



CODEX: IMPERIAL AGENTS

VERSION 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be. **New or revised text is presented in red**, with a **text highlight applied to revisions made previously** (excluding passages that were added or replaced in full).

UPDATES & ERRATA

Page 90 – Inquisitorial Agents, Inquisitorial Henchmen section

Change to:

'If your Army Faction is not **AGENTS OF THE IMPERIUM**, then for each **INQUISITOR** unit you include in your army, you can include one **INQUISITORIAL AGENTS** unit in your army that does not count towards the number of **RETINUE** units your army can include (see Assigned Agents, page 75).'

Page 93 – Voidsmen-at-Arms, Navy Bodyguard section

Change to:

'If your Army Faction is not **AGENTS OF THE IMPERIUM**, then for each **VOIDFARERS CHARACTER** unit you include in your army, you can include one **VOIDSMEN-AT-ARMS** unit in your army that does not count towards the number of **RETINUE** units your army can include (see Assigned Agents, page 75).'