

WARHAMMER
40,000

KILL TEAM



BLADES OF KHAINÉ 

ARCHETYPE: *

BLADES OF KHAINE KILL TEAM

Below you will find a list of the operatives that make up a **BLADES OF KHAINE** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- ▶ 1 operative selected from the following list:
 - **DIRE AVENGER EXARCH** equipped with one of the following options:
 - Shuriken catapult; fists
 - Twin shuriken catapult; gun buttsOr one option from each of the following:
 - Diresword or power weapon
 - Shimmershield or shuriken pistol
 - **HOWLING BANSHEE EXARCH** equipped with one of the following options:
 - Mirrorswords
 - Shuriken pistol; executioner
 - Shuriken pistol; power weapon
 - Triskele; power weapon
 - Triskele; shuriken pistol
 - **STRIKING SCORPION EXARCH** equipped with one of the following options:
 - Shuriken pistol; biting blade
 - Shuriken pistol; scorpion's claw and chainsword
 - Twin shuriken pistols; twin chainswords
- ▶ 7 **BLADES OF KHAINE** operatives selected from the following list:
 - **DIRE AVENGER WARRIOR**
 - **HOWLING BANSHEE WARRIOR**
 - **STRIKING SCORPION WARRIOR**

* ARCHETYPE

This kill team can use the Seek and Destroy archetype or an archetype determined by the most common Aspect keyword of its operatives (if two keywords are equally the most common, you can choose one of those keywords). Aspect keywords and their associated archetypes are as follows:

- **DIRE AVENGER:** Security
- **HOWLING BANSHEE:** Recon
- **STRIKING SCORPION:** Infiltration



TAC OPS

If your faction is **BLADES OF KHAINE**, you can use the Blades Of Khaine Tac Ops listed below, as specified in the mission sequence.

ASPECT WARFARE

Blades of Khaine – Faction Tac Op 1

Reveal this Tac Op in the Target Reveal step of any Turning Point.

- If a friendly **DIRE AVENGER**, friendly **HOWLING BANSHEE** and friendly **STRIKING SCORPION** operative inflict damage on enemy operatives during the same Turning Point, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

MASTER TECHNIQUES

Blades of Khaine – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of any Turning Point.

- If you use all five Aspect Techniques from an Aspect in any Turning Point (e.g. all five **STRIKING SCORPION** Aspect Techniques), you score 1VP. Note that you must actually use each Aspect Technique, e.g. if you use Vigilance of the Avenger (pg 57), you must make a shooting attack against an enemy operative in Cover.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

MARTIAL HARMONY

Blades of Khaine – Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of any Turning Point. At the end of each Turning Point, check the following three criteria: a friendly **DIRE AVENGER** operative controls an objective marker; a friendly **STRIKING SCORPION** operative is within **◆** of an enemy operative; a friendly **HOWLING BANSHEE** operative is within **◆** of your opponent's drop zone.

- At the end of a Turning Point, if at least two of the three criteria above are true, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.



ABILITY

Below, you will find a common ability of the **BLADES OF KHAINE** kill team.

ASPECT TECHNIQUES

Aspect Warriors are sublimely skilled fighters dedicated to the pursuit of mastering a particular art of war. Each is trained in myriad killing techniques, movements and progressions. When practised in combat, these forms are as breathtaking to behold as they are lethal to the Aspect Warriors' foes.

Aspect Techniques are unique abilities you will find over the following pages that are available to **BLADES OF KHAINE** operatives with the relevant keyword.

- You cannot use more than one technique per activation.
- You cannot use each technique more than once per Turning Point.
- If every friendly **BLADES OF KHAINE** operative selected for deployment has the same Aspect keyword (e.g. **STRIKING SCORPION**), you cannot use each technique more than twice per Turning Point instead.

'IT HAS BEEN OUR WAY FOR MILLENNIA TO SACRIFICE OUR PRESENT SO THAT WE MAY HAVE A FUTURE. MY BANSHEE SISTERS AND I KNOW THAT OUR EVERY BATTLE MAY BE OUR LAST. WE FACE THAT TRUTH WITHOUT FEAR, FOR THROUGH OUR EFFORTS MAY MORE OF OUR PEOPLE LIVE AND SEE BRIGHTER TIMES FOR THE AELDARI. ONE DAY THE STARS WILL ONCE MORE BOW TO OUR RACE, AND THAT OUTCOME WILL BE ACHIEVED ONE BATTLE, ONE KILL AT A TIME.'

- Osinell Ciaradh, Howling Banshee of Biel-Tan Craftworld



STRATEGIC PLOYS

If your faction is **BLADES OF KHAINE**, you can use the following Strategic Ploys during a game.

EMINENT GRACE 1CP

Until the end of the Turning Point:

- Add ▲ to the Movement characteristic of friendly **BLADES OF KHAINE** operatives.
- Friendly **BLADES OF KHAINE** operatives can move around, across and over other friendly **BLADES OF KHAINE** operatives (and their bases) as if they were not there, but cannot finish the move on top of them (or their bases).

FOREWARNED 1CP

Until the end of the Turning Point, each time a shooting attack is made against a ready friendly **BLADES OF KHAINE** operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

RUTHLESS POISE 1CP

Until the end of the Turning Point, each time an active friendly **BLADES OF KHAINE** operative fights in combat against an enemy operative that is ready, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.

