WARHAMMER 40,000

KILL TEAM

COMPENDIUM

KILL TEAM

COMPENDIUM

This Version has been edited by WalBanger with new Errata Marked with this Colour

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INTRODUCTION

Over the following pages you will find introductory army lists for various factions in Warhammer 40,000: Kill Team. Each army list includes the following:

KILL TEAM

The kill team available for that faction, including the requirements for selecting it.

DATACARDS

The rules for the operatives that can be selected for that kill team.

PLOYS

Bespoke Strategic and Tactical Ploys available to you when using that kill team.

EQUIPMENT

A selection of equipment that operatives from that kill team can be equipped with.

FIRE TEAMS

Many of the kill teams presented over the following pages require you to select your kill team by selecting one or two fire teams. A fire team is a collection of operatives and their selection requirements for the associated kill team. If your kill team consists of two fire teams, you can select the same fire team more than once. Many fire teams have the option to select a **LEADER** operative. When selecting your kill team, you can one only include one **LEADER** operative, and in matched play, you must include one **LEADER** operative. Finally, each fire team has one or more archetypes. In such circumstances, your kill team's overall archetype(s) is the archetype(s) of its fire teams.

SPACE MARINE KILL TEAM

A **SPACE MARINE** kill team consists of one fire team selected from the following list:

- **INTERCESSOR**
- **ASSAULT INTERCESSOR**
- **INCURSOR**
- **INFILTRATOR**
- **REIVER**
- **HEAVY INTERCESSOR**
- **TACTICAL MARINE**
- **SCOUT**
- **DEATHWATCH VETERAN** (**DEATHWATCH** selectable keyword only)

Operatives in **TACTICAL MARINE** and **SCOUT** fire teams cannot have the **DEATHWATCH** selectable keyword (and therefore cannot be selected for **DEATHWATCH** kill teams). Note, however, that **DEATHWATCH VETERANS** are only available to **DEATHWATCH** kill teams.

ARCHETYPE: SEEK AND DESTROY / SECURITY

INTERCESSOR FIRE TEAM

- An **INTERCESSOR** fire team includes ONE **INTERCESSOR SERGEANT** operative equipped with one option from each of the following:
  - Auto bolt rifle, bolt pistol, bolt rifle, hand flamer, plasma pistol or stalker bolt rifle
  - Chainsword, fists, power fist, power weapon or thunder hammer

- It also includes Five **INTERCESSOR WARRIOR** operatives each separately equipped with fists and one of the following options:
  - Auto bolt rifle, bolt rifle or stalker bolt rifle

ARCHETYPE: SEEK AND DESTROY / SECURITY

ASSAULT INTERCESSOR FIRE TEAM

- An **ASSAULT INTERCESSOR** fire team includes ONE **ASSAULT INTERCESSOR SERGEANT** operative equipped with one option from each of the following:
  - Hand flamer, heavy bolt pistol or plasma pistol
  - Chainsword, power fist, power weapon or thunder hammer

- It also includes Five **ASSAULT INTERCESSOR WARRIOR** operatives.

Please note there is now a Separate Intercessor Kill team with more options available.

ARCHETYPE: SEEK AND DESTROY / INFILTRATION / RECON

INCURSOR FIRE TEAM

- An **INCURSOR** fire team includes One **INCURSOR SERGEANT** operative.
- It also includes Five **INCURSOR WARRIOR** operatives.

ARCHETYPE: SEEK AND DESTROY / INFILTRATION / RECON

INFILTRATOR FIRE TEAM

- An **INFILTRATOR** fire team includes One **INFILTRATOR SERGEANT** operative.
- It also includes Five **INFILTRATOR WARRIOR** operatives.

ARCHETYPE: SEEK AND DESTROY / INFILTRATION / RECON

REIVER FIRE TEAM

- A **REIVER** fire team includes One **REIVER SERGEANT** operative equipped with a special issue bolt pistol and one of the following options:
  - Bolt carbine; combat knife
  - Bolt carbine; fists
  - Combat knife
- It also includes Five **REIVER WARRIOR** operatives each separately equipped with a special issue bolt pistol and one of the following options:
  - Bolt carbine; fists
  - Combat knife

ARCHETYPE: SEEK AND DESTROY / SECURITY

HEAVY INTERCESSOR FIRE TEAM

- A **HEAVY INTERCESSOR** fire team includes One **HEAVY INTERCESSOR SERGEANT** operative equipped with fists and one of the following options:
  - Executor bolt rifle, heavy bolt rifle or hellstorm bolt rifle
- It also includes Four **HEAVY INTERCESSOR** operatives selected from the following list:
  - **HEAVY INTERCESSOR WARRIOR** each separately equipped with fists and one of the following options:
    - Executor bolt rifle, heavy bolt rifle or hellstorm bolt rifle
  - **HEAVY INTERCESSOR HEAVY GUNNER** equipped with fists and one of the following options:
    - Executor heavy bolter, heavy bolter or hellstorm heavy bolter

Your kill team can only include up to one **HEAVY INTERCESSOR HEAVY GUNNER** operative.

ARCHETYPE: SEEK AND DESTROY / SECURITY

TACTICAL MARINE FIRE TEAM

- A **TACTICAL MARINE** fire team includes one **TACTICAL MARINE SERGEANT** operative equipped with one of the following options:
  - Fists and one of the following options:
    - Boltgun, combi-flamer, comb-grav, combi-melta or combi-plasma
  - One option from each of the following:
    - Chainsword, power fist or power weapon
    - Bolt pistol, grav-pistol, hand flamer, inferno pistol or plasma pistol

- It also includes five **TACTICAL MARINE** operatives selected from the following list:
  - **TACTICAL MARINE WARRIOR**
  - **TACTICAL MARINE GUNNER** each separately equipped with fists and one of the following options:
    - Flamer, grav-gun, meltagun or plasma gun
  - **TACTICAL MARINE HEAVY GUNNER** each separately equipped with fists and one of the following options:
    - Heavy bolter or missile launcher

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

ARCHETYPE: SEEK AND DESTROY / INFILTRATION / RECON

SCOUT FIRE TEAM

- A **SCOUT** fire team includes one **SCOUT** operative selected from the following list:
  - **SCOUT SERGEANT** equipped with one of the following options:
    - Astartes shotgun; fists
    - Boltgun; fists
    - Chainsword; bolt pistol
  - **SCOUT SNIPER SERGEANT**

- It also includes nine **SCOUT** operatives selected from the following list:
  - **SCOUT WARRIOR** each separately equipped with one of the following options:
    - Astartes shotgun; fists
    - Boltgun; fists
    - Bolt pistol; combat knife
  - **SCOUT SNIPER WARRIOR**
  - **SCOUT HEAVY GUNNER** each separately equipped with fists and one of the following options:
    - Heavy bolter or missile launcher

Your kill team can only include up to two **SCOUT HEAVY GUNNER** operatives and up to three **SCOUT SNIPER WARRIOR** operatives.

ARCHETYPE: SEEK AND DESTROY / SECURITY

DEATHWATCH VETERAN FIRE TEAM

- A **DEATHWATCH VETERAN** fire team includes One **DEATHWATCH VETERAN WATCH SERGEANT** operative equipped with one of the following options:
  - Deathwatch boltgun; power weapon
  - Heavy thunder hammer (max one per kill team)
  - Lightning claws
  - Fists and one of the following options:
    - Deathwatch boltgun, Deathwatch shotgun, combi-flamer, comb-grav, combi-melta, combi-plasma, flamer, grav-gun, meltagun, plasma gun, stalker pattern boltgun or storm bolter
  - One option from each of the following:
    - Chainsword, lightning claw, power fist, power maul, power weapon, thunder hammer or xenophase blade
    - Bolt pistol, grav-pistol, hand flamer, inferno pistol, plasma pistol or storm shield
- It also includes Five **DEATHWATCH VETERAN** operatives selected from the following list:
  - **DEATHWATCH VETERAN WARRIOR** each separately equipped with one of the following options:
    - Deathwatch boltgun; power weapon
    - Fists and one of the following options:
      - Deathwatch shotgun, stalker pattern boltgun or storm bolter
  - **DEATHWATCH VETERAN FIGHTER** each separately equipped with one of the following options:
    - Heavy thunder hammer (max one per kill team)
    - Lightning claws
    - One option from each of the following:
      - Chainsword, lightning claw, power fist, power maul, power weapon or thunder hammer
      - Bolt pistol, grav-pistol, hand flamer, inferno pistol, plasma pistol or storm shield
  - **DEATHWATCH VETERAN GUNNER** each separately equipped with fists and one of the following options:
    - Combi-flamer, combi-grav, combi-melta, combi-plasma, flamer, grav-gun, meltagun or plasma gun
  - **DEATHWATCH VETERAN HEAVY GUNNER** each separately equipped with fists and one of the following options:
    - Frag cannon, heavy bolter, heavy flamer, infernus heavy bolter or missile launcher

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

INTERCESSOR (WARRIOR)

Space Marines equipped to fight as Intercessors lay down punishing volleys of fire from their bolt rifles. Their tactics and wargear are adaptable to countless situations, and they form the core of many Chapters' battle companies.

M	APL	GA
3	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
Auto bolt rifle	4	3+	3/4	Ceaseless	-
Bolt rifle	4	3+	3/4	-	P1
Stalker bolt rifle	4	3+	3/4	Heavy, AP1	-
Fists	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INTERCESSOR, WARRIOR

INTERCESSOR SERGEANT

Intercessor Sergeants lead their brothers in levelling salvoes of firepower against targets in ever-changing kill zones. They often carry specialist weaponry into battle.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	14

NAME	A	BS/WS	D	SR	!
⌖ Auto bolt rifle	4	2+	3/4	Ceaseless	-
⌖ Bolt pistol	4	2+	3/4	Rng ⬟	-
⌖ Bolt rifle	4	2+	3/4	-	P1
⌖ Hand flamer	4	2+	2/2	Rng ⬟, Torrent ▲	-
⌖ Plasma pistol *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	2+	5/6	Rng ⬟, AP1	-
- Supercharge	4	2+	5/6	Rng ⬟, AP2, Hot	-
⌖ Stalker bolt rifle	4	2+	3/4	Heavy, AP1	-
⚔ Chainsword	4	3+	4/5	-	-
⚔ Fists	4	3+	3/4	-	-
⚔ Power fist	4	4+	5/7	Brutal	-
⚔ Power weapon	4	3+	4/6	Lethal 5+	-
⚔ Thunder hammer	4	4+	5/6	-	Stun

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, INTERCESSOR, SERGEANT

ASSAULT INTERCESSOR (WARRIOR)

Protected by Mk X Tacticus armour, Assault Intercessors charge into the fray with their chainswords swinging and mass-reactive shells firing from heavy bolt pistols.

M	APL	GA
3	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
Heavy bolt pistol	4	3+	3/4	Rng ●	P1
Chainsword	5	3+	4/5	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, ASSAULT INTERCESSOR, WARRIOR

ASSAULT INTERCESSOR SERGEANT

Assault Intercessor Sergeants understand the optimal moment to unleash charges, and lead by example in melee by rending foes in twain with their chainswords.

M	APL	GA
3	3	1

DF	SV	W
3	3+	14

NAME	A	BS/WS	D	SR	!
Hand flamer	4	2+	2/2	Rng ●, Torrent ▲	-
Heavy bolt pistol	4	3+	3/4	Rng ●	P1
Plasma pistol *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	Rng ●, AP1	-
- Supercharge	4	3+	5/6	Rng ●, AP2, Hot	-
Chainsword	5	2+	4/5	-	-
Power fist	5	3+	5/7	Brutal	-
Power weapon	5	2+	4/6	Lethal 5+	-
Thunder hammer	5	3+	5/6	-	Stun

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, ASSAULT INTERCESSOR, SERGEANT

INFILTRATOR (WARRIOR)

The flexible armour worn by Infiltrators enables them to advance quickly and stealthily. They frequently attack behind enemy lines, disrupting communications and silencing key targets. Their omni-scramblers and unerring kill shots sow discord and fear among the foe.

