a wash, and apply it to the Arbitrators' lenses. 2 Shade these sections and the leather areas using Nuln Oil.

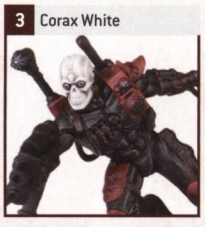
Skin, Candles, Cloth Decoration and Eversor Assassin's Helm



1 Use thinned Corax White to basecoat the skin, candles, cloth decoration and the Eversor Assassin's helm. 2 Paint the skin with Reikland Fleshshade. 3 Paint the flame and the cloth decoration with Casandora Yellow. 4 Finally shade the wax body of the candle and the helm of the Eversor Assassin with Nuln Oil.

Lenses, Auspex and Plasma Coils





1 Thin Abaddon Black and basecoat the eye lenses and auspex. 2 Use thinned Thunderhawk Blue to highlight the lenses and shade the auspex. 3 Add a small dot of Corax White to highlight. Now use thinned Corax White to paint any plasma coils. Once dry, add a wash of thinned Thunderhawk Blue to shade the coils.

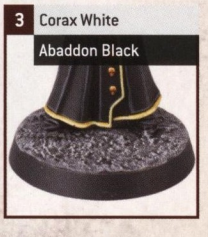
Pauldrons and Decorations

1 Paint the left pauldrons of the Arbitrators, the aquilas, buttons and small metallic decorations with Retributor Armour. 2 Shade these areas with Reikland Fleshshade, being careful not to let it pool.

Aerials and Metal Details

1 Paint all aerials and bare metal details with Leadbelcher. 2 Shade these areas with Nuln Oil, being careful not to let it pool.

Basing



1 Apply Astrogranite, being careful near the edges. 2 Once dry, apply a shade of Nuln Oil to the entire base. 3 Drybrush the base gently with Corax White. Finally apply multiple thin coats of Abaddon Black to the base edge to finish.

COMBAT PATROL
INQUISITOR'S HAND

ABILITIES

The datasheets required to use the Inquisitor's Hand can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has.

While using this Combat Patrol, you also have access to the following bespoke ability.

EYE OF JUSTICE

The Adeptus Arbites hunt down and persecute heretics and traitors to the Emperor's realm with absolute focus and lethal precision.

At the start of your Command phase, select one **VIGILANT SQUAD** unit from your army. Until the start of your next Command phase, weapons equipped by models in that unit have the **[LETHAL HITS]** and **[PRECISION]** abilities.

ENHANCEMENTS

Your **MINISTORUM PRIEST** model is your **WARLORD** and has the Icon of Aversion Enhancement. You can replace this with A Higher Calling.

DEFAULT ENHANCEMENT

ICON OF AVERSION

Bestowed upon this holy warrior by their shadowy patron, this ancient amulet radiates palpable waves of fear and oppression, as though the very God-Emperor himself looked upon the foe and found them sorely wanting. Few can stand to even look upon the icon's bearer, instead cowering and recoiling from their judgement.

Models in the bearer's unit have a 4+ invulnerable save, and each time an attack targets the bearer's unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

OR

OPTIONAL ENHANCEMENT

A HIGHER CALLING

This warrior knows all too well that the mission they have been charged with could determine the fate of entire worlds; their patron deals in no other kind of battle. They strive with according determination and fanaticism, whipping their followers into a fury and accepting any price in victory's name.

The bearer's unit can declare a charge in a turn in which it Advanced. In addition, melee weapons equipped by models in the bearer's unit have the **[SUSTAINED HITS 2]** ability, and each time such a model makes a melee attack, add 1 to the Hit roll.

SECONDARY OBJECTIVES

You will use the Judgement Absolute secondary objective. You can replace this with Blade in the Shadows.

DEFAULT SECONDARY OBJECTIVE

JUDGEMENT ABSOLUTE

There can be but one sentence for the crimes of the enemy commander and their lackeys. Judged guilty in the eyes of the God-Emperor, they must burn for their heresy.

At the start of the first battle round, select one enemy unit (excluding your opponent's **WARLORD**). At the end of the battle, you score 6VP if that unit is destroyed and you score 6VP if your opponent's **WARLORD** is destroyed.

OR

OPTIONAL SECONDARY OBJECTIVE

BLADE IN THE SHADOWS

The deeper into the shadowed territories of the foe these warriors strike, the further between the enemy's ribs they slide the blade of judgement.

From the second battle round onwards, at the end of your turn, if your **WARLORD** is within range of an objective marker, you score the number of VP shown below:

- If that objective marker is the one closest to your battlefield edge, you score 2VP.
- If that objective marker is the one closest to your opponent's battlefield edge, you score 8VP.
- Otherwise, you score 4VP.

You cannot score more than 16VP from this secondary objective.

STRATAGEMS

You can use the following Stratagems:

PUNISHMENT EARNED

INQUISITOR'S HAND – BATTLE TACTIC STRATAGEM

When the Arbitrators strike, they do so with the surety of those who know beyond any doubt that their victims deserve the judgement they are meting out.

WHEN: Your Shooting phase or the Fight phase.

1CP

TARGET: One **ADEPTUS ARBITES** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll and, if that attack targets a unit below its Starting Strength, you can re-roll the Wound roll as well.

DEDICATED SACRIFICE

INQUISITOR'S HAND – STRATEGIC PLOY STRATAGEM

Caring far more for duty than for glory, these devoted warriors will fight to the very end to protect the Imperium.

1CP

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **AGENTS OF THE IMPERIUM** unit from your army (excluding **OFFICIO ASSASSINORUM** units) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 3+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

HAND-PICKED KILLERS

INQUISITOR'S HAND – STRATEGIC PLOY STRATAGEM

These warriors were personally chosen for this duty by a powerful Imperial agent, selected for their tactical skill, fierce determination and lethal instincts.

1CP

WHEN: Your Movement phase, just after an **AGENTS OF THE IMPERIUM** unit from your army Falls Back.

TARGET: That **AGENTS OF THE IMPERIUM** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

PREACHER TEGUEN

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	3	6+	3	7+	1

4+ INVULNERABLE SAVE

An asset of the shadowy Inquisitor Myrtka, Preacher Teguen is a ferocious zealot and blunt instrument of the God-Emperor. Myrtka calls upon the preacher when nothing short of indiscriminate carnage and widespread pyromania will suffice. Wielding her roaring vindictor and bellowing praise to the Golden Throne, Teguen never disappoints.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Zealot's vindictor [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Zealot's vindictor	Melee	3	4+	5	-1	2

LEADER

This unit can be attached to the following unit: **INQUISITORIAL AGENTS**

ABILITIES

CORE: **Leader**

Zealot: Once per battle, in the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristics of melee weapons equipped by this model by 3.

KEYWORDS: **INFANTRY, CHARACTER, IMPERIUM, ORDO HERETICUS, MINISTORUM PRIEST, PREACHER TEGUEN**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

EVERSOR ASSASSIN

Combat Patrol Datasheet

M	T	SV	W	LD	OC
9"	4	6+	4	6+	1

4+ INVULNERABLE SAVE

Berserk killers fuelled by unstable chemical stimms, Eversor Assassins are hurricanes of bladed and clawed destruction. They are unleashed as weapons of terror and annihilation, set loose to murder not only their intended target but anyone around them as well.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Executioner pistol [ANTI-INFANTRY 3+, PISTOL, PRECISION, SUSTAINED HITS 3]	12"	4	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power sword and neuro-gauntlet [ANTI-INFANTRY 3+, PRECISION, SUSTAINED HITS 3]	Melee	6	2+	5	-2	2

ABILITIES

CORE: **Deadly Demise D3, Lone Operative, Scouts 9"**

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, OFFICIO ASSASSINORUM, EVERSOR ASSASSIN**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

INQUISITORIAL AGENTS

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	3	5+	1	7+	1

To aid them in their esoteric and complex missions, many Inquisitors maintain retinues of select individuals of rare talent, skill and power. Motley collections of fighters, fanatics, savants and psykers, these agents work ceaselessly in the shadows to protect the Imperium.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Agent firearm [PISTOL]	12"	1	3+	4	-1	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-1	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Agent melee weapon	Melee	3	3+	3	0	1
Mystic stave [ANTI-INFANTRY 4+, PSYCHIC]	Melee	2	3+	5	-1	D3

WARGEAR ABILITIES

Tome-skull: Once per battle for each Tome-skull this unit is equipped with, at the start of any phase, you can select either one friendly **AGENTS OF THE IMPERIUM** unit that is Battle-shocked and within 6" of this unit or one enemy unit within 6" of this unit. If you select a friendly unit, that unit is no longer Battle-shocked. If you select an enemy unit, it must take a Battle-shock test.

Designer's Note: *Place the appropriate number of Tome-skull tokens next to the unit at the start of the battle, removing one each time this unit uses this ability.*

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, IMPERIUM, RETINUE, INQUISITORIAL AGENTS**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

VIGILANT SQUAD

Combat Patrol Datasheet

M	T	SV	W	LD	OC
6"	3	4+	1	7+	2

Vigilants brutally sweep the guilty from existence with the signature combat shotgun of the Adeptus Arbites. These grim Arbitrators are ever alert to malfeasance and unwavering in their punishment, unleashing devastating blasts at close range.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arbites combat shotgun [ASSAULT]	18"	2	4+	4	0	1
Arbites grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Arbites grenade launcher – krak	24"	1	4+	9	-2	D3
Arbites shotpistol [PISTOL]	12"	1	4+	4	0	1
Webber [ASSAULT, DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	2	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Mechanical bite	Melee	3	4+	4	0	1

ABILITIES

Merciless Judgement: Each time a model in this unit makes a ranged attack that targets a unit that is Below Half-strength, add 1 to the Wound roll.

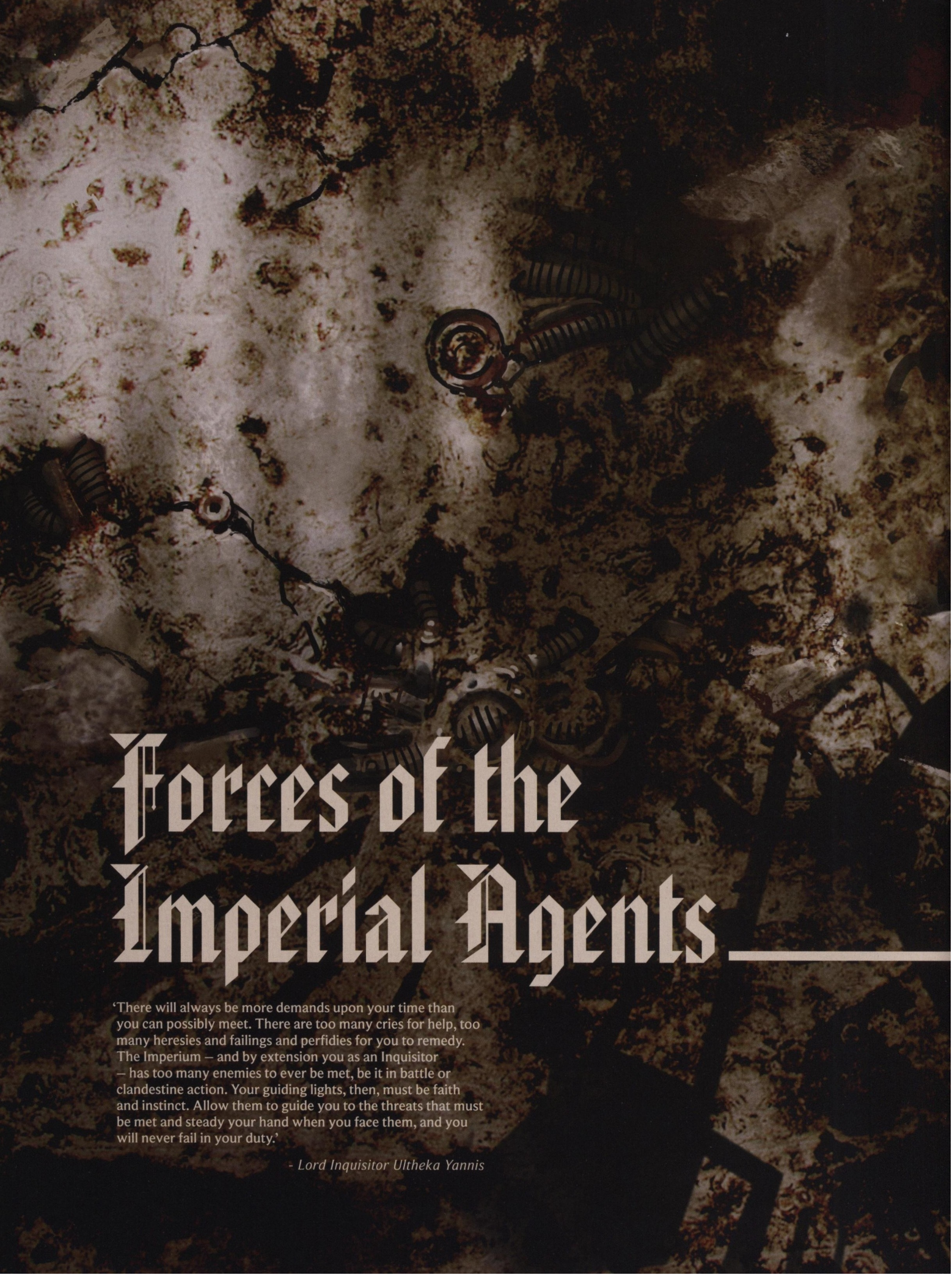
PATROL SQUADS

Before the battle, at the start of the Declare Battle Formations step, this unit can be split into two units, one containing six models, including the cyber-mastiff model, and the other containing the remaining five models.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, IMPERIUM, BATTLELINE, RETINUE, ADEPTUS ARBITES, VIGILANT SQUAD**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**



Forces of the Imperial Agents

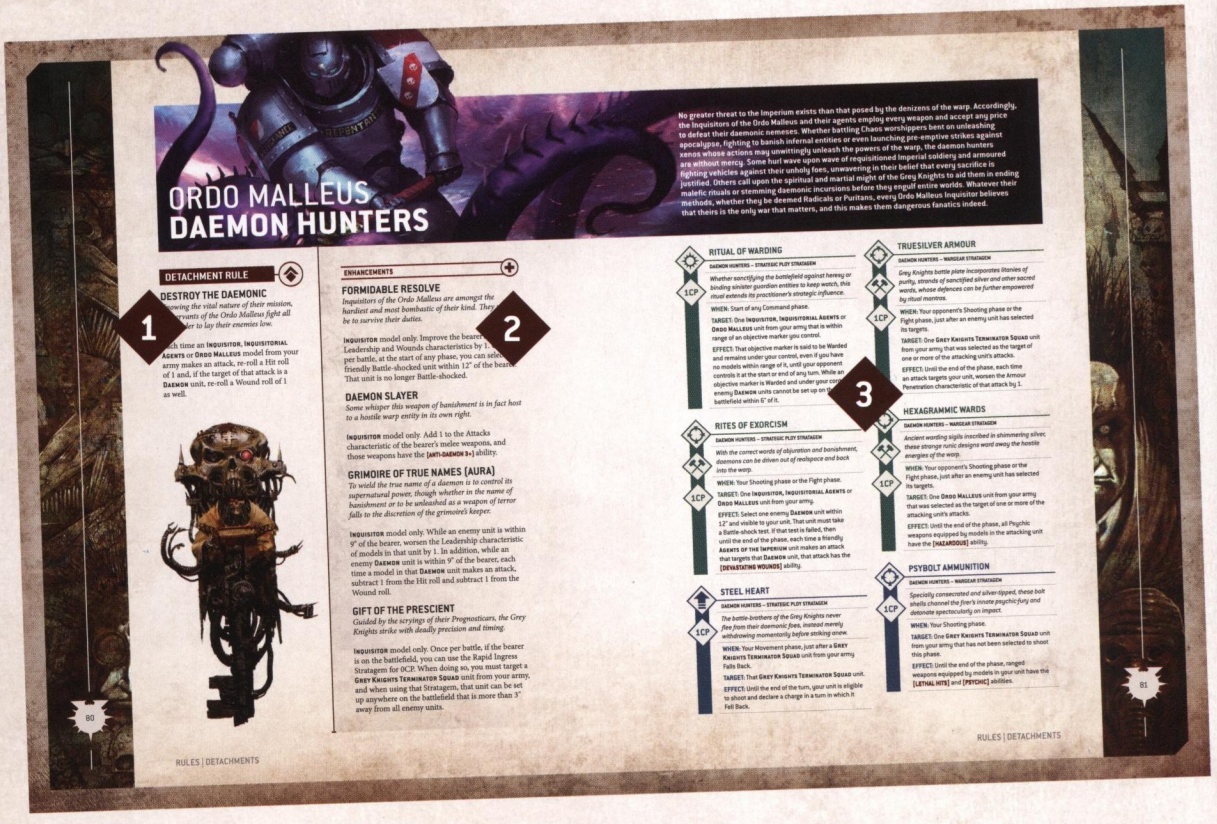
'There will always be more demands upon your time than you can possibly meet. There are too many cries for help, too many heresies and failings and perfidies for you to remedy. The Imperium – and by extension you as an Inquisitor – has too many enemies to ever be met, be it in battle or clandestine action. Your guiding lights, then, must be faith and instinct. Allow them to guide you to the threats that must be met and steady your hand when you face them, and you will never fail in your duty.'

- Lord Inquisitor Ultheka Yannis

INTRODUCTION

Welcome to the rules section of *Codex: Imperial Agents*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Imperial Agents collection to life on the tabletop.

These include Detachment rules that Imperial Agents armies can use, along with their army rule – Assigned Agents – which is common to many of your units. This section also includes datasheets for Imperial Agents units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **AGENTS OF THE IMPERIUM** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular group of agents – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULE

ASSIGNED AGENTS

Throughout the Imperium, there exist numerous martial organisations and shadowy institutions. Bodies of armed warriors or solitary agents from these groups possess specialist skills, unusual equipment and vested interests that lead them to be attached to larger Imperial armies. Some are requisitioned by the army's commander for their particular abilities whilst others are assigned by their hidden masters to achieve singular agendas. The most powerful have the authority and reputation to enforce their presence on the battlefield.

If your Army Faction is **AGENTS OF THE IMPERIUM**, then in the Select Detachment Rules step, you can select one of the available Detachments from this book as normal.

If your Army Faction is not **AGENTS OF THE IMPERIUM**, but every model in your army has the **IMPERIUM** keyword, you can include **AGENTS OF THE IMPERIUM** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. In this case, the maximum number of **AGENTS OF THE IMPERIUM** units you can include in your army depends on the battle size, as shown below.

