



# INQUISITORIAL AGENTS: UPDATE LOG

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Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## ERRATA

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JUNE '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

### INTERROGATOR OPERATIVE, INQUISITORIAL TOMES RULE

First sentence changed to read:

'**STRATEGIC GAMBIT** if this operative is in the killzone and/or when this operative is activated.'

### AUTOSAVANT OPERATIVE, SCRIVENER RULE

Relevant part changed to read:

'Each subsequent time your opponent uses each ploy during the battle (excluding Command Re-roll), if this operative is in the killzone, you gain 1CP [...].'

## PREVIOUS ERRATAS

### TEAM SELECTION

Additional text added to end of kill team restrictions paragraph:

*'Your kill team (including any **REQUISITIONED** operatives) cannot include more than one weapon with the Piercing 2 weapon rule, and cannot include more than three weapons with the Piercing X (excluding Piercing Crits X) weapon rule combined.'*

### INTERROGATOR OPERATIVE, INQUISITORIAL TOMES RULE

Relevant part of Denunciation rule changed to read:

*'Whenever a friendly **INQUISITORIAL AGENT** operative is shooting against, fighting against or retaliating against an enemy operative within 2" of **friendly operatives with this rule**, [...]'*

Relevant part of Sanctification rule changed to read:

*'Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **INQUISITORIAL AGENT** operative within 2" of **friendly operatives with this rule**, [...]'*

### PISTOLIER OPERATIVE, PISTOL BARRAGE ACTION

Condition changed to read:

*'This operative cannot perform this action while it has a Conceal order, **or during an activation in which it performed the Shoot action (or vice versa).**'*

### TOME-SKULL OPERATIVE, MACHINE RULE

Final bullet point changed to read:

*'Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. **Seek**, Vantage terrain) **except being within 2".'**'*

### TOME-SKULL OPERATIVE, CONSECRATED TOME RULE

Second paragraph deleted:

*~~'The first time this operative is incapacitated during the battle, you can set it back up within control range of a friendly **INTERROGATOR** operative in a location it can be placed, and select an **INQUISITORIAL TOME** rule for it to have. If you do, that **INTERROGATOR** operative cannot itself have an **INQUISITORIAL TOME** rule for the rest of the battle (although it can continue to change this operative's as normal).'~~*

### TOME-SKULL OPERATIVE, EXPENDABLE RULE

Relevant part of second sentence changed to read:

*'It's also ignored for victory conditions **and scoring VPs** if either require operatives to 'escape', 'survive' or be incapacitated **by enemy operatives** [...]'*

### MYSTIC OPERATIVE, SCRY ACTION

Second sentence of condition deleted:

*~~'This operative can perform this action twice during its activation, but you must select different effects if it does.'~~*

### QUESTKEEPER OPERATIVE, EVISCERATOR WEAPON

Hit stat changed to '4+'.

### TEMPESTUS SCION MEDIC OPERATIVE, MEDIC! RULE

Changed to read:

*'The first time during each turning point that another friendly **INQUISITORIAL AGENT** operative would be **incapacitated** while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining **and cannot be incapacitated for the remainder of the action. After that action**, that friendly operative can **then** immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, **or if it's a Shoot action and this operative would be a primary or secondary target.'***

### FACTION EQUIPMENT, SERVO-SKULL

Relevant part changed to read:

*'Once per **battle**, [...]'*

### FACTION EQUIPMENT, ARMoured BODYSUITS

Relevant part changed to read:

*'Whenever an operative is shooting a friendly **INQUISITORIAL AGENT** operative (**excluding TOME-SKULL**) that has a 5+ Save stat, [...]'*

## PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

**Q:** *If I requisition **EXACTION SQUAD** operatives, can my other **INQUISITORIAL AGENT** operatives benefit from the permitted Ruthless Efficiency faction rule?*

**A:** No. Only the requisitioned **EXACTION SQUAD** operatives can use the Ruthless Efficiency faction rule. Note that this means a requisitioned **EXACTION SQUAD** operative will not be able to select an enemy operative as the valid target of a **Shoot** action if one of your other **INQUISITORIAL AGENT** operatives that aren't **EXACTION SQUAD** are within that enemy operative's control range.

**Q:** *When using the Absolute Authority firefight ploy, can I use it after seeing some of the effects of a ploy the opponent uses? For example, if they must select an operative, can I use it after they select them?*

**A:** No. You must use it when the ploy is declared, but before any of its rules are resolved. Note that we expect players to be sporting and give their opponent the opportunity to use Absolute Authority when they declare a ploy, before resolving its rules.

**Q:** *When using the Intense Scrutiny strategy ploy, if my opponent has a rule that says it cannot be selected as a valid target, taking precedence over all other rules except being within 2" (e.g. **HERNKYN YAEGIR** In Position), does this increase the 2" distance exception to 4"?*

**A:** Yes.

# INQUISITORIAL AGENT OPERATIVES

2

The reach of the Inquisition extends across the vastness of the Imperium. Inquisitorial kill teams bring together agents from all strata of Imperial society, from elite soldiers to zealous priests. Together, these disparate elements combine their skills to deadly effect, enabling them to root out and destroy heretics, aliens and the servants of Chaos.

