

WARHAMMER
40,000
KILL TEAM



TALONS OF THE EMPEROR 

TALONS OF THE EMPEROR KILL TEAM

A **TALONS OF THE EMPEROR** kill team consists of two fire teams selected from the following list:

- **CUSTODIAN GUARD**
- **SISTER OF SILENCE**

ARCHETYPE: SEEK AND DESTROY / SECURITY

CUSTODIAN GUARD FIRE TEAM

- ▶ A **CUSTODIAN GUARD** fire team includes two **CUSTODIAN GUARD WARRIOR** operatives each separately equipped with one of the following options:
 - Guardian spear
 - Sentinel blade; storm shield
- ▶ If your kill team does not include any other **LEADER** operatives, instead of selecting one **CUSTODIAN GUARD WARRIOR** operative for one **CUSTODIAN GUARD** fire team, you can select one **CUSTODIAN GUARD LEADER** operative equipped with one of the following options:
 - Guardian spear
 - Sentinel blade; storm shield

ARCHETYPE: SEEK AND DESTROY / SECURITY / RECON

SISTER OF SILENCE FIRE TEAM

- ▶ A **SISTER OF SILENCE** fire team includes five **SISTER OF SILENCE** operatives selected from the following list:
 - **SISTER OF SILENCE PROSECUTOR**
 - **SISTER OF SILENCE WITCHSEEKER**
 - **SISTER OF SILENCE VIGILATOR**
- ▶ If your kill team does not include any other **LEADER** operatives, instead of selecting one **SISTER OF SILENCE PROSECUTOR** operative for one **SISTER OF SILENCE** fire team, you can select one **SISTER OF SILENCE SUPERIOR** operative equipped with one of the following options:
 - Boltgun; gun butt
 - Flamer; gun butt
 - Executioner greatblade




STRATEGIC PLOYS

If your faction is **TALONS OF THE EMPEROR**, you can use the following Strategic Ploys during a game.

AEGIS OF THE EMPEROR 1CP

Until the end of the Turning Point, each time Critical Damage would be inflicted upon a friendly **TALONS OF THE EMPEROR** operative from an attack dice, you can choose for that attack dice to inflict Normal Damage instead.

CREEPING DREAD 1CP

Until the end of the Turning Point, while an enemy operative is within  of a friendly **ANATHEMA PSYKANA** operative, worsen the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons respectively that enemy operative is equipped with as if it were injured.

PEERLESS WARRIORS 1CP

Until the end of the Turning Point, each time a friendly **ADEPTUS CUSTODES** operative is activated, it can perform up to two **Shoot** and **Fight** actions during that activation.

TACTICAL PLOYS

If your faction is **TALONS OF THE EMPEROR**, you can use the following Tactical Ploys during a game.



ARCANE GENETIC ALCHEMY 1CP



Use this Tactical Ploy in the Roll Defence Dice step of a shooting attack, after rolling defence dice for a friendly **ADEPTUS CUSTODES** operative. You can change one of your retained normal saves to a critical save.

BROTHERHOOD OF DEMIGODS 1CP

Use this Tactical Ploy at the end of the Firefight phase. **Select one friendly ADEPTUS CUSTODES operative to perform one free Fight or Overwatch action (this does not count as an activation).**

TALONS 1CP

Use this Tactical Ploy when a ready friendly **TALONS OF THE EMPEROR** operative within  of enemy operatives or within  of the centre of an objective marker is activated:

- If that operative is an **ANATHEMA PSYKANA** operative, select one ready friendly **ADEPTUS CUSTODES** operative Visible to and within  of it.
- If that operative is an **ADEPTUS CUSTODES** operative, select one ready friendly **ANATHEMA PSYKANA** operative Visible to and within  of it.

Both operatives are activated at the same time and you can perform their actions in any order.

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TALONS OF THE EMPEROR





CUSTODIAN GUARD (WARRIOR)

Custodian Guard are steadfast in defence and unstoppable on the attack, working ceaselessly to defend the Emperor's realm. Created through arcane gene-tech, each of them have a fragment of the Emperor's might flowing through their veins.



M	APL	GA
3 ○	3	1
DF	SV	W
3	2+	18

NAME	A	BS/WS	D	SR	!
☉ Guardian spear	4	2+	3/5	-	P1
☉ Sentinel blade	4	2+	3/4	Rng ◆	P1
✕ Guardian spear	5	2+	5/7	Lethal 5+	-
✕ Sentinel blade	5	2+	4/6	Lethal 5+	-

ABILITIES

The Emperor's Chosen: Other than the effects of Battle Scars, this operative cannot be injured. You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

Storm Shield: If this operative is equipped with a storm shield, it has a 4+ invulnerable save. Each time it fights in combat, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

UNIQUE ACTIONS

TALONS OF THE EMPEROR ◆, IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>, CUSTODIAN GUARD, WARRIOR



CUSTODIAN GUARD (LEADER)

Some Custodians inevitably rise to prominence, exemplifying their companions' traits of supreme martial prowess, keen intellect and scrutinizing minds. They carry artificer-crafted, powered blades that are capable of cleaving traitor Space Marines in two.



