

WARHAMMER  
40,000

# KILL TEAM



LEGIONARY 

## ARCHETYPE: SECURITY / SEEK AND DESTROY

# LEGIONARY KILL TEAM

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

## OPERATIVES

- ▶ 1 **LEGIONARY** operative selected from the following list:
  - **LEGIONARY CHOSEN** operative equipped with one option from each of the following:
    - Plasma pistol or tainted bolt pistol
    - Daemon blade
  - **LEGIONARY ASPIRING CHAMPION** operative equipped with one option from each of the following:
    - Plasma pistol or tainted bolt pistol
    - Tainted chainsword, power weapon, power fist or power maul
- ▶ 5 **LEGIONARY** operatives selected from the following list:
  - **LEGIONARY WARRIOR** equipped with one of the following options:
    - Boltgun; fists
    - Bolt pistol; chainsword
  - **LEGIONARY GUNNER** equipped with one of the following options:
    - Flamer; fists
    - Meltagun; fists
    - Plasma gun; fists
  - **LEGIONARY HEAVY GUNNER** equipped with one of the following options:
    - Heavy bolter; fists
    - Missile launcher; fists
    - Reaper chaincannon; fists
  - **LEGIONARY ICON BEARER** equipped with one of the following options:
    - Boltgun; fists
    - Bolt pistol; chainsword
  - **LEGIONARY ANOINTED**
  - **LEGIONARY BUTCHER**
  - **LEGIONARY BALEFIRE ACOLYTE**
  - **LEGIONARY SHRIVETALON**

Other than **WARRIOR** operatives, your kill team can only include each operative above once.

## <MARK OF CHAOS>

When adding a **LEGIONARY** operative to your roster or dataslate, you must choose one of the keywords below to replace its selectable **<MARK OF CHAOS>** keyword with. Unlike other selectable keywords (e.g. **<LEGION>**), you can have operatives with different **<MARK OF CHAOS>** keywords in your roster or dataslate.

- **KHORNE**
- **NURGLE**
- **SLAANESH**
- **TZEENTCH**
- **UNDIVIDED**

If your roster contains any operatives with the **KHORNE** keyword, it cannot contain any operatives with the **SLAANESH** keyword (and vice versa).

If your roster contains any operatives with the **NURGLE** keyword, it cannot contain any operatives with the **TZEENTCH** keyword (and vice versa).

## THE BALANCE DATASLATE:

Your roster can contain operatives with all four **<MARK OF CHAOS>** keywords, but when selecting a kill team for the battle, you cannot select operatives with the **KHORNE** keyword if you have selected any with **SLAANESH** (and vice versa), and you cannot select operatives with the **NURGLE** keyword if you have selected any with **TZEENTCH** (and vice versa).

# TAC OPS

## LEGIONARY

If your faction is **LEGIONARY**, you can use the Legionary Tac Ops listed below, as specified in the mission sequence.

### SACRILEGIOUS MUTILATION

#### Legionary – Faction Tac Op 1

Reveal this Tac Op the first time an enemy operative is incapacitated. Each time an enemy operative is incapacitated, before it is removed from the killzone, place one of your Enemy Corpse tokens underneath the operative as close as possible to the centre of its base.

- The second time a friendly operative performs the **Defiled For The Dark Gods** action, you score 1VP.
- The fourth time a friendly operative performs the **Defiled For The Dark Gods** action, you score 1VP.

Friendly operatives can perform the following mission action:

### DEFILED FOR THE DARK GODS 1AP

An operative can perform this action while within ▲ of one of your Enemy Corpse tokens. An operative cannot perform this action while within ○ of an enemy operative. Remove that Enemy Corpse token from the killzone.

### DARK DESECRATION

#### Legionary – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one terrain feature that includes any parts with the Heavy trait.

- If two or more enemy operatives are incapacitated while within ▲ of that terrain feature, you score 1VP.
- If you achieve the first condition and at the end of the battle the total APL of friendly operatives within ▲ of that terrain feature is greater than that of enemy operatives, you score 1VP.

**NOTE:** This Tac Op is not in use when the Close Quarters rules are in effect.

### SAVAGE BUTCHER

#### Legionary – Faction Tac Op 3

You can reveal this Tac Op in the Target Reveal step of any Turning Point. Select one friendly operative.

- If two or more enemy operatives are incapacitated in combat by that friendly operative, you score 1VP.
- If three or more enemy operatives are incapacitated in combat by that friendly operative, you score 1VP.



# ABILITIES

Below, you will find common abilities of the **LEGIONARY** kill team.

## CHAOS BLESSING

This operative gains one ability from those listed below. The ability it gains depends on its **<MARK OF CHAOS>** keyword.

### **Khorne - Wrathful Onslaught**

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 with one normal hit as if it were a critical hit.

### **Nurgle - Disgusting Vigour**

Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can retain one normal save as a critical save.

### **Slaanesh - Unnatural Agility**

Add ▲ to this operative's Movement characteristic.

### **Tzeentch - Emyreal Guidance**

Each time this operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can retain one of your attack dice results of 5+ that is a successful hit as a critical hit.

### **Undivided - Vicious Reavers**

Each time this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if the target is within ◆ of it, you can re-roll one of your attack dice.

## FAVOURED OF THE DARK GODS

Once per Turning Point, when it is your turn to use a Strategic Ploy, if any friendly operatives with this ability are in the killzone, you can use a Strategic Ploy without spending any CPs; that Strategic Ploy must have the same **<MARK OF CHAOS>** selectable keyword as one friendly operative with this ability. For example, if an operative with this ability has the **KHORNE** keyword, you could use the Blood for the Blood God Strategic Ploy. If an operative with this ability has the **UNDIVIDED** keyword, you can use the following Strategic Ploys for this ability instead: Hateful Assault, Malicious Volleys.

# PSYCHIC POWERS

The first time a friendly **LEGIONARY** **PSYKER** operative performs the **Manifest Psychic Power** action (pg 44) in each of its activations, select one psychic power from the list below to be resolved.

If a friendly **LEGIONARY** **PSYKER** operative can perform the **Manifest Psychic Power** action twice in its activation (e.g. it is equipped with the Pages of Scabrius, page 49), when it does so, roll one D6: on a 1-2, that friendly operative suffers 3 mortal wounds; on a 3+, select one psychic power from the list below to be resolved. You cannot select a psychic power that you have already resolved during this Turning Point.

## FIREBLAST

Perform a free **Shoot** action using the following ranged weapon:

Name	A	BS	D
Fireblast	4	3+	3/4

### Special Rules

No Cover, Blast ○

! Splash 1

## MALIGN INFLUENCE

Select one friendly **LEGIONARY** operative Visible to this operative. Until the end of the Turning Point, weapons that operative is equipped with gain the Lethal 5+, No Cover and Brutal special rules.

## LIFE SIPHON

Perform a free **Shoot** action using the following ranged weapon:

Name	A	BS	D
Life siphon	5	3+	3/3

! Siphon Life Force\*

**\*Siphon Life Force:** Each time a friendly operative makes a shooting attack with this weapon, in the Resolve Successful Hits step of that shooting attack, if you resolve two or more attack dice, you can select one friendly **LEGIONARY** operative within ◆ of the target to regain D3 lost wounds.

# STRATEGIC PLOYS

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

## HATEFUL ASSAULT 1CP

Until the end of the Turning Point, each time a friendly **LEGIONARY** operative is activated, if it does not perform a **Shoot** action during that activation, it can perform two **Fight** actions during that activation.

## MALICIOUS VOLLEYS 1CP

Until the end of the Turning Point, each time a friendly **LEGIONARY** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation if a bolt weapon is selected for each of the shooting attacks. A bolt weapon is a ranged weapon that includes the word 'bolt' in its name e.g. boltgun, heavy bolter etc.

## BLOOD FOR THE BLOOD GOD 1CP

Until the end of the Turning Point, each time a friendly **KHORNE** operative fights in combat, in the Resolve Successful Hits step of that combat, if it performed a **Charge** action during that activation, the first time it strikes, inflict one additional damage.

## PERPETUAL AGGRESSION 1CP

Until the end of the Turning Point, each time after a friendly **KHORNE** operative fights in combat, if it is not within Engagement Range of an enemy operative, it can make a move following the same rules as a **Normal Move** action, with the following exceptions:

- It can only move up to **1**.
- It can move within Engagement Range of enemy operatives.
- If it can, it must finish the move within Engagement Range of the closest Visible enemy operative.
- It can do so even if it's performed a **Normal Move** or **Charge** action during the activation, and vice versa, doing so doesn't prevent it from subsequently performing a **Normal Move** or **Charge** action during that activation in the normal manner.

## MUTAGENIC FLESH 1CP

Until the end of the Turning Point, each time Normal Damage would be inflicted upon a friendly **NURGLE** operative from an attack dice, subtract 1 from the damage inflicted from that attack dice (to a minimum of **3**).

## IMPLACABLE 1CP

Until the end of the Turning Point, friendly **NURGLE** operatives:

- Are not treated as being injured.
- Ignore all negative modifiers to their APL.
- Ignore the worsening of their Ballistic Skill when performing an **Overwatch** action.

## GRACEFUL KILLER 1CP

Until the end of the Turning Point, add 1 to the Critical Damage characteristic of friendly **SLAANESH** operatives' melee weapons.

## DELICIOUS AGONY 1CP

Until the end of the Turning Point, each time a friendly **SLAANESH** operative fights in combat, in the Resolve Successful Hits step of that combat, when you would resolve your first successful hit, if the target is injured, you can resolve two of your successful hits (instead of one).

## PROTECTED BY FATE 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **TZEENTCH** operative, in the Roll Defence Dice step of that shooting attack, if you retain any critical saves, you can select one of your failed saves to be retained as a successful normal save.

## AETHERIC WARD 1CP

Until the end of the Turning Point, friendly **TZEENTCH** operatives have a 4+ invulnerable save.

# TACTICAL PLOYS

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

## VETERAN OF THE LONG WAR 1CP

Use this Tactical Ploy during a friendly **LEGIONARY** operative's activation, after it fights in combat or makes a shooting attack. If the target did not lose any wounds as a result of that combat or shooting attack, repeat that combat or shooting attack.


## UNENDING BLOODSHED 1CP

Use this Tactical Ploy when a ready friendly **KHORNE** operative is incapacitated in combat by an enemy operative. Before that friendly operative is removed from the killzone, select one melee weapon it is equipped with and roll one attack dice as if it is the attacker fighting in combat. If the result is a successful hit, you can immediately strike an enemy operative within Engagement Range of it. Then remove that friendly operative from the killzone as normal.


## MUTABILITY AND CHANGE 1CP

Use this Tactical Ploy **when** a friendly **TZEENTCH** operative is activated. Add 1 to that operative's APL.

## MALIGNANT AURA 1CP

Use this Tactical Ploy during a friendly **NURGLE** operative's activation. Until the end of the Turning Point, while an enemy operative is within  of that **NURGLE** operative, subtract 1 from the Defence characteristic of that enemy operative.

## SICKENING CAPTIVATION 1CP

Use this Tactical Ploy during a friendly **SLAANESH** operative's activation. Select one enemy operative Visible to and within  of that **SLAANESH** operative. Subtract 1 from that enemy operative's APL.



## LEGIONARY WARRIOR

Heretic Astartes are post-human warriors with the natural strength, speed, resilience and mental acuity of such beings. Now they have turned against the Imperium.



**M** 3 ● **APL** 3 **GA** 1

**DF** 3 **SV** 3+ **W** 12

NAME	A	BS/WS	D	SR	!
☉ Bolt pistol	4	3+	3/4	Rng ●	-
☉ Boltgun	4	3+	3/4	-	-
✕ Chainsword	5	3+	4/5	-	-
✕ Fists	4	3+	3/4	-	-

### ABILITIES

Chaos Blessing (pg 38)

### UNIQUE ACTIONS

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY WARRIOR



## LEGIONARY GUNNER

Armed with flammers, Heretic Astartes burn through swathes of light enemy infantry. With meltaguns they destroy armoured bunkers and with plasma guns they pose a threat to the heaviest enemy troops.



**M** 3 ● **APL** 3 **GA** 1

**DF** 3 **SV** 3+ **W** 12

NAME	A	BS/WS	D	SR	!
☉ Flamer	5	2+	2/2	Rng ●, Torrent ●	-
☉ Meltagun	4	3+	6/3	Rng ●, AP2	MW4
☉ Plasma gun	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	3+	5/6	AP1	-
- Supercharge	4	3+	5/6	AP2, Hot	-
✕ Fists	4	3+	3/4	-	-

### ABILITIES

Chaos Blessing (pg 38)

### UNIQUE ACTIONS

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY GUNNER



## LEGIONARY HEAVY GUNNER

Heretic Astartes bearing heavy weapons provide devastating anti-infantry and anti-armour firepower, dominating large swathes of any killzone.



M	APL	GA
3 ●	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Heavy bolter	5	3+	4/5	Heavy, Fusillade	P1
☉ Missile launcher	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Frag	4	3+	3/5	Blast ●, Heavy	-
- Krak	4	3+	5/7	AP1, Heavy	-
☉ Reaper chaincannon	6	3+	3/5	Ceaseless, Fusillade, Heavy	-
✕ Fists	4	3+	3/4	-	-

### ABILITIES

Chaos Blessing (pg 38)

### UNIQUE ACTIONS

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY HEAVY GUNNER



## LEGIONARY ANOINTED

Some Heretic Astartes thirst for power at any cost, and offer themselves wholly to Chaos. They become willing hosts to the immaterial creatures of the warp. This is a slow and painful process, and those in the early stages are known as Anointed due to their mutations.



M	APL	GA
3 ●	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Bolt pistol	4	3+	3/4	Rng ●	-
✕ Daemonic claw	5	3+	4/5	-	Rending

### ABILITIES

Chaos Blessing (pg 38)

**Unleash Daemon:** Once per battle, when this operative is activated, the daemon can take control. If it does so, until the end of the battle:

- This operative cannot perform **Overwatch**, **Pick Up**, **Shoot** or mission actions.
- Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.
- Its daemonic claw gains the Ceaseless and Lethal 5+ special rules.
- Each time this operative is activated, it can perform two **Fight** actions during that activation.

### UNIQUE ACTIONS

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY ANOINTED



## LEGIONARY BUTCHER

Bloodthirsty madmen, Butchers are Heretic Astartes that fight without subtlety of any kind in combat. They deal furious strikes with their enormous chain axes, which can carve enemies to pieces.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Bolt pistol	4	3+	3/4	Rng <span style="color:red">◆</span>	-
⊗ Double-handed chain axe	4	4+	5/7	Vicious Blows*	Reap 2

### ABILITIES

**Chaos Blessing** (pg 38)

**Devastating Onslaught:**

- Each time this operative fights in combat, enemy operatives within Engagement Range of it cannot provide combat support for that combat.
- For the purposes of **Dash**, **Fall Back** and **Normal Move** actions enemy operatives would perform, treat the distance of this operative's Engagement Range as ○ for that action (instead of ▲).

**\*Vicious Blows:** Each time this operative fights in combat:

- If this operative is the Attacker, this weapon gains the Ceaseless special rule for that combat.
- If this operative performed a **Charge** action during this activation, this weapon gains the Relentless special rule for that combat.

LEGIONARY ◆, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY BUTCHER



## LEGIONARY SHRIVETALON

Inflicting pain and torture becomes a near addiction for some Heretic Astartes. Those who embrace this propensity become known as Shrivetalons, and they stalk the battlefield looking for enemies to torment.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Bolt pistol	4	3+	3/4	Rng <span style="color:red">◆</span>	-
⊗ Flensing blades	5	3+	3/5	Lethal 5+	-

### ABILITIES

**Chaos Blessing** (pg 38)

**Vicious Reflexes:** Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, if you are the Defender, then you start instead of the Attacker when resolving successful hits.

**Horrible Dismemberment:** Each time this operative fights in combat, if it incapacitates an enemy operative, select one enemy operative within ■ of it. Subtract 1 from that enemy operative's APL.

### UNIQUE ACTIONS

**Grisly Mark (2AP):** Place a Grisly Mark token within ▲ of this operative. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

- Each time an enemy operative would perform a mission action or the **Pick Up** action, if that enemy operative is within ■ of your Grisly Mark token, one additional action point must be subtracted to perform that action.
- When determining control of an objective marker that Grisly Mark token is within ■ of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

LEGIONARY ◆, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY SHRIVETALON



## LEGIONARY ICON BEARER

Many Heretic Astartes kill teams include Icon Bearers – warriors bearing totems, banners or standards dedicated to the glory of the Dark Gods.



M	APL	GA
3 ●	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Bolt pistol	4	3+	3/4	Rng ●	-
☉ Boltgun	4	3+	3/4	-	-
✕ Chainsword	5	3+	4/5	-	-
✕ Fists	4	3+	3/4	-	-

### ABILITIES

**Chaos Blessing, Favoured of the Dark Gods** (pg 38)

**Icon Bearer:** When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

### UNIQUE ACTIONS

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY ICON BEARER



## LEGIONARY BALEFIRE ACOLYTE

Balefire Acolytes are psykers blessed by the Chaos Gods with the dark power of the empyrean, which they turn indiscriminately upon the foe. Many also carry blades made even deadlier thanks to the power of the warp they are infused with.



M	APL	GA
3 ●	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Tainted bolt pistol	4	3+	3/4	Rng ●, Balanced	-
✕ Fell dagger	5	3+	3/4	Daemonic Energies*	-

### ABILITIES

**Chaos Blessing** (pg 38)

**Hatred of Sorcery:** This operative's <MARK OF CHAOS> keyword cannot be replaced with KHORNE.

\***Daemonic Energies:** Each time this operative fights in combat, in the Roll Attack Dice step of that combat, each time you retain a critical hit, the target suffers 2 mortal wounds.

### UNIQUE ACTIONS

**Manifest Psychic Power (1AP):** Psychic action. Resolve a LEGIONARY ● psychic power as specified on page 38. This operative cannot perform this action while within Engagement Range of an enemy operative.

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, PSYKER, LEGIONARY BALEFIRE ACOLYTE



## LEGIONARY CHOSEN

*Chosen are amongst the most experienced and dedicated Heretic Astartes. They are favoured within their bitter brotherhoods, wearing baroque armour and equipped with the finest wargear. They are more hard-bitten and callous than even others of their kind.*



M	APL	GA
3 ●	3	1
DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
⚡ Plasma pistol <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Standard	4	3+	5/6	Rng ●, AP1	-
- Supercharge	4	3+	5/6	Rng ●, AP2, Hot	-
⚡ Tainted bolt pistol	4	3+	3/4	Rng ●, Balanced	-
⚔ Daemon blade	5	2+	4/7	Lethal 5+	-

### ABILITIES

**Chaos Blessing, Favoured of the Dark Gods** (pg 38)

**Daemonic Aura:** Each time an enemy operative starts a **Fall Back** action while within Engagement Range of this operative, reduce the distance that enemy operative can move by 2● (to a minimum of ●).

**Soul Feast:** Each time this operative fights in combat, **at the end of the Resolve Successful Hits step of that combat, if this operative has not been incapacitated and any of their strikes inflicted Critical Damage, this operative regains 2 lost wounds.**

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEADER, LEGIONARY CHOSEN



## LEGIONARY ASPIRING CHAMPION



*Aspiring Champions are the strongest and most merciless of their brothers. These blood-soaked warriors enforce their will through brutal acts of might, seeking to become favoured of the gods.*

**M**      **APL**      **GA**  
 3 ●      3      1

**DF**      **SV**      **W**  
 3      3+      13

NAME	A	BS/WS	D	SR	!
⚡ Plasma pistol <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Standard	4	2+	5/6	Rng 🔴, AP1	-
- Supercharge	4	2+	5/6	Rng 🔴, AP2, Hot	-
⚡ Tainted bolt pistol	4	2+	3/4	Rng 🔴, Balanced	-
✖ Power fist	5	3+	5/7	Brutal	-
✖ Power maul	5	2+	4/6	-	Stun
✖ Power weapon	5	2+	4/6	Lethal 5+	-
✖ Tainted chainsword	5	2+	4/5	Parry Hook*	-

### ABILITIES

**Chaos Blessing, Favoured of the Dark Gods** (pg 38)

**\*Parry Hook:** Each time a friendly operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time you parry with a normal hit, you can select one of your opponent's critical hits to be discarded instead.

**In the Eyes of the Gods:** Once per Turning Point, [during this operative's activation, if it incapacitates an enemy operative, it can perform one free action during that activation.](#)

### UNIQUE ACTIONS

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEADER, LEGIONARY ASPIRING CHAMPION



# EQUIPMENT

**LEGIONARY** 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.

## AGGRESSION STIMULANTS+ [3EP]

The operative gains the following ability for the battle:



**Aggression Stimulants:** Each time this operative fights in combat, in the Roll Attack Dice step of that combat, if this operative performed a **Charge** action during this Turning Point, you can re-roll one of your attack dice.

## FRAG GRENADE [2EP]

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

Name	A	BS	D
Frag grenade	4	3+	2/3

**Special Rules**


Rng , Blast , Indirect, Limited

## KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5

**Special Rules**


Rng , AP1, Indirect, Limited

## WARDED ARMOUR+ [3EP]

Change the operative's Save characteristic to 2+ for the battle. In the Resolve Successful Hits step of a combat or shooting attack, if an attack dice inflicts damage on this operative, its Save characteristic is changed back to its normal characteristic for the rest of the battle.

## SUSPENSOR SYSTEM [3EP]

The operative gains the following ability for the battle:

**Suspensor System:** The Heavy special rule of ranged weapons the operative is equipped with is treated differently. Instead, an operative cannot move more than 3  in the same activation in which it performs a **Shoot** action with any of those ranged weapons.

## MALIGN SCRIPTURE [2EP]

**LEGIONARY BALEFIRE ACOLYTE** operative only. The operative gains the following ability for the battle:


**Malign Scripture:** Once per battle, this operative can perform two **Manifest Psychic Power** actions during its activation.

## TAINTED ROUNDS+ [3EP]

Select one boltgun, bolt pistol or tainted bolt pistol the operative is equipped with. Add 1 to both Damage characteristics of that weapon.

## GRISLY TROPHY+ [3EP]

The operative gains the following ability for the battle:

**Grisly Trophy:** While this operative is Visible to and within  of an enemy operative, subtract 1 from the Attacks characteristic of ranged and melee weapons that enemy operative is equipped with.

## MALEFIC BLADE [2EP]

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

Name	A	WS	D
Malefic Blade	5	3+	3/5

# LEGIONARY SPEC OPS RULES

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

## BATTLE HONOURS

Each time a **LEGIONARY** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Legionary 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).

### LEGIONARY SPECIALIST

D6	Specialism
1	<b>Apostle of Chaos:</b> This operative gains the Favoured of the Dark Gods ability (pg 38).
2	<b>Warp-blessed:</b> Improve this operative's Save characteristic by 1 (to a maximum of 2+).
3	<b>Devastating Assault:</b> Melee weapons this operative is equipped with gain the Brutal special rule.
4	<b>Servant Of The Dark Gods:</b> Once per action, when an attack dice would inflict Critical Damage on this operative, you can choose for it to inflict Normal Damage instead.
5	<b>Fuelled By Hate:</b> While this operative has fewer than half of its wounds remaining, each time it is activated, add 1 to its APL.
6	<b>Vengeance Incarnate:</b> Select one weapon this operative is equipped with. Improve the Ballistic Skill or Weapon Skill characteristic of that weapon by 1 (to a maximum of 2+).



# RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **LEGIONARY**, 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. BRANDS OF THE DAMNED [3EP]

The operative gains the following ability for the battle:

**Brands of the Damned:** Once per battle, if this operative is in the killzone, you can use a Tactical Ploy without spending any CPs; that Tactical Ploy must have the same **<MARK OF CHAOS>** selectable keyword as this operative. For example, if this operative has the **SLAANESH** keyword, you can use the Sickening Captivation Tactical Ploy (pg 40). If this operative has the **UNDIVIDED** keyword, you can use the Veteran of the Long War (pg 40) or Command Re-roll Tactical Ploys instead.

## 2. GAUNTLETS OF VENGEANCE [2EP]

Operative equipped with fists only. The fists the operative is equipped with gain the following improvements for the battle:

- It gains the Relentless special rule and the Rending critical hit rule.
- Add 1 to its Attacks characteristic.

## 3. PAGES OF SCABRIUS [2EP]

**LEGIONARY BALEFIRE ACOLYTE** operative only. This operative can perform the **Manifest Psychic Power** action twice during its activation.

## 4. ICON OF CHAOS [4EP]

**LEGIONARY ICON BEARER** operative only. The operative gains the following ability for the battle:

**Icon of Chaos:** While this operative is in the killzone, friendly **LEGIONARY** operatives cannot be injured.

## 5. DAEMON AXE [3EP]

**LEGIONARY BUTCHER** operative only. Add 1 to the attacks characteristic of the double-handed chain axe the operative is equipped with for the battle.

## 6. RELIC BOLT PISTOL [2EP]

Operative equipped with bolt pistol or tainted bolt pistol only. The bolt pistol or tainted bolt pistol the operative is equipped with gains the following improvements for the battle:

- Add 1 to its Attacks characteristic.
- It gains the Relentless special rule.

**'THIS IS OUR TIME. LOOK UPON THE GREAT WOUND IN THE SKY IF YOU DISBELIEVE IT. FIGHT US BY ALL MEANS, FOR WE RELISH EVERY STINGING BULLET, EVERY SLASH OF THE BLADE, JUST AS YOU MIGHT RELISH A DELICIOUS FEAST. BUT KNOW THIS TRUTH, AND REMEMBER IT AS THE NIGHT SKIES CURDLE ABOVE YOU - WE HAVE ALREADY WON.'**

- Hyperlogus Phaevara, Lord Sensorium of the Silken Death

# STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **LEGIONARY**, 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.

## UNCLEAN SHRINE

*After battle, the kill team presents offerings to the gods at their shrine. Only those who have claimed the most heads gain their favour.*

In the Update Experience step of a mission sequence, the friendly operative that incapacitated the most enemy operatives gains 1XP (if more than one operative is tied for the number of most enemy operatives incapacitated, randomly select one of them to gain the XP). You can only add this strategic asset to your base of operations if your dataslate includes at least one operative of Ace rank or higher.

## RELICS OF THE HERESY

*The kill team holds in its possession relics dating back to the days of the Horus Heresy.*

When this strategic asset is added to your base of operations, add two items of rare equipment to your stash. If this strategic asset is removed from your base of operations, remove those items of rare equipment from your stash.

## SACRIFICIAL ALTAR

*Before battle, the kill team sacrifices victims to the Dark Gods at this sacrificial altar.*

Once per battle, in the Resolve Successful Hits step of a combat or shooting attack, you can ignore the damage inflicted on a friendly **LEGIONARY** operative from one attack dice.



# REQUISITIONS

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

## MARKED FOR GREATNESS 1RP

*Some warriors earn the favour of the gods thanks to their murderous deeds.*

Purchase this Requisition before or after a game, if your dataslate includes an operative of Ace rank or higher. The operative on your dataslate with the most XP gains the following ability:

**Marked For Greatness:** Once per battle, when this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if you cannot retain any critical hits, you can select one of your normal hits to be retained as a critical hit instead. After each battle, if another operative on your dataslate has more XP than this operative, this operative loses this ability. Note that other operative does not gain this ability, instead you must purchase this Requisition again.

## EYE OF THE GODS 1RP

*Slaughtering an enemy commander is a sure way to receive the gods' attention.*

Purchase this Requisition after a game in which the enemy **LEADER** operative was incapacitated by a friendly **LEGIONARY** operative. That friendly operative has all Battle Scars removed (if any) and gains D3 XP. You can only use this Requisition once after each game.

## CAST ASIDE 0RP

*It takes little to earn the gods' ire, or to drive them to boredom.*

Purchase this Requisition in the Update Dataslates step of a mission sequence, before rolling to determine a Battle Scar for a friendly **LEGIONARY** operative. Instead of suffering a Battle Scar, for the next D3 battles this operative is in your kill team, it loses the relevant ability related to its **<MARK OF CHAOS>** keyword (e.g. a **NURGLE** operative would lose the Disgusting Vigour ability).

## SPEC OPS

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



## SEND A MESSAGE

With the enactment of rituals and the slaughter of leaders, we will spread terror and honour the Octed.

### OPERATION 1: UNCLEAN RITES

*Perform the rites! Speak the words! Glorify the Gods!*

Complete five games in which you scored victory points from the 'Sacrilegious Mutilation' and/or 'Execution' Tac Op.

### OPERATION 2: MESSAGE DELIVERED

*With the enemy commander slain, our message of dominance will be clear.*

Complete a game in which the enemy **LEADER** operative was incapacitated in combat.

### COMMENDATION

- The friendly operative that incapacitated the enemy **LEADER** operative gains 5XP.
- You can increase your asset capacity by one.
- You gain two 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.

## TAINTED JOURNEY

We shall prove to them that their gods are weak, that they won't protect them, and then show them the strength of our own.

### OPERATION 1: PROFANE VIOLATION

*Desecrate their shrines! Befoul their holy places!*

Complete five games in which you scored victory points from the 'Dark Desecration' and/or 'Plant Banner' Tac Op.

### OPERATION 2: DOMINANCE

*Seize their ground, make it our own. Show them their false gods are absent.*

Complete a game in which you scored victory points from the 'Seize Ground' Tac Op.

### COMMENDATION

- You can add two items of rare equipment to your stash.
- You can increase your asset capacity by one.
- You gain one Requisition point.

### SPEC OPS BONUS

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

# NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Heretic Astartes warriors, the title of your kill team and your kill team's quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites – feel free to mix and match if that suits you, or to use multiple quirks, names or background ideas.

## KILL TEAM NAME

Heretic Astartes kill teams are named for all manner of reasons. Some are named for their leaders, or even the warlords that send them on their missions (names that you can generate using other tables in this section). Others are named in honour of the kill team's chosen deity, whether that be Khorne the Blood God, the pestilent Grandfather Nurgle, Slaanesh the Lord of Excess or Tzeentch the Changer of the Ways. Others still are named for the fearsome reputations they have earned on the battlefield or for the loathsome ideals they are expected to maintain. The generator below gives some examples to serve as inspiration, and of course you are welcome – indeed, encouraged – to invent your own.

D6	NAME	D6	NAME
1	Bringers	1	of Blood
2	Damned	2	of the Creed
3	True Believers	3	of the Gods
4	Holders	4	of the Truth
5	Butchers	5	Abominant
6	Rampagers	6	Malevolent

## HERETIC ASTARTES OPERATIVE NAMES

Opposite there are naming tables dedicated to a number of the Traitor Legions. Of course, your kill team does not have to belong to any of the Traitor Legions. The names on any of these tables are perfect for other Heretic Astartes Renegades as well. If that is the case, feel free to choose from or roll on any of the tables opposite. Remember – you are not limited to two names. If you would prefer to give your operatives a single name – or even five! – then go ahead. As always, choose your favourites or roll on whichever table you like (or use a combination of both).

## BLACK LEGION

D6	FIRST NAME	D6	LAST NAME
1	Zekyr	1	Aximand
2	Sorvram	2	the Vengeful
3	Drekva	3	Orakar
4	Ashrok	4	the Mad
5	Thallos	5	Daemonsblade
6	Azmodial	6	Naxos

## ALPHA LEGION

D6	FIRST NAME	D6	LAST NAME
1	Kyphax	1	X632
2	Inigo	2	Hertzor
3	Sheed	3	Phors
4	Jaego	4	(no cypher)
5	Alpharius	5	25-2
6	Armilus	6	Nul

## WORLD EATERS

D6	FIRST NAME	D6	LAST NAME
1	Khargos	1	the Butcher
2	Drakh	2	the Reaper
3	Ashkal	3	Slaughterborn
4	Sorkhos	4	Thaxxos
5	Aggravax	5	Skullfiend
6	Gharrax	6	the Hound

## EMPEROR'S CHILDREN

D6	FIRST NAME	D6	LAST NAME
1	Antinius	1	the Beautiful
2	Teloss	2	Atonian
3	Lycon	3	Thest
4	Xiander	4	Vastorius
5	Abdelis	5	the Perfect
6	Julianus	6	Kanasiar

## WORD BEARERS

D6	FIRST NAME	D6	LAST NAME
1	Atresh	1	Xesugal
2	Bathusa	2	Mairon
3	Verok	3	Gorlem
4	Qarad	4	Tchure
5	Kor	5	Kartho
6	Tarem	6	Ranasar