BATTLE SIZE	RETINUE UNITS	CHARACTER UNITS	REQUISITIONED UNITS
Incursion	1	1	1
Strike Force	2	2	1
Onslaught	3	3	2

Note that you can include **AGENTS OF THE IMPERIUM DEDICATED TRANSPORT** units in such an army as normal, but each unit must start the battle with one or more units embarked within it, or it cannot be deployed for that battle and will count as having been destroyed during the first battle round.

ORDO XENOS
ALIEN HUNTERS

DETACHMENT RULE

DEATHWATCH MISSION TACTICS

Thousands of years of collated strategic data and hard-won combat experience have provided the Deathwatch with the ultimate battlefield tactics to combat almost any foe.

At the start of your Command phase, you can select one of the Mission Tactics listed below. Until the start of your next Command phase, that Mission Tactic is active and its effects apply to all **DEATHWATCH** units from your army. Each Mission Tactic can only be selected once per battle.

Furor Tactics

The warriors of the Deathwatch are often sorely outnumbered by swarming foes, yet by striking for maximum indiscriminate carnage they soon even the odds.

While this Mission Tactic is active, weapons equipped by **DEATHWATCH** units from your army have the **[SUSTAINED HITS 1]** ability.

Malleus Tactics

Even the largest behemoth has a weak point, and the Deathwatch find them all.

While this Mission Tactic is active, weapons equipped by **DEATHWATCH** units from your army have the **[LETHAL HITS]** ability.

Purgatus Tactics

Adopting Purgatus tactics, the Deathwatch focus their ire upon the commanders of the enemy host.

While this Mission Tactic is active, each time a **DEATHWATCH** model from your army makes an attack, on a Critical Wound, that attack has the **[PRECISION]** ability.

ENHANCEMENTS

UNIVERSAL ANATHEMA

A fragment of STC technology, this device tastes the spoor of its owner's foes, then fashions tailored toxins not even the most resilient victim can long endure.

AGENTS OF THE IMPERIUM model only. Melee weapons equipped by the bearer have the **[ANTI-INFANTRY 2+]** and **[ANTI-MONSTER 4+]** abilities.

BLACKWEAVE SHROUD

This hypermorphic bodyglove of uncertain origin is worn beneath a warrior's armour. It forms a fibrous medium that shields the warrior's most vital systems.

AGENTS OF THE IMPERIUM model only. The bearer has the Feel No Pain 4+ ability.

BEACON ANGELIS

The Beacon Angelis was devised to guide the Deathwatch to the threshold of the alien adversary. Housed within a reliquary, it calls out to the warriors' augur arrays with the voices of a hundred electric cherubim, its summons so strong that it draws the righteous unto its locale regardless of what darkness may surround it.

WATCH MASTER model only. Models in the bearer's unit have the Deep Strike ability. In addition, you can target the bearer's unit with the Rapid Ingress Stratagem for 0CP.

AMULET OF AUTO-CHASTISEMENT

This talisman houses a hate-filled machine spirit that despises alien artifice. Its influence can be focused against the war engines of aliens and traitors alike to disrupt or even paralyse them altogether.

WATCH MASTER model only. At the start of your opponent's Shooting phase, select one enemy **VEHICLE** unit (excluding **TITANIC** units) within 12" of and visible to the bearer. That unit must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

When the Deathwatch storm into battle, they forge of themselves a blade whose alloy is mightier than the sum of its already potent parts. Bringing the specialisms of each of their Chapters, the Deathwatch battle-brothers complement one another's strengths and cover their comrades' strategic or ideological shortcomings. They wield weaponry and wargear specially tailored to the eradication of xenos foes. Most importantly, they are driven by a singular hatred of all that is not Human, bent unwaveringly upon eradication and deaf to pleas of beings who beg for mercy or offer allegiance. Sometimes, the Deathwatch fight alone, strike forces of warriors in black and silver power armour descending to annihilate alien threats. Other times, they accompany Inquisitors of the Ordo Xenos and their agents or form the mailed fist of much larger hosts of Imperial agents fighting in the name of that alien-hunting Ordo of the Inquisition.

ARMOUR OF CONTEMPT

ALIEN HUNTERS – BATTLE TACTIC STRATAGEM

The belligerence and transhuman physiologies of the Deathwatch make them unyielding foes.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **DEATHWATCH** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1CP

ADAPTIVE TACTICS

ALIEN HUNTERS – STRATEGIC PLOY STRATAGEM

Only a truly versatile approach to warfare allows the Deathwatch to focus their tactical genius and best the myriad xenos foes they face.

WHEN: Your Command phase.

TARGET: One **DEATHWATCH** unit from your army.

EFFECT: Select the Furor Tactics, Malleus Tactics or Purgatus Tactics. Until the start of your next Command phase, that Deathwatch Mission Tactic is active for your unit instead of any other Deathwatch Mission Tactic that is active for your army, even if you have already selected that Deathwatch Mission Tactic this battle.

1CP

HELLFIRE ROUNDS

ALIEN HUNTERS – WARGEAR STRATAGEM

Hellfire rounds contain reservoirs of virulent bio-acids that eat away the flesh of their victims in seconds and leave nothing but bubbling gruel.

WHEN: Your Shooting phase.

TARGET: One **DEATHWATCH INFANTRY** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons (excluding Devastating Wounds weapons) equipped by models in your unit have the **[ANTI-INFANTRY 2+]** and **[ANTI-MONSTER 5+]** abilities.

RESTRICTIONS: You cannot select any units that have already been targeted with either the Kraken Rounds or Dragonfire Rounds Stratagems this phase.

1CP

DRAGONFIRE ROUNDS

ALIEN HUNTERS– WARGEAR STRATAGEM

Dragonfire rounds explode just before contact, saturating foes in cover with searing gas and flames.

WHEN: Your Shooting phase.

TARGET: One **DEATHWATCH INFANTRY** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[ASSAULT]** and **[IGNORES COVER]** abilities.

RESTRICTIONS: You cannot select any units that have already been targeted with either the Kraken Rounds or Hellfire Rounds Stratagems this phase.

1CP

KRAKEN ROUNDS

ALIEN HUNTERS – WARGEAR STRATAGEM

Kraken rounds utilise adamantine cores and improved propellants to penetrate the thickest hide.

WHEN: Your Shooting phase.

TARGET: One **DEATHWATCH INFANTRY** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1 and improve the Range characteristic of those weapons by 6".

RESTRICTIONS: You cannot select any units that have already been targeted with either the Dragonfire Rounds or Hellfire Rounds Stratagems this phase.

1CP

RAPID TACTICAL RELOCATION

ALIEN HUNTERS – STRATEGIC PLOY STRATAGEM

The Ordo Xenos and Deathwatch alike have access to swift gunships and landers that allow for hasty repositioning in the midst of battle.

WHEN: End of your opponent's Fight phase.

TARGET: One **INQUISTOR** or **DEATHWATCH INFANTRY** unit from your army.

EFFECT: Remove your unit from the battlefield. In the Reinforcements step of your next Movement phase, set your unit up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.

1CP

ORDO HERETICUS PURGATION FORCE

DETACHMENT RULE

ROOT OUT HERESY

No matter how cunningly their heretical prey hides, they cannot escape the zealous retribution of the Ordo Hereticus.

Ranged weapons equipped by **ADEPTUS ARBITES**, **INQUISITOR**, **INQUISITORIAL AGENTS** and **ORDO HERETICUS** models from your army have the **[IGNORES COVER]** ability.

Each time an **ADEPTUS ARBITES**, **INQUISITOR**, **INQUISITORIAL AGENTS** or **ORDO HERETICUS** model from your army makes an attack that targets a **CHAOS** unit containing 5 or more models, that attack has the **[SUSTAINED HITS 1]** ability.

ENHANCEMENTS

LIBER HERESIUS

This ancient grimoire contains the collected accounts of many Inquisitorial purges, and is a trove of lore for those seeking to ambush and entrap heretics.

INQUISITOR or **MINISTORUM PRIEST** model only. After both players have deployed their armies, select up to three **AGENTS OF THE IMPERIUM** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

NO ESCAPE (AURA)

None but the most diabolical or desperate stand any chance of slipping through this Inquisitor's grasp.

INQUISITOR model only. While an enemy unit is within 6" of the bearer, each time it is selected to Fall Back it must first take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

WITCH HUNTER

This merciless Imperial agent is monomaniacally focused upon hunting and slaying psykers.

INQUISITOR or **MINISTORUM PRIEST** model only. While the bearer is leading a unit, each time a model in that unit makes an attack that targets a **PSYKER** unit, you can re-roll the Hit roll.

IGNIS JUDICIUM

An artificer-crafted flame projector of focused and terrible vehemence, this weapon has been the bane of countless heretics across the ages.

INQUISITOR or **MINISTORUM PRIEST** model only. The bearer's ranged weapons have the **[DEVASTATING WOUNDS]**, **[MELTA 1]** and **[PRECISION]** abilities.

When Inquisitors of the Ordo Hereticus set out on the hunt, they gather zealots and fanatics to aid them. Alongside their private warbands of henchmen, this may include bombastic priests of the Imperial faith, stern Battle Sisters of the Adepta Sororitas, and squads of Adeptus Arbites equally skilled in tracking and brutally executing those accused of plotting against the Emperor's realm. Bearing down upon their prey aboard speeding columns of Rhinos and Immolators, they encircle these nests of heretics before closing in with chainblades whirling and flamers roaring. At times, their tireless investigations may lead them into battle with unexpected foes. Heretics trafficking in forbidden weapons technologies or narcotics may call upon their xenos paymasters to defend them from retribution. Covens of unsanctioned witches might turn out to be the puppets of the dreaded Heretic Astartes or even in league with other less pious Imperial agents. No matter the foe, the holy warriors of the Ordo Hereticus seek to purge them with equal zeal and ferocity.

STUN GRENADES

PURGATION FORCE – WARGEAR STRATAGEM

1CP

Emitting blasts of light, sound and blinding smoke, these devices disorient the foe.

WHEN: Start of any phase (excluding the Command phase).

TARGET: One **ADEPTUS ARBITES, INQUISITORIAL AGENTS** or **ORDO HERETICUS GRENADES** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Select one enemy unit (excluding **MONSTERS** or **VEHICLES**) within 8" of and visible to your unit. That enemy unit must take a Battle-shock test and, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

DISPENSE JUSTICE

PURGATION FORCE – BATTLE TACTIC STRATAGEM

1CP

Agents of the Ordo Hereticus are unmerciful in meting out what they see as the Emperor's justice.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **ADEPTUS ARBITES, INQUISITORIAL AGENTS** or **ORDO HERETICUS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the **[LETHAL HITS]** ability.

INVIOLATE JURISDICTION

PURGATION FORCE – STRATEGIC PLOY STRATAGEM

1CP

These warriors defend the sanctity of the Emperor's realm with unwavering determination, no matter the odds stacked against them.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ADEPTUS ARBITES, INQUISITORIAL AGENTS** or **ORDO HERETICUS INFANTRY** unit from your army within range of an objective marker and that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

EXECUTION ORDER

PURGATION FORCE – EPIC DEED STRATAGEM

2CP

There can be no mercy for heretic leaders.

WHEN: Your Command phase.

TARGET: One **ADEPTUS ARBITES, INQUISITORIAL AGENTS** or **ORDO HERETICUS INFANTRY** unit from your army.

EFFECT: Select one enemy **CHARACTER** unit on the battlefield. Until the start of your next Command phase, each time a model in your unit targets that **CHARACTER** unit, its weapons have the **[PRECISION]** ability.

LINE OF FIRE

PURGATION FORCE – STRATEGIC PLOY STRATAGEM

1CP

These ruthless warriors will risk firing into their own ranks if it ensures the deaths of heretics.

WHEN: Your Shooting phase.

TARGET: One **ADEPTUS ARBITES, INQUISITORIAL AGENTS** or **ORDO HERETICUS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, models in your unit can target enemy units that are within Engagement Range of one or more friendly units with ranged weapons (excluding Blast weapons), provided the target is within 12".

EXACT PUNISHMENT

PURGATION FORCE – STRATEGIC PLOY STRATAGEM

1CP

Vengeance is swift and unforgiving for those who attack the servants of the Emperor.

WHEN: Your opponent's Shooting phase, just after an **AGENTS OF THE IMPERIUM** unit from your army is destroyed as the result of an enemy unit's attacks.

TARGET: One **ADEPTUS ARBITES, INQUISITORIAL AGENTS** or **ORDO HERETICUS** unit from your army that was within 6" of the destroyed unit (you cannot target the destroyed unit with the Stratagem).

EFFECT: After the attacking unit has shot, your unit can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

ORDO MALLEUS DAEMON HUNTERS

DETACHMENT RULE

DESTROY THE DAEMONIC

Knowing the vital nature of their mission, the servants of the Ordo Malleus fight all the harder to lay their enemies low.

Each time an **INQUISITOR**, **INQUISITORIAL AGENTS** or **ORDO MALLEUS** model from your army makes an attack, re-roll a Hit roll of 1 and, if the target of that attack is a **DAEMON** unit, re-roll a Wound roll of 1 as well.

ENHANCEMENTS

FORMIDABLE RESOLVE

Inquisitors of the Ordo Malleus are amongst the hardiest and most bombastic of their kind. They must be to survive their duties.

INQUISITOR model only. Improve the bearer's Leadership and Wounds characteristics by 1. Once per battle, at the start of any phase, you can select one friendly Battle-shocked unit within 12" of the bearer. That unit is no longer Battle-shocked.

DAEMON SLAYER

Some whisper this weapon of banishment is in fact host to a hostile warp entity in its own right.

INQUISITOR model only. Add 1 to the Attacks characteristic of the bearer's melee weapons, and those weapons have the **[ANTI-DAEMON 3+]** ability.

GRIMOIRE OF TRUE NAMES (AURA)

To wield the true name of a daemon is to control its supernatural power, though whether in the name of banishment or to be unleashed as a weapon of terror falls to the discretion of the grimoire's keeper.

INQUISITOR model only. While an enemy unit is within 9" of the bearer, worsen the Leadership characteristic of models in that unit by 1. In addition, while an enemy **DAEMON** unit is within 9" of the bearer, each time a model in that **DAEMON** unit makes an attack, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

GIFT OF THE PRESCIENT

Guided by the scryings of their Prognosticars, the Grey Knights strike with deadly precision and timing.

INQUISITOR model only. Once per battle, if the bearer is on the battlefield, you can use the Rapid Ingress Stratagem for 0CP. When doing so, you must target a **GREY KNIGHTS TERMINATOR SQUAD** unit from your army, and when using that Stratagem, that unit can be set up anywhere on the battlefield that is more than 3" away from all enemy units.

No greater threat to the Imperium exists than that posed by the denizens of the warp. Accordingly, the Inquisitors of the Ordo Malleus and their agents employ every weapon and accept any price to defeat their daemonic nemeses. Whether battling Chaos worshippers bent on unleashing apocalypse, fighting to banish infernal entities or even launching pre-emptive strikes against xenos whose actions may unwittingly unleash the powers of the warp, the daemon hunters are without mercy. Some hurl wave upon wave of requisitioned Imperial soldiery and armoured fighting vehicles against their unholy foes, unwavering in their belief that every sacrifice is justified. Others call upon the spiritual and martial might of the Grey Knights to aid them in ending malefic rituals or stemming daemonic incursions before they engulf entire worlds. Whatever their methods, whether they be deemed Radicals or Puritans, every Ordo Malleus Inquisitor believes that theirs is the only war that matters, and this makes them dangerous fanatics indeed.

RITUAL OF WARDING

DAEMON HUNTERS – STRATEGIC PLOY STRATAGEM

1CP

Whether sanctifying the battlefield against heresy or binding sinister guardian entities to keep watch, this ritual extends its practitioner's strategic influence.

WHEN: Start of any Command phase.

TARGET: One **INQUISITOR**, **INQUISITORIAL AGENTS** or **ORDO MALLEUS** unit from your army that is within range of an objective marker you control.

EFFECT: That objective marker is said to be Warded and remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Warded and under your control, enemy **DAEMON** units cannot be set up on the battlefield within 6" of it.

RITES OF EXORCISM

DAEMON HUNTERS – STRATEGIC PLOY STRATAGEM

1CP

With the correct words of abjuration and banishment, daemons can be driven out of realspace and back into the warp.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **INQUISITOR, INQUISITORIAL AGENTS** or **ORDO MALLEUS** unit from your army.

EFFECT: Select one enemy **DAEMON** unit within 12" and visible to your unit. That unit must take a Battle-shock test. If that test is failed, then until the end of the phase, each time a friendly **AGENTS OF THE IMPERIUM** unit makes an attack that targets that **DAEMON** unit, that attack has the **[DEVASTATING WOUNDS]** ability.

STEEL HEART

DAEMON HUNTERS – STRATEGIC PLOY STRATAGEM

1CP

The battle-brothers of the Grey Knights never flee from their daemonic foes, instead merely withdrawing momentarily before striking anew.

WHEN: Your Movement phase, just after a **GREY KNIGHTS TERMINATOR SQUAD** unit from your army Falls Back.

TARGET: That **GREY KNIGHTS TERMINATOR SQUAD** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

TRUESILVER ARMOUR

DAEMON HUNTERS – WARGEAR STRATAGEM

1CP

Grey Knights battle plate incorporates litanies of purity, strands of sanctified silver and other sacred wards, whose defences can be further empowered by ritual mantras.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **GREY KNIGHTS TERMINATOR SQUAD** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

HEXAGRAMMIC WARDS

DAEMON HUNTERS – WARGEAR STRATAGEM

1CP

Ancient warding sigils inscribed in shimmering silver, these strange runic designs ward away the hostile energies of the warp.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ORDO MALLEUS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, all Psychic weapons equipped by models in the attacking unit have the **[HAZARDOUS]** ability.

PSYBOLT AMMUNITION

DAEMON HUNTERS – WARGEAR STRATAGEM

1CP

Specially consecrated and silver-tipped, these bolt shells channel the firer's innate psychic fury and detonate spectacularly on impact.

WHEN: Your Shooting phase.

TARGET: One **GREY KNIGHTS TERMINATOR SQUAD** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[LETHAL HITS]** and **[PSYCHIC]** abilities.

IMPERIALIS FLEET

DETACHMENT RULE

AT ALL COSTS

While the nature of the missions undertaken by Imperial agents is as varied as they are, the vital importance of these tasks rarely changes. The enemies they face are the most unholy. The prizes they seek are as priceless as they are nightmarishly dangerous. Thus, when such warriors of the Imperium identify a priority target for elimination or acquisition, no effort is too great nor price too high to see their aims achieved.