M	APL	GA
3 ○	3	1
DF	SV	W
3	2+	19

NAME	A	BS/WS	D	SR	!
☉ Guardian spear	4	2+	3/5	-	P1
☉ Sentinel blade	4	2+	3/4	Rng ◆	P1
✕ Guardian spear	5	2+	5/7	Lethal 5+	-
✕ Sentinel blade	5	2+	4/6	Lethal 5+	-

ABILITIES

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UNIQUE ACTIONS

TALONS OF THE EMPEROR ◆, IMPERIUM, ADEPTUS CUSTODES, <SHIELD HOST>, CUSTODIAN GUARD, LEADER





SISTER OF SILENCE PROSECUTOR

Among the psychic nulls who make up the Sisters of Silence, Prosecutors form the core of their sinister cadres. Lethal in both attack and defence, Prosecutors cut down congregations of mutant sorcerers and rogue psykers with salvoes from their Umbra-pattern boltguns.



M	APL	GA
3 ○	2	1
DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	3+	3/4	-	-
✕ Gun butt	4	3+	2/3	-	-

ABILITIES

Psychic Abomination: While an operative is within of an **ANATHEMA PSYKANA** operative, it cannot perform psychic actions. **SISTER OF SILENCE** operatives cannot be targeted or affected by psychic actions.

UNIQUE ACTIONS

TALONS OF THE EMPEROR , IMPERIUM, ANATHEMA PSYKANA, SISTER OF SILENCE, PROSECUTOR



SISTER OF SILENCE WITCHSEEKER

Like all of their kind, Witchseekers bear the rare Pariah gene. They have no presence in the warp and exude an intense aura that causes psykers pain and horror. Once Witchseekers corner their psychic quarry, they purify their taint with blazing infernos of fire.



M	APL	GA
3 ○	2	1
DF	SV	W
3	3+	8

NAME	A	BS/WS	R	SR	!
⚡ Flamer	5	2+	2/2	Rng , Torrent ○	-
✕ Gun butt	4	3+	2/3	-	-

ABILITIES

Psychic Abomination: While an operative is within of an **ANATHEMA PSYKANA** operative, it cannot perform psychic actions. **SISTER OF SILENCE** operatives cannot be targeted or affected by psychic actions.

UNIQUE ACTIONS

TALONS OF THE EMPEROR , IMPERIUM, ANATHEMA PSYKANA, SISTER OF SILENCE, WITCHSEEKER





SISTER OF SILENCE VIGILATOR

Vigilators capitalise on their innate gifts, assaulting their prey when the effects of their soulless aura is at its most potent. They train tirelessly with enormous greatblades in an ancient form of combat, laying open their victim's guard before landing a decapitating blow.



M	APL	GA
3 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
✘ Executioner greatblade	4	3+	4/6	Lethal 5+	-

ABILITIES

Psychic Abomination: While an operative is within of an **ANATHEMA PSYKANA** operative, it cannot perform psychic actions. **SISTER OF SILENCE** operatives cannot be targeted or affected by psychic actions.

UNIQUE ACTIONS

TALONS OF THE EMPEROR , IMPERIUM, ANATHEMA PSYKANA, SISTER OF SILENCE, VIGILATOR



SISTER OF SILENCE SUPERIOR

Once fully trained a Sister of Silence takes the Oath of Tranquility, vowing never to utter a word, and communicates instead via a secretive sign language. Sisters Superior are expert in its Battlemark form, coordinating their team's assault in unnerving silence.



M	APL	GA
3 ○	2	1

DF	SV	W
3	3+	9

NAME	A	BS/WS	D	SR	!
Boltgun	4	2+	3/4	-	-
Flamer	5	2+	2/2	Rng , Torrent	-
✘ Executioner greatblade	4	2+	4/6	Lethal 5+	-
✘ Gun butt	4	2+	2/3	-	-

ABILITIES

Psychic Abomination: While an operative is within of an **ANATHEMA PSYKANA** operative, it cannot perform psychic actions. **SISTER OF SILENCE** operatives cannot be targeted or affected by psychic actions.