KHAINE'S VENGEANCE 1CP

Until the end of the Turning Point, each time a friendly **BLADES OF KHAINE** operative makes a shooting attack against an enemy operative that isn't ready, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

TACTICAL PLOYS

If your faction is **BLADES OF KHAINE**, you can use the following Tactical Ploys during a game.

BLADEWIND 1CP

Use this Tactical Ploy during a friendly **BLADES OF KHAINE** operative's activation (excluding an **EXARCH** operative). Until the end of its activation, that operative can perform two **Fight** actions.

STARFALL 1CP

Use this Tactical Ploy during a friendly **BLADES OF KHAINE** operative's activation (excluding an **EXARCH** operative). Until the end of its activation, that operative can perform two **Shoot** actions.

FADING LIGHT 1CP

Use this Tactical Ploy when a friendly **BLADES OF KHAINE** operative is activated. Until the end of its activation, that operative can perform the **Fall Back** action for one less action point (to a minimum of OAP).

CONTEMPT 1CP

Use this Tactical Ploy in the Roll Attack Dice step of either a combat in which a friendly **BLADES OF KHAINE** operative is not the active operative, or a shooting attack made against a friendly **BLADES OF KHAINE** operative. For that combat or shooting attack, your opponent cannot re-roll their attack dice. Note that you use this Tactical Ploy after seeing the result of your opponent's initial roll, but before re-rolls (if your opponent declared the use of the Command Re-roll Tactical Ploy, it's cancelled and their Command point is refunded).

'WHAT DISASTERS HAVE THEY AVERTED? HOW MANY AELDARI LIVES HAVE THEY SAVED? HOW MANY FOES OF OURS HAVE THEY DOOMED TO OBLIVION? ACROSS ALL THE CRAFTWORLDS WE CANNOT BE SURE. I KNOW THIS, HOWEVER, WITHOUT A SHADOW OF DOUBT. WERE IT NOT FOR THE BLADES OF KHAINE, THE ASURYANI WOULD BE NO MORE. THE WARRIORS THAT I HAVE COMMANDED ALONE HAVE PREVENTED MULTIPLE INCURSIONS INTO THE WEBWAY THAT WOULD HAVE SEVERED VITAL TIES TO EXODITE WORLDS AND HARLEQUIN TROUPES. I CAN ONLY IMAGINE WHAT OTHERS HAVE DONE FOR OUR PEOPLE.'

- Farseer Liurth, of Lugganath Craftworld

DIRE AVENGER EXARCH

These warriors are masters of their Aspect and devoted to their craftworld. In keeping with the tactical flexibility of their Aspect, all are master marksmen and bladesmen, as at ease shredding foes with volleys of razor-sharp shuriken as they are duelling enemy heroes in single combat.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	9

NAME	A	BS/WS	D	SR	!
☯ Shuriken catapult	4	2+	3/4	-	Rending
☯ Shuriken pistol	4	2+	3/4	Rng ◆	Rending
☯ Twin shuriken catapult	4	3+	3/3	Relentless	Rending
✕ Diresword	5	2+	4/5	Lethal 5+	Rending
✕ Fists	3	2+	3/4	-	-
✕ Gun butts	3	3+	2/3	-	-
✕ Power weapon	5	2+	4/6	Lethal 5+	-

ABILITIES

Defence Tactics: Each time this operative performs the **Overwatch** action, do not worsen the Ballistic Skill characteristic of its ranged weapons as a result of performing the **Overwatch** action for that shooting attack.

Shimmershield: If this operative is equipped with a shimmershield, while a friendly **BLADES OF KHAINE** operative is within ○ of this operative, that friendly operative has a 4+ invulnerable save.

Exarch: This operative can perform two **Shoot** or **Fight** actions during its activation.

BLADES OF KHAINE ◆, AELDARI, ASURYANI, LEADER, DIRE AVENGER, EXARCH



DIRE AVENGER WARRIOR

These operatives are famed for being as deadly on the attack as they are immovable in the defence, and are regarded as being the most tactically flexible of all the Aspects. They use their shuriken catapults to create an impenetrable storm of monomolecular blades.



M	APL	GA
3 ○	3	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☯ Shuriken catapult	4	3+	3/4	-	Rending
✕ Fists	3	3+	3/4	-	-

ABILITIES

Defence Tactics: Each time this operative performs the **Overwatch** action, do not worsen the Ballistic Skill characteristic of its ranged weapons as a result of performing the **Overwatch** action for that shooting attack.

UNIQUE ACTIONS

BLADES OF KHAINE ◆, AELDARI, ASURYANI, DIRE AVENGER, WARRIOR





DIRE AVENGER ASPECT TECHNIQUES

These warriors deliver death by a thousand cuts in the time it takes a Human to scream. Despite the grisly manner in which they visit destruction upon the foe, Dire Avengers are considered the epitome of the noble warrior – an indication of just how pitiless the craftworlds can be when their anger is roused.

THE SLICING HURRICANE

Trained to embrace supreme tactical flexibility, Dire Avengers are more than capable of unleashing clouds of razor-sharp shuriken while moving to secure ground, slipping out of reach of the foe or racing to intercept a charging enemy.