M	APL	GA
3	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
Fists	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, WARRIOR

INFILTRATOR SERGEANT

Sergeants of Infiltrator teams drill their charges in self-sufficiency and survival techniques, preparing them for extended missions without Chapter support. Patient and imaginative tacticians, they guide their brothers in outflanking manoeuvres and long-range reconnaissance.

M	APL	GA
3	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
Marksman bolt carbine	4	2+	3/4	Lethal 5+	-
Fists	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, INFILTRATOR, SERGEANT

INCURSOR (WARRIOR)

Incursors fulfil an aggressive, close-quarters gunfighting role within the Adeptus Astartes. Fed with targeting data from their backpack-mounted auspexes, they can detect their foes through dense smoke, atmospheric phenomena and even solid walls.

M	APL	GA
3	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
Occulus bolt carbine	4	3+	3/4	No Cover	-
Combat blade	4	3+	3/5	-	-

ABILITIES

-

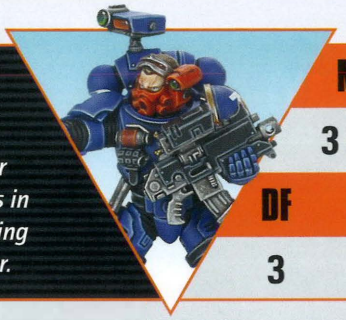
UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INCURSOR, WARRIOR

INCURSOR SERGEANT

Incursor Sergeants coordinate their team's multi-spectrum analyses, building predictive models of their opponents' fighting patterns. They lead their warriors in knife-fighting techniques and direct specialists in laying heavy-duty haywire mines to knock out enemy armour.



M	APL	GA
3	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
Occulus bolt carbine	4	2+	3/4	No Cover	-
Combat blade	4	3+	3/5	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, INCURSOR, SERGEANT

REIVER (WARRIOR)

Reivers are rapid-insertion terror troops without compare. They wear Phobos armour that allows them to stalk their foes in silence, but when they strike, Reivers unleash shock grenades and sonic waves that emit amplified roars as they gut the foe with combat knives.

M	APL	GA
3	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
Bolt carbine	4	3+	3/4	-	-
Special issue bolt pistol	4	3+	3/4	Rng ⬟, AP1	-
Combat knife	5	3+	3/4	-	-
Fists	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, REIVER, WARRIOR

REIVER SERGEANT

Reiver Sergeants lead teams of skull-masked warriors in unpredictable shock assaults that spread terror through enemy lines. They meticulously plot their insertion strategies, whether advancing through tangled ruins or using grapnels to scale vast heights.

M	APL	GA
3	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
Bolt carbine	4	2+	3/4	-	-
Special issue bolt pistol	4	2+	3/4	Rng ⬟, AP1	-
Combat knife	5	2+	3/4	-	-
Fists	4	2+	3/4	-	-

ABILITIES

Bladesman: If this operative is not equipped with a bolt carbine, its combat knife gains the Lethal 5+ special rule.

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, REIVER, SERGEANT

HEAVY INTERCESSOR (WARRIOR)

Shielded by extremely thick armour, Heavy Intercessors are capable of securing key objectives and holding them against an onslaught of foes. They are immovable in defence, and their volleys of heavy firepower keep all but the most foolhardy enemies at bay.

M	APL	GA
3	2	1

DF	SV	W
3	3+	18

NAME	A	BS/WS	D	SR	!
Executor bolt rifle	4	3+	4/5	Heavy, AP1	-
Heavy bolt rifle	4	3+	4/5	-	P1
Hellstorm bolt rifle	4	3+	4/5	Ceaseless	-
Fists	4	3+	3/4	-	-

ABILITIES

-

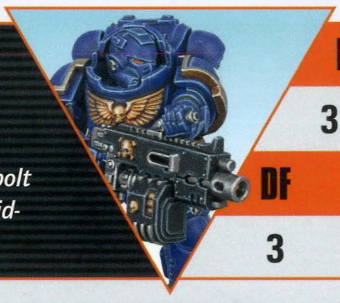
UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, HEAVY INTERCESSOR, WARRIOR

HEAVY INTERCESSOR (HEAVY GUNNER)

Heavy Intercessors are assigned even more powerful bolt weapons than their brothers. They are enormous, rapid-firing guns that leave a bloody trail of destruction.



M	APL	GA
3	2	1

DF	SV	W
3	3+	18

NAME	A	BS/WS	D	SR	!
Executor heavy bolter	4	3+	4/5	Heavy, AP1, Lethal 5+	-
Heavy bolter	5	3+	4/5	Heavy, Fusillade	P1
Hellstorm heavy bolter	5	3+	4/5	Heavy, Ceaseless, Fusillade	-
Fists	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, HEAVY INTERCESSOR, HEAVY GUNNER

HEAVY INTERCESSOR SERGEANT

Assigning target priorities and monitoring fire lanes, Heavy Intercessor Sergeants are always ready for any sign of enemy counter-attack.

M	APL	GA
3	2	1

DF	SV	W
3	3+	19

NAME	A	BS/WS	D	SR	!
Executor bolt rifle	4	2+	4/5	Heavy, AP1	-
Heavy bolt rifle	4	2+	4/5	-	P1
Hellstorm bolt rifle	4	2+	4/5	Ceaseless	-
Fists	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, HEAVY INTERCESSOR, SERGEANT

TACTICAL MARINE (WARRIOR)

Dependable and flexible, Space Marines assigned to Tactical Squads are called upon to fulfil a wide range of battlefield roles. When armed with the boltgun, they can hold ground, provide fire support and unload suppressive salvoes while rapidly advancing.

M	APL	GA
3	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SB	!
Boltgun	4	3+	3/4	-	-
Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, TACTICAL MARINE, WARRIOR

TACTICAL MARINE (GUNNER)

Space Marines train with countless weapon types in support of their flexible role. Depending on the mission, they wield thermal weapons to melt armour, infantry-roasting flamers or ancient firearms that discharge dangerous energy.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Flamer	5	2+	2/2	Rng ⬟, Torrent ○	-
⌖ Grav-gun	4	3+	4/5	AP1, Grav*	-
⌖ 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	3	3+	3/4	-	-

ABILITIES

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save characteristic of 3+ or better, this weapon has the Lethal 4+ special rule for that attack.

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, TACTICAL MARINE, GUNNER

TACTICAL MARINE (HEAVY GUNNER)

Far too large to be wielded by any unaugmented Human, the heaviest weaponry can overturn a tank, demolish signal arrays and obliterate most enemies.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Heavy bolter	5	3+	4/5	Heavy, Fusillade	P1
⌖ Missile launcher *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Frag	4	3+	3/5	Heavy, Blast ○	-
- Krak	4	3+	5/7	Heavy, AP1	-
⚔ Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, TACTICAL MARINE, HEAVY GUNNER

TACTICAL MARINE SERGEANT

These grizzled leaders have emerged victorious through countless battles. They are canny individuals, able to pick out the threats and opportunities of battle.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Bolt pistol	4	2+	3/4	Rng ⬟	-
⌖ Boltgun	4	2+	3/4	-	-
⌖ Combi-flamer	5	2+	2/2	Combi*, Rng ⬟, Torrent ○, Limited	-
⌖ Combi-grav	4	2+	4/5	Combi*, AP1, Grav*, Limited	-
⌖ Combi-melta	4	2+	6/3	Combi*, Rng ⬟, AP2, Limited	MW4
⌖ Combi-plasma	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Standard	4	2+	5/6	Combi*, AP1, Limited	-
- Overcharge	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⌖ Grav-pistol	4	2+	4/5	Rng ⬟, AP1, Grav*	-
⌖ Hand flamer	4	2+	2/2	Rng ⬟, Torrent ▲	-
⌖ Inferno pistol	4	2+	5/3	Rng ■, AP2	MW3
⌖ Plasma pistol	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Standard	4	2+	5/6	Rng ⬟, AP1	-
- Supercharge	4	2+	5/6	Rng ⬟, AP2, Hot	-
⚔ Chainsword	5	2+	4/5	-	-
⚔ Fists	3	2+	3/4	-	-
⚔ Power fist	5	3+	5/7	Brutal	-
⚔ Power weapon	5	2+	4/6	Lethal 5+	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save characteristic of 3+ or better, this weapon has the Lethal 4+ special rule for that attack.

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, LEADER, TACTICAL MARINE, SERGEANT

SCOUT (WARRIOR)

Scouts are Chapter recruits, part way through the genetic transformation to become full Space Marines. They conduct reconnaissance missions, commando raids, ambushes and sabotage runs, mastering the whole gamut of skills to be judged true battle brothers.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Astartes shotgun	4	2+	4/4	Rng ⬟	-
⌖ Boltgun	4	3+	3/4	-	-
⌖ Bolt pistol	4	3+	3/4	Rng ⬟	-
⚔ Combat knife	4	3+	3/4	-	-
⚔ Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, SCOUT, WARRIOR

SCOUT (HEAVY GUNNER)

Scouts must become proficient with a wide variety of armaments, and their dangerous missions often demand powerful support. A heavy bolter is a common addition to a unit's firepower, as is a missile launcher with its flexible and optional payloads.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Heavy bolter	5	3+	4/5	Heavy, Fusillade	P1
⌖ Missile launcher *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Frag	4	3+	3/5	Heavy, Blast ○	-
- Krak	4	3+	5/7	Heavy, AP1	-
⚔ Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, SCOUT, HEAVY GUNNER

SCOUT SERGEANT

Throughout their field training, Scouts are instructed by their Sergeant. Commonly elder Space Marines, these Sergeants are the shepherds of the Chapter's future, exacting in their standards and ruthless in their pursuit of perfection from their wards.

M	APL	GA
3	2	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
Astartes shotgun	4	2+	4/4	Rng, Balanced	-
Boltgun	4	2+	3/4	-	-
Bolt pistol	4	2+	3/4	Rng	-
Chainsword	4	2+	4/5	-	-
Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, LEADER, SCOUT, SERGEANT

SCOUT SNIPER (WARRIOR)

Scouts learn not only about unleashing their strength in the fury of melee, but also about the stoic patience of the precision killer. They regularly undertake missions of assassination and infiltration, and acquire the skills to stalk and strike unseen from afar as death incarnate.

M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Scout sniper rifle	4	2+	3/3	Heavy, Silent	MW1
Fists	3	3+	3/4	-	-

ABILITIES

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

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, SCOUT, SNIPER

SCOUT SNIPER SERGEANT

Through unerring headshots, Scout Sergeants espouse in young warriors the inevitability of their enemy's demise, and the futility of the foe's attempts to flee.

