

# PROSECUTORS



4



Prosecutors are a unit that contains 5 models. It can contain 10 models (**Power Rating 7**). It is equipped with: Boltguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Prosecutors (5 models)</b>	7"	3+	3+	1	1	7	6+
<b>Prosecutors (10 models)</b>	7"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

## ABILITIES

**Psychic Abomination:** This unit cannot be targeted or affected by Command Assets that are psychic powers, or weapons with the Witchfire ability. **PSYKER** units within 6" of this unit cannot be selected to manifest psychic powers.

**Prosecution Protocols:** This unit not suffer the penalty for attacks made with ranged weapons that target obscured **PSYKER** units.

**FACTION KEYWORDS:** IMPERIUM, ASTRA TELEPATHICA, SISTERS OF SILENCE

**KEYWORDS:** LIGHT, INFANTRY, PROSECUTORS

# VIGILATORS



3



Vigilators are a unit that contains 5 models. It can contain 10 models (**Power Rating 6**). It is equipped with: Executioner Greatblades.

	M	WS	BS	A	W	Ld	Sv
<b>Vigilators (5 models)</b>	7"	3+	3+	1	1	7	6+
<b>Vigilators (10 models)</b>	7"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Executioner Greatblades	Melee	Melee	x2	6+	8+	-

## ABILITIES

**Psychic Abomination:** This unit cannot be targeted or affected by Command Assets that are psychic powers, or weapons with the Witchfire ability. **PSYKER** units within 6" of this unit cannot be selected to manifest psychic powers.

**FACTION KEYWORDS:** IMPERIUM, ASTRA TELEPATHICA, SISTERS OF SILENCE

**KEYWORDS:** LIGHT, INFANTRY, VIGILATORS

# WITCHSEEKERS



4



Witchseekers are a unit that contains 5 models. It can contain 10 models (**Power Rating 8**). It is equipped with: Witchseeker Flamers; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Witchseekers (5 models)</b>	7"	3+	3+	1	1	7	6+
<b>Witchseekers (10 models)</b>	7"	3+	3+	2	2	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Witchseeker Flamers	Small Arms	8"	x2	7+	10+	Inferno
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## ABILITIES

**Psychic Abomination:** This unit cannot be targeted or affected by Command Assets that are psychic powers, or weapons with the Witchfire ability. **PSYKER** units within 6" of this unit cannot be selected to manifest psychic powers.

**FACTION KEYWORDS:** IMPERIUM, ASTRA TELEPATHICA, SISTERS OF SILENCE

**KEYWORDS:** LIGHT, INFANTRY, WITCHSEEKERS

# NULL-MAIDEN RHINO



5



A Null-Maiden Rhino is a unit that contains 1 model. It is equipped with: Storm Bolter; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Null-Maiden Rhino	12"	6+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

## TRANSPORT

This unit can transport up to 10 friendly **SISTERS OF SILENCE INFANTRY** models.

**FACTION KEYWORDS:** IMPERIUM, ASTRA TELEPATHICA, SISTERS OF SILENCE  
**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, RHINO, NULL-MAIDEN RHINO

# VINDICARE ASSASSIN



6



A Vindicare Assassin is a unit that contains 1 model. It is equipped with: Exitus Weapons (Ranged); Exitus Weapons (Melee).

	M	WS	BS	A	W	Ld	Sv
Vindicare Assassin	7"	2+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Exitus Weapons (Ranged)	Heavy	72"	1	5+	8+	Sniper
Exitus Weapons (Melee)	Melee	Melee	User	8+	9+	-

## ABILITIES

Deep Strike

**Independent Operative:** This unit cannot be a **WARLORD**.

**Deadshot:** You can re-roll wound rolls for attacks made with ranged weapons by this unit that target **CHARACTER** units.

**FACTION KEYWORDS:** IMPERIUM, OFFICIO ASSASSINORUM

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, VINDICARE ASSASSIN

# CALLIDUS ASSASSIN



6



A Callidus Assassin is a unit that contains 1 model. It is equipped with: Neural Shredder; Phase Sword.