Use this Aspect Technique during a friendly **DIRE AVENGER** operative's **Normal Move** action. Perform one **Shoot** action with that operative during that **Normal Move** action (it must do so in a location it can be placed, and any remaining increments of movement can be used after it does so). You must select a shuriken catapult, shuriken pistol or twin shuriken catapult for that shooting attack.

DEATH OF A THOUSAND BLADES

Dire Avengers can unleash great deluges of monomolecular shuriken from their weapons. These lethal volleys echo the Death of a Thousand Blades – the punishment that Khaine meted out upon traitors, cheats and others he deemed unworthy of a clean kill.

Use this Aspect Technique after a friendly **DIRE AVENGER** operative performs the **Shoot** action and uses a shuriken catapult or twin shuriken catapult for that shooting attack. Make another shooting attack with that operative using the same weapon against another valid target within ○ of the first target.

VIGILANCE OF THE AVENGER

It is the duty of the noble warrior tasked with punishing the unjust and the criminal to be ever vigilant. Their eyes must be keen and their aim must be true.

Use this Aspect Technique when a friendly **DIRE AVENGER** operative performs the **Shoot** action. Until the end of that shooting attack, that operative's shuriken catapult, shuriken pistol or twin shuriken catapult gains the No Cover special rule, and that operative must make a shooting attack with it against an enemy operative in Cover.

UNSTINTING, IMMOVABLE

Dire Avengers wear armour fashioned from psycho-sensitive thermoplas scales that is reactive to impact, stiffening if suffering a blow to spread the energy across the wearer. On top of this flexible suit, Dire Avengers wear bone-like plates over the most vulnerable areas of their body.

Use this Aspect Technique in the Roll Defence Dice step of a shooting attack made against a friendly **DIRE AVENGER** operative, if you retain any critical saves and discard one or more failed saves. Select one of your failed saves to be retained as a successful normal save instead.

RAGING HEAT OF THE DYING FLAME

The flames upon shrines of Asuryan possess a searing heat and never burn out, even if they dwindle. Thus does the Dire Avenger strive to imitate these flames, as dangerous to the foe no matter the injuries they sustain.

Use this Aspect Technique when a friendly **DIRE AVENGER** operative that's injured or has its APL characteristic negatively modified is activated. Until the start of that operative's next activation, ignore those modifiers and that operative cannot be injured.

HOWLING BANSHEE EXARCH

Not only do the skills in elegant swordplay displayed by a Howling Banshee Exarch exceed those of the warriors she leads, but so harrowing and biting are her cries that their echoing reverberations haunt those who hear them long after the screams have died away.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	9

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
☉ Triskele	4	3+	2/3	Rng ◆ , Torrent ■	Rending
✘ Executioner	5	2+	3/7	Lethal 5+	-
✘ Mirrorswords	5	2+	4/6	Lethal 5+, Relentless	-
✘ Power weapon	5	2+	4/6	Lethal 5+	-
✘ Triskele	6	2+	3/4	-	Reap 2, Rending

ABILITIES

Banshee Mask: Each time this operative performs the **Fight** action, worsen the Weapon Skill characteristic of the target operative's weapons by 1 for that combat. This is not cumulative with being injured.

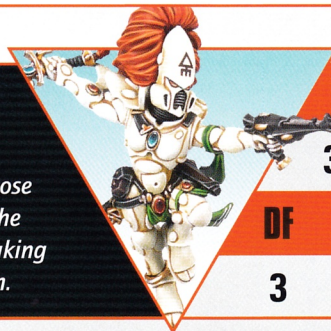
Exarch: This operative can perform two **Shoot** or **Fight** actions during its activation.

BLADES OF KHAINE ◆, AELDARI, ASURYANI, LEADER, HOWLING BANSHEE, EXARCH



HOWLING BANSHEE WARRIOR

The piercing, psychosonic scream that precedes the assault of these bone-armoured operatives renders those who hear it all but helpless. These shock waves buy the Howling Banshees time enough to strike, each one taking a head with a sweep of their glittering power weapon.



M	APL	GA
3 ○	3	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
✘ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Banshee Mask: Each time this operative performs the **Fight** action, worsen the Weapon Skill characteristic of the target operative's weapons by 1 for that combat. This is not cumulative with being injured.

UNIQUE ACTIONS

BLADES OF KHAINE ◆, AELDARI, ASURYANI, HOWLING BANSHEE, WARRIOR





HOWLING BANSHEE ASPECT TECHNIQUES

In their Aspect Shrines, the Howling Banshees practise their lightning assaults each and every day, refining their techniques and acrobatic skills. To them, there is no greater pleasure than turning the poignant fury and despair of the Aeldari race into a weapon – another tool in the arsenal of the craftworlds with which to destroy their foes.


THE WOE

In Aeldari mythology, the Banshee is seen as a harbinger of woe. As far as the Howling Banshees are concerned, they are that woe. The lightning speed of their swordplay sees them plunge their blades into flesh and armour with sickening ease, leaping into combat with the next foe before the body of their previous victim has even fallen to the ground.

Use this Aspect Technique during a friendly **HOWLING BANSHEE** operative's activation, after it has performed the **Charge** action, incapacitated an enemy operative in combat and is no longer within Engagement Range of an enemy operative. Perform a free **Charge** action with that friendly operative using any remaining increments of movement from the first **Charge** action. This Aspect Technique allows that operative to perform two **Charge** actions to do so.