M	APL	GA
3	2	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
Scout sniper rifle	4	2+	3/3	Heavy, Silent, Balanced	MW1
Fists	3	3+	3/4	-	-

ABILITIES

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

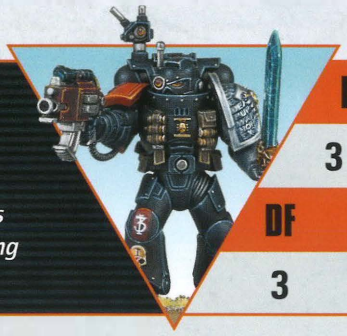
UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, LEADER, SCOUT, SNIPER SERGEANT

DEATHWATCH VETERAN (WARRIOR)

Deathwatch kill teams comprise experienced warriors equipped with rare weapons and equipment, including specialist ammunition tailored to kill various xenos.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Deathwatch boltgun *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Dragonfire	4	3+	3/4	No Cover	-
- Hellfire	4	3+	3/4	-	Rending
- Kraken	4	3+	3/4	-	P1
- Vengeance	4	3+	4/4	-	-
⌖ Deathwatch shotgun *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Cryptclearer	4	3+	4/4	-	-
- Wyrmsbreath	5	2+	2/2	Rng ■, Torrent ○	-
- Xenopurge	4	2+	3/5	Rng ⬟	P1
⌖ Stalker pattern boltgun	4	3+	3/4	Heavy, AP1	-
⌖ Storm bolter	4	3+	3/4	Relentless	-
⚔ Fists	4	3+	3/4	-	-
⚔ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

-

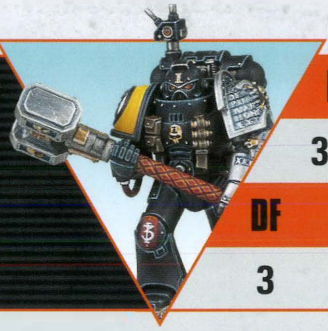
UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH, DEATHWATCH VETERAN, WARRIOR

DEATHWATCH VETERAN (FIGHTER)

Those Deathwatch Veterans who excel in bloody close combat wield a variety of pistols, blades and powered hammers that can pulverise almost any foe.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Bolt pistol	4	3+	3/4	Rng ⬟	-
⌖ Grav-pistol	4	3+	4/5	Rng ⬟, AP1, Grav*	-
⌖ Hand flamer	4	2+	2/2	Rng ⬟, Torrent ▲	-
⌖ Inferno pistol	4	3+	5/3	Rng ■, AP2	MW3
⌖ Plasma pistol *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	Rng ⬟, AP1	-
- Supercharge	4	3+	5/6	Rng ⬟, AP2, Hot	-
⚔ Chainsword	5	3+	4/5	-	-
⚔ Heavy thunder hammer	5	4+	6/8	-	Stun
⚔ Lightning claw	5	3+	4/5	Lethal 5+	-
⚔ Lightning claws	5	3+	4/5	Lethal 5+, Relentless	-
⚔ Power fist	5	4+	5/7	Brutal	-
⚔ Power maul	5	3+	4/5	-	Stun
⚔ Power weapon	5	3+	4/6	Lethal 5+	-
⚔ Thunder hammer	5	4+	5/6	-	Stun

ABILITIES

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).

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save characteristic of 3+ or better, this weapon has the Lethal 4+ special rule for that attack.

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH, DEATHWATCH VETERAN, FIGHTER

DEATHWATCH VETERAN (GUNNER)

Veteran xenos hunters know the alien has many forms, each as repugnant as the next. Those who prefer to slay at range equip themselves with artificer-wrought rifles and advanced, combination assault guns, firing chitin-piercing rounds or shells filled with mutagenic acid.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Combi-flamer	5	2+	2/2	Combi*, Rng ⬟, Torrent ○, Limited	-
⌖ Combi-grav	4	3+	4/5	Combi*, AP1, Grav*, Limited	-
⌖ Combi-melta	4	3+	6/3	Combi*, Rng ⬟, AP2, Limited	MW4
⌖ Combi-plasma *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	Combi*, AP1, Limited	-
- Overcharge	4	3+	5/6	Combi*, AP2, Hot, Limited	-
⌖ Deathwatch boltgun *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Dragonfire	4	3+	3/4	No Cover	-
- Hellfire	4	3+	3/4	-	Rending
- Kraken	4	3+	3/4	-	P1
- Vengeance	4	3+	4/4	-	-
⌖ Flamer	5	2+	2/2	Rng ⬟, Torrent ○	-
⌖ Grav-gun	4	3+	4/5	AP1, Grav*	-
⌖ 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	3	3+	3/4	-	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a Deathwatch boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save characteristic of 3+ or better, this weapon has the Lethal 4+ special rule for that attack.

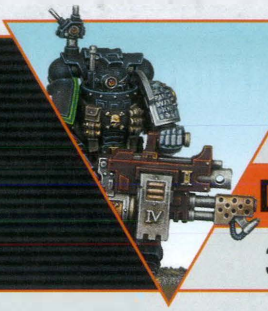
UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH, DEATHWATCH VETERAN, GUNNER

DEATHWATCH VETERAN (HEAVY GUNNER)

These Deathwatch Veterans bear the most potent of xenos-killing firepower, and support kill teams facing especially dangerous horrors.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Frag cannon *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Frag	4	3+	4/6	Blast ○	-
- Shell	4	3+	5/6	AP1	-
⌖ Heavy bolter	5	3+	4/5	Heavy, Fusillade	P1
⌖ Heavy flamer	6	2+	2/2	Heavy, Rng ⬟, Torrent ○	-
⌖ Infernus heavy bolter *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Heavy bolter	5	3+	4/5	Heavy, Fusillade	P1
- Heavy flamer	6	2+	2/2	Heavy, Rng ⬟, Torrent ○	-
⌖ Missile launcher *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Frag	4	3+	3/5	Heavy, Blast ○	-
- Krak	4	3+	5/7	Heavy, AP1	-
⚔ Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH, DEATHWATCH VETERAN, HEAVY GUNNER

DEATHWATCH VETERAN WATCH SERGEANT

Deathwatch Watch Sergeants are deadly combatants and tacticians who carry an array of specialist weapons and have an instinct for divining their prey's next move.

M	APL	GA
3	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
Deathwatch boltgun *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Dragonfire	4	2+	3/4	No Cover	-
- Hellfire	4	2+	3/4	-	Rending
- Kraken	4	2+	3/4	-	P1
- Vengeance	4	2+	4/4	-	-
Heavy thunder hammer	5	3+	6/8	-	Stun
Power fist	5	3+	5/7	Brutal	-
Power weapon	5	2+	4/6	Lethal 5+	-
Thunder hammer	5	3+	5/6	-	Stun
Xenophase blade	5	2+	4/6	Brutal, Lethal 5+	-

ABILITIES

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).

Designer's Note: *The weapon profiles of the other weapons this operative can be equipped with can be found on pages 23-25. For each of those weapons this operative is equipped with, change its Ballistic Skill/Weapon Skill characteristic to 2+.*

UNIQUE ACTIONS

-

SPACE MARINE, IMPERIUM, ADEPTUS ASTARTES, DEATHWATCH, LEADER, DEATHWATCH VETERAN, WATCH SERGEANT

STRATEGIC PLOYS

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

BOLTER DISCIPLINE 1CP

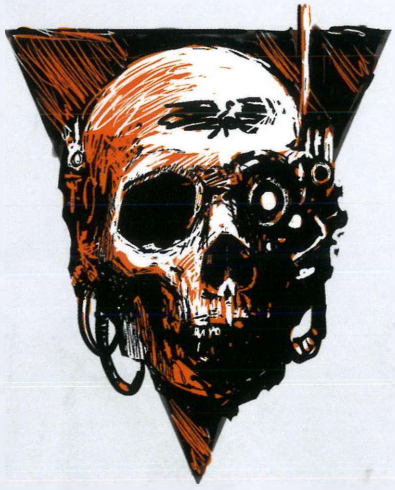
Until the end of the Turning Point, each time a friendly **SPACE MARINES** operative (excluding a **SCOUT** operative) is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation if a bolt weapon is selected for each of those shooting attacks. A bolt weapon is a ranged weapon that includes 'bolt' in its name, e.g. boltgun, heavy bolter etc. In the case of the infernus heavy bolter, it must be the heavy bolter profile that is selected.

SHOCK ASSAULT 1CP

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

TACTICAL PRECISION 1CP

Until the end of the Turning Point, while a friendly **SPACE MARINES** operative is within ■ of and Visible to a friendly **LEADER** operative, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.



TACTICAL PLOYS

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

TRANSHUMAN PHYSIOLOGY 1CP

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

ONLY IN DEATH DOES DUTY END 1CP

Use this Tactical Ploy when a ready friendly **SPACE MARINES** operative is incapacitated. 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.

AND THEY SHALL KNOW NO FEAR 1CP

Use this Tactical Ploy when a friendly **SPACE MARINES** operative is activated. Until the end of that operative's activation, you can ignore any or all modifiers to its APL characteristic and itisnot injured.

OMNI-SCRAMBLER 1CP

Use this Tactical Ploy at the start of the Firefight phase. Select one enemy operative Visible to and within ⬟ of a friendly **INFILTRATOR** operative. Until the end of the Turning Point, that enemy operative cannot be activated until another enemy operative has been activated (unless it is the only remaining enemy operative).

MULTI-SPECTRUM ARRAY 1CP

Use this Tactical Ploy when a friendly **INCURSOR** operative performs a **Shoot** action. For that action's shooting attack, enemy operatives are not Obscured.

TERROR TROOP 1CP

Use this Tactical Ploy during a friendly **REIVER** operative's activation. Until the start of the next Turning Point:

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

EQUIPMENT

SPACE MARINE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

AUXILIARY GRENADE LAUNCHER+ [1EP]

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

Auxiliary Grenade Launcher: Frag and krak grenades the operative is equipped with can be selected for use twice, instead of once. Each time the operative performs a **Shoot** action, if a frag or krak grenade is selected as the ranged weapon, an auxiliary grenade launcher can also be selected. If it is, for that action's shooting attack(s), frag or krak grenades are treated as not having the Rng ⬟ and Indirect special rules.

HELIX GAUNTLET+ [2EP]

INFILTRATOR WARRIOR operative only. The operative gains the **MEDIC** keyword until the start of the next battle and can perform the following action during the battle:

Helix Gauntlet (1AP): Select one friendly **SPACE MARINE** operative Visible to and within ▲ of this operative. That operative regains 2D3 lost wounds. This operative cannot perform this action while within Engagement Range of enemy operatives.

SMOKE GRENADE [3EP]

INCURSOR, **INFILTRATOR**, **REIVER** or **SCOUT** operative only. The operative can perform the following action during the battle:

SMOKE GRENADE 1AP

Place the centre of one Smoke token on a point within ⬟ of this operative. That token creates an area of smoke with a ◯ radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is obscured if every Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action while within Engagement Range of enemy operatives.

HAYWIRE MINE+ [3EP]

INCURSOR WARRIOR operative only. The operative can perform the following action during the battle:

HAYWIRE MINE 1AP

Place a Haywire Mine token within ▲ of this operative. This operative can only perform this action once, and cannot perform this action while within Engagement Range of enemy operatives. If this operative is incapacitated and removed from the killzone, remove its Haywire Mine token.

The operative is equipped with the following ranged weapon:

Name	A	BS	D
Haywire mine	4	2+	4/5
Special Rules			
Detonate*, Silent			
!			
Stun			

***Detonate:** Each time this operative makes a **Shoot** action using its haywire mine, make a shooting attack against each operative within ■ of the centre of its Haywire Mine token with that weapon. When making those shooting attacks, each operative is treated as being Visible, but when determining if it is in Cover, treat this operative's Haywire Mine token as the active operative. Then remove this operative's Haywire Mine token. An operative cannot make a shooting attack with this weapon by performing an **Overwatch** action, or if its Haywire Mine token is not in the killzone.

SHOCK GRENADE [3EP]

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

SHOCK GRENADE 1AP

Select one point on the killzone within ⬟ of this operative. Roll one D6 for each operative within ◯ of that point, subtracting 1 from the result if they are not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of enemy operatives.

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 ⬟, Limited, Blast ◯, Indirect			

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 ⬟, Limited, AP1, Indirect			

PURITY SEAL [3EP]

The operative gains the following ability for the battle:

Purity Seal: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any CP.

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.

GRAPNEL LAUNCHER [1EP]

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

Grapnel Launcher:

- 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.

GRAV-CHUTE [2EP]

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

Grav-chute:

- During the mission sequence, after resolving your selected option in the Scouting step, if this operative is wholly within your drop zone, it can perform a Grav-chute insertion. If it does so, you can perform a free **Normal Move** action with this operative. For that action, it has a Movement characteristic of 2 ◯ and can **FLY**.
- Each time this operative moves off a Vantage Point, for that move, it can move as though it can **FLY**, so long as it does not move higher than that Vantage Point and ends that move lower than that Vantage Point.

AUSPEX+ [3EP]

The operative can perform the following action during the battle:

AUSPEX 2AP

Select one friendly **SPACE MARINE** operative within ■ of and Visible to this operative. Until the end of the Turning Point, that operative's ranged weapons are treated as having the No Cover special rule. This operative cannot perform this action while within Engagement Range of enemy operatives.