## INTERROGATOR AGENT

Ruthless, resourceful and skilled in all manner of clandestine and war-making skills, Interrogators are selected by the Inquisitor they serve for their dogged determination and unflagging loyalty, and are on the path to becoming Inquisitors themselves.

## TOME-SKULL

These familiars are specialised servo-skulls designed to secure and hold open a treasured volume. The books chosen by Interrogators for a Tome-skull to bear into the field are seeped in holy power and filled with arcane lore, sanctifying ground and renouncing daemonic spirits.

## AUTOSAVANT AGENT

Little remains of the original Human the Autosavant once was. Much of their form has been replaced with bionics dedicated to the recording of information. Whether in their base of operations or the heat of battle, they never cease their scribblings of every word and deed they witness.

## QUESTKEEPER AGENT

Questkeepers – known also as Knight-Errants, Penitents and many other names – are fanatical zealots dedicated to the Imperial Creed. With an intense hatred for foes of the Emperor, they execute sworn quests to slaughter heretics and traitors.

## DEATH WORLD VETERAN AGENT

Every Inquisitor knows that death worlds produce the toughest soldiers in the Imperium. Many go to great lengths to draft experienced death worlders, for these warriors' fighting skills are vital for hunting down the heretic.





## ENLIGHTENER AGENT

Known to some as Excruciators or Truth-Peelers, these sadistic individuals are highly valued by Inquisitors for their utter lack of mercy and uncanny skill in extracting valuable information, even from the most uncooperative of prisoners.

## GUN SERVITOR

More machine than Human, Gun Servitors are commonplace across the Imperium, and lobotomised to the extent that they lack any kind of capacity for independent thought. Used to fulfil mundane and difficult tasks, they carry hefty loads often including heavy weapons.

## HEXORCIST AGENT

Hexorcists are holy men and women that are often mistaken for priests by the uninitiated. They believe that the Imperial Faith will only be spread at the barrel of a gun, and are experienced enough in the galaxy's many horrors to know they must fight tooth and nail for it.

## MYSTIC AGENT

Using their empyric senses to 'see' hidden truths and the souls of those they hunt, Mystics engage in the most arcane of missions. They provide vital support to their team, scrying the future for dangers or creating shields of psychic energy.

## PENAL LEGIONNAIRE AGENT

There are few better sources of expendable fighters with unusual skills and a need for repentance than an Imperial Penal Legion. These hardened criminals are useful with a blade and have nothing left to lose – perfect for the kind of suicidal missions Inquisitorial Agents must face in the Emperor's service.

## PISTOLIER AGENT

Sometimes known as Desperadoes, these Agents are skilled killers who have honed their talents in the crime-ridden underbowels of hive worlds. Alongside the quick draw they have learned the value of the silent kill, as well as the ostentatiously explosive.

# INQUISITORIAL AGENTS KILL TEAM

4

INQUISITORIAL AGENTS » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **INQUISITORIAL AGENT** kill team, including, where relevant, any weapons specified for that operative.

## OPERATIVES

- 1 **INQUISITORIAL AGENT** **INTERROGATOR** operative
- 1 **INQUISITORIAL AGENT** **TOME-SKULL** operative
- 5 **INQUISITORIAL AGENT** operatives selected from the following list:
  - **AUTOSAVANT**
  - **QUESTKEEPER**
  - **DEATH WORLD VETERAN**
  - **ENLIGHTENER**
  - **HEXORCIST**
  - **MYSTIC**
  - **PENAL LEGIONNAIRE**
  - **PISTOLIER**
  - **GUN SERVITOR** with one of the following options:
    - Heavy bolter; servo-claw
    - Multi-melta; servo-claw
    - Plasma cannon; servo-claw
- 5 **INQUISITORIAL AGENT** operatives selected from the list above, or **REQUISITIONED** operatives from one group in the Inquisitorial Requisition faction rule (you cannot select **REQUISITIONED** operatives from different groups).

Your kill team can only include each operative on this list once, unless you're not including any **REQUISITIONED** operatives, in which case you can include up to two **GUN SERVITOR** operatives, but each one must have different options. Your kill team (including any **REQUISITIONED** operatives) cannot include more than one weapon with the Piercing 2 weapon rule, and cannot include more than three weapons with the Piercing X (excluding Piercing Crits X) weapon rule combined.

## ARCHETYPES

This team can pick any archetype. Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

## INTERROGATOR

Extended stock relic autopistol



## TOME-SKULL



## AUTOSAVANT

Mechanical appendages



The newest version of these rules can be found online.  
Scan the QR code or visit [warhammer-community.com](http://warhammer-community.com).



### QUESTKEEPER

Eviscerator



### DEATH WORLD VETERAN

Polearm



Knife

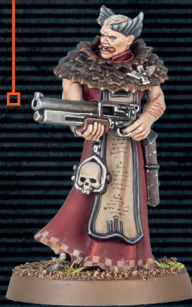
### ENLIGHTENER

Paired blades



### HEXORCIST

Shotgun



### MYSTIC



### PENAL LEGIONNAIRE

Hand flamer

Chainsword



### PISTOLIER

Suppressed autopistol

Scoped plasma pistol



### REQUISITIONED GUN SERVITOR

Heavy bolter



Multi-melta



Plasma cannon



Servo-claw