UNIQUE ACTIONS

TALONS OF THE EMPEROR , IMPERIUM, ANATHEMA PSYKANA, LEADER, SISTER OF SILENCE, SUPERIOR



EQUIPMENT

TALONS OF THE EMPEROR 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). Each operative can be equipped with no more than one of each item.


OATH PARCHMENT [3EP]

The operative gains the following ability for the battle:

Oath Parchment: 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 Reroll Tactical Ploy (see the Kill Team Core Book) without spending any CP.

TANGLEFOOT GRENADE [3EP]

AOEPTUS CUSTODES operative only. The operative can perform the following action during the battle:

Tanglefoot Grenade (1AP): Select one enemy operative Visible to and within  of this operative. Subtract 1 from its APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of enemy operatives.

MISERICORDIA [2EP]

ADEPTUS CUSTODES operative that is not equipped with a storm shield only. The operative gains the following ability for the battle:

Misericordia: Each time after this operative fights in combat, you can use this ability. If you do so, roll one D6: on a 3+, the enemy operative that fought it in that combat suffers 2 mortal wounds.

PSYK-OUT GRENADE [2EP]

ANATHEMA PSYKANA operative only. The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Psyk-out grenade	4	3+	1/1

Special Rules

Rng , Limited, Blast , Indirect, Psyk-out*

***Psyk-out:** Each time a shooting attack is made with this weapon, if the target has the **PSYKER** or **DAEMON** keyword, for that shooting attack, change its Damage characteristics to 3/5 and it has the Lethal 5+ special rule.

VRATINE FACEPLATE [2EP]

ANATHEMA PSYKANA operative only. The operative gains the following ability for the battle:

Vratine Faceplate: Once per battle, when damage would be inflicted upon this operative from an attack dice, subtract 3 from the damage inflicted (to a minimum of 0).



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).



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COMPENDIUM
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.

SPACE MARINE

Page 9, Deathwatch Veteran Fire Team, first arrow point

Add the following to the **DEATHWATCH VETERAN WATCH**

SERGEANT operative's equipment options:

- Deathwatch boltgun; power weapon

Page 19, Tactical Marine Sergeant, combi-melta

Add the following critical hit rule (!):

'MW4'

Page 29, Smoke Grenade action

Change the third sentence to read:

'Until the end of the Turning Point, an operative is Obscured if every

Cover line drawn to it crosses an area of smoke.'

SPACE MARINE & GREY KNIGHT

Pages 28 & 35, Tactical Ploys, Only In Death Does Duty End

Change the second sentence to read:

'That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.'

IMPERIAL GUARD

Page 38, Guardsman (Gunner), Characteristics

Change the Save characteristic to '5+'.

Page 39, Tempestus Scion (Comms), gun butt

Change the WS characteristic to '3+'.

Page 40, Tempestor, power fist

Add the following special rule (SR):

'Brutal'

Page 41, Strategic Ploys, Guardsman Orders

Change the second sentence to read:

'All friendly **TEMPESTUS SCION** operatives, and all friendly **GUARDSMAN** operatives within  of and Visible to a friendly **IMPERIAL GUARD LEADER** operative, are issued that Guardsman Order.'

Page 42, Medikit

Change the first sentence to read:

'The operative gains the **MEDIC** keyword until the start of the next battle and can perform the following action during the battle:'

ECCLESIArchy

Page 52, Battle Sister Fire Team, Specifications

Add the following:

'Your kill team can only include up to one **BATTLE SISTER ICON BEARER** operative.'

TALONS OF THE EMPEROR

Page 61, Custodian Guard (Warrior) & Custodian Guard (Leader), Characteristics

Change the APL characteristic to '3'.

Page 64, Tactical Ploys, Brotherhood of Demigods

Change to read:

'Use this Tactical Ploy at the end of the Firefight phase. Select one friendly **ADEPTUS CUSTODES** operative to perform one free **Fight** or **Overwatch** action (this does not count as an activation).'

DEATH GUARD

Page 76, Plague Marine Champion, Characteristics

Change the Movement characteristic to '2○'.

THOUSAND SONS

Page 86, Strategic Ploys, Malicious Volleys

Change the last sentence to read:

'A bolt weapon is a ranged weapon that includes 'bolt' in its name (excluding **Doombolt**), e.g. inferno boltgun.'

CHAOS DAEMON

Pages 92 & 93, Daemonette (Icon Bearer) and Daemonette (Horn Bearer), Claws

Change the Attacks characteristic to '4'.

COMMORRITE

Page 113, Kabalite (Gunner), shredder

Change the 'Blast ○' rule from a critical hit rule (!) to a special rule (SR).

Page 117, Haywire Grenade

Add the following special rule (SR):

'Limited'