	M	WS	BS	A	W	Ld	Sv
Callidus Assassin	7"	2+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Neural Shredder	Small Arms	9"	User	6+	9+	Inferno
Phase Sword	Melee	Melee	User	6+	9+	-

## ABILITIES

### Deep Strike

**Independent Operative:** This unit cannot be a **WARLORD**.

**Polymorphine:** When this unit uses the Deep Strike ability, you can set it up anywhere on the battlefield that is more than D6+3" away from any enemy units, instead of 9".

**Reign of Confusion:** If you have any **CALLIDUS ASSASSINS** in your army, then during the first turn your opponent generates one fewer Command Asset card than they normally would.

**FACTION KEYWORDS:** IMPERIUM, OFFICIO ASSASSINORUM

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, CALLIDUS ASSASSIN

# EVERSOR ASSASSIN



6



An Eversor Assassin is a unit that contains 1 model. It is equipped with: Executioner Pistol; Neuro-gauntlet & Power Sword.

	M	WS	BS	A	W	Ld	Sv
Eversor Assassin	10"	2+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Executioner Pistol	Small Arms	12"	User	7+	10+	-
Neuro-gauntlet & Power Sword	Melee	Melee	x2	7+	8+	-

## ABILITIES

### Deep Strike

**Bio-meltdown:** In the Damage phase, damage must be resolved for units with this ability before damage is resolved for any other units (including **SUPER-HEAVY** units). If this unit is destroyed, before removing it from the battlefield, roll a D12 for each other **LIGHT** unit within 3" of this unit; on a 9+ place one blast marker next to the unit being rolled for.

**Independent Operative:** This unit cannot be a **WARLORD**.

**FACTION KEYWORDS:** IMPERIUM, OFFICIO ASSASSINORUM

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, EVERSOR ASSASSIN

# CULEXUS ASSASSIN



6



A Culexus Assassin is a unit that contains 1 model. It is equipped with: Animus Speculum; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Culexus Assassin</b>	7"	2+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Animus Speculum	Small Arms	18"	User	6+	9+	-
Close Combat Weapons	Melee	Melee	User	6+	11+	-

## ABILITIES

### Deep Strike

**Independent Operative:** This unit cannot be a **WARLORD**.

**Psychic Abomination:** This unit cannot be targeted or affected by Command Assets that are psychic powers, or weapons with the Witchfire ability. **PSYKER** units within 6" of this unit cannot be selected to manifest psychic powers.

**Psychic Assassin:** This unit not suffer the penalty for attacks made with ranged weapons that target obscured **PSYKER** units.

