

WARHAMMER
40,000

KILL TEAM



CRAFTWORLD



CRAFTWORLD KILL TEAM

A **CRAFTWORLD** kill team consists of two fire teams selected from the following list:

- **GUARDIAN DEFENDER**
- **STORM GUARDIAN**
- **RANGER**
- **DIRE AVENGER**

ARCHETYPE: SECURITY / RECON

GUARDIAN DEFENDER FIRE TEAM

- ▶ A **GUARDIAN DEFENDER** fire team includes **Six** **GUARDIAN DEFENDER** operatives selected from the following list:
 - **GUARDIAN DEFENDER WARRIOR**
 - **GUARDIAN DEFENDER HEAVY GUNNER**
 - **GUARDIAN DEFENDER HEAVY WEAPON PLATFORM** equipped one of the following options:
 - Aeldari missile launcher, bright lance, scatter laser, shuriken cannon or starcannon

Other than **GUARDIAN DEFENDER WARRIOR** operatives, your kill team can only include each operative above once. Your kill team can only include a **GUARDIAN DEFENDER HEAVY WEAPON PLATFORM** operative if it also includes one **GUARDIAN DEFENDER HEAVY GUNNER** operative.

- ▶ If your kill team does not include any other **LEADER** operatives, instead of selecting one **GUARDIAN DEFENDER WARRIOR** operative for one **GUARDIAN DEFENDER** fire team, you can select one **GUARDIAN DEFENDER LEADER** operative.





ARCHETYPE: SEEK AND DESTROY / RECON

STORM GUARDIAN FIRE TEAM

- ▶ A **STORM GUARDIAN** fire team includes **Six** **STORM GUARDIAN** operatives selected from the following list:
 - **STORM GUARDIAN WARRIOR**
 - **STORM GUARDIAN GUNNER** each separately equipped with fists and one of the following options:
 - Flamer or fusion gun

Each **STORM GUARDIAN** fire team can only include up to one **STORM GUARDIAN GUNNER** operative.

- ▶ If your kill team does not include any other **LEADER** operatives, instead of selecting one **STORM GUARDIAN WARRIOR** operative for one **STORM GUARDIAN** fire team, you can select one **STORM GUARDIAN LEADER** operative.

ARCHETYPE: RECON / INFILTRATION

RANGER FIRE TEAM

- ▶ A **RANGER** fire team includes **Five** **RANGER WARRIOR** operatives.
- ▶ If your kill team does not include any other **LEADER** operatives, instead of selecting one **RANGER WARRIOR** operative for one **RANGER** fire team, you can select one **RANGER LEADER** operative.

ARCHETYPE: SEEK AND DESTROY / SECURITY / RECON

DIRE AVENGER FIRE TEAM

- ▶ A **DIRE AVENGER** fire team includes **Five** **DIRE AVENGER WARRIOR** operatives.
- ▶ If your kill team does not include any other **LEADER** operatives, instead of selecting one **DIRE AVENGER WARRIOR** operative for one **DIRE AVENGER** fire team, you can select one **DIRE AVENGER EXARCH** operative equipped with one of the following options:
 - Twin avenger shuriken catapult
 - Avenger shuriken catapult; fists
 - One option from each of the following:
 - Diresword or power weapon
 - Shimmershield or shuriken pistol

STRATEGIC PLOYS

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

FLEET 1CP

Until the end of the Turning Point, each time a friendly **CRAFTWORLD** operative performs a **Fall Back** or **Normal Move** action, it can perform a free **Dash** action with that action.

FOREWARNED 1CP

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

SUPREME DISDAIN 1CP

Until the end of the Turning Point, each time a friendly **CRAFTWORLD** operative fights in combat, in the Roll Attack Dice step of that combat, if your opponent discards more attack dice as failed hits than you do, you can change one of your retained normal hits to a critical hit.

HIDDEN PATHS 1CP

Each friendly **RANGER** operative that has a Conceal order, is within ▲ of Light or Heavy terrain and is more than ◆ from enemy operatives can immediately perform a free **Dash** action, but must finish that move within ▲ of Light or Heavy terrain.

TACTICAL PLOYS

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

MATCHLESS AGILITY 1CP

Use this Tactical Ploy when a friendly **CRAFTWORLD** operative is activated. Until the end of that operative's activation:

- It cannot perform a **Shoot** or **Fight** action.
- If it performs a **Dash** action, it can move an additional ○ for that action.

FIRST OF THE ASPECTS 1CP

Use this Tactical Ploy during a friendly **DIRE AVENGER** operative's activation. Add 1 to its APL.





GUARDIAN DEFENDER (WARRIOR)

Guardians are agile citizen-soldiers, trained for war to defend their craftworld in times of dire need. Guardian Defenders often serve as support troops, unleashing a withering hail of fire from their shuriken catapults at any foe they encounter.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☼ Shuriken catapult	4	3+	3/4	-	Rending
✕ Fists	3	3+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

CRAFTWORLD ☼, AELDARI, ASURYANI, <CRAFTWORLD>, GUARDIAN DEFENDER, WARRIOR



GUARDIAN DEFENDER (HEAVY GUNNER)

Guardian Defenders are also expected to man heavy weapons platforms, guiding the hovering constructs forward. The operators of these weapons are always seeking new targets, ensuring their aims are true and that they are always on the move.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☼ Shuriken catapult	4	3+	3/4	-	Rending
✕ Fists	3	3+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Control Platform (1AP): Select one ready friendly **GUARDIAN DEFENDER HEAVY WEAPON PLATFORM** operative within ■ of this operative. Perform a free **Normal Move**, **Fall Back** or **Shoot** action with that operative, then change its order token to activated. This operative cannot perform this action while within Engagement Range of enemy operatives.

CRAFTWORLD ☼, AELDARI, ASURYANI, <CRAFTWORLD>, GUARDIAN DEFENDER, HEAVY GUNNER





GUARDIAN DEFENDER HEAVY WEAPON PLATFORM

Anti-grav heavy weapons platforms can be equipped with a wide range of support weapons, ranging from vicious shuriken cannons to devastating bright lances.



M	APL	GA
2 ○	0	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⊗ Aeldari missile launcher <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Sunburst	4	3+	3/5	Heavy, Blast ○	-
- Starshot	4	3+	5/7	Heavy, AP1	-
⊗ Bright lance	4	3+	6/7	Heavy, AP2	-
⊗ Scatter laser	5	3+	4/5	Heavy, Ceaseless, Fusillade	-
⊗ Shuriken cannon	5	3+	4/5	Heavy, Fusillade	Rending
⊗ Starcannon	4	3+	5/6	Heavy, AP1	P2

ABILITIES

Platform Controller: This operative cannot be activated as normal. Instead, a friendly **GUARDIAN DEFENDER HEAVY GUNNER** operative must perform the Control Platform action.

Gun Platform: This operative cannot have a Conceal order. It cannot fight in combat (do not select a weapon or roll any attack dice for it) and cannot provide combat support. In narrative play, this operative cannot gain (or lose) experience points. When drawing a Visibility line from this operative, draw it from any part of the miniature.

CRAFTWORLD®, AELDARI, ASURYANI, <CRAFTWORLD>, GUARDIAN DEFENDER, HEAVY WEAPON PLATFORM



GUARDIAN DEFENDER (LEADER)

Those Aeldari who lead Guardian Defender squads are expected to ensure their wards are expert combatants and experienced tacticians. It is a testament to the skill of the Asuryani that even their civilians can engage an enemy force and emerge victorious.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
⊗ Shuriken catapult	4	2+	3/4	-	Rending
✕ Fists	3	2+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

CRAFTWORLD®, AELDARI, ASURYANI, <CRAFTWORLD>, GUARDIAN DEFENDER, LEADER





STORM GUARDIAN (WARRIOR)

In the most desperate of circumstances, the strategic needs of the craftworld will call for a group of its citizen-soldiers to deploy as Storm Guardians – warriors specifically armed to fight in the maelstrom of close combat.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☞ Shuriken pistol	4	3+	3/4	Rng	Rending
✕ Storm Guardian blades	4	3+	3/4	-	-

ABILITIES **UNIQUE ACTIONS**

CRAFTWORLD , AELDARI, ASURYANI, <CRAFTWORLD>, STORM GUARDIAN, WARRIOR



STORM GUARDIAN (GUNNER)

Storm Guardians often bolster their short-ranged firepower with fusion guns and flammers, allowing their teams to better adapt to the ever-changing realities of the battlefield. They ensure the team's survival in the face of the most dire or numerous enemies.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☞ Flamer	5	2+	2/2	Rng , Torrent ○	-
☞ Fusion gun	4	3+	6/3	Rng , AP2	MW4
✕ Fists	3	3+	2/3	-	-

ABILITIES **UNIQUE ACTIONS**

CRAFTWORLD , AELDARI, ASURYANI, <CRAFTWORLD>, STORM GUARDIAN, GUNNER





STORM GUARDIAN (LEADER)

Storm Guardians fight with all the grace and skill of their kind, guided by experienced leaders. In the hurricane of close combat Storm Guardians sweep their blades into the foe, using their speed and poise to chop through limbs before their enemies can respond in kind.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SD	!
☉ Shuriken pistol	4	2+	3/4	Rng	Rending
✕ Storm Guardian blades	4	2+	3/4	-	-

ABILITIES

UNIQUE ACTIONS

CRAFTWORLD , AELDARI, ASURYANI, <CRAFTWORLD>, STORM GUARDIAN, LEADER



RANGER (WARRIOR)

Clad in long camouflaging cloaks, Rangers are unapparelled scouts and expert marksmen. They investigate alien planets, search for lost webway gates and hunt down those who would harm their craftworld, killing them with precise shots.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Ranger long rifle	4	2+	3/3	Heavy, Silent	MW1
☉ Shuriken pistol	4	3+	3/4	Rng	Rending
✕ Fists	3	3+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Camo Cloak: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

CRAFTWORLD , AELDARI, ASURYANI, <CRAFTWORLD>, RANGER, WARRIOR



RANGER (LEADER)

Rangers are outcasts, who have left their craftworld by choice or necessity. Those that survive the harsh Ranger lifestyle beyond their home are inspiring to many fellow Aeldari, thanks to their stories of great adventure and their ruthless combat skill.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	9

NAME	A	BS/WS	D	SR	!
☉ Ranger long rifle	4	2+	3/3	Heavy, Silent, Balanced	MW1
☉ Shuriken pistol	4	2+	3/4	Rng ●	Rending
✕ Fists	3	2+	2/3	-	-

ABILITIES

Camo Cloak: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

CRAFTWORLD ●, AELDARI, ASURYANI, <CRAFTWORLD>, RANGER, LEADER



DIRE AVENGER (WARRIOR)

Dire Avengers are experts at wielding their Avenger catapults, which unleash a flurry of monomolecular shuriken with every burst of fire. They have an uncanny knack of knowing when to launch lightning-fast assaults or fall back to draw the enemy into a killing zone.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Avenger shuriken catapult	4	3+	3/4	Balanced	Rending
✕ Fists	3	3+	2/3	-	-

ABILITIES

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

UNIQUE ACTIONS

CRAFTWORLD ●, AELDARI, ASURYANI, <CRAFTWORLD>, DIRE AVENGER, WARRIOR





DIRE AVENGER EXARCH

Dire Avenger Exarchs are masters of their Aspect shrines, deadly warriors wholly consumed by the practise of war. Whether they go to the field carrying a long diresword or a pair of shuriken catapults, few can stand against them and live.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
⦿ Avenger shuriken catapult	4	2+	3/4	Balanced	Rending
⦿ Shuriken pistol	4	2+	3/4	Rng ◆	Rending
⦿ Twin avenger shuriken catapult	4	3+	3/4	Relentless	Rending
✘ Diresword	4	2+	4/5	Lethal 5+	Rending
✘ Fists	3	2+	2/3	-	-
✘ Power weapon	4	2+	4/6	Lethal 5+	-

ABILITIES

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

Shimmershield: If this operative is equipped with a shimmershield, while a friendly **DIRE AVENGER** operative is within ○ of it, that operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Shuriken Storm (2AP): Make two shooting attacks with this operative's twin avenger shuriken catapult. When making those shooting attacks, ignore the weapon's Relentless special rule. This action is treated as a **Shoot** action. This operative can only perform this action if it is equipped with a twin avenger shuriken catapult.

CRAFTWORLD ◆, AELDARI, ASURYANI, <CRAFTWORLD>, LEADER, DIRE AVENGER, EXARCH



EQUIPMENT

CRAFTWORLD operatives (excluding **HEAVY WEAPON PLATFORM** operatives) in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). 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. The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Weaponised panoply	3	3+	3/4

AVENGER SHRINE BANNER* [2EP]

DIRE AVENGER EXARCH operative only. The operative gains the following ability for the battle:

Avenger Shrine Banner: While a friendly **DIRE AVENGER** operative is Visible to and within  of this operative, when determining control of an objective marker, treat that friendly operative's APL characteristic as being 1 higher. Note that this is not a modifier.

RANGER SCOPE [3EP]

Select one ranger long rifle the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle.

PATHFINDER CLOAK [2EP]

RANGER operative only. The operative gains the following ability for the battle:

Pathfinder Cloak: While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

WRAITHBONE TALISMAN [3EP]

The operative gains the following ability for the battle:

Wraithbone Talisman: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy without spending any CP.

CELESTIAL SHIELD* [2EP]

GUARDIAN DEFENDER or **STORM GUARDIAN** operative only. The operative gains the following ability for the battle:



Celestial Shield: Once per battle, in the Roll Defence Dice step of a shooting attack made against this operative, you can use this ability. If you do so, for that shooting attack, this operative has a 4+ invulnerable save.

PLASMA GRENADE [2EP]

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 , Limited, Indirect



DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

GREY KNIGHT

*Q: Can the Hexagrammic Ward equipment (pg 35) prevent psychic actions that don't have a psychic power from being resolved, e.g. psychic actions from **WARPCOVEN** Tac Ops?*

A: Yes.

COMMORRITE & CRAFTWORLD

*Q: When using the Fleet Strategic Ploy (pg 109 & 116), how does the operative perform a **Dash** action with a **Normal Move** or **Fall Back** action?*

A: It can perform the **Normal Move** or **Fall Back** action immediately followed by a **Dash** action, or vice versa.

CRAFTWORLD

*Q: Can **HEAVY WEAPON PLATFORM** operatives perform **Overwatch** actions? Can **GUARDIAN DEFENDER HEAVY GUNNER** operatives allow a **HEAVY WEAPON PLATFORM** operative to perform an **Overwatch** action if it performed a **Control Platform** action during the Turning Point?*

A: No in both instances.

TROUPE

Q: How does the second bullet point of the Prismatic Blur Strategic Ploy (pg 120) interact with the Brutal special rule?

A: If the operative is forced to parry as a result of the 4+, the Brutal special rule will have no effect: the operative can parry with normal hits in that instance.

HUNTER CADRE

Q: When using the Stand and Fire Tactical Ploy (pg 146), if I select a weapon that has more than one profile, can I still select a profile to use, even though it isn't a shooting attack?

A: Yes.

Q: When using the Stand and Fire Tactical Ploy (pg 146), how do the ranged weapon's critical hit rules work (if any)?

A: Only critical hit rules that specify when an operative fights in combat with the weapon can be used. For example, the MWx critical hit rule specifies 'each time a friendly operative makes a shooting attack with this weapon', therefore that critical hit rule will have no effect when the operative fights in combat.

*Q: How does the Camouflage Field ability (**STEALTH BATTLESUIT** operatives) interact with the Indirect special rule?*

A: The Camouflage Field ability takes precedence.

*Q: When a **DRONE** operative is protecting a friendly operative as a result of Saviour Protocols, and the protected operative is targeted by a weapon that makes subsequent attacks against operatives within a given distance (e.g. Blast, Torrent, etc.), do you determine the distance from the protected operative or the **DRONE** operative?*

A: The protected operative.

THE BALANCE DATASLATE

Q4 2023

This document contains the collected Q4 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).



SEASON ONE



KILL TEAM COMPENDIUM

SPACE MARINE & GREY KNIGHT

- Operative selection: Every fire team except **SCOUT** and **TACTICAL MARINE** can take 1 additional **WARRIOR** operative.

DEATH GUARD

- Operative selection: **PLAGUE MARINE** fire team:
 - 1 additional **WARRIOR** operative.
 - **CHAMPION** operative is instead of 1 **WARRIOR** operative, not in addition to.

CRAFTWORLD

- Operative selection: Every fire team can take 1 additional **WARRIOR** operative.

TOMB WORLD

- **FLAYED ONE** operatives: Add 1 to both Damage characteristics of flayer claws.
- Reanimation Protocols Tactical Ploy: OCP.



KILL TEAM: OCTARIUS

KOMMANDO

- Operative selection: If you select a **BOMB SQUIG** operative, you can also select a **KOMMANDO GROT** operative for free (or vice versa) for 11 operatives in total (instead of 10).
- * Sneaky Git Tactical Ploy: You can only use it once per battle, and that operative cannot have its order changed in the first Turning Point (i.e. from the Infiltrate scouting option).
- * **BOMB SQUIG** operative: This operative's APL characteristic cannot be positively modified.

