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IMPERIAL AGENTS





IMPERIAL AGENTS

HANDS OF THE EMPEROR

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IN THE NAME OF THE EMPEROR

Thousands of years of constant warfare have conditioned Mankind's military to be adaptable in response to the galaxy's numerous threats. An Imperial commander can call on many diverse organisations in his pursuance of the Emperor's Will, and each of the Imperium's forces brings its own tactical specialisations to the ever more demanding war effort.

On Terra, the genetically enhanced warriors known as the Adeptus Custodes keep constant vigil over the Sanctum Imperialis, the throne room of the Emperor himself. With the continued survival of Mankind placed in their care, it is they who decide who may and may not set foot in that sanctified place. Far beyond the pulsing, ancient machineries of the Sanctum Imperialis is the Hall of the Astronomican. There, the psychic beacon utilised by ships' Navigators to cross the vast gulfs of space is generated by thousands of psykers of the Adeptus Astronomicus, and is focussed by the immeasurable will of the Master of Mankind. Working in close conjunction with the Adeptus Astronomicus are the psykers of the Adeptus Astra Telepathica, specially trained Astrotelepaths who can utilise their mysterious powers to communicate with others of their kind across the vast interstellar distances that separate the worlds of the Imperium. These psykers must make severe sacrifices for the Imperium, but others suffer a far worse fate. As the Emperor's broken and decaying physical form is kept on the edge of life by the Golden Throne in which he is interred, his immense psychic presence is sustained only by the sacrificial energies of psykers whose powers are dwarfed by his own. Though many hundreds must die every day to feed him, the Preachers of the Ministorum teach that this is a small price to pay, and those that must pay it do so gladly.

The immortal power of the Emperor, and his integral and continued role in the Imperium's existence, has ensured that he is worshipped as nothing less than a god. This in turn has spawned the massively powerful organisation of the Ministorum, a vast body of Adepts whose divinely appointed task it is to interpret and promulgate his blessed will. To spread the word of the Emperor's divinity, the Adeptus Ministorum and the Missionarius Galaxia take his teachings to the farthest corners of the galaxy. Missionary fleets of preachers and holy warriors spread from Terra in great Wars of Faith, setting up shrines, cathedrals and basilica to the divine Master of Mankind wherever they go.

Administering such massive undertakings and recording every detail of Imperial life is a colossal army of scribes, lexmechanics, record keepers and bureaucrats known as the Administratum. Occupying whole swathes of the vast Imperial Palace, the Administratum assesses and levies tithes, distributes Imperial resources and performs countless other functions. A similar role is undertaken by the Departamento Muniturum, but rather than the administration of the populace of the Imperium, it is concerned with its military efficiency. It is the Departamento Muniturum that authorises raisings of Astra Militarum regiments and coordinates the logistical nightmare of supplying the ships of the Imperial Navy and the millions of soldiers at war throughout the galaxy.

While such bodies exist to facilitate the governance of the Imperium and teach the will of the Emperor, other Imperial organisations are tasked with enforcing that will by force of arms. Often this will be achieved with the blunt instrument of the Astra Militarum, but there are other military branches that are more subtle, more secretive and altogether more deadly. The Adeptus Arbites are grim-faced men and women who enforce the harsh Imperial Law, under which failure and incompetence are crimes and the only punishment is death. Drawn from the most ruthless children of the Schola Progenium and stationed far from their home worlds, the brooding presence of an Adeptus Arbites fortress-precinct has been enough to deter many an Imperial Commander from foolishly plotting heresy or treason against the Imperium.

Where a more insidious demonstration of the Imperium's might is required, the High Lords of Terra can call upon the services of the Officio Assassinorum, that secretive body specialising in assassination – the subtle knife or the shot in the dark. Only the most highly skilled and lethal individuals are chosen to tread the path of the assassin, and even then, most will not survive the trials required to become one of these terrifying killers. The art of murder has been perfected by the Assassinorum temples, each of which produces specialists in one aspect; the shape-shifters of the Callidus, the snipers of the Vindicare, the mass destruction of the Evorsor, the abominations of the Culexus and many other esoteric practitioners of death.

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. Nothing is beyond their authority, no one 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 anything at all, be it vast armies, fleets of starships or even the resources of an entire world. Sometimes they will act alone, but frequently they surround themselves with retinues of trusted henchmen – deadly warriors, powerful psykers or anyone else the Inquisitor considers may be useful.

Though the Inquisition deals with every threat imaginable, there are inevitably those amongst its ranks who specialise in meeting and destroying particular foes. The Ordos Malleus, Hereticus and Xenos each combat the threats of the daemonic, the heretic and the alien respectively, and each Ordo maintains its own specialist warriors in the form of their Chamber Militant. The Chambers Militant train their entire lives to fight the threats their masters single out for destruction, and there are no more dedicated warriors in the entirety of the Imperium.





PRIESTHOOD OF MARS

The Tech-Priests of the Adeptus Mechanicus possess the knowledge of arcane lores and mysteries required to maintain the ancient technologies of the Imperium. It is their duty to tend to the machine spirits of the Imperium's vehicles and observe correct reverence to the Machine God.

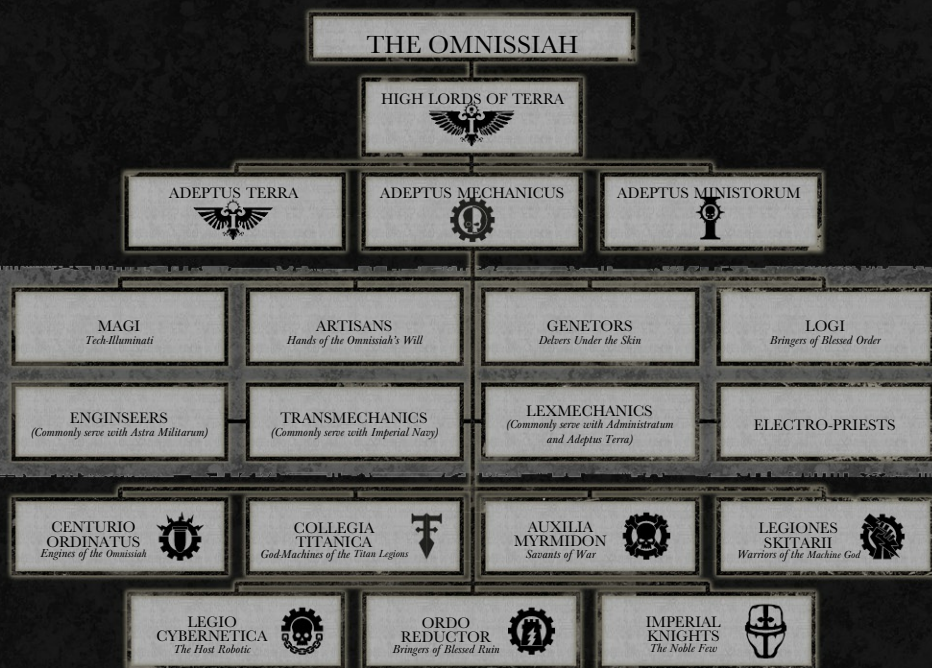
The vehicles and wargear used by many arms of the Imperium are rugged, durable and most importantly, simple to manufacture. Industrial worlds churn out thousands of battle tanks and armoured transports every day. Large, grinding production lines manned by thousands of work gangs toil ceaselessly in the manufacturums to meet their quotas. A small number of planets, known as forge worlds, are capable of maintaining the more advanced weapons of the Imperium – relics from the Dark Age of Technology. Knowledge of their creation is a long forgotten art, maintained only in the form of Standard Template Constructs, or STCs. The science behind their construction, however, is limited to myth and superstitious rites. These ancient technologies are jealously guarded and revered by the Adeptus Mechanicus, whose potent weapons of war can turn the tide of a battle.

Independent from the Adeptus Terra, the Adeptus Mechanicus controls the entire governmental, industrial and religious affairs of the forge worlds. The majority of each forge world's

population are worker-slaves called servitors; these are half-man, half-machine creatures whose minds have been partially programmed to perform specific duties. The servitors are slaves to the ruling Tech-Priests who form a hierarchy of technicians, scientists and religious leaders. The Cult Mechanicus, or Cult of the Machine, acknowledges the Emperor as Master of Mankind, but does not recognise the authority of the official Imperial Cult or the Ecclesiarchy. Instead, the Adeptus Mechanicus follows its own dark and mysterious strictures. According to the Adeptus Mechanicus, knowledge is the supreme manifestation of divinity, and all creatures and artefacts that embody knowledge are holy because of it. The Emperor is seen as the embodiment of the Ommissiah, a being of divine power, because he comprehends so much. Machines which preserve knowledge from ancient times are also holy, and machine intelligences are no less divine than those of flesh and blood. A person's worth is only the sum total of their knowledge, with a body simply being an organic machine capable of preserving intellect.



HIERARCHY OF THE ADEPTUS MECHANICUS



The traditional war-psalms of the Cult Mechanicus contain binharic strings of program and protocol. Each is sonically coded to enhance the Cult Mechanicus' warriors. Every servitor, robot and priest has within them a subcutaneous electoo circuit that thrills with the glory of the Machine God when the canticles are given voice, bolstering their strength when battle rages all around. Each syllable contains enough binharic cant to rouse even the basest servitor to a murderous wrath. The Tech-Priests praise the Machine God for providing the means with which the faithful might prevail, while those that witness the electric rapture of a Cult Mechanicus procession in full flow are lucky to survive.

Tech-Priests are often sent from the forge worlds as emissaries to provide for the Imperium's technological needs in many different disciplines. Genetors probe the mysteries of the biological, creating ever stranger cyborgs and slaughtering xenos by the thousand in order to excise yet more secrets.

Artisans create and restore truly wondrous weapons of war, from ornate gamma pistols to the mind-boggling immensity of the Ark Mechanicus. Magi of all stripes pursue esoteric agendas as likely to end in triumph as they are disaster. Across the galaxy, Transmechanics, Lexmechanics, Engineers, Secutors, Trifactors, Myrmidons and Technoshamans labour alongside the wider Imperium to bolster Humanity's war machines.

Within the institutions of the Adeptus Mechanicus itself, the ranks become even more esoteric. Each Fabricator Locum can call upon Magi Technicus, Metallurgicus, Alchemys, Cogitatrix, Pedanticum, Tech-assassins, hive monitors and Holy Requisitioners, who in turn can command a body of fabricators minoris, Fulgurites, Corpuscarii, overseers, undersers, stasis clerks, and techno-dervishes. To even begin to comprehend the towering edifice of the Cult Mechanicus takes far more processing power than the human brain can provide.



ARMADAS OF DESTRUCTION

Raining wreckage down on countless worlds, the Imperial Navy is the embodiment of the Imperial aquila spreading its adamantine shadow across the Emperor's realm. If its warships are the eagle's titanic wings, the combat aircraft of the Aeronautica Imperialis are its talons, sweeping down to rend and tear the enemies of mankind.

Squadron upon squadron of aircraft darken the skies as the Aeronautica Imperialis goes to war. Armoured fighters scream through the upper atmosphere, fighting duels with their heretic or xenos rivals. Lumbering bombers thunder into whipping tracer fire and billowing smoke, filling the air with the howl of plummeting ordnance. To the rank and file of the Astra Militarum, such aspects of war are distant terrors, which leap into sudden focus when aircraft hurtle down to bust bunkers wide open or riddle infantry with strafing fire.

Squadrons of Valkyries and their sister gunships, the Vendettas, operate in cohesion with the Astra Militarum. Possessing sturdy armour, vectored-thrust manoeuvrability and firepower

equivalent to a battle tank, these versatile attack craft are well loved by the troops on the ground. Wings of Valkyries carry entire platoons of Astra Militarum infantry into battle, or sweep Tempestus Scions swiftly toward their crucial objectives. Whether the battle is fought upon the ragged flanks of a burning promethium refinery or in the carnivorous tangles of a death world jungle, Valkyrie pilots are trained to get their passengers into position no matter the dangers at hand. Once their human cargo are away, the Valkyrie squadrons typically adopt defensive patterns and remain at low altitude, providing covering fire to the Astra Militarum while staving off enemy aircraft intent on their demise.

The ability of Valkyrie squadrons to ferry Imperial soldiers into war zones, or lift them up and bear them away from danger, is not the only strategic use of these impressive craft. The Aeronautica Imperialis can field Valkyries in vast numbers, filling the skies with armoured aircraft and drumming gunfire fit to negate even the superhuman skill and advanced technologies of the Emperor's myriad enemies. Those pilots



who make it through such punishing airborne assaults are soon hailed as veteran aces and promoted to be squadron leaders, where their fervent faith and hard-earned hatred can best aid their comrades in slaughtering the enemies of the Imperium.

Though their craft bear armaments blessed and thrice-blessed in the forge worlds of the Imperium, courage, determination and unquenchable faith in the Emperor are the true weapons of the heroic Valkyrie and Vendetta crews. Formed up in defence of their wingmen, muttering devotional prayers between barked orders and vox-exchanges, these brave warriors of the sky battle the worst horrors imaginable and still emerge victorious. The mortality rate amongst Valkyrie and Vendetta squadrons is appalling, craft blown from the air by searing alien energies or crushed in the monstrous claws of winged Daemons. It is a testament to sheer human tenacity that the survivors fight on regardless, holding formation through the deadliest fields of fire and battling their way to victory no matter the terrors inflicted upon them.

IMPERIAL NAVY STRUCTURE

ELEMENT	SUBORDINATE ELEMENTS
Flight	2 or more aircraft
Squadron	2 or more flights
Group	2 or more squadrons
Division	3 or more groups

**‘THESE XENOS CRAFT COULD BE CALLED
FEARSOME, I SUPPOSE. BUT GIVE ME A
THOUSAND VALKYRIES TO FILL THE SKY WITH
FIRE, AND WE SHALL SEE WHAT IS LEFT OF
THESE ALIEN FILTH THAT IS WORTH FEARING.’**

- Air Marshal Zutrov before the Battle of the Borenza Gulf



BEARERS OF THE WITCH-SIGHT

The Adeptus Astra Telepathica is dedicated to the recruitment and training of psykers for service throughout the Imperium. The headquarters of the organisation is on Terra, but its spaceships travel the length and breadth of the galaxy. Its chief contribution to the never-ending war effort is to train psykers to serve as Astropaths.

Most humans do not have psychic powers, although it is generally accepted that they have at least a limited potential for psychic activity. A small but ever growing minority of humans develop tangible powers – these people are called psykers.

Psykers are considered dangerous individuals whose powers can only be tolerated when safely harnessed within the Imperial fold. After all, psychic power is drawn from the Immaterium, which is the domain of Chaos and therefore perilous for the untrained and unprepared mind. This hidden universe is known as the Warp, and is inhabited by daemonic beings that care nothing for the wellbeing of living creatures and wish only to enact their cruel games upon Humanity. All psykers, even the most powerful, offer these creatures a potential means of entering and befouling reality.

As a result of this danger, every world in the Imperium is bound by the decree of the Administratum to control its psychic population. Persecutions or witch hunts are an everyday part of life on most worlds, while those psykers that are not destroyed are required by law to be set aside for transport to Terra. It is from this levy that the Adeptus Astra Telepathica separates those who will live and serve from those who will be sacrificed to the Emperor. The institution is divided into a recruiting body and a teaching body, called the League of Black Ships and the Scholastica Psykana respectively. The two are united under the Master of the Adeptus Astra Telepathica and his advisory council.

The League of Black Ships consists of a substantial fleet based throughout the Imperium. The ships travel around a huge circuit, usually visiting each world every hundred years or so. As the fleets approach their destination, the ruling Imperial Commander is instructed to prepare the customary levy of psykers. Once the levy has been collected, the Black Ships' captains make an initial evaluation of their cargo before proceeding to the next world in their circuit. When the holds are full, the Black Ships turn towards Terra. It is common for Inquisitors to travel on board these ships, as this gives them a good opportunity to investigate a planet's potential for corruption.

The Scholastica Psykana is a vast teaching institution dedicated to the training of psykers. Most recruits are drawn from the levy collected by the Black Ships, but a minority of recruits are handed over by the Inquisition, the Adeptus Arbitres or through other channels. The role of this institution is to teach young psykers how to develop and control their powers. The future of each psyker depends on their abilities and character.

Sanctioned psykers is the name given to those whose powers and strength of character are sufficient to resist possession and daemonic taint under normal circumstances. Sanctioned psykers are chosen to serve the Imperium only if they are

young, intelligent and willing to learn. After five years of basic psychic training in the Scholastica Psykana, they are ready to put their services to use in a suitable capacity. The very young may be indoctrinated into the Space Marines as Librarians, and the most talented of all may become Inquisitors or Grey Knights. Sanctioned psykers are not invulnerable to Daemons and other psychic aggressors, but their training gives them a fighting chance against all but the most potent of these creatures.

Astropaths are selected from the second ranking of psykers, those whose powers are considerable but whose mental strength is inadequate to resist the dangers of possession or daemonic corruption. Astropaths undergo basic psychic training before they assume their role of telepathic communicators throughout the Imperium. Like primary psykers, they must be young, vigorous and willing. No ordinary psyker can transmit a message through the Warp, nor receive a telepathic message over such vast distances. Astropaths only gain this ability as a result of their many years of training, in which they are taught how to use the Emperor's Tarot, how to cast horoscopes, and the practices of cheiromancy and augury of all kinds. Once they have been prepared in this way, they undergo the unique Soul Binding ritual before the Golden Throne. This ritual brings the mind of the psyker close to the psychic greatness of the Emperor. In the process, some of the Emperor's vast energy is transferred to the Astropath.

This transference of energy is traumatic for the psyker – not all survive, despite years of preparation, and not all of those that survive retain their sanity. Even the survivors suffer damage to the sensitive nerves of the eyes, so that almost all Astropaths are blind. In practice, their increased psychic skills tend to make up for this loss of sight, so that they would not appear blind were it not for their distorted, sunken and empty eye sockets. Soul Binding is said to affect Astropaths in other ways, and it is commonly claimed that once an Astropath's mind has touched that of the Emperor, he gains a new understanding and insight into the nature of the universe.

The need for Astropaths is enormous, and as such they are a common sight wherever Humanity can be found, easily distinguished by their green robes. Offering the only means of communicating over interstellar distances, these individuals are capable of sending telepathic messages across space, and can receive messages sent by others of their kind if their minds are correctly attuned. Astropaths serve the Imperial Navy as shipboard and ground-based communicators, helping to coordinate military assets throughout the Imperium. They also serve in the Astra Militarum, the Inquisition, the Adeptus Ministorum, the Adeptus Astartes and the Adeptus Terra, ensuring that the Emperor's loyal servants can coordinate the Imperium's many assets to ensure its continued existence.







SISTERS OF BATTLE

The Adepta Sororitas is the Chamber Militant of the Adeptus Ministorum. It is formed entirely of women, and hence is also known as the Sisterhood. The Adepta Sororitas is a penitent order, where constant hardship, deprivation and arduous work are part of an unrelenting devotional regime, and its members are fanatical in their commitment.

The Adeptus Ministorum is a monolithic pillar of the Imperium. Founded on the worship of the Emperor as the saviour of Mankind, it preaches the Imperial Creed throughout the whole galaxy. Crucial to this divine imperative are the monastic Sisters of Battle, the righteous army of the Ecclesiarchy.

A diverse organisation, its duties reflect the many aspects of life in the Imperium with which the Ecclesiarchy concerns itself. By far the greatest proportion of the Sisterhood's members, however, are the Battle Sisters of the Orders Militant, and it is the stern, power-armoured, bolter-wielding Sister that the average Imperial citizen would most strongly identify with the incontrovertible authority of the Adeptus Ministorum.

The Battle Sisters of the Orders Militant are trained to the peak of human ability, and stand amongst Mankind's most dedicated and disciplined warriors. With the incredible wealth of the Ecclesiarchy ensuring that they are better equipped than any military element outside of the Adeptus Astartes, Battle Sisters are clad in ceramite power armour and carry an awesome array of weaponry with which to vanquish their enemies. Wherever there are foes of the Emperor, the Sisters of Battle will be found fighting with faith and steel. They will stride through fire if necessary, their bolters spitting staccato bursts of destruction every step of the way. Not even significant losses can stay the wrath of the Adepta Sororitas – indeed, the blood of martyrs only strengthens the resolve of surviving Battle Sisters, spurring them to greater acts of heroism in the name of the honoured fallen.

The Adepta Sororitas also maintains a number of specialised, non-militant arms, most notably the Orders Hospitaller and Dialogus. The Orders Hospitaller provides surgeons, physicians and nurses to many arms of the Imperial military, performing acts of great compassion in the execution of their duties. The soldiers under their care often regard them as saintly figures, and many have been canonised, often posthumously, following some act of great personal bravery in the face of the enemy. The Sisters of the Orders Dialogus are scholars and advisors, experts in the translation of text both human and xenos, holy and blasphemous. On the field of battle, they read aloud from holy texts and are experts at communicating with forces from different worlds of the Imperium, overcoming any language barriers with ease.

When not actively prosecuting the Ecclesiarchy's wars, the Sisters of Battle divide their time between rigorous training and devout worship of the Emperor. Indeed, to the Adepta Sororitas, the disciplines are nigh inseparable, for whilst combat drills and studies of battle tactics can hone the body and the mind, only penitent prayer can bolster the spirit, and all three are required to defeat the Imperium's foes. The combination of

combat doctrine and prayer is most evident on the battlefield, where Battle Sisters loudly proclaim their faith in hymn and verse as they march to war, calling upon the Emperor to aid them in the fight against their enemies.

On a day-to-day basis, the duties of the Orders Militant are many and varied. Every major world in the Imperium belongs to one of the Cardinal Dioceses, and will therefore host at least one Ecclesiarchy cathedral and a multitude of servants, dignitaries and clerics. Such a concentration of the Ecclesiarchy's power must be defended, and so a significant force of Battle Sisters will be present at many such sites. The Adepta Sororitas provide a visible presence, guarding holy sites, escorting hierarchs and ensuring that the coffers are filled at collection time. In addition, the Imperium is criss-crossed by a complex network of pilgrimage routes, and the Sisters are responsible for maintaining the safety of those that travel upon them. The timely intervention of the Adepta Sororitas has saved many a helpless traveller, set upon by raiders or outlaws whilst traversing the void or some isolated wilderness, from a life of slavery.

When the Ecclesiarchy does declare a War of Faith, it is the Adepta Sororitas that provides its fighting forces. With a single word, a bombastic Confessor can preach the doom of an excommunicated world, and when such an undertaking is called for, it is the fanatically loyal Sisters of Battle who lead the way. Slaying the Emperor's enemies with no compassion, they are deaf to the blasphemous protestations of innocence that assail their ears.

The perfervid, unquestioning nature of the Sisterhood's faith is a potent weapon indeed, manifesting as divine inspiration that drives the Sororitas to unprecedented feats of martial prowess. Sisters of Battle gripped with holy fervour banish worldly fears from their minds, shrug off mortal wounds and summon preternatural strength to smite their foes. The Sisters of Battle believe their faith to be a weapon stronger than any steel, and those who witness their battlefield miracles are left in no doubt that the spirit of the Emperor indeed walks with these pious warriors. Once battle has been joined, the Adepta Sororitas will stop at nothing to see their enemies utterly crushed and the dominion of the Emperor restored.

The duties exercised by the Adepta Sororitas make them ideal enforcers for the Inquisition's Ordo Hereticus, which values their fervour and dedication above the services of any other organisation. Sisters seconded in this way find themselves performing purity sweeps through Imperial organisations, prosecuting apostate clerics, challenging renegade Space Marine Chapters, guarding the most dangerous of the Ordo's prisoners and acting as wardens on the infamous Black Ships of the Adeptus Astra Telepathica. These, and a thousand other invaluable tasks, are entrusted to these most holy servants of the Emperor.



THE BANE OF ALIENS

It is given to the Space Marines of the Deathwatch to be the ever-vigilant eyes and ears of the Imperium, standing fast against threats from without. More than that, it is their duty to investigate, analyse and destroy the xenos threats most dangerous to the sanctity of Mankind's domain, be they ancient and malevolent evils or new and ambitious empires.

The Adeptus Astartes are righteous wrath incarnate. They are the Angels of Death, descending from above to butcher their foes without mercy. Amongst the direst of these threats are those alien races that would gnaw at the Imperium until nothing remains but dust. The Deathwatch is an entire Chapter tasked specifically with the destruction of these myriad foes. Each member of this ancient brotherhood is a black-clad veteran trained to slay the xenos monstrosities infesting the galaxy. These indomitable hunters are organised into squads known as Kill Teams – elite groups that have changed the fate of the galaxy time and again.

The warriors of the Deathwatch are truly exceptional individuals, even within the ranks of their original Chapters. Each has shown extreme aptitude in battle against Humanity's alien foes, including the brutal Orks, the perfidious Eldar and the upstart Tau. When a Space Marine excels at the business of xenos slaughter, word of his deeds will sometimes reach the attention of his Captain, Chaplain and perhaps even the Chapter Master of his warrior kindred. After long discussion, a decision will be made that can change the fate of that individual forever. Long ago, many Chapters of the Adeptus Astartes swore an oath to send a tithe of their finest to the

Deathwatch, and they do not take such vows lightly. Alongside the Ordo Xenos, that organ of the Inquisition tasked with unblinking vigilance against the alien, the Deathwatch form the first and most potent bulwark against the crashing tides of xenospawn that batter the Imperium with every new year.

The Space Marines seconded to the Deathwatch are expert killers to a man. Once they reach the fortresses of their new Chapter, their battle skills are honed to a new level of lethality. Each warrior learns well of the xenos foe, absorbing every hard-won fact and secret about the dread enemies he was born to face. He lives, breathes and fights alongside battle-brothers sent to the Deathwatch by other Chapters, each of whom has tactics and skills of his own to impart to his team-mates. Though sparks inevitably fly at the resultant clash of traditions and cultures, in the heat of battle these rivalries are forged into steel-strong bonds of friendship and respect, each Kill Team becoming stronger and more capable for the diversity within it. In this way, the Watch Commanders ensure each Kill Team is equal to whatever task is assigned it; whether a seething swarm of alien horrors, or blade-limbed behemoths that conventional armies could never hope to lay low, the warriors of the Deathwatch are equipped to overcome all.



BLACK SHIELDS

There are those in the ranks of the Deathwatch whose path to a watch fortress' gates was walked in shadow. Known as Black Shields, these mysterious warriors do not divulge their true names, nor do they bear the heraldry of their previous Chapter. Any icons, colours and scripts that would identify them have long been scoured from their armour, and they gladly don the sombre colours of the Deathwatch with no residual signs of a prior allegiance. Though the occasion is infrequent indeed, a Black Shield who enters a watch fortress will immediately petition its master to accept him as one of its warriors. The Watch Commander has the right to turn him away, of course, but the might of even a single experienced Space Marine is so valuable, and the fight against the xenos so desperate, that in practice this rarely occurs. Whatever upheaval or tragedy that caused the hooded warrior to take this drastic step need not be revealed and will often remain unknown. Within the Deathwatch, there is a tacit understanding that the question will forever remain unasked. Some Black Shields may be the last of a Chapter all but destroyed in the line of duty; others may be the last loyal warriors of a Chapter who have turned renegade, or even those legendary few lost in time – those who would be instantly executed were their former allegiance known. Regardless of their hidden origin, all Black Shields fight with a grim and stubborn fury to prove their loyalty to the Imperium beyond any shadow of doubt.