RAIN OF TEARS

Those few warriors who survive the Howling Banshees' screams and the slices, cuts and thrusts that rain down upon them find the Aspect Warriors almost impossible to confront. The lithe warriors bend and dive in and out of combat with stunning skill and speed.

Use this Aspect Technique in the Resolve Successful Hits step of a combat, after an active friendly **HOWLING BANSHEE** operative strikes with a critical hit. Immediately perform a free **Dash** or **Fall Back** action with that operative up to  as though it can **FLY** (any remaining attack dice are discarded). Do so even if that operative has performed an action during that activation that prevents it from performing the **Dash** or **Fall Back** action (e.g. the **Charge** action).

ACROBATIC

When Howling Banshees traverse the battlefield, few obstacles truly slow them down. With little effort and great beauty they leap and flip over intervening terrain and barricades, driving blades into the foe as they land with peerless poise.

Use this Aspect Technique when a friendly **HOWLING BANSHEE** operative performs an action in which it moves. It performs that action as though it can **FLY**, but cannot move more than 3○ (normal Movement characteristics still apply, e.g. if the operative is injured).

SCREAM-THAT-STEALS

Any hope the Howling Banshees' foes have of retaining the initiative over the terrifying Aspect Warriors is lost the moment the leaping sword-mistresses activate their Banshee masks. Their senses overwhelmed, the enemy are all but hopeless against the Banshees' merciless melee attacks.

Use this Aspect Technique at the start of the Resolve Successful Hits step of a combat involving a friendly **HOWLING BANSHEE** operative, if you retained any successful hits. Resolve one successful hit before the Attacker; it must be used to parry.

SHRIEK-THAT-KILLS

Those Howling Banshees who have learned how to focus their vocal chords correctly can emit a scream so piercing and deafening that it can not only cause permanent injury to a foe, but even kill them.

Use this Aspect Technique when a friendly **HOWLING BANSHEE** operative performs the **Shoot** action. Until the end of that shooting attack, that operative is equipped with and must use the following ranged weapon:

Name	A	BS	D
Shriek-that-kills	6	3+	1/2

Special Rules

Rng , Indirect, No Cover, Torrent 

!

Stun

STRIKING SCORPION EXARCH

These sinister figures are even more skilled than the Aspect Warriors they lead. With the gigantic chainsword known as the biting blade, a Striking Scorpion Exarch can cleave their foes in two with a single swing, and use their scorpion's claw to tear open Space Marine power armour with ease.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	9

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
☉ Twin shuriken pistols	4	4+	3/4	Rng ◆ , Relentless	Rending
✕ Biting blade	5	2+	5/6	-	Rending
✕ Twin chainswords	5	2+	4/5	Relentless	Rending
✕ Scorpion's claw and chainsword	5	2+	4/6	Brutal, Lethal 5+	-

ABILITIES

Mandiblasters: Each time this operative performs the **Fight** action, at the end of the Select Valid Target step of that combat, the target suffers 2 mortal wounds.

Exarch: This operative can perform two **Shoot** or **Fight** actions during its activation.

UNIQUE ACTIONS

BLADES OF KHAINE ◆, AELDARI, ASURYANI, LEADER, STRIKING SCORPION, EXARCH



STRIKING SCORPION WARRIOR

With limitless patience, after stalking their prey for hours or waiting in position for days, Striking Scorpions burst from concealment. With chainswords whirring and mandiblasters spitting needles of white fire, the Aspect Warriors' emerald green armour is soon streaked red.



M	APL	GA
3 ○	3	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
✕ Chainsword	4	3+	4/5	-	Rending

ABILITIES

Mandiblasters: Each time this operative performs the **Fight** action, at the end of the Select Valid Target step of that combat, the target suffers 2 mortal wounds.

UNIQUE ACTIONS

BLADES OF KHAINE ◆, AELDARI, ASURYANI, STRIKING SCORPION, WARRIOR





STRIKING SCORPION ASPECT TECHNIQUES

Merciless killers without exception, Striking Scorpions revel in the patient hunt and the sudden kill. They are sinister warriors, expert in becoming one with the shadows to creep up on the foe until they are close enough to drive the whirring teeth of their chainswords into flesh.

PATIENT STALK, SUDDEN BLOW

Carefully concealed in cover or in shadows, Striking Scorpions stalk their completely oblivious prey. The Aspect Warriors manoeuvre in complete silence around their targets to select the optimum position to launch a killing strike.

Use this Aspect Technique when a friendly **STRIKING SCORPION** operative with a Conceal order performs the **Normal Move** action. During that action, that operative can and must move within Engagement Range of one or more enemy operatives (but it cannot finish that move there). One enemy operative that it moved within Engagement Range of suffers D3+2 mortal wounds.

STRIKE AND FADE

Masters of the hit and run attack, Striking Scorpions withdraw from combat as suddenly as they strike, slipping back into the shadows and disappearing like murderous ghosts.

Use this Aspect Technique after a friendly **STRIKING SCORPION** operative with an Engage order incapacitates an enemy operative in combat, and is now more than ■ from enemy operatives. Change that friendly operative's order to Conceal, and you can immediately perform a free **Dash** action with it. You can do so even if it has performed an action during that activation that prevents it from performing the **Dash** action (e.g. the **Charge** action).