At the start of your Command phase, you can select one of the following to apply:

Eliminate At All Costs

Select one enemy unit on the battlefield. Until the start of your next Command phase, each time an **AGENTS OF THE IMPERIUM** model from your army makes an attack that targets that enemy unit, add 1 to the Hit roll.

Acquire At All Costs

Select one objective marker on the battlefield. Until the start of your next Command phase, while an **AGENTS OF THE IMPERIUM** unit from your army is within range of that objective marker, improve the Leadership and Objective Control characteristics of models in that unit by 1 and models in that unit have a 5+ invulnerable save.

ENHANCEMENTS

DIGITAL WEAPONS

These potent, short-ranged energy weapons are concealed in precious items of jewellery, the better to lethally surprise the foe.

AGENTS OF THE IMPERIUM model only. Each time the bearer is selected to fight, roll three D6: for each 4+, one enemy unit within Engagement Range of the bearer suffers 1 mortal wound. Mortal wounds inflicted by this Enhancement are allocated as if they had the **[PRECISION]** ability.

CLANDESTINE OPERATION

This war leader prefers to strike with subtlety and precision, working their forces into advanced positions before commencing hostilities.

AGENTS OF THE IMPERIUM model only. At the start of the Declare Battle Formations step, you can select up to three **AGENTS OF THE IMPERIUM INFANTRY** units from your army (excluding **GREY KNIGHTS TERMINATOR SQUAD** units) – those units gain the Infiltrators ability.

FLEETMASTER

Be they a Rogue Trader or some agent of the Imperial Navy, this warrior draws upon a wealth of shrewd voidfarer strategies to aid them in battle.

VOIDFARERS model only. Once per battle round, you can target the bearer's unit with the Violent Acquisition, Masters of the Void or Close-quarters Barrage Stratagems for 0CP.

COMBAT LANDERS

This commander has access to swift drop craft that can bear portions of their forces directly into the heart of the most ferocious battles.

VOIDFARERS model only. At the start of the Declare Battle Formations step, you can select up to three **VOIDFARERS** units from your army – those units gain the Deep Strike ability.

Many and varied are the Imperial agents who strive in the name of the Golden Throne. Yet one unifying factor shared by most is that they must travel swiftly through the void from one war zone to the next, and thus often fight accompanied or supported by those naval forces that bore them to battle. Inquisitors and their requisitioned hosts from the Astra Militarum backed up by a complement of Naval Armsmen; warriors of the Imperial faith battling shoulder-to-shoulder with a Rogue Trader and their loyal crew; Imperial Assassins dropping into the fight alongside battle-brothers from a Deathwatch strike cruiser – these and many other combinations fight on the battlefields of the 41st Millennium. Equally – especially in the case of Rogue Traders – these warlike voidfarers may deploy entire warbands in their own right. In either case, the availability of naval assets ensures that armies of Imperial agents can strike swiftly, precisely where they are needed most, their strength augmented by trained elites and esoteric technologies.

VIOLENT ACQUISITION

IMPERIALIS FLEET – STRATEGIC PLOY STRATAGEM

If a high-ranking Imperial agent locates something they wish to acquire, nothing will stop them from unleashing all the forces at their command to seize it.

2CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **AGENTS OF THE IMPERIUM** unit from your army.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit within range of an objective marker, that attack has the **[SUSTAINED HITS 1]**, **[LANCE]** and **[IGNORES COVER]** abilities.

MASTERS OF THE VOID

IMPERIALIS FLEET – EPIC DEED STRATAGEM

With command of the orbital engagement zone comes the ability to strike at the enemy from unexpected angles.

1CP

WHEN: Your Movement phase.

TARGET: One **VOIDFARERS CHARACTER** unit from your army.

EFFECT: Until the end of the phase, each **AGENTS OF THE IMPERIUM** unit from your army that is arriving from Strategic Reserves this turn can be set up within your opponent's deployment zone (all other restrictions still apply).

CLOSE-QUARTERS BARRAGE

IMPERIALIS FLEET – BATTLE TACTIC STRATAGEM

Soldiers trained in shipboard warfare and chamber-by-chamber clearance know how best to focus their firepower during close-range firefights.

1CP

WHEN: Your Shooting phase.

TARGET: One **VOIDFARERS** unit from your army.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a unit within 12", improve the Strength and Armour Penetration characteristics of that attack by 1.

EMPEROR'S WILL

IMPERIALIS FLEET – STRATEGIC PLOY STRATAGEM

Believing they fight for the safety of the Golden Throne motivates warriors to exceptional deeds.

1CP

WHEN: Your Movement phase.

TARGET: One **AGENTS OF THE IMPERIUM** unit from your army.

EFFECT: Until the end of the phase, your unit is eligible to shoot in a turn in which it Advanced or Fell Back.

DISPLACER FIELD

IMPERIALIS FLEET – WARGEAR STRATAGEM

These rare protective fields perform microteleport displacements to remove their bearers from harm.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **AGENTS OF THE IMPERIUM CHARACTER** unit from your army (excluding **OFFICIO ASSASSINORUM** units) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a 4+ invulnerable save and, after the attacking unit has resolved its attacks, unless your unit is within Engagement Range of one or more enemy units, it can make a Normal move of up to 6" (when doing so, models in this unit move as if they have the **FLY** keyword).

SELFLESS BODYGUARD

IMPERIALIS FLEET – EPIC DEED STRATAGEM

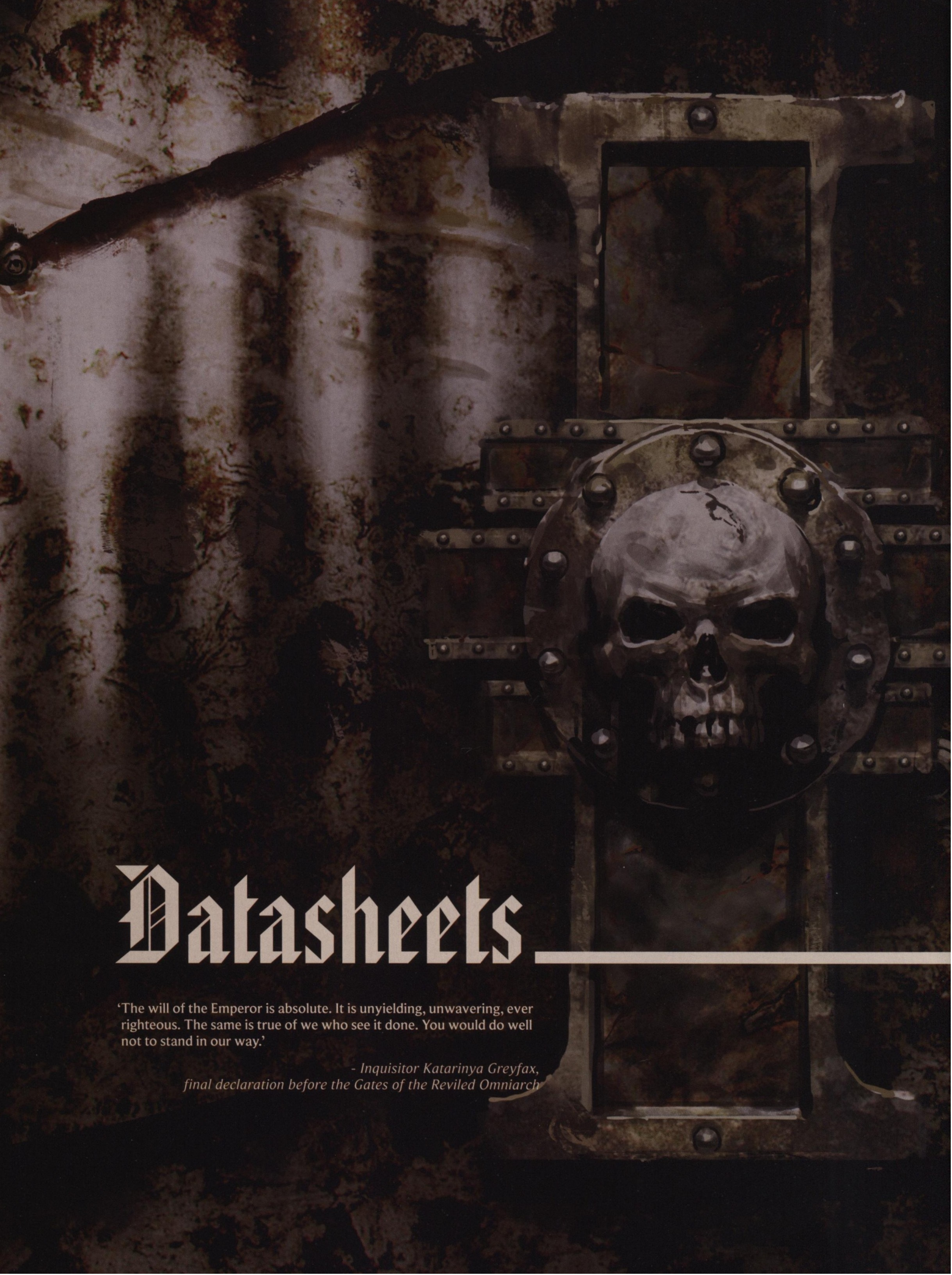
Loyal Imperial warriors will martyr themselves gladly to protect high-ranking Imperial agents.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **AGENTS OF THE IMPERIUM** Attached unit that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack with the **[PRECISION]** ability is allocated to a **CHARACTER** model in your unit, if there are one or more Bodyguard models in your unit, roll one D6: on a 2+, that attack is allocated to a Bodyguard model of your choice in your unit instead.



Datasheets

'The will of the Emperor is absolute. It is unyielding, unwavering, ever righteous. The same is true of we who see it done. You would do well not to stand in our way.'

- Inquisitor Katarinya Greyfax, final declaration before the Gates of the Reviled Omniarch

INQUISITOR

M	T	SV	W	LD	OC
6"	3	4+	4	6+	1

5+ INVULNERABLE SAVE

It is the Inquisitors' task to investigate xenos plots, corruption, mutation, heresy, cults, rogue psykers and anything else they deem worthy of scrutiny. Such is their power, nothing is beyond their authority and no one is beyond their justice. If they deem it necessary, they can order the destruction of entire worlds.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	-2	1
Psychic Shock Wave [DEVASTATING WOUNDS, PSYCHIC, TORRENT]	18"	2D6	N/A	3	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Inquisitorial melee weapon	Melee	5	3+	4	-2	1
Force weapon [PSYCHIC]	Melee	4	3+	5	-2	D3

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with 1 combi-weapon.
- This model's blessed wardings can be replaced with 1 psychic gifts and 1 Psychic Shock Wave.
- If this model is equipped with 1 psychic gifts, its Inquisitorial melee weapon can be replaced with 1 force weapon.

LEADER

This model can be attached to the following units: **DEATHWATCH KILL TEAM, EXACTION SQUAD, GREY KNIGHTS TERMINATOR SQUAD, IMPERIUM BATTLELINE INFANTRY, IMPERIAL NAVY BREACHERS, INQUISITORIAL AGENTS, SISTERS OF BATTLE SQUAD, SUBDUCTOR SQUAD, VIGILANT SQUAD**

ABILITIES

CORE: **Leader**

FACTION: **Assigned Agents**

Authority of the Inquisition: While this model is leading a unit, it can embark within any **TRANSPORT** that its Bodyguard unit can embark within.

Power of the Rosette: Each time you target this model's unit with a Stratagem, roll one D6: on a 3+, you gain 1CP.

WARGEAR ABILITIES

Blessed Wardings: While the bearer is leading a unit, models in that unit have a 6+ invulnerable save.

Psychic Gifts: The bearer has the **PSYKER** keyword.

UNIT COMPOSITION

- **1 Inquisitor**

This model is equipped with: bolt pistol; Inquisitorial melee weapon; blessed wardings.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, IMPERIUM, INQUISITOR**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

INQUISITOR COTEAZ

M	T	SV	W	LD	OC
6"	3	2+	4	6+	1

4+ INVULNERABLE SAVE

A Puritan of the Ordo Malleus, Inquisitor Coteaz spends every waking moment studying reports made by his countless agents, or facing down daemons, heretics and aliens in open battle. He wields the power of the warp and his mighty Nemesis daemon hammer, alongside his armies of agents, to combat the daemonic and prosecute those who lack purity.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Psychic Blast [ANTI-DAEMON 4+, ANTI-INFANTRY 5+, DEVASTATING WOUNDS, PSYCHIC]	18"	D6	3+	3	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Nemesis daemon hammer [PSYCHIC]	Melee	3	3+	9	-3	3

LEADER

This model can be attached to the following units: **Exaction Squad, Grey Knights Terminator Squad, Imperium Battleline Infantry, Imperial Navy Breachers, Inquisitorial Agents, Subductor Squad, Vigilant Squad**

ABILITIES

CORE: **Leader**

FACTION: **Assigned Agents**

Authority of the Inquisition: While this model is leading a unit, it can embark within any **Transport** that its Bodyguard unit can embark within.

Malefic Wardings (Psychic): While this model is leading a unit, models in that unit have a 6+ invulnerable save, and a 4+ invulnerable save against Psychic Attacks and attacks made by **Daemon** models.

Spy Network: Each time your opponent gains a CP as the result of an ability, roll one D6: on a 2+, you also gain 1CP.

WARGEAR ABILITIES

Glovodan Psyber-eagle: In your Command phase, you can select one enemy unit within 18" of the bearer. Until the start of your next Command phase, that unit cannot have the Benefit of Cover.

Designer's Note: *Place a Glovodan Psyber-eagle token next to the selected unit to remind you.*

UNIT COMPOSITION

- **1 Inquisitor Coteaz – Epic Hero**

This model is equipped with: bolt pistol; Psychic Blast; Nemesis daemon hammer; Glovodan psyber-eagle.

KEYWORDS: **Infantry, Character, Epic Hero, Psyker, Imperium, Ordo Malleus, Inquisitor, Coteaz**

FACTION KEYWORDS: **Agents of the Imperium**

'The daemon may assail you with visions of horror and waking nightmares. It may whisper blandishments and words of honeyed promise, or threaten all its prey holds dear. The daemon is cunning, malevolent, and utterly without mercy. It will employ any and all methods to spread its corruption for ultimately it wants only one thing: a doorway into realspace. Deny it that door by whatever means you must.'

- Ordo Malleus Kheradic Veracitisms, 9th Versing

INQUISITOR DRAXUS

M	T	SV	W	LD	OC
6"	3	3+	4	6+	1

5+ INVULNERABLE SAVE

An audacious and committed Ordo Xenos Inquisitor, Kyria Draxus is a specialist in hunting Necrons. Radical in her outlook, she accepts the necessity of working with some aliens to protect the Imperium. She has learned about the Necrons from the Aeldari and honed her psychic abilities through xenos, as well as Human, tuition.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dirgesinger [ANTI-INFANTRY 4+, ASSAULT, DEVASTATING WOUNDS]	18"	4	3+	4	0	2
Psychic Tempest [PSYCHIC, SUSTAINED HITS 2]	18"	6	3+	6	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	6	-2	2

LEADER

This model can be attached to the following units: **Deathwatch Kill Team, Exaction Squad, Imperium Battleline Infantry, Imperial Navy Breachers, Inquisitorial Agents, Subductor Squad, Vigilant Squad**

UNIT COMPOSITION

- **1 Inquisitor Draxus – Epic Hero**

This model is equipped with: Dirgesinger; Psychic Tempest; power fist.

ABILITIES

CORE: **Leader**

FACTION: **Assigned Agents**

Authority of the Inquisition: While this model is leading a unit, it can embark within any **Transport** that its Bodyguard unit can embark within.

Xenos Hunter: While this model is leading a unit, each time a model in that unit makes an attack that targets an enemy unit that does not have the **Imperium** or **Chaos** keywords, add 1 to the Hit roll.

Psychic Veil (Psychic): In your Command phase, this **Psyker** can use this ability. If it does, roll one D6: on a 1, this **Psyker**'s unit suffers D3 mortal wounds; on a 2+, until the start of your next Command phase, this **Psyker**'s unit can only be selected as the target of a ranged attack if the attacking model is within 18".

KEYWORDS: **Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Ordo Xenos, Inquisitor, Draxus**

FACTION KEYWORDS: **Agents of the Imperium**

INQUISITOR GREYFAX

M	T	SV	W	LD	OC
6"	3	3+	4	6+	1

5+ INVULNERABLE SAVE

Inquisitor Greyfax is feared even by many in her own order, the Ordo Hereticus. Devoid of mercy or remorse, she is an iron-willed warrior. She is also a powerful psyker, with telepathic abilities that enable her to detect lies in those she questions. She also wields an archaic but powerful condemnor-pattern boltgun, which can shoot blessed stakes into heretics' poisoned hearts.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Castigation [ANTI-CHARACTER 4+, DEVASTATING WOUNDS, PRECISION, PSYCHIC]	18"	1	3+	8	-2	3
Condemnor stake [ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1]	24"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power sword	Melee	4	3+	4	-2	2

LEADER

This model can be attached to the following units: **Exaction Squad, Imperium Battleline Infantry, Imperial Navy Breachers, Inquisitorial Agents, Sisters of Battle Squad, Subductor Squad, Vigilant Squad**

ABILITIES

CORE: **Leader**

FACTION: **Assigned Agents**

Authority of the Inquisition: While this model is leading a unit, it can embark within any **Transport** that its Bodyguard unit can embark within.

Psyoculum: While this model is leading a unit, ranged weapons equipped by models in that unit have the **[ANTI-PSYKER 4+]** ability.

No Mercy: While this model is leading a unit, each time a model in that unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

UNIT COMPOSITION

- **1 Inquisitor Greyfax – Epic Hero**

This model is equipped with: Castigation; condemnor stake; master-crafted power sword.

KEYWORDS: **Infantry, Character, Epic Hero, Psyker, Grenades, Imperium, Ordo Hereticus, Inquisitor, Greyfax**

FACTION KEYWORDS: **Agents of the Imperium**

NAVIGATOR

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

4+ INVULNERABLE SAVE

Haughty nobles whose value to the Imperium is huge, Navigators take to the battlefield only rarely, typically to complete some vital mission for their voidship's master. At such times, their ability to perceive the shifting tides of the warp makes them powerful assets, as does the soul-blasting gaze of their mutant third eye.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Laspistol [PISTOL]	12"	1	4+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force-orb cane [PSYCHIC]	Melee	3	4+	6	-1	D3

LEADER

This model can be attached to the following units: **IMPERIAL NAVY BREACHERS, VOIDSMEN-AT-ARMS**

ABILITIES

CORE: **Leader**

FACTION: **Assigned Agents**

Gaze into the Empyrean (Psychic): Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

Third Eye (Psychic): At the start of your Shooting phase, select one enemy unit within 12" of and visible to this model. That unit must take a Battle-shock test, subtracting 2 from the result if it is an **INFANTRY** unit. If the test is failed, that enemy unit suffers 3 mortal wounds.