WEAPONS OF THE MIGHTY

When ranged against the bio-terrors of voracious xenos, even the sacred wargear of the Space Marine can be found wanting. The Deathwatch utilise the most potent of artefact weapons in their eternal quest to protect Mankind, some of which are specifically designed to lay low the alien. Every member of the brotherhood is given specialist ammunition with which to slay his foes, and his favoured tools of war are bolstered by the Deathwatch's talented battlesmiths to form composite weapons of terrifying power that complement his preferred fighting style. Even a single Space Marine from this secretive brotherhood has everything he needs to bring down a greenskin warbeast, a canoptek automaton of the Necron Dynasties or an Eldar wraith-construct should he get the chance. Yet the most potent weapon of all is the battle-brother's mind. Steeled against the witchcraft of the alien and the horrors of war unending, a battle-brother of the Deathwatch will let nothing stand in the way of his duty to the Emperor.





THE ARMY OF TITAN

The Grey Knights are the Emperor's final gift to Mankind, an entire Chapter of psychic Space Marines devoted to defending Humanity from Daemons. As Humanity's only dedicated defence against the creatures of the Warp, they possess the finest skills and rarest wargear available, allied to a strength of purpose unmatched by any other force.

There is no greater threat to the galaxy than the denizens of the Warp and the Ruinous Powers that rule them. Daemons and gods, these otherworldly horrors tear at the veil between the Realm of Chaos and reality, hungry for the souls of men and the ruin of worlds. If left unchecked and unopposed, Daemons would claim the universe for their own, pulling down the pillars of creation and fashioning a never-ending nightmare where once the galaxy had been.

Daemons are unlike any other foe the Imperium faces, and against their unnatural horror, men can find themselves powerless. The Emperor's armies are vast and numerous, from the void-borne fleets of the Imperial Navy and the endless ranks of the Astra Militarum, to the superhuman Space Marines and the unimaginably powerful Titan Legions. Mortal foes cannot stand against the Imperium when it is roused to war, but the Daemon is not mortal. History has proven that all men can be corrupted, and even the mighty Space Marine Chapters are not immune to the temptations of the Dark Gods. In his infinite wisdom, the Emperor foresaw during the time of the Horus Heresy that even should he prevail against his son's rebellion, the threat of Chaos would remain. He knew that of all the Imperium's many foes, the daemonic was the greatest threat, and so he tasked his favoured advisor, Malcador, to create a brotherhood of incorruptible warriors to fight Daemons. These were the Grey Knights, and they would stand as the ultimate weapon against the Gods of Chaos.

Before his death at the end of the Horus Heresy, Malcador created the Grey Knights alongside the Inquisition, and their goals were intertwined. The Grey Knights would become the staunch allies of the Inquisition's Ordo Malleus, and they were organised in the image of the Space Marine Chapters. Their battle-brothers were augmented by the Emperor's advanced science and genetic experimentation. Blessed with both superhuman physiology and the most advanced weaponry, the Grey Knights would be elite, even amongst the Adeptus Astartes. However, it would not be enough for them merely to be strong of body and skilled at war, though in these they surpass even other Space Marines. To fight Daemons, the Grey Knights would need to be pure of heart as well, with unblemished souls in which the Warp could find no purchase. To combat Daemonkind, all Grey Knights are trained to bend the powers of the Warp to their will, and each one is a powerful psyker. Mundane blades and guns will not suffice against daemonic foes, and so it was ensured that the Grey Knights would have the skill to turn the power of the Warp against its denizens.

Few mortal minds can master the powers of the Warp without becoming infected by the corruption of that nether realm, and many human psykers end their days wailing in madness or tearing at their flesh with bloody fingers. Grey Knights, however, are unique in their ability to control their psychic gifts. Their purity of soul and strength of will serve as an

impregnable wall against the horrors of the Warp. Even the Librarians of other Chapters cannot match the psychic mastery of the Grey Knights, and must always be vigilant against the insidious threat of possession or madness risked through contact with the Warp. A Grey Knight does not gaze into the Warp and fear what lurks within; rather, the creatures of the Warp recoil from him.

Like the other Space Marines of the Adeptus Astartes, the Grey Knights are few in number, a mere speck when counted against the vast span of the galaxy and the countless foes of the Imperium. However, even a handful of these elite warriors is enough to turn the tide of a battle or vanquish a determined foe. There are few enemies of the Emperor that can hope to stand against a Grey Knight, even when they outnumber him many times over.

Few as they are, the Grey Knights appear only when there is a grave threat to the Imperium from the Warp, often in places where the Dark Gods have unleashed their Daemons upon reality. There is a secret war against the Warp, the true extent of the threat from the Dark Gods hidden from most of the Imperium, much like the existence of the Chapter itself. It falls to the Grey Knights to contain the powers of the Warp, sealing breaches between the material universe and the Immaterium and banishing powerful Daemons that have taken physical form.

Like a righteous storm of the Emperor's wrath, the Grey Knights will appear out of the void, their sleek Strike Cruisers plunging them deep into the heart of the daemonic sore upon reality. With exacting precision and pitiless fury, they will purge a world of Daemons, slaying daemonic Heralds and putting to death the cults and heretics that summoned them. Often, the need to quell a full-blown daemonic incursion will throw the Chapter into an existing war zone, where they will be called upon to fight all manner of foes. Alien monstrosities, xenos witches and traitor Space Marines – each fall just as easily to the sanctified force weapons, blessed bolters and psychic might of the Grey Knights. However, these are merely a distraction from the Chapter's true purpose: the eradication of daemonic forces.

Few men have ever laid eyes upon a Grey Knight and lived long after the experience, perishing soon after either to the forces of the Warp or as a result of zealous purification by their supposed saviours. The Grey Knights believe that only they can be truly trusted to resist the lure of Chaos, and while other soldiers of the Imperium might aid in the destruction of Warp entities, they will likely become corrupted from the experience. Even the smallest risk of taint is too great to ignore; Guardsmen will be executed or subjected to telepathic scouring, while Space Marines might be mind-wiped or sworn to secrecy with the gravest of oaths to their Primarch. So it is that when the psychic warriors are spoken of, it is only as legends and myths.





AID UNLOOKED FOR

The haunting legend of the Legion of the Damned is known across the galaxy, and even non-believers speak of such things in hushed tones. These silent warriors are Space Marines in appearance, their black armour adorned with images of bones and fire, yet they are not of any Chapter recognised in the Imperium.

Who – or what – guides the Legion of the Damned is an enigma to all save the beneficent Emperor himself. They appear only in times of grave need, coalescing from the fires of a desperate battlefield to turn certain defeat into improbable victory. Little is truly known about the Legion, though a few truths have come to light as reports of their manifestations have been collated and compared.

They invariably attack to save some part of the Imperium from disaster, a fact that implies they have powers of prediction that even the most gifted of seers and prophets cannot rival. Whenever the Legion of the Damned appears on the field of battle, they do so without warning. Manifesting out of a sulphurous cloud of flame, they stride from nothingness. With a terrible efficiency, they sweep enemy positions like vengeful ghosts to turn the tables on the foe, not a wasted motion nor a spoken word giving pause to their dark work.

The Legion is always clad in ceramite of the deepest black that is adorned with morbid iconography. Despite their surroundings, whether they appear in the brightly lit halls of a planetary governor's headquarters or under the glare of a

sun at its zenith, their armour seems to consume natural light. Even direct torchlight does not illuminate them. Instead, the pale bones and death's heads emblazoned on their armour are lit by a lambent fire, their armour flickering as if each Legionnaire has been set alight with some combustible chemical. No natural flames are these; the pyrotechnics are more likely psychic in nature, for they blaze bright whenever the Legion's blades sink into the flesh of their victims. There have been several accounts of Legionnaires becoming little more than bright pillars of flame at the height of an engagement; on such occasions, the spectral warrior will fight with terrible ferocity before eventually succumbing to the flame and disappearing from reality.

To witness the Legion of the Damned fight at close quarters is to observe true martial prowess, for they combine the brutal power of the Space Marine's gene-enhanced physique with the expertise and insight of a veteran weapons master. Knives plunge deep through exposed joints and into thundering hearts, bone-clad fingers stab through throats and eye sockets before returning, red and wet, to the triggers of their guns. Here and there, a hurled combat knife claims the life of an enemy



trying to escape. Never aiming to wound, always to kill, the Legionnaires attack with an economy of motion that leaves even the warriors of the Adeptus Astartes wide-eyed with surprise.

Though their ornate suits of ceramite are as efficacious as those worn by any other Space Marines, the Legionnaires are able to shrug off wounds that would cut apart even a warrior clad in Tactical Dreadnought armour. Energised blades, melta beams and plasma volleys often pass right through them without causing the slightest harm, and on those occasions when such deadly weapons do strike home and inflict horrific damage, even then they do not slow the Legionnaires in the slightest. Those who witness such ethereal sights at first conclude that their deliverers are some manner of ghosts or spirits, though the physical destruction the flame-wreathed apparitions mete out soon puts lie to the idea that they exist only beyond the veil.

The impression of burning wrath is always foremost in the minds of those who witness the Legion of the Damned on the attack. The unearthly Legionnaires bring to war a great many flammers, heavy flammers and multi-meltas, incinerating with pitiless efficiency those foes that cower from their sudden assaults. Those enemies that simply stand agog at their sudden change of fortunes are blasted apart by expertly placed mass-reactive bolt shells. However, after-action pict analysis has put a mysterious twist on even these most fundamental of Adeptus

Astartes kill-tactics. Imperial scholars have concluded that the Legionnaires are able to fire far more bolts from their weapons than the ammunition capacity of their clips would suggest – indeed, no footage has ever been recorded of any kind of weapon reload, even in the most protracted of engagements.

Once the tide of battle has been turned, and those in need of salvation have been freed from the dire circumstances they found themselves in, the Legionnaires vanish from sight. Some witnesses say they looked away for a second only to look back and find no trace of their rescuers or their parting, while others claim that the ghostly Legion shimmers before disappearing like a fading holograph.

The strange static that accompanies these disappearances prevents any proper record of their exit from the field. Those monitoring devices that are able to steal evidence of a Legion manifestation invariably have machine spirits that are badly traumatised, and have to be coaxed back into life by a talented Magos or Techmarine before they will yield any secrets at all.

Regardless of the conflict, the Legionnaires fight with a cold precision that few mortal warriors can match. Terror is their harbinger and oblivion their gift, and they leave only death, destruction and the confused gratitude and thankful prayers of their Imperium allies in their wake.





THE HIDDEN BLADE

The Officio Assassinorum is a highly secretive organisation which trains terrifying bio-modified killers for assassination missions sanctioned by the High Lords of Terra. The diverse temples of the Officio specialise in the different arts of murder, from the bitter kiss of poison to berserk slaughter.

The Imperial Assassins are the hidden blades wielded by the High Lords of Terra. They are the slayers of kings and false messiahs, the bane of traitors and rebels across the stars. Once an agent has been despatched, he is as relentless and inescapable as the march of time itself. Every facet of his impeccable training is turned to the business of a single kill. Though the temples of the Officio Assassinorum are shrouded in the utmost secrecy, all men of influence fear the shadows they cast, for their operatives are the Emperor's Justice made flesh.

In a realm the size and scope of the Imperium, it is all too common for planets to escape the vigil of the High Lords. With communication and travel at the mercy of the Warp's shifting tides, a populace can go for ten, twenty, even a hundred years without being contacted by the wider Imperium. It is a fragile system indeed, and given the crushing

grind of Imperial life, one that has seen many worlds fall into the thrall of heresy.

Left to fend for themselves against a hostile galaxy, it is easy for a planet's citizenry to harbour the seeds of corruption. A world may fail to pay its tithes, allow its psyker containment routines to slip, or come under the rule of an unsanctioned government. Some simply crave independence from the dictates of the Administratum, the Ecclesiarchy, and a galaxy ruled by twelve faceless figures in the name of a distant Emperor.

Regardless of whether the new order is benevolent or tyrannical, its orchestrators make themselves targets for the most violent of retributions. Though their government may thrive in the short term, word of their disobedience will



eventually reach the Adepts of the Imperium. Sometimes the resultant confrontation leads to open war, but it is just as often resolved by covert means. Coercion, bribery, threats, blackmail and murder are all weapons in the armoury of those whose iron grip defines the territory of Mankind. To this end, the Imperium has developed several institutions to exploit these weapons to their fullest; ancient organisations that trace their history back to the Great Crusade and the very birth of the Imperium. One such organisation is the *Officio Assassinorum*.

The Assassins of the Imperium are able to change the fate of worlds with the pull of a single trigger. Where the length of the Emperor's reach needs to be made abundantly clear, a Vindicare sniper will put a bullet in a target's head whilst the errant individual is surrounded by their followers. If a traitorous creed has spread to an entire organisation or military force, an Evensor will instead be set loose; a bio-enhanced berserker, he will slaughter dozens, if not hundreds, of rebels alongside the key individual he has been sent to slay. Should the deed require more subtlety, an operative from the *Callidus* temple will instead be despatched; in such cases it is all but impossible to detect the presence of these shape-shifting

Assassins until the deed is done. If the target is a psyker, one of the rare and fearsome *Culexus* will be sent to hunt them down – beings with a strange void in place of a soul that makes them the bane of all who treat with the Warp.

The weapons of the Assassins range from simple knives and garrotes, to exotic neural shredders and phase swords that can cut through armour and force field alike. Even barehanded, these operatives are lethal foes; each is trained extensively in unarmed combat and is more than capable of fighting their way free from the mayhem that ensues from their kill. After returning to their masters, they are extensively debriefed and examined before being given a new mark and mission to accomplish. In this way, each Assassin is locked into a constant cycle of headhunting that spans the breadth of the Imperium, reforging the fragile chains of Imperial rule even as the Time of Ending breaks them apart.

**'THOUGHT BEGETS HERESY;
HERESY BEGETS RETRIBUTION.'**

- Anon.

THE EMPEROR'S WILL

The Imperium stands on the brink of destruction. Surrounded on all sides by unknowable threats, and tempted to ruin by the lure of forbidden knowledge, Mankind is but one mistake away from extermination. This fate is averted only through the unwavering vigilance of the Inquisition.

The Inquisition is the most powerful organisation of the Imperium's many branches. Its agents, the Inquisitors, command fear and respect in equal measure. They are creatures of myth as much as flesh and blood, relentless beings who descend from on high to pass judgement upon the mutant, the traitor and the heretic. It is a rare citizen who does not dread drawing an Inquisitor's steely gaze, who does not experience the starkest terror in his or her presence. Every Imperial citizen, from the poorest of underhive scum to the highest and wealthiest of nobles, has heard the tales of death and destruction, of the all-seeing eye that condemns or absolves with impunity. Those who have crossed an Inquisitor's path and survived to tell of it are seldom eager to invite their attention again.

Inquisitors are as varied in appearance and manner as the myriad threats they face. They range in age from fiery young zealots to hoary old veterans who have fought in the darkness for centuries. Some wear ostentatious robes and symbols of their allegiance, whilst others shun the trappings of status. Inquisitors commonly carry a wide range of weapons and wargear, so as to be prepared for any threat they might face. Some Inquisitors use outlandish weaponry taken from defeated foes: exotic hardware, alien guns and Daemon-possessed weapons.

Inquisitors themselves care little for morality, and nothing at all for the Imperium's many laws and procedures, except when they choose to make use of them. They are the Emperor's left hand as the Adeptus Terra is his right, and stand in judgement over all the Imperium's organisations. Indeed, an Inquisitor is apart from the rest of Mankind in every way that matters. By ancient tradition, their authority comes directly from the Emperor himself; there is no hierarchy to which they answer, and they are beholden only to their fellows. More than this, a bearer of the Inquisitorial Seal can requisition any servant in the Imperium to assist them, from the lowliest of clerks to entire Space Marine Chapters and Imperial Navy battlefleets.

Survival is the only goal for which Inquisitors strive; not personal survival, for they, more than any, understand that one life is meaningless when set upon the galactic scale. An Inquisitor labours for nothing less than the endurance of Mankind. Their ruthless pragmatism is so unyielding and fervid that it eclipses the faith of even the most devout of the Ecclesiarchy's adepts. The Inquisitor is an arbiter of absolute truth. In their eyes, tradition is irrelevant, decades of innocent existence count for nothing, and ignorance matters not one whit. The deeds of the hour are the Inquisitor's obsession, and the consequences spiralling from the most seemingly insignificant acts their burden.

Though learned, Inquisitors do not possess some all-encompassing store of knowledge and certainty, for even the furthest-travelled and most experienced of their number hold

but a fraction of the Emperor's wisdom. Though there are many thousands of Inquisitors scattered across the Imperium, such are the threats arrayed against Mankind that ten times their number could not hope to achieve lasting victory, or even meaningful respite. Daemons clamour beyond the Emperor's light, waiting for the hour in which the darkness drowns all. Aliens crowd close, subverting and destroying whole worlds. And all the while, the wilful, the foolish, the misguided and the arrogant within Humanity's own ranks unknowingly work towards their own destruction. All of these threats must be opposed and contained, by whatever means are necessary, and only Inquisitors have the breadth of vision and authority to do so. Where a planetary governor or military commander might perceive only an insurrection to be crushed, an Inquisitor will recognise the heresy of which that rebellion is but a symptom. They will have the contacts and resources to root out alien conspiracies, bureaucratic corruption and the gene-seed deviancies festering within hitherto blameless Space Marine Chapters.

Militarily, the Ordo Malleus – tasked with the destruction of all things daemonic – is the most formidable of the Inquisition's branches, for its agents can call upon the services of the legendary Grey Knights to aid them in their struggles. The mandate of the Ordo Xenos is to investigate and catalogue alien species, identifying those which might be of use to the Imperium and orchestrating the destruction of those deemed to be a threat. Just as the Ordo Malleus can call upon the Grey Knights, so too can the Ordo Xenos call upon the services of the Deathwatch. Finally, the Ordo Hereticus is the guardian of Humanity, the watcher at the gates that protects Mankind – as much from its own weaknesses as from any threat from without. For the first few millennia of its existence, the Ordo Hereticus was but a rumour even to other Inquisitors, so fanatically was its secrecy guarded. All this came to an end following the Age of Apostasy, when it was decided that the Ordo would serve better by casting an intimidating shadow, rather than existing as a myth too easily ignored. As the Ecclesiarchy flourished, so too did the Ordo Hereticus grow with it, for nothing piques an Inquisitor's suspicion more readily than a holy man claiming to speak with the Emperor's voice. Often, its agents will pose as servants of the Ecclesiarchy, feigning subservience to a Cardinal's will until they have sufficient proof of the man's guilt – it is a rare priest with whom a member of the Ordo Hereticus cannot find fault.

Lesser individuals might believe that the means matter more than the end, but those who bear the Inquisitorial Seal know better. Perhaps in another time – another place – the men and women of the Inquisition would be considered as monstrous as the threats they oppose, but to judge them as such is to wilfully overlook a brutal truth: morality and compassion are luxuries that the Imperium can ill afford. Steeped in atrocity though they may be, Inquisitors are the heroes their times require.



WARRIORS OF THE EMPEROR



Many of the specialist divisions of the Emperor's armies use ancient heraldry and markings to identify their warriors on the battlefield. Other agents of the Imperium display little in the way of uniforms or livery, but bear Imperial icons that demonstrate their dedication to the Emperor of Mankind.







The battle-brothers of the Deathwatch join the Ultramarines in battle against insidious Genestealers.







Chanting praise to the Emperor and brandishing an array of deadly weaponry, the warriors of the Adepta Sororitas go to war.





An Ecclesiarchy Battle Conclave, supported by elements of the Astra Militarum and a squad of Battle Sisters, storm towards the foe.





Slipping through the ruins like a ghost, a Vindicare Assassin prepares to eliminate another heretic war leader.





An Everson Assassin sprints into battle, his ferocity eclipsing even that of the bloodthirsty Death Company.





Inquisitor Karamazov has sequestered elements of the Blood Angels 2nd Company for a vital mission.





An Ordo Hereticus Inquisitor and Torquemada Coteaz direct the forces of the Imperium across the debris-strewn battlefield.



FORCES OF THE IMPERIUM

The following section details background and rules information that describe the forces used by Imperial Agents— their warriors, their vehicles and the characters that lead them to battle. This section will enable you to forge your collection of miniatures into an Imperial Agents army ready to fight battles in your games of Warhammer 40,000.

DATASHEETS

Since the current edition of *Warhammer 40,000: The Rules* was published, there have been several digital supplements introducing rules and Factions that represent the powerful, secretive, and even sinister institutions of the Armies of the Imperium. Collecting together these resources, this book is designed to be used in conjunction with the various codexes belonging to the Armies of the Imperium to provide players with all the rules needed to play games of Warhammer 40,000 with the entire range of Imperial Agents miniatures.

At the end of each section in this book, an appendix summarises any army special rules appropriate to that Faction, as well as providing the full rules for any weapons and wargear that feature on their datasheets. Any equipment that is especially common, or used by more than one of the Factions presented in this book, can be found in the Armoury of the Imperium section (pg 36).

DETACHMENTS

Each Faction included in this book is represented by a unique Detachment, enabling you to field the units associated with that Faction alongside your other Armies of the Imperium forces. These Detachments each have their own Force Organisation Chart, and feature bespoke Command Abilities that best reflect their fighting style.

FORMATIONS

This book contains three Formations that enable you to field formidable units drawn from a number of different datasheets. Each Formation grants its constituent units useful bonuses, which can enhance their effectiveness on the battlefield. You may include these Formations in your army as described in *Warhammer 40,000: The Rules*.

ADEPTUS MECHANICUS

This section includes rules for a Tech-Priest Engineer and accompanying Servitors, who are often deployed with the Imperium's various armoured divisions. These pages include the full rules for the Canticles of the Ommissiah, which have a powerful effect on those that serve the Machine God.

AERONAUTICA IMPERIALIS

Included in this section are the datasheets for the Officer of the Fleet and the Valkyrie, workhorse of the Aeronautica Imperialis.

ADEPTUS ASTRA TELEPATHICA

Though often perceived as dangerous, the Imperium nonetheless makes use of trained Psykers, including Astropaths, Primaris Psykers and Wyrdvane Psykers, the datasheets for which are all presented here.

ADEPTA SORORITAS

Representing the military arm of the Ecclesiarchy, the Adepta Sororitas are a large and varied military organisation. This section includes a number of datasheets, special rules, unique Warlord Traits, a selection of revered Ecclesiarchy Relics and a new set of Adepta Sororitas Tactical Objectives.

THE DEATHWATCH

The elite Space Marines of the Deathwatch are the Imperium's deadliest alien hunters. This section includes the rules for a Deathwatch Kill Team and their sleek aerial transport, the Corvus Blackstar.

GREY KNIGHTS

Though the Space Marine Daemont Hunters of Titan can field a large array of different specialist units, redemption arrives swiftest in the form of their rapid-response units that teleport directly into the fray, namely their Terminator and Interceptor Squads, or the towering Nemesis Dreadknight. These datasheets are included here.

LEGION OF THE DAMNED

The ghostly Legion of the Damned have often arrived, as if from nowhere, to keep a terrible tragedy from befalling the Imperium. This section includes the datasheet for a squad of these mysterious Space Marines.

OFFICIO ASSASSINORUM

This section provides rules for Imperial assassins drawn from the four largest temples of death-dealing – Callidus, Culexus, Eversor and Vindicare – as well as the feared Execution Force Formation, featuring one of each agent.

THE INQUISITION

Though their organisation is comprised of many different specialisations, there are three institutions from which most Inquisitors hail – the Ordo Malleus, Ordo Xenos and Ordo Hereticus. This section includes a trio of Warlord Trait tables that represent how these agents operate on the battlefield. These Inquisitors also have access to secret relics of their order, which can be brought forth from the Inquisition's vaults in times of dire need.

DATASHEETS

Each unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

- 1 **Faction:** The unit's Faction is shown here by a symbol. All of the units described in this book have one of the following Factions: Adepta Sororitas, Aeronautica Imperialis, Astra Telepathica, Cult Mechanicus, Deathwatch, Grey Knights, Inquisition, Legion of the Damned or Officio Assassinorum.
- 2 **Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack or Heavy Support. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.
- 3 **Unit Name:** Here you will find the name of the unit.
- 4 **Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- 5 **Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6 **Unit Profile:** This section will show the profiles of any models the unit can include.
- 7 **Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 8 **Unit Composition:** This section shows the number and type of models that form the basic unit, before any upgrades are taken.
- 9 **Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Armory of the Imperium (pg 36) or the Appendix of each section. The cost for all the unit's basic equipment is included in its points cost.
- 10 **Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix of each section or in the Special Rules section of Warhammer 40,000: The Rules.
- 11 **Warlord Traits:** Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.
- 12 **Relics:** Some entries have unique items of wargear, the description and rules for which will be listed here.



- 13 **Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.

ARMOURY OF THE IMPERIUM

This section of *Codex: Imperial Agents* lists a number of weapons and items of wargear that are used by several branches of the Imperium, along with the rules for using them in your games of Warhammer 40,000.

RANGED WEAPONS

Rules for the following weapons can be found in *Warhammer 40,000: The Rules*:

Assault cannon	Inferno pistol
Autogun	Lascannon
Boltgun	Laspistol
Bolt pistol	Meltagun
Combi-weapons	Missile launcher
Flamestorm cannon	Multi-laser
Flamer	Multi-melta
Grav-gun	Plasma cannon
Grav-pistol	Plasma pistol
Hand flamer	Plasma gun
Heavy flamer	Shotgun
Heavy bolter	Storm bolter
Hot-shot lasgun	

CONDEMNOR BOLTGUN

The condemnor boltgun is a highly specialised combi-weapon used almost exclusively by the operatives of the *Ordo Hereticus* and *Adepta Sororitas*. Combining a boltgun with a single-shot crossbow armature, these archaic-seeming weapons fire a silver stake engraved with sigils of disruption that destabilise a psyker's connection with the Warp. A direct hit from the crossbow will therefore not only deal a severe wound to a psyker, it will also send his power spiralling out of control to consume its user.

A condemnor boltgun follows all the rules for combi-weapons. The primary weapon is a boltgun. The secondary weapon has the following profile:

Range	S	AP	Type
24"	5	-	Assault 1, Psi-shock, One Use Only

Psi-shock: If a unit containing at least one model with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules is hit by a weapon with the Psi-shock special rule, one randomly determined Psyker model in that unit suffers Perils of the Warp in addition to any other damage.

HURRICANE BOLTER

Hurricane bolters combine the punishing firepower of multiple twin-linked boltguns to produce a truly withering storm of shells.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

MELEE WEAPONS

Rules for the following weapons can be found in *Warhammer 40,000: The Rules*:

Chainsword	Force weapons
Close combat weapons	Lightning claw
Dreadnought close combat weapon	Power fist
Eviscerator	Power weapons
	Thunder hammer

SERVO-ARM

Tech-Priest Engineers and their Servitor minions often sport powerful servo-arms. These mechanised limbs can be turned with equal ease to complex battlefield repairs, or crushing the life from the foe. Though these weapons are slow to strike, once the blessed hydraulics of the servo-arm's claw have locked in and begun to squeeze, foes face a hideous and inexorable death.

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy

VEHICLE EQUIPMENT

Rules for the following wargear can be found in *Warhammer 40,000: The Rules*:

Dozer blade	Searchlight
Extra armour	Smoke launchers
Hunter-killer missile	Storm bolter

CERAMITE PLATING

These hull plates are thrice-blessed by the Chapter's Techmarines and anointed with the seven sacred unguents of thermic warding to protect against the extreme conditions of orbital re-entry. Such precautions also serve to thwart the fury of certain weapons, absorbing and dispersing even the most extreme temperatures and microwave emissions.

Melta weapons do not roll an extra D6 armour penetration when shooting a vehicle equipped with ceramite plating at half range or less.

LOCATOR BEACON

Locator beacons provide a signalling package, broad-spectrum communicators, and geo-positional tracking. When activated, the beacon uploads detailed positional information to the tactical grid, allowing precision reinforcement by reserve forces.

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

SPECIAL ISSUE WARGEAR

Rules for the following wargear can be found in *Warhammer 40,000: The Rules*:

Blind grenades* Frag grenades**
Krak grenades Melta bombs

* See defensive grenades

** See assault grenades

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into rings, bionic implants or the knuckles of a glove. They lack range, but can be used in melee to take advantage of an enemy's exposed weakness.

A model armed with digital weapons can re-roll a single failed roll To Wound in the Assault phase.

PSYK-OUT GRENADES

Psyk-out grenades are produced using an extremely rare substance thought to be a byproduct of the esoteric processes that sustain the Astronomican. Upon detonation, each grenade scatters a dense cloud of psi-refractive particles across the target area.

SHOOTING

When a unit armed with psyk-out grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8"	2	-	Assault 1, Blast, Psi-shock

Psi-shock: If a unit containing at least one model with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules is hit by a weapon with the Psi-shock special rule, one randomly determined Psyker model in that unit suffers Perils of the Warp in addition to any other damage.

ASSAULT

Models with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal.

REFRACTOR FIELD

Often carried by high-ranking officers and Imperial heroes, shimmering refractor fields deflect incoming energy around their bearer, batting aside blasts and swinging blades that would otherwise lay them low.

A refractor field confers a 5+ invulnerable save.

STORM SHIELD

A storm shield is a large solid shield that has an energy field generator built into it. Though the bulk of the shield offers physical protection, it is the energy field which is truly impressive – famously capable of deflecting almost any attack. Even blows that would normally cut through Terminator armour are turned aside with ease by the protective energies of the storm shield.

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack gained for being armed with two Melee weapons in an assault.

TELEPORT HOMER

Teleport homers emit a signal that allows orbiting Strike Cruisers to lock onto them with teleportation equipment.

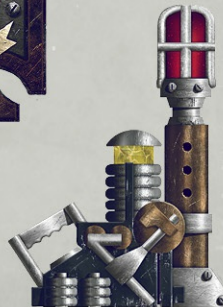
Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike, so long as the first model is placed within 6" of the teleport homer's bearer. For this to work, the bearer of the teleport homer must have been on the battlefield at the start of the turn.



Storm shield



Psyk-out grenade



Teleport homer





CULT MECHANICUS



FORCES OF THE CULT MECHANICUS

This section of *Codex: Imperial Agents* includes full background and rules for the acolytes of the Adeptus Mechanicus. It includes datasheets for Tech-Priest Engineers and Servitors, and a unique Detachment making it easy to add these operatives to your army.

FACTION AND ALLIES

The units on the following pages (Tech-Priest Engineer and Servitors) have the Cult Mechanicus Faction, shown by the icon below. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.



ENGINEER CONGREGATION



COMPULSORY OPTIONAL

1 HQ

1 Elites

RESTRICTIONS:

The HQ unit chosen in this Detachment must be a Tech-Priest Engineer, and the Elites unit chosen in this Detachment must be a unit of Servitors. All units from this Detachment must have the Cult Mechanicus Faction.

COMMAND BENEFITS:

Canticles of the Omnissiah: Units from this Detachment have the Canticles of the Omnissiah special rule (pg 43).





TECH-PRIEST ENGINEER



Tech-Priest Engineers are priests of the Adeptus Mechanicus who serve as custodians for the combat vehicles of the Imperium. With binharic prayers and mystic rites, the Engineers soothe the machine spirits of their armoured congregation. Without the diligent maintenance of the Engineers, Titan Legions and battlefleets would swiftly fall into disrepair, and the Guardsmen of the Astra Militarum would soon find themselves without the heavy armour vital to their very survival. Clad in sanctified power armour and wielding cog-toothed power axes, Engineers wade fearlessly into combat to protect the valuable technologies entrusted to their care. They are able to effect battlefield repairs and can even rouse Imperial machine spirits to wrath, causing weapons to track and fire independently of their shocked crew's commands.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Tech-Priest Engineer	3	3	3	3	1	3	1	8	3+	Infantry (Character)	1 Tech-Priest Engineer

WARGEAR:

- Laspistol
- Power axe
- Servo-arm (pg 36)
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Independent Character

Awaken the Machine: In each of your Shooting phases, instead of firing his weapons, the Engineer may choose a single friendly Astra Militarum vehicle within 12". That vehicle gains the Power of the Machine Spirit special rule until the end of the turn.

Blessings of the Ommissiah: In each of your Shooting phases, instead of firing his weapons, an Engineer may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add 1 for each Servitor with a servo-arm in his unit. If the result is 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

OPTIONS:

- May take melta bombs.....5 pts
- May take digital weapons (pg 37).....10 pts
- May take a refractor field (pg 37).....10 pts



SERVITORS

10
POINTS



Servitors are the basest form of biomechanical life – task-adapted slaves whose mechanical components are designed so they can perform a single laborious function. There are untold millions of these mindless cyborgs on the forge worlds, many working in hostile environments where an unmodified human body would quickly perish. Because they are specially adapted they vary tremendously; some have mechanical legs or arms for lifting, while others have computer terminals sprouting from their bodies where they interface with more complex machines. Many Servitors are adapted from artificially cultured drone bodies; others are mind-wiped humans who have committed some terrible crime. Some Servitors accompany Tech-Priests as servants or guardians, using their limited skills to operate dangerous machinery or weaponry.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Servitor	3	3	3	3	1	3	1	8	4+	Infantry	1 Servitor

WARGEAR:

- Servo-arm (pg 36)



SPECIAL RULES:

Mindlock: Unless it includes an Independent Character, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a roll of a 4+, this special rule has no effect this turn. On a roll of a 1, 2 or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot or charge, and orders issued to it have no effect. A mindlocked unit must still complete compulsory moves, such as Pile In and Fall Back moves.

OPTIONS:

- May include up to four additional Servitors 10 pts/model
- Up to two Servitors may replace their servo-arm with a:
 - Heavy bolter or multi-melta 10 pts/model
 - Plasma cannon 15 pts/model

CANTICLES OF THE OMNISSIAH

At the start of each of your turns, you can choose one Canticle of the Omnisiah from the list below. The effects of each Canticle last until the start of your next turn. Unless otherwise stated, each Canticle can only be used once during the game.

The strength of each Canticle varies according to the number of units performing it. At the start of your turn, add up the number of friendly units on the battlefield that have the Canticles of the Omnisiah special rule and apply the appropriate level of effect. Do not include units that are Falling Back in this total. Once a Canticle has been activated it remains at that level of effect until the beginning of your next turn, even if the number of units performing it changes during that turn.

The following special rules and characteristic modifiers apply to all friendly units with the Canticles of the Omnisiah special rule.

INCANTATION OF THE IRON SOUL

Raising their voices in binharic praise, the Disciples of the Machine God bolster their spirits with the surety of iron.

Units Effect

- 1-3 Stubborn.
- 4-7 Stubborn, and units must re-roll all failed Morale, Fear and Pinning tests.
- 8+ Fearless.

CHANT OF THE REMORSELESS FIST

In spitting out a staccato chant to the Motive Force, the faithful warriors of the Cult Mechanicus are filled with merciless surety as well as intent.

Units Effect

- 1-3 Re-roll failed To Hit rolls of 1 when making close combat attacks.
- 4-7 Re-roll failed To Hit rolls of a 1 or a 2 when making close combat attacks.
- 8+ Re-roll all failed To Hit rolls when making close combat attacks.

SHROUDPSALM

Robot, servitor and priest shift their binharic emissions into the visible spectra, the static pouring from their vox-grilles manifesting as an electromagnetic storm that hides them from the foe.

Units Effect

- 1-3 Stealth.
- 4-7 Shrouded.
- 8+ Stealth and Shrouded.

BENEDICTION OF OMNISCIENCE

Those blessed enough to comprehend this blaring vox-prayer find their targeting reticules guided by the Omnisiah's own vigilance.

Units Effect

- 1-3 Re-roll failed To Hit rolls of 1 when making shooting attacks.
- 4-7 Re-roll failed To Hit rolls of 1 or 2 when making shooting attacks.
- 8+ Re-roll all failed To Hit rolls when making shooting attacks.

INVOCATION OF MACHINE-MIGHT

The Tech-Priests lead their minions in a binharic prayer that sends miraculous strength surging through tendons, wires and pistons.

Units Effect

- 1-3 +1 Strength.
- 4-7 +2 Strength.
- 8+ +3 Strength.

LITANY OF THE ELECTROMANCER

Summoning the spark of the Machine God's divinity that burns within them, the Omnisiah's faithful manifest blazing auras of energy that lay low the unbeliever.

Units Effect

- 1-3 Enemy units suffer a single Strength 4 AP- hit for each model with the Canticles of the Omnisiah special rule in units that they are locked in combat with, resolved at the Initiative 10 step of the Fight sub-phase.
- 4-7 Enemy units suffer two Strength 4 AP- hits for each model with the Canticles of the Omnisiah special rule in units that they are locked in combat with, resolved at the Initiative 10 step of the Fight sub-phase.
- 8+ Enemy units suffer three Strength 4 AP- hits for each model with the Canticles of the Omnisiah special rule in units that they are locked in combat with, resolved at the Initiative 10 step of the Fight sub-phase.







AERONAUTICA IMPERIALIS



FORCES OF THE AERONAUTICA IMPERIALIS

This section of *Codex: Imperial Agents* includes full background and rules for the operatives of the Imperial Navy. It includes datasheets for an Officer of the Fleet and Valkyries, and a unique Detachment making it easy to add these assets to your army.

FACTION AND ALLIES

The units on the following pages (Officer of the Fleet and Valkyries) have the Aeronautica Imperialis Faction, shown by the icon below. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.



IMPERIAL NAVY SECTION



FAST ATTACK



HQ

COMPULSORY OPTIONAL

1 Fast Attack

1 HQ

RESTRICTIONS:

All units from this Detachment must have the Aeronautica Imperialis Faction.

COMMAND BENEFITS:

Air Superiority: You can re-roll failed Reserve Rolls for units from this Detachment.





OFFICER OF THE FLEET



Officers of the Fleet are proud, aloof and stern men. They coordinate with Imperial Navy bomber wings and even the lance batteries aboard orbiting warships. Whilst the full might of the Imperial Fleet cannot be called upon, the available firepower is often enough to disrupt the enemy's supply lines, forcing their reserves to take shelter or face destruction from above. Such actions delay enemy reinforcements from entering the fray, allowing the forces of the Emperor to annihilate the foe one unit at a time. Additionally, seconded Naval officers can call upon bulk landers and pools of reserve transports to swiftly ferry reinforcements to where they are needed most.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Officer of the Fleet	3	4	3	3	1	3	1	7	5+	Infantry (Character)	1 Officer of the Fleet

WARGEAR:

- Close combat weapon
- Frag grenades

SPECIAL RULES:

- Independent Character

Navy Orders: An Officer of the Fleet may take a Leadership test at the beginning of your turn, before any Reserve Rolls are made. If the test is successful, choose one of the following Navy Orders to immediately take effect. If you have more than one Officer of the Fleet, all modifiers are cumulative.

- **Coordinate Reserves:** You receive a +1 bonus to all Reserve Rolls during your turn.
- **Intercept Reserves:** Your opponent suffers a -1 penalty to all Reserve Rolls during his next turn, but will always pass a Reserve Roll on a 6.

OPTIONS:

- May replace close combat weapon with a laspistol.....*free*
- May take digital weapons (pg 37).....*10 pts*
- May take a refractor field (pg 37).....*10 pts*



VALKYRIES

125
POINTS



The Valkyrie Assault Carrier is a well-armed, twin-engine attack craft. The durable armour and versatile payload of the Valkyrie chassis combines with the aircraft's powerful engines and stable handling to make it a popular choice for a broad spectrum of battlefield roles. With vectored engines permitting vertical takeoff and landing, these versatile aircraft can twist and turn through the rigours of low-altitude dogfights, or hover while troops rappel from their holds. Alternatively, every Valkyrie is equipped with sufficient grav-chutes for all passengers, allowing expedient, if hazardous, high-speed deployment. The Valkyrie doubles as an excellent gunship, skimming low to provide withering cover-fire or climbing swiftly to provide a combat air patrol and intercept incoming threats.

[Armour]

BS	F	S	R	HP
3	12	12	10	3

Unit Type
Vehicle (Flyer,
Hover, Transport)

Combat Role	Pursuit	Agility	Unit Composition
Attack Flyer	1	3	1 Valkyrie

Valkyrie

WARGEAR:

- **Multi-laser**
- **Two hellstrike missiles**
(see opposite)
- **Extra armour**
- **Searchlight**

SPECIAL RULES:

- **Grav-chute Insertion**
(see opposite)

TRANSPORT:

- **Transport Capacity:**
Twelve models.
- **Fire Points:** None.
- **Access Points:** A Valkyrie has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May be upgraded to a Flyer Wing with up to three additional Valkyries125 pts/model
- Any Valkyrie may replace its multi-laser with a lascannon10 pts/model
- Any Valkyrie may replace its two hellstrike missiles with two multiple rocket pods (see opposite)10 pts/model
- Any Valkyrie may take a pair of sponsons armed with heavy bolters20 pts/model

DESIGNER'S NOTE – DEATH FROM THE SKIES

The Combat Role and the Pursuit and Agility values of the Valkyrie have been included for players using the rules from Death from the Skies.

AERONAUTICA IMPERIALIS

APPENDIX

This section of *Imperial Agents* lists the special rules and equipment used by Aeronautica Imperialis Flyers, along with rules for using them in your games of Warhammer 40,000.

GRAV-CHUTE INSERTION

Some drop zones are simply too hot to risk a landing. In such situations, Valkyries can instead disgorge their passengers by way of grav-chutes, the gunships streaking low over the target zone with guns blazing and leaving lines of brave Imperial soldiers floating swiftly groundward in their wake.

If a Valkyrie has moved more than 6", passengers may disembark, but they must do so as follows. Nominate any point over which the Valkyrie moved this turn and deploy the unit as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. If any of the models cannot be deployed, the unit is destroyed.

HELLSTRIKE MISSILES

Streaking away from their wing-racks on trails of flame and smoke, hellstrike missiles roar through the air at high velocity and slam into their targets with incredible force. Powered by a solid fuel core and mounting high explosive warheads capable of tearing a battle tank in two, these weapons are easy to use, quick to manufacture, and extremely effective for air-to-ground attack runs. Deployed en masse by overflying squadrons of Valkyries, these missiles can tear apart whole columns of enemy tanks, blast defensive fortifications sky high, or even be used as a crude but effective tool of assassination should enemy command assets be unwise enough to present themselves for extermination.

Range	S	AP	Type
72"	8	3	Ordnance 1, One Use Only

MULTIPLE ROCKET POD

The air fills with the hiss and whoosh of propellant as the multiple rocket pod opens fire. Short-fused frag warheads soar down, rapidly turning the target area into a fiery hell of billowing explosions and whipping shrapnel. Infantry caught amid the savage bombardment are torn to pieces, their sundered remains scattered all around the blast zone. As the Valkyrie turns its nose and boosts away, all that is left in its wake is flaming ruin.

Range	S	AP	Type
24"	4	6	Heavy 1, Large Blast





ADEPTUS ASTRA TELEPATHICA



FORCES OF THE ADEPTUS ASTRA TELEPATHICA

This section of *Codex: Imperial Agents* includes full background and rules for the sanctioned battle psykers of the Adeptus Astra Telepathica. It includes datasheets for Primaris Psykers, Astropaths and Wyrdvane Psykers, and a unique Detachment making it easy to add these operatives to your army.

FACTION AND ALLIES

The units on the following pages (Primaris Psyker, Astropath and Wyrdvane Psykers) have the Astra Telepathica Faction, shown by the icon below. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.



PSYKANA DIVISION



COMPULSORY OPTIONAL

1 HQ

1-3 Elites

RESTRICTIONS:

All units from this Detachment must have the Astra Telepathica Faction.

COMMAND BENEFITS:

Empyric Link: The Primaris Psyker or Astropath from this Detachment harnesses Warp Charge points on a result of 3+ when attempting to manifest psychic powers within 12" of 5 or more Wyrdvane Psykers from the same Psykana Division.





PRIMARIS PSYKER



Loathed and feared as witches by many, Primaris Psykers are nonetheless valuable assets to the armies of the Imperium. Though it hardly lessens the constant suspicion they are held in by the Commissars of the Officio Prefectus, each of these psykers possesses abilities and control far beyond those of lesser Scholastica Psykana initiates. Their dominance over the powers at their command means they are permitted to operate independently upon the battlefield. Each Primaris Psyker exhibits different abilities, manipulating the energies of the Warp in unique ways. Some are able to conjure searing ectoplasmic bolts that can tear holes in enemy fortifications, or engulf the foe's massed ranks in roiling flame. Others use their minds to summon domes of protective energy that shield their comrades from fire or render them invisible. Whatever their individual talents, Primaris Psykers bear deadly force weapons, crackling with power, with which they are able to rip the very souls from their screaming foes.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Primaris Psyker	4	4	3	3	2	3	2	9	5+	Infantry (Character)	1 Primaris Psyker

WARGEAR:

- Laspistol
- Force weapon
- Frag grenades
- Refractor field (pg 37)

PSYKER:

Primaris Psykers generate their powers from the **Biomancy**, **Divination**, **Pyromancy**, and **Telekinesis** disciplines.

OPTIONS:

- May be upgraded to Psyker (Mastery Level 2) 25 pts
- May take digital weapons (pg 37) 10 pts

SPECIAL RULES:

- Independent Character
- Psyker (Mastery Level 1)

It's For Your Own Good: If a Primaris Psyker suffers Perils of the Warp whilst in the same unit as a Commissar (of any type), the Primaris Psyker will be executed – after resolving the power's effects, remove the Primaris Psyker as a casualty.





ASTROPATH

25
POINTS



Astropaths serve in many of the armies of the Imperium as planetary communicators, and are especially useful in the transmission and reception of covert orders and other sensitive information. In addition, many Astropaths also have the Warp-born powers of telepathy and divination, and accordingly advise Imperial commanders on how best to guide and redeploy their forces. Astropaths are easily distinguished by their hooded green robes and sunken, empty eye sockets. While most Astropaths are blind, and many have lost other sensory perceptions as a result of the traumatic Soul Binding ritual, their increased psychic talents are potent weapons on the field of battle and more than make up for these deficiencies.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Astropath	3	4	3	3	1	3	1	7	5+	Infantry (Character)	1 Astropath

WARGEAR:

- Close combat weapon
- Frag grenades

SPECIAL RULES:

- Independent Character
- Psyker (Mastery Level 1)

Astropathic Orders: If your Astropath successfully manifests a psychic power during your turn, then you can choose to re-roll any Reserve Rolls in your next turn.

PSYKER:

Astropaths generate their powers from the **Divination** and **Telepathy** disciplines.

OPTIONS:

- May replace close combat weapon with a laspistol.....*free*
- May be upgraded to Psyker (Mastery Level 2).....*25 pts*
- May take digital weapons (pg 37).....*10 pts*
- May take a refractor field (pg 37).....*10 pts*



WYRDEVANE PSYKERS



Wyrdevane Psykers are formed from those Scholastica Psykana inductees not able to control their burgeoning powers without guidance and aid. Some have not yet completed the gruelling training to become a Primaris Psyker. Others will never achieve that goal, introverted beyond rescue by the horrors of their own minds. As individuals, such psykers are unpredictable and unsafe, yet working in concert, these deadly mutants can be a valuable asset. Eerily attuned to one another, Wyrdevane Psykers draw strength from communion. Moans and wails spill from their lips, tangled amid stringy ropes of vomited ectoplasm. Battle tanks buckle inwards as the psykers focus their power, heretics are incinerated amid billowing clouds of psychic flame, while pervasive whispers talk warriors into madness or horrified self-destruction.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wyrdevane Psyker	2	3	2	3	1	3	1	8	5+	Infantry	5 Wyrdevane Psykers

WARGEAR:

- Laspistol
- Close combat weapon

OPTIONS:

- May include up to five additional Wyrdevane Psykers12 pts/model

PSYKER:

Wyrdevane Psykers generate their powers from the **Biomancy**, **Divination**, **Pyromancy**, and **Telekinesis** disciplines.

SPECIAL RULES:

- **Brotherhood of Psykers**
(Mastery Level 1)





ADEPTA SORORITAS



FORCES OF THE ADEPTA SORORITAS

This section of *Codex: Imperial Agents* includes full background and rules for the pious warriors of the Adepta Sororitas. It includes datasheets and descriptions of their holy wargear. It also includes two unique Detachments, enabling you to add either a lone Ministorum Priest and his bodyguard to your army or field an entire military wing of the Ecclesiarchy.

FACTION AND ALLIES

The units on the following pages all have the Adepta Sororitas Faction, shown by the icon below. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.



MINISTORUM DELEGATION



HQ



ELITES

COMPULSORY

1 HQ

OPTIONAL

1 Elites

RESTRICTIONS:

The HQ unit chosen in this Detachment must be a Ministorum Priest, and all units from this Detachment must have the Adepta Sororitas Faction.

COMMAND BENEFITS:

Shield of Faith: All units from this Detachment have the Shield of Faith special rule (pg 78).

VESTAL TASK FORCE



HQ



Fast Attack



Troops



Elites



Heavy Support

COMPULSORY

1 HQ

2 Troops

1 Elites

OPTIONAL

1 HQ

4 Troops

2 Elites

3 Fast Attack

3 Heavy Support

RESTRICTIONS:

All units from this Detachment must have the Adepta Sororitas Faction.

COMMAND BENEFITS:

Army of Faith: Once per game, at the start of any of your turns, you can declare that the units in this Detachment will pray for salvation. If you do so, then all units from this Detachment can re-roll any saving throws of 1 until the start of your next turn.

Blessed Warrior: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Adepta Sororitas Warlord Traits table (pg 78).

ADEPTA SORORITAS WARGEAR LIST

These lists detail the points values of various items of wargear available to Adepta Sororitas units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use.

RANGED WEAPONS

A model may replace one weapon with one of the following:

- Shotgun	1 pt
- Storm bolter	5 pts
- Combi-flamer, -melta or -plasma	10 pts
- Condemnor boltgun (pg 36)	10 pts
- Plasma pistol	15 pts

SPECIAL WEAPONS

A model may replace its boltgun with one of the following:

- Storm bolter	5 pts
- Flamer	5 pts
- Meltagun	10 pts

MELEE WEAPONS

A model may replace one weapon with one of the following:

- Chainsword	free
- Power weapon	15 pts
- Eviscerator	30 pts

Heavy Weapons

A model may replace its boltgun with one of the following:

- Heavy bolter	10 pts
- Heavy flamer	10 pts
- Multi-melta	10 pts

VEHICLE EQUIPMENT

A model may take up to one of each of the following:

- Storm bolter	5 pts
- Dozer blade	5 pts
- Extra armour	10 pts
- Hunter-killer missile	10 pts
- Loud hailer	10 pts

ECCLESIAARCHY RELICS

Only one of each Ecclesiarchy Relic may be taken per army.

A model can take one of the following:

- The Book of St. Lucius	5 pts
- The Litanies of Faith	15 pts
- The Cloak of St. Aspira	20 pts
- The Mace of Valaan ¹	25 pts
- The Mantle of Ophelia	25 pts
- The Blade of Admonition ²	30 pts

¹ Ministorum Priest only.

² Canoness only. Replaces one of the bearer's Melee weapons.

A SPIRITU DOMINATUS,
DOMINE, LIBERA NOS.

FROM THE LIGHTNING AND
THE TEMPEST,
OUR EMPEROR, DELIVER US.

FROM PLAGUE, DECEIT,
TEMPTATION AND WAR,
OUR EMPEROR, DELIVER US.

FROM THE SCOURGE
F THE KRAKEN,
OUR EMPEROR, DELIVER US.

FROM THE BLASPHEMY
OF THE FALLEN,
OUR EMPEROR, DELIVER US.

FROM THE BEGETTING
OF DAEMONS,
OUR EMPEROR, DELIVER US.

FROM THE CURSE OF THE
MUTANT,
OUR EMPEROR, DELIVER US.

A MORTE PERPETUA,
DOMINE, LIBERA NOS.

THAT THOU WOULDST BRING
THEM ONLY DEATH,

THAT THOU SHOULDST
SPARE NONE,

THAT THOU SHOULDST
PARDON NONE,

WE BESEECH THEE,
DESTROY THEM.

– Invocation of the Fede Imperialis. Commonly
known as the battle-prayer
of the Adepta Sororitas.



CANONESS

65
POINTS



A Canoness is the overall commander of one of the Orders Militant, a shining example of purity and dedication of purpose. Each is a veteran warrior of many hundreds of battles who has risen to her position through a combination of strong leadership, shrewd tactical genius and sheer, overarching faith in the Emperor. When the Ecclesiarchy sounds the call to arms, a Canoness boldly leads her warriors into the fray, refusing to take one step backwards whilst her enemies still draw breath. Under her command, the Sisters of Battle march to war to preserve the sanctity of the Emperor's realm by crushing their foes across the galaxy.

A Canoness is also responsible for the spiritual well-being of the warriors under her command, and she is the principal guardian of her Battle Sisters' souls. Inspiring intense devotion in those around her, the Canoness leads the righteous from the fore whilst reciting the great hymns of the Ecclesiarchy, bringing the ferent wrath and ruin of the Emperor's judgement to the blasphemous enemies of Mankind.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Canoness	5	5	3	3	3	4	3	10	3+	Infantry (Character)	1 Canoness

WARGEAR:

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Act of Faith (pg 78)
- Independent Character
- Martyrdom (pg 78)
- Shield of Faith (pg 78)
- Stubborn

ACT OF FAITH:

The Passion: One use only. This Act of Faith can be used in either player's Assault phase. If successful, all models in the Canoness' unit gain the Hatred special rule until the end of the turn.

OPTIONS:

- May replace bolt pistol with a boltgun.....free
- May replace chainsword with one of the following:
 - Power weapon.....15 pts
 - Eviscerator.....30 pts
- May replace one weapon with one of the following:
 - Storm bolter.....5 pts
 - Combi-melta, -flamer or -plasma.....10 pts
 - Condemnor boltgun (pg 36).....10 pts
 - Plasma pistol.....15 pts
 - Inferno pistol.....15 pts
- May take a rosarius (pg 79).....15 pts
- May take melta bombs.....5 pts
- A Canoness may take items from the Adepta Sororitas Ecclesiarchy Relics list.



MINISTORUM PRIEST

25
POINTS



Adeptus Ministorum Priests often accompany other forces of the Imperium into battle. On occasion, it has even been known for them to instigate, or lead, Wars of Faith and fight in holy crusades across several star systems. There are many different titles within the Ecclesiarchy, from high-ranking confessors and lovely preachers to famed missionaries, but their role on the battlefield is the same: to harness the faith of the Imperium's troops and use it to smite the Emperor's foes.

Ever ready to martyr themselves upon the altar of Imperial victory, Priests will stride willingly into the fires of war, bereft of thick armour or advanced weaponry. Yet it is not for their kill counts that Imperial Commanders so value having Priests amongst their ranks; it is for the startling effect they have on their comrades. The fiery oratory and bellicose war hymns belted out by Priests can steady a battle line in the face of overwhelming odds or drive their flock into an impassioned frenzy in which men shrug off mortal wounds and fight with a passion bordering on madness.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ministorum Priest	3	3	3	3	1	3	2	7	5+	Infantry (Character)	1 Ministorum Priest

WARGEAR:

- Close combat weapon
- Laspistol
- Frag grenades
- Krak grenades
- Rosarius (pg 79)

SPECIAL RULES:

- Independent Character
- Zealot

War Hymns: A model with this special rule can take a Leadership test at the beginning of each Fight sub-phase in which he is locked in combat. If the test is successful, choose one of the following war hymns to immediately take effect:

- *The Emperor Protects:* The Ministorum Priest and his unit re-roll all failed armour and invulnerable saves until the end of the phase.
- *The Emperor's Strength:* Until the end of the phase, the Ministorum Priest has the Smash special rule.
- *The Righteousness of the Emperor:* The Ministorum Priest and his unit re-roll failed To Wound rolls until the end of the phase.

OPTIONS:

- May replace laspistol with one of the following:
 - Autogun free
 - Bolt pistol 1 pt
 - Boltgun 1 pt
 - Plasma gun 15 pts
- May take melta bombs 5 pts
- A Ministorum Priest may take items from the Adepta Sororitas **Melee Weapons, Ranged Weapons** and/or **Ecclesiarchy Relics** lists.



URIAH JACOBUS

PROTECTOR OF THE FAITH

100
POINTS



An instinctive survivor who has fought in countless battles against alien savages and Chaos worshippers as he performs his duties on the fringe of the Imperium, Uriah Jacobus is a grizzled man famed for his hardy endurance, no-nonsense practicality and quiet, but unshakable, faith. He is as stubborn as a mule, but his talent for bringing lost worlds back into the fold of Imperial rule is unsurpassed. Some in the Ecclesiarchy believe that the Emperor himself guides Jacobus, whilst others, most notably the Sisters of Battle who are required to support him in hostile war zones, simply think he has a knack for finding trouble.

When the bullets start flying, Uriah Jacobus can be found at the forefront of battle, muttering to himself as he blows another cursed enemy to oblivion with the Redeemer, his trusty shotgun. Jacobus carries with him the Banner of Sanctity, a holy symbol said to have been blessed by Sebastian Thor, and all who see the old man fighting in the thick of battle are inspired to great feats of courage and bravery.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Uriah Jacobus	4	4	3	3	3	4	3	9	5+	Infantry (Character)	1 (Unique)

WARGEAR:

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Rosarius (pg 79)

WARLORD TRAIT:

- Indomitable Belief (pg 78)

SPECIAL RULES:

- Independent Character
- Martyrdom (pg 78)
- Shield of Faith (pg 78)
- War Hymns (pg 61)
- Zealot

Protector of the Faith: Once per game, Uriah Jacobus' unit can attempt to use a bonus Act of Faith, even if his unit has already used all its Acts of Faith. The Leadership test for this bonus Act of Faith is automatically passed and the unit's Act of Faith resolves as per its Army List Entry. Only the unit's Act of Faith can be used in this way, not that of any Independent Characters that have joined the unit. Uriah Jacobus can use this bonus Act of Faith even if his unit contained a model with a Simulacrum Imperialis that has been removed as a casualty. Using Uriah Jacobus' bonus Act of Faith does not prevent his unit from attempting to use any remaining Acts of Faith it has in subsequent phases.

ECCLESIAARCHY RELICS

The Redeemer: This massive shotgun shares many traits with its wielder – it's crude, loud and leaves a trail of destruction in its wake.

Range	S	AP	Type
24"	4	4	Assault 2

The Banner of Sanctity: This banner is thought to have been sanctified by none other than Sebastian Thor himself and is one of the holiest relics possessed by the Ecclesiarchy.

Friendly models within 12" of Uriah Jacobus have the Fearless and Counter-attack special rules whilst he is alive.



BATTLE SISTERS SQUAD

60
POINTS



Every Battle Sister is an orphan raised from birth to believe in the righteousness of their cause. They are the most physically adept and martial members of the Adepta Sororitas, and they form the mainstay of the Ecclesiarchy's fighting forces. Battle Sisters are well disciplined and highly devoted to the Emperor. Their greatest strengths are their superb weapons and armour, which they are trained in the use of from an early age. Battle Sisters fight in small units at close quarters, favouring bolters, flamers and meltaguns to eradicate their enemies utterly. When combined with their unquenchable faith, they are a force to be reckoned with, taking their fiery judgement to the Emperor's foes with neither mercy nor remorse.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Battle Sister	3	4	3	3	1	3	1	8	3+	Infantry	4 Battle Sisters
Sister Superior	3	4	3	3	1	3	1	8	3+	Infantry (Character)	1 Sister Superior
Veteran Sister Superior	3	4	3	3	1	3	2	9	3+	Infantry (Character)	

WARGEAR:

- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Act of Faith (pg 78)
- Shield of Faith (pg 78)

ACT OF FAITH:

Light of the Emperor:
One use only. This Act of Faith can be used either in your Shooting phase or in either player's Assault phase. If successful, all models in the Battle Sisters' unit gain the Preferred Enemy special rule until the end of the turn.

OPTIONS:

- May include up to fifteen additional Battle Sisters 12 pts/model
- One Battle Sister may take a Simulacrum Imperialis (pg 79) 10 pts
- One other Battle Sister may take one item from the Adepta Sororitas **Special Weapons** list.
- One other Battle Sister may take one item from the Adepta Sororitas **Special Weapons** or **Heavy Weapons** list.
- May upgrade the Sister Superior to a Veteran Sister Superior 10 pts
- The Sister Superior or Veteran Sister Superior may take melta bombs 5 pts
- The Sister Superior or Veteran Sister Superior may take items from the Adepta Sororitas **Melee Weapons** and/or **Ranged Weapons** lists.
- The unit may select a Sororitas Rhino (pg 72) or Immolator (pg 73) as a Dedicated Transport.



REPENTIA SQUAD

85
POINTS



Confession and prayer are as much a part of a Battle Sister's everyday existence as bolter drills and military discipline. Those who fall short of the Sisterhood's rigorous codes are subject to many punishments. In the most serious of cases, the transgressor may be exiled from their Order. These warriors, known as Sisters Repentia, are each cast out with only a handful of rags, a hood to cover their face and a ceremonial eviscerator with which to strike down the Emperor's enemies. Sisters Repentia band together into groups that seek redemption in the fires of battle, and they are led to war by a Mistress of Repentance – a harsh warrior who drives her charges onwards with a pair of neural whips.

	WS	BS	S	T	W	I	A	Ld	Sv
Sister Repentia	4	4	3	3	1	3	2	8	-
Mistress of Repentance	4	4	3	3	1	3	2	9	3+

Unit Type

Infantry
Infantry (Character)

Unit Composition

4 Sisters Repentia
1 Mistress of Repentance

Wargear:

Sisters Repentia

- **Eviscerator**

Mistress of Repentance

- **Two neural whips** (pg 79)
- **Frag grenades**
- **Krak grenades**

SPECIAL RULES:

- **Act of Faith** (pg 78)
- **Fearless**
- **Fleet**
- **Rage**
- **Shield of Faith** (pg 78)

ACT OF FAITH:

Spirit of the Martyr: One use only. This Act of Faith can be used in either player's Assault phase. If successful, all models in the Sisters Repentia unit gain the Feel No Pain (3+) special rule until the end of the turn.

OPTIONS:

- May include up to five additional Sisters Repentia.....14 pts/model
- The Mistress of Repentance may take melta bombs.....5 pts
- The unit may select a Sororitas Rhino (pg 72) or Immolator (pg 73) as a Dedicated Transport.



SORORITAS COMMAND SQUAD

65
POINTS



A Sororitas Command Squad is formed from the ranks of the elite Celestians, for only the most dedicated and distinguished Sisters of Battle are granted the privilege of forming their leader's bodyguard. A Sororitas Command Squad may also be accompanied by Sisters from other, non-militant Orders, who act as advisors and specialists to the Canoness. These Sisters are commonly from the Orders Dialogus – skilled orators whose amplified voices can embolden the spirits of nearby troops – and the Orders Hospitaller. With her chirurgion's tools, the ministrations from a Sister Hospitaller can staunch the bleeding from mortal wounds and purge lethal poisons from a warrior's bloodstream, allowing a Battle Sister to return to the fray despite grievous injuries.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Celestian	4	4	3	3	1	3	2	9	3+	Infantry	5 Celestians
Hospitaller	3	4	3	3	1	3	1	9	3+	Infantry (Character)	
Dialogus	3	4	3	3	1	3	1	9	3+	Infantry (Character)	

WARGEAR:

- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Act of Faith (pg 78)
- Shield of Faith (pg 78)
- Stubborn

ACT OF FAITH:

Endless Crusade: One use only.

This Act of Faith can be used in your Assault phase. If successful, all models in the unit gain the Fleet, Crusader and Move Through Cover special rules until the end of the turn.

OPTIONS:

- One Celestian may be upgraded to a Hospitaller, replacing her boltgun with chirurgion's tools (pg 79).....10 pts
- One other Celestian may be upgraded to a Dialogus, replacing her boltgun with a laud hailer (pg 79).....5 pts
- The Dialogus may take items from the Adepta Sororitas **Ecclesiarchy Relics** list.
- Any other Celestian may take items from the Adepta Sororitas **Melee Weapons, Ranged Weapons, Special Weapons** and/or **Heavy Weapons** lists.
- One Celestian may take one of the following:
 - Blessed standard (pg 79).....15 pts
 - Sacred Banner of the Order Militant (pg 80).....40 pts
- One other Celestian may take a Simulacrum Imperialis (pg 79).....10 pts
- The unit may take melta bombs.....5 pts/model
- The unit may select a Sororitas Rhino (pg 72) or Immolator (pg 73) as a Dedicated Transport.



ARCO-FLAGELLANTS

30
POINTS



Arco-flagellation is a punishment carried out on those found guilty of multiple crimes against the Emperor. Augmented with extensive physical surgery and mental reconditioning, their bodies are implanted with chemical stim-injectors and a lethal array of adamantium flails, blades and whips. Pacifier helms project soothing hymns into Arco-flagellants' brains to keep them under control until a trigger word is spoken. Once the word is given, the Arco-flagellant's body is pumped full of combat drugs that heighten his senses, stoke his ferocity and numb the pain from his wounds. The Arco-flagellant becomes a berserk killing machine, beholden only to the one who controls him. An Arco-flagellant is the equal of many times his number of foes, carving a red path of ruin with no thought of self-preservation whatsoever.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Arco-flagellant	5	1	5	3	1	3	3	8	-	Infantry	3 Arco-flagellants

WARGEAR:

- Two arco-flails (pg 79)

SPECIAL RULES:

- Feel No Pain

OPTIONS:

- May include up to seven additional Arco-flagellants10 pts/model
- The unit may select a Sororitas Rhino (pg 72) or Immolator (pg 73) as a Dedicated Transport.



CRUSADERS

30
POINTS



Crusaders are recruited from the honour guard of the Cardinals Crimson, an ancient and mysterious order of the Ecclesiarchy famed for its unflinching devotion to the Emperor. It is said that nowhere can more devout warriors be found – save perhaps within the ranks of the Sisters of Battle. Most are selected from amongst the pilgrims who flock across the galaxy to the Crimson Basilica, hoping against hope that their piety and skill at arms may lead to their elevation. To be selected is a great honour, though it leads only to a gruelling life of asceticism, martial perfection, and an unmourned death in battle against the forces of heresy and apostasy. Nonetheless, such a calling guarantees the opportunity to test sword and shield against Mankind's greatest enemies. For a Crusader, there is no higher honour.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Crusader	4	3	3	3	1	3	1	8	5+	Infantry	2 Crusaders

WARGEAR:

- **Power sword**
- **Storm shield** (pg 37)

OPTIONS:

- May include up to eight additional Crusaders.....15 pts/model
- The unit may select a Sororitas Rhino (pg 72) or Immolator (pg 73) as a Dedicated Transport.



DEATH CULT ASSASSINS

30
POINTS



Death Cults can be found on many Imperial worlds, recruiting from sumpblades and noble dilettantes alike. All that such cults ask is that their members exhibit exceptional skill with a blade, and dedicate themselves with fanatical loyalty to the dictates of the cult forever more. Though many death cults are Chaos-spawned and lend servitude only to Khorne the Blood God, others are fanatically dedicated to the Imperial Creed and offer up those they slay to the Emperor – a partial payment of the blood-debt that Mankind owes him. The art of the blade is paramount to many Death Cult Assassins; the different types of incisions, lacerations and punctures, the weapon they are inflicted with and the bodily location to which they are made – all have special significance when dedicating the victim's soul to the Emperor.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Death Cult Assassin	5	3	4	3	1	6	2	8	5+	Infantry	2 Death Cult Assassins

WARGEAR:

- Two power swords

SPECIAL RULES:

Uncanny Reflexes: Death Cult Assassins have a 5+ invulnerable save.

OPTIONS:

- May include up to eight additional Death Cult Assassins 15 pts/model
- The unit may select a Sororitas Rhino (pg 72) or Immolator (pg 73) as a Dedicated Transport.



CELESTIAN SQUAD

70
POINTS



Celestians are the finest and noblest warriors of their Order – inspirational figures whose refusal to yield, even in the direst of situations, is legendary. These elite warriors are deployed together in squads where their superior experience and skill at arms can turn the tide of battle. Amongst their number are those Sisters who once served as Dominions and Retributors, meaning that Celestian Squads are supported with the weapons and wargear necessary to face a wide variety of threats. However, Celestians believe that such weapons are as nothing compared to the power of their faith. Celestians harness this ardour in battle, and it lends them the strength to split the skulls of alien savages in a single blow and smite hideous Daemons back into the Warp.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Celestian	4	4	3	3	1	3	2	9	3+	Infantry	4 Celestians
Celestian Superior	4	4	3	3	1	3	2	9	3+	Infantry (Character)	1 Celestian Superior

WARGEAR:

- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Act of Faith (pg 78)
- Shield of Faith (pg 78)

ACT OF FAITH:

Hand of the Emperor: One use only. This Act of Faith is used in a friendly Assault phase. If successful, all models in the Celestians' unit gain the Furious Charge special rule until the end of the turn.

OPTIONS:

- May include up to five additional Celestians14 pts/model
- One Celestian may take a Simulacrum Imperialis (pg 79)10 pts
- One other Celestian may take items from the Adepta Sororitas **Special Weapons** list.
- One other Celestian may take one item from the Adepta Sororitas **Special Weapons** or **Heavy Weapons** list.
- The Celestian Superior may take meta bombs.....5 pts
- The Celestian Superior may take items from the Adepta Sororitas **Melee Weapons** and/or **Ranged Weapons** lists.
- The unit may select a Sororitas Rhino (pg 72) or Immolator (pg 73) as a Dedicated Transport.



DOMINION SQUAD

65
POINTS



Battle Sisters who utilise special weapons are known as Dominions. They are amongst their Order's most aggressive warriors, driven by the need to destroy the Emperor's foes. Though their training has tempered the worse excess of their impetuosity, Dominions still yearn to fight at the fore of any Sororitas attack. As such, the Orders Militant maintain several units who are almost solely comprised of such warriors. Dominion squads serve as shock troops and they are primarily tasked with leading the vanguard of Sororitas assaults, breaking through enemy front lines, destroying heavily defended fortifications and blunting the spearheads of any counter-attacks. Dominions typically ride to battle inside Rhino or Immolator personnel carriers, protected from the incoming gunfire by the transports' armoured hulls.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Dominion	3	4	3	3	1	3	1	8	3+	Infantry	4 Dominions
Dominion Superior	3	4	3	3	1	3	1	8	3+	Infantry (Character)	1 Dominion Superior
Veteran Dominion Superior	3	4	3	3	1	3	2	9	3+	Infantry (Character)	

WARGEAR:

- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Act of Faith (pg 78)
- Scout
- Shield of Faith (pg 78)

ACT OF FAITH:

Holy Fusillade: One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Dominions unit have the Ignores Cover special rule until the end of the turn.

OPTIONS:

- May include up to five additional Dominions13 pts/model
- One Dominion may take a Simulacrum Imperialis (pg 79)10 pts
- Four other Dominions may take items from the Adepta Sororitas **Special Weapons** list.
- May upgrade the Dominion Superior to a Veteran Dominion Superior10 pts
- The Dominion Superior or Veteran Dominion Superior may take melta bombs5 pts
- The Dominion Superior or Veteran Dominion Superior may take items from the Adepta Sororitas **Melee Weapons** and/or **Ranged Weapons** lists.
- The unit may select a Sororitas Rhino (pg 72) or Immolator (pg 73) as a Dedicated Transport.



SERAPHIM SQUAD

75
POINTS



Amongst the highly devoted warriors of the Orders Militant, a few Battle Sisters' faith burns so brightly that it appears as if the Emperor himself guides their actions. These angelic warriors are known as Seraphim; they are exclusively trained to use jump packs, and also taught the coordination, dexterity and control to fire two pistols at once. The Seraphim strike like avenging angels, descending into the thickest of fighting upon wings of fire, their bolt pistols spitting death at their foes. Seraphim are schooled in their Order's most ancient fighting techniques, learning to wield their sidearms in brutal melees as other warriors brandish knives and swords. Seraphim deflect the strikes of their foes with fluid grace before landing a killing blow of their own, typically with a point-blank headshot from a bolt pistol.

	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	4	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	3	2	9	3+

Unit Type
Jump Infantry
Jump Infantry (Character)

Unit Composition
5 Seraphim

WARGEAR:

- Two bolt pistols
- Frag grenades
- Krak grenades

SPECIAL RULES:

- **Act of Faith** (pg 78)
- **Hit & Run**
- **Shield of Faith** (pg 78)

Angelic Visage: Models with this special rule re-roll failed invulnerable saves granted by the Shield of Faith special rule.

ACT OF FAITH:

The Emperor's

Deliverance: One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Seraphim unit gain the Shred special rule until the end of the turn.

OPTIONS:

- May include up to five additional Seraphim.....15 pts/model
- Two Seraphim may replace both their bolt pistols with one of the following:
 - Two hand flammers10 pts
 - Two inferno pistols.....30 pts
- May upgrade one Seraphim to a Seraphim Superior.....10 pts
- The Seraphim Superior may replace one of her bolt pistols with one of the following:
 - Chainsword.....free
 - Power sword.....15 pts
- The Seraphim Superior may replace her other bolt pistol with a plasma pistol.....15 pts
- The Seraphim Superior may take melta bombs.....5 pts



SORORITAS RHINO

40
POINTS



The Rhino personnel carrier is the most common transport vehicle at the disposal of the Sisters of Battle, allowing units to move swiftly to where they are most needed, be it to seize an objective or strike deep into the heart of an enemy force. This tried and tested vehicle is famously robust, easy to repair and utilised extensively by the Imperium's most elite fighting forces, including the Adeptus Astartes and the Adepta Sororitas. The Rhino is fully capable of interacting with power armour, recharging power cells and downloading tactical battle information as troops are transported into the thick of battle. Adepta Sororitas Rhinos are bedecked with holy symbols and relics in addition to military insignia denoting squad and Order markings.

Rhino	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	11	11	10	3	Vehicle (Tank, Transport)	1 Rhino

WARGEAR:

- Storm bolter
- Searchlight
- Smoke launchers

TRANSPORT:

- **Transport Capacity:** Ten models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** Two models can fire from the Rhino's top hatch.
- **Access Points:** The Rhino has one Access Point on each side of the hull and one at the rear.

SPECIAL RULES:

- **Shield of Faith** (pg 78)

Repair: If a Rhino is Immobilised, then in subsequent turns it may attempt to repair itself instead of shooting. Roll a D6 in the Shooting phase; on the roll of a 6+, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

OPTIONS:

- May take items from the Adepta Sororitas **Vehicle Equipment** list.



IMMOLATOR

60
POINTS



The Immolator battle tank is a design exclusive to the Adeptus Ministorum, based upon the ubiquitous Rhino chassis. Immolators carry deadly but short-ranged twin heavy flammers, heavy bolters or multi-meltas that can cleanse the battlefield of all but the toughest of foes. The sight of such a tank rumbling into sight has disrupted more than one enemy battle line as warriors try in vain to evade an Immolator's fearsome inferno. Immolators are tactically versatile vehicles and the tank of choice for many Adepta Sororitas commanders, for in addition to their prodigious armaments, their armoured hulls can carry squads of Battle Sisters, deploying them onto vital objectives and then supporting them with heavy weapons fire.

Immolator	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	11	11	10	3	Vehicle (Tank, Transport)	1 Immolator

WARGEAR:

- Twin-linked heavy flamer
- Searchlight
- Smoke launchers

TRANSPORT:

- **Transport Capacity:** Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** One model can fire from the Immolator's top hatch.
- **Access Points:** The Immolator has one Access Point on each side of the hull and one at the rear.

SPECIAL RULES:

- **Shield of Faith** (pg 78)

OPTIONS:

- May replace twin-linked heavy flamer with one of the following:
 - Twin-linked heavy bolter.....*free*
 - Twin-linked multi-melta.....*free*

- May take items from the Adepta Sororitas

Vehicle Equipment list



RETRIBUTOR SQUAD

60
POINTS



Retributors are armed with the Order's heaviest weaponry. Believing that the Emperor himself guides their aim, these Sisters annihilate the Ecclesiarchy's foes with overwhelming firepower. Retributors are commonly armed with heavy bolters to provide long-ranged support to squads of Battle Sisters, cutting down hordes of enemy infantry with a staggering rate of fire. However, in the close confines of urban warfare, or where the foe are wont to shelter behind armoured bulwarks, Retributors prefer to rely upon heavy flamers, unleashing searing infernos that burn their opponents out of cover and reduce them to charred corpses. Finally, completing the Holy Trinity of bolter, flamer, and melta, Retributors are also adept at wielding deadly multi-meltas, whose thermal blasts can reduce the mightiest of battle tanks to slag.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Retributor	3	4	3	3	1	3	1	8	3+	Infantry	4 Retributors
Retributor Superior	3	4	3	3	1	3	1	8	3+	Infantry (Character)	1 Retributor Superior
Veteran Retributor Superior	3	4	3	3	1	3	2	9	3+	Infantry (Character)	

WARGEAR:

- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Act of Faith (pg 78)
- Shield of Faith (pg 78)

ACT OF FAITH:

Divine Guidance: One use only. This Act of Faith can be used in the Shooting phase. If successful, all weapons in the Retributors unit gain the Rending special rule until the end of the turn.

OPTIONS:

- May include up to five additional Retributors 12 pts/model
- One Retributor may take a Simulacrum Imperialis (pg 79) 10 pts
- Four other Retributors may take one item from the Adepta Sororitas **Heavy Weapons** list.
- May upgrade the Retributor Superior to a Veteran Retributor Superior 10 pts
- The Retributor Superior or Veteran Retributor Superior may take melta bombs 5 pts
- The Retributor Superior or Veteran Retributor Superior may take items from the Adepta Sororitas **Melee Weapons** and/or **Ranged Weapons** lists.
- The unit may select a Sororitas Rhino (pg 72) or Immolator (pg 73) as a Dedicated Transport.



EXORCIST

125
POINTS



An Exorcist is one of the Adepta Sororitas' unique weapons of war, a vehicle that unleashes volleys of explosive, armour-piercing judgement upon the foes of the Imperium. They are, however, unpredictable machines that are only vaguely understood by the Tech-Priests who must continuously service them. Many Exorcists have been in service since the Age of Apostasy, further adding to their erratic nature. The Exorcist missiles fired by these revered vehicles are capable of splitting open enemy battle tanks or destroying entire squads of heavy infantry in one punishing salvo. Each Exorcist is an individual work of art whose battlefield role of providing devastating long-range fire support is secondary to its significance as a potent, divine symbol of the power and glory of the Ecclesiarchy.

Exorcist	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	13	11	10	3	Vehicle (Tank)	1 Exorcist

WARGEAR:

- Exorcist missile launcher (pg 79)
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Shield of Faith (pg 78)

OPTIONS:

- May take items from the Adepta Sororitas **Vehicle Equipment** list.



PENITENT ENGINES

80
POINTS



Penitent Engines are towering, bipedal vehicles that rampage through the enemy's battle lines, leaving death and carnage in their wake. The machines' arm-mounted flamers blaze a trail of fiery destruction as they thunder towards their foes, and their gigantic, razor-edged buzz saws carve through armour, flesh and bone with every frenzied swipe. To be a pilot of a Penitent Engine is to have committed a terrible crime, one so heinous that punishment such as imprisonment, exile, arca-flagellation or execution is deemed too lenient. Driven by their pilots' frantic need for forgiveness, Penitent Engines charge towards the closest foe in sight heedless of any danger, knowing that only in death – theirs or the enemy's – can forgiveness finally be earned.

	[Armour]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
Penitent Engines	4	2	5	11	11	10	3	3	3	Vehicle (Walker, Open-topped)	1 Penitent Engine

WARGEAR:

- Two Dreadnought close combat weapons with built-in heavy flamers

SPECIAL RULES:

- **Rage**
- **Shield of Faith** (pg 78)

Unstoppable: Penitent Engines ignore the effects of any Crew Shaken and Crew Stunned results on the Vehicle Damage table (but will still lose a Hull Point for each glancing or penetrating hit inflicted).

OPTIONS:

- May include up to two additional Penitent Engines80 pts/model



ECCLESIArchY BATTLE CONCLAVE



Ministorum priests can gather a band of skilled bodyguards to assist them in the execution of their duties (and heretics). Known as Battle Conclaves, these groups are necessarily small in size, numbering only a few personal protectors – anything larger would breach the prohibition of ‘men under arms’ as laid down in the Decree Passive. Even so, the Inquisition covertly monitors the formation and deployment of Battle Conclaves to safeguard the spirit of the Decree Passive, if not its letter. When on the battlefield, these priests sing the Emperor’s praises and invigorate the conviction of their followers in the defence of the Imperial Cult. Their fiery oratory bolsters the faith of those bringing death to the Emperor’s many foes, inciting them to ever greater acts of courage, and often martyrdom.

FORMATION:

- 1 Ministorum Priest (pg 61) or Uriah Jacobus (pg 62)
- 3-10 units chosen in any combination from the following list:
 - Arco-flagellants (pg 66)
 - Crusaders (pg 67)
 - Death Cult Assassins (pg 68)

RESTRICTIONS:

All models in the Formation form a single unit.

SPECIAL RULES:

- **Shield of Faith** (pg 78)

ADEPTA SORORITAS APPENDIX

This section presents the army special rules unique to the holy warriors of the Adeptus Ministorum. You will also find rules for their blessed weaponry and wargear.

ADEPTA SORORITAS SPECIAL RULES

An Adepta Sororitas army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

ACT OF FAITH

The Adepta Sororitas can draw upon the wellspring of their faith and call upon the Emperor to guide their actions. So does absolute belief in the Imperial Creed allow the Sisters of Battle to perform the seemingly impossible upon the battlefield. Yet miracles are not to be relied upon as a matter of course. At the heart of the Imperial Creed is the belief that the divine Emperor relies on his followers to create their own salvation, but also that if the situation is sufficiently bleak, he will intervene to deliver his true servants.

Some units are noted as having the Act of Faith special rule in their entry. Different units have different Acts of Faith, each of which is named in the unit's entry along with the specific rules it bestows when used, but all Acts of Faith use the rules listed here.

A unit with the Act of Faith special rule can attempt to use its Act of Faith immediately before it acts during a phase; i.e. immediately before the unit moves in the Movement phase, shoots (or runs) in the Shooting phase, or strikes blows in the Assault phase. To do so, the unit must take a Leadership test.

If the test is failed, nothing happens and that unit cannot attempt to use that Act of Faith again for the rest of the battle. If the test is passed, the Act of Faith is successful; unless stated otherwise, all models in the unit will immediately gain a special rule until the end of the current turn. The special rule gained will be listed in that unit's Act of Faith entry, along with which phase(s) the Act of Faith can be attempted in.

Unless stated otherwise, a unit can only attempt to use an Act of Faith once per game and a unit cannot attempt to use more than one Act of Faith in the same phase. A unit can only attempt to use an Act of Faith if it is entirely comprised of models with either the Act of Faith or War Hymns special rules.

SHIELD OF FAITH

The Sisters of Battle are taught that faith is a shield stronger than any armour. Such is the power of their belief that the Emperor will protect them that the Adepta Sororitas can shrug off the most severe of wounds and resist the witchcraft of enemy sorcerers.

Models with the Shield of Faith special rule have a 6+ invulnerable save and the Adamantium Will special rule.

MARTYRDOM

The Sisters of Battle do not give in to despair when their leaders are slain. Instead, the blood of these martyred heroes only strengthens their resolve, the sacrifice inspiring them to great acts of heroism.

If a model with the Martyrdom special rule is your Warlord, and that model is removed as a casualty during the battle, all friendly units wholly comprised of models with the Act of Faith special rule automatically pass all Leadership tests until the end of your next turn.

WARLORD TRAITS TABLE

When generating Warlord traits for a Warlord with the Adepta Sororitas Faction, you can roll on the table below instead of one of the Warlord Traits tables found in *Warhammer 40,000: The Rules*.

D6 Result

- Executioner of Heretics:** *The Warlord has a fearsome reputation for hunting down the Ecclesiarchy's enemies and slaying them without mercy.*
The Warlord has the Fear special rule.
- Indomitable Belief:** *This Warlord's inspirational belief is such that their followers refuse to yield before the Emperor's enemies.*
The Warlord, and all models in the Warlord's unit that have the Shield of Faith special rule, have a 5+ invulnerable save.
- Pure of Will:** *Such is this Warlord's strength of will that enemy sorceries can find no purchase upon their soul.*
The Warlord's unit re-rolls unsuccessful Deny the Witch rolls.
- Righteous Rage:** *The Warlord's contempt for the enemy has been fanned into a furious rage that they call upon to smite their foes on the battlefield.*
The Warlord has the Rage special rule.
- Beacon of Faith:** *The Warlord is a shining beacon of faith, a spiritual as well as a military leader who inspires intense devotion in their warriors.*
All friendly models that are within 12" of the Warlord use the Warlord's Leadership value when taking Act of Faith or War Hymns Leadership tests, unless their own is higher.
- Inspiring Orator:** *Those who hear the Warlord's stirring words are inspired to great feats of bravery.*
All friendly models within 12" of the Warlord have the Stubborn special rule.

RELIQUARY MINISTORUM

MELEE WEAPONS

ARCO-FLAIL

An Arco-flagellant's arms are often replaced with bionic whips, blades or flails.

Range	S	AP	Type
-	User	-	Melee, Specialist Weapon

NEURAL WHIP

These psycho-conductive neural whips are often carried by Mistresses of Repentance and are as much symbols of rank as they are vicious weapons that can slice open armour and flesh alike.

Range	S	AP	Type
-	User	3	Melee, Neural Shock, Specialist Weapon

Neural Shock: Against non-vehicle units with a Leadership of 8 or less, a Neural Whip has the Shred special rule. If there are different Leadership values in the target unit, use the majority value.

RANGED WEAPONS

EXORCIST MISSILE LAUNCHER

Though notoriously unreliable, the Exorcist missile launcher's volleys are considered by many to be the Adeptus Ministorum's final word in anti-armour firepower.

An Exorcist missile launcher is a turret-mounted weapon with a 360-degree arc of sight and the following profile:

Range	S	AP	Type
48"	8	1	Heavy D6

VEHICLE EQUIPMENT

LAUD HAILER

Proclaiming the power of the Emperor in heavenly tones, a laud hailer bolsters the spirits of the faithful.

All friendly units within 12" of a model with a laud hailer re-roll failed Leadership tests when attempting an Act of Faith.

SPECIAL ISSUE WARGEAR

BLESSED STANDARD

The standards of the Adepta Sororitas are thrice blessed by the prioress of their convent before they march to war.

Friendly units within 12" of the bearer re-roll failed Morale, Fear and Pinning tests.

CHIRURGEON'S TOOLS

Implements of both torture and salvation, the chirurgion's tools can restore the fallen so that they might fight once more.

As long as the Hospitaller is alive, all models in her unit have the Feel No Pain special rule.

LAUD HAILER

See left.

ROSARIUS

A rosarius is a gorget or amulet worn by some members of the Ecclesiarchy to protect them from physical and spiritual harm. It is believed that the stronger the bearer's belief in the might of the Emperor, the stronger the rosarius' force field will be.

A rosarius confers a 4+ invulnerable save.

SIMULACRUM IMPERIALIS

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints, or may even be wrought from their bones. They are wellsprings of inspiration and faith and it is a great honour to carry such an irreplaceable relic into battle.

A unit with a Simulacrum Imperialis can attempt to use its Act of Faith twice during a battle instead of just once, regardless of whether or not the first attempt resulted in a passed or failed Leadership test. Note, however, that a unit can still only attempt to use one Act of Faith in the same phase. Also note that only the unit's Act of Faith can be attempted twice, not that of any Independent Characters that have joined the unit.

If a model with the Simulacrum Imperialis is removed as a casualty, its unit cannot attempt to use their Act of Faith for the rest of the battle (but any Independent Characters that have joined the unit that can use an Act of Faith can still attempt to do so).

ECCLESIARCHY RELICS

Ecclesiarchy Relics are items of incredible rarity, holy artefacts and revered tools of destruction that the Ecclesiarchy will go to any lengths to recover and protect. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

LITANIES OF FAITH

When Sebastian Thor was declared Ecclesiarch in the wake of the Age of Apostasy, his first sermon was transcribed onto scrolls by an army of scribes and a copy distributed to each cardinal world in the Imperium. Today, only a single original copy remains, kept in a stasis vault beneath the Convent Priors on Terra and released only with the sanction of the Ecclesiarch himself. This unassuming parchment's mere presence is enough to fill the hearts of the faithful with righteous fervour.

The bearer, the bearer's unit and any Independent Character that has joined the bearer's unit automatically pass any Leadership test required when attempting to use either an Act of Faith or a War Hymn.

CLOAK OF ST. ASPIRA

Canoness St. Aspira of the Order of the Bloody Rose led her Battle Sisters in a War of Faith that liberated nearly one hundred worlds from the grip of the blasphemous tyrant Denescura. At the inception of the war, Aspira was presented with a magnificent cloak blessed in the Ecclesiarchal Palaces of Terra. Whilst this in itself marked the cloak as a treasured relic, small shards of the Emperor's own armour were woven into it to ward away the blows of the enemy, elevating it to a sacred garment of incomparable spiritual significance. St. Aspira wore the cloak throughout the War of Faith, striding into the fray heedless of her own safety, secure in her unwavering knowledge that the Emperor protects.

The wearer of the Cloak of St. Aspira re-rolls all failed armour saving throws and Shield of Faith invulnerable saving throws.

MACE OF VALAAN

The Mace of Valaan is an ornate weapon surrounded by a halo of glowing energy that is doom to the worshippers of Chaos and anathema to the foul denizens of the Warp. It was famously recovered by the Ecclesiarchy's Arch-Confessor, Redemptor Kyrinov, at the onset of his battles against the Demagogue Lord during the purge of Valaan. Since then, it has consigned a thousand heretics to oblivion, pulping skulls and shattering bodies with every crushing strike. It is now synonymous with the office of Arch-Confessor, and a priest who wields it is said to smite with all the fury and unbending zeal of Kyrinov himself.

Range	S	AP	Type
-	+2	4	Melee, Chaos Bane, Concussive, Master-crafted

Chaos Bane: The Mace of Valaan gains the Fleshbane and Armourbane special rules when the wielder is within 6" of one or more models with the Daemon special rule.

MANTLE OF OPHELIA

Once the badge of office for the Prioress of the Convent Sanctorum, the Mantle of Ophelia was worn by Helena the Virtuous, a Living Saint and one of the most revered leaders in the history of the Adepta Sororitas. The mantle is thought to have sacred powers of protection, for Helena was said to have anointed it with the Tears of the Emperor, a phial of blood-like liquid collected over a century from weeping statues of the Emperor found across the cardinal worlds of the Imperium.

The wearer of the Mantle of Ophelia has the Eternal Warrior special rule.

BLADE OF ADMONITION

This blessed power sword is the very blade carried into battle by Alicia Dominica – the founding saint of the Adepta Sororitas – and was famously used to cut the head from the arch-traitor Goge Vandire and bring an end to the Reign of Blood. St. Dominica wielded this blade in the decades following the Ecclesiarchy's reformation, and a thousand more false prophets were slain by its razor edge before Alicia's eventual martyrdom.

Range	S	AP	Type
-	+2	3	Melee, Master-crafted

BOOK OF ST. LUCIUS

This great tome contains the complete writings of St. Lucius of Agathea, the first Arch-Confessor. Such was the Arch-Confessor's devotion that his book was penned not in ink, but with his own blood. Even now, centuries after St. Lucius' death, it is believed that a fraction of his essence still pervades its pages, and one who holds the book speaks with all his holy authority. In dire times, certain passages can be read aloud from the book, the words banishing mortal fears in an instant and inspiring the warriors of the Ecclesiarchy to great acts of heroism.

All friendly units within 12" of the bearer automatically pass any Fear or Regroup tests they are required to take.

SACRED BANNER OF THE ORDER MILITANT

Each of the six great Orders Militant possesses a single ancient battle banner passed down through the generations from the time when their Order was first created. It is said that several strands of hair taken from each of the Order's founding saints are woven into these sacred banners, and as such their divine provenance is beyond doubt. Each banner represents the heritage of their respective Order and the honour of carrying one is granted only to the most faithful and accomplished members of the Sisterhood. They are proudly borne to war, and the Battle Sisters who fight beneath their shadow are inspired to greater feats of glory.

All friendly units within 12" of the bearer have +1 Attack and re-roll failed Morale, Fear and Pinning tests.

ADEPTA SORORITAS TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000. Exclusive to Adepta Sororitas players, they help to reflect the Ecclesiarchy's zealous and determined methods of waging war.

If your Warlord has the Adepta Sororitas Faction, you may replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* with the Tactical Objectives on this page.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when an Adepta Sororitas player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), they instead generate the corresponding Adepta Sororitas Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66	RESULT
11	Slay the Heretic
12	Armour of Contempt
13	Reclaim Lost Relic
14	Trust in the Emperor
15	The Blood of Martyrs
16	A Leap of Faith

11 SLAY THE HERETIC

TYPE: ADEPTA SORORITAS

The enemy leaders are corrupt heretics and vile demagogues who oppose the will of the Ecclesiarchy and the Emperor. Show them the error of their blasphemous ways with bolter, flamer and melta.

Score 1 Victory Point at the end of your turn if you killed any enemy characters during your turn.

12 ARMOUR OF CONTEMPT

TYPE: ADEPTA SORORITAS

Show the heathen foe that no harm, physical or spiritual, can befall those who believe in the divine purity of the Emperor.

This Tactical Objective is achieved the next time one of your Adepta Sororitas units makes a successful Shield of Faith save or a successful Deny the Witch roll. When achieved, you immediately score 1 Victory Point.

13 RECLAIM LOST RELIC

TYPE: ADEPTA SORORITAS

The location of an irreplaceable holy relic has been identified. Reclaim this precious artefact lest it be lost to the Adeptus Ministorum forever.

Roll a D6 when this Tactical Objective is generated. Score 1 Victory Point at the end of your turn if you control the Objective Marker whose number corresponds to the D6 result.

14 TRUST IN THE EMPEROR

TYPE: ADEPTA SORORITAS

Have faith in the purity of the Emperor, and he will grant you the strength to slay your foes.

Score 1 Victory Point at the end of your turn if, during your turn, a unit with the Act of Faith special rule completely destroyed an enemy unit. If your unit destroyed the enemy unit whilst under the effect of an Act of Faith, score D3 Victory Points instead.

15 THE BLOOD OF MARTYRS

TYPE: ADEPTA SORORITAS

The blood of martyrs is the seed of the Imperium.

This Tactical Objective is achieved the next time one of your Adepta Sororitas characters is slain. If the character has the Martyrdom special rule, you immediately score D3 Victory Points; otherwise, you score 1 Victory Point.

16 A LEAP OF FAITH

TYPE: ADEPTA SORORITAS

No army is big enough to conquer the galaxy. But faith alone can overturn the universe.

Score 1 Victory Point at the end of your turn if you passed at least one Act of Faith test during that turn. If you passed at least three Act of Faith tests during your turn, score D3 Victory Points instead, and score D3+3 Victory Points instead if you passed six or more Act of Faith tests.





THE DEATHWATCH



FORCES OF THE DEATHWATCH

This section of *Codex: Imperial Agents* includes full background and rules for the elite Space Marines of the Deathwatch. It includes a datasheet for the Deathwatch Veterans and the deadly Corvus Blackstar gunship, as well as a unique Detachment making it easy to add these operatives to your army.

FACTION AND ALLIES

The units on the following pages (Veterans and Corvus Blackstar) have the Deathwatch Faction, shown by the icon below. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.



DEATHWATCH KILL TEAM



COMPULSORY

1 Troops

RESTRICTIONS:

All units from this Detachment must have the Deathwatch Faction.

COMMAND BENEFITS:

Aquila Doctrine: Non-vehicle models from this Detachment can re-roll any To Wound rolls and armour penetration rolls of 1.

DEATHWATCH WARGEAR LIST

These lists detail the points values of various items of wargear available to Deathwatch Veterans. The datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use.

RANGED WEAPONS

A model may replace his boltgun, and/or Melee weapon with one of the following:

- Storm bolter.....5 pts
- Combi-melta, -plasma,
 - flamer.....10 pts
- Hand flamer.....10 pts
- Grav-pistol.....15 pts
- Inferno pistol.....15 pts
- Plasma pistol.....15 pts

SPECIAL ISSUE WARGEAR

A model may take any of the following:

- Auspex.....5 pts
- Combat shield.....5 pts
- Melta bombs.....5 pts
- Teleport homer.....10 pts
- Digital weapons (pg 37).....10 pts

MELEE WEAPONS

A model may replace his boltgun, and/or Melee weapon with one of the following:

- Chainsword.....free
- Lightning claw.....15 pts
- Power weapon.....15 pts
- Power fist.....25 pts
- Thunder hammer.....30 pts

SPECIAL WEAPONS

A model may replace his boltgun with one of the following:

- Deathwatch shotgun.....free
- Flamer.....5 pts
- Stalker pattern boltgun.....5 pts
- Meltagun.....10 pts
- Grav-gun.....15 pts
- Plasma gun.....15 pts

HEAVY WEAPONS

A model may replace his boltgun with one of the following:

- Heavy bolter.....10 pts
 - o May also take hellfire shells.....5 pts
- Heavy flamer.....10 pts
- Missile launcher (with frag and krak missiles).....15 pts
 - o May also take flakk missiles.....10 pts
- Infernus heavy bolter.....20 pts
 - o May also take hellfire shells.....5 pts
- Deathwatch frag cannon.....25 pts

VETERANS

110
POINTS



It says much about the Deathwatch that its line infantry are veteran Space Marines, each a one-man army capable of purging a xenos nest by himself. Each has served Humanity for decades, even centuries, proving his abilities beyond doubt before being seconded to his new role. These stonyfaced killers work seamlessly with their brethren, no matter how varied, the light of embattled suns glinting from the silver pauldrons that mark them as truly exceptional. In their hands they carry death, for each selects the weapon with which he is most lethal. Their ballistic weapons range from advanced boltguns to heavy bolter combi-weapons that can gout flaming promethium at the twitch of a trigger rune. Their close assault choices are just as varied, from perfectly weighted power swords to bludgeoning mauls and hammers.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Veteran	4	4	4	4	1	4	2	9	3+	Infantry	5 Veterans
Watch Sergeant	4	4	4	4	1	4	2	9	3+	Infantry (Character)	
Black Shield	5	4	4	4	1	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Boltgun
- Close combat weapon
- Frag grenades
- Krak grenades
- Special issue ammunition (pg 89)

SPECIAL RULES:

- And They Shall Know No Fear
- Atonement Through Honour (Black Shield only) (pg 87)
- Combat Squads (pg 87)
- Mission Tactics (pg 87)

OPTIONS:

- May include up to five additional Veterans22 pts/model
- Any model may take items from the Deathwatch **Melee Weapons**, **Ranged Weapons** and/or **Special Weapons** lists.
- Any model may replace either his boltgun or close combat weapon with a storm shield (pg 37).....10 pts/model
- Up to four Veterans may take an item from the Deathwatch **Heavy Weapons** list.
- Any Veteran may replace his weapons with a heavy thunder hammer (pg 88).....30 pts/model
- May upgrade one Veteran to a Black Shield.....15 pts
- May upgrade a different Veteran to a Watch Sergeantfree
- The Watch Sergeant may replace his close combat weapon with a xenophase blade (pg 88).....25 pts
- The Watch Sergeant may take items from the Deathwatch **Special Issue Wargear** list.
- The squad may take a Corvus Blackstar (pg 86) as a Dedicated Transport.



CORVUS BLACKSTAR

180
POINTS



The Corvus Blackstar burns through the skies with a scream of engines, guns spitting death as it strafes the xenos troopers below. Though it bears similarities to other Imperial aircraft, it is far more advanced in form and function, and the heavy weapons it shares with its sister machines are optimised for alien-hunting. As the Corvus arrows towards its mission-critical target, its heavy weaponry tears the foul aircraft of the enemy from the skies. Any incoming fire sent its way is baffled with infernum halo-launchers that fan out to blur the Blackstar's outline and detonate missiles well before impact. Once in position it swoops down with impressive agility, the twin hatches on either side of its nose-cone slamming open to allow the Deathwatch team within to charge directly into the fray.

	Armour					Unit Type	Combat Role	Agility	Pursuit	Unit Composition
	BS	F	S	R	HP					
Corvus Blackstar	4	12	12	11	3	Vehicle (Flyer, Hover, Transport)	Attack Flyer	3	2	1 Corvus Blackstar

WARGEAR:

- **Twin-linked assault cannon**
- **Blackstar cluster launcher** (pg 88)
- **Four stormstrike missiles** (pg 88)
- **Ceramide plating** (pg 36)

TRANSPORT:

- **Transport Capacity:** Twelve models. The Corvus Blackstar can carry Jump Infantry and Bikes.
- **Fire Points:** None.
- **Access Points:** Two Access Points at the front and one at the rear.

SPECIAL RULES:

- **Assault Vehicle**

OPTIONS:

- May replace twin-linked assault cannon with twin-linked lascannon *free*
- May replace all four stormstrike missiles with a twin-linked Blackstar rocket launcher (pg 88) *15 pts*
- May take up to one each of the following upgrades:
 - Searchlight *1 pts*
 - Extra armour *5 pts*
 - Locator beacon (pg 36) *10 pts*
 - Hurricane bolter (pg 36) *15 pts*
- May take one of the following upgrades:
 - Infernum halo-launcher (pg 89) *5 pts*
 - Auspex array (pg 89) *10 pts*

DESIGNER'S NOTE – DEATH FROM THE SKIES

The Combat Role and the Pursuit and Agility values of the Corvus Blackstar have been included for players using the rules from Death from the Skies.

DEATHWATCH APPENDIX

This section presents the army special rules unique to the warriors of the Deathwatch Chapter. You will also find rules for their advanced weaponry and wargear.

DEATHWATCH SPECIAL RULES

A Deathwatch army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

ATONEMENT THROUGH HONOUR

Every Black Shield is driven by a burning need to prove his loyalty to the Imperium.

A model with this special rule doubles its Attacks in the assault phase if it is locked in combat with an Independent Character, a Monstrous Creature or a Vehicle, or if the combat it is in contains more enemy models than friendly ones (count all models locked in the combat, not just the ones engaged with this model).

COMBAT SQUADS

Deathwatch Veterans can break down into smaller, tactically flexible formations known as combat squads.

A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Deathwatch Veterans unit can split into two five-man squads using the Combat Squads special rule. You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in Reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

MISSION TACTICS

The Mission Tactics special rule represents the unique way in which the Deathwatch go to war. At the start of your first turn, pick one of the Mission Tactics below. It will remain active for the entire battle unless you decide to change it as described below. As long as the Tactic is active, it affects all units in your army that have the Mission Tactics special rule. In addition, once during the battle, at the start of any turn after the first, you can choose to change the current Mission Tactic for another one.

Furor Tactics

Whenever a unit with the Mission Tactics special rule targets an enemy Troops unit, you can re-roll any To Hit rolls of 1.

Venator Tactics

Whenever a unit with the Mission Tactics special rule targets an enemy Fast Attack unit, you can re-roll any To Hit rolls of 1.

Dominatus Tactics

Whenever a unit with the Mission Tactics special rule targets an enemy Elites unit, you can re-roll any To Hit rolls of 1.

Malleus Tactics

Whenever a unit with the Mission Tactics special rule targets an enemy Heavy Support unit, you can re-roll any To Hit rolls of 1.

Purgatus Tactics

Whenever a unit with the Mission Tactics special rule targets an enemy HQ unit, you can re-roll any To Hit rolls of 1.



ARMOURY OF THE DEATHWATCH

RANGED WEAPONS

BLACKSTAR CLUSTER LAUNCHER

The Corvus Blackstar has two rear-mounted grenade launchers, allowing the pilot to sow a hailstorm of munitions in his wake as he strafes his primary targets. The launcher is capable of firing either crater-chewing frag clusters or a matrix of infernus grenades that leave burning promethium in the Blackstar's wake.

Unlike other Bombs, a Blackstar cluster launcher does not have the One Use Only rule and can be used each turn.

	Range	S	AP	Type
Frag cluster	-	4	6	Bomb 1, Large Blast
Infernus cluster	-	5	4	Bomb 1, Blast, Ignores Cover

BLACKSTAR ROCKET LAUNCHER

The sleek silhouette of the Corvus Blackstar heralds a barrage of missiles, each selected the moment before firing to maximise the destruction it wreaks, be it a guided air-to-air missile or a warhead that sees the foe bathed in hellfire.

	Range	S	AP	Type
Corvid warhead	30"	6	4	Heavy D6, Skyfire
Dracos warhead	30"	4	5	Heavy 1, Large Blast, Ignores Cover

DEATHWATCH FRAG CANNON

The Deathwatch frag cannon is akin to a man-portable artillery piece, capable of laying down a horde-shattering salvo or a dense solid shell that can blast through adamantium at close range.

	Range	S	AP	Type
Frag round	Template	6	-	Assault 2, Rending
Solid shell	24"	7	3	Assault 2, Impact

Impact: If the target unit is within 12", this weapon's Strength is increased to 9 and its AP is increased to 2.

MELEE WEAPONS

HEAVY THUNDER HAMMER

The largest man-portable thunder hammer is used by the Deathwatch – a giant crushing tool of destruction so heavy that even a Space Marine cannot use it one-handed.

Range	S	AP	Type
-	10	2	Melee, Pulverise, Concussive, Two- handed, Unwieldy

Pulverise: If the To Wound roll for an attack with this weapon is 6, the attack has the Instant Death special rule.

DEATHWATCH SHOTGUN

Optimised for the close-quarters warfare, the Deathwatch shotgun has a hair trigger and a wide radius of effect. The Deathwatch shotgun can fire several distinct types of cartridge, ranging from the explosive cylinders of shot known as cryptclearer rounds to the fanning flame-bursts of the wyrmsbreath shell.

	Range	S	AP	Type
Cryptclearer round	16"	4	-	Assault 2, Shred
Xenopurge slug	16"	4	4	Assault 2
Wyrmsbreath shell	Template	3	6	Assault 1

INFERNUS HEAVY BOLTER

Heavy bolters fire huge mass-reactive bolt rounds, each more comparable to an explosive shell than a bullet. Such weapons are further bolstered by underslung heavy flammers that can incinerate those enemies that make it through the hail of explosive bolts.

	Range	S	AP	Type
Infernus heavy bolter	36"	5	4	Assault 3
Infernus heavy flamer	Template	5	4	Assault 1

STALKER PATTERN BOLTGUN

Fitted with audio suppressors and a longer barrel that eliminates muzzle flash, the stalker pattern boltgun is ideal for long-range assassinations and picking off the leaders of the alien armies.

Range	S	AP	Type
30"	X	5	Heavy 2, Sniper

STORMSTRIKE MISSILE

Stormstrike missiles detonate with a thunderous boom that leaves those caught in the blast radius reeling and disoriented.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One Use Only

XENOPHASE BLADE

The xenophase blade is an ancient artefact weapon. Its blade ripples with a molecular realignment field that allows it to cleave through force fields as easily as it cuts through armour.

Range	S	AP	Type
-	User	3	Melee, Molecular Realignment Field

Molecular Realignment Field: Successful invulnerable saving throws made against Wounds inflicted by this weapon must be re-rolled.

SPECIAL ISSUE WARGEAR

AUSPEX

A short-ranged scanning device, the auspex utilises broad wavelength detection modes to pinpoint concealed enemies.

A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase.

COMBAT SHIELD

Some warriors wear a combat shield fitted to their vambrace to provide an additional element of protection.

A combat shield confers a 6+ invulnerable save.

HELLFIRE SHELLS

Perfected from their original design to better slay Tyranid monstrosities, these heavy shells incorporate a powerful bio-acid.

Each time a weapon equipped with hellfire shells fires, the controlling player can choose whether to fire a hellfire shell or to use the ordinary profile for that weapon.

Range	S	AP	Type
24"	1	-	Heavy 1, Blast, Poisoned (2+)

VEHICLE EQUIPMENT

AUSPEX ARRAY

The Corvus Blackstar bears arrays of sensor equipment that use wide-spectrum strafe readers to detect the presence of hostile life.

A Corvus Blackstar equipped with an auspex array has the Strafing Run special rule.

INFERNUM HALO-LAUNCHER

When a Corvus Blackstar comes under attack from enemy flak, the pilot will deploy a complex spread of sanctified flares and decoys from its infernum halo-launcher. These fan out around the Blackstar, baffling and intercepting the incoming xenos munitions.

You can re-roll failed cover saves for a Corvus Blackstar that is Jinking if it is equipped with an infernum halo-launcher.



Dragonfire bolt



Vengeance round



Hellfire round



Kraken bolt

SPECIAL ISSUE AMMUNITION

Special issue ammunition encompasses a number of rare and specialist bolt rounds. Dragonfire bolts are hollow shells filled with superheated gas that explode and saturate foes in cover, while kraken bolts sport an adamantite core and improved propellant to penetrate the thickest hide, even at extreme range. Hellfire rounds douse their targets in voracious acids while the fabled vengeance rounds employ unstable flux core technology that makes them hazardous to use, but incredibly effective against armoured targets.

In addition to their normal profile for their boltgun (including stalker pattern boltguns and boltguns that are part of a combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles below until the beginning of their next Shooting phase. All models with special issue ammunition in a unit must use the same type of ammunition when the unit shoots.

DRAGONFIRE BOLT

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire, Ignores Cover
Stalker pattern boltgun	30"	X	5	Heavy 2, Sniper, Ignores Cover

HELLFIRE ROUND

	Range	S	AP	Type
Boltgun	24"	1	5	Rapid Fire, Poisoned (2+)
Stalker pattern boltgun	30"	X	5	Heavy 2, Sniper, Poisoned (2+)

KRAKEN BOLT

	Range	S	AP	Type
Boltgun	30"	4	4	Rapid Fire
Stalker pattern boltgun	36"	X	4	Heavy 2, Sniper

VENGEANCE ROUND

	Range	S	AP	Type
Boltgun	18"	4	3	Rapid Fire, Gets Hot
Stalker pattern boltgun	24"	X	3	Heavy 2, Sniper, Gets Hot





GREY KNIGHTS



FORCES OF THE GREY KNIGHTS

This section of *Codex: Imperial Agents* includes full background and rules for the Daemon-hunting Space Marines of the Grey Knights. It includes datasheets for Grey Knight Terminator and Interceptor squads, as well as the arcane Nemesis Dreadknight, and a unique Detachment making it easy to add these warriors to your army.

FACTION AND ALLIES

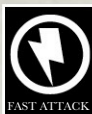
The units on the following pages (Terminators, Interceptors, Nemesis Dreadknight, Land Raider, Land Raider Crusader and Land Raider Redeemer) have the Grey Knights Faction, shown by the icon below. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.



DAEMONHUNTER STRIKE FORCE



TROOPS



FAST ATTACK



HEAVY SUPPORT

COMPULSORY

1 Troops or
1 Fast Attack

OPTIONAL

1 Heavy
Support

COMMAND BENEFITS:

Rites of Teleportation: Instead of making Reserve Rolls from the start of your turn two, you can make Reserve Rolls for any unit in this Detachment that is placed in Deep Strike Reserve from the start of your turn one. These units will arrive from Deep Strike Reserve on turn one on the roll of 3+. In addition, all units from this Detachment can both Run and Shoot, in any order, in the same turn that they arrive from Deep Strike Reserve.

RESTRICTIONS:

All units from this Detachment must have the Grey Knights Faction.

GREY KNIGHTS WARGEAR LIST

These lists detail the points values of various items of wargear available to Grey Knights units. The datasheets that follow include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use.

MELEE WEAPONS

A model may replace its Melee weapon with one of the following:

- Nemesis force halberd 2 pts
- Two Nemesis falchions 4 pts
- Nemesis warding stave 5 pts
- Nemesis Daemon hammer 10 pts

SPECIAL ISSUE WARGEAR

A model may take up to one of each of the following:

- Melta bombs 5 pts
- Digital weapons 10 pts
- Teleport homer (pg 37) 10 pts
- Upgrade one weapon to have the Master-crafted special rule 10 pts

SPECIAL WEAPONS

A model may replace its storm bolter and Melee weapon with one of the following:

- Incinerator 5 pts
- Psilencer 10 pts
- Psycannon 15 pts

TERMINATOR SPECIAL WEAPONS

A model may replace its storm bolter with one of the following:

- Incinerator 10 pts
- Psilencer 15 pts
- Psycannon 20 pts

VEHICLE EQUIPMENT

A model may take up to one of each of the following:

- Storm bolter 5 pts
- Extra armour 10 pts
- Hunter-killer missile 10 pts



TERMINATOR SQUAD

165
POINTS



Nothing speaks so clearly of the Grey Knights' status as an elite amongst elite as the famed Terminator Squads that form the heart of their armies. Most Space Marine Chapters, be they a fresh founding or a fragment of the first Legions, can count themselves lucky to own perhaps a few score suits of Terminator armour with which to outfit their 1st Company. The Grey Knights, on the other hand, can muster enough Tactical Dreadnought armour to outfit almost their entire Chapter. Yet formidable though the armour is, the warrior within is far more remarkable. To pursue the endless war against the Daemons of Chaos takes more than a mere Space Marine. It takes a Grey Knight – a singularly dedicated warrior, who is as far above other Space Marines as the Space Marines are above the common run of Humanity.

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight Terminator	4	4	4	4	1	4	2	9	2+
Terminator Justicar	4	4	4	4	1	4	2	9	2+

Unit Type

Infantry
Infantry (Character)

Unit Composition

4 Grey Knight Terminators
1 Terminator Justicar

WARGEAR:

- **Terminator armour** (pg 101)
- **Storm bolter**
- **Nemesis force sword** (pg 100)
- **Frag grenades**
- **Krak grenades**
- **Psyk-out grenades** (pg 37)

PSYKER:

Grey Knight Terminator Squads know the *Banishment* and *Hammerhand* powers from the **Daemonology** (Sanctic) discipline.

SPECIAL RULES:

- **The Aegis** (pg 99)
- **And They Shall Know No Fear**
- **Brotherhood of Psykers** (Mastery Level 1)
- **Combat Squads** (pg 99)
- **Preferred Enemy** (Daemons)
- **Purity of Spirit** (pg 99)

OPTIONS:

- May include up to five additional Grey Knight Terminators.....33 pts/model
- For every five models in the unit, one Grey Knight Terminator may take an item from the Grey Knights **Terminator Special Weapons** list.
- Any Grey Knight Terminator may take items from the Grey Knights **Melee Weapons** list.
- The Terminator Justicar may take items from the Grey Knights **Melee Weapons** and/or **Special Issue Wargear** lists.
- The unit may select a Land Raider (pg 96), Land Raider Crusader (pg 97) or Land Raider Redeemer (pg 98) as a Dedicated Transport.



INTERCEPTOR SQUAD

130
POINTS



Interceptor Squads carry personal teleporters – backpack-sized devices that allow the squad to teleport site-to-site without the massive arrays employed by conventional teleportariums. Grey Knights equipped with these devices can react to battlefield circumstances rapidly and cover huge straight-line distances by ‘shunting’ themselves through Warp space. Of all the warriors in service to the Imperium, only Grey Knights could hope to utilise such technology. The wearer must possess great fortitude of mind and body to traverse Warp space for even a moment without the protection of a Geller field or Terminator armour; Interceptor Squads must, first and foremost, look to their own psychic fortitude for protection.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Interceptor	4	4	4	4	1	4	1	8	3+	Jump Infantry	4 Interceptors
Interceptor Justicar	4	4	4	4	1	4	2	9	3+	Jump Infantry (Character)	1 Interceptor Justicar

WARGEAR:

- Storm bolter
- Nemesis force sword (pg 100)
- Personal teleporter (pg 101)
- Frag grenades
- Krak grenades
- Psyk-out grenades (pg 37)

SPECIAL RULES:

- The Aegis (pg 99)
- And They Shall Know No Fear
- Brotherhood of Psykers (Mastery Level 1)
- Combat Squads (pg 99)
- Preferred Enemy (Daemons)
- Purity of Spirit (pg 99)

PSYKER:

Grey Knight Interceptor Squads know the *Banishment* and *Hammerhand* powers from the **Daemonology** (Sanctic) discipline.

OPTIONS:

- May include up to five additional Interceptors.....24 pts/model
- For every five models in the unit, one Interceptor may take items from the Grey Knights **Special Weapons** list.
- Any Interceptor may take items from the Grey Knights **Melee Weapons** list.
- The Interceptor Justicar may take items from the Grey Knights **Melee Weapons** and/or **Special Issue Wargear** lists.



NEMESIS DREADKNIGHT

130
POINTS



A Nemesis Dreadknight is a marvel of technology. At its indomitable heart is an adamantium-alloy skeleton, whose great limbs are given life by a compact but powerful plasma reactor. Over this are layered a series of bonded ceramite plates and armoured control linkages. Once a Grey Knight is strapped into the command harness on the Dreadknight's front, synaptic implants give him complete control of the machine's limbs and weapon systems – essentially transforming him into a metal giant. When a Grey Knight is linked with the Nemesis Dreadknight's devastating weapon systems and protected by its formidable force field, it serves to elevate the battle-brother's combat abilities to a point where he can withstand the blows of even the mightiest Greater Daemon, and unleash a fearsome counter-attack in reply.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Nemesis Dreadknight	5	4	6	6	4	4	3	10	2+	Monstrous Creature (Character)	1 Nemesis Dreadknight

WARGEAR:

- Two power fists

SPECIAL RULES:

- The Aegis (pg 99)
- And They Shall Know No Fear
- Deep Strike
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 1)
- Purity of Spirit (pg 99)

PSYKER:

Nemesis Dreadknights know the *Banishment* and *Sanctuary* powers from the **Daemonology** (Sanctic) discipline.

OPTIONS:

- May take a personal teleporter (pg 101)30 pts
- May take up to two weapons from the following list (each weapon can be taken only once):
 - Heavy incinerator (pg 100)20 pts
 - Gatling psilencer (pg 100)30 pts
 - Heavy psycannon (pg 100)35 pts
- May replace one power fist with one of the following:
 - Nemesis Daemon hammer (pg 100)5 pts
 - Nemesis greatsword (pg 100)10 pts

Force Shielding: Nemesis Dreadknights have a 5+ invulnerable save.



LAND RAIDER

250
POINTS



Grey Knight Land Raiders are often used to spearhead assaults or give punishing fire support for a brotherhood. Incorporating a bonded ceramite and adamantium hull, sealed-environment transport chamber and forbidding twin-linked lascannon sponsons, it is one of the most formidable weapons in the Imperium's arsenal. Even among the Adeptus Astartes the Land Raider is a rarity, reserved for command formations and Terminator assault squads. That the Grey Knights can call upon great numbers of these mighty tanks, and replace their losses from the forges of Deimos, is a measure of the resources entrusted to them by the Emperor. In ten thousand years of war and conflict the Land Raider has served the Chapter well and, the Emperor willing, will continue to do so for millennia to come.

	[Armour]	Unit Type	Unit Composition
	BS F S R HP		
Land Raider	4 14 14 14 4	Vehicle (Tank, Transport)	1 Land Raider

WARGEAR:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

SPECIAL RULES:

- **Assault Vehicle**
- **Power of the Machine Spirit**

OPTIONS:

- May take a multi-melta.....10 pts
- May take items from the Grey Knights **Vehicle Equipment** list.

TRANSPORT:

- **Transport Capacity:**
Ten models.
- **Fire Points:** None.
- **Access Points:** The Land Raider has one Access Point on each side of the hull and one at the front.



LAND RAIDER CRUSADER

250
POINTS



The Land Raider Crusader is a variant of the standard pattern Land Raider often used by the Grey Knights. Banks of hurricane bolters replace lascannons, making it ideal for clearing out lightly armoured troops. As an assault vehicle the Grey Knights will use the Land Raider when other means of attack at either denied to them or the tactical situation favours a ground advance. Though the Grey Knights make extensive use of teleportation and Stormraven transports, atmospheric disturbances, imbalances in the Warp or death world environments can render these means of attack suboptimal. This is where the Land Raider comes into its own, its armoured hull proof against the most caustic wind and its adamantium tracks able to cross almost all kinds of terrain.

Land Raider Crusader	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider Crusader

WARGEAR:

- **Twin-linked assault cannon**
- **Two hurricane bolters** (pg 36)
- **Frag assault launchers** (pg 101)
- **Searchlight**
- **Smoke launchers**

SPECIAL RULES:

- **Assault Vehicle**
- **Power of the Machine Spirit**

TRANSPORT:

- **Transport Capacity:** Sixteen models.
- **Fire Points:** None.
- **Access Points:** The Land Raider Crusader has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta.....10 pts
- May take items from the Grey Knights **Vehicle Equipment** list.



LAND RAIDER REDEEMER

240
POINTS



Land Raider Redeemers are another variant of the Land Raider favoured by the Grey Knights, their twin flamestorm cannons capable of inflicting horrendous carnage at close range. The Redeemer is ideal for urban war zones or overgrown environments where the fighting is always close and deadly. The thick hull of the tank protects its passengers against surprise attack, while the flamestorm cannons clear out nests of foes. Against these horrific weapons there is no place to hide, as they spew burning fuel into bunkers and ruins, jungle undergrowth and barricades. As the survivors of these attack stumble out of their trenches or cover, choking and coughing, the Land Raider's assault ramp will crash down, releasing the Terminator armoured battle-brothers within.

Land Raider Redeemer	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Land Raider Redeemer	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider Redeemer

WARGEAR:

- Twin-linked assault cannon
- Two flamestorm cannons
- Frag assault launchers (pg 101)
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Assault Vehicle
- Power of the Machine Spirit

TRANSPORT:

- Transport Capacity: Twelve models.
- Fire Points: None.
- Access Points: The Land Raider Redeemer has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta.....10 pts
- May take items from the Grey Knights Vehicle Equipment list.

GREY KNIGHTS APPENDIX

This section presents the army special rules unique to the warriors of the Grey Knights Chapter. You will also find rules for their arcane weaponry and wargear, and the psychic powers they use.

GREY KNIGHTS SPECIAL RULES

A Grey Knights army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

THE AEGIS

The armour worn by the Grey Knights is inscribed with hexagrammic wards. In conjunction with the psychic might of the wearer, they can resist otherworldly magics.

A unit that contains at least one model with this special rule re-rolls results of 1 when making Deny the Witch tests.

COMBAT SQUADS

Grey Knights squads can break down into smaller, tactically flexible formations known as combat squads.

A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Grey Knight Terminator Squad can split into two five-man Terminator Squads using the Combat Squads special rule. You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in Reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

PURITY OF SPIRIT

Daemonology is the hardest psychic discipline of all to master, and only those who are pure of soul can hope to wield it without damning themselves.

Grey Knights Psykers can generate psychic powers from the Daemonology discipline (see *Warhammer 40,000: The Rules*). Grey Knights Psykers can only generate Sanctic powers from the Daemonology discipline – they cannot manifest Malefic psychic powers from this discipline. In addition, unless otherwise stated, when attempting to manifest psychic powers from the Daemonology discipline, Grey Knights Psykers only suffer Perils of the Warp if two or more 6s are rolled when taking a psychic test.

SANCTIC DISCIPLINE

Each Grey Knight is an accomplished psyker, trained to channel his mental energies into protective wards and an array of battle-sorceries. The mightiest Grey Knights of all can banish Daemons with but a touch, conjure psychic defences to protect their allies and unleash the destructive power of the Warp itself upon their foes.

Below is a selection of powers from the **Daemonology** (**Sanctic**) discipline that are relevant to the Grey Knights datasheets presented in this book.

BANISHMENTWARP CHARGE 1
The psyker bends his will to dissolving the bonds that tether the daemonic to the mortal plane, casting them back into the Warp.

Banishment is a **malediction** that targets a single unit with the Daemon special rule within 24". Whilst this power is in effect, all models in the target unit suffer a -1 penalty to their invulnerable save (normally reducing it to 6+). This is cumulative with any other modifiers to a Daemon's invulnerable save, but cannot make it worse than 6+.

HAMMERHANDWARP CHARGE 1
Focusing the raging power of his mind, the psyker augments the strength of his comrades to the point where they can crush flesh and bone with a single blow.

Hammerhand is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit have +2 Strength.

SANCTUARYWARP CHARGE 1
Chanting words of warding, the psyker creates a zone of light around him that can both protect him from harm and repel daemonic creatures.

Sanctuary is a **blessing** that targets the Psyker. Whilst the power is in effect the Psyker and all models in his unit receive a +1 bonus to their invulnerable save (models that do not have an invulnerable save gain a 6+ invulnerable save whilst this power is in effect instead). In addition, all units with the Daemon special rule (friend or foe) treat all terrain, including open ground, within 12" of the Psyker as dangerous terrain.



ARMOURY OF TITAN

RANGED WEAPONS

INCINERATOR WEAPONS

An incinerator is a heavily modified variant of a flamer, its igniter and containment vessels significantly altered in order to accommodate psychically impregnated promethium fuel. When triggered, the weapon projects an incandescent stream of azure flame that burns far hotter than any normal combustion ever could – a fire that burns not just the body, but the very soul.

Incinerators are Flamer weapons for the purposes of any special rules that interact with Flamer weapons as described in *Warhammer 40,000: The Rules*.

	Range	S	AP	Type
Incinerator	Template	6	4	Assault 1, Soul Blaze
Heavy incinerator	Template	6	4	Heavy 1, Soul Blaze, Torrent

PSILENCER WEAPONS

A psilencer fires nothing less than the focused and amplified psychic might of its wielder. Psilencers do not have triggering mechanisms; they are activated when the Grey Knight sends a bolt of psychic force into the weapon's containment core. This pulse is then fired as several energy beams that destroy both flesh and soul.

	Range	S	AP	Type
Psilencer	24"	4	-	Heavy 6, Force
Gatling psilencer	24"	4	-	Heavy 12, Force

PSYCANNON WEAPONS

Psycannons are extremely rare weapons found only in the hands of those who possess sufficient strength of will to activate their psychically-charged payloads.

	Range	S	AP	Type
Psycannon	24"	7	4	Salvo 2/4, Rending
Heavy psycannon (focussed fire)	24"	7	4	Salvo 3/6, Rending
Heavy psycannon (area saturation)	24"	7	4	Heavy 1, Large Blast, Rending

MELEE WEAPONS

NEMESIS FORCE WEAPONS

Nemesis force weapons exemplify the mix of science and the arcane utilised by the Grey Knights. Their blades are inset with runes of Daemon-slaying whilst their hilts contain advanced power field generators that are psychically attuned to the wielder.

	Range	S	AP	Type
Nemesis force sword	-	User	3	Melee, Force, Daemonbane
Nemesis force halberd	-	+1	3	Melee, Force, Daemonbane, Two-handed
Nemesis Daemon hammer	-	x2	2	Melee, Force, Concussive, Daemonbane, Unwieldy, Specialist Weapon
Nemesis warding stave	-	+2	4	Melee, Force, Concussive, Daemonbane, Ward
Nemesis falchion	-	User	3	Melee, Force, Daemonbane, Specialist Weapon
Nemesis greatsword	-	x2	2	Melee, Force, Daemonbane, Master-crafted, Specialist Weapon

Daemonbane: If the *Force* psychic power is successfully manifested and targets a unit with one or more weapons with this special rule then, in addition to the usual effects, all weapons with this special rule re-roll failed To Wound and armour penetration rolls against models with the Daemon special rule whilst the blessing is in effect.

Ward: A model equipped with this weapon has the Adamantium Will special rule.



SPECIAL ISSUE WARGEAR

PERSONAL TELEPORTER

Each of these arcane teleport arrays can shunt a Grey Knight through Warp space, allowing him to traverse the battlefield in the blink of an eye.

A Nemesis Dreadknight with a personal teleporter changes its unit type to Jump Monstrous Creature. In addition, once per game, provided it is not locked in combat, a unit composed entirely of models with personal teleporters can make a teleport shunt instead of moving in the Movement phase. A unit making a teleport shunt moves up to 30" in the Movement phase. This move cannot end up on another unit or impassable terrain, but ignores intervening units, terrain etc. A unit cannot charge in the same turn that it makes a teleport shunt.

TERMINATOR ARMOUR

Terminator armour is the best protection a warrior can be equipped with. It is even said that Terminator armour can withstand the titanic energies at a plasma generator's core and that this was, in fact, the armour's original purpose.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.

VEHICLE EQUIPMENT

FRAG ASSAULT LAUNCHERS

The hulls of Land Raider Crusaders and Land Raider Redeemers are studded with explosive charges designed to blast clouds of shrapnel into the enemy as the tank closes in and the troops inside it charge out.

Any unit charging into close combat on the same turn as it disembarks from a transport vehicle equipped with frag assault launchers counts as having frag grenades.



Nemesis Daemon hammer



Nemesis force sword



Nemesis force halberd



Nemesis warding staff





LEGION OF THE DAMNED



FORCES OF THE LEGION OF THE DAMNED

This section of *Codex: Imperial Agents* includes full background and rules for the Legion of the Damned. It includes a datasheet for the Damned Legionnaires themselves, and a unique Detachment making it easy to add these otherworldly warriors to your army.

FACTION AND ALLIES

Damned Legionnaires have the Legion of the Damned Faction, shown by the icon below. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.

Designer's Note: *The Legion of the Damned are primarily meant to act as allies for other Armies of the Imperium forces. However, if your army only contains Legion of the Damned Detachments, we suggest agreeing with your opponent that your units can arrive from Reserves from Turn 1, instead of from Turn 2 onwards.*



SPECTRAL HOST



COMPULSORY 1 Elites
OPTIONAL 1-3 Elites

RESTRICTIONS:

All units from this Detachment must have the Legion of the Damned Faction.

COMMAND BENEFITS:

Saviours from Beyond: All units in this Detachment must begin the game in Deep Strike Reserve. You can choose to automatically pass or fail any Reserve Rolls you make for units in this Detachment; there is no need to roll.

LEGION OF THE DAMNED WARGEAR LIST

These lists detail the points values of various items of wargear available to the Legion of the Damned. The datasheet that follows includes wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use.

RANGED WEAPONS

A Legionnaire Sergeant may replace his boltgun, bolt pistol or Melee weapon with one of the following:

- Boltgun.....free
- Storm bolter.....5 pts
- Plasma pistol.....15 pts

SPECIAL WEAPONS

A Legionnaire may replace his boltgun with one of the following:

- Flamer.....5 pts
- Meltagun.....10 pts
- Plasma gun.....15 pts

'NEVER BEFORE OR SINCE HAVE I SEEN FIGHTING SUCH AS I WITNESSED WHEN THAT HOST FELL UPON THE ORKS. SEIZING THE MOMENT, I REGROUPED MY COMPANY AND LED THEM ONCE MORE INTO THE FRAY, YET THERE WAS LITTLE WORK FOR US, FOR THE GREENSKINS LACKED STOMACH FOR THE FIGHT. SOON WE SECURED THE GREAT BASTION ONCE MORE AND WITHOUT FURTHER LOSS. OF THE DARK BROTHERHOOD THERE WAS NO SIGN.'

- Varro Tigurius
Ultramarines Chief Librarian



DAMNED LEGIONNAIRES

125
POINTS



From nowhere they come, flickering suddenly into life, bodies wreathed in ethereal fire. The hollow boom of their weapons echoes like distant thunder, heard as though underwater or from some great, dark distance. Silently they advance upon the foe, their skull-like helmets grim and unreadable. Unholy terror grips the enemy as they approach, for these are the Legion of the Damned, whose weapons strike down even the greatest warriors, and whose forms seem all but impervious to harm. None can say whether the damned ones are the vengeful spirits of fallen Space Marines, an embodiment of the Emperor's own wrath, or some other, darker thing. Yet none can deny that, wherever they step into reality, the Legion of the Damned fight with cold, silent fury in defence of the Emperor's realm.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Legionnaire	4	4	4	4	1	4	2	10	3+	Infantry	4 Legionnaires
Legionnaire Sergeant	5	4	4	4	1	4	2	10	3+	Infantry (Character)	1 Legionnaire Sergeant

WARGEAR:

- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Deep Strike
- Fear
- Fearless
- Slow and Purposeful

Aid Unlooked For: Damned Legionnaires cannot be joined by Independent Characters. They always start the game in

Deep Strike Reserve. When they arrive by Deep Strike, you can choose to re-roll both the 2D6 and the scatter dice.

Flaming Projectiles: Ranged attacks made by Damned Legionnaires have the Ignores Cover special rule.

Unyielding Spectres: Damned Legionnaires have a 3+ invulnerable save.

OPTIONS:

- May include up to five additional Legionnaires25 pts/model
- One Legionnaire may take an item from the Legion of the Damned **Special Weapons** list.
- A different Legionnaire may replace his boltgun with one of the following:
 - Heavy flamer10 pts
 - Multi-melta10 pts
- The Legionnaire Sergeant may replace his boltgun with one of the following:
 - Chainswordfree
 - Power weapon15 pts
 - Power fist25 pts
- The Legionnaire Sergeant may take items from the Legion of the Damned **Ranged Weapons** list.





OFFICIO ASSASSINORUM



FORCES OF THE OFFICIO ASSASSINORUM

This section of *Codex: Imperial Agents* includes full background and rules for the deadly agents of the Officio Assassinorum. It includes a datasheet for each of these sinister figures, descriptions of their esoteric wargear, a unique Detachment making it easy to add these agents to your army, and a Formation representing the Assassinorum's ultimate sanction: the Execution Force.

FACTION AND ALLIES

The units on the following pages (Callidus Assassin, Culexus Assassin, Eversor Assassin and Vindicare Assassin) have the Officio Assassinorum Faction, shown by the icon below. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.



ASSASSINORUM OPERATIVE



COMPULSORY OPTIONAL

1 Elites

None

RESTRICTIONS:

All units from this Detachment must have the Officio Assassinorum Faction.

COMMAND BENEFITS:

Operation Assassinate: If the mission you are playing uses Victory Points, you receive one bonus Victory Point at the end of the game if the enemy's Warlord was removed as a casualty as a result of a Wound inflicted by a model with this special rule.





VINDICARE ASSASSIN

150
POINTS



Against the Vindicare Assassin there is no desperate battle for survival, no frantic flight or war of wits. There is only the muffled crack of the exitus rifle, the violent spray of pulped brain matter and spinning fragments of skull, then the graceless tumble of a puppet suddenly shorn of its strings. These lethal marksmen spend days, weeks, sometimes months working their way into the perfect position from which to achieve their killing shot, and once their prey rests in their sights it stands no chance at all. But this is not to say that the Vindicare's only skill is killing lone targets. Faced by large numbers of battlefield foes, this lethal killer can swiftly rack up a body count that would make a platoon of soldiers proud, snapping off one perfect shot after another until nothing remains but twitching corpses.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Vindicare Assassin	8	8	4	4	3	7	4	10	-	Infantry (Character)	1 Vindicare Assassin

WARGEAR:

- Exitus pistol (pg 115)
- Exitus rifle (pg 115)
- Close combat weapon
- Blind grenades
- Spy mask (pg 115)

SPECIAL RULES:

- Fearless
- Independent Operative (pg 114)
- Infiltrate
- Lightning Reflexes (pg 114)
- Move Through Cover
- No Escape (pg 114)
- Stealth

Deadshot: All successful To Hit rolls made by a Vindicare Assassin, excluding Snap Shots, are Precision Shots. Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for Wound allocation. A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll.

Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots.



CALLIDUS ASSASSIN

145
POINTS



The Callidus Assassin is an architect of anarchy, mayhem and misdirection, who uses polymorphic drugs and sub-dermal implants to shift her shape and fool her foe. Size combines subtle, shadowed killing with expertly sown misinformation to cripple enemy command structures and bring whole battle lines to a grinding halt. Yet all this is a cover for her true mission, for first and foremost the Callidus is still an Imperial Assassin. Only once the enemy are in utter disarray, their comms choked with contradictory orders and their warriors chasing ghosts and rumours, does the Callidus strike. With a single blast of her neural shredder, this agile murderess reduces the minds of her victims to a bubbling soup, while those who fight back are cut to pieces with the flickering blade of her phase sword.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Callidus Assassin	8	8	4	4	3	7	4	10	-	Infantry (Character)	1 Callidus Assassin

WARGEAR:

- **Neural shredder** (pg 115)
- **Phase sword** (pg 115)
- **Poison blades** (pg 115)

SPECIAL RULES:

- **Fearless**
- **Fleet**
- **Hit & Run**
- **Independent Operative** (pg 114)
- **Infiltrate**
- **Lightning Reflexes** (pg 114)
- **Move Through Cover**
- **No Escape** (pg 114)
- **Precision Strikes**

Polymorphic: When a Callidus Assassin is deployed using her Infiltrate special rule, she can be set up anywhere on the table that is more than 1" from any enemy unit, whether deployed enemy units can draw a line of sight to her or not. If a Callidus Assassin starts the game in Reserves, she can choose to move on from the enemy board edge when she arrives. In either case, during the first game turn, or during the game turn in which the Callidus Assassin arrives from Reserves, enemy units can only fire Snap Shots when targeting her.

Reign of Confusion: If your army includes a Callidus Assassin, you can re-roll the dice when attempting to Seize the Initiative. In addition, your opponent suffers -3 to the first Reserve Roll they make during the game.



EVERSOR ASSASSIN

135
POINTS



Between his engineered physique and the combat stimms that saturate his system, the Eversor can run as fast as a speeding skimmer. He can punch a bunker door from its hinges with a single blow, and tear a Chaos Marine in half with his bare hands. High Lord Roarch once claimed the only difference between a cyclonic warhead and an Eversor Assassin was that the warhead was kinder, an assertion proved true every time one of these frenzon-fuelled berserkers is deployed. Sent in via drop pod, the Eversor is briefed on his target by subliminal inloads, then set loose to cause utter, bloody mayhem until the victim – and all those around them – are torn to bloody shreds. Even should the Eversor be slain, the foe will not live to enjoy their victory, for the assassin's biochemistry explodes with the force of a plasma bomb.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Eversor Assassin	8	8	4	4	3	7	4	10	-	Infantry (Character)	1 Eversor Assassin

WARGEAR:

- Executioner pistol (pg 116)
- Neuro-gauntlet (pg 116)
- Power sword
- Melta bombs
- Frenzon (pg 116)
- Sentinel array (pg 116)

SPECIAL RULES:

- Fearless
- Feel No Pain
- Furious Charge
- Independent Operative (pg 114)
- Infiltrate
- Lightning Reflexes (pg 114)
- Move Through Cover
- No Escape (pg 114)

Bio-meltdown: If an Eversor Assassin is ever reduced to zero Wounds, before removing the model as a casualty, each nearby unit (friend or foe) suffers a Strength 5 AP- hit for each model it has within D6" of the Eversor Assassin. After resolving any additional damage, remove the Eversor Assassin from play as a casualty.

Fast Shot: Whenever an Eversor Assassin fires his executioner pistol, he does so 4 times. All of these shots must be at the same target, but can be any mixture of bolt pistol and needle pistol shots.



CULEXUS ASSASSIN

140
POINTS



Panic spreads before the Culexus Assassin like a plague. Rendered literally soulless by his pariah gene, this assassin projects an aura of absolute fear that can be masked or amplified by his arcane wargear. Thus, in one moment the Culexus may seem all but invisible, nothing but a flicker of movement in the corner of the enemy's eye. The next he shudders into sudden being, a skullfaced apparition that radiates terror as he stalks ever closer. Psykers are the worst affected by this ghoulish being, wracked with unspeakable agony merely from standing in his presence, and it is these dangerous individuals that the Culexus is sent to slay. Between the soul-searing blasts of his animus speculum and the deadly effects of his psyk-out grenades, no witch can long survive the deadly attentions of the Culexus.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Culexus Assassin	8	8	4	4	3	7	4	10	-	Infantry (Character)	1 Culexus Assassin

WARGEAR:

- **Animus speculum** (pg 117)
- **Etherium** (pg 117)
- **Psyk-out grenades** (pg 117)

SPECIAL RULES:

- **Fear**
- **Fearless**
- **Independent Operative** (pg 114)
- **Infiltrate**
- **Lightning Reflexes** (pg 114)
- **Move Through Cover**
- **No Escape** (pg 114)
- **Preferred Enemy (Psykers)**

Life Drain: Armour saves cannot be taken against Wounds inflicted by a Culexus Assassin's close combat attacks. Any close combat attack inflicted by a Culexus Assassin that rolls a 6 To Wound has the Instant Death special rule. Any close combat attack inflicted by a Culexus Assassin that is allocated to a Psyker has the Instant Death special rule.

Psychic Abomination: Psykers, friend or foe, within 12" of a Culexus Assassin have -3 Leadership, do not generate any Warp Charge (i.e. they do not add dice to their owning player's Warp Charge Pool in the Psychic phase) and only harness Warp Charge points on a 6 (even if the unit would

otherwise harness Warp Charge on another result). A Culexus Assassin can never be targeted or affected by psychic powers – other units in the Culexus' vicinity that are hit by beam or nova powers, or by witchfire powers that use templates, are hit/affected normally. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect if the unit moves within 12" of a Culexus or vice versa. This rule does not apply whilst the Culexus is embarked in a Transport.

EXECUTION FORCE



The assassins of the Execution Force are death incarnate. They are among the greatest weapons of the Imperium, their deployment comparable to unleashing a Titan Legion or the world-ending horror of Exterminatus. No foe can stand against them and live, be it amid the winding corridors of some mighty fortress or the blazing, smoke-wreathed hell of the battlefield. Those not torn to pieces by the frenzied assault of the Eversors have their souls burned away by the chilling horror of the Culexus. Those not impaled upon the poisoned blades of the Callidus are gunned down where they stand by the eagle-eyed Vindicare. Nothing is allowed to obstruct the Execution Force in their mission, and whole armies have died at the hands of such a band while trying to defend their prey.

FORMATION:

- 1 Vindicare Assassin (pg 109)
- 1 Callidus Assassin (pg 110)
- 1 Eversor Assassin (pg 111)
- 1 Culexus Assassin (pg 112)

RESTRICTIONS:

None.

SPECIAL RULES:

- Preferred Enemy (Warlord)

Operation Assassinate: If the mission you are playing uses Victory Points, you receive one bonus Victory Point at the end of the game if the enemy's Warlord was removed as a casualty as a result of a Wound inflicted by a model with this special rule.

OFFICIO ASSASSINORUM APPENDIX

This section presents the army special rules unique to the forces of the Officio Assassinorum. You will also find rules for the Assassins' esoteric weaponry and wargear.

OFFICIO ASSASSINORUM SPECIAL RULES

An Officio Assassinorum army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

INDEPENDENT OPERATIVE

Each Imperial Assassin is an army of one, a living weapon with their own singular methods of murder. Even when deployed as an Execution Force, such warriors pursue their own deadly agenda with no interest in wider strategic concerns.

A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord Trait.

LIGHTNING REFLEXES

Years of training and neuro-synaptic augmentation have bestowed upon each assassin the sort of reactions that would give an Eldar Harlequin pause. They flip, tumble and flow around blade thrusts and hails of shot with contemptuous ease, evading attacks that would lay the mightiest hero low.

A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain.

NO ESCAPE

Even a legion of bodyguards cannot long protect an Imperial Assassin's victim. The black-dad killers strike with near-supernatural speed and skill, effortlessly plucking their target from beneath the noses of their gaping protectors.

Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule.



WARGEAR OF THE VINDICARE TEMPLE

EXITUS WEAPONS

Exitus weapons are marvels of Imperial technology, and their ammunition perhaps even more so. They carry shield breaker rounds with disruptive flux cores that scramble even the most sophisticated force fields; turbo-penetrator rounds capable of punching through the hull of a spaceship; and hellfire rounds so toxic that not even extragalactic creatures can survive their searing kiss.

	Range	S	AP	Type
Exitus pistol	12"	X	2	Pistol, Sniper, Exitus Ammo
Exitus rifle	72"	X	2	Heavy 1, Sniper, Exitus Ammo

Exitus Ammo: Each time a Vindicare Assassin fires a weapon with this special rule, choose one of the three following types of ammunition and apply the chosen ammunition's rules to that shot:

- **Shield-breaker:** Invulnerable saves cannot be taken against Wounds, glancing hits, or penetrating hits from a shield-breaker round.
- **Turbo-penetrator:** Against vehicles, shots from a turbo-penetrator round count as Strength 10. Against all other targets, shots from a turbo-penetrator round inflict D3 Wounds, rather than just 1.
- **Hellfire:** Shots from a hellfire round always wound on a 2+.

SPY MASK

The Vindicare's distinctive mask contains nutrient cartridges that allow him to hunt for months at a time without need to resupply, as well as a comms-thief sensor and a wide-spectrum auspex visor that can pick out the assassin's victims at incredible distances.

All successful To Hit rolls made by a Vindicare Assassin, excluding Snap Shots, have the Ignores Cover special rule.

WARGEAR OF THE CALLIDUS TEMPLE

NEURAL SHREDDER

The neural shredder is an exotic and extremely rare weapon originally used by the Adeptus Astra Telepathica. It fires a burst of energy that destroys the minds of those caught in its sights, leaving the assassin's victims no more than brainless, drooling meat.

Range	S	AP	Type
Template	1	2	Pistol, Neural Shock

Neural Shock: Hits caused by this weapon always wound on a 4+. This special rule has no effects on vehicles or buildings.

PHASE SWORD

The phase sword is thought to utilise alien technology, though the Callidus Temple keeps its nature a close secret. Worn as a long blade attached to the forearm, this weapon is able to phase in and out of realspace by molecular realignment, bypassing not only physical armour but also its metaphysical equivalents.

Range	S	AP	Type
-	User	2	Melee, Phasing Hits

Phasing Hits: Each successful To Wound roll of a 6 made by a phase sword results in a Phasing Wound. Invulnerable saves cannot be taken against Phasing Wounds.

POISON BLADES

The needle-like poison blades a Callidus keeps about her person enable the operative to make her kill even when appearing defenceless. Each Callidus trains in the art of driving these blades through weak spots in armour, scaly hide, or the eye sockets of protective helms.

Range	S	AP	Type
-	User	-	Melee, Poisoned (3+), Rendering

WARGEAR OF THE EVERSOR TEMPLE

EXECUTIONER PISTOL

The executioner pistol is a menacing hybrid of needle and bolt pistol. It is able to change modes at the twitch of a finger, firing hypertoxin darts one second and mass reactive bolt shells the next. Many of the Eversor's victims are treated to both, just to make doubly sure of a messy death.

	Range	S	AP	Type
Needle pistol	12"	1	-	Pistol, Poisoned
Bolt pistol	12"	4	5	Pistol

NEURO-GAUNTLET

This killing apparatus, worn as an exoskeletal hyperalloy glove, has neurotoxin injectors fitted in place of fingernails. Even the faintest scratch triggers the delivery of a fatal dose.

Range	S	AP	Type
-	User	-	Melee, Fleshbane, Shred

FRENZON

The cocktail of distilled combat stimulants that pump through the Eversor's circulatory system is so potent that it would burst a normal man's heart. In the heat of battle, these drugs can drive an Eversor operative into such a berserk state that he becomes a whirlwind of violence.

An Eversor Assassin rolls 3D6 when determining his charge range, adding the results together. In addition, an Eversor Assassin receives 3 bonus Attacks in a turn in which he charged, rather than just 1.

SENTINEL ARRAY

The sentinel array worn by all Eversor Assassins processes targeting information at giddy speed, enabling its wielder to efficiently engage targets even when he is at risk of becoming overwhelmed.

An Eversor Assassin fires Overwatch using his full Ballistic Skill.



Neuro-gauntlet



Executioner pistol

WARGEAR OF THE CULEXUS TEMPLE

ANIMUS SPECULUM

The animus speculum is an elaborate helm that can absorb and fire focussed blasts of negative Warp energy. Primarily used to dampen the vile aura of the Culexus en route to his target, its polarity can be reversed in order to magnify the soul draining horror of its wearer to lethal levels.

An animus speculum is a ranged weapon that is fired in the Psychic phase instead of the Shooting phase. Firing the animus speculum does not prevent the Culexus Assassin from Running or shooting another weapon at the same or a different target in the Shooting phase. The animus speculum can fire Snap Shots but cannot be sued to make Overwatch attacks.

Range	S	AP	Type
18"	5	1	Assault X, Absorbed Warp Charge

Absorbed Warp Charge: When firing an animus speculum, first add up the combined mastery levels of all Psyker units, friend or foe, that are within 12" of the Culexus Assassin (though Psyker units that are embarked within buildings or Transports do not count), and pick up that many dice. You can then add up to 3 more dice to this hand by removing them from your own Warp Charge pool. The total number of dice in your hand is the number of shots the animus speculum now fires.

ETHERIUM

The etherium is a highly advanced nodal layer built into the Culexus' synskin that shifts the wearers body out of phase with realspace. This makes his physical form ghostlike and absent from the physical world, all but invisible to mortal eyes, just as his mind is absent from the spiritual plane.

Whenever enemy units target a Culexus Assassin with shooting or close combat attacks, the shots/attacks are always resolved as if the attacking unit had Ballistic Skill and Weapon Skill 1 (no bonuses or modifiers can be applied to increase the attacking unit's Weapon Skill or Ballistic Skill when resolving these shots/attacks).



Psyk-out grenades

PSYK-OUT GRENADES

Psyk-out grenades are produced using an extremely rare substance thought to be a byproduct of the esoteric processes that sustain the Astronomican. Upon detonation, each grenade scatters a dense cloud of psi-refractive particles across the target area.

SHOOTING

When a unit armed with psyk-out grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8"	2	-	Assault 1, Blast, Psi-shock

Psi-shock: If a unit containing at least one model with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules is hit by a weapon with the Psi-shock special rule, one randomly determined Psyker model in that unit suffers Perils of the Warp in addition to any other damage.

ASSAULT

Models with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal.



Animus speculum





THE INQUISITION



I

FORCES OF THE INQUISITION

This section of *Codex: Imperial Agents* includes full background and rules for the agents of the Inquisition. It includes a datasheet for these sinister figures and their attendants, descriptions of their esoteric wargear, a unique Detachment making it easy to add these agents to your army, and a Formation representing Inquisitorial Henchmen Warbands.

FACTION AND ALLIES

The units on the following pages have the Inquisition Faction, shown by the icon below. They are part of the Armies of the Imperium and ally as such, as described in the Allies section of *Warhammer 40,000: The Rules*.



INQUISITORIAL REPRESENTATIVE



HQ



ELITES

COMPULSORY OPTIONAL

1 HQ

1-3 Elites

RESTRICTIONS:

All units from this Detachment must have the Inquisition Faction.

COMMAND BENEFITS:

Authority of the Inquisition: You may pick one Inquisitor (this can be a Unique Inquisitor) from this Detachment to generate and use a Warlord Trait, even if they are not your army's Warlord. For the purposes of this Warlord Trait, this Inquisitor is considered to be your Warlord.



INQUISITION WARGEAR LIST

These lists detail the points values of various items of wargear available to the agents of the Emperor's Inquisition. The datasheets that follow include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use.

ACOLYTE WEAPONS

A model may replace one weapon with one of the following:

- Boltgun.....1 pt
- Storm bolter.....3 pts
- Hot-shot lasgun.....5 pts

ARMOUR

A model may take one of the following:

- Carapace armour.....2 pts
- Power armour.....5 pts

MELEE WEAPONS

A model may replace one weapon with one of the following:

- Power weapon.....15 pts
- Power fist.....25 pts

RANGED WEAPONS

A model may replace one weapon with one of the following:

- Combi-melta, -plasma or -flamer.....10 pts
- Plasma pistol.....15 pts

SPECIAL WEAPONS AND WARGEAR

A model may replace one weapon with one of the following:

- Flamer.....10 pts
- Meltagun.....10 pts
- Plasma gun.....10 pts
- Storm shield (pg 37).....15 pts

VEHICLE EQUIPMENT

A model can take up to one of each of the following:

- Storm bolter.....5 pts
- Dozer blade.....5 pts
- Psybolt ammunition.....5 pts
- Extra armour.....10 pts
- Hunter-killer missile.....10 pts
- Truesilver armour.....10 pts

INQUISITORIAL RELICS

Only one of each Inquisitorial Relic may be taken per army. A model can take one of the following:

- The Grimoire of True Names ¹.....5 pts
- The Liber Heresius ².....15 pts
- The Tome of Vethric ³.....20 pts

¹ *Ordo Malleus Inquisitor only.*

² *Ordo Hereticus Inquisitor only.*

³ *Ordo Xenos Inquisitor only.*





INQUISITOR COTEAZ

HIGH PROTECTOR OF THE FORMOSA SECTOR

100
POINTS



Torquemada Coteaz is driven by a single consuming goal: destroy Daemons wherever they manifest. Unlike some Inquisitors, Coteaz refuses to contemplate harnessing the power of the Warp for his own ends, and aggressively prosecutes those who lack his unyielding purity. So perished Coteaz's mentor, Inquisitor Laredian – executed at his student's hand for dabbling in forbidden arts. Upon Laredian's death, Coteaz assumed his responsibilities as Protector of the Formosa Sector. Through alliances, coercion and outright intimidation, Coteaz formed a network of spies, henchmen and infiltrators that operate throughout the sector. He eschews the Inquisitorial Mandate of requisitioning troops only at need, instead seeking an army of his own. Thus has Coteaz's domain prospered, and few could hope to replicate this success. Seldom sleeping, he spends every waking hour sifting through reports brought by his faithful Glovodan psyber-eagle, or leading his forces against Daemons, heretics or aliens foolish enough to trespass into his realm.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Inquisitor Coteaz	4	4	3	3	3	4	3	10	2+	Infantry (Character)	1 (Unique)

WARGEAR:

- Bolt pistol
- Master-crafted Nemesis Daemon hammer (pg100)
- Krak grenades
- Psyk-out grenades (pg 37)
- Psyber-eagle (pg 134)

PSYKER:

Inquisitor Coteaz generates his powers from the **Daemonology (Sanctic)**, **Divination**, **Pyromancy**, **Telekinesis** and **Telepathy** disciplines.

WARLORD TRAIT:

- **Daemonthunter** (pg 132)

SPECIAL RULES:

- **Independent Character**
- **Psyker (Mastery Level 2)**
- **Stubborn**

I've Been Expecting You: If an enemy unit arrives from Reserves within 12" of Coteaz and within his line of sight, Coteaz and his unit can immediately make an out-of sequence shooting attack against it. There is no limit on how many times the ability can be used in a turn.

Lord of Formosa: If a Detachment includes Inquisitor Coteaz, all non-vehicle units in the same Detachment have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has the Objective Secured special rule.

Spy Network: Coteaz allows you to re-roll the dice to Seize the Initiative, or force your opponent to re-roll his.



INQUISITOR KARAMAZOV

PYROPHANT JUDGE OF SALEM PROCTOR



Fyodor Karamazov is an Inquisitor Lord of the Ordo Hereticus and, even in those unforgiving ranks, a more uncompromising and ruthless individual would be hard to find. Over the course of a career spanning nearly two centuries, Karamazov has blazed a trail of blood and fire from one side of the galaxy to the other. In pursuit of his goals, Karamazov can as likely be found at the head of a crusading army as he can presiding over the judgement of heretics as he sits upon his ostentatious Throne of Judgement – an ancient, well-armed, walking cathedral. His actions are utterly without guile or subterfuge, for nothing of either can be found in his heart after being displaced long ago by a deep distrust of his fellow man. Clemency, forgiveness, mitigation – these things are all unknown in Fyodor Karamazov's court.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Inquisitor Karamazov	4	4	5	5	4	4	3	10	2+	Infantry (Character)	1 (Unique)

WARGEAR:

- Master-crafted multi-melta
- Master-crafted power sword
- Frag grenades
- Krak grenades
- Psyk-out grenades (pg 37)
- Rad grenades (pg 135)
- Orbital strike relay (pg 134)

WARLORD TRAIT:

- Witch Hunter (pg 132)

SPECIAL RULES:

- Independent Character
- Relentless

By Any Means Necessary:

When Inquisitor Karamazov's orbital strike relay (pg 134) is used, you can choose to place the blast marker so its centre is over a friendly model, rather than an enemy – even if that friendly model is in combat. If you do so, the shot does not scatter. All models under the template are hit as normal.

Dread Reputation:

Inquisitor Karamazov can always choose to pass or fail Morale and Pinning tests as he wishes. Friendly units within 12" of Inquisitor Karamazov re-roll all failed Morale and Pinning tests.

Throne of Judgement:

Inquisitor Karamazov cannot embark upon vehicles or buildings.



ORDO MALLEUS INQUISITOR

25
POINTS



Inquisitors of the Ordo Malleus make it their business to combat the physical manifestation of Chaos itself: the Daemon. They pledge their every waking hour to the discovery and scouring of such creatures, wherever they can be found. Members of the Ordo Malleus are often battle-hardened warriors, for Daemons are not cast out through the subtleties of espionage or trickery, but by the blessed blade and purified flame. However, knowledge is their chief weapon, and agents of the Ordo Malleus are scholars of daemonic lore. Most use this only to seek advantage over their otherworldly prey, to leave them vulnerable to the strike of a Daemon hammer or a sanctified bolter shell. A few, however, go further, imprisoning daemonic entities in mortal host bodies and forcing the creatures to combat their own kind.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Inquisitor	4	4	3	3	3	4	3	10	4+	Infantry (Character)	1 Inquisitor

WARGEAR:

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Psyk-out grenades (pg 37)

SPECIAL RULES:

- Independent Character
- Stubborn

PSYKER:

Inquisitors who are Psykers generate their powers from the **Daemonology (Sanctic)**, **Daemonology (Malefic)**, **Divination**, **Pyromancy**, **Telekinesis** or **Telepathy** disciplines.

OPTIONS:

- May take items from the Inquisition **Melee Weapons**, **Ranged Weapons** and/or **Inquisitorial Relics** lists.
- May replace any weapon with one of the following:
 - Daemonblade (pg 133).....15 pts
 - Hellrifle (pg 134).....15 pts
 - Incinerator (pg 100).....15 pts
 - Nemesis Daemon hammer (pg 100).....15 pts
- May take any of the following:
 - Psybolt ammunition (pg 134).....5 pts
 - Emphyrean brain mines (pg 134).....10 pts
- May take power armour (pg 133).....3 pts
- May replace bolt pistol, chainsword, frag and krak grenades with Terminator armour (pg 101), storm bolter and Nemesis Daemon hammer (pg 100).....40 pts
- May replace Terminator armour's storm bolter with:
 - Combi-flamer, combi-melta or combi-plasma.....10 pts
 - Psycannon (pg 100).....15 pts
- May upgrade to Psyker (Mastery Level 1).....30 pts
- An Inquisitor who is a Psyker may replace any weapon with a force weapon.....free



ORDO HERETICUS INQUISITOR

25
POINTS



The Witch Hunters of the Ordo Hereticus are sinister, feared individuals. Their skin is pale from long days spent in the excruciation chambers of Inquisition fortresses or poring over ancient texts that speak of the heretic and his machinations. The arrival of an Ordo Hereticus Inquisitor is met with as much trepidation as awe, since none know where their gimlet gaze may land and upon whom their suspicions might fall. They monitor doctrinal and physical purity, and no one is beyond their jurisdiction. It is a brave man who crosses the path of a Witch Hunter, as simply by opposing a member of the Ordo Hereticus an individual may be damned and declared heretic and Extremis Diabolus.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Inquisitor	4	4	3	3	3	4	3	10	4+	Infantry (Character)	1 Inquisitor

WARGEAR:

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Psyk-out grenades (pg 37)

SPECIAL RULES:

- Independent Character
- Stubborn

PSYKER:

Inquisitors who are Psykers generate their powers from the **Daemonology** (Sanctic), **Divination**, **Pyromancy**, **Telekinesis** or **Telepathy** disciplines.

OPTIONS:

- May take items from the Inquisition **Melee Weapons**, **Ranged Weapons** and/or **Inquisitorial Relics** lists.
- May replace any weapon with one of the following:
 - Inferno pistol.....10 pts
 - Condemnor boltgun (pg 36).....15 pts
 - Thunder hammer.....20 pts
 - Null rod (pg 133).....25 pts
- May take power armour (pg 133).....3 pts
- May take psyoculum (pg 134).....25 pts
- May upgrade to Psyker (Mastery Level 1).....30 pts
- An Inquisitor who is a Psyker may replace any weapon with a force weapon.....free



ORDO XENOS INQUISITOR

25
POINTS



Agents of the Ordo Xenos are typically the most eccentric of their kind, for they spend years, even decades, travelling and living in nonhuman space, learning everything they can that will facilitate the exploitation or elimination of the races they encounter. Many Ordo Xenos Inquisitors have strong ties with rogue traders, and may travel with retinues of alien mercenaries. Most speak many nonhuman languages and have acquaintances and informants far beyond the Imperium's boundaries. Despite this, there is more blood on the hands of the Ordo Xenos than any other branch of the Inquisition. Even decades of peaceful and seemingly friendly contact are but a screen behind which raids by the Deathwatch sabotage vital infrastructure, leaving the aliens defenceless against attack from an Imperial battle fleet.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Inquisitor	4	4	3	3	3	4	3	10	4+	Infantry (Character)	1 Inquisitor

WARGEAR:

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Psyk-out grenades (pg 37)

SPECIAL RULES:

- Independent Character
- Stubborn

PSYKER:

Inquisitors who are Psykers generate their powers from the **Daemonology** (Sanctic), **Divination**, **Pyromancy**, **Telekinesis** or **Telepathy** disciplines.

OPTIONS:

- May take items from the Inquisition **Ranged Weapons** or **Inquisitorial Relics** lists.
- May replace any weapon with one of the following:
 - Power sword.....10 pts
 - Needle pistol (pg 134).....15 pts
 - Scythian venom talon (pg 133).....15 pts
 - Conversion beamer (pg 134).....45 pts
- May take any of the following:
 - Digital weapons (pg 37).....5 pts
 - Rad grenades (pg 135).....15 pts
 - Psychotroke grenades (pg 135).....15 pts
 - Uluméathi plasma syphon (pg 135).....10 pts
- May take power armour (pg 133).....3 pts
- May upgrade to Psyker (Mastery Level 1).....30 pts
- An Inquisitor who is a Psyker may replace any weapon with a force weapon.....free



ACOLYTES

12
POINTS



Almost all Inquisitors maintain an inner circle of bodyguards and warriors. Where these individuals are recruited from depends upon the character of the Inquisitor, and the nature of his work. Some Inquisitors induct from only the most gloried institutions of the Adeptus Terra; the Schola Progenium, the Skitarii Legions or the Chambers Militant of the Ecclesiarchy. Others prefer the knife-edge reactions and gutter instincts of bounty hunters, underhive mutants and rogue frontiersmen. No matter where or how they are recruited, these Acolytes must exhibit exceptional qualities or resilience, determination and loyalty to their master, for they will be entrusted with many terrible tasks and are expected to excel in their completion.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Acolyte	3	3	3	3	1	3	1	8	5+	Infantry	3 Acolytes
Mystic	3	3	3	3	1	3	1	8	5+	Infantry	

WARGEAR:

- **Laspistol**
- **Chainsword** (Acolyte only)

SPECIAL RULES:

Psychic Beacon (Mystic only): Friendly units do not scatter when they Deep Strike, so long as the first model placed is within 6" of a model with this special rule. This model must have been on the battlefield at the start of the turn in order for this special rule to be used.

OPTIONS:

- May include up to nine additional Acolytes *4 pts/model*
- Any Acolyte can be upgraded to a Mystic *6 pts/model*
- Any Acolyte may take items from the Inquisition **Acolyte Weapons** and/or **Armour** lists.
- Up to three Acolytes may take items from the Inquisition **Melee Weapons**, **Ranged Weapons** and/or **Special Weapons and Wargear** lists.
- Any Acolyte may take melta bombs *5 pts/model*
- The unit may select a Chimera (pg 130), Sororitas Rhino (pg 72), Land Raider (pg 96), Land Raider Crusader (pg 97), Land Raider Redeemer (pg 98) or Valkyrie (pg 48) as a Dedicated Transport.



DAEMONHOST

10
POINTS



A Daemonhost is a Warp spirit bound by rite and ceremony to the body of a mortal. Some are created merely so an Inquisitor can interrogate daemonic entities about the Warp and its powers. Others are indentured minions, summoned and shackled to serve in the Inquisitor's retinue. Daemonhosts given license in this manner are terrifying combatants, able to manifest all manner of otherworldly abilities in their master's service. Yet, for all a Daemonhost's power, only the most self-assured Inquisitor will even consider creating one, let alone allow it near the anarchy of the battlefield. Daemons do not serve willingly, and the wards that control them are fickle. Should the Daemon break free of its binding, it takes great delight in avenging itself upon any souls unfortunate enough to be nearby.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Daemonhost	3	3	4	4	1	3	1	8	-	Infantry	1 Daemonhost

WARGEAR:

- Close combat weapon

SPECIAL RULES:

- Daemon

Warp Shield: A Daemonhost has a 5+ invulnerable save.

Daemonic Power: Roll a D6 at the start of each friendly turn for each unit that contains one or more Daemonhosts to determine which ability all the Daemonhosts in that unit manifest this turn. Unless otherwise stated, each manifestation lasts until the start of your next turn.

D6 Result

1 **Re-knit Host Form:** The Daemonhosts have the Feel No Pain special rule.

2 **Warp Grasp:** In the Assault phase, each Daemonhost can attack using the following profile:

Range	S	AP	Type
-	User	2	Melee

3 **Daemonic Speed:** The Daemonhosts gain the Fleet special rule, and their Initiative increases to 10.

4 **Warp Strength:** The Daemonhosts' Strength characteristic increases to 6.

5 **Energy Torrent:** In the Shooting phase, each Daemonhost can make a shooting attack with the following profile:

Range	S	AP	Type
24"	4	3	Assault 1, Blast

6 **Unholy Gaze:** In the Shooting phase, each Daemonhost can make a shooting attack with the following profile:

Range	S	AP	Type
24"	8	4	Assault 1



JOKAERO WEAPONSMITH

35
POINTS



Jokaero are heavyset, orange-furred xenos with retractable fingers and toes, passingly similar in appearance to the orangutans of ancient Terra. Yet this primitive appearance is completely misleading. Jokaero are technosavants without peer and have an instinctive understanding of machinery and technological systems. Given sufficient time and fragments of alloy and circuitry, a Jokaero can make almost anything. If a Jokaero can be lured into an Inquisitor's service, it will swiftly make its mark upon the retinue's weapons and wargear, performing minor (and often perplexing) upgrades. Not all such modifications will improve the efficacy of the customised equipment, but with a few moments of inspiration, a Jokaero can transform even a humble lasgun into something formidable.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Jokaero Weaponsmith	1	3	2	3	1	3	1	8	-	Infantry	1 Jokaero Weaponsmith

WARGEAR:

- **Defence orbs** (pg 134)
- **Digital weapons** (pg 37)

SPECIAL RULES:

Inconceivable

Customisation: When a unit containing one or more Jokaero is deployed, roll a D6 on the following chart. Each time you roll, add 1 to the result for each Jokaero in the unit beyond the first. All results apply for the duration of the game.

D6 Result

- 1 Aesthetic Alteration:** These modifications have no noticeable effect.
- 2 Improved Gun Sights:** All non-template ranged weapons in the unit have their maximum range increased by 12".
- 3 Reinforced Armour:** Models in the unit treat their Armour Save as being one better than normal (to a maximum save of 2+).
- 4 Penetrating Ammunition:** All ranged weapons in the unit have the Rending special rule.
- 5 Augmentative Energy Fields:** All models in the unit have a 5+ invulnerable save.
- 6+ The Works:** Pick any two of the first five results on the table and apply both to the unit, though each result can only be applied once.

Jokaero Ingenuity: A Jokaero can have his digital weapons fire as one of the following weapons: lascannon, multi-melta or heavy flamer. Choose which when the weapon is fired. All Jokaero in the same unit must choose the same weapon.



CHIMERA

55
POINTS



The Chimera is one of the most prolific armoured transports used by the Imperium. It is rugged, versatile, and easy to produce in huge numbers. For thousands of years it has been accepted wisdom that the Chimera punches well above its weight in a firefight; the tank itself sports a variety of anti-personnel weaponry, while passengers can lay down additional fire from its top hatch and lasgun arrays. Over the millennia, the Chimera has been employed in countless war zones, demonstrating its adaptability time and again. High-gain vox-arrays can be put to good use by an Inquisitor to communicate with henchmen, interrupt rituals and intercept veiled enemy communications. These factors, combined with the spacious transport capacity of the Chimera, makes the tank an appealing choice to many agents of the Ordo.

Chimera	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
Chimera	3	12	10	10	3	Vehicle (Tank, Transport)	1 Chimera

WARGEAR:

- Multi-laser
- Heavy bolter
- Searchlight
- Smoke launchers

TRANSPORT:

- **Transport Capacity:**
Twelve models.
- **Fire Points:** Two models can fire from the Chimera's top hatch.
- **Access Points:** The Chimera has one Access Point at the rear.

SPECIAL RULES:

Amphibious: A Chimera treats all water features as open terrain when it moves.

Lasgun Arrays: A Chimera has two separate arrays of three lasguns – one array located above each side of its hull. Up to six models in the embarked unit (a maximum of three per array) may fire one lasgun each from these lasgun arrays, provided those models are not using the Chimera's Fire Points this turn. To represent the unusual nature of these weapons, use the Chimera's Ballistic Skill for these shots – the lasgun arrays can shoot at this Ballistic Skill regardless of how far the Chimera has moved. If the Chimera has suffered a Crew Stunned or Crew Shaken result, the lasgun arrays can only make Snap Shots. Lastly, each array may shoot at a different target to the Chimera's other weaponry, though all lasguns in the same array must shoot at the same target.

OPTIONS:

- May replace heavy bolter with heavy flamer*free*
- May replace multi-laser with one of the following:
 - Heavy bolter*free*
 - Heavy flamer*free*
- May take items from the Inquisition **Vehicle Equipment** list.



INQUISITORIAL HENCHMEN WARBAND



Although an Inquisitor is a mighty warrior and scholar, they are still mortal, with mortal limits. They must face untold foes and overcome many formidable obstacles in pursuit of their calling. Thus, an Inquisitor will often seek accomplices and the aid of others. Many Inquisitors see their followers as mere tools, with skills and abilities which they do not possess and so must utilise through others. Some may see their companions as disciples who share their great burden of the protection of the Emperor and Mankind. Others simply yearn to be understood, so that although they must ever work unseen and thankless, they know that another is aware of their great works. For some, the association with fellow humans acts as a reminder to them of their duty, and the people they seek to defend.

FORMATION:

- 1 Inquisitor of any type, including Unique units (pg 122-126)
- 1 unit of Acolytes (pg 127)
- 0-1 Ministorum Priests¹ (pg 61)
- 0-1 Crusaders¹ (pg 67)
- 0-6 Daemonehosts¹ (pg 128)
- 0-1 Arco-flagellants¹ (pg 66)
- 0-1 Death Cult Assassins¹ (pg 68)
- 0-1 Tech-Priest Engineer¹ (pg 41)
- 0-6 Jokaero Weaponsmiths¹ (pg 129)
- 0-1 Astropath¹ (pg 54)

RESTRICTIONS:

¹ These units must form a single unit with this Formation's unit of Acolytes.

SPECIAL RULES:

Authority of the Inquisition: An Inquisitor (this can be a Unique Inquisitor) from this Formation can generate and use a Warlord Trait, even if they are not your army's Warlord. For the purposes of this Warlord Trait, this Inquisitor is considered to be your Warlord.

Chambers Militant: This Formation's Inquisitor may have requisitioned additional support from one of the Chambers Militant, according to the Ordo they hail from:

- An Inquisitorial HENCHMEN Warband that includes an Ordo Malleus Inquisitor or Inquisitor Coteaz may also include a Grey Knight Terminator Squad (pg 93).
- An Inquisitorial HENCHMEN Warband that includes an Ordo Hereticus Inquisitor or Inquisitor Karamazov may also include an Adepta Sororitas Battle Sisters Squad (pg 63).
- An Inquisitorial HENCHMEN Warband that includes an Ordo Xenos Inquisitor may also include a unit of Deathwatch Veterans (pg 85).

INQUISITION APPENDIX

This section presents Warlord Traits unique to the operatives of the Inquisition. You will also find rules for their mysterious weaponry and wargear.

WARLORD TRAITS

When generating Warlord Traits for a Warlord with the Inquisition Faction, you can roll on the appropriate table presented here instead of one of the Warlord Traits tables found in *Warhammer 40,000: The Rules*. Note that each of these tables share the first three results, the rules for which are shown below.

Unquestionable Wisdom: *This Inquisitor has unbending determination and a clinical understanding of how to achieve his goals.*

The Warlord and his unit can choose to pass or fail any Morale checks they are called upon to make.

Reader of the Tarot: *The Emperor's Tarot holds many secrets for an Inquisitor skilled enough to read it.*

Whilst the Warlord is alive, you can roll two dice and choose the result you want when rolling for Reserves, Outflank, mysterious terrain or mysterious objectives.

Burner of Worlds: *None can hide from this Inquisitor's wrath, even if he must burn an entire world to root out his quarry.*

Once per game, your Warlord can call down an orbital attack in his Shooting phase. This counts as firing a ranged weapon with the profile below. This does not prevent the Warlord and his unit from declaring a charge against the target unit that turn.

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Large Blast, Orbital

Orbital: If an arrow is rolled on the scatter dice, an orbital bombardment always scatters the full 2D6" – the Warlord's Ballistic Skill makes no difference.

WARLORD TRAITS TABLE

ORDO MALLEUS

D6 Result

- Unquestionable Wisdom.**
- Reader of the Tarot.**
- Burner of Worlds.**
- Daemonhunter:** *This Inquisitor has been hunting Daemons for many decades and knows all there is about casting them back into the Warp.*
The Warlord and his unit have the Preferred Enemy (Daemons) special rule.
- Incorruptible:** *Such is this Inquisitor's purity of spirit that Daemons cannot abide his presence.*
All units with the Daemon special rule within 12" of the Warlord suffer a -1 penalty to their invulnerable save (to a minimum of 6+). This is cumulative with any other modifiers.
- Forbidden Lore:** *No tomes are forbidden to the Inquisitor willing to risk the damning knowledge held within.*
If the Warlord is a Psyker, he generates one additional Warp Charge point in each of his turns. If the Warlord is not a Psyker, he has the Adamantium Will special rule.

ORDO HERETICUS

D6 Result

- Unquestionable Wisdom.**
- Reader of the Tarot.**
- Burner of Worlds.**
- Witch Hunter:** *The Inquisitor is a seasoned master in the ways of hunting rogue psykers.*
The Warlord and his unit have the Preferred Enemy (Psykers) special rule.
- Will of Iron:** *Such is the Inquisitor's force of belief in the righteousness of his cause that enemy sorceries cannot find purchase upon his soul.*
The Warlord has the Adamantium Will special rule.
- Master of Interrogation:** *No heretic can conceal their master's battle plans once within this Inquisitor's interrogation chamber.*
Enemy Infiltrators cannot be set up anywhere within 24" of the Warlord.

ORDO XENOS

D6 Result

- Unquestionable Wisdom.**
- Reader of the Tarot.**
- Burner of Worlds.**
- Xeno Hunter:** *The Inquisitor has dedicated his life to exterminating the xenos, and there is no weakness unknown to him he cannot exploit.*
The Warlord and his unit have the Preferred Enemy special rule when targeting any enemy non-vehicle units with the following Faction: Dark Eldar, Eldar, Harlequins, Necrons, Orks, Tau Empire, Tyranids and Genestealer Cults.
- Xenotech Collector:** *This Inquisitor is a hoarder of esoteric alien technology, some of which he has incorporated into his own wargear.*
The Warlord has a 6+ invulnerable save. In addition, select one of the Warlord's ranged weapons. That weapon gains +1 Strength and the Rending special rule for the duration of the battle.
- Purity of Mankind:** *When all else fails this Inquisitor relies upon good, honest, human hatred to destroy his foes.*
The Warlord and his unit have the Hatred special rule.

TOOLS OF THE INQUISITION

MELEE WEAPONS

DAEMONBLADE

The ultimate embodiment of a radical Inquisitor's credo of using the enemy's weapons against them, a Daemonblade contains the bound essence of a single Greater Daemon, or a whole host of lesser Daemons. Whilst the wards and bindings placed on a Daemonblade render it less destructive than the Daemon weapons borne by servants of Chaos, they are necessary to stop the wielder being driven insane by the dark voices in his mind. No two Daemonblades are the same in form, power and substance, and some are so unique as to have forged their own black reputations.

Range	S	AP	Type
-	User	-	Melee, Two-handed, Daemonic Powers

Daemonic Powers: Every Daemonblade has two daemonic powers randomly generated from the following list before the army is deployed. Roll 2D6 to determine each power. If the same result is rolled twice, you can choose the Daemonblade's second daemonic power.

2D6 Daemonic Power

- 2-3 **Warpflame:** Attacks made with the Daemonblade are resolved at +3 Strength.
- 4 **Unholy Speed:** The wielder has +3 Attacks.
- 5 **Etherblade:** The Daemonblade has an AP of 2.
- 6 **Vampyre:** When the Daemonblade inflicts an unsaved wound, its wielder immediately gains +1 Wound (to a maximum of 10).
- 7 **Daemonic Feud:** Close combat attacks from this sword always wound models with the Daemon special rule on a roll of 2+. Furthermore, models with the Daemon special rule must re-roll any successful invulnerable saves against any Wounds caused by this Daemonblade.
- 8 **Deathlust:** The wielder of the Daemonblade has the Furious Charge and Rage special rules.

- 9 **Dark Resurrection:** The wielder of the Daemonblade has the Feel No Pain and Eternal Warrior special rules.
- 10 **Daemon Venom:** The Daemonblade has the Poisoned (2+) special rule.
- 11+ **Familiar:** The wielder generates one additional Warp Charge point in each of his turns. In addition, the Daemonblade gains the Force special rule.

NULL ROD

This obsidian rod perpetually crackles with psi-null energy, negating the Warp-spawned powers of psykers. Even a glancing blow from such a weapon can provoke a cataclysmic neuron failure in a sorcerer or mystic. At the end of each battle, the null rod must be drained of the energy it has absorbed, lest its captured power open a Warp rift.

Range	S	AP	Type
-	User	3	Melee, Witchbane

Witchbane: Any unsaved Wounds inflicted on a model with the Psyker or Brotherhood of Psykers/Sorcerers special rule by a null rod have the Instant Death special rule. Furthermore, the bearer (and their squad) cannot be targeted by psychic powers (friendly or enemy).

SCYTHIAN VENOM TALON

The Scythians are a race of warrior-monks, dedicated to a peculiar form of armed martial arts. The dagger-like venom talon is one of the more basic weapons they use, able to incapacitate a foe with the slightest scratch. Quite how the Inquisition have come to acquire such weapons is perhaps best left to the imagination.

Range	S	AP	Type
-	User	-	Melee, Poisoned (2+)



ARMOUR

CARAPACE ARMOUR

Carapace armour is made of large, rigid plates of armaplas or ceramite moulded to fit the wearer.

Carapace armour confers a 4+ Armour Save.

POWER ARMOUR

Made from thick ceramite plates and electronically motivated fibre bundles, power armour is amongst the best protective armour available to the servants of the Imperium.

Power armour confers a 3+ Armour Save.

VEHICLE EQUIPMENT

TRUESILVER ARMOUR

Strands of sanctified silver and iron have been imbedded into this vehicle's armour, rendering it poisonous to the touch of Daemons and psykers.

If a model with the Daemon, Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules succeeds in hitting this vehicle in close combat, it suffers a Strength 6 hit for each hit once damage has been resolved against the vehicle.

RANGED WEAPONS

CONVERSION BEAMER

Incredibly rare pre-Heresy artefacts, conversion beam projectors fire an energy burst that grows in power the further it travels.

A shot from a conversion beamer has a different profile depending on how far the target is from the firer. When firing the conversion beamer, place the blast marker over a target within 72" and then roll for scatter. Once the final location of the blast marker has been determined, measure the distance from the firer to the centre of the blast marker and consult the chart below to determine the effect. If this distance is greater than 72", the shot misses. If it is not clear which of the profiles to use, the controlling player can choose.

Range	S	AP	Type
Up to 18"	6	-	Heavy 1, Blast
18-42"	8	4	Heavy 1, Blast
42-72"	10	1	Heavy 1, Blast

HELLRIFLE

A weapon much favoured by radical Inquisitors, the hellrifle closely resembles an antique firearm. In reality, it is a highly sophisticated weapon that employs an array of containment shielding and galvanic impellers to fire razor-sharp shards of daemonic matter.

Range	S	AP	Type
36"	6	3	Heavy 1, Rending

NEEDLE PISTOL

Needle pistols are small, elegant weapons that fire monomolecular darts imbued with the most potent of venoms – perfect for stealthy assassinations, but just as good for close-quarter battlefield work.

Range	S	AP	Type
12"	X	6	Pistol, Poisoned (2+)

SPECIAL ISSUE WARGEAR

DEFENCE ORBS

A Jokaero's backpack is actually a control and fabricator array for a cloud of energy refractive orbs that swarm about the Jokaero and move to intercept incoming fire.

Defence orbs confer a 5+ invulnerable save.

EMPYREAN BRAIN MINES

When triggered, empyrean brain mines latch onto the victim and send a pulse of energy directly into his brain, momentarily stilling his motor functions and leaving him unable to act. The effect is only temporary, as the brain mines are prone to burning out after a few seconds, but leave an enemy vulnerable in the interim.

Empyrean brain mines are used at the start of the Fight sub-phase. Nominate one enemy model in base contact with the bearer. That model must pass an Initiative test to avoid the brain mine. If the test is passed, the effects of the brain mine have been resisted. If the test is failed, the victim has been rendered momentarily catatonic and cannot strike any blows during this sub-phase.

PSYBER-EAGLE

A mechanically-augmented bird of prey mind-linked to its master, a psyber-eagle can be released to gouge and tear at will.

Range	S	AP	Type
24"	4	-	Assault D6

ORBITAL STRIKE RELAY

It is rare for the Inquisition to fight without some form of orbital support craft. To ensure accurate orbital barrages, Inquisitors often carry an orbital strike relay to provide the fleet vessels with targeting data.

Once per game, the bearer can call down an orbital strike in his Shooting phase. This counts as firing a ranged weapon with one of the profiles below. This does not prevent the bearer and his unit from declaring a charge against the target unit that turn.

	Range	S	AP	Type
Barrage bomb	Infinite	6	4	Ordnance D3, Large Blast, Orbital (pg 132)
Lance strike	Infinite	10	1	Heavy 1, Lance, Blast, Orbital
Psyk-out bomb	Infinite	6	4	Ordnance 1, Large Blast, Psi-shock, Orbital

Psi-shock: If a unit containing at least one model with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules is hit by a weapon with the Psi-shock special rule, one randomly determined Psyker model in that unit suffers Perils of the Warp in addition to any other damage.

PSYBOLT AMMUNITION

Psychobolts are silver-tipped, psychically charged shells, used in storm bolters and similar weapons.

A model equipped with psychobolt ammunition counts the Strength of its shots as being one point higher than normal if it is firing a boltgun, as defined in *Warhammer 40,000: The Rules* (including the 'boltgun' part of any combi-weapon). E.g. a bolt pistol would be Strength 5, rather than Strength 4, if the firer had psychobolt ammunition.

PSYOCULUM

A psyoculum contains an assembly of mystically treated lenses, image enhancement circuitry and light amplifiers, allowing one to track psykers by their psychic emanations, rather than vision.

The bearer of a psyoculum (and their unit) count as being Ballistic Skill 10 if shooting at a unit containing one or more models with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rules. However this rule has no effect if the bearer (and their unit) are firing Snap Shots.

PSYCHOTROKE GRENADES

Psychotroke grenades explode in a cloud of sweet-smelling nerve gas that induces violent, and often debilitating, visions in the enemy. It is incredibly psycho-reactive and mere proximity is enough to trigger its effects, rendering even sealed armour useless.

When a unit equipped with psychotroke grenades launches an assault, or is assaulted, roll a D6 for each enemy unit being assaulted or assaulting to see what the effect is. The effects of psychotroke gas only ever last for the duration of a single Assault phase.

Note that the descriptions included below have been based on the recorded responses of human subjects – alien races will, of course, react in their own, inimitable fashion (though the game effect is unchanged).

D6 Effect

- 1 What's this? Smells a bit odd:** The unit has resisted the psychotroke gas – there is no effect.
- 2 Suddenly it's all so clear. The fighting, your allies, that mortal wound – everything's just a huge cosmic joke! Best to sit down and have a good laugh about it:** The enemy unit is hit automatically in this Assault phase. They can still fight, but with a maximum of 1 Attack per model (to represent their maddened flailing), though this does not affect Hammer of Wrath or Stomp attacks.
- 3 Hah! Those enemies aren't real, they're just an illusion – you're not falling for that!:** You re-roll failed To Hit rolls against the enemy unit during this Assault phase.
- 4 They're horrible! Your darkest fears have been given form and are coming to kill you!:** The enemy unit is reduced to Leadership 2 for the remainder of the Assault phase.
- 5 The world is spinning – everything is all jumbled up. It's all you can do to keep your feet:** The enemy unit is reduced to Initiative 1 for the remainder of the Assault phase.
- 6 They say they're your friends, but they're not – they're out to get you. Best get them first!:** Every model in the enemy unit must immediately take an Initiative test. Any models that fail must strike blows against their own unit during this Assault phase, rather than against the enemy, exactly as if they were on your side. Wounds inflicted must be allocated amongst the entire unit, not just amongst unaffected models. Unsaved Wounds caused by affected models count towards your close combat total. Units composed of single models re-roll this result.

RAD GRENADES

Rad grenades detonate in a shower of tiny contaminated fragments. Each particle's radioactive emissions have a millisecond half-life, ensuring that the thrower can charge in without exposing himself to contamination. Nevertheless, those enemies caught in the initial explosion will feel the rad grenade's debilitating influence for some time afterwards.

During a turn in which a unit equipped with rad grenades launches an assault, or is assaulted, the enemy unit(s) suffer a -1 penalty to their Toughness until the end of the phase (this does affect the victims' Instant Death threshold).

ULUMÉATHI PLASMA SYPHON

This peculiar array of alien crystals creates a distorting resonance on the frequencies used by plasma weaponry, causing such guns to fire much more wildly, making it almost impossible to keep them on target.

Models firing plasma weapons (as defined in *Warhammer 40,000: The Rules*, including combi-plasma weapons and other plasma weapons such as the plasma rifles of the Tau Empire), while within 12" of a model with an Uluméathi plasma syphon will count as Ballistic Skill 1.

INQUISITORIAL RELICS

Inquisitorial Relics are items of incredible rarity, tomes of knowledge whose mere existence is a secret to all but the highest-ranking members of the Ordos. Only one of each of the following items may be chosen per army, and only one may be chosen per model.

LIBER HERESIUS

First laid down during the Age of Apostasy, this tome has grown to contain the wisdom of thousands of Ordo Hereticus Inquisitors. By properly interrogating its pages, the reader can glean sufficient wisdom to predict and counter the strategies of renegades and traitors before their ruinous schemes come to fruition. Over the course of centuries, the Liber Heresius has become incredibly unwieldy, as each new wielder scribbles his own notes into its broad margins.

At the start of any friendly turn, the bearer can take a Leadership test. If the test is failed, nothing happens, but if the test is passed, choose one of the special rules from the list below. The bearer of the Liber Heresius, and his unit, gain that special rule until the start of their next turn. The same special rule cannot be gained in this way more than once per game – you must choose a different special rule each time.

- Scout*
- Split Fire
- Counter-attack
- Fear
- Hatred

*Instead of being made at the start of a friendly turn, the Leadership test to use this special rule is made after deployment, but before the first turn begins.

GRIMOIRE OF TRUE NAMES

He who knows a Daemon's true name wields a terrible power over the beast, for it is the one verity that a Warp-spawn cannot deny. Accordingly, Grimoires of True Names are highly sought after by Daemon hunters, regardless of whether they intend to obliterate the Daemon, or bend it to their will. Alas, most are copies, with their information incomplete or subtly altered in such a way to put the reader at risk of damnation. Only one, the Malefact Maloreum, contains a complete and unswerving record of all the Dark Gods' daemonic servants. As such, it is highly sought after – and often fought over.

When the bearer of the Grimoire of True Names is fighting a challenge against a model with the Daemon special rule, his opponent suffers a -5 penalty to his Weapon Skill, Initiative and Leadership characteristics (to a minimum of 1).

THE TOME OF VETHRIC

First inscribed by the famed Ordo Xenos Inquisitor Macavius Vethric, this book has ever since served as record of alien perfidy and nuance. In the millennia since Vethric's death, the tome's contents have been annotated and expanded, to the point that it now stands as the Imperium's most complete treatise on xenos strategy, and contains a wealth of countermeasures for even the most innocuous of alien ploys. The only challenge lies in deciphering Vethric's almost illegible scrawl...

If your opponent's army contains any units with the Faction shown in the table below, the bearer of the Tome of Vethric gains the corresponding special rule. For example, if your opponent's army included units with the Eldar Faction and others with the Tau Empire Faction, the bearer would have both the Furious Charge and Split Fire special rules.

Enemy Faction

Dark Eldar
Eldar or Harlequins
Orks
Necrons
Tau Empire
Tyrants or Genestealer Cults

Special rule gained

Night Vision
Split Fire
Counter-attack
Tank Hunters
Furious Charge
Monster Hunter

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