ARCHETYPE: SEEK AND DESTROY / SECURITY

GREY KNIGHT KILL TEAM

- A GREY KNIGHT kill team includes One **GREY KNIGHT JUSTICAR** operative equipped with a storm bolter and one of the following options:
  - Nemesis daemon hammer, nemesis falchions, nemesis force weapon or nemesis warding stave

- It also includes Five GREY KNIGHT operatives selected from the following list:
  - **GREY KNIGHT WARRIOR** equipped with a storm bolter and one of the following options:
    - Nemesis daemon hammer, nemesis falchions, nemesis force weapon or nemesis warding stave
  - **GREY KNIGHT GUNNER** equipped with fists and one of the following options:
    - Incinerator, psilencer or psycannon

Your kill team can only include up to one **GREY KNIGHT GUNNER** operative.

PSYCHIC POWERS

Each time a friendly GREY KNIGHT operative performs the **Manifest Psychic Power** action, select one psychic power from the list below to be resolved.

ARMOURED RESILIENCE

Until the end of the Turning Point, improve this operative's Save characteristic by 1.

HAMMERHAND

Until the end of the Turning Point, each time this operative fights in combat, in the Resolve Successful Hits step of that combat, the first time it strikes, inflict 1 additional damage on the target.

ASTRAL AIM

Until the end of the Turning Point, this operative's ranged weapons gain the No Cover special rule.

GREY KNIGHT (WARRIOR)

Grey Knights are martial elites clad in ward-etched armour. They combine the genetic augmentation of Space Marines with an indomitable psychic might, smiting those who traffic with the daemonic wherever they hide.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Storm bolter	4	3+	3/4	Relentless	-
⚔ Nemesis daemon hammer	5	4+	5/6	-	Stun
⚔ Nemesis falchions	5	3+	4/5	Relentless	-
⚔ Nemesis force weapon	5	3+	4/6	Lethal 5+	-
⚔ Nemesis warding stave	5	3+	4/5	-	Stun

ABILITIES

-

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a **GREY KNIGHT** psychic power, as specified on page 31.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, WARRIOR

GREY KNIGHT (GUNNER)

It takes years of intensive training for a Grey Knight to master the psychically charged specialist weapons of their Chapter, but those who do are capable of unleashing barrages of esoteric firepower that rip through the heaviest of opposition.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Incinerator	6	2+	2/3	Heavy, Rng ⬟, Torrent ○	-
⌖ Psilencer	6	3+	3/4	Heavy, Fusillade	-
⌖ Psycannon	5	3+	4/6	Heavy	-
⚔ Fists	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a **GREY KNIGHT** psychic power, as specified on page 31.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, GUNNER

GREY KNIGHT JUSTICAR

Justicars are the lynchpin of their team. In psychic communion, they lead their brothers in carefully divined tactical ploys, arcane battle rites and psychic rituals.

M	APL	GA
3	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
Storm bolter	4	2+	3/4	Relentless	-
Nemesis daemon hammer	5	3+	5/6	-	Stun
Nemesis falchions	5	2+	4/5	Relentless	-
Nemesis force weapon	5	2+	4/6	Lethal 5+	-
Nemesis warding stave	5	2+	4/5	-	Stun

ABILITIES

-

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a **GREY KNIGHT** psychic power, as specified on page 31.

GREY KNIGHT, IMPERIUM, SANCTIC ASTARTES, <BROTHERHOOD>, PSYKER, LEADER, JUSTICAR

STRATEGIC PLOYS

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

BOLTER DISCIPLINE 1CP

Until the end of the Turning Point, each time a friendly **GREY KNIGHTS** 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 storm bolter is selected for each of those shooting attacks.

SHOCK ASSAULT 1CP

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

TIDE OF SHADOWS 1CP

Until the end of the Turning Point, each time an enemy operative on a Vantage Point makes a shooting attack, each friendly **GREY KNIGHTS** operative that has a Conceal order, is in Cover provided by Light terrain and is more than ⬟ from that enemy operative cannot be treated as being on an Engage order for that shooting attack as a result of that Vantage Point.

TIDE OF CELERITY 1CP

Until the end of the Turning Point, each time a friendly **GREY KNIGHTS** operative performs a **Charge** action, it can move an additional ▲ for that action.

TACTICAL PLOYS

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

ONLY IN DEATH DOES DUTY END 1CP

Use this Tactical Ploy when a ready friendly **GREY KNIGHTS** operative is incapacitated. 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.

AND THEY SHALL KNOW NO FEAR 1CP

Use this Tactical Ploy when a friendly **GREY KNIGHTS** operative is activated. Until the end of that operative's activation, you can ignore any or all modifiers to its APL characteristic and it is not injured.

EQUIPMENT

GREY KNIGHTS operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

PSYBOLT AMMUNITION* [3EP]

Select one storm bolter the operative is equipped with. Add 1 to that weapon's Damage characteristics for the battle.

SANCTIC BLESSING [2EP]

The operative gains the following ability for the battle:

Sanctic Blessing: Once per battle, during this operative's activation, it can perform a free **Manifest Psychic Power** action.

HEXAGRAMMIC WARD* [2EP]

The operative gains the following ability for the battle:

Hexagrammic Ward: Once per battle, when an enemy operative that is Visible to this operative performs a psychic action, this operative can use this ability. If it does so, roll one D6: on a 3+, that action's psychic power is not resolved (the action points subtracted for that action are not refunded).

TRUESILVER ARMOUR* [3EP]

This operative has a Save characteristic of 2+ for the battle.

PURITY SEAL [3EP]

The operative gains the following ability for the battle:

Purity Seal: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any CP.

PSYK-OUT GRENADE [2EP]

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.

IMPERIAL GUARD KILL TEAM

An **IMPERIAL GUARD** kill team consists of two fire teams selected from the following list:

- **GUARDSMAN**
- **TEMPESTUS SCION**

ARCHETYPE: SECURITY

GUARDSMAN FIRE TEAM

A **GUARDSMAN** fire team includes seven **GUARDSMAN** operatives selected from the following list:

- **GUARDSMAN TROOPER**
- **GUARDSMAN COMMS**
- **GUARDSMAN GUNNER** equipped with: bayonet; flamer
- **GUARDSMAN GUNNER** equipped with: bayonet; grenade launcher
- **GUARDSMAN GUNNER** equipped with: bayonet; meltagun
- **GUARDSMAN GUNNER** equipped with: bayonet; plasma gun
- **GUARDSMAN GUNNER** equipped with: bayonet; sniper rifle

Other than **GUARDSMAN TROOPER** operatives, each **GUARDSMAN** fire team can only include up to three of the operatives above. Other than **GUARDSMAN TROOPER** operatives, your kill team can only include each operative above once.

If your kill team does not include any other **LEADER** operatives, instead of selecting one **GUARDSMAN TROOPER** operative for one **GUARDSMAN** fire team, you can select one **GUARDSMAN SERGEANT** operative equipped with one option from each of the following:

- Bolt pistol, laspistol or plasma pistol
- Chainsword or power weapon

ARCHETYPE: SECURITY / SEEK AND DESTROY / INFILTRATION / RECON

TEMPESTUS SCION FIRE TEAM

A **TEMPESTUS SCION** fire team includes five **TEMPESTUS SCION** operatives selected from the following list:

- **TEMPESTUS SCION TROOPER**
- **TEMPESTUS SCION COMMS**
- **TEMPESTUS SCION GUNNER** equipped with: gun butt; flamer
- **TEMPESTUS SCION GUNNER** equipped with: gun butt; grenade launcher
- **TEMPESTUS SCION GUNNER** equipped with: gun butt; hot-shot volley gun
- **TEMPESTUS SCION GUNNER** equipped with: gun butt; meltagun
- **TEMPESTUS SCION GUNNER** equipped with: gun butt; plasma gun

Each **TEMPESTUS SCION** fire team can only include up to two **TEMPESTUS SCION GUNNER** operatives. Other than **TEMPESTUS SCION TROOPER** operatives, your kill team can only include each operative above once.

If your kill team does not include any other **LEADER** operatives, instead of selecting one **TEMPESTUS SCION TROOPER** operative for one **TEMPESTUS SCION** fire team, you can select one **TEMPESTOR** operative equipped with one option from each of the following:

- Bolt pistol, hot-shot laspistol or plasma pistol
- Chainsword, power fist or power weapon

GUARDSMAN (TROOPER)

Grunts of the Imperial Guard, Guardsmen are recruited, trained and equipped in their millions to doggedly fight wherever the Imperium needs them. They carry varying patterns of the dependable lasgun, along with any extra kit they manage to acquire.

M	APL	GA
3	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

IMPERIAL GUARD, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, GUARDSMAN, TROOPER

GUARDSMAN (COMMS)

Equipped with heavy vox-casters, comms specialists keep the team tethered to their regiment's rigid hierarchy of command, enabling them to relay their commanders' orders while reporting back on enemy troop movements or spotting for artillery.

M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-

ABILITIES

Relay Orders: Once in each Turning Point, when this operative is issued a Guardsman Order (pg 41), it can relay it. If an order is relayed, subtract 1 from this operative's APL and all friendly **GUARDSMAN** operatives in the killzone are issued that order.

UNIQUE ACTIONS

Signal (1AP): Select one friendly **GUARDSMAN** operative within ⬟ of and Visible to this operative. Add 1 to the friendly operative's APL. This operative cannot perform this action while within Engagement Range of enemy operatives.

IMPERIAL GUARD, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, GUARDSMAN, COMMS

GUARDSMAN (GUNNER)

These Guardsmen are often the team's sharpshooters, issued with additional training for the heavier weaponry they carry, and supporting their fellow soldiers with devastating anti-armour firepower, incinerating blazes and pinpoint sniper fire.

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	-
◌ Meltagun	4	4+	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	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
◌ Sniper rifle	4	3+	3/3	Heavy, Silent	MW1
✕ Bayonet	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

IMPERIAL GUARD, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, GUARDSMAN, GUNNER

GUARDSMAN SERGEANT

Guardsman Sergeants coordinate their team with grizzled experience and tactical nous, enforcing their superiors' orders to ensure the success of the mission.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
◌ Bolt pistol	4	3+	3/4	Rng ⬟	-
◌ Laspistol	4	3+	2/3	Rng ⬟	-
◌ Plasma pistol *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	Rng ⬟, AP1	-
- Supercharge	4	3+	5/6	Rng ⬟, AP2, Hot	-
✕ Chainsword	4	4+	3/4	-	-
✕ Power weapon	4	4+	4/6	Lethal 5+	-

ABILITIES

-

UNIQUE ACTIONS

-

IMPERIAL GUARD, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, LEADER, GUARDSMAN, SERGEANT

TEMPESTUS SCION (TROOPER)

Tempestus Scions are an elite force within the Astra Militarum, equipped with specialist wargear to conduct dangerous missions. They typically bear high-powered hot-shot lasguns and wear dense carapace armour that provides extra protection in deadly kill zones.

M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Hot-shot lasgun	4	3+	3/4	-	-
Gun butt	3	3+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

IMPERIAL GUARD, IMPERIUM, ASTRA MILITARUM, <TEMPESTUS REGIMENT>, TEMPESTUS SCION, TROOPER

TEMPESTUS SCION (COMMS)

Bearing advanced vox-casters, these Scions provide updated tactical information, keeping their team in contact with regimental headquarters. Some are also trained in counter-intelligence and the interception of signals, allowing their team to outmanoeuvre the foe.

M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Hot-shot lasgun	4	3+	3/4	-	-
Gun butt	3	3+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Signal (1AP): Select one friendly **TEMPESTUS SCION** operative in the killzone. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of enemy operatives. This operative can perform this action more than once during its activation.