SCORPION'S EYE

A Striking Scorpion's shuriken pistol has a viewfinder psychically linked to its bearer. With it, the Aspect Warrior can see through multiple spectra as well as swiftly identify friend from foe.

Use this Aspect Technique when a friendly **STRIKING SCORPION** operative performs the **Shoot** action. Until the end of that shooting attack, that operative's twin shuriken pistols or shuriken pistol gains the Indirect special rule, and that operative must make a shooting attack with it against an enemy operative in Cover.

MERCILESS STRIKES

When Striking Scorpions launch their assault, they attack with relentless ferocity, landing blow after blow to grant the enemy no moment of reprieve in which to collect themselves.

Use this Aspect Technique at the start of the Resolve Successful Hits step of a **Fight** action performed by a friendly **STRIKING SCORPION** operative, if you retained any critical hits. Until the end of that combat, that operative's melee weapons gain the Stun critical hit rule.

ONE WITH THE GLOOM

Years of strict practise see Striking Scorpions able to blend uncannily with the shadows, striking out at unsuspecting foes with terrifying accuracy.

Use this Aspect Technique when a friendly **STRIKING SCORPION** operative moves within ▲ of a Light or Heavy terrain feature. Until the start of its next activation, while that operative has a Conceal order, it's always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

EQUIPMENT

BLADES OF KHAINE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

WEAPONISED PANOPLY [1EP]

DIRE AVENGER operative only. Select fists or gun butts the operative is equipped with. Add 1 to that weapon's Attacks characteristic for the battle.

RUNE OF PROPHECY+ [1EP]

The operative gains the following ability for the battle:

Rune of Prophecy: Once per battle, after rolling off to determine initiative, you can add or subtract 1 from your result.

RUNE OF FORESIGHT+ [1EP]

The operative gains the following ability for the battle:

Rune of Foresight: When you reveal this equipment, select one of your opponent's Strategic or Tactical Ploys (excluding Command Re-roll). The first time your opponent uses that ploy, you gain 1CP.

RUNE OF SHIELDING+ [3EP]

The operative gains the following ability for the battle:

Rune of Shielding: Once per battle, when this operative fights in combat or a shooting attack is made against it, in the Resolve Successful Hits step of that combat or shooting attack, you can ignore the damage inflicted on it from one attack dice.

WRAITHBONE TALISMAN [3EP]



The operative gains the following ability for the battle:

Wraithbone Talisman: Once per battle, when this operative fights in combat, makes a shooting attack or a shooting attack is made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any Command points.

SHADOW-WAVE GRENADE [3EP]

The operative can perform the following action during the battle:

SHADOW-WAVE GRENADE 1AP



Place the centre of one of your Shadow-wave tokens within  of this operative. That token creates an area of smoke with a  radius and unlimited upward height (but not below). Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

PLASMA GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Plasma grenade	4	3+	3/4

Special Rules

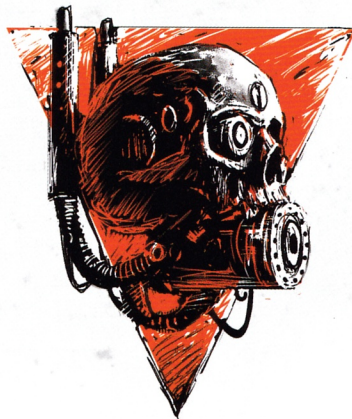
Rng , Blast , Indirect, Limited

BLADES OF KHAINE SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **BLADES OF KHAINE** as your Faction keyword.

BATTLE HONOURS

Each time a **BLADES OF KHAINE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Blades of Khaine Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



BLADES OF KHAINE SPECIALIST

D6 Battle Honour

- 1 **Blade Dancer:** Once per battle, during this operative's activation, you can use the Bladewind Tactical Ploy (pg 54) without spending any Command points.
- 2 **Gun Singer:** Once per battle, during this operative's activation, you can use the Starfall Tactical Ploy (pg 54) without spending any Command points.
- 3 **Fate's Whisper:** Once per battle, at the start of the Roll Defence Dice step of a shooting attack made against this operative, you can use this ability. If you do so, before rolling your defence dice, you can retain one as a successful critical save without rolling it.
- 4 **Feather's Glide:** Add ▲ to this operative's Movement characteristic.
- 5 **Supreme Grace:**
 - You can ignore any or all modifiers to this operative's Movement characteristic.
 - Each time this operative is activated, ignore the first distance of ○ it travels for a climb, drop or traverse during that activation.
- 6 **Superlative Technique:** Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, if you did not retain any critical hits, you can strike or parry with one normal hit as if it were a critical hit.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **BLADES OF KHAINE**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. KHAINE'S ARROW [3EP]

Select a shuriken catapult the operative is equipped with (note that you cannot select a twin shuriken catapult). That weapon gains the Lethal 5+ special rule for the battle.

2. DEATH GAZE OF MORAI-HEG [3EP]

The operative gains the following ability for the battle:

Death Gaze of Morai-heg: While an enemy operative is within this operative's Engagement Range, subtract 1 from the Attacks characteristic of that enemy operative's weapons.

3. STING OF THE DEATHSTALKER [1EP]

STRIKING SCORPION operative only. The operative gains the following ability for the battle:

Sting of the Deathstalker: The target suffers 3 mortal wounds as a result of this operative's Mandiblasters ability (instead of 2).

4. SHIMMERPLATE OF EFINIR [3EP]

The operative gains the following ability for the battle:

Shimmerplate of Efinir: Each time this operative fights in combat or a shooting attack is made against it, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot retain attack dice results of less than 6 as critical hits (e.g. as a result of the Lethal X or Rending rules).

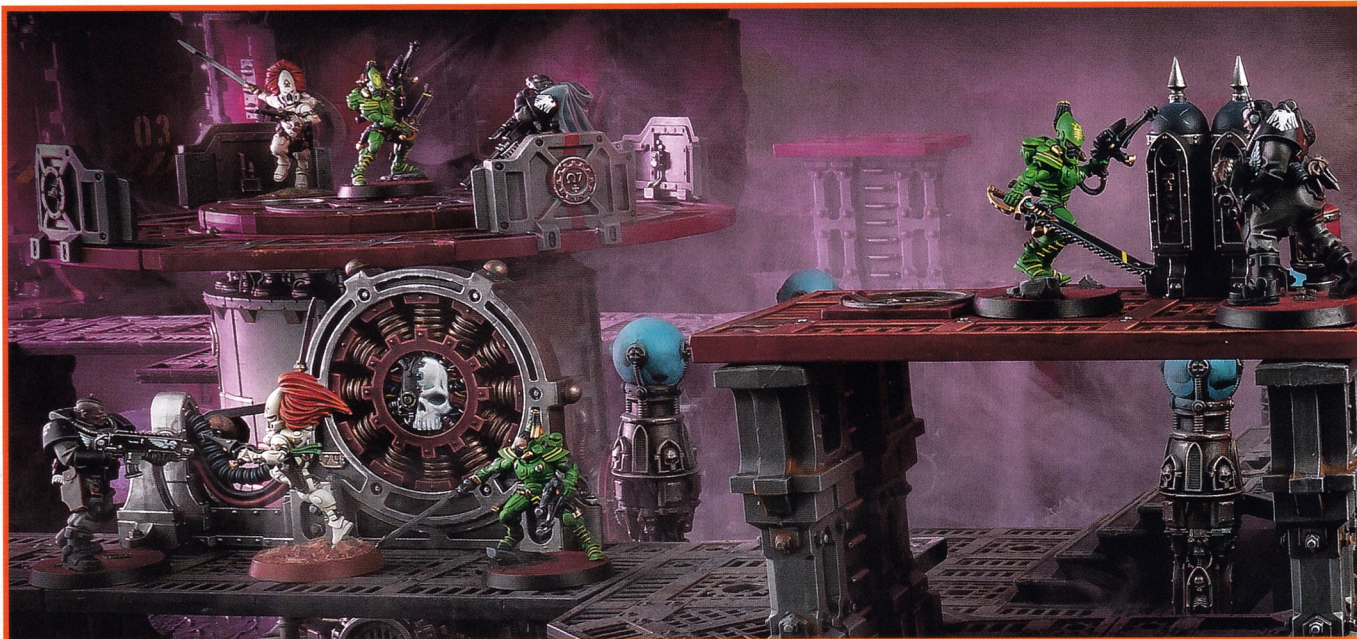
5. YNNARI SPIRIT STONE [2EP]

The operative gains the following ability for the battle:

Ynnari Spirit Stone: Once per battle, at the start or end of this operative's activation, you can use this ability. If you do so, this operative regains two D3 lost wounds.

6. HEALING WATERS OF ESHARIEL [1EP]

After the battle, in the Update Dataslates step, this operative passes Casualty and Recovery tests.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **BLADES OF KHAINE**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

SHRINE STATUARY

This kill team have established votive statues dedicated to their Aspects of Khaine. These psychically attuned wraithbone structures are seeped with the martial energies of warriors who have spent countless years training before them. Merely being in their presence inspires and rejuvenates.

When this strategic asset is added to your base of operations, select one Aspect keyword (e.g. **HOWLING BANSHEE**). Once per Turning Point, you can use an Aspect Technique (pg 55) from that keyword that you've already used during this Turning Point an additional time. Note that to change the selected keyword, you have to remove this strategic asset and add it again.

CRAFTWORLD RANGER

This kill team are aided by an Aeldari Ranger – a warrior who has rejected the Path but nonetheless still serves their craftworld. In their wanderings across the galaxy they learn much, passing on useful knowledge to the Blades of Khaine.

In the Scouting step, after resolving your selection, you can select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection. If both players have this or a similar ability, the Defender resolves this ability first.

MEDITATION CHAMBER

Between their intense battles, Aspect Warriors can calm their minds in this meditation chamber. Here, they recollect the events of previous engagements, cementing lessons learned in their minds to become even deadlier warriors.

In the Update Dataslates step, you can select one **BLADES OF KHAINE** operative on your dataslate that was Rested for that game. It can either gain 1XP, or you can remove any number of its Battle Honours and redetermine them (but you cannot change its specialism).



REQUISITIONS

In a Spec Ops campaign, if your faction is **BLADES OF KHAINES**, you can use the following Requisitions in addition to those presented in other sources.

RECOVERED SPIRIT STONE 1RP

When an Asuryani dies, their essence is captured in the spirit stone affixed to their chest. In this way are they saved from She Who Thirsts, and their experience and wisdom is preserved for the betterment and security of their craftworld.

Purchase this Requisition after a game in which a **BLADES OF KHAINES** operative of Veteran rank or higher was incapacitated and removed from your dataslate (excluding as a result of The Path Diverging Requisition, opposite). Multiply the number of ranks that operative had by two, then distribute up to that many experience points amongst the other **BLADES OF KHAINES** operatives on your dataslate. For example, if a **BLADES OF KHAINES** operative of Veteran rank is removed, up to 4XP could be distributed to other friendly **BLADES OF KHAINES** operatives.

CAST THE RUNES 1RP

The skeins of fate are forever changing, the list of future possibilities endless as the galaxy's souls perform heroic deeds, suffer ignominious defeat, miraculously survive disaster or are slain in moments of triumph. Thus, the Farseers must always peer into the future to see what occurrences may affect their craftworld. Should they learn information of vital import, they will share it with the Blades of Khaine.

Purchase this Requisition when your kill team is assigned to a Spec Op. Change one Tac Op requirement from that Spec Op's Operation 1 to a Tac Op of your choice. This lasts for your kill team until that Spec Op is completed or aborted. Note that this Requisition has no effect on The Serpentine Route Spec Op (pg 67).

THE PATH DIVERGING 1RP

To tread the Path of the Warrior is to walk but one route of many. Over the millennia, countless Aspect Warriors have set aside the ritual wargear of this Path to embark upon learning the arts of another. There are some, however, who find that such a choice is impossible. They have become trapped upon a single path. These are the Exarchs – warriors utterly focused on making war in a single fashion, and all the deadlier for it.

Purchase this Requisition before or after a game. Remove one **BLADES OF KHAINES** operative from your dataslate (excluding an **EXARCH** operative), then add a **BLADES OF KHAINES EXARCH** operative with the same Aspect keyword to your dataslate, or a **BLADES OF KHAINES** operative with a different Aspect keyword (excluding an **EXARCH** operative). That new operative has a number of experience points equal to the lowest experience points of the removed operative's rank (select its Battle Honours accordingly). For example, if you removed a **STRIKING SCORPION WARRIOR** operative that had 20XP, you could add a **STRIKING SCORPION EXARCH**, **DIRE AVENGER WARRIOR** or **HOWLING BANSHEE WARRIOR** operative with 16XP. It also has the same Battle Scars (if any) of the removed operative.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **BLADES OF KHAINES**, you can select one from those found on the following page instead of selecting one from another source.

COURSES OF THE AI'ELETHRA

Warriors in a Blades of Khaine kill team not only learn more about what it is to be one of their Aspect, but also what it means to sever the most specific strands of fate whilst fighting with warriors of other Aspects. This protects many Aspect warriors from becoming trapped on the Path of the Warrior, for their mind is deviated away from the singular point of focus that is being a Dire Avenger, Howling Banshee or Striking Scorpion.

OPERATION 1: HONING OF THE BLADE

With each step on their mission to sever a strand of fate, the Blades of Khaine further perfect their warfighting skills.

Complete five games in which you scored victory points from the 'Aspect Warfare', 'Master Techniques' and/or 'Martial Harmony' Tac Op.

OPERATION 2: WARRIOR PERFECTION

Over the course of their dangerous journey, the Blades of Khaine have learned much of themselves, and the Aspects of the warriors fighting beside them.

Complete a game in which you scored the maximum 2 victory points from two or more Tac Ops.

COMMENDATION

- You can distribute up to 10XP across the operatives on your dataslate (max 3XP per operative).
- Before the next battle, you can use The Path Diverging Requisition (pg 66) any number of times without spending any Requisition points.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

THE SERPENTINE ROUTE

When the Farseers cast the runes, they sometimes learn that a certain event must occur before the Blades of Khaine can deliver their precise blow. On occasion, the terrible event the Asuryani are striving to prevent must be brought to the very precipice of happening in order for it to be averted. Such are the terrible perils of being a species on the cusp of extinction.

OPERATION 1: INTERWOVEN THREADS

The Blades of Khaine fight furiously to see that a terrible event is pulled from potential to impossible by unravelling the myriad strands of cause and effect.

Complete five games and score victory points from five different non-faction Tac Ops.

OPERATION 2: THE MOMENT OF CONSEQUENCE

There remains one task - the final thread must be severed, and a dread future eliminated from potential existence.

Select 6 Tac Ops from those you could select in the game, then randomly determine one of them to be fated. Complete a game in which you scored victory points from the fated Tac Op.

COMMENDATION

- You gain 3 Requisition points.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Honour-Bound' Spec Op.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Blades of Khaine warriors, the title of your kill team and its unique character and history. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s) below. Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas – whatever suits you!

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OPERATIVE NAMES

To randomly generate a name for one of your warriors, you can roll a D66 and consult this table, or pick any combination that feels appropriate. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

D66	FIRST ELEMENT	SECOND ELEMENT
11	Tenrith	the Fireheart
12	Justune	Kyldroth
13	Aleerith	Tridehlá
14	Yrlla	Who Walks Alone
15	Aileer	of the Flowing Spirits
16	Caslith	lydoth
21	Tai'shar	Brylliel
22	Jair	Biel-rith
23	Luirth	(no second appellation)
24	Aleera	Iyadolath
25	Phyllistra	Last of the House of the Ayandi
26	Myrnoth	the Melancholy
31	Fyrram	Llacharni ('brightheart')
32	Ishylla	the Huntress
33	Tishriel	Aryimelli
34	Aydoná	Bringer of Azure Death
35	Galánta	Umachuli
36	Ylleth	Shelwe-hann ('song of insight')
41	Fachean	Son of Coheria
42	Tarvaril	Caman
43	Fánai	Eldrion
44	Yrmocho	the Unyielding Fire
45	Barahir	Glaermil
46	Eldrion	Arronnás
51	Dis'ar	Gloywach ('the glow dragon')
52	Eldos	the Uncompromising
53	Kinshar	of the Noble House of Picarothi
54	Rhidhal	Enbrondil
55	Athairnos	Lladronoth
56	Eárandil	Bechareth ('spirit on the wind')
61	Siriolas	Ceifulgaithann ('wind rider')
62	Bahtaam	Undroíl
63	Fian	Caman ('the avenger')
64	Eldroth	Tóir
65	Lorinth	Scion of Rhidmar
66	Illisar	the Wanderer

KILL TEAM NAMES

The first three tables below have been designed to name Blades of Khaine kill teams focused around a single Aspect Warrior type. Choose appropriately depending on the make-up of your kill team. Note that when it comes to shrine names for specific Aspects, these can be phrased as, for example, the Hidden Blade Shrine or the Shrine of the Alabaster Crescent, depending on what you think sounds best.

The Mixed Blades of Khaine table below has been designed to name kill teams containing a mix of Aspect Warrior types, which can take many forms depending on context. Note that with this table you can invert the elements, e.g. Severers of Fate instead of Fate Severers, or Spinners of the End instead of End Spinners, if you so wish.

All Striking Scorpion Blades of Khaine

D6	SHRINE NAME
1	Sabre of Twilight
2	Jade Bite
3	Subtle Venom
4	Hidden Blade
5	Stinging Shadow
6	Darting Strike

All Dire Avenger Blades of Khaine

D6	SHRINE NAME
1	Asuryan's Heart
2	Azure Moon
3	Shield Cobalt
4	Argent Prince
5	Alabaster Crescent
6	Ebon Helm

All Howling Banshee Blades of Khaine

D6	SHRINE NAME
1	Bloody Shriek
2	Wailing Bone
3	Scarlet Daughters
4	Woven Storm
5	Dread Portent
6	Crimson Witch

Mixed Blades of Khaine

D6	FIRST ELEMENT	SECOND ELEMENT
1	Fate	Severers
2	Star	Silencers
3	Destiny	Splitters
4	Death	Dealers
5	End	Spinners
6	Thread	Cutters

SQUAD QUIRK

D6 DEEPER NATURE

- 1 Close Bonds:** Every member of this squad has close emotional bonds to their comrades, and fights to protect them.
- 2 Psychically Attuned:** This kill team possesses sufficient latent psychic potential to exhibit a sort of collective sixth sense, though at the cost of haunting visions.
- 3 Arrogant and Aloof:** These warriors sneer at their barbaric enemies, and will mercilessly mock any of their errors or misfortunes.
- 4 Uncanny Perfectionists:** The Asuryani in this kill team are considered amongst the most sublimely skilled of their kind.
- 5 Sorrows Beyond Measure:** Battle losses and the horrors of ruin wrought by barbaric forces are difficult to bear, even in triumph. It is no weakness to weep over the slain.
- 6 Merciless Hate:** The remembrance of past atrocities drives this squad to a cold-blooded cruelty.

BACKGROUND

D6 SHARED DESTINY

- 1 The Shrine Assembled:** As decreed by the Farseers, this warband have been gathered purely from a single shrine - whether Dire Avengers, Striking Scorpions or Howling Banshees - to perform a preordained task.
- 2 The Bladed Mirror:** This kill team is composed of warriors that excel in the use of misdirection and trickery.
- 3 Fight for Ascendancy:** Aspect Warriors of different shrines in this kill team compete fiercely to be seen as the best.
- 4 A Blade Often Drawn:** The Asuryani of this kill team have fought together on many occasions to intervene in the progression of time.
- 5 Fresh from Vaul's Forge:** Never before have these warriors been assembled as part of a Blades of Khaine kill team.
- 6 Followers of the Court:** Having followed the Court of the Young King into battle before, these Aspect Warriors are especially ferocious - the memory of the Avatar of Khaine's fire burning within them.

BASE OF OPERATIONS

D6 LOCATION

- 1 Wave Serpents:** This kill team operates a number of anti-grav armoured transport vehicles.
- 2 The Wilds:** After striking, these Aspect Warriors retreat far into the wilderness.
- 3 Webway Junction:** The Asuryani of this kill team will strike the correct location at the perfect time.
- 4 Ancient Ruins:** There is a strange peace to be found in the remains of a long-lost people.
- 5 Vampire Hunter:** This large, sleek and lightning fast aerial transport can outrun the most determined of enemy interceptor pilots.
- 6 Asuryani Cruiser:** This kill team operate from a dedicated shrine aboard one of their craftworld's powerful voidcraft.