## NIGHT LORDS

D6	FIRST NAME	D6	LAST NAME
1	Ioden	1	Morgaris
2	Jago	2	Khade
3	Navir	3	of the Ceaseless Torment
4	Saveth	4	of the Midnight Claw
5	Reskil	5	Baraski
6	Vastiani	6	Carrow

## IRON WARRIORS

D6	FIRST NAME	D6	LAST NAME
1	Ferrox	1	the Wallbreaker
2	Sullus	2	Estarox
3	Porox	3	the Warpcutter
4	Broug	4	of the Foundry of Agony
5	Veghor	5	Dronn
6	Detrus	6	Steelspine

## BACKGROUND

D6	DARK MOTIVATIONS
1	<b>Predators:</b> Inhuman and terrifying, the members of this kill team act more like beasts hunting prey than trained soldiers.
2	<b>Warp-infused Warriors:</b> This band of killers has been saturated with the dark energies of the warp, twisting into bio-mechanical living weapons.
3	<b>Veterans of the Long War:</b> Since the end of the Horus Heresy, these warriors have fought tirelessly for vengeance. They are ancient and filled with hate.
4	<b>Monotheistic:</b> These warriors have dedicated their lives to a single Chaos God, whether that be Khorne, Nurgle, Slaanesh or Tzeentch.
5	<b>Lost and Damned:</b> These warriors have lost themselves entirely to madness and mutation.
6	<b>Worldslayers:</b> This kill team wield weapons of terrible destructive potency, and seek not merely conquest, but the wholesale annihilation of all realspace.

## BASE OF OPERATIONS

D6	LOCATION
1	<b>Desecrated Shrine:</b> The warriors of this kill team have torn down Imperial relics and daubed symbols of the Chaos Gods all over this captured shrine once dedicated to an Imperial saint.
2	<b>Heretic Astartes Bikes:</b> This kill team races from mission to mission mounted on spiked Heretic Astartes bikes, inhabited by malicious machine spirits, which they have rigged to help carry their wargear and weapons.
3	<b>Tainted Thunderhawk:</b> With the speed and power of a Thunderhawk Gunship turned to Chaos, this kill team can race from hunt to hunt with great ease.
4	<b>Heretic Astartes Rhinos:</b> This kill team owns a number of Rhino armoured personnel carriers, which they have adapted to function as mobile armouries, bloody altars and barracks.
5	<b>Hollowed-out Asteroid:</b> The kill team's base of operation is hidden deep within a labyrinthine asteroid field, far from prying eyes and almost impossible to detect.
6	<b>Murder Barge:</b> Alongside other forces serving their warlord, this kill team embarks on missions from an orbiting murder barge controlled by their warband.

## SQUAD QUIRK

D6	TRAIT
1	<b>Insane:</b> Perhaps guided by ineffable prophecy, or finally pushed past the final boundary of rational thought, the deeds of this kill team seem like madness to their foes.
2	<b>Cruel:</b> These warriors live to torment their victims, whether through psychological warfare or taking their time over killing them slowly and painfully at close quarters.
3	<b>Iron Discipline:</b> Despite their current allegiances, these warriors still fight with all the chilling efficiency and skill of the Legions of old.
4	<b>Embittered:</b> Hatred fuels these cynical killers, and guides their every deed.
5	<b>Berserk:</b> This kill team views the galaxy through a red haze of murder-lust.
6	<b>Arrogant:</b> These warriors consider their enemies to be laughably beneath them, sneering at their every effort to fight back.

# LEGIONARIES – NARRATIVE DATASLATE

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

History

Quirks

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

Notes

# NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

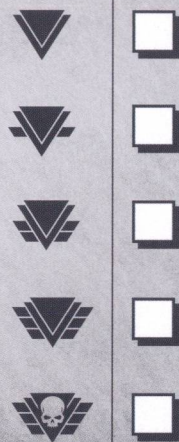
Specialism



Battle Honours

Battle Scars

Notes



# NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours

Battle Scars

Notes



WARHAMMER  
40,000

# KILL TEAM

# LEGIONARY

## UPDATE 1.3

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (\*).


## ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

### KILL TEAM: NACHMUND

#### Page 37, Legionary operative selection

Change the final paragraph to read:

'Other than **LEGIONARY**  **WARRIOR** operatives, your kill team can only include each operative above once.'

#### Page 39, Perpetual Aggression Strategic Ploy

Add the following bullet point:

'It can do so even if it's performed a **Normal Move** or **Charge** action during the activation, and vice versa, doing so doesn't prevent it from subsequently performing a **Normal Move** or **Charge** action during that activation in the normal manner.'

#### Page 40, Mutability and Change Tactical Ploy

Change the first sentence to read:

'Use this Tactical Ploy **when** a friendly **TZEENTCH** operative is activated.'

#### Page 45, Legionary Chosen, Soul Feast ability

Change the ability to read:

'Each time this operative fights in combat, **at the end of the** Resolve Successful Hits step of that combat, **if this operative has not been incapacitated and any of their strikes inflicted** Critical Damage, this operative regains 2 lost wounds.'

#### Page 46, Legionary Aspiring Champion, In the Eyes of the Gods ability

Change the ability to read:

'Once per Turning Point, **during this operative's activation, if it** incapacitates an enemy operative, **it can perform one free action during that activation.**'

### CLOSE QUARTERS

#### Page 35, Dark Desecration Tac Op

This Tac Op is not in use when the Close Quarters rules are in effect.

## DESIGNER'S COMMENTARY

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

### **KILL TEAM: NACHMUND**

*Q: When using the Disgusting Vigour ability, can I retain the successful normal save as a result of Cover as a critical save instead?*

A: Yes. This must be decided before defence dice are rolled, however.

*Q: Can the Malignant Aura Tactical Ploy reduce the number of defence dice rolled when using an invulnerable save?*

A: Yes. Invulnerable saves specifically ignore Save characteristic modifiers and the APx special rule, whereas Malignant Aura affects the Defence characteristic.

*Q: How do interruptions after an operative performs an action (e.g. **Guard**) work with the Perpetual Aggression Strategic Ploy?*

A: Treat the move as a separate action. Therefore the **KHORNE** operative can be interrupted after fighting in combat, before or after it moves from Perpetual Aggression.

*Q: Some rules allow you to resolve a hit before the attacker (e.g. Bladed Stance ability, **VOIDSCARRED KURNATHI**). How do these interact with the **SHRIVETALON**'s Vicious Reflexes ability?*

A: Vicious Reflexes changes the order of dice resolution, but rules such as Bladed Stance happen before the order of dice resolution. As a result, Bladed Stance would allow the **VOIDSCARRED KURNATHI** to parry first, then normal dice resolution would begin, starting with the **SHRIVETALON** operative.

*\*Q: When resolving the Unending Bloodshed Tactical Ploy, can I use the Wrathful Onslaught ability to strike with a normal hit as if it were a critical hit?*

A: No.



# CORSAIR VOIDSCARRED

## DESIGNER'S COMMENTARY 1.0

This document presents commentary from game designers to clarify and expand on rare and more complex rules. As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (\*).

### **KILL TEAM: NACHMUND**

*Q: Can the **VOIDSCARRED SHADE RUNNER** operative move within Engagement Range of an enemy operative for the **Slicing Attack** action, even though it has the **FLY** keyword and can move around, across and over operatives as if they were not there?*

A: Yes. Move it to a location it can be placed and within Engagement Range, ignore **FLY** to resolve the slicing attack, then continue the move with **FLY**.

*Q: When a **VOIDSCARRED WAY SEEKER** operative performs the **Manifest Psychic Power** action for a second time during its activation, do I have to select a different psychic power from the one I selected the first time in that activation?*

A: Yes.

# THE BALANCE DATASLATE

Q2 2024

This document contains the collected Q2 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).
- Jump tests: Automatically successful (do not roll).

## KILLZONE: BHETA-DECIMA

- Restricted Line of Sight: The target operative is not Visible (instead of Obscured).
- Tactical Ploys that allow one or more operatives to be set up outside of your drop zone, e.g. Sneaky Git, **KOMMANDO** and Dimensional Translocation, **HIEROTEK CIRCLE**. Such operatives must be set up wholly within 2○ of your drop zone.



## 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).



## KILL TEAM: CHALNATH

### PATHFINDER

- A Worthy Cause Tactical Ploy: 2CP. You can only use it once per battle, and only if you don't have the initiative.
- **ASSAULT GRENADEIER PATHFINDER** operative: Delete final sentence of Grenadier ability.
- Change benefit of 5+ Markerlight tokens to: 'In the Select Valid Target step of that shooting attack, the enemy operative is treated as if it has an Engage order unless that enemy operative is in Cover provided by Heavy terrain.'
- Operative selection: 1 less operative.
- Add the following to Kauyon Art of War ability: 'In addition, once in each of their activations, friendly **PATHFINDER** operatives can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP).'
- Close Quarters: Each friendly **PATHFINDER** operative can perform the **Guard** action while it has a Conceal order. If it does, interrupt as normal, but instead of making a guard attack it can only perform the **Markerlight** action (if able).
- Operative selection: Selecting **MB3 RECON DRONE** operative no longer requires you to select 1 less operative.
- **DRONE CONTROLLER PATHFINDER** operative gains the following ability: '**Focused EMP Override:** If this operative is in the killzone, friendly **DRONE** operatives can perform the **Operate Hatch** action (ignore the first bullet point of Artificial Intelligence to do so).'
- \* **MB3 RECON DRONE** operative's **Analyse** unique action: You can re-roll one of your attack dice (instead of any or all).
- \* **DRONE CONTROLLER PATHFINDER** operative's Drone Scout ability: In a battle that uses Hazardous Areas rules, the **DRONE** operative must be set up wholly within 2○ of your drop zone. In a battle that uses Close Quarters rules, you cannot set up the **DRONE** operative as specified. Instead, at the end of the Scouting step, if that **DRONE** operative is wholly within your drop zone and has a Conceal order, it can perform a free **Normal Move** and/or **Operate Hatch** action and its order cannot be changed in the first Turning Point.
- \* Recon Sweep Strategic Ploy: You cannot use this ploy during the first turning point.

### NOVITIATE

- Auto-chastiser equipment: 2EP.
- Cannot use Acts of Faith to change dice you've re-rolled.



## KILL TEAM: NACHMUND

### LEGIONARY

- Mutagenic Flesh Strategic Ploy: To a minimum of 3 (instead of 2).
- \* Your roster can contain operatives with all four **<MARK OF CHAOS>** keywords, but when selecting a kill team for the battle, you cannot select operatives with the **KHORNE** keyword if you have selected any with **SLAANESH** (and vice versa), and you cannot select operatives with the **NURGLE** keyword if you have selected any with **TZEENTCH** (and vice versa).

### CORSAIR VOIDSCARRED

- **VOIDSCARRED GUNNER** operative's shredder: Gains the Rending critical hit rule.
- Outcasts Strategic Ploy: Change distance requirement to ■ (instead of ◆).
- Deadly Ambush Tactical Ploy: If the friendly operative has a Conceal order and is ready, you can change it to Engage to do so.