IMPERIAL GUARD, IMPERIUM, ASTRA MILITARUM, <TEMPESTUS REGIMENT>, TEMPESTUS SCION, COMMS

TEMPESTUS SCION (GUNNER)

Tempestus Scions have access to more specialist weapons than most infantry regiments. Those issued with them act as fire support for the rest of their team, blasting open pathways and eliminating threats that would jeopardise the success of the mission.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Flamer	5	2+	2/2	Rng ⬟, Torrent ○	-
⌖ Grenade launcher *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Frag	4	3+	2/4	Blast ○	-
- Krak	4	3+	4/5	AP1	-
⌖ Hot-shot volley gun	5	3+	3/4	Fusillade	P1
⌖ 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	-
⚔ Gun butt	3	3+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

IMPERIAL GUARD, IMPERIUM, ASTRA MILITARUM, <TEMPESTUS REGIMENT>, TEMPESTUS SCION, GUNNER

TEMPESTOR

Skilled tacticians and leaders, Tempestors design the kill zone insertions that the Scions are justifiably famed for. They are also granted prestige weapons normally restricted to high-ranking officers, making them devastatingly effective fighters in their own right.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
⌖ Bolt pistol	4	2+	3/4	Rng ⬟	-
⌖ Hot-shot laspistol	4	2+	3/4	Rng ⬟	-
⌖ Plasma pistol *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	2+	5/6	Rng ⬟, AP1	-
- Supercharge	4	2+	5/6	Rng ⬟, AP2, Hot	-
⚔ Chainsword	4	3+	3/4	-	-
⚔ Power fist	4	4+	5/7	Brutal	-
⚔ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Accomplished Leader: In each of your Strategy phases, if this operative is in the killzone, you can use one Strategic Ploy without spending any Command Points.

UNIQUE ACTIONS

-

IMPERIAL GUARD, IMPERIUM, ASTRA MILITARUM, <TEMPESTUS REGIMENT>, LEADER, TEMPESTUS SCION, TEMPESTOR

STRATEGIC PLOYS

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

Guardsman Orders: Each time you use one of the Strategic Ploys below, it takes effect as a Guardsman Order. 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.

TAKE AIM! 1CP

Until the end of the Turning Point, each time a friendly operative that was issued this Guardsman Order makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of 1.

TAKE COVER! 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly operative that was issued this Guardsman Order, in the Roll Defence Dice step of that shooting attack, if it is in Cover, you can re-roll any or all of your defence dice results of 1.

FIX BAYONETS! 1CP

Until the end of the Turning Point, each time a friendly operative that was issued this Guardsman Order fights in combat, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice results of 1.

MOVE! MOVE! MOVE! 1CP

Until the end of the Turning Point, each time a friendly operative that was issued this Guardsman Order is activated, until the end of that activation, add ▲ to its Movement characteristic.

SPECIAL FORCES 1CP

Select the **Pick Up** action or one mission action friendly **TEMPESTUS SCION** operatives can perform. Until the end of the Turning Point, each time a friendly **TEMPESTUS SCION** operative is activated, it can perform that action for one less AP (to a minimum of 0AP).

TACTICAL PLOYS

If your faction is **IMPERIAL GUARD**, you can use the following Tactical Ploy during a game.

BRING IT DOWN! 1CP

Use this Tactical Ploy after a friendly **IMPERIAL GUARD** operative makes a shooting attack. Until the end of the Turning Point, each time another friendly **IMPERIAL GUARD** operative makes a shooting attack against the target of that shooting attack, in the Roll Attack Dice step of that subsequent shooting attack, you can re-roll any or all of your attack dice.

EQUIPMENT

IMPERIAL GUARD operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

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 ⬟, Limited, Blast ◯, Indirect			

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 ⬟, Limited, AP1, Indirect			

MEDIKIT+ [2EP]

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

MEDIKIT 1AP

Select one friendly **IMPERIAL GUARD** operative within ▲ of and Visible to this operative. That operative regains 2D3 lost wounds. This operative cannot perform this action while within Engagement Range of enemy operatives.

CARAPACE ARMOUR [3EP]

GUARDSMAN operative only. The operative has a 4+ Save characteristic for the battle.

SCION BLADE [1EP]

TEMPESTUS SCION operative only. The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Scion blade	3	3+	3/4

REGIMENTAL STANDARD+ [3EP]

The operative gains the following ability for the battle:

Regimental Standard: When determining control of an objective marker, treat this operative's APL 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).

The operative can perform the following action during the battle:

PLANT THE STANDARD 1AP

Until the end of the Turning Point, while this operative is Visible to and within ■ of a friendly **IMPERIAL GUARD** operative with the same **<REGIMENT>** or **<TEMPESTUS REGIMENT>** keyword as this operative, that friendly operative is inspired by the regimental standard. While an operative is inspired by the regimental standard, each time a shooting attack is made against it, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

FORGE WORLD KILL TEAM

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

- **SKITARII RANGER**
- **SKITARII VANGUARD**
- **SICARIAN**

ARCHETYPE: RECON / SECURITY

SKITARII RANGER FIRE TEAM

- A **SKITARII RANGER** fire team includes five **SKITARII RANGER** operatives selected from the following list:
  - **SKITARII RANGER TROOPER**
  - **SKITARII RANGER GUNNER** equipped with: gun butt; arc rifle
  - **SKITARII RANGER GUNNER** equipped with: gun butt; plasma caliver
  - **SKITARII RANGER GUNNER** equipped with: gun butt; transuranic arquebus

Each **SKITARII RANGER** fire team can only include up to two **SKITARII RANGER GUNNER** operatives, each of which must be equipped with different ranged weapons.

- If your kill team does not include any other **LEADER** operatives, one **SKITARII RANGER** fire team can also include one **SKITARII RANGER ALPHA** operative equipped with one of the following options:
  - Gun butt; galvanic rifle
  - One option from each of the following:
    - Arc pistol, phosphor blast pistol or radium pistol
    - Arc maul, power weapon or taser goad

ARCHETYPE: SECURITY

SKITARII VANGUARD FIRE TEAM

- A **SKITARII VANGUARD** fire team includes five **SKITARII VANGUARD** operatives selected from the following list:
  - **SKITARII VANGUARD TROOPER**
  - **SKITARII VANGUARD GUNNER** equipped with: gun butt; arc rifle
  - **SKITARII VANGUARD GUNNER** equipped with: gun butt; plasma caliver
  - **SKITARII VANGUARD GUNNER** equipped with: gun butt; transuranic arquebus

Each **SKITARII VANGUARD** fire team can only include up to two **SKITARII VANGUARD GUNNER** operatives, each of which must be equipped with different ranged weapons.

- If your kill team does not include any other **LEADER** operatives, one **SKITARII VANGUARD** fire team can also include one **SKITARII VANGUARD ALPHA** operative equipped with one of the following options:
  - Gun butt; radium carbine
  - One option from each of the following:
    - Arc pistol, phosphor blast pistol or radium pistol
    - Arc maul, power weapon or taser goad

ARCHETYPE: SEEK AND DESTROY / INFILTRATION / RECON

SICARIAN FIRE TEAM

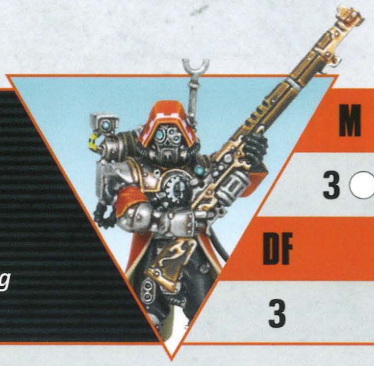
- A **SICARIAN** fire team includes four **SICARIAN** operatives selected from the following list:
  - **SICARIAN RUSTSTALKER TROOPER** each separately equipped with one of the following options:
    - Chordclaw and transonic razor, or transonic blades
  - **SICARIAN INFILTRATOR TROOPER** each separately equipped with one option from each of the following:
    - Flechette blaster or stubcarbine
    - Power weapon or taser goad

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **SICARIAN TROOPER** operative for one **SICARIAN** fire team, you can either select one **SICARIAN RUSTSTALKER PRINCEPS** operative equipped with one of the following options:
  - Chordclaw and transonic razor, or transonic blades

  Or one **SICARIAN INFILTRATOR PRINCEPS** operative equipped with one option from each of the following:
  - Flechette blaster or stubcarbine
  - Power weapon or taser goad

SKITARII RANGER (TROOPER)

Skitarii Rangers hunt the foes of the Machine God relentlessly, and their bionically enhanced stamina is legendary. They pursue like patient predators, inexorably tracking their prey before taking the killing shot with their long rifles of ancient design.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Galvanic rifle	4	3+	3/4	Heavy	P1
Gun butt	3	4+	2/3	-	-

ABILITIES

-

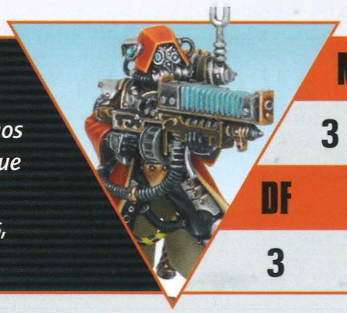
UNIQUE ACTIONS

-

FORGE WORLD, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, TROOPER

SKITARII RANGER (GUNNER)

In the hunt for the most dangerous of hereteks or xenos aggressors, a forge world's ruling Tech-Priests may issue high-performing Rangers with advanced weaponry. Strange, esoteric technologies power such armaments, rendering them lethal indeed to the Rangers' foes.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Arc rifle	4	3+	4/5	AP1	Stun
Plasma caliver *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	-
Transuranic arquebus	4	2+	5/4	AP1, Heavy, Unwieldy	MW2
Gun butt	3	4+	2/3	-	-

ABILITIES

-

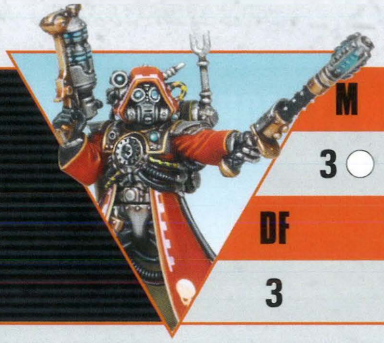
UNIQUE ACTIONS

-

FORGE WORLD, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, GUNNER

SKITARII RANGER ALPHA

Ranger Alphas are the most dedicated of their kind, relied upon to formulate reconnaissance and hunting parameters, and to lead their unit in gruelling duties.



M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Arc pistol	4	2+	4/5	Rng ⬟, AP1	Stun
Galvanic rifle	4	2+	3/4	Heavy	P1
Phosphor blast pistol	4	2+	4/5	Rng ⬟, Blast ▲	-
Radium pistol	4	2+	2/3	Rng ⬟	Rending
Arc maul	4	4+	4/5	-	Stun
Gun butt	3	4+	2/3	-	-
Power weapon	4	4+	4/6	Lethal 5+	-
Taser goad	4	4+	3/4	Lethal 5+	Stun

ABILITIES

-

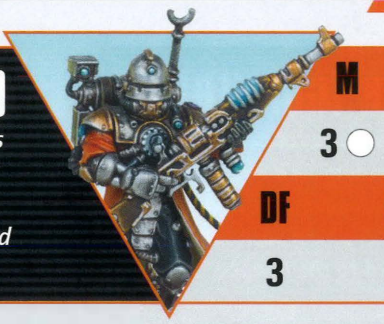
UNIQUE ACTIONS

-

FORGE WORLD, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, LEADER, SKITARII, RANGER, ALPHA

SKITARII VANGUARD (TROOPER)

Skitarii Vanguard are so infused with baleful energies that simply being near them is deadly. So much radiation bleeds out from the shells fired by their radium carbines that they contaminate the air around them, as well as their targets.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	B	SR	!
Radium carbine	4	3+	2/3	-	Rending
Gun butt	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

FORGE WORLD, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, TROOPER

SKITARII VANGUARD (GUNNER)

Many of the most powerful forge world weapons are potentially hazardous to the wielder. Vanguard marksmen, however, are already inured to the irradiating effects of their wargear – a price they willingly pay in devotion to their techno-arcane religion.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Arc rifle	4	3+	4/5	AP1	Stun
⌖ Plasma caliver *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	-
⌖ Transuranic arquebus	4	2+	5/4	AP1, Heavy, Unwieldy	MW2
⚔ Gun butt	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

FORGE WORLD, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, GUNNER

SKITARII VANGUARD ALPHA

Skitarii Alphas have passed a point called the Crux Mechanicus. With bodies more machine than flesh, they enact Tech-Priest overseers' orders like holy commands.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Arc pistol	4	2+	4/5	Rng ⬟, AP1	Stun
⌖ Phosphor blast pistol	4	2+	4/5	Rng ⬟, Blast ▲	-
⌖ Radium carbine	4	2+	2/3	-	Rending
⌖ Radium pistol	4	2+	2/3	Rng ⬟	Rending
⚔ Arc maul	4	4+	4/5	-	Stun
⚔ Gun butt	3	4+	2/3	-	-
⚔ Power weapon	4	4+	4/6	Lethal 5+	-
⚔ Taser goad	4	4+	3/4	Lethal 5+	Stun

ABILITIES

-

UNIQUE ACTIONS

-

FORGE WORLD, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, LEADER, SKITARII, VANGUARD, ALPHA

SICARIAN RUSTSTALKER (TROOPER)

The Ruststalkers fall upon their foes in a stabbing, slashing frenzy. Their transonic blades are wielded in a blur of attacks, capable of bypassing armour.