UNIT COMPOSITION

- **1 Navigator**

This model is equipped with: laspistol; force-orb cane.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, IMPERIUM, VOIDFARERS, NAVIGATOR**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

MINISTORUM PRIEST

M	T	SV	W	LD	OC
6"	3	6+	3	7+	1

4+ INVULNERABLE SAVE

In Mankind's endless war for survival, faith and zealotry are weapons as potent as any blade or firearm. Ministorum Priests embody this truth, striding into battle bellowing martial canticles to inspire allies and terrify foes. Some crush enemies' skulls and shatter their bones with blows from crackling power maces, while others immolate their victims with vindictor flame weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Holy pistol [PISTOL]	12"	3	4+	4	0	1
Zealot's vindictor [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	4+	4	-2	1
Zealot's vindictor	Melee	3	4+	5	-1	2

WARGEAR OPTIONS

- This model's zealot's vindictor can be replaced with 1 holy pistol and 1 power weapon.

LEADER

This model can be attached to the following units: **INQUISITORIAL AGENTS, IMPERIAL NAVY BREACHERS, SUBDUCTOR SQUAD, EXACTION SQUAD, VIGILANT SQUAD, SISTERS OF BATTLE SQUAD**

You can attach this model to an **INQUISITORIAL AGENTS** *unit, even if one* **INQUISITOR** *has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Leader**

FACTION: **Assigned Agents**

Holy Hatred: While this model is leading a unit, melee weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.

Zealot: Once per battle, in the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristics of melee weapons equipped by this model by 3.

UNIT COMPOSITION

- **1 Ministorum Priest**

This model is equipped with: zealot's vindictor.

KEYWORDS: **INFANTRY, CHARACTER, IMPERIUM, ORDO HERETICUS, MINISTORUM PRIEST**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

INQUISITORIAL AGENTS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	1

To aid them in their esoteric and complex missions, many Inquisitors maintain retinues of select individuals of rare talent, skill and power. Motley collections of fighters, fanatics, savants and psykers, these agents work ceaselessly in the shadows to protect the Imperium.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Agent firearm [PISTOL]	12"	1	3+	4	-1	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Plasma cannon – standard [BLAST, HEAVY]	36"	D3	4+	7	-1	1
Plasma cannon – supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-2	2
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-1	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Agent melee weapon	Melee	3	3+	3	0	1
Eviscerator [DEVASTATING WOUNDS]	Melee	2	3+	6	-2	2
Mystic stave [ANTI-INFANTRY 4+, PSYCHIC]	Melee	2	3+	5	-1	D3

WARGEAR OPTIONS

- For every 5 Inquisitorial Agents in this unit, it can be equipped with 1 Tome-skull.
- For every 5 Inquisitorial Agents in this unit, 1 Inquisitorial Agent can be equipped with 1 plasma pistol.**
- For every 5 Inquisitorial Agents in this unit, 1 Inquisitorial Agent can be equipped with 1 eviscerator.**
- For every 5 Inquisitorial Agents in this unit, 1 Inquisitorial Agent can be equipped with 1 mystic stave.**
- Any number of Gun Servitors can each have their heavy bolter replaced with one of the following:
  - 1 multi-melta
  - 1 plasma cannon

***The same model cannot be equipped with more than one of these wargear options.*

INQUISITORIAL HENCHMEN

If you attach one or more **INQUISITOR** units to this unit, this unit does not count towards the total number of **RETINUE** selections in your army.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Assigned Agents**

Loyal Henchmen: While an **INQUISITOR** model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

WARGEAR ABILITIES

Tome-skull: Once per battle for each Tome-skull this unit is equipped with, at the start of any phase, you can select either one friendly **AGENTS OF THE IMPERIUM** unit that is Battle-shocked and within 6" of this unit or one enemy unit within 6" of this unit. If you select a friendly unit, that unit is no longer Battle-shocked. If you select an enemy unit, it must take a Battle-shock test.

Designer's Note: *Place the appropriate number of Tome-skull tokens next to the unit at the start of the battle, removing one each time this unit uses this ability.*

UNIT COMPOSITION

- **5-10 Inquisitorial Agents**
- **1-2 Gun Servitors***

**This unit can only contain 2 Gun Servitors if it also contains 10 Inquisitorial Agents.*

Every Inquisitorial Agent is equipped with: agent firearm; agent melee weapon.

Every Gun Servitor is equipped with: heavy bolter; agent melee weapon.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, RETINUE, INQUISITORIAL AGENTS**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

Inquisitorial Agents with agent firearms and agent melee weapons

Inquisitorial Agent with eviscerator

Inquisitorial Agent with mystic stave

Gun Servitor with heavy bolter

IMPERIAL NAVY BREACHERS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	2

Experienced in boarding actions, these elite Armsmen are blunt instruments of their warship's commander. They wear enclosed void armour and wield weapons optimised for close confines, while some carry more specialised gear for cracking enemy bulkheads. Some squads are also accompanied by explosive, swift-skimming gheistskulls or CAT units that can scan the battlefield ahead.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Bolt pistol [PISTOL]	12"	1	4+	4	0	1
Demolition charge [ASSAULT, BLAST, HAZARDOUS, ONE SHOT]	6"	D6	5+	9	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
Meltagun [MELTA 2]	12"	1	4+	9	-4	D6
Navis heavy shotgun [ASSAULT]	12"	4	4+	4	0	1
Navis las-volley	18"	4	4+	6	0	1
Navis shotgun [ASSAULT]	12"	2	4+	4	0	1
Plasma gun – standard [RAPID FIRE 1]	24"	1	4+	7	-1	1
Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	4+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	1	5+	6	-2	2
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

WARGEAR OPTIONS

- The Navis Sergeant-at-Arms' Navis shotgun can be replaced with one of the following:
  - 1 autopistol and 1 chainsword
  - 1 bolt pistol and 1 power weapon
- 1 Navis Armsman's Navis las-volley can be replaced with one of the following:
  - 1 meltagun
  - 1 plasma gun
- 1 Navis Armsman's Navis shotgun can be replaced with 1 autopistol and 1 power weapon.
- 1 Navis Armsman's Navis shotgun can be replaced with 1 autopistol and 1 chainfist.
- 1 Navis Armsman can be equipped with 1 demolition charge.

ABILITIES

FACTION: **Assigned Agents**

Breaching Team: Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target is within range of an objective marker, you can re-roll the Wound roll instead.

Gheistskull: Once per battle, when you select this unit as the target of the Grenade Stratagem, you can target one enemy unit visible to and within 18" of this unit that is not within Engagement Range of any units from your army, instead of one within 8".

CAT Unit: Once per battle, when this unit is selected to shoot, until the end of the phase, ranged weapons equipped by models in this unit gain the **[IGNORES COVER]** ability.

Designer's Note: *Place one Gheistskull and one CAT Unit token next to this unit, removing each token once the relevant ability has been used.*

WARGEAR ABILITIES

Endurant Shield: The bearer has a 4+ invulnerable save.

UNIT COMPOSITION

- **1 Navis Sergeant-at-Arms**
- **9 Navis Armsmen**

The Navis Sergeant-at-Arms is equipped with: Navis shotgun; close combat weapon.

One Navis Armsman is equipped with: Navis las-volley; close combat weapon.

One other Navis Armsman is equipped with: Navis heavy shotgun; close combat weapon; endurant shield.

Every other model is equipped with: Navis shotgun; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **Infantry, Battleline, Grenades, Smoke, Imperium, Voidfarers, Retinue, Imperial Navy Breachers**

FACTION KEYWORDS: **Agents of the Imperium**

ROGUE TRADER ENTOURAGE

M	T	SV	W	LD	OC	
6"	3	4+	4	6+	1	ROGUE TRADER
6"	3	4+	2	7+	1	OTHER MODELS

4+ INVULNERABLE SAVE

Rogue Traders are daring explorers, ruthless conquerors and cunning merchants, traversing and exploiting the uncharted regions of the galaxy in the name of the Imperium. Some command armadas of voidships, while others have only a small retinue of followers. In either case, they are typically canny commanders and able warriors who wield varied heirloom weapons and are backed up by hand-picked specialists with an array of unusual abilities ranging from talented Lectro-Maesters to sinister Death Cult Assassins.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dartmask [ANTI-INFANTRY 2+, PISTOL, PRECISION]	12"	1	4+	2	-1	D3
Household pistol [PISTOL, DEVASTATING WOUNDS]	12"	2	3+	5	-2	2
Laspistol [PISTOL]	12"	1	4+	3	0	1
Voltaic pistol [PISTOL, SUSTAINED HITS 2]	12"	3	3+	4	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Death Cult power blade [PRECISION]	Melee	5	2+	4	-2	1
Monomolecular cane-rapier	Melee	4	3+	4	-1	1

LEADER

This unit can be attached to the following units: **IMPERIAL NAVY BREACHERS, VOIDSMEN-AT-ARMS**

ABILITIES

CORE: **Leader**

FACTION: **Assigned Agents**

Backroom Deals: If your army contains one or more units with this ability, during the Declare Battle Formations step, select one of those units. While the selected unit is leading a unit, models in that unit have the Infiltrators ability.

Warrant of Trade: If your army includes one or more units with this ability, after both players have deployed their armies, select up to D3 **IMPERIUM BATTLELINE** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

WARGEAR ABILITIES

Healing Serum: At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed models (excluding **CHARACTERS**) to the bearer's unit.

UNIT COMPOSITION

- **1 Rogue Trader**
- **1 Death Cult Assassin**
- **1 Lectro-Maester**
- **1 Rejuvenat Adept**

The Rogue Trader is equipped with: household pistol; monomolecular cane-rapier.

The Death Cult Assassin is equipped with: dartmask; Death Cult power blade.

The Lectro-Maester is equipped with: voltaic pistol; close combat weapon.

The Rejuvenat Adept is equipped with: laspistol; close combat weapon; healing serum.

KEYWORDS – ALL MODELS: **INFANTRY, GRENADES, IMPERIUM, VOIDFARERS, ROGUE TRADER ENTOURAGE** | ROGUE TRADER: **CHARACTER**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

VOIDSMEN-AT-ARMS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	2

Voidsmen-at-Arms provide security on the ships of Rogue Traders and the Navis Imperialis alike. Well drilled and well equipped, they are highly adept at fighting in vessel corridors and other close-quarters environments. They bring these skills to the battlefield amidst hails of rotor cannon fire and swift, decisive salvoes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Artificer shotgun [ASSAULT]	12"	2	4+	4	0	2
Lasgun [RAPID FIRE 1]	24"	1	4+	3	0	1
Laspistol [PISTOL]	12"	1	4+	3	0	1
Voidsman rotor cannon [HEAVY, SUSTAINED HITS 1]	24"	6	5+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Vicious bite	Melee	3	4+	4	0	1

NAVY BODYGUARD

If you attach one or more **VOIDFARERS CHARACTER** units to this unit, this unit does not count towards the total number of **RETINUE** selections in your army.

ABILITIES

FACTION: **Assigned Agents**

Masters of Close Confines: Each time a model in this unit makes a ranged attack that targets the closest eligible target, that attack has the **[LETHAL HITS]** ability.

UNIT COMPOSITION

- **1 Voidmaster**
- **4 Voidsmen**
- **1 Canid**

The Voidmaster is equipped with: artificer shotgun; laspistol; close combat weapon.

One Voidsman is equipped with: laspistol; Voidsman rotor cannon; close combat weapon.

Every other Voidsman is equipped with: lasgun; laspistol; close combat weapon.

The Canid is equipped with: vicious bite.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, VOIDFARERS, RETINUE, VOIDSMEN-AT-ARMS**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

'I was newly conscripted when we ran the grav reefs over the Tormelian Maw with a pack of hungry xenoships on our tail. I was there under Voidmaster Ulbur when we dropped on Kei'Phor-Shonnd to put down the ration riots and ended up neck-deep in gnawskitter nests before we were done. I fought the Tarellian Dog-soldiers on Sorro, ran with the witch hunters during the Falxius Purge, and rode the last shuttle out of Nirvadia before the warp bombs came down.

I've lived a life, is what I'm saying, more than most ground grubbers get. I've seen the burning galaxy we fight for and the cursed worlds our folk call home. I've known my share of hopes and horrors, and seen the monsters that wait in the dark.

If it's taught me anything at all, it's this. The only things you can trust in this life are your shotgun, your ship, and Him on the Golden Throne, so keep a round chambered and a prayer on your lips and let the rest take care of itself.'

- Morica Randolvyn, Voidsman-at-Arms

VIGILANT SQUAD

M	T	SV	W	LD	OC
6"	3	4+	1	7+	2

Vigilants brutally sweep the guilty from existence with the signature combat shotgun of the Adeptus Arbites. These grim Arbitrators are ever alert to malfeasance and unwavering in its punishment, unleashing devastating firepower while their nuncio-aquilas berate the foe with accusations of guilt and threats of grim consequence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arbites combat shotgun [ASSAULT]	18"	2	4+	4	0	1
Arbites grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Arbites grenade launcher – krak	24"	1	4+	9	-2	D3
Arbites shotpistol [PISTOL]	12"	1	4+	4	0	1
Executioner shotgun [IGNORES COVER, PRECISION]	24"	1	4+	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Webber [ASSAULT, DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	2	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Mechanical bite	Melee	3	4+	4	0	1

WARGEAR OPTIONS

- Up to 2 Vigilants can each have their Arbites combat shotgun replaced with one of the following (duplicates are not allowed):
  - 1 executioner shotgun
  - 1 Arbites grenade launcher
  - 1 heavy stubber
  - 1 webber
- The Proctor-Vigilant can be equipped with 1 nuncio-aquila.

ABILITIES

FACTION: **Assigned Agents**

Merciless Judgement: Each time a model in this unit makes a ranged attack that targets a unit that is Below Half-strength, add 1 to the Wound roll.

WARGEAR ABILITIES

Nuncio-aquila: Once per battle, at the start of any Command phase, you can select one objective marker within 6" of the bearer. All enemy units (excluding **MONSTERS** and **VEHICLES**) within range of that objective marker must take a Battle-shock test. Each objective marker can only be targeted by this ability once per turn.

Designer's Note: *Place one Nuncio-aquila token next to the bearer, removing it once it uses this ability.*

UNIT COMPOSITION

- **1 Proctor-Vigilant**
- **9 Vigilants**
- **1 Cyber-mastiff**

Every Proctor-Vigilant and Vigilant is equipped with: Arbites combat shotgun; Arbites shotpistol; close combat weapon.

The Cyber-mastiff is equipped with: mechanical bite.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, BATTLELINE, GRENADES, IMPERIUM, RETINUE, ADEPTUS ARBITES, VIGILANT SQUAD**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

Nuncio-aquila

Vigilant with Arbites combat shotgun

Vigilant with Arbites grenade launcher

Vigilant with Arbites combat shotgun

Vigilant with Arbites combat shotgun

EXACTION SQUAD

M	T	SV	W	LD	OC
6"	3	4+	1	7+	1

The most experienced and level-headed Arbitrators form Exaction Squads to hunt down and seize dangerous transgressors alive. They do not hesitate to crush any who stand in their way, ruthlessly bludgeoning them or cutting them down in blazes of heavy firepower, never halting until their target is in custody.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arbites combat shotgun [ASSAULT]	18"	2	4+	4	0	1
Arbites grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Arbites grenade launcher – krak	24"	1	4+	9	-2	D3
Arbites shotpistol [PISTOL]	12"	1	4+	4	0	1
Executioner shotgun [IGNORES COVER, PRECISION]	24"	1	4+	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Webber [ASSAULT, DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	2	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1
Excruciator maul	Melee	2	3+	4	-1	2
Mechanical bite	Melee	3	4+	4	0	1

WARGEAR OPTIONS

- Up to 2 Exaction Vigilants can each have their Arbites combat shotgun replaced with one of the following (duplicates are not allowed):
  - 1 executioner shotgun
  - 1 Arbites grenade launcher
  - 1 heavy stubber
  - 1 webber
- 1 Exaction Vigilant that is equipped with an Arbites combat shotgun can be equipped with 1 excruciator maul.*
- 1 other Exaction Vigilant that is equipped with an Arbites combat shotgun can be equipped with 1 Arbites medi-kit.*
- 1 other Exaction Vigilant that is equipped with an Arbites combat shotgun can be equipped with 1 soulguilt scanner.*
- The Proctor-Exactant can be equipped with 1 nuncio-aquila.

** That model's Arbites combat shotgun cannot be replaced.*

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: **Assigned Agents**

Imperial Law: At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the **[LETHAL HITS]** and **[PRECISION]** abilities.

WARGEAR ABILITIES

Arbites Medi-kit: At the start of your Command phase, if the bearer's unit is below its Starting Strength, you can return up to D3 destroyed Exaction Vigilants to this unit.

Nuncio-aquila: Once per battle, at the start of any Command phase, you can select one objective marker within 6" of the bearer. All enemy units (excluding **MONSTERS** and **VEHICLES**) within range of that objective marker must take a Battle-shock test. Each objective marker can only be targeted by this ability once per turn.

Designer's Note: *Place one Nuncio-aquila token next to the bearer, removing it once it uses this ability.*

Soulguilt Scanner: Ranged weapons equipped by models in the bearer's unit have the **[IGNORES COVER]** ability.

UNIT COMPOSITION

- **1 Proctor-Exactant**
- **9 Exaction Vigilants**
- **1 Cyber-mastiff**

Every Proctor-Exactant and Exaction Vigilant is equipped with: Arbites combat shotgun; Arbites shotpistol; close combat weapon.

The Cyber-mastiff is equipped with: mechanical bite.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, RETINUE, ADEPTUS ARBITES, EXACTION SQUAD**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

Exaction Vigilant with webber

Exaction Vigilant with Arbites combat shotgun

Exaction Vigilant with Arbites combat shotgun

Exaction Vigilant with Arbites combat shotgun

Proctor-Exactant with Arbites combat shotgun

SUBDUCTOR SQUAD

M	T	SV	W	LD	OC
6"	3	3+	1	7+	1

4+ **INVULNERABLE SAVE*** **Excluding the Cyber-mastiff*

Subductors possess one of the most recognisable – and feared – silhouettes to the Imperium's criminal classes. Bearing subjugation-pattern assault shields and crackling shock mauls, they are brutal front-line brawlers capable of crushing the most stubborn dissent.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Arbites shotpistol [PISTOL]	12"	1	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mechanical bite	Melee	3	4+	4	0	1
Shock maul	Melee	2	4+	4	-1	1

WARGEAR OPTIONS

- The Proctor-Subductor can be equipped with 1 nuncio-aquila.

