IMPERIUM - AGENTS OF THE IMPERIUM

ORDO HERETICUS PURGATION FORCE

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Liber Heresius — 10 pts

After both players have deployed their armies, select up to 3 AGENTS OF THE IMPERIUM units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

No Escape — 25 pts

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

Witch Hunter — 15 pts

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

Ignis Judicium — 10 pts

The bearer's ranged weapons have the [DEVASTATING WOUNDS], [MELTA 1] and [PRECISION] abilities.

DETACHMENT RULE

Ranged weapons equipped by Adeptus Arbites, Inquisitor, Inquisitorial Agents and Ordo Hereticus models from your army have the [IGNORES COVER] ability.

Each time an Adeptus Arbites, Inquisitor, Inquisitorial Agents or Ordo Hereticus model from your army makes an attack that targets a Chaos unit containing 5 or more models, that attack has the [SUSTAINED HITS 1] ability.

STRATAGEMS (6/6)

2 CP PURGATION FORCE – EPIC DEED STRATAGEM COMMAND

EXECUTION ORDER

When: Your Command phase.
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS INFANTRy unit from your army.
Effect: Select one enemy CHARACTER unit on the battlefield. Until the start of your next Command phase, each time a model in your unit targets that CHARACTER unit, its weapons have the [PRECISION] ability.

1 CP PURGATION FORCE – WARGEAR STRATAGEM COMMAND

STUN GRENADES

When: Start of any phase (excluding the Command phase).
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS GRENADES unit from your army that is not within Engagement Range of one or more enemy units.
Effect: Select one enemy unit (excluding MONSTERS or VEHICLES) within 8" of and visible to your unit. That enemy unit must take a Battle-shock test and, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

1 CP PURGATION FORCE – BATTLE TACTIC STRATAGEM SHOOTING

DISPENSE JUSTICE

When: Your Shooting phase or the Fight phase.
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS unit from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, weapons equipped by models in your unit have the [LETHAL HITS] ability.

1 CP PURGATION FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

EXACT PUNISHMENT

When: Your opponent's Shooting phase, just after an AGENTS OF THE IMpERIUM unit from your army is destroyed as the result of an enemy unit's attacks.
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS unit from your army that was within 6" of the destroyed unit (you cannot target the destroyed unit with the Stratagem).
Effect: After the attacking unit has shot, your unit can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

1 CP PURGATION FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

INVIOLATE JURISDICTION

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS INFANTRy unit from your army within range of an objective marker and that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability.

1 CP PURGATION FORCE – STRATEGIC PLOY STRATAGEM SHOOTING

LINE OF FIRE

When: Your Shooting phase.
Target: One ADEpTUS ARbITES, INQUISITORIAl AGENTS or ORDO HERETICUS unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, models in your unit can target enemy units that are within Engagement Range of one or more friendly units with ranged weapons (excluding Blast weapons), provided the target is within 12".