M	APL	GA
3	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
⚔ Chordclaw and transonic razor	5	3+	4/5	Balanced	-
⚔ Transonic blades	5	3+	4/6	-	Rending

ABILITIES

-

UNIQUE ACTIONS

-

FORGE WORLD, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, SICARIAN, RUSTSTALKER, TROOPER

SICARIAN RUSTSTALKER PRINCEPS

Excelling in assassination missions and surprise attacks, Princeps lead their Ruststalkers in the hunt for any their Tech-Priest masters have marked for death.

M	APL	GA
3	2	1

DF	SV	W
3	4+	11

NAME	A	RS/WS	D	SB	!
⚔ Chordclaw and transonic razor	5	2+	4/5	Balanced	-
⚔ Transonic blades	5	2+	4/6	-	Rending

ABILITIES

-

UNIQUE ACTIONS

-

FORGE WORLD, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, LEADER, SICARIAN, RUSTSTALKER, PRINCEPS

SICARIAN INFILTRATOR (TROOPER)

Experts in penetrating enemy strongholds, Sicarian Infiltrators emit a white noise that attacks their foes' sensoriums with a painful neurostatic bombardment.

M	APL	GA
3	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
Flechette blaster	5	3+	2/3	Relentless, Fusillade, Rng ⬟	-
Stubcarbine	4	3+	3/4	Ceaseless	-
Power weapon	4	3+	4/6	Lethal 5+	-
Taser goad	4	3+	3/4	Lethal 5+	Stun

ABILITIES

-

UNIQUE ACTIONS

-

FORGE WORLD, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, SICARIAN, INFILTRATOR, TROOPER

SICARIAN INFILTRATOR PRINCEPS

Princeps lead coordinated assaults under cover of their insidious auras. Once Sicarians, their worth to the Machine God led them to be rebuilt from destruction.

M	APL	GA
3	2	1

DF	SV	W
3	4+	11

NAME	A	BS/WS	D	SR	!
Flechette blaster	5	2+	2/3	Relentless, Fusillade, Rng ⬟	-
Stubcarbine	4	2+	3/4	Ceaseless	-
Power weapon	4	3+	4/6	Lethal 5+	-
Taser goad	4	3+	3/4	Lethal 5+	Stun

ABILITIES

-

UNIQUE ACTIONS

-

FORGE WORLD, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, LEADER, SICARIAN, INFILTRATOR, PRINCEPS

STRATEGIC PLOYS

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

PROTECTOR IMPERATIVE 1CP

Until the end of the Turning Point:

- Each time a friendly **FORGE WORLD** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.
- Each time a friendly **FORGE WORLD** operative fights in combat, in the Roll Attack Dice step of that combat, you must re-roll one of your successful hits.

You can only use this Strategic Ploy once.

BULWARK IMPERATIVE 1CP

Until the end of the Turning Point:

- Each time a shooting attack is made against a friendly **FORGE WORLD** operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.
- Subtract ◯ from the Movement characteristic of friendly **FORGE WORLD** operatives.

You can only use this Strategic Ploy once.

CONQUEROR IMPERATIVE 1CP

Until the end of the Turning Point:

- Each time a friendly **FORGE WORLD** operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.
- Each time a friendly **FORGE WORLD** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you must re-roll one of your successful hits.

You can only use this Strategic Ploy once.

AGGRESSOR IMPERATIVE 1CP

Until the end of the Turning Point:

- Each time a friendly **FORGE WORLD** operative performs a **Normal Move** or **Charge** action, it can move an additional ▲.
- Each time a shooting attack is made against a friendly **FORGE WORLD** operative, in the Roll Defence Dice step of that shooting attack, you must re-roll one of your successful saves.

You can only use this Strategic Ploy once

TACTICAL PLOYS

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

NEUROSTATIC INTERFERENCE 1CP

Use this Tactical Ploy at the start of the Firefight phase. Select one enemy operative Visible to and within ⬟ of a friendly **INFILTRATOR** operative. Until the end of the Turning Point, that enemy operative cannot be activated until another enemy operative has been activated (unless it is the only remaining enemy operative).

CONTROL EDICT 1CP

Use this Tactical Ploy when you activate a ready friendly **FORGE WORLD** **LEADER** operative. Select one other ready friendly **FORGE WORLD** operative Visible to and within ■ of that **LEADER** operative. At the end of that **LEADER** operative's activation, you can activate that other ready friendly operative.

EQUIPMENT

FORGE WORLD operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

ENHANCED BIONICS [2EP]

The operative gains the following ability for the battle:

Enhanced Bionics: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice results of 1.

OMNISPEX+ [2EP]

The operative can perform the following action during the battle:

OMNISPEX 1AP

Select one friendly **FORGE WORLD** operative within ■ of and Visible to this operative, then select one enemy operative. Until the end of the Turning Point, each time that friendly operative makes a shooting attack, for that shooting attack:

- That enemy operative is not Obscured.
- If that enemy operative is the target, that friendly operative's ranged weapons have the No Cover special rule.

This operative cannot perform a **Shoot** or **Fight** action in the same activation in which it performs this action. An operative cannot perform this action while within Engagement Range of enemy operatives.

UPLINKED VID-FEED [2EP]

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

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

CENSE BEARER [2EP]

The operative gains the following ability for the battle:

Cense Bearer: Each time a friendly **FORGE WORLD** operative within ◯ of and Visible to this operative is activated, if it is injured, do not subtract ◯ from its Movement characteristic for that activation.

SERVO-SKULL+ [2EP]

The operative gains the following ability for the battle:

Servo-skull: This operative can perform mission actions for one less AP (to a minimum of 0AP).

DATA-TETHER+ [4EP]

The operative can perform the following action during the battle:

DATA-TETHER 1AP

You gain 1 CP. This operative cannot perform this action while within Engagement Range of enemy operatives.

ECCLESIARCHY KILL TEAM

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

- **BATTLE SISTER**
- **REPENTIA**
- **ARCO-FLAGELLANT** (max one per kill team)

ARCHETYPE: SECURITY

BATTLE SISTER FIRE TEAM

- A **BATTLE SISTER** fire team includes five **BATTLE SISTER** operatives selected from the following list:
  - **BATTLE SISTER WARRIOR**
  - **BATTLE SISTER ICON BEARER** (maximum 1 per kill team)
  - **BATTLE SISTER GUNNER** each separately equipped with a gun butt and one of the following options:
    - Meltagun, Ministorum flamer or storm bolter
  - **BATTLE SISTER HEAVY GUNNER** each separately equipped with a gun butt and one of the following options:
    - Heavy bolter or Ministorum heavy flamer

Each **BATTLE SISTER** fire team can only include up to one **BATTLE SISTER GUNNER** operative. Your kill team can only include up to one **BATTLE SISTER HEAVY GUNNER** operative, and it can only do so if your kill team includes two **BATTLE SISTER** fire teams.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **BATTLE SISTER WARRIOR** operative for one **BATTLE SISTER** fire team, you can select one **BATTLE SISTER SUPERIOR** operative equipped with one option from each of the following:
  - Chainsword, gun butt, power maul or power weapon
  - Bolt pistol, boltgun, combi-melta, combi-plasma, condemnor boltgun, inferno pistol, Ministorum combi-flamer, Ministorum hand flamer or plasma pistol

ARCHETYPE: SEEK AND DESTROY

REPENTIA FIRE TEAM

- A **REPENTIA** fire team includes five **SISTER REPENTIA** operatives.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **SISTER REPENTIA** operative for one **REPENTIA** fire team, you can select one **REPENTIA SUPERIOR** operative.

ARCHETYPE: SEEK AND DESTROY

ARCO-FLAGELLANT FIRE TEAM

- An **ARCO-FLAGELLANT** fire team includes five **ARCO-FLAGELLANT** operatives.

BATTLE SISTER (WARRIOR)

Battle Sisters are the foot soldiers of the God-Emperor. Before their thundering boltguns, countless aliens, traitors, heretics and mutants have met their doom. With voices raised in prayer, their faith forms a shield around their souls.

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	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

ECCLESIARCHY, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>, BATTLE SISTER, WARRIOR

BATTLE SISTER (ICON BEARER)

These Sisters are thrice blessed to bear the holy icons known as simulacrum imperialis. Each artefact is an object of fervent devotion – representations of martyred warriors, recreations of objects and deeds associated with them or repositories of their mortal remains.

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	3	4+	2/3	-	-

ABILITIES

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

Icon of Purity (1AP): Until the end of the Turning Point, while this operative is Visible to and within ■ of a friendly **ADEPTA SORORITAS** operative, that friendly operative is inspired by purity. While an operative is inspired by purity, each time it fights in combat or makes a shooting attack, 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 hit as a critical hit.

ECCLESIARCHY, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>, BATTLE SISTER, ICON BEARER

BATTLE SISTER (GUNNER)

Some Sisters are blessed to receive training in the use of special-issue, close-assault weapons. These Sisters ritually maintain their storm bolters, flamers and meltaguns, which they use in battle to unleash a blistering repudiation of heresy.

M	APL	GA
3 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Meltagun	4	3+	6/3	Rng ⬟, AP2	MW4
⌖ Ministorum flamer	5	2+	2/3	Rng ⬟, Torrent ○	-
⌖ Storm bolter	4	3+	3/4	Relentless	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

ECCLESIARCHY, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>, BATTLE SISTER, GUNNER

BATTLE SISTER (HEAVY GUNNER)

Among the highly trained Adepta Sororitas, those Sisters granted the honour to bear the most potent armaments enable their team to engage heavily armoured opposition. Their expert eye for target prioritisation and enemy weak points makes them powerful assets.

M	APL	GA
3 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Heavy bolter	5	3+	4/5	Heavy, Fusillade	P1
⌖ Ministorum heavy flamer	6	2+	2/3	Heavy, Rng ⬟, Torrent ○	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

ECCLESIARCHY, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>, BATTLE SISTER, HEAVY GUNNER

BATTLE SISTER SUPERIOR

The Sisters Superior form the crux of each squad of Battle Sisters. They speak with an authority derived from years of combat and supreme faith in the God-Emperor.