UNIT COMPOSITION

- **1 Proctor-Subductor**
- **9 Subductors**
- **1 Cyber-mastiff**

Every Proctor-Subductor and Subductor is equipped with: Arbites shotpistol; shock maul.

The Cyber-mastiff is equipped with: mechanical bite.

ABILITIES

FACTION: **Assigned Agents**

Dedication to Duty: Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

WARGEAR ABILITIES

Nuncio-aquila: Once per battle, at the start of any Command phase, you can select one objective marker within 6" of the bearer. All enemy units (excluding **MONSTERS** and **VEHICLES**) within range of that objective marker must take a Battle-shock test. Each objective marker can only be targeted by this ability once per turn.

Designer's Note: *Place one Nuncio-aquila token next to the bearer, removing it once it uses this ability.*

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, RETINUE, ADEPTUS ARBITES, SUBDUCTOR SQUAD**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

'THE LEX IMPERIALIS IS SINGULAR TRUTH.

THE LEX IMPERIALIS IS RIGHTEOUSNESS DISTILLED.

THE LEX IMPERIALIS IS IMMUTABLE WRIT.

THE LEX IMPERIALIS IS YOUR CONSCIENCE.

THE LEX IMPERIALIS IS YOUR IRON WILL.

THE LEX IMPERIALIS IS NEVER MISTAKEN.

THE LEX IMPERIALIS MUST ALWAYS BE UPHELD.

THE LEX IMPERIALIS CARES NOTHING FOR MERCY.

THE LEX IMPERIALIS CARES NOTHING FOR INNOCENCE.'

- Adeptus Arbites Catechisms of Monopolised Rectitude

GREY KNIGHTS TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	2

4+ INVULNERABLE SAVE

The Grey Knights are the foremost daemon-hunting elites in the Imperium. Amongst their ranks, few warriors are more fearsome or skilled than their Terminators. So it is that, when powerful Imperial agents call for aid against infernal threats, these battle-brothers often answer.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Psilencer [PSYCHIC, SUSTAINED HITS 1]	24"	6	3+	5	0	1
Psycannon [PSYCHIC]	24"	3	3+	8	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Nemesis force weapon [PSYCHIC]	Melee	4	3+	6	-2	2

WARGEAR OPTIONS

- 1 Grey Knights Terminator's storm bolter can be replaced with one of the following:
  - 1 incinerator
  - 1 psilencer
  - 1 psycannon
- 1 Grey Knights Terminator equipped with a storm bolter can be equipped with 1 Ancient's banner.*
- 1 Grey Knights Terminator's storm bolter can be replaced with 1 narthecium.*

**You cannot select both of these options for the same model.*

RITES OF TELEPORTATION

If one or more **INQUISITOR** units are attached to this unit during the Declare Battle formations step, models in those units have the Deep Strike ability.

ABILITIES

CORE: **Deep Strike**

FACTION: **Assigned Agents**

Hammerhand (Psychic): Each time this unit makes a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the **[LETHAL HITS]** ability.

WARGEAR ABILITIES

Ancient's Banner: Add 1 to the Objective Control characteristic of models in the bearer's unit.

Narthecium: In your Command phase, you can return 1 destroyed model (excluding **CHARACTERS**) to the bearer's unit.

UNIT COMPOSITION

- **1 Terminator Justicar**
- **4 Grey Knights Terminators**

Every model is equipped with: storm bolter; Nemesis force weapon.

KEYWORDS: **INFANTRY, PSYKER, TERMINATOR, GRENADES, IMPERIUM, ORDO MALLEUS, REQUISITIONED, GREY KNIGHTS TERMINATOR SQUAD**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

WATCH CAPTAIN ARTEMIS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

4+ INVULNERABLE SAVE

Born survivor of a feral world and formerly of the macabre Mortifactors Chapter, Artemis leads a Watch Company out of Talasa Prime. Renowned for his honed combat instincts, he fights from the fore wielding his thrumming power blade and the artificer combi-weapon known as Hellfire Extremis, whose gouts of flame and hyper-acidic bolt rounds are the bane of lightly armoured foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hellfire Extremis **[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, IGNORES COVER, TORRENT]**	12"	D6	N/A	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	5	-2	2

LEADER

This model can be attached to the following unit: **DEATHWATCH KILL TEAM**

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Assigned Agents**

Tactical Instinct: While this model is leading a unit, weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

Unstoppable Champion: The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 1 wound remaining.

UNIT COMPOSITION

- **1 Watch Captain Artemis**

This model is equipped with: Hellfire Extremis; master-crafted power weapon.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, ORDO XENOS, DEATHWATCH, WATCH CAPTAIN ARTEMIS**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

WATCH MASTER

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

4+ INVULNERABLE SAVE

The galaxy's foremost xenos hunters, each Watch Master commands one of the Deathwatch Chapter's vigilant watch fortresses. These leaders possess centuries of strategic and esoteric knowledge of the horrors assailing Mankind. In battle, they wield potent vigil spears, employing their masterful skills to the fullest.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Vigil spear	24"	2	2+	4	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Vigil spear [LANCE]	Melee	6	2+	6	-2	D3

LEADER

This model can be attached to the following unit: **DEATHWATCH KILL TEAM**

ABILITIES

CORE: **Leader**

FACTION: **Assigned Agents**

Strategic Knowledge: While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

UNIT COMPOSITION

- **1 Watch Master**

This model is equipped with: vigil spear.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, IMPERIUM, ORDO XENOS, DEATHWATCH, WATCH MASTER**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

DEATHWATCH KILL TEAM

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2

Deathwatch Veterans' skills have been honed in their former Chapters for decades, sometimes centuries. Each battle-brother brings their own talents and specialisms to the Long Vigil. Moreover, with access to a wide range of alien-killing weaponry, they are able to act as elite shock troops against almost any foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Frag cannon [BLAST, HEAVY, RAPID FIRE D3]	18"	D3	4+	7	-1	2
Infernus heavy bolter – heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Infernus heavy bolter – heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Stalker-pattern boltgun [HEAVY, PRECISION]	24"	1	3+	4	-1	2
Deathwatch shotgun [ASSAULT]	18"	2	3+	4	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Black Shield blades [TWIN-LINKED]	Melee	4	3+	5	-2	1
Close combat weapon	Melee	3	3+	4	0	1
Deathwatch thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	10	-2	3
Power weapon	Melee	3	3+	5	-2	1
Xenophase blade [DEVASTATING WOUNDS]	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- For every 5 models in this unit, up to 2 models can each have their boltgun and power weapon replaced with one of the following:
  - 1 boltgun and 1 Astartes shield
  - 1 power weapon and 1 Astartes shield
- For every 5 models in this unit, up to 2 models can each have their boltgun and power weapon replaced with 1 Deathwatch thunder hammer.
- For every 5 models in this unit, 1 model can have their boltgun and power weapon replaced with 1 stalker-pattern boltgun and 1 close combat weapon.
- For every 5 models in this unit, up to 2 models can each have their boltgun and power weapon replaced with 1 Deathwatch shotgun and 1 close combat weapon.
- For every 5 models in this unit, 1 model can have its boltgun and power weapon replaced with 1 frag cannon and 1 close combat weapon.
- For every 5 models in this unit, 1 model can have its boltgun and power weapon replaced with 1 infernus heavy bolter and 1 close combat weapon.
- One model's boltgun and power weapon can be replaced with 1 Black Shield blades.
- The Watch Sergeant's power weapon can be replaced with 1 xenophase blade.
- The Watch Sergeant's boltgun can be replaced with 1 combi-weapon.

ABILITIES

FACTION: **Assigned Agents**

Death to the Alien: Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the **IMPERIUM** or **CHAOS** keywords, you can re-roll the Hit roll instead.

WARGEAR ABILITIES

Astartes Shield: The bearer has a 4+ invulnerable save.

UNIT COMPOSITION

- **1 Watch Sergeant**
- **4-9 Deathwatch Veterans**

Every model is equipped with: boltgun; power weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, BATTLELINE, GRENADES, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, KILL TEAM**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

CORVUS BLACKSTAR

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0

Corvus Blackstars are sleek and shrouded aircraft used to insert Deathwatch kill teams into heavily infested landing zones or even xenos strongholds. With a barrage of missiles, Blackstars secure aerial supremacy and sweep the target site clear before firing their hover jets and delivering their terrifying payload of elite warriors.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blackstar rocket launcher [BLAST]	30"	D6+1	3+	5	0	1
Hurricane bolter [RAPID FIRE 6, TWIN-LINKED]	24"	6	3+	4	0	1
Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with 1 twin lascannon.
- This model's 2 Blackstar rocket launchers can be replaced with 2 stormstrike missile launchers.
- This model can be equipped with 1 hurricane bolter.
- This model can be equipped with one of the following:
  - 1 auspex array
  - 1 infernum halo-launcher

ABILITIES

CORE: **Deadly Demise D6, Hover, Stealth**

FACTION: **Assigned Agents**

Blackstar Cluster Launcher: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 5+, that unit suffers 1 mortal wound.

WARGEAR ABILITIES

Auspex Array: Ranged weapons equipped by the bearer have the **[IGNORES COVER]** ability.

Infernum Halo-launcher: The bearer has the **SMOKE** keyword.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Corvus Blackstar**

This model is equipped with: 2 Blackstar rocket launchers; twin assault cannon; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **DEATHWATCH INFANTRY** models.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, TRANSPORT, IMPERIUM, ORDO XENOS, RETINUE, DEATHWATCH, CORVUS BLACKSTAR**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

CALLIDUS ASSASSIN

M	T	SV	W	LD	OC
7"	4	6+	4	6+	1

4+ INVULNERABLE SAVE

Anarchy flourishes in the wake of a Callidus Assassin's deployment. They use the shape-shifting drug polymorphine to insinuate themselves close to their target, sabotaging systems and seeding misinformation before closing on their victim with blasts of their mind-destroying neural shredders and vicious sweeps of their shimmering phase swords.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Neural shredder [ANTI-INFANTRY 2+, PRECISION, TORRENT]	12"	D6	N/A	5	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Phase sword and poison blades [LETHAL HITS, PRECISION]	Melee	5	2+	5	-4	2

SHADOW ASSIGNMENT

This model cannot be selected to be your **WARLORD**.

If your army faction is **AGENTS OF THE IMPERIUM**, then during the Declare Battle Formations step, you can replace this model with a different **OFFICIO ASSASSINORUM** model, provided the total points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing a model with this rule, your army cannot have more than 1 **VINDICARE ASSASSIN**, it cannot have more than 1 **CULEXUS ASSASSIN**, it cannot have more than 1 **EVERSOR ASSASSIN** and it cannot have more than 1 **CALLIDUS ASSASSIN**).

ABILITIES

CORE: **Deep Strike, Fights First, Infiltrators, Lone Operative**

FACTION: **Assigned Agents**

Acrobatic Escape: At the end of the Fight phase, if this model is within Engagement Range of one or more enemy units, it can make a Fall Back move of up to D6". In addition, at the end of your opponent's turn, if this model is not within 3" of one or more enemy units, you can remove it from the battlefield and then, in the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this model is not on the battlefield, it is destroyed.

Reign of Confusion: Once per battle, after your opponent uses a Stratagem, this model can use this ability. If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.

UNIT COMPOSITION

- **1 Callidus Assassin – EPIC HERO**

This model is equipped with: neural shredder; phase sword and poison blades.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, IMPERIUM, OFFICIO ASSASSINORUM, CALLIDUS ASSASSIN**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

EVERSOR ASSASSIN

M	T	SV	W	LD	OC
9"	4	6+	4	6+	1

4+ INVULNERABLE SAVE

Berserk killers fuelled by unstable chemical stimms, Eversor Assassins are hurricanes of bladed and clawed destruction. They are unleashed as weapons of terror and annihilation, set loose to murder not only their intended target but anyone around them as well. Even in death they still serve, their body chemistry going critical with the explosive fury of a detonating plasma warhead.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Executioner pistol [ANTI-INFANTRY 3+, PISTOL, PRECISION, SUSTAINED HITS 3]	12"	4	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power sword and neuro-gauntlet [ANTI-INFANTRY 3+, PRECISION, SUSTAINED HITS 3]	Melee	6	2+	5	-2	2

SHADOW ASSIGNMENT

This model cannot be selected to be your **WARLORD**.

If your army faction is **AGENTS OF THE IMPERIUM**, then during the Declare Battle Formations step, you can replace this model with a different **OFFICIO ASSASSINORUM** model, provided the total points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing a model with this rule, your army cannot have more than 1 **VINDICARE ASSASSIN**, it cannot have more than 1 **CULEXUS ASSASSIN**, it cannot have more than 1 **EVERSOR ASSASSIN** and it cannot have more than 1 **CALLIDUS ASSASSIN**).

ABILITIES

CORE: **Deadly Demise D3, Lone Operative, Scouts 9"**

FACTION: **Assigned Agents**

Frenzon: This model is eligible to shoot and declare a charge in a turn in which it Advanced.

Overkill: Once per battle, in your Movement phase, this model can use this ability before it makes a Normal move. If it does, until the end of the turn, add 6" to this model's Move characteristic and add 3 to the Attacks characteristic of this model's melee weapons.

UNIT COMPOSITION

- **1 Eversor Assassin – EPIC HERO**

This model is equipped with: executioner pistol; power sword and neuro-gauntlet.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, OFFICIO ASSASSINORUM, EVERSOR ASSASSIN**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

CULEXUS ASSASSIN

M	T	SV	W	LD	OC
7"	4	6+	4	6+	1

4+ INVULNERABLE SAVE

A Culexus Assassin projects an aura of unsettling fear all around them, the effect heightened by their ability to occlude themselves in enemies' minds until they wish to be seen. Their primary targets are psykers, who are wracked with agony from these soulless assassins' mere presence, and against the arcane blasts of a Culexus' animus speculum, no witch long survives.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Animus speculum [ANTI-PSYKER 2+, ASSAULT, PRECISION, PSYCHIC ASSASSIN]	24"	3	2+	5	-2	D3

Psychic Assassin: Each time you select a **PSYKER** unit as the target for this weapon, until those attacks are resolved, change the Attacks characteristic of this weapon to 6.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Life-draining touch [ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION]	Melee	4	2+	4	-2	2

SHADOW ASSIGNMENT

This model cannot be selected to be your **WARLORD**.

If your army faction is **AGENTS OF THE IMPERIUM**, then during the Declare Battle Formations step, you can replace this model with a different **OFFICIO ASSASSINORUM** model, provided the total points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing a model with this rule, your army cannot have more than 1 **VINDICARE ASSASSIN**, it cannot have more than 1 **CULEXUS ASSASSIN**, it cannot have more than 1 **EVERSOR ASSASSIN** and it cannot have more than 1 **CALLIDUS ASSASSIN**).

ABILITIES

CORE: **Deep Strike, Lone Operative, Stealth**

FACTION: **Assigned Agents**

Etheric Emergence: When this model is set up on the battlefield using the Deep Strike ability, it can perform an etheric emergence. If it does, this model can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

Abomination: This model has the Feel No Pain 2+ ability against Psychic Attacks.

Soulless Horror: Once per battle, at the start of any Command phase, this model can use this ability. If it does, each enemy unit within 9" of this model must take a Battle-shock test, subtracting 1 from that test (or subtracting 2 if that unit is a **PSYKER**).

UNIT COMPOSITION

- **1 Culexus Assassin – EPIC HERO**

This model is equipped with: animus speculum; life-draining touch.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, GRENADES, IMPERIUM, OFFICIO ASSASSINORUM, CULEXUS ASSASSIN**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

VINDICARE ASSASSIN

M	T	SV	W	LD	OC
7"	4	6+	4	6+	1

4+ INVULNERABLE SAVE

The muffled crack of a Vindicare Assassin's exitus rifle is all that most ever detect of its presence – that, and the spray of their victim's brain matter. They are lethal marksmen who find the perfect firing position from which to pinpoint their quarry, while against more numerous foes they swiftly rack up high body counts with shot after expert shot.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Exitus pistol [DEVASTATING WOUNDS, IGNORES COVER, PISTOL, PRECISION]	12"	3	2+	6	-2	3
Exitus rifle [DEVASTATING WOUNDS, HEAVY, IGNORES COVER, PRECISION]	48"	1	2+	8	-3	D3+3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Vindicare combat knife	Melee	4	2+	4	-1	1

SHADOW ASSIGNMENT

This model cannot be selected to be your **WARLORD**.

If your army faction is **AGENTS OF THE IMPERIUM**, then during the Declare Battle Formations step, you can replace this model with a different **OFFICIO ASSASSINORUM** model, provided the total points value of the new model does not exceed the points value of the model it replaced. Your army cannot include duplicates of the same model (i.e. after replacing a model with this rule, your army cannot have more than 1 **VINDICARE ASSASSIN**, it cannot have more than 1 **CULEXUS ASSASSIN**, it cannot have more than 1 **EVERSOR ASSASSIN** and it cannot have more than 1 **CALLIDUS ASSASSIN**).

ABILITIES

CORE: **Infiltrators, Lone Operative, Stealth**

FACTION: **Assigned Agents**

Dead-shot: Each time this model makes a ranged attack, when selecting targets for that attack, you can ignore the Lone Operative ability.

Shieldbreaker: Once per battle, when selecting targets for this model's exitus rifle, it can fire a shieldbreaker round. If it does, until the end of the phase, each time this model makes an attack with that weapon, add 1 to the Wound roll and any successful Wound roll scores a Critical Wound.