**FACTION KEYWORDS:** IMPERIUM, OFFICIO ASSASSINORUM

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, CULEXUS ASSASSIN

# THE INQUISITION



## THE EMPEROR'S HAND

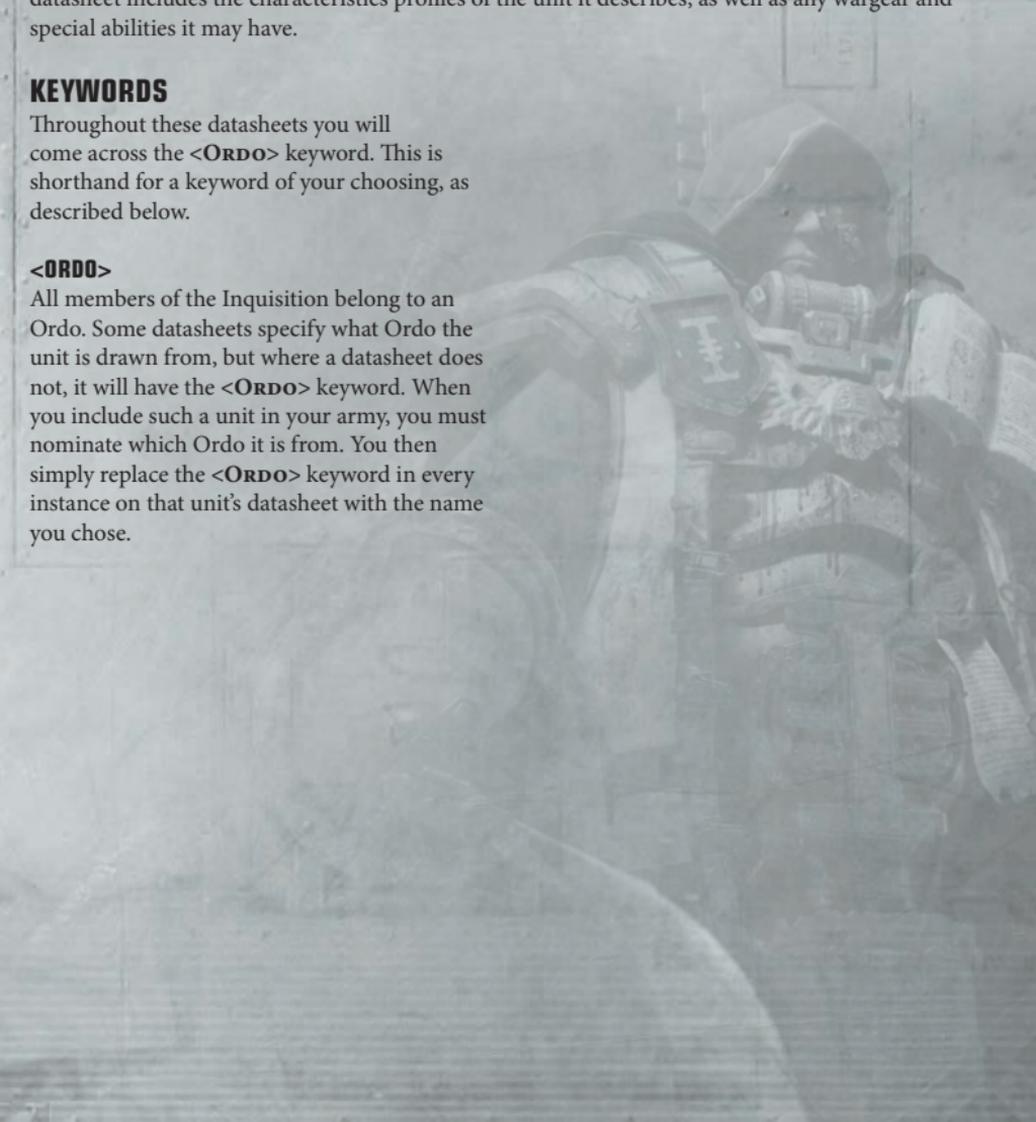
These datasheets allow you to fight Apocalypse battles with your Inquisition miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

### KEYWORDS

Throughout these datasheets you will come across the <ORDO> keyword. This is shorthand for a keyword of your choosing, as described below.

#### <ORDO>

All members of the Inquisition belong to an Ordo. Some datasheets specify what Ordo the unit is drawn from, but where a datasheet does not, it will have the <ORDO> keyword. When you include such a unit in your army, you must nominate which Ordo it is from. You then simply replace the <ORDO> keyword in every instance on that unit's datasheet with the name you chose.



# INQUISITOR GREYFAX



Inquisitor Greyfax is a unit that contains 1 model. It is equipped with: Master-crafted Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Inquisitor Greyfax</b>	6"	3+	3+	1	1	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	9+	9+	-

## ABILITIES

**Authority of the Inquisition:** This unit can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**Unquestionable Wisdom:** Friendly **IMPERIUM** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, INQUISITION, ORDO HERETICUS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, INQUISITOR, GREYFAX

# INQUISITOR EISENHORN



6



Inquisitor Eisenhorn is a unit that contains 1 model. It is equipped with: Barbarisater. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Inquisitor Eisenhorn	6"	3+	3+	1	1	8	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Barbarisater	Melee	Melee	User	8+	8+	-

## ABILITIES

**Ignore Damage (6+)**

**Authority of the Inquisition:** This unit can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**Unquestionable Wisdom:** Friendly **IMPERIUM** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**Malus Codicium:** If this unit's Detachment contains any **DAEMONHOST** units, this unit loses the Unquestionable Wisdom ability. After this unit is set up on the battlefield for the first time, you can select one friendly **DAEMONHOST** unit from this unit's Detachment; add 1 to hit rolls for attacks made by that **DAEMONHOST** unit whilst it is within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, INQUISITION, ORDO XENOS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, INQUISITOR, EISENHORN

# INQUISITOR KARAMAZOV



Inquisitor Karamazov is a unit that contains 1 model. It is equipped with: Master-crafted Multi-melta; Throne of Judgement's Stomping Feet. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Inquisitor Karamazov</b>	5"	3+	3+	1	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Multi-melta	Heavy	30"	1	10+	4+	-
Throne of Judgement's Stomping Feet	Melee	Melee	User	10+	10+	-

## ABILITIES

### Terror Troops

**Unquestionable Wisdom:** Friendly **IMPERIUM** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, INQUISITION, ORDO HERETICUS

**KEYWORDS:** HEAVY, VEHICLE, CHARACTER, INQUISITOR, KARAMAZOV

# INQUISITOR COTEAZ



5



Inquisitor Coteaz is a unit that contains 1 model. It is equipped with: Master-crafted Nemesis Daemon Hammer. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Inquisitor Coteaz	6"	3+	3+	1	1	8	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Nemesis Daemon Hammer	Melee	Melee	User	7+	8+	-

## ABILITIES

**Spy Network:** Whilst this unit is on the battlefield, increase the number of Command Asset cards you can have in your hand by 1.

**Authority of the Inquisition:** This unit can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**Unquestionable Wisdom:** Friendly **IMPERIUM** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, INQUISITION, ORDO MALLEUS

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, INQUISITOR, COTEAZ

# INQUISITOR



4



An Inquisitor is a unit that contains 1 model. It is equipped with: Master-crafted Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Inquisitor</b>	6"	3+	3+	1	1	7	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Master-crafted Weapons	Melee	Melee	User	9+	9+	-

## WARGEAR OPTIONS

- This unit can be a psyker (**Power Rating +1**). If this unit is a psyker, it has the following additional keywords: **PSYKER**.
- If this unit has the **ORDO MALLEUS** keyword, it can have Terminator Armour (**Power Rating +2**). If this unit has Terminator Armour, it:
  - Has a Move characteristic of 5".
  - Has a Save characteristic of 4+.
  - Has the following additional abilities: **Deep Strike**.
  - Has the following additional keywords: **TERMINATOR**.

## ABILITIES

**Authority of the Inquisition:** This unit can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**Unquestionable Wisdom:** Friendly **IMPERIUM** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, INQUISITION, <ORDO>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, INQUISITOR

# ACOLYTES



3



Acolytes are a unit that contains 6 models. It is equipped with: Pistols; Chainswords.

	M	WS	BS	A	W	Ld	Sv
<b>Acolytes (6 models)</b>	6"	4+	4+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Hot-shot Lasguns	Small Arms	18"	User	6+	8+	Rapid Fire
Pistols	Small Arms	12"	User	8+	10+	-
Storm Bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Chainswords	Melee	Melee	x2	7+	9+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- Instead of Chainswords, this unit can be equipped with one of the following (**Power Rating +1**): Boltguns and Close Combat Weapons; Hot-shot Lasguns and Close Combat Weapons; Storm Bolters and Close Combat Weapons.

## ABILITIES

**Authority of the Inquisition:** This unit can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**Loyal Servant:** At the start of the Damage phase, you can select one friendly **<ORDO> INQUISITOR** unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that **INQUISITOR** unit and place them next to this unit.

**FACTION KEYWORDS:** IMPERIUM, INQUISITION, **<ORDO>**

**KEYWORDS:** LIGHT, INFANTRY, ACOLYTES

# DAEMONHOST



1



A Daemonhost is a unit that contains 1 model. It is equipped with: Unholy Gaze; Warp Grasp.