M	APL	GA
3 ○	2	1

DF	SV	W
3	3+	9

NAME	A	BS/WS	B	SR	!
⌖ Bolt pistol	4	2+	3/4	Rng ⬟	-
⌖ Boltgun	4	2+	3/4	-	-
⌖ Combi-melta	4	2+	6/3	Combi*, Rng ⬟, AP2, Limited	MW4
⌖ Combi-plasma *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	2+	5/6	Combi*, AP1, Limited	-
- Overcharge	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⌖ Condemnor boltgun	4	2+	3/3	Combi*, Silent, Limited	MW1, P1
⌖ Inferno pistol	4	2+	5/3	Rng ■, AP2	MW3
⌖ Ministorum combi-flamer	5	2+	2/3	Combi*, Rng ⬟, Torrent ○, Limited	-
⌖ Ministorum hand flamer	4	2+	2/3	Rng ⬟, Torrent ▲	-
⌖ Plasma pistol *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	2+	5/6	Rng ⬟, AP1	-
- Supercharge	4	2+	5/6	Rng ⬟, AP2, Hot	-
⚔ Chainsword	4	2+	3/4	-	-
⚔ Gun butt	3	3+	2/3	-	-
⚔ Power maul	4	2+	4/5	-	Stun
⚔ Power weapon	4	2+	4/6	Lethal 5+	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

UNIQUE ACTIONS

-

ECCLESIARCHY, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>, LEADER, BATTLE SISTER, SUPERIOR

SISTER REPENTIA

It is rare but not unknown for a Sister to fail in her duty, suffering disgrace as a result. Those who do are offered a chance of redemption. Stripped of armour, they are sent to wreak penitent slaughter upon the enemy with cleaving blows from brutal eviscerators.

M	APL	GA
3 ○	2	1

DF	SV	W
3	6+	7

NAME	A	BS/WS	D	SR	!
⚔ Penitent eviscerator	4	4+	5/6	Brutal	Reap 2

ABILITIES

Solace in Anguish: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.

UNIQUE ACTIONS

-

ECCLESIARCHY, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>, SISTER, REPENTIA

REPENTIA SUPERIOR

The solemn task of guiding wayward Sisters in their atonement falls to Repentia Superior. These veterans are stern taskmasters who drive their charges forward with bellowed prayers and lashes from their neural whips, watching vigilantly for any remnant signs of sinfulness.

M	APL	GA
3 ○	2	1

DF	SV	W
3	3+	9

NAME	A	BS/WS	D	SR	!
⌖ Neural whips	5	3+	2/3	Lethal 5+, Rng ■	Stun
⚔ Neural whips	5	3+	2/3	Lethal 5+	Stun

ABILITIES

-

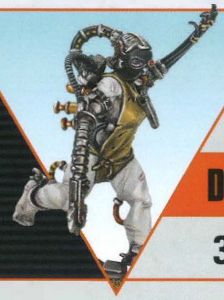
UNIQUE ACTIONS

Whip Into Fury (1AP): Select one friendly **SISTER REPENTIA** operative within ■ of and Visible to this operative. Add 1 to that friendly operative's APL and, until the end of that operative's next activation, add ○ to that friendly operative's Movement characteristic.

ECCLESIARCHY, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>, LEADER, REPENTIA, SUPERIOR

ARCO-FLAGELLANT

The Ecclesiarchy punishes those guilty of heresy in a number of ways. Those subjected to arco-flagellation are painfully remade – fitted with cybernetic weapons and sensory suppressors – then driven into a frenzy and unleashed as near mindless killing machines.



M	APL	GA
3	2	1

DF	SV	W
3	6+	10

NAME	A	BS/WS	D	SR	!
⚔ Arco-flails	5	3+	3/4	Ceaseless	Reap 1

ABILITIES

Berserk Killing Machine: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. This operative cannot perform mission actions or **Pick Up** actions. Unless otherwise specified, this operative cannot be equipped with equipment.

UNIQUE ACTIONS

-

ECCLESIARCHY, IMPERIUM, ADEPTUS MINISTORUM, ARCO-FLAGELLANT

STRATEGIC PLOYS

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

EMPEROR'S GUIDANCE 1CP

Until the end of the Turning Point, each time a friendly **ADEPTA SORORITAS** operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if you retain any critical hits, you can re-roll one of your attack dice.

DIVINE SHIELD 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **ADEPTA SORORITAS** operative, in the Roll Defence Dice step of that shooting attack, if you retain any critical saves, you can re-roll one of your failed saves.

EXTREMIS TRIGGER WORD 1CP

Until the end of the Turning Point:

- Each time a friendly **ARCO-FLAGELLANT** operative performs a **Dash** or **Charge** action, it can move an additional ▲ for that action.
- Arco-flails that friendly **ARCO-FLAGELLANT** operatives are equipped with gain the Lethal 5+ special rule.

You can only use this Strategic Ploy once.

TACTICAL PLOYS

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

PENANCE THROUGH DEATH 1CP

Use this Tactical Ploy when a friendly **SISTER REPENTIA** or **ARCO-FLAGELLANT** 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 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.

STORM OF RETRIBUTION 1CP

Use this Tactical Ploy when a friendly **BATTLE SISTER GUNNER** or friendly **BATTLE SISTER HEAVY GUNNER** operative is activated. Until the end of that operative's activation, ranged weapons it is equipped with lose the Heavy special rule (if they have it) and gain the No Cover special rule.

DIVINE INTERVENTION 1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a combat or shooting attack, when an attack dice would inflict damage on a friendly **ADEPTA SORORITAS** operative. Ignore the damage inflicted from that attack dice.

EQUIPMENT

ECCLESIARCHY operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

ROSARIUS* [2EP]

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

Rosarius: This operative has a 4+ invulnerable save.

PHIAL OF RESTORATION* [2EP]

The operative gains the following ability for the battle:

Phial of Restoration: Once per battle, when this operative is activated, it can use this ability. If it does so, it regains up to 2D3 lost wounds.

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 ⬟, Limited, Blast ◯, Indirect			

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 ⬟, Limited, AP1, Indirect			

PURITY SEAL [3EP]

The operative gains the following ability for the battle:

Purity Seal: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any CP.

SCOURGING BARBS [2EP]

SISTER REPENTIA operative only. The operative gains the following ability for the battle:

Scourging Barbs: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice. If the result of that re-roll is a 1 or 2, this operative suffers 1 mortal wound.

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

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

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, 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

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.

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 Re-roll 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).

TRAITOR SPACE MARINE KILL TEAM

A **TRAITOR SPACE MARINES** kill team consists of two fire teams selected from the following list:

- **CHAOS SPACE MARINE**
- **CHAOS CULTIST** (max one per kill team)

ARCHETYPE: SEEK AND DESTROY / RECON / INFILTRATION / SECURITY

CHAOS SPACE MARINE FIRE TEAM

- A **CHAOS SPACE MARINE** fire team includes three **CHAOS SPACE MARINE** operatives selected from the following list:
  - **CHAOS SPACE MARINE WARRIOR** each separately equipped with one of the following options:
    - Boltgun; fists
    - Bolt pistol; chainsword
  - **CHAOS SPACE MARINE GUNNER** each separately equipped with fists and one of the following options:
    - Flamer, meltagun or plasma gun
  - **CHAOS SPACE MARINE HEAVY GUNNER** each separately equipped with fists and one of the following options:
    - Heavy bolter or missile launcher
  - **CHAOS SPACE MARINE ICON BEARER** each separately equipped with one of the following options:
    - Boltgun; fists
    - Bolt pistol; chainsword

You cannot include a **CHAOS SPACE MARINE GUNNER** operative and **CHAOS SPACE MARINE HEAVY GUNNER** operative in the same fire team. Other than **CHAOS SPACE MARINE WARRIOR** operatives, your kill team can only include each operative above once.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **CHAOS SPACE MARINE WARRIOR** operative for one **CHAOS SPACE MARINE** fire team, you can select one **CHAOS SPACE MARINE ASPIRING CHAMPION** operative equipped with one of the following options:
  - Boltgun; fists
  - One option from each of the following:
    - Bolt pistol or plasma pistol
    - Chainsword, power fist or power weapon

ARCHETYPE: RECON / INFILTRATION

CHAOS CULTIST FIRE TEAM

- A **CHAOS CULTIST** fire team includes eight **CHAOS CULTIST** operatives selected from the following list:
  - **CHAOS CULTIST FIGHTER** each separately equipped with one of the following options:
    - Autogun; gun butt
    - Autopistol; brutal assault weapon
  - **CHAOS CULTIST GUNNER** each separately equipped with a gun butt and one of the following options:
    - Flamer or heavy stubber

Each **CHAOS CULTIST** fire team can only include up to two **CHAOS CULTIST GUNNER** operatives.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **CHAOS CULTIST FIGHTER** operative for one **CHAOS CULTIST** fire team, you can select one **CHAOS CULTIST CHAMPION** operative equipped with one of the following options:
  - Autogun; gun butt
  - Autopistol; brutal assault weapon
  - Shotgun; brutal assault weapon

CHAOS SPACE MARINE (WARRIOR)

Chaos Space Marines combine the advantages of their loyalist foes with the power of Chaos, wielding debased marks of boltguns and pistols, and rune-etched blades.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
◌ Boltgun	4	3+	3/4	-	-
◌ Bolt pistol	4	3+	3/4	Rng ⬟	-
⚔ Chainsword	4	3+	4/5	-	-
⚔ Fists	4	3+	3/4	-	-

ABILITIES

-

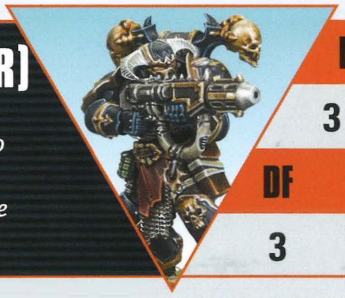
UNIQUE ACTIONS

-

TRAITOR SPACE MARINE☠, CHAOS, HERETIC ASTARTES, <LEGION>, CHAOS SPACE MARINE, WARRIOR

CHAOS SPACE MARINE (GUNNER)

While some traitors prefer gory close assaults, others glorify in the slaughter of their foes at range. They go to war bearing ancient patterns of plasma guns and meltaguns to tear through heavy opposition, or bathe their enemies in gouts of fire from flamers.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	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	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

TRAITOR SPACE MARINE☠, CHAOS, HERETIC ASTARTES, <LEGION>, CHAOS SPACE MARINE, GUNNER

CHAOS SPACE MARINE (HEAVY GUNNER)

These operatives brazenly carry the heaviest weapons to eviscerate the enemy, adorned with foul symbols and bladed combat attachments.

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 *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Frag	4	3+	3/5	Heavy, Blast 2"	-
- Krak	4	3+	5/7	Heavy, AP1	-
Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

TRAITOR SPACE MARINE, CHAOS, HERETIC ASTARTES, <LEGION>, CHAOS SPACE MARINE, HEAVY GUNNER

CHAOS SPACE MARINE (ICON BEARER)

Some Chaos Space Marines proclaim their devotion to the Dark Gods by carrying twisted icons or banners to battle, strung with offerings of defeated foes.

M	APL	GA
3"	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
Boltgun	4	3+	3/4	-	-
Bolt pistol	4	3+	3/4	Rng 6"	-
Chainsword	4	3+	4/5	-	-
Fists	4	3+	3/4	-	-

ABILITIES

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

Icon of Vengeance (1AP): Until the end of the Turning Point, while this operative is Visible to and within 3" of a friendly **HERETIC ASTARTES** operative, that friendly operative is inspired by vengeance. While an operative is inspired by vengeance, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if you retain any critical hits, you can select one of your failed hits to be retained as a successful normal hit.

TRAITOR SPACE MARINE, CHAOS, HERETIC ASTARTES, <LEGION>, CHAOS SPACE MARINE, ICON BEARER

CHAOS SPACE MARINE ASPIRING CHAMPION

Chaos Space Marines follow the strongest and most merciless of their kind to battle. These blood-soaked warriors seek to become the favoured of the gods.