UNIT COMPOSITION

- **1 Vindicare Assassin – EPIC HERO**

This model is equipped with: exitus pistol; exitus rifle; Vindicare combat knife.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, SMOKE, IMPERIUM, OFFICIO ASSASSINORUM, VINDICARE ASSASSIN**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

SISTERS OF BATTLE SQUAD

M	T	SV	W	LD	OC
6"	3	3+	1	7+	2

6+ INVULNERABLE SAVE

The Adepta Sororitas – or Battle Sisters – are the militant arm of the Imperial faith. Clad in sanctified power armour and wielding an array of potent mid-to-close-ranged firearms, these fanatical warriors excel in clearing out nests of heresy and gunning down enemies of the Golden Throne wherever they are found. They are valued allies to any Imperial agent.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Artificer-crafted storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun [RAPID FIRE 1]	24"	1	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Condemnor boltgun [ANTI-PSYKER 2+, DEVASTATING WOUNDS, PRECISION, RAPID FIRE 1]	24"	1	3+	4	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Inferno pistol [MELTA 2, PISTOL]	6"	1	3+	8	-4	D3
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Ministorum flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	0	1
Ministorum hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	4	0	1
Ministorum heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	6	-1	1
Multi-melta [HEAVY, MELTA 2]	18"	2	4+	9	-4	D6
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [PISTOL, HAZARDOUS]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	3	4+	3	-1	1
Close combat weapon	Melee	1	4+	3	-1	1
Power weapon	Melee	2	4+	4	-2	1

WARGEAR OPTIONS

- The Sister Superior's boltgun can be replaced with one of the following:
  - 1 bolt pistol
  - 1 combi-weapon
  - 1 condemnor boltgun
  - 1 inferno pistol
  - 1 Ministorum hand flamer
  - 1 plasma pistol
- The Sister Superior can be equipped with one of the following:
  - 1 chainsword
  - 1 power weapon
- 1 Battle Sister's boltgun can be replaced with one of the following:
  - 1 artificer-crafted storm bolter
  - 1 meltagun
  - 1 Ministorum flamer
- 1 Battle Sister's boltgun can be replaced with one of the following:
  - 1 artificer-crafted storm bolter
  - 1 heavy bolter
  - 1 meltagun
  - 1 Ministorum flamer
  - 1 Ministorum heavy flamer
  - 1 multi-melta
- 1 Battle Sister equipped with 1 boltgun can be equipped with 1 simulacrum imperialis (that model's boltgun cannot be replaced).

ABILITIES

FACTION: **Assigned Agents**

Defenders of the Faith: If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Incensor Cherub: Once per battle, you can target this unit with the Command Re-roll Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Designer's Note: *Place an Incensor Cherub token next to the unit, removing it once this ability has been used.*

WARGEAR ABILITIES

Simulacrum Imperialis: Improve the Leadership characteristic of models in the bearer's unit by 1.

UNIT COMPOSITION

- **1 Sister Superior**
- **9 Battle Sisters**

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **Infantry, Grenades, Imperium, Ordo Hereticus, Requisitioned, Sisters of Battle Squad**

FACTION KEYWORDS: **Agents of the Imperium**

SISTERS OF BATTLE IMMOLATOR

M	T	SV	W	LD	OC
12"	10	3+	11	7+	2

6+ INVULNERABLE SAVE*

The Immolator is an armoured transport commonly employed by the Adepta Sororitas. As befits their zealous style of war, its armaments tend towards aggressive short-ranged firepower best employed amidst dense terrain or on the attack. Countless heretics and xenos have been reduced to ash by the fiery blasts of these tools of purgation.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Immolation flamers [IGNORES COVER, TORRENT]	18"	2D6	N/A	6	-1	1
Twin heavy bolter [SUSTAINED HITS 2, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's immolation flamers can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin multi-melta
- This model can be equipped with 1 hunter-killer missile.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Assigned Agents**

Purge and Cleanse: Each time this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

UNIT COMPOSITION

- **1 Sisters of Battle Immolator**

This model is equipped with: heavy bolter; immolation flamers; armoured tracks.

TRANSPORT

This model has a transport capacity of 6 **ORDO HERETICUS INFANTRY** models.

At the start of the Declare Battle Formations step, you can select one **SISTERS OF BATTLE SQUAD** from your army. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this **TRANSPORT**; the other can start the battle embarked within another **TRANSPORT**, or it can be deployed as a separate unit.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, ORDO HERETICUS, SISTERS OF BATTLE IMMOLATOR**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

Sisters of Battle Immolator with immolation flamers and heavy bolter

INQUISITORIAL CHIMERA

M	T	SV	W	LD	OC
10"	9	3+	11	7+	2

The Chimera is a blend of armoured personnel carrier and light tank, easy to produce en masse and extremely versatile. Those deployed by Imperial agents boast a wealth of varied armament options, transporting their passengers swiftly into battle then providing heavy covering fire while they complete their missions.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lasgun array [RAPID FIRE 6]	24"	6	4+	3	0	1
Multi-laser	36"	4	4+	6	0	1
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's heavy bolter can be replaced with 1 heavy flamer.
- This model's multi-laser can be replaced with one of the following:
  - 1 heavy bolter*
  - 1 heavy flamer*
- This model can be equipped with one of the following:
  - 1 heavy stubber
  - 1 storm bolter
- This model can be equipped with 1 hunter-killer missile.

**This weapon cannot be replaced.*

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 2**

FACTION: **Assigned Agents**

Rapid Deployment: Units can disembark from this **TRANSPORT** after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally.

UNIT COMPOSITION

- **1 Inquisitorial Chimera**

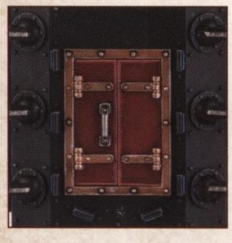
This model is equipped with: multi-laser; heavy bolter; lasgun array; armoured tracks.

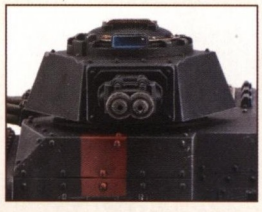
TRANSPORT

This model has a transport capacity of 13 **INQUISITOR INFANTRY** and **INQUISITORIAL AGENT** models. It cannot transport **TERMINATOR** models.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, INQUISITORIAL CHIMERA**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**





Inquisitorial Chimera with heavy bolters and lasgun array

IMPERIAL RHINO

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

Amongst the most iconic and ubiquitous of the Imperium's armoured infantry transports, the Rhino is as redoubtable as it is resilient. Boasting a capacious troop compartment, self-repairing capabilities and weapon mounts for storm bolters and hunter-killer missiles, it has earned its reputation as the workhorse of Imperial armies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 2**

FACTION: **Assigned Agents**

Self Repair: At the start of your Command phase, this model regains 1 lost wound.

UNIT COMPOSITION

- **1 Imperial Rhino**

This model is equipped with: storm bolter; armoured tracks.

TRANSPORT

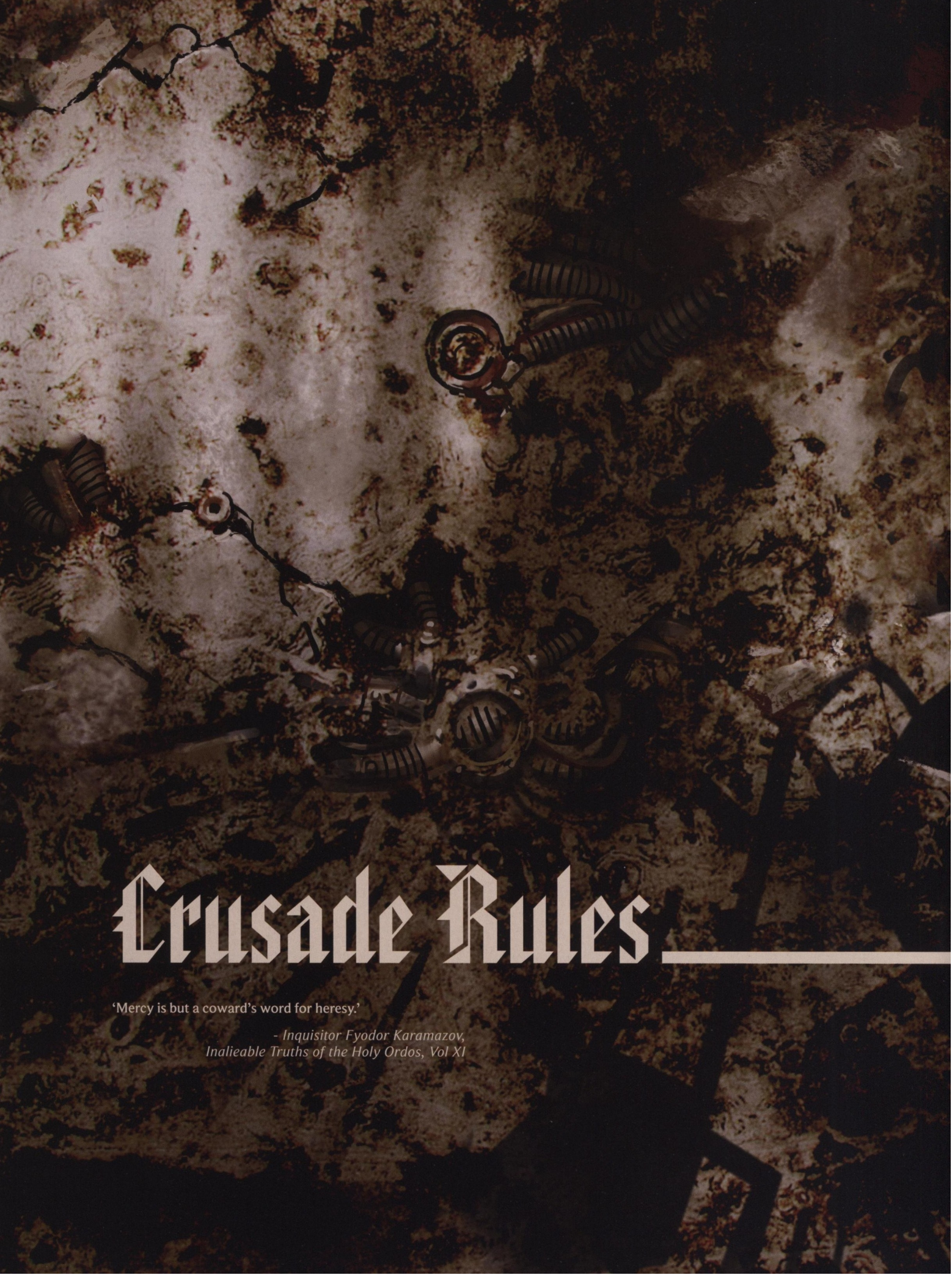
This model has a transport capacity of 12 **AGENTS OF THE IMPERIUM** models. It cannot transport **TERMINATOR** or **OFFICIO ASSASSINORUM** models.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, IMPERIAL RHINO**

FACTION KEYWORDS: **AGENTS OF THE IMPERIUM**

'My agents have appraised me of your military strength. They have told me of the crumbling morale amongst your heathen followers, the paucity of ammunition you have sought to conceal from us, and the laughable fact that the abominations to which you so cheaply bartered your souls have not even deigned to answer your heretic prayers. It seems only fair, therefore, to tell you that I approach your city's sagging gates with forty-five thousand soldiers, all well-armed, stern in faith and mounted in redoubtable armoured transports. This is not an attempt at psychological warfare, governor. It is not a chance for you to surrender nor to repent your heresies before the end. I simply wish you to perceive fully the path of utter ruination down which your wilful heresy has led you, and how completely you are about to be crushed beneath the heel of Imperial justice. Such is the fate of all heretics, governor. You are no exception.'

- Inquisitor Bartolphus Meig, last communiqué to rebel Governor Murtwynne before the storming of High Voss



Crusade Rules

'Mercy is but a coward's word for heresy.'

- Inquisitor Fyodor Karamazov,
Inalieable Truths of the Holy Ordos, Vol XI

INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to AGENTS OF THE IMPERIUM units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

SHADOW OPERATIONS

Your **AGENTS OF THE IMPERIUM** Crusade force will be performing clandestine Shadow Operations within a sub-sector that is on the verge of collapse. You will investigate the plots that are taking place using a combination of military influence and intrigue to thwart the myriad enemies of the Imperium, and attempt to bring the sub-sector back under Imperial control.

AGENDAS

AGENTS OF THE IMPERIUM armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's goals and their particular methods of waging war.

REQUISITIONS

AGENTS OF THE IMPERIUM armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **AGENTS OF THE IMPERIUM** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **AGENTS OF THE IMPERIUM CHARACTER** models can claim one of the Crusade Relics found here.

MYRIAD MISSIONS AND PERILOUS PATHS

A unique set of narrative hooks has been included, to offer inspiration for what calamity has befallen your chosen sub-sector.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.

SHADOW OPERATIONS

If there are any **AGENTS OF THE IMPERIUM CHARACTERS** in your Crusade force, you can undergo a Shadow Operation to attempt to uncover and resolve clandestine Threats against the Imperium in a sub-sector, and attempt to restore Imperial control, thwarting those who plot against it.

Start by deciding a name for your sub-sector and generating the level of the Threats that are present within that sub-sector. Each sub-sector has three Threats and you can either choose the Threat Level of each or roll one D6 for each and consult the table below.

Each Threat Level has an associated Threat Score, Covert Level and Time Remaining value. The lowest Threat Level is Minoris, being easier to uncover and requiring less time to investigate, while Extremis is the hardest to decrypt, thus requiring more time to expose.

Once you have determined your three Threat Levels, note which of these you will be investigating on your Threat Tracker – you will use this to keep a record of the status of your current investigations. This tracker will also be used to keep note of the control status of your sub-sector, as well as your current Investigation points, Influence points and Intrigue points totals. At the start of any Shadow Operation, the Sub-sector Control is set to 0 and you start with 0 Investigation points, Influence points and Intrigue points – you will have to earn these by playing Crusade battles with your **AGENTS OF THE IMPERIUM** Crusade force.

D6	THREAT LEVEL	THREAT SCORE	COVERT LEVEL	TIME REMAINING
⚀⚀⚀	Minoris	1	4+	3
⚀⚀	Majoris	2	5+	5
⚀	Extremis	3	6+	7

INVESTIGATION POINTS

Each time you play a Crusade battle, in the Update Order of Battle step, if your Crusade army included one or more **AGENTS OF THE IMPERIUM CHARACTER** units, you gain 1 Investigation point which you must allocate to any of your Threats that are not yet Thwarted or Fulfilled (if possible). Each time you do, add a mark to the Investigation Points tally of your chosen Threat.

After allocating the Investigation point to your chosen Threat, you can try to uncover one Threat. To do so, select a Threat, roll one D6, and add 1 to the result for each Investigation point you have allocated to that Threat's Investigation Points tally. If the total is less than that Threat's Covert Level, nothing happens and your investigation continues. If the total is greater than or equal to that Threat's Covert Level, the Threat has been uncovered: roll on the relevant Threat table (pg 112), to discover what adversary has been revealed, and what is required to Thwart it.

Each Threat has an Intrigue goal and an Influence goal:

	INFLUENCE GOAL	INTRIGUE GOAL
Arch-nemesis	7+	7+
Diabolical Ritual	6+	8+
Cult Uprising	8+	6+

	INFLUENCE GOAL	INTRIGUE GOAL
Ancient Artefact	6+	6+
Agent Provocateur	7+	5+
Saboteur Matrix	5+	7+

	INFLUENCE GOAL	INTRIGUE GOAL
Compromised Agent	4+	6+
Enemy Sympathiser	5+	5+
Spy Network	6+	4+

INFLUENCE

This represents the military resources that your agents need to gather, requisition and hire in order to crush the plot through sheer force.

INTRIGUE

This represents the degree of clandestine missions and counter-plans your agents must prosecute in order to foil the Threat through subtlety and misdirection.

By completing Agendas, you can gain Influence points and Intrigue points. These must be allocated in the Update Order of Battle step to an uncovered Threat of your choice (if possible). Each time you do, add a mark to the appropriate Influence points tally or Intrigue points tally of one of your uncovered Threats.

After you have allocated any Intrigue points and Influence points, you can attempt to Thwart one uncovered Threat. To do so, first test if you Thwart it via Intrigues by rolling one D6, adding 1 to the result for each Intrigue point allocated to that Threat. If the result is equal to or exceeds that Threat's Intrigue goal, the Threat has been Thwarted. Otherwise, you then test to see if you Thwart the plot via Influence by rolling one D6 and adding 1 to the result for each Influence point allocated to that Threat. If the result is greater than or equal to that plot's Influence goal, the Threat has been Thwarted. If both of these rolls' totals are less than their respective Influence goal or Intrigue goal, nothing further happens and the Threat remains active.

Each time a Threat is Thwarted, you gain a number of Sub-sector Control points equal to that Threat's Threat Score, updating your Sub-sector Control tracker accordingly.

After allocating any Investigation points, Influence points and/or Intrigue points, and uncovering and/or Thwarting Threats (if any), add one tally to the Time Remaining tally of all currently active Threats and determine a Plot Twist by rolling one D6 and consulting the Plot Twist table below.

PLOT TWIST	D6
Plans Within Plans: Randomly select one of your active Threats. Increase its Threat Score by 1 (this can go above 3).	
Escalating Threat: Randomly select one of your active Threats. Add 1 mark to its Time Remaining tally.	
Counter-agents: Add 1 to the Intrigue goal of all uncovered Threats.	
Fierce Resistance: Add 1 to the Influence goal of all uncovered Threats.	
Delaying Action: Select one active Threat and remove 1 mark from its Time Remaining tally.	
A Promising Lead: Select one active uncovered Threat and add 1 mark to its Investigation point tally.	

When a Threat's Time Remaining tally is completed, if that Threat has not been Thwarted then that Threat is instead Fulfilled – you lose a number of Sub-sector Control points equal to that Threat's Threat Score, updating your Sub-sector Control tracker accordingly.

CEASE SHADOW OPERATIONS

When all of your Threats have been Thwarted or Fulfilled, your current Shadow Operation ends. The outcome of your agents' interventions is now assessed by looking at the Sub-sector Control tracker below and applying the relevant consequence.

After applying the result, you can then start another Shadow Operation if you wish, following the same steps as previously, resetting all tallys and Sub-sector Control to 0.

ONGOING UNREST

The obvious threats may have been purged but you cannot escape the sense that corruption still lingers.

Gain 1 Requisition point.

SHAMEFUL LOSSES

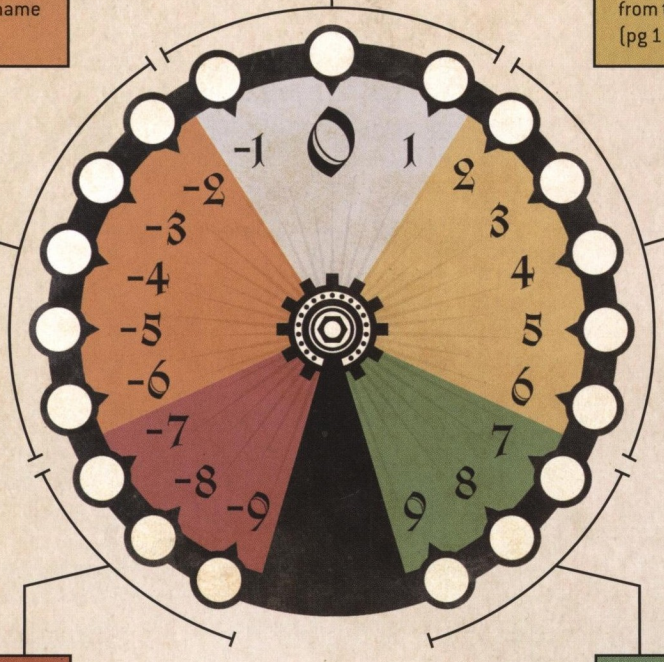
Outright catastrophe has been averted but the cost in lives and resources may yet plunge neighbouring systems into disaster.

One **AGENTS OF THE IMPERIUM CHARACTER** unit from your Crusade force gains a Battle Scar or suffers a Devastating Blow (this must be either the Disgraced or Mark of Shame Battle Scar).

PURGATION COMPLETE

You have cleansed this region of heresy and done your duty to the Golden Throne. Yet the war is never done. New threats now call for your urgent attention.

Gain D3RP and one **AGENTS OF THE IMPERIUM CHARACTER** unit from your Crusade force gains 1 Battle Honour from the Vermilion-level Assets (pg 115).



TOTAL COLLAPSE

Your efforts have been singularly inadequate and this region is lost to the Emperor's realm. You will be fortunate to escape the consequences of this disaster.

Each **AGENTS OF THE IMPERIUM** unit from your Crusade force either gains a Battle Scar or suffers a Devastating Blow.

MASTERFUL EXECUTION

Not only have your efforts annihilated the immediate threat, but you have also spread terror of Imperial vengeance far and wide. The rewards for such success are considerable.

Gain D6RP and up to two different **AGENTS OF THE IMPERIUM CHARACTER** units from your Crusade force gain 1 Battle Honour from the Vermilion-level Assets (pg 115).

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CONTEMPLATUS ANNOTATIUM AKSETHAMARTUS
FILE EXCERPT EXLOAD 11-36-1-0-9

SUB-SECTOR NAME

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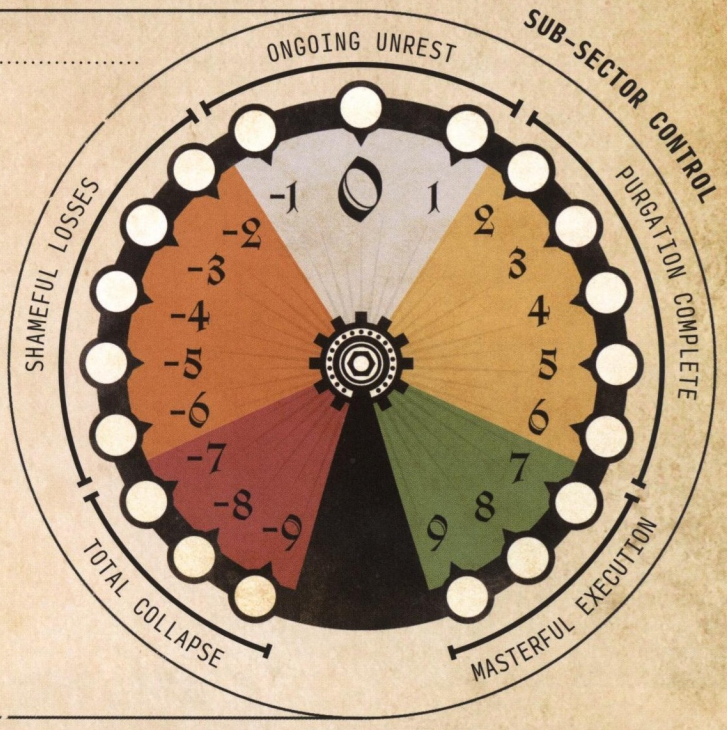

THREAT 1

TIME REMAINING

A 3 6+

P 2 5+

Ψ 1 4+

INVESTIGATION POINTS TALLY

THREAT:

THREAT UNCOVERED

INFLUENCE GOAL

INFLUENCE POINTS TALLY

INTRIGUE GOAL

INTRIGUE POINTS TALLY

THREAT THWARTED

THREAT FULFILLED

THREAT 2

TIME REMAINING

A 3 6+

P 2 5+

Ψ 1 4+

INVESTIGATION POINTS TALLY

THREAT:

THREAT UNCOVERED

INFLUENCE GOAL

INFLUENCE POINTS TALLY

INTRIGUE GOAL

INTRIGUE POINTS TALLY

THREAT THWARTED

THREAT FULFILLED

THREAT 3

TIME REMAINING

A 3 6+

P 2 5+

Ψ 1 4+

INVESTIGATION POINTS TALLY

THREAT:

THREAT UNCOVERED

INFLUENCE GOAL

INFLUENCE POINTS TALLY

INTRIGUE GOAL

INTRIGUE POINTS TALLY

THREAT THWARTED

THREAT FULFILLED

+++ A MIND WITHOUT PURPOSE WILL WANDER IN DARK PLACES +++

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VERMILION-LEVEL ASSETS

Each of the following Battle Honours is unique – you can only have one instance of each in your Crusade force. When gaining one of the Vermilion-level Assets Battle Honours, if that CHARACTER unit already has the maximum number of Battle Honours, you must replace one of their existing Battle Honours.

HIGHLY PLACED ALLY

Be they the Fabricator General of a forge world or a senior Munitorum adept, this contact channels valuable additional assets towards your forces.

If the bearer is your **WARLORD**, start the battle with 1CP. If the bearer is on the battlefield at the end of the battle and you won that battle, roll one D6: on a 4+, you gain 1RP.

SECRET FORCES

It has taken time and effort to seed these hidden cells of militant agents, but their support is ample reward.

If the bearer is included in a Crusade army whose Army Faction is not **AGENTS OF THE IMPERIUM**, the maximum number of **REQUISITIONED, RETINUE** and **AGENTS OF THE IMPERIUM CHARACTER** units that can be included in that army is increased by 1. Each time you start a Shadow Operation, you start with 1 Influence point.

TRAINED BY A LEGEND

A favour owed or leveraged persuades a legendary Imperial killer to impart their teachings to this willing student.

The bearer's unit has the Lone Operative, Infiltrators and Stealth abilities. Each time you start a Shadow Operation, you start with 1 Intrigue point.

MASTER OF SPIES

It wasn't easy to recruit or turn this shadowy figure, but now their intricate covert network is yours to make use of in the Emperor's name.

Each time you start a Shadow Operation, you start with 1 Investigation point. Each time you roll on the Plot Twist table, you can re-roll the result.

BOUND ENTITY

Be it a daemon trapped in a warding circle or artefact, or some trammelled and tormented xenos being, this entity provides powerful – if forbidden – aid.

RADICAL model only. The bearer's unit has the Deep Strike ability. Once per Shadow Operation, when you attempt to Thwart a Threat through Intrigue, you can re-roll that test. If the bearer loses the **RADICAL** keyword or gains the **PURITAN** keyword by any means, it immediately loses this Battle Honour.

UPHOLDER OF THE CREED

A highly publicised blessing delivered by a powerful Imperial priest lends the weight of holy writ to this agent's every proclamation and deed.

PURITAN model only. Improve the bearer's Leadership and Wounds characteristics by 1. Once per Shadow Operation, when you attempt to Thwart a Threat through Influence, you can re-roll that test. If the bearer loses the **PURITAN** keyword or gains the **RADICAL** keyword by any means, it immediately loses this Battle Honour.

VOID TRADER

When fighting hidden wars, a web of favourable contracts, ratified writs and bribed or blackmailed void merchants is an incredibly valuable asset.

If the bearer is on the battlefield at the end of the battle, increase your Crusade force's Supply Limit by 50 points. At the end of any battle, you can select one model from your Crusade force that has one Crusade Relic or one weapon that has a Weapon Modification. If you do, you can remove that Battle Honour from that model – you can either replace that Battle Honour with a different Crusade Relic that model can have or you can gain 1RP.

AGENDAS

If your Crusade army includes any AGENTS OF THE IMPERIUM units, you can select Agendas from those presented here.

AGGRESSIVE NEGOTIATION

When in search of exotic archeotech or an enhanced and fearsome reputation, diplomacy and threats get an agent of the Throne only so far. Sooner or later, force is almost always required.

After both players have deployed their armies, your opponent must select one objective marker that is not in their deployment zone to be the Acquisition Target. At the end of your turn, if you control the Acquisition Target objective marker, you can select one **AGENTS OF THE IMPERIUM** unit from your Crusade army that is within range of it; that unit gains 1XP. At the end of the battle, if you control the Acquisition Target objective marker, you gain D3 Influence points and you can select one **AGENTS OF THE IMPERIUM CHARACTER** model from your Crusade army (excluding **EPIC HEROES**). That model gains either 1 Weapon Modification or 1 Crusade Relic.

STRATEGIC EXCRUCIATION

There is a horrible art to the battlefield interrogation of captured foes. It must be done swiftly and with the greatest efficacy, prying loose the enemy's vital secrets using a mixture of shock tactics and frantic agony.

Each time an **AGENTS OF THE IMPERIUM** unit from your Crusade army destroys an enemy unit with a melee attack, that unit gains 1XP (to a maximum of 3XP per battle). If that enemy unit was a **CHARACTER** unit, you also gain 1 Intrigue point (or D3 Intrigue points instead if that enemy unit was your opponent's **WARLORD**).

EXECUTION ORDER

Sometimes the enemy's plans can be thwarted by the timely application of a single perfectly placed bolt shell or envenomed blade. Such executions of vital targets delay and disrupt an enemy's plans, buying time to further your own investigations.

At the end of the battle, if your opponent's **WARLORD** has been destroyed, select one **AGENTS OF THE IMPERIUM CHARACTER** unit from your Crusade army. That model gains 3XP and you gain 1 Investigation point.

CLANDESTINE INFILTRATION

Imperial agents will often work in the utmost secrecy to implant embedded operatives behind the enemy lines, such combat-capable assets only revealing themselves when the moment is right.

At the end of your turn, you can select one **AGENTS OF THE IMPERIUM** unit from your Crusade army that is wholly within your opponent's deployment zone. That unit gains 1XP. At the end of the battle, if one or more **AGENTS OF THE IMPERIUM** units from your Crusade army are wholly within 6" of your opponent's battlefield edge, you gain D3 Intrigue points.

LONG VIGIL

The Deathwatch stand sentinel over some of the most heavily alien-infested and dangerous expanses of Imperial space. They have guarded these sites for millennia against horrors uncounted, and they seize every opportunity to refine their battle strategies. With each victory over their enemies, so the Shield That Slays is fortified for its next battle against the xenos threat.

At the end of the battle, if there are no models from your opponent's Crusade army on the battlefield, each **DEATHWATCH** unit from your Crusade army that is on the battlefield gains 2XP and you gain D3 Influence points. At the end of the battle, if there are models from your opponent's Crusade army on the battlefield, but none of them are within your deployment zone, each **DEATHWATCH** unit from your Crusade army that is on the battlefield gains 1XP and you gain 1 Influence point.

REQUISITIONS

If your Crusade army includes any AGENTS OF THE IMPERIUM units, you can spend Requisition points (RP) on any of the following Requisitions.

INQUISITORIAL MANDATE 1RP

In helping an Inquisitor to achieve their own inscrutable agendas, a few honoured servants of the Golden Throne have earned the gratitude of the Holy Ordos. The reward for excelling in the eyes of such remorseless individuals is typically… another job.

Purchase this Requisition when you are selecting Agendas, if your Crusade force contains one or more **INQUISITOR** models. You can select one additional Agenda from page 116 to use in that battle. If one or more units from your army gain XP in that battle due to that Agenda, you gain 1RP.

FORGE KILL TEAM 1RP

Those veteran Space Marines who earn the station of Watch Master become adept at recognising how best to fuse the disparate skills of their subordinate battle-brothers. They know well how to ensure that rival Chapter cultures blend without friction while complementary tactical approaches are exploited to their greatest potential.

Purchase this Requisition just after you have won a battle, if your Crusade force contains one or more **WATCH MASTER** models. You may select a second unit to be Marked for Greatness if it has the **DEATHWATCH** keyword (excluding **CHARACTERS**).

PRIVATEERING 1RP

Empowered by the Throne and backed by prodigious military forces from Imperial Guard regiments to Space Marine Chapters, Rogue Traders can seize whatever assets they want by force.

Purchase this Requisition once per Shadow Operation, if your Order of Battle contains one or more **VOIDFARERS CHARACTER** models. When purchased, you can do one of the following:

- Gain either D3 Influence or D3 Intrigue points.
- Lose 3 Influence and/or Intrigue points (in any combination) and gain D3+1RP.

CRAFTED FOR BATTLE 2RP

It is within the gift of some Imperial agents to requisition warriors augmented by master artificers, enhanced through rare gene therapies or provided with additional elite combat training.

Purchase this Requisition when you add a **RETINUE** unit to your Order of Battle, if your Crusade force contains one or more **AGENTS OF THE IMPERIUM CHARACTER** units that have the Battle-hardened rank or higher. That **RETINUE** unit gains 6 experience points and gains the Blooded rank. Select one Battle Honour for them.

INVESTIGATION CHAMBER 1RP

This facility provides your agents with powerful cogitators, encrypted vox-channels and an array of covert assets that can hugely enhance their abilities.

You can purchase this Requisition once per Shadow Operation, just before rolling on the Plot Twists table. Select the result instead of rolling randomly.

BATTLE TRAITS

When an AGENTS OF THE IMPERIUM unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

DEATHWATCH UNITS — D6

BROTHERHOOD OF VETERANS

Battle-brothers of the Deathwatch learn not only the many ways in which to slay the xenos, but also gain an understanding of the doctrines and tactics of fellow Chapters. They have learned well the benefits of adapting to best their foes.

At the end of the battle, you can remove one or more Battle Honours that this unit has (except for this one). For each Battle Honour removed, you can immediately select a new Battle Honour for this unit.

UNWAVERING ENMITY

These veterans have raised the slaying of xenos to a high art, the creatures' every flaw and weakness known to them.

Each time a model in this unit makes an attack that targets a unit that does not have either the **IMPERIUM** or **CHAOS** keywords, that attack has the **[LETHAL HITS]** ability.

TENACIOUS HUNTERS

From foetid xenos burrows to the pulsating innards of hive ships and the ramshackle confines of Ork scrap forts, these warriors are masters of driving deep into the territories of their prey and causing maximum damage.

This unit has the Infiltrators ability. At the end of a battle, if one or more units with this Battle Trait are wholly within 6" of your opponent's battlefield edge, you gain 1 Influence point.

INQUISITORIAL AGENTS UNITS — D6

RUTHLESS INTERROGATORS

Zealous and ever-suspicious, these heartless warriors never miss a chance to wring secrets from their tormented foes.

Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1. At the end of the battle, if one or more enemy **CHARACTER** models were destroyed by melee attacks during that battle, and one or more units with this Battle Trait were on the battlefield at the end of the battle, you gain 1 Investigation point.

ARTFUL OPERATIVES

This band of agents displays a cunning knack for moving undetected and appearing wherever their master needs them most.

During the Declare Battle Formations step, select either the Infiltrators, Scouts 6" or Deep Strike ability. Until the end of the battle, this unit has the selected ability.

DEVOTION TO THE THRONE

So single-minded and unrelenting are these agents that their every thought and deed is utterly dedicated to furthering their ability to serve the Master of Mankind.

Each time this unit is Marked for Greatness, it gains an additional 2XP. For each unit from your Crusade army with this Battle Trait that is on the battlefield at the end of the battle, roll one D6: for each 6, you gain either 1 Intrigue point or 1 Influence point.

ADEPTUS ARBITES UNITS D6

RESPONSE OFFICERS
These Arbitrators are swift and uncompromising in their response to heresy.

Models in this unit have the Scouts 6" ability.

JUDICIOUS EFFICIENCY
This squad executes their unrest suppression drills with an icy calm that seems almost inhuman.

This unit is eligible to shoot or declare a charge in a turn in which it Fell Back.

REPRESS AND DETAIN
It is second nature to these Arbitrators to stun, disarm or otherwise incapacitate combat opponents for later excruciation.

While an enemy unit (excluding **MONSTERS** or **VEHICLES**) is within Engagement Range of one or more units with this Battle Trait, each time a model in that enemy unit makes a melee attack, subtract 1 from the Hit roll.

VOIDFARERS UNITS D6

BRIDGEHEAD SPECIALISTS
It often falls to naval landing parties to seize and ransack key strategic objectives during bridgehead operations.

Add 1 to the Objective Control characteristic of models in this unit. At the end of the battle, if one or more units with this Battle Trait are within range of an objective marker you control, roll one D6, adding 1 to the result if that objective marker is within your opponent's deployment zone. On a 4+, you gain 1RP (you cannot gain more than 1RP per battle as a result of this battle trait, no matter how many units have it).

DECK GUNNERS
Long experience of sweeping foes from shipboard corridors has taught these warriors to focus their fire to great effect.

Ranged weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

REPULSE BOARDERS!
Driving enemy boarding parties back into the void shares many similarities with driving the enemy back from your battle lines.

Once per turn, you can target this unit with the Fire Overwatch or Heroic Intervention Stratagem for 0CP.

CHARACTER UNITS D6

ESOTERIC LORE
This agent's travels have seen them learn many powerful secrets and taught them to prepare for anything.

If this model is your **WARLORD**, you can use one Crusade Blessing even if you are not the Underdog.

QUARRY SEEKER
A hunter such as this never enters battle without worthy prey in their sights.

At the start of the battle, select one unit from your opponent's Crusade army. Each time a model in this **CHARACTER**'s unit makes an attack that targets that unit, you can re-roll the Hit roll.

DUELLIST
Some agents invest considerable time and effort into perfecting their duelling skills.

Improve the Attacks, Damage and Weapon Skill characteristics of this model's melee weapons by 1. This model's melee weapons gain the **[PRECISION]** ability.

CLANDESTINE INVESTIGATOR
Keen of eye and sharp of mind, nothing escapes the notice of this cunning detective.

While this model is leading a unit, models in this unit have the Stealth ability. At the end of the battle, if this model's unit is wholly within your opponent's deployment zone, roll one D6: on a 4+, you gain 1 Investigation point.

INTOLERANT ZEAL
This agent's sheer faith armours them against the horrors of the galaxy.

This model has the Feel No Pain 4+ ability and, if this model is an **INQUISITOR**, it has the **PURITAN** keyword. In addition, if this model is your **WARLORD**, at the end of the battle, you gain 1 additional Influence point. If this model gains the **RADICAL** keyword for any reason it immediately loses this Battle Trait and the **PURITAN** keyword.

EXTREME METHODS
An agent such as this has no qualms about employing tools deemed heretical if it serves Humanity's interests.

This model's weapons have the **[DEVASTATING WOUNDS]** ability and, if this model is an **INQUISITOR**, it gains the **RADICAL** keyword. In addition, if this model is your **WARLORD**, at the end of the battle, you gain 1 additional Intrigue point. If this model gains the **PURITAN** keyword for any reason it immediately loses this Battle Trait and the **RADICAL** keyword.

CRUSADE RELICS

When an **AGENTS OF THE IMPERIUM CHARACTER** model gains a Crusade Relic, you can select one of the Relics presented here.

ARTIFICER RELICS

BLADE OF THE ORDO

Many Inquisitors have commissioned or acquired masterwork power blades. No two such weapons are exactly alike, but all are potent martial tools taken by them into battle.

Each time the bearer is selected to fight, select one of the following abilities to apply to the bearer's melee weapons until the end of the phase:

- **[LANCE]**
- **[LETHAL HITS]**
- **[PRECISION]**
- **[SUSTAINED HITS 1]**

DIGITAL ARSENAL

These seemingly ornamental rings conceal powerful lasers, needlers and the like to give foes a deadly shock.

Each time the bearer is selected to shoot, after selecting targets for all of its ranged weapons, select one enemy unit targeted by one or more of the bearer's attacks and roll three D6: for each 4+, that unit suffers 1 mortal wound. Mortal wounds inflicted by this Crusade Relic can be allocated as if they had the **[PRECISION]** ability.

TRUESILVER WEAVE

This lightweight undersuit is threaded with hexagrammic truesilver microwardings that help shield the wearer from harm.

Each time an attack is allocated to the bearer, change the Damage characteristic of that attack to 1.

ANTIQUITY RELICS

TAINTED BLADE

This weapon serves as the prison of a warp entity whose supernatural might enhances its lethality.

RADICAL model only. Improve the Attacks, Damage and Strength characteristcis of the bearer's melee weapons by 1. Each time the bearer is selected to fight, it can unleash the full power of the blade. If it does, until that fight has been resolved, the bearer's melee weapons have the **[HAZARDOUS]** and **[DEVASTATING WOUNDS]** abilities as well.

ICON OF INTOLERANCE

Believed to be a holy icon that rewards dogmatic adherence to the Imperial Creed, in truth this ancient device contains multiple protective and energy-conversion force fields that preserve their bearer while giving every appearance of a miraculous resurrection.

PURITAN model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining. All enemy units within 6" of the bearer must then take a Battle-shock test.

LEGENDARY RELIC

ARCHEOTECH CURIOSITY

High-ranking Imperial agents maintain a veritable museum of unique treasures about their flagships and bases of operations, many dating from the dawn of the Imperium. A few of their rarest and most coveted treasures are not of Human origin at all.

At the start of the battle, roll three D6 (re-rolling any duplicates), then consult the table below to determine the three effects this Crusade Relic confers upon the bearer until the end of the battle.

ARCHEOTECH CURIOSITY	D6

DECEIT-FIELD

This powerful infomantic occluder blinds enemy weapon spirits and augurs to the bearer's presence.

The bearer's unit cannot be selected as the target of ranged attacks unless the firing model is within 18".

WARP SHROUD

Perhaps derived from some ancient implementation of noctilith technology, this device repels empyric energy.

The bearer's unit has a 4+ invulnerable save against Psychic Attacks.

STABILITY ACTUATOR

Gravity flows strangely around this device, aiding its bearer while entrapping their enemies.

The bearer's unit is eligible to shoot or declare a charge in a turn in which it Advanced or Fell Back.

DIVINING AUGUR

Like an eye staring ahead into the mazes of the future, this strange implement advises against rash courses of action with flashing lights and rasps of harsh sound.

Once per battle round, you can re-roll one Hit roll, one Wound roll or one saving throw made for the bearer's unit.

BIOMANTIC AMPLIFIER

This artefact plugs directly into the bearer's chest and pumps envitalising elixirs through their body.

Improve the bearer's Leadership, Objective Control, Save, Toughness and Wounds characteristics by 1.

WEAPON FROM A LOST AGE

Who knows how many aeons this device has seen, how many different beings' hands, talons and pseudopods it has passed through, and yet still it is as deadly as ever.

Select one weapon equipped by the bearer (excluding weapons replaced by an Enhancement or Crusade Relic, and weapons that already have Weapon Modifications), then roll two D6 (re-rolling any duplicates) and consult the Weapon Modifications table in the main Crusade rules to randomly determine two effects it gains.

'I led three Chapters of Space Marines to the Gurtha System and planted the Imperial flag on the tallest mountain of its greatest world. I bridged the unnavigable gulfs of the Umvidian Reach and resurrected intersystem trade with the Seven Lost Colonies. It was my fleet that saw off the xenos pirates preying on the starways of the Pilgrims' Road. I have done great things for the Golden Throne. I don't think the Emperor would begrudge me for enriching myself in the process, do you?'

- Rogue Trader Vincenze Alvabard

MYRIAD MISSIONS AND PERILOUS PATHS

The Shadow Operations undertaken by Imperial agents are amongst the most esoteric and varied faced by any servants of the Golden Throne. Some are iconic encounters – an Ordo Malleus Inquisitor destroying a daemon-worshipping cult, or a Rogue Trader hunting for an ancient and priceless artefact. But others are more atypical, and may prove all the more interesting for it!

Why would a Navigator be charged with preventing an unholy ritual or an Imperial Priest find themselves rooting out a spy network? And, while only Inquisitors are ever labelled as Puritans or Radicals, what fanatically pious or borderline-heretical paths might some of these more unusual missions set other Imperial agents onto? Might a Rogue Trader cling to their redoubled faith in the God-Emperor after being confronted by the diabolical, or an Imperial Priest's devotion transform into something more infernal if they read the wrong heretical tome?

If you want to tell such classic or unusual stories with your Imperial Agents Crusade force, and explore the dark paths your forces might have to follow, you can use the tables below as inspiration to help you do so. Simply choose the table that fits a character in your army whose story interests you and pick your favourite result, or roll a D6 to generate a story hook for them.

ORDO XENOS INQUISITOR D3

Mistaken Idolatry: The average Human malcontent does not know the difference between a daemonic entity and a cunning xenos impersonating one to further its own agenda. The cultists your Inquisitor must now exterminate are a prime example of this.

Siren Song: An Imperial cardinal's treasured relic has, in fact, been carved from psionically charged xenos biomatter and is even now calling out to a ravening alien swarm. There is no time for diplomacy from your Inquisitor – even if accusations of radicalism may follow from certain quarters, the threat must be eliminated by force.

Conflicting Operations: Saboteurs working for a rival Imperial agent have fouled your Inquisitor's schemes, and seem to presume their goal takes precedence. They do not realise the alien peril they will unleash if this continues.

ORDO MALLEUS INQUISITOR D3

Alien Eyes: A cunning xenos faction have worked a spy network into the infrastructure of an Imperial world. Yet in doing so they have unwittingly undermined a secret order who safeguarded an infernal threat. Your Inquisitor must eradicate the aliens to prevent disaster!

Commander's Folly: Demands by an Imperial general in a neighbouring system are drawing tithed regiments away from a war which – unbeknownst to all but themselves – the daemon hunters need to see won at all costs. Polite requests for the general to desist have failed. Now it is time for your Inquisitor to use force.

An Ancient Threat: Though the artefact or ritual site that your Inquisitor seeks is of ancient xenos provenance, and defended by hosts of aliens, its destabilising nature is tearing at the veil between realspace and the warp. This must be stopped.

ORDO HERETICUS INQUISITOR D3

Puppets: The enemy here may appear to be loyal Imperial warriors, but in truth a heretical witch of incredible power is manipulating them through psychic compulsion. Your Inquisitor must give them the Emperor's mercy.

The Grimoire: A tainted tome of such heretical power is likely to attract heretics, Chaos worshippers, rival Imperial organisations and perhaps even covetous xenos. Your Inquisitor must be the one to secure it, but will they puritanically destroy it, or will they stray into radicalism by ransacking its secrets?

Tithewardens: Twisted xenos scientists are stealing viable Human psykers for their own experiments, and so impacting the tithe of local worlds. By purging the aliens your Inquisitor will end the problem at its source.

ROGUE TRADER D6

On the Fringes: Your Rogue Trader's voyages have revealed cunning agents of some xenos power seeking to undermine Imperial rule. The foe have camouflaged themselves well, however. Slaying them may lead to accusations of heresy from those taken in by their lies.

Poisoned Chalice: The artefact your Rogue Trader seeks is worth more than mere physical wealth, for it has ancient empyric powers. To secure and destroy this thing would be the prescribed course of action, but straying into heretical dabbling – for the greater Imperial good, of course – is tempting.

Despised Rival: Another Rogue Trader is decrying yours, disputing their claim to hard-won riches or even the authenticity of their family's charter. They must be silenced, even if it means localised civil war.

Trade Disruption: Your Rogue Trader might have stayed out of the Chaos cult uprising on this system's capital world, except that it has fouled a major trade route. Whether out of pious sentiment or to protect their own profits, they must end these heretic fools.

Co-opted Envoy: When Sisters of Silence boarded your Rogue Trader's flagship, it seemed impolitic to refuse their commands. Thus, your Rogue Trader now finds themselves hunting down heretics who have dared disrupt the Imperial tithe.

Opened Eye: Some truths should remain hidden, yet exposure to an especially heretical or infernal foe has forced your Rogue Trader to learn things they never wished to. Will this knowledge drive them to redouble their faith and intolerance, or will it lead them down the path of reckless curiosity?

MINISTORUM PRIEST D6

Heresies Within Heresies: What at first seemed to your priest like a deviant cult of Human heretics has now been exposed as rampant xenos worship. The aliens and their devotees alike must be punished!

Confirmation Bias: The unclean ritual that your priest seeks to prevent only proves everything they have been taught about the dangers of knowledge and tolerance. The experience of combating such heresy will redouble the fanaticism of their faith.

The True Word: Originally, your priest believed they were rooting out the members of some deviant sect intent on sabotaging Imperial faith in this region. Yet every fresh discovery suggests that perhaps the so-called heretics have the truth of things. Does your priest dare accusations of apostasy by adopting this new doctrine?

The Saint's Reliquary: Word has spread of a time-lost artefact coveted by many. Yet your priest knows this to be the reliquary of an ancient Imperial saint and is certain it belongs in a mausoleum. They will fight anyone – even Imperial rivals – to ensure this happens.

Forbidden Kingdom: Word is spreading of some reputed safe haven for psyker-mutants who wish to escape the tithe. Your priest will burn in warpfire before they allow the faithless to starve the God-Emperor in this way!

War of Faith: Your priest is forced to set themselves in opposition to another Imperial faction whose deeds they truly believe to be heresy. Perhaps they will be applauded for their puritanical zeal in this matter. Then again, accusations of heresy flow both ways.

NAVIGATOR D6

Relic of the Household: The enemy have in their possession an ancient artefact that is, without doubt, the property of your Navigator's family. No matter the personal peril, this must be recovered.

Another's Hand: Your Navigator has been contacted by a shadowy and secretive figure claiming to be a highly placed agent of the Throne. This is what has propelled them into their current mission, but are they working for a pious master, or a false and heretical one?

Wreckers: Be it bizarre Orkoid technology that disrupts warp currents, or pious Imperial servants lighting pyres of psykers in an attempt to replicate the Astronomican's light, the enemy are disrupting established warp routes in a way that has angered your Navigator.

Unholy Sacrifice: Your Navigator has learned that the captives soon to be sacrificed in a Chaos cult's ritual are themselves members of noble Terran houses. Such heresy cannot and will not be tolerated!

A Better Way: Rumour has reached your Navigator of forbidden xenos lore that would make it easier and safer to navigate the tides of the warp. They feel duty bound to investigate, even if instinct warns them that heresy lies at the end of this road.

Sanctus Sanctum: Acts of sabotage risk the flow of rare and precious ores employed in the safety wards of Navigators' shipboard sanctums. Your Navigator's must take a personal hand in ending this unacceptable threat.

WATCH MASTER D6

No Hero: A mighty Imperial warlord is lauded for their successes, yet your Watch Master has learned their might stems from a prohibited xenos source. They must be eliminated, even if doing so costs the Imperium – and your Watch Master – dearly.

Linchpin World: Those who seek to plunge this world into the warp might be worshippers of the Dark Gods, yet if they succeed they will inadvertently open the way for a vast xenos invasion of an entire sub-sector. Your Watch Master must stop them.

Foul Fragment: A precious STC template has been discovered by Imperial explorators, yet it has languished upon an alien world for millennia and your Watch Master is certain of its corruption. To destroy this thing will surely prove the unwavering nature of your Watch Master's devotion, even as it draws furious accusations of heresy from the Tech-Priests.

Blind Devotion: A network of covert operatives are close to uncovering an ancient secret from the Dark Age of Technology. Yet your Watch Master has learned that they serve alien powers, whether knowingly or not. These curious eyes must be blinded, and swiftly.

Imprecations: An outspoken lay preacher heaps scorn upon the anti-alien doctrines of the Imperium, and is rapidly gaining a wrathful following. Your Watch Master will silence this rabble rouser, and whatever xenos masters they truly serve.

Piracy: Xenos pirates prey upon shipping throughout this system and are now endangering the Imperial tithe for the entire region. Your Watch Master seeks to eradicate the alien threat. That he saves the necks of local planetary governors in the process is of little interest to him.

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.

ELITE OPERATIVE

Through your dedication, cunning and strength at arms, you have proven yourself a truly worthy asset. Whichever shadowy patrons you serve, they no longer consider you expendable and are instead watching your endeavours with interest. There are few who can long endure the shadow wars fought in the Emperor's name, but you may yet prove to be such a one.

- You have completed one Shadow Operation (with a final Sub-sector Control of 1 or better).
- One or more models in your Crusade force have Vermilion-level Assets.
- You have won two or more battles.

CHAMPION OF THE IMPERIUM

You have halted profane rituals, exposed debased cults and brought stability to entire Imperial systems. Your battles may have cost many lives, but they have preserved vital Imperial infrastructure and institutions. Your star might be veiled amidst the shadows, but it is rising nonetheless.

- You have completed two or more Shadow Operations (with at least one Shadow Operation having a final Sub-sector Control of 6 or better).
- Two or more models in your Crusade force have Vermilion-level Assets.
- You have won six or more battles.

HAND OF THE HIGH LORDS

Where once you fought to fulfil the agendas of other – more powerful – patrons, now you are the one pulling the strings. You have crushed mighty enemies of the Imperium. You have set worlds ablaze in the name of the Master of Mankind, and feel no regret. Your name is whispered in terror by heretics and aliens alike, and spoken with respect in Terra's halls of power.

- You have completed three or more Shadow Operations (with at least one Shadow Operation having a final Sub-sector Control of 9).
- Three or more models in your Crusade force have Vermilion-level Assets.
- One model from your Crusade force has acquired the Archeotech Curiosity Crusade Relic.
- You have won ten or more battles.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.

Callidus Assassin
1 model ..... 125 pts

Corvus Blackstar
1 model ..... 180 pts

Culexus Assassin
1 model ..... 125 pts

Deathwatch Kill Team
5 models ..... 105 pts
10 models ..... 210 pts

Eversor Assassin
1 model ..... 125 pts

Exaction Squad
11 models ..... 110 pts

Grey Knights Terminator Squad
5 models ..... 240 pts

Imperial Navy Breachers
10 models ..... 105 pts

Imperial Rhino
1 model ..... 75 pts

Inquisitor
1 model ..... 55 pts

Inquisitor Coteaz
1 model ..... 75 pts

Inquisitor Draxus
1 model ..... 75 pts

Inquisitor Greyfax
1 model ..... 65 pts

Inquisitorial Agents
6 models ..... 70 pts
12 models ..... 140 pts

Inquisitorial Chimera
1 model ..... 70 pts

Ministorum Priest
1 model ..... 45 pts

Navigator
1 model ..... 60 pts

Rogue Trader Entourage
4 models ..... 100 pts

Sisters of Battle Immolator
1 model ..... 115 pts

Sisters of Battle Squad
10 models ..... 110 pts

Subductor Squad
11 models ..... 110 pts

Vigilant Squad
11 models ..... 105 pts

Vindicare Assassin
1 model ..... 105 pts

Voidsmen-at-Arms
6 models ..... 50 pts

Watch Captain Artemis
1 model ..... 75 pts

Watch Master
1 model ..... 115 pts

DETACHMENT ENHANCEMENTS

Daemon Hunters
Daemon Slayer ..... 10 pts
Formidable Resolve ..... 5 pts
Gift of the Prescient ..... 20 pts
Grimoire of True Names ..... 15 pts

Imperialis Fleet
Clandestine Operation ..... 15 pts
Combat Landers ..... 10 pts
Digital Weapons ..... 10 pts
Fleetmaster ..... 20 pts

Purgation Force
Ignis Judicium ..... 10 pts
Liber Heresius ..... 15 pts
No Escape ..... 20 pts
Witch Hunter ..... 25 pts

Alien Hunters
Amulet of Auto-chastisement ..... 25 pts
Beacon Angelis ..... 20 pts
Blackweave Shroud ..... 15 pts
Universal Anathema ..... 10 pts

When heresy threatens to destabilise worlds, cultists seek to summon daemonic abominations or xenos corruption endangers Mankind's realm, the Imperial agents emerge from the shadows to end the peril. Some are Inquisitors of the Holy Ordos, leading armies of clandestine agents, religious fanatics and requisitioned soldiery. Others are terrifying assassins, swashbuckling Rogue Traders, fanatical priests of the Imperial faith or other more specialised individuals. Some Imperial agents do battle alone. Some instead join more conventional Imperial armies, exploiting these allies to further their agendas. Whatever the case, their armies throng with strange and unconventional warriors and ancient, powerful wargear. The Imperial agents are amongst the most secretive and esoteric servants of the Golden Throne. Wherever they make war, the Emperor's will is done – and the very soul of the Imperium defended.

INSIDE YOU WILL FIND:

- Insights into the myriad agents fighting for Terra, from the Holy Orders of the Inquisition to the elite alien-hunting Deathwatch, as well as details of their many shadow wars.
- All the rules you will need to assemble your collection of Imperial Agents Citadel miniatures into a shockingly effective tabletop army ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
- A striking showcase of beautifully painted Citadel miniatures, displaying Imperial agents in battle, as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

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