	M	WS	BS	A	W	Ld	Sv
Daemonhost	6"	4+	4+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Unholy Gaze	Small Arms	12"	1	8+	8+	-
Warp Grasp	Melee	Melee	User	8+	8+	-

## ABILITIES

**Daemonic Power:** When you select this unit's Detachment to carry out its order, but before any units in that Detachment make an action (excluding free actions) that phase, roll one D3, and apply the result from the following table:

D3	DAEMONIC POWER
1	<b>Daemonic Speed:</b> Until the end of the turn, this unit has a Move characteristic of 12" and has the <b>FLY</b> keyword.
2	<b>Re-knit Host Form:</b> Remove one small blast marker from this unit.
3	<b>Energy Torrent:</b> Until the end of the turn, add 1 to wound rolls for attacks made with ranged weapons by this unit.

**FACTION KEYWORDS:** IMPERIUM, INQUISITION

**KEYWORDS:** LIGHT, INFANTRY, DAEMON, DAEMONHOST

# JOKAERO WEAPONSMITH



2



A Jokaero Weaponsmith is a unit that contains 1 model. It is equipped with: Digital Weapons (Ranged); Digital Weapons (Melee).

	M	WS	BS	A	W	Ld	Sv
Jokaero Weaponsmith	6"	6+	4+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Digital Weapons (Ranged)	Heavy	24"	1	6+	9+	-
Digital Weapons (Melee)	Melee	Melee	User	11+	11+	-

## ABILITIES

**Authority of the Inquisition:** This unit can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**Inconceivable Customisation:** After this unit makes a Move action, select one friendly <ORDO> unit within 3" of this unit and roll a D3. Apply the result from the following table to that unit until the end of the turn:

D3	INCONCEIVABLE CUSTOMISATION
1	<b>Augmented Targeting:</b> You can re-roll hit rolls for attacks made by this unit.
2	<b>Augmented Penetration:</b> You can re-roll wound rolls for attacks made by this unit.
3	<b>The Works:</b> You can re-roll hit rolls and wound rolls for attacks made by this unit.

**FACTION KEYWORDS:** IMPERIUM, JOKAERO, INQUISITION, <ORDO>

**KEYWORDS:** LIGHT, INFANTRY, JOKAERO WEAPONSMITH

# INQUISITORIAL RETINUE



3



An Inquisitorial Retinue is a unit that contains 5 models. It can contain 10 models (**Power Rating 5**). It can contain Jokaero Weaponsmith models instead of other models (**Power Rating +1** per model). It can contain Daemonhost models instead of other models (**Power Rating +1** per model). It is equipped with: Pistols; Chainswords.

	M	WS	BS	A	W	Ld	Sv
<b>Inquisitorial Retinue (5 models)</b>	6"	4+	4+	1	1	5	10+
<b>Inquisitorial Retinue (10 models)</b>	6"	4+	4+	2	2	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Digital Weapons (Ranged)	Heavy	24"	1	6+	9+	-
Unholy Gaze	Small Arms	12"	1	8+	8+	-
Boltguns	Small Arms	24"	User	7+	9+	Rapid Fire
Hot-shot Lasguns	Small Arms	18"	User	6+	8+	Rapid Fire
Pistols	Small Arms	12"	User	8+	10+	-
Storm Bolters	Small Arms	24"	x2	7+	9+	Rapid Fire
Chainswords	Melee	Melee	x2	7+	9+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- If this unit contains any Jokaero Weaponsmith models, it must also be equipped with 1 Digital Weapons (Ranged) for each Jokaero Weaponsmith model.
- If this unit contains any Daemonhost models, it must also be equipped with 1 Unholy Gaze for each Daemonhost model.
- Instead of Chainswords, this unit can be equipped with one of the following (**Power Rating +1**): Boltguns and Close Combat Weapons; Hot-shot Lasguns and Close Combat Weapons; Storm Bolters and Close Combat Weapons.

## ABILITIES

**Authority of the Inquisition:** If this unit does not contain any Daemonhost models, it can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**FACTION KEYWORDS:** IMPERIUM, INQUISITION, <ORDO>

**KEYWORDS:** LIGHT, INFANTRY, INQUISITORIAL RETINUE

# ELUCIDIAN STARSTRIDERS



9



Elucidian Starstriders are a unit that contains 9 models. It is equipped with: Lasguns; Rotor Cannon; Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Elucidian Starstriders (9 models)</b>	6"	4+	3+	3	2	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Rotor Cannon	Heavy	24"	2	6+	10+	-
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## ABILITIES

**Warrant of Trade:** This unit can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**Sanistasia Minst:** At the start of each Action phase, you can remove one damage marker from this unit.

**Larsen van der Grauss:** Re-roll saving throws of 1 made for this unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA CARTOGRAPHICA, ELUCIDIAN STARSTRIDERS

**KEYWORDS:** LIGHT, INFANTRY, ELUCIDIAN STARSTRIDERS

# ELUCIA VHANE



Elucia Vhane is a unit that contains 1 model. It is equipped with: Heirloom Pistol; Monomolecular Cane-rapier. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Elucia Vhane	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heirloom Pistol	Heavy	12"	1	7+	12+	Sniper
Monomolecular Cane-rapier	Melee	Melee	User	7+	10+	-

## ABILITIES

**Warrant of Trade:** This unit can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**Multi-spectral Auspicator:** Re-roll hit rolls of 1 made for friendly **ELUCIDIAN STARSTRIDERS** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA CARTOGRAPHICA, ELUCIDIAN STARSTRIDERS  
**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, ROGUE TRADER, ELUCIA VHANE

# JANUS DRAIK



Janus Draik is a unit that contains 1 model. It is equipped with: Heirloom Pistol; Monomolecular Rapier. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Janus Draik	6"	3+	3+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heirloom Pistol	Heavy	12"	1	7+	12+	Sniper
Monomolecular Rapier	Melee	Melee	User	7+	10+	-

## ABILITIES

**Warrant of Trade:** This unit can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**Multi-spectral Auspicator:** Re-roll hit rolls of 1 made for this unit.

**FACTION KEYWORDS:** IMPERIUM, ASTRA CARTOGRAPHICA

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, ROGUE TRADER, JANUS DRAIK

# DRAIK'S BLACKSTONE FORTRESS EXPLORERS



11



Draik's Blackstone Fortress Explorers is a unit that contains 8 models. It is equipped with: Explorer's Rifles; Mk I Assault Cannon; Vindictor; Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Draik's Blackstone Fortress Explorers (8 models)</b>	6"	4+	3+	3	4	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Mk I Assault Cannon	Heavy	24"	2	6+	8+	-
Vindictor	Heavy	8"	1	6+	9+	Inferno
Explorer's Rifles	Small Arms	36"	2	7+	9+	Sniper
Close Combat Weapons	Melee	Melee	User	7+	9+	-

**FACTION KEYWORDS:** IMPERIUM, ASTRA CARTOGRAPHICA

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, DRAIK'S BLACKSTONE FORTRESS EXPLORERS

# NEYAM SHAI MURAD



Neyam Shai Murad is a unit that contains 1 model. It is equipped with: Negotiator Pistols (Ranged); Negotiator Pistols (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Neyam Shai Murad	6"	3+	4+	1	1	7	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Negotiator Pistols (Ranged)	Small Arms	12"	x2	8+	10+	-
Negotiator Pistols (Melee)	Melee	Melee	x2	8+	10+	-

## ABILITIES

**Warrant of Trade:** This unit can embark aboard any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.

**FACTION KEYWORDS:** IMPERIUM, ASTRA CARTOGRAPHICA

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, ROGUE TRADER, NEYAM SHAI MURAD

# MURAD'S BLACKSTONE FORTRESS EXPLORERS



6



Murad's Blackstone Fortress Explorers is a unit that contains 4 models. It is equipped with: Eradication Pistol; Grav-gun; Close Combat Weapons; Power Sword. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Murad's Blackstone Fortress Explorers (4 models)</b>	7"	3+	3+	3	2	6	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grav-gun	Heavy	18"	1	9+	8+	Rapid Fire
Eradication Pistol	Small Arms	12"	1	7+	10+	-
Close Combat Weapons	Melee	Melee	User	8+	10+	-
Power Sword	Melee	Melee	1	9+	9+	-

**FACTION KEYWORDS:** IMPERIUM, ASTRA CARTOGRAPHICA

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, MURAD'S BLACKSTONE FORTRESS EXPLORERS