M	APL	GA
3	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
Boltgun	4	2+	3/4	-	-
Bolt pistol	4	2+	3/4	Rng ⬟	-
Plasma pistol *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	2+	5/6	Rng ⬟, AP1	-
- Supercharge	4	2+	5/6	Rng ⬟, AP2, Hot	-
Chainsword	4	2+	4/5	-	-
Fists	4	3+	3/4	-	-
Power fist	5	3+	5/7	Brutal	-
Power weapon	5	2+	4/6	Lethal 5+	-

ABILITIES

-

UNIQUE ACTIONS

-

TRAITOR SPACE MARINE, CHAOS, HERETIC ASTARTES, <LEGION>, LEADER, CHAOS SPACE MARINE, ASPIRING CHAMPION

CHAOS CULTIST (FIGHTER)

Chaos cults foment rebellion and betrayal on thousands of worlds. Cultists arm themselves with an assortment of stolen rifles and improvised clubs and blades, gladly fighting in service of their post-Human superiors while seeking the downfall of the Imperium.

M	APL	GA
3	2	2

DF	SV	W
3	5+	7

NAME	A	RS/WS	D	SR	!
Autogun	4	4+	2/3	-	-
Autopistol	4	4+	2/3	Rng ⬟	-
Brutal assault weapon	4	4+	2/3	-	-
Gun butt	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

TRAITOR SPACE MARINE, CHAOS, CULTIST, FIGHTER

CHAOS CULTIST (GUNNER)

Long-hidden heavier weapons are broken out by the cult's leaders and assigned to favoured warriors when the time comes. Heavy stubbers are devastating against lightly armoured foes, while flamers douse enemy positions in burning promethium.

M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SB	!
Flamer	5	2+	2/2	Rng, Torrent	-
Heavy stubber	5	4+	3/4	Heavy, Ceaseless, Fusillade	-
Gun butt	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

TRAITOR SPACE MARINE, CHAOS, CULTIST, GUNNER

CHAOS CULTIST CHAMPION

Those who rise to prominence in a cult may be former officers, gang lords or underground preachers, praising the Dark Gods with their varied displays of violence.

M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
Autogun	4	3+	2/3	-	-
Autopistol	4	3+	2/3	Rng	-
Shotgun	4	2+	3/3	Rng	-
Brutal assault weapon	4	3+	2/3	-	-
Gun butt	3	3+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

TRAITOR SPACE MARINE, CHAOS, LEADER, CULTIST, CHAMPION

STRATEGIC PLOYS

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

MALICIOUS VOLLEYS 1CP

Until the end of the Turning Point, each time a friendly **HERETIC ASTARTES** 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 those shooting attacks. A bolt weapon is a ranged weapon that includes 'bolt' in its name, e.g. boltgun, heavy bolter etc.

HATEFUL ASSAULT 1CP

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

LET THE GALAXY BURN! 1CP

Until the end of the Turning Point, each time a friendly **HERETIC ASTARTES** operative is activated, once during that activation, in the Roll Attack Dice step of a combat or shooting attack, if it is targeting the closest valid target, you can retain one of your attack dice results of 5+ that is a successful hit as a critical hit (if you could already retain one of your results of 5+, you can retain one of your results of 4+ instead).

TACTICAL PLOYS

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

VETERAN OF THE LONG WAR 1CP

Use this Tactical Ploy in a friendly **HERETIC ASTARTES** 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.

STRIKE FROM WITHIN 1CP

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence. Select one friendly **CHAOS CULTIST** operative. That operative can be set up with a Conceal order anywhere in the killzone that is within ▲ of Heavy terrain and more than ⬟ from enemy operatives and the enemy drop zone.

WARP INFUSED 1CP

Use this Tactical Ploy when a friendly **HERETIC ASTARTES** operative is activated. Until the end of that operative's activation, you can ignore any or all modifiers to its APL characteristic and it is not injured.

EQUIPMENT

TRAITOR SPACE MARINE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item. **CHAOS CULTIST** operatives can only be equipped with equipment marked with a [1].

BELT FEED [2/3EP]

Select one boltgun, bolt pistol or heavy bolter the operative is equipped with. That weapon gains the Ceaseless special rule for the battle. If you selected a heavy bolter, this equipment costs 3EP; otherwise, it costs 2EP.

MALEFIC ROUNDS [2EP]

Select one boltgun, bolt pistol or heavy bolter the operative is equipped with. That weapon gains the P1 critical hit rule for the battle. If it already has the P1 critical hit rule, it gains the AP1 special rule instead.

DARK BLESSING[1] [3EP]

Select one melee weapon the operative is equipped with. Add 1 to that weapon's Attacks characteristic for the battle.

FRAG GRENADE[1] [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 ⬟, Limited, Blast ◯, Indirect			

KRAK GRENADE[1] [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 ⬟, Limited, AP1, Indirect			

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.

SUSPENSOR SYSTEM [3EP]

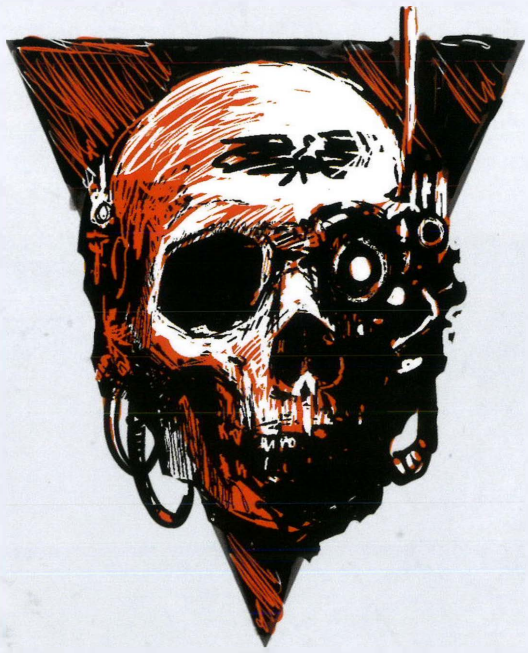
The operative gains the following ability for the battle:

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.

SACRIFICIAL DAGGER+1 [3EP]

The operative gains the following ability for the battle:

Sacrificial Offering: Once per Turning Point, when this operative incapacitates an enemy operative in combat, this operative can regain up to 4 lost wounds.



DEATH GUARD KILL TEAM

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

- **PLAGUE MARINE**
- **POXWALKER** (max one per kill team)

ARCHETYPE: SEEK AND DESTROY / SECURITY

PLAGUE MARINE FIRE TEAM

A **PLAGUE MARINE** fire team includes 3 **PLAGUE MARINE** operatives selected from the following list:

- **PLAGUE MARINE WARRIOR**
- **PLAGUE MARINE GUNNER** each separately equipped with a plague knife and one of the following options:
  - Meltagun, plague belcher or plasma gun
- **PLAGUE MARINE HEAVY GUNNER** each separately equipped with a plague knife and one of the following options:
  - Blight launcher or plague spewer
- **PLAGUE MARINE FIGHTER** each separately equipped with one of the following options:
  - Bolt pistol; bubotic axe; mace of contagion
  - Bolt pistol and one of the following options:
    - Flail of corruption, great plague cleaver or plague knives
- **PLAGUE MARINE ICON BEARER**

You cannot include a **PLAGUE MARINE GUNNER**, **PLAGUE MARINE HEAVY GUNNER** or **PLAGUE MARINE FIGHTER** operative in the same fire team. Other than **PLAGUE MARINE WARRIOR** operatives, your kill team can only include each operative above once.

If your kill team does not include any other **LEADER** operatives, one **PLAGUE MARINE** fire team can replace one **PLAGUE MARINE** with a **PLAGUE MARINE CHAMPION** equiped with one option from each of the Following:-

- Bolt pistol, boltgun or plasma pistol
- Plague knife, plague sword or power fist

ARCHETYPE: INFILTRATION / SECURITY

POXWALKER FIRE TEAM

A **POXWALKER** fire team includes eight **POXWALKER** operatives.

PLAGUE MARINE (WARRIOR)

Bloated with corruption, the Plague Marines' rusted power armour is cracked, but thanks to Nurgle's blessings they are unnaturally resilient and inured to pain. They advance inexorably upon their foes, ignoring horrendous wounds and unleashing hails of boltfire.

M	APL	GA
2 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Boltgun	4	3+	3/4	-	-
⚔ Plague knife	3	3+	3/5	-	-

ABILITIES

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

UNIQUE ACTIONS

-

DEATH GUARD, CHAOS, BUBONIC ASTARTES, <PLAGUE COMPANY>, PLAGUE MARINE, WARRIOR

PLAGUE MARINE (GUNNER)

For all their mutations, Plague Marines remain the perfect infantrymen. Tactically astute and well-equipped, Plague Marines units typically boast specialists capable of responding to any threat with a variety of ancient or warp-tainted weapons.

M	APL	GA
2 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Meltagun	4	3+	6/3	Rng ⬟, AP2	MW4
⌖ Plague belcher	5	2+	2/3	Rng ⬟, Torrent ○	-
⌖ 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	-
⚔ Plague knife	3	3+	3/5	-	-

ABILITIES

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

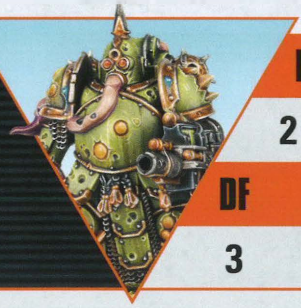
UNIQUE ACTIONS

-

DEATH GUARD, CHAOS, BUBONIC ASTARTES, <PLAGUE COMPANY>, PLAGUE MARINE, GUNNER

PLAGUE MARINE (HEAVY GUNNER)

Against more numerous opposition, heavily armed Plague Marines unleash gouts of foulness from plague spewers and armour-piercing shells from blight launchers.



M	APL	GA
2 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Blight launcher	4	3+	4/6	AP1	-
⌖ Plague spewer	6	2+	2/3	Rng ⬟, Torrent ○	-
⚔ Plague knife	3	3+	3/5	-	-

ABILITIES

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

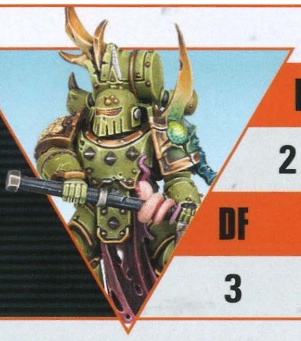
UNIQUE ACTIONS

-

DEATH GUARD, CHAOS, BUBONIC ASTARTES, <PLAGUE COMPANY>, PLAGUE MARINE, HEAVY GUNNER

PLAGUE MARINE (FIGHTER)

Even before their fall to Chaos, the Death Guard were feared as terrifying trench fighters. Now, more dangerous than ever, their diseased muscles are swollen with power and their rotting senses ignore flesh wounds.



M	APL	GA
2 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Bolt pistol	4	3+	3/4	Rng ⬟	-
⚔ Bubotic axe	5	3+	4/6	-	Rending
⚔ Flail of corruption	5	3+	4/5	-	Reap 2
⚔ Great plague cleaver	5	4+	5/7	-	Rending
⚔ Mace of contagion	5	3+	4/5	-	Stun
⚔ Plague knives	5	3+	3/5	Relentless	-

ABILITIES

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured

UNIQUE ACTIONS

-

DEATH GUARD, CHAOS, BUBONIC ASTARTES, <PLAGUE COMPANY>, PLAGUE MARINE, FIGHTER

PLAGUE MARINE (ICON BEARER)

Displaying their devotion to the Chaos God Nurgle for all to witness, these warriors hold aloft a hideous sigil or standard of their deity. Such Plague Marines are typically chosen from amongst those seen as blessed by Nurgle with the most hideous afflictions.

M	APL	GA
2 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Boltgun	4	3+	3/4	-	-
⚔ Plague knife	3	3+	3/5	-	-

ABILITIES

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

Icon Bearer: When determining control of an objective marker, treat this operative's APL 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

Icon of Decay (1AP): Until the end of the Turning Point, while this operative is Visible to and within ■ of a friendly **BUBONIC ASTARTES** operative, that friendly operative is invigorated by decay. While an operative is invigorated by decