

WARHAMMER
40,000

KILL TEAM



WYRMLBLADE 

ARCHETYPE: INFILTRATION / SEEK AND DESTROY

WYRMBLADE KILL TEAM

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

OPERATIVES

➤ 1 **NEOPHYTE LEADER** operative equipped with one of the following options:

- Autogun; gun butt
- Shotgun; gun butt

Or one option from each of the following:

- Master-crafted autopistol, bolt pistol or web pistol
- Chainsword, power maul or power pick

➤ 13 **WYRMBLADE** operatives selected from the following list:

- **KELERMORPH** (counts as two selections)
- **LOCUS** (counts as two selections)
- **NEOPHYTE BROOD-ADEPT** equipped with a gun butt and one of the following options:
 - Autogun or shotgun
- **NEOPHYTE GUNNER** equipped with a gun butt and a flamer
- **NEOPHYTE GUNNER** equipped with a gun butt and a grenade launcher
- **NEOPHYTE GUNNER** equipped with a gun butt and a webber
- **NEOPHYTE HEAVY GUNNER** equipped with a gun butt and a heavy stubber
- **NEOPHYTE HEAVY GUNNER** equipped with a gun butt and a mining laser
- **NEOPHYTE HEAVY GUNNER** equipped with a gun butt and a seismic cannon
- **NEOPHYTE ICON BEARER** equipped with a gun butt and one of the following options:
 - Autogun or shotgun
- **SANCTUS SNIPER** (counts as two selections)
- **SANCTUS TALON** (counts as two selections)

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

Your kill team can only include up to two **GUNNER** operatives, up to two **HEAVY GUNNER** operatives and up to two **CULT AGENT** operatives.



TAC OPS

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

FACTION TAC OP 1: NOWHERE UNREACHABLE

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent places one of your Location tokens anywhere in the killzone that is more than **◆** from their drop zone.

- At the end of any Turning Point, if a friendly operative is within **▲** of that location token, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

FACTION TAC OP 2: PERFECT AMBUSH

Reveal this Tac Op in the Target Reveal step of any Turning Point before the fourth. Keep a tally of wounds lost by each player's operatives during that Turning Point. At the end of that Turning Point:

- If the total wounds lost by enemy operatives during that Turning Point is greater than that lost by friendly operatives during that Turning Point, you score 1VP.
- If the total wounds lost by enemy operatives during that Turning Point as a result of friendly **CULT AGENT** operatives (shooting attacks they make or combats they fight in) is greater than the total number of wounds lost by friendly operatives during that Turning Point, you score 1VP.

FACTION TAC OP 3: MARK FOR ASSASSINATION

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

- If an enemy operative with a Marked token is incapacitated, you score 1VP.
- If another enemy operative with a Marked token is incapacitated, you score 1VP.

Friendly **NEOPHYTE** operatives can perform the following mission action:

MARK FOR ASSASSINATION (1AP)

An operative can perform this action while an enemy operative with a Group Activation characteristic of 1 is Visible to and within **■** of it. That enemy operative gains a Marked token. An operative cannot perform this action while within Engagement Range of an enemy operative, or if another friendly operative has performed this action during this Turning Point.



ABILITY

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

CULT AMBUSH

Just as Genestealer Cults bide their time in darkness, striking when the Day of Ascension dawns, so too do their most experienced broods when stalking the enemy. The cultists move in the shadows, setting up the perfect ambush. When the time comes and the signal is given, they strike with coordination, precision and zealous devotion.

During the first Turning Point, when this operative is activated, you can change its order.

The first time this operative performs either a **Fight** or **Shoot** action in each of its activations, if its order was changed from Conceal to Engage during that activation, or it wasn't visible to every enemy operative at the start of that activation, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

PRETERNATURAL ASSASSIN

The most elite operatives available to a gene-sect's leaders, these cult agents are honed killers. They are intimately familiar with the murderous tools of their craft - weapons and specialist gear they have carefully maintained and employed for years in the cult's service. They are able to strike hard and fast from the shadows, eliminate their targets without mercy and vanish again before their victim's stunned comrades can react.

This operative cannot be equipped with equipment.

This operative has a 4+ invulnerable save.

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, you can do one of the following:

- Retain one additional dice as a successful normal save as a result of Cover.
- Retain one dice as a successful critical save instead of a normal save as a result of Cover.



STRATEGIC PLOYS

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

METICULOUS PLAN (1CP)

Until the end of the Turning Point, each time a friendly **NEOPHYTE** operative is activated, if it has a Conceal order, it can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP). You can only use this Strategic Ploy once.

ONE WITH THE SHADOWS (1CP)

Until the end of the Turning Point, when determining Line of Sight from an enemy operative to a friendly **WYRMBLADE** operative, if that friendly **WYRMBLADE** operative has a Conceal order, Light terrain is Obscuring.

WRITHING INGRESS (1CP)

Place one of your Ingress tokens within ▲ of a terrain feature no more than ▲ thick. Until the end of the battle, friendly **WYRMBLADE** operatives can move through that terrain feature as if it were not there, so long as they do so within ▲ of that token. You can only use this Strategic Ploy once.

CROSSFIRE (1CP)

Until the end of the Turning Point:

- Each time after a friendly **WYRMBLADE** operative makes a shooting attack, if the target has not been incapacitated and does not have a Crossfire token, the target gains a Crossfire token until the end of the Turning Point.
- Each time a friendly **WYRMBLADE** operative makes a shooting attack, if the target has a Crossfire token, in the Roll Attack Dice step of that shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.



TACTICAL PLOYS

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

SLINK INTO DARKNESS (1CP)

Use this Tactical Ploy at the end of a friendly **WYRMBLADE** operative's activation. If that operative has an Engage order, change it to a Conceal order. You can only use this Tactical Ploy for each friendly operative once.

COILED SERPENT (1CP)

Use this Tactical Ploy when a friendly **WYRMBLADE** operative is activated and its order is changed from Conceal to Engage. The first time that operative performs either a **Fight** or **Shoot** action during that activation, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your successful normal hits as a critical hit instead.

UNQUESTIONING LOYALTY (1CP)

Use this Tactical Ploy when a friendly **WYRMBLADE LEADER** or **CULT AGENT** operative is selected as the target for combat. Select one other friendly **LOCUS** or **NEOPHYTE** operative (excluding a **LEADER** operative) within ■ of that friendly operative to intervene.

- If that intervening friendly operative is not within Engagement Range of an enemy operative, you can interrupt that combat to perform a free **Charge** action with it, but it must finish that move within Engagement Range of the enemy operative fighting in that combat.
- If that intervening friendly operative is within Engagement Range of that enemy operative, it becomes the target for that combat.

HIDING (1CP)

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence, when you would set up operatives. Select up to two friendly **NEOPHYTE** operatives to be set up hiding instead. In the Firefight phase of the first Turning Point:

- Friendly operatives hiding have a Group Activation characteristic of 1, are considered to be within the killzone for activation purposes and can be activated as normal.
- When a friendly operative hiding is activated for the first time, set it up with an order of your choice anywhere in the killzone within ♦ of your drop zone and more than ■ from enemy operatives. That operative is treated as having performed a **Normal Move** action (subtract action points accordingly), then continue its activation as normal.
- Any hiding operatives not activated by the end of the first Turning Point are incapacitated.

You can only use this Tactical Ploy once.

NEOPHYTE LEADER

Often a clandestine veteran of one of numerous Imperial martial or security institutions, the leaders of Wyrblade broods are accomplished guerrilla commanders. They are so highly skilled in unorthodox strikes and coordinating multipronged assaults that the gene-sect's agents defer to their experience.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⚡ Autogun	4	3+	2/3	-	-
⚡ Bolt pistol	4	3+	3/4	Rng ♠	-
⚡ Master-crafted autopistol	4	3+	2/3	Rng ♠, Balanced, Lethal 5+	-
⚡ Shotgun	4	2+	3/3	Rng ♠	-
⚡ Web pistol	4	2+	2/2	Rng ♠	Stun
⚡ Chainsword	4	3+	4/5	Ceaseless	-
⚡ Gun butt	3	4+	2/3	-	-
⚡ Power maul	4	3+	4/5	-	Stun
⚡ Power pick	4	3+	4/5	-	Rending

ABILITIES

Cult Ambush (pg 72)

Shadow Vector: Once per Turning Point, you can use either the Slink Into Darkness or Coiled Serpent Tactical Ploy (pg 73) without spending any Command points if a friendly **NEOPHYTE** operative Visible to this operative is the friendly **WYRBLADE** operative for that ploy.

UNIQUE ACTIONS

WYRBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, LEADER



KELERMORPH

The Kelermorph is a third generation cult hybrid, bred to exploit the hopes of the downtrodden and embody their kin's desire for rebellion. They are seen as inspirational folk heroes, and it is often on Wyrblade missions that their legend as unnaturally agile, gunslinging revolutionaries is forged.



M	APL	GA
3 ○	3	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
⚡ Liberator autostubs	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
– Long range	4	4+	3/4	-	P1, Rending
– Short range	5	2+	3/4	Rng ♠	P1, Rending
⚡ Kelermorph knife	3	3+	3/4	-	Rending

ABILITIES

Cult Ambush, Preternatural Assassin (pg 72)

Heroic Inspiration: If this operative incapacitates an enemy operative, until the end of the Turning Point, it is a Heroic Inspiration. Each time a friendly **WYRBLADE** **NEOPHYTE** operative fights in combat or makes a shooting attack, if this operative is a Heroic Inspiration and is Visible to and within 1 of the friendly operative, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your attack dice results of 5+ that is a successful normal hit as a critical hit instead.

Expert Gunslinger: This operative can perform two **Shoot** actions during each of its activations.

UNIQUE ACTIONS

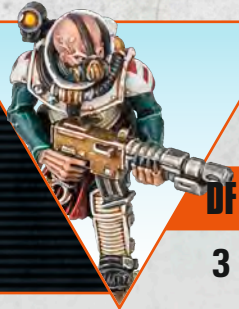
Hypersense (1AP): The next time this operative performs a **Shoot** action during this activation, for that shooting attack, the short range profile of its liberator autostubs gains the Indirect and No Cover special rules but loses the P1 and Rending critical hit rules.

WYRBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, KELERMORPH



NEOPHYTE BROOD-ADEPT

Brood-Adepts are amongst the most experienced guerrilla fighters of a cult's Neophyte Hybrids. They are veteran agitators and insurgents, ferociously loyal and deeply indoctrinated in the cult's creed. They form the backbone of the elite Wyrmlade broods sent deep into the oppressors' territory.



M	APL	GA
3 ○	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⊕ Autogun	4	4+	2/3	-	-
⊕ Shotgun	4	3+	3/3	Rng ◆	-
⊗ Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 72)

UNIQUE ACTIONS

WYRMLADE◆, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, BROOD-ADEPT



NEOPHYTE GUNNER

Especially powerful weapons purloined from defence militias, acquired via criminal contacts or even built in cult-owned weapons shops are issued to a Wyrmlade brood's most capable Gunners. These warriors gladly lay down salvos on the move to protect their comrades and slay the cult's foes.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⊕ Flamer	5	2+	2/2	Rng ◆ , Torrent ○	-
⊕ Grenade launcher	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
– Frag	4	4+	2/4	Blast ○	-
– Krak	4	4+	4/5	AP1	-
⊕ Webber	5	3+	2/2	Rng ◆ , Lethal 5+	Stun
⊗ Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 72)

UNIQUE ACTIONS

WYRMLADE◆, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, GUNNER



NEOPHYTE HEAVY GUNNER

Powerfully built Neophytes – some more prominently bearing the blessed mark of their gene-sire – are granted the honour of bearing deadly, repurposed mining tools or weapons too hefty for normal Humans to carry. Their heavy firepower supports Wyrmlblade missions by laying low the biggest threats.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⊕ Heavy stubber	5	4+	3/4	Ceaseless, Fusillade, Heavy	-
⊕ Mining laser	5	4+	5/6	AP1, Heavy	-
⊕ Seismic cannon	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
– Long-wave	6	4+	2/2	Blast ▲, Heavy	Stun
– Short-wave	4	3+	4/4	Rng ◆, Heavy	P1, Stun
⊗ Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 72)

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.

UNIQUE ACTIONS

WYRMLBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, HEAVY GUNNER



NEOPHYTE ICON BEARER

As strong in faith as their genetic inheritance makes them in body, Icon Bearers carry their holy sigils low until the time is right to raise them aloft and signal the attack. They are honoured wardens of their brood's holy icon, inspiring their brothers and sisters to feats of great sacrifice to ensure the mission succeeds.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⊕ Autogun	4	4+	2/3	-	-
⊕ Shotgun	4	3+	3/3	Rng ◆	-
⊗ Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 72)

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

Signal the Strike (1AP): Until the end of the Turning Point, for the purposes of the Cult Ambush ability (pg 72), if this operative is Visible to and within 1 of the friendly operative performing the **Fight** or **Shoot** action, you can re-roll any or all of your attack dice instead (rather than attack dice results of one result). This operative cannot perform this action while within Engagement Range of an enemy operative.

WYRMLBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, ICON BEARER



SANCTUS SNIPER

Escape is almost impossible once a Sanctus Sniper has selected its target. Fixed by the assassin's trilens goggles and centred in the cross hairs of their calibrated rifle, the target is doomed. The Sanctus' aim is further refined by their Soulsight Familiar, through which the cult's Patriarch directs the killer.



M	APL	GA
3 ○	3	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
☉ Sanctus sniper rifle	4	2+	3/3	Heavy, Silent	MW3
✕ Fists	3	3+	2/4	-	-

ABILITIES

Cult Ambush, Preternatural Assassin (pg 72)

UNIQUE ACTIONS

Target Vulnerability (1AP): Until the end of the activation, the Sanctus sniper rifle this operative is equipped with gains the Lethal 5+ special rule.

Familiar's Soulsight (1AP): Select one enemy operative. Until end of the Turning Point, each time this operative makes a shooting attack against that enemy operative:

- The Sanctus sniper rifle this operative is equipped with gains the No Cover special rule for that shooting attack.
- That enemy operative cannot be Obscured for that shooting attack.
- Areas of smoke cannot prevent that enemy operative from being Visible for that shooting attack.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, SANCTUS, SNIPER



SANCTUS TALON

Some Sanctuses wield atrophic blades, each grown within bubbling pools containing the liquefied psychic essences of slain cultists. Clutching these deadly weapons, a Sanctus will track its target for days, squeezing its multijointed limbs through narrow spaces while following its victim's psychic spoor.



M	APL	GA
3 ○	3	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
✕ Sanctus bio-dagger	4	2+	3/6	Lethal 4+	Stun

ABILITIES

Cult Ambush, Preternatural Assassin (pg 72)

Creeping Shadow: This operative can perform a **Charge** action while it has a Conceal order. Each time after this operative fights in combat, it can perform a free **Dash** action, regardless of any other actions it has performed during this activation, and even if it is within Engagement Range of an enemy operative (but it cannot finish that move within Engagement Range of an enemy operative).

UNIQUE ACTIONS

Familiar's Soulsight (1AP): Select one enemy operative. Until the end of the Turning Point, each time this operative fights in combat with that enemy operative, the Sanctus bio-dagger this operative is equipped with gains the Brutal and Balanced special rules for that combat. *Until the end of the Turning Point, each time this operative fights in combat with that enemy operative, in the Resolve Successful Hits step of that combat, the first time you resolve one of your successful critical hits, you can immediately resolve one of your successful normal hits (or a successful critical hit if you have none).*

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, SANCTUS, TALON



LOCUS

Concealing a powerful, xenos-mutated form beneath heavy robes and a sinisterly still exterior, a Locus can erupt into a flurry of deadly attacks in the blink of an eye. Often appointed by the cult's Magus to protect a kill team's leader, these gene-bred bodyguards are also their master's eyes and ears.



M	APL	GA
3 ○	3	1
DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
☄ Barbed tail	4	3+	3/4	Rng ■, Silent	-
✂ Locus blades	5	2+	4/6	Lethal 5+	-

ABILITIES

Cult Ambush, Preternatural Assassin (pg 72)

Duellist: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, you can resolve one successful hit before the Attacker. If you do so, that successful hit must be used to parry.

Expert Swordsman: This operative can perform two **Fight** actions during each of its activations. Each time after this operative fights in combat, it can perform a free **Charge** action (even if it has done so during this activation), but can only move up to ■.

UNIQUE ACTIONS

Quicksilver Strike (1AP): Once this Turning Point, when an enemy operative is performing a **Normal Move** or **Dash** action and moves within ■ of this operative, you can interrupt that action to perform a free **Charge** action with this operative (it must finish that move within Engagement Range of that enemy operative, and if this operative has a Conceal order, change it to an Engage order to do so). If you do so, that enemy operative's action ends without finishing their move, and you must then perform a free **Fight** action with this operative against that enemy operative. This action is treated as a **Fight** action for the purposes of action restrictions.

WYRMBLADES, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, LOCUS



EQUIPMENT

WYRMBLADE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

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

BLASTING CHARGE (3EP)

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

Name	A	BS	D
Blasting charge	4	3+	3/4
Special Rules	!		

Rng **◆**, Blast **△**, Indirect, Limited

FLASH VISOR (1EP)

The operative gains the following ability for the battle:

Flash Visor: Each time this operative is activated, you can ignore any or all modifiers to its APL.

SPOTLIGHT (3EP)

The operative gains the following ability for the battle:

Spotlight: While an enemy operative is Visible to and within **◆** of a friendly operative with this ability, that enemy operative cannot be Obscured.

CULT TALISMAN (2EP)

The operative gains the following ability for the battle:

Cult Talisman: Once per battle, when a shooting attack is made against this operative, in the Resolve Successful Saves step of that shooting attack, you can change one of your retained normal saves to a critical save.

CLIMBING EQUIPMENT (1EP)

The operative gains the following ability for the battle:

Climbing Equipment:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 **●** it travels is counted as **●** for that climb.
- This operative does not need to be within **△** of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

CULT KNIFE (1EP)

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

Name	A	WS	D
Cult knife	4	4+	2/3



SPEC OPS RULES

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

BATTLE HONOURS

Each time a **WYRMBLADE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Wyrmlade Specialist table to the right. 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).

WYRMBLADE SPECIALIST

D6 Battle Honour

- 1 **Scurry:** While this operative has a Conceal order, add ▲ to its Movement characteristic.
- 2 **Elusive:** Each time this operative is activated, if it is within Engagement Range of only one enemy operative, roll one D6: on a 4+, it can perform the **Fall Back** action for one less action point during that activation (to a minimum of OAP).
- 3 **Mercurial:** Each time a shooting attack is made against this operative by an enemy operative more than ◆ away, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.
- 4 **Prowler:** For the purposes of this operative performing mission actions, it only needs to be within the required range of an objective marker or token (it does not need to control it).
- 5 **Stalker:** You can use the Slink Into Darkness Tactical Ploy (pg 73) for this operative twice, instead of once.
- 6 **Clandestine:** If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **WYRMBLADE**, 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. SPLINTERWYRM KNIFE (2EP)

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

Name	A	WS	D
Splinterwyrms knife	4	3+	3/5
Special Rules	!		

Rending

2. GENE-BREW (2EP)

Add 2 to the operative's Wounds characteristic for the battle. In addition, it gains the following ability for the battle:

Gene-brew: This operative ignores the effects of the Heavy special rule.

3. ICHOR-INFUSED AMMUNITION (1/2EP)

Select an autogun, heavy stubber or shotgun the operative is equipped with. It gains the Lethal 5+ special rule for the battle. If you selected a heavy stubber, this equipment costs 2EP, otherwise, it costs 1EP.

4. SHADOWLEAP CLOAK (2EP)


The operative gains the **FLY** keyword for the battle.

5. SIRE-BLESSED ICON (3EP)

ICON BEARER operative only. When the operative is equipped with this item for the battle, add 1CP to your pool. In addition, improve the operative's Save characteristic by 1 for the battle.

6. NEURAL SHROUD (3EP)

The operative gains the following ability for the battle:

Neural Shroud: While this operative is more than  from the active operative, it is in Cover.



STRATEGIC ASSETS

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

ALCHEMICAL CRYO-DISPENSARY

Stockpiled by the cult's Biophagus – a sinister master of alchemy and gene-manipulation – within this collection's ampoules, flasks and vials are concoctions of gene-spliced stimms, xenotropic enhancers and synthetic flesh. Keyed to the cult's hybrid biosignatures, these chemicals can prove potent restoratives and aid in hyper-rapid healing.

In the Update Dataslates step of the mission sequence, you can re-roll one Casualty test or one Recovery test.

WYRMBORE NETWORK

Within easy reach of the kill team's lair are a dizzying number of concealed tunnels, macropipes, mine shafts and industrial ducts. These provide a ready means of secretive ingress to numerous locations, allowing the kill team's operatives to squirm their way into key areas unobserved.

In the Set Up Operatives step of the mission sequence, you can use the Hiding Tactical Ploy (pg 73) without spending

any Command points, and can select an additional friendly **NEOPHYTE** operative to be hiding.

INSURGENT DEAD DROP

Near the kill team's hideout is a secret location employed by a covert cell of insurgents. The other cell provides intelligence, local rumour, details on changing security patterns and a host of other vital information, leaving encrypted or psychically imprinted messages at the dead drop for the kill team's eyes only.

In the Scouting step of the mission sequence, 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.

REQUISITIONS

If your faction is **WYRMBLADE**, you can use the following Requisitions in addition to those presented in other sources.

HONOURED BY THE CULT (2RP)

It is a great honour for the leader of a Wyrmlade brood to be assigned a highly placed agent of the cult for their holy missions. Such dispensation is viewed as a blessing of their work and a high appraisal of their worth to their gene-sire.

Purchase this Requisition before or after a game. Add one **CULT AGENT** operative to your dataslate. That operative starts with a number of experience points equal to the lowest experience points of the rank of a selected friendly **NEOPHYTE LEADER** operative from your dataslate (select its Battle Honours accordingly). For example, if you selected a **NEOPHYTE LEADER** operative that had 20XP, the new **CULT AGENT** operative would have 16XP.

SPIRITUAL AID (1RP)

Using their telepathic powers, the cult's Magus employs the gestalt consciousness emanating from their Patriarch to reach out to their distant clandestine cells, providing both mystical and spiritual aid, and fortifying their minds and bodies in times of need for the good of the cult.

Purchase this Requisition after a battle. In the Update

Dataslates step of the mission sequence of that game, friendly

WYRMBLADE operatives are not limited to a maximum of 3XP from a passed Casualty test. In addition, when determining their Battle Scars:

- They are treated as having one less Battle Scar for the purposes of modifying the result.
- They are unaffected by the Cerebral Affliction Battle Scar.

PROFICIENT PLANNING (1RP)

No amount of specialist training or vaunted wonder-weapons can ever equal the sheer lethality of a masterful operation, properly conceived and cunningly executed by the blessed of the brood.

Purchase this Requisition before or after a game, if your kill team is currently conducting a Spec Op. Add a number of planning points to your dataslate (make a note of it in the Notes section) equal to the number of ranks of a selected friendly **NEOPHYTE LEADER** operative. For example, Ace rank would equal 3 planning points. In each game of that Spec Ops campaign, in the Select a Kill Team step of the mission sequence, you can spend one (and only one) planning point you have to add 1CP to your pool (subtract 1 from your total planning points accordingly). Once you complete your Spec Op, remove all planning points from your dataslate. While conducting a Spec Op, you can only purchase this Requisition once.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **WYRMBLADE**, you can select one from the list below instead of selecting one from another source.

WYRMBLADE ASSASSINATION

The cult has identified a key enemy target, one who stands in the way of its leaders' sinister preparations. The enemy have established a series of protection protocols and layers of subtle defences to keep the target safe that must be bypassed before the oppressor's head can be taken.

OPERATION 1: INSIDIOUS EVASION

The kill team must clandestinely work their way into position, bypassing defences to set up their assassination.

Complete five games in which you scored victory points from the 'Interloper', 'Capture Hostage & Infiltrate' and/or 'Behind Enemy Lines' Tac Op.

OPERATION 2: ELIMINATE OPPRESSOR

Once in position, the target must be marked for the brood to strike a zealous blow for the rebellion.

Complete a game in which you scored victory points from the 'Mark for Assassination' Tac Op.

COMMENDATION:

- You can select one friendly operative that incapacitated an enemy operative to score you victory points from the 'Mark for Assassination' Tac Op to earn up to 5XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or 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 an 'Elimination' Spec Op.

CLANDESTINE WARFARE

Anarchy and subversive sabotage can cripple the enemy, especially when conducted from the shadows. The foe must be left reeling and confused as the cult's brood-warriors escape the sites of their attacks, returning to their brothers and sisters with any information they have gleaned.

OPERATION 1: SHADOW ENGAGEMENTS


The kill team must conduct a series of strikes, appearing from the shadows then returning to them before the enemy can properly react.

Complete five games in which you scored victory points from Wyrmlade Tac Ops (pg 81).

OPERATION 2: RETURN TO THE CULT

With their mission successful, the kill team must evade the enemy's desperate searches for the culprits, returning to their cult as heroes.

Complete a game in which, at the end of the battle, one or more friendly operatives are wholly within

your opponent's drop zone and more than  from enemy operatives.

COMMENDATION:

- You can distribute up to 5XP across the operatives on your dataslate. This is not affected by a passed Casualty test.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- 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 a 'Purge Order' Spec Op.

NAMES AND DEMEANOURS

Every Wyrmlade brood has a name, be it a dedication to their brood sire, a subtle hint at the approaching majesty of the Hive Mind or perhaps something more subtle and nondescript.

This section is a tool to help you determine the names of your Genestealer Cult's warrior hybrids as well as the title of your Wyrmlade kill team, its quirks, base of operations and the background of the shadowy brood. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites or use them as inspiration for names and backgrounds of your own invention.

Every Wyrmlade brood has a clandestine identity, a title usually endowed upon it by the gene-sect's leaders or earned through completing daring and dangerous missions for years for the cult. Some names are adopted either by the brood's Leader or conferred by other cult members who are inspired by the brood's legendary and selfless deeds.

KILL TEAM NAME

The name given or adopted by Wyrmlade broods is normally a closely guarded secret, employed as a covert identifier in cult communications in case the snooping agents of the oppressors are intercepting their messages. If given by one of the cult's leaders, such names tend to echo the cult's wyrmform icon, express exaltation of the monstrous Patriarch or act as a blessing on the brood's missions. If adopted by another route, the names usually echo the legendary deeds of the kill team, whose members – though their names might be unknown to the wider cult – are hailed as folk heroes and lauded as the greatest freedom fighters. Some broods may also be given sinister nicknames by their fearful enemies, attributing acts of sabotage and assassination to unseen horrors that they then endow with fanciful and monstrous names. If you wish to generate a name for your kill team, you can roll on one or both of the tables below, choose whichever combination of options feels best for you or let them inspire you to create a name of your own.

TABLE 1

D6	
1	The Enlightened
2	The Patient
3	Genekin
4	The Hidden
5	Proselytisers
6	Sire's Martyrs

TABLE 2

D6	
1	Coil of Redemption
2	Hierobrood
3	From Below
4	of the True Faith
5	Shadowcell
6	Most Humble

SQUAD QUIRK

D6 Gene Deviance	
1	Deep-dwellers: These warriors have lived underground for so long that they can sense nearby enemies merely by feeling the tremors of the earth beneath their feet.
2	Rabid Evangelists: These warriors are zealous followers of the Star Children, and in battle they proclaim their faith with wide-eyed, spittle-flecked intensity.
3	Creeping Killers: These warriors stalk the shadows, seeking unwary victims to drag into the darkness.
4	Blessed: Aberrations in the xenos gene have caused these warriors to develop a variety of unsettling minor mutations. They mark them as holy amongst the cult but must be kept hidden from the authorities at all costs.
5	Twisted Physiologies: Behind screens of stealth technology and auspex-obfuscation, your hidden holy works proceed apace.
6	Inhuman Cruelty: These warriors delight in tormenting those they see as their erstwhile oppressors.

BACKGROUND

D6 Sacred Cell	
1	Scavenger Cell: The members of this kill team are looters, stripping priceless ammunition, weapons and supplies for the cult from the bodies of the dead.
2	Tunnel Skulkers: These cultists are close-combat specialists who use demolition charges and mining tools to clear subterranean zones.
3	Iconoclast Cell: These operatives are spreaders of the True Faith who aim to destroy or deface their enemy's religious iconography in order to better honour the Star Children.
4	Snatcher Cell: This hand-picked squad is tasked with abducting high-profile enemy leaders so that they may be granted the Genestealer's Kiss.
5	Snare Setters: These cultists are combat engineers who set improvised booby traps, mines and razor-wire snares across contested ground.
6	Veterans of the First Cycle: These warriors are amongst the few survivors from the cult's first cycle of hybrids – hardened killers who have honed their survival skills over many years.

OPERATIVE NAMES

If you wish to create a name for one of your Genestealer Cult's brood-warriors, you can use the tables below, either by picking your favourite or rolling a D66 on one or both tables. To roll a D66, roll two D6s, one after the other – the first result is your 'tens' and your second is your 'units'. For example, a D66 roll where the first result is a 3 and the second is a 6 is a result of 36. Cultists can be

drawn from a variety of societies, classes and groups on the world their cult inhabits. Some may only be known by a single name, having originated in circles either so poverty-stricken or rarefied and noble that they do not use surnames. Others might only be known to their fellow cultists by a surname. Feel free to play around with different combinations in your own kill team and even to supplement them with nicknames.

NAME GENERATOR

D66	First Name	D66	Surname
11	Gannar	11	Druchmann
12	Dhraz	12	Kreel
13	Yohrick	13	Desh
14	Kol	14	Cavorla
15	Hastun	15	Krauss
16	Sayben	16	Gardlinger
21	Hollan	21	Zorbech
22	Narek	22	Stennvar
23	Rauss	23	Varnway
24	Basc	24	Starn
25	Davon	25	Baumgart
26	Zask	26	Drisso
31	Nasser	31	Sammer
32	Seimon	32	Helm
33	Jacobiah	33	Tarnright
34	Skir	34	Valka
35	Ghaskin	35	Kelbrech
36	Foyle	36	Kheiser
41	Kreen	41	Madrach
42	Judh	42	Venner
43	Mordecai	43	Novek
44	Isaak	44	Svodnor
45	Michon	45	Black
46	Jerec	46	Barchus
51	Aldren	51	Matterzhak
52	Madrax	52	Onderghast
53	Vyrion	53	Trace
54	Hollun	54	Lhaska
55	Steen	55	Rezzekh
56	Pike	56	Carleon
61	Mallick	61	Drevender
62	Groust	62	Seifer
63	Eldric	63	Vreel
64	Yorl	64	Xyben
65	Xandus	65	Gorl
66	Crasker	66	Arnalt

BASE OF OPERATIONS

D6	Cult Hideout
1	Goliath Trucks: Commandeering a rugged, industrial vehicle, the brood secret all their stolen weapons and tools of usurpation in cleverly concealed lockers and are able to move quickly from one mission to the next while disguised as lowly labourers.
2	Dirtcycles: The brood traverse dangerous terrain and outpace chasing Enforcers on carefully maintained dirtcycles, carrying everything they need to bring down the works of the oppressor in panniers, saddlebags and strapped to engine cowlings.
3	Abandoned Mine Annex: Over generations, hundreds of the cult's members have toiled in a vast labyrinth of mines, and, over time, this hidden shaft has been worked and outfitted to provide the perfect lair for a specialist brood.
4	Tectonic Fragdrill: The brood have managed to steal an immense mining vehicle, which they control remotely. Directing it to delve beneath their enemies, the brood crawl along roughly-bored tunnels in the drill's wake, hidden from sight and able to penetrate supposedly secure defences.
5	Beneath the Oppressors' Noses: Having wormed their way into factorum work gangs, outpost security details or some other menial positions, the brood organise their missions from within, covertly living as loyal Imperial subjects.
6	Macro Sewer Network: Inured to the stench, the brood occupy a maze-like nest of sewer tunnels or else a dense pipe network carrying chemicals or power cabling. Hidden from sight, they use these ready-made transitways to outmanoeuvre their enemies.



WARHAMMER
40,000

KILL TEAM

WYRMBLADE

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 (*).


DESIGNER'S COMMENTARY

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

WHITE DWARF ISSUE 472 & KILL TEAM ANNUAL 2022

*Q: When using the Hiding Tactical Ploy, if I activate a hiding operative, set it up with an order, subtract the action points for the **Normal Move** action, can I then immediately change its order with the Cult Ambush ability? In particular, change to Engage to benefit from the attack dice re-rolls of Cult Ambush?*

A: No.

*Q: If a **LOCUS** operative performs the **Quicksilver Strike** action, then an enemy operative moves with **FLY** within  of it, can that enemy operative's activation be interrupted to resolve the **Quicksilver Strike** action?*

A: Not while the enemy operative is using **FLY**; it moves around the **LOCUS** operative as if it were not there, so the condition of the **Quicksilver Strike** action cannot be met.

*Q: For the purposes of the Cult Ambush ability, when an **WYRMBLADE** operative makes multiple shooting attacks from one **Shoot** action (e.g. Blast or Torrent), do the re-rolls apply to all the shooting attacks from that one action, or just the first one?*

A: All of them.

CLOSE QUARTERS

Q: If a **WYRMBLADE operative performs a **Guard** action in an activation in which its order was changed from Conceal to Engage, does it gain the benefit of Cult Ambush re-rolls in the subsequent guard attack?*

A: No.

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).





KILL TEAM ANNUAL 2022

GELLERPOX INFECTED

- Techno-curse ability: Distance requirement is reduced to ○ (instead of ■), and ■ for **GLITCHLING** operatives (instead of ◆).
- Revoltingly Resilient ability: **GLITCHLING** and **GELLERPOX MUTANT** operatives ignore lost wounds on a 6 (instead of a 5+).
- **VULGRAR THRICE-CURSED** operative's Lead the Infection ability: You can only use it once per battle.
- Rust Emanations Strategic Ploy: While within Engagement Range of a friendly **NIGHTMARE HULK** operative only.

ELUCIDIAN STARSTRIDER

- **LECTRO-MAESTER**'s **Voltagheist Field** and **Voltagheist Charge** actions: OAP.
- Archeotech Beam Privateer Support Asset: Improve its BS characteristic by 1.
- **VOIDSMAN** operative's rotor cannon: Gains the Relentless special rule.
- Undaunted Explorers Strategic Ploy:
 - The first time attack dice are resolved against it (instead of each time it fights in combat or a shooting attack is made against it).
 - Damage halved to a minimum of 2 (rounding up).

HUNTER CLADE

- Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle).
- Ignore each Imperative's Deprecation effect during first Turning Point that it's active for your kill team during the battle.
- Operative selection:
 - Your kill team cannot include more **SICARIAN** operatives than it does **RANGER** and **VANGUARD** operatives combined (but it can include the same).
 - If your kill team includes no more than 4 **SICARIAN** operatives, it can include 1 additional **RANGER** or **VANGUARD** operative (for 11 operatives in total).
- * Change Protector Imperative Optimisation to: 'Each time a friendly **HUNTER CLADE** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.'
- * Change Bulwark Imperative Optimisation to: 'Each time a shooting attack is made against a friendly **HUNTER CLADE** operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.'
- * Change Bulwark Imperative Deprecation to: 'Friendly **HUNTER CLADE** operatives cannot perform **Dash** actions.'

VOID-DANGER TROUPE

- Change relevant part of Cegorach's Jest Strategic Ploy to: 'once in the Resolve Successful Hits step of that combat, when your opponent strikes with a normal hit'.
- Saedath ability: Delete third bullet point from the effects of adding the fourth mark to your Performance tally.
- Domino Field Strategic Ploy: 1+CP. This Strategic Ploy costs 1 additional Command point for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

WYRMBLADE

- * Change second paragraph of Cult Ambush ability to: 'The first time this operative performs either a **Fight** or **Shoot** action in each of its activations, if its order was changed from Conceal to Engage during that activation, or it wasn't visible to every enemy operative at the start of that activation, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).'
- * Add the following to **TALON** operative's **Familiar's Soulsight** action: 'Until the end of the Turning Point, each time this operative fights in combat with that enemy operative, in the Resolve Successful Hits step of that combat, the first time you resolve one of your successful critical hits, you can immediately resolve one of your successful normal hits (or a successful critical hit if you have none).'
- * **HEAVY GUNNER** operatives gain the following ability: '**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.'

WARPCOVEN

- Add the following to Exalted Astartes Strategic Ploy: 'In addition, until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation. If it's a **GUNNER** operative, one additional action point must be subtracted to perform the second **Shoot** action.'
- **RUBRIC MARINE** operatives: Change APL characteristic to 3 and change Attacks characteristic of their fists and gargoyles bayonets to 4.
- Delete **SORCERER** operative's Rubric Command ability.
- **RUBRIC MARINE** operatives gain the following ability: '**Sorcerer's Command**: Each time this operative is activated, if it isn't within ◆ of a friendly **SORCERER** operative, subtract 1 from its APL characteristic.'
- Change Rubric Affinity Battle Honour to: 'Select one friendly **RUBRIC MARINE** operative from your dataslate. For the purposes of that operative's Sorcerer's Command ability, this **SORCERER** operative only needs to be in the killzone (instead of within ◆).'
- Archetypes: Recon or Security, regardless of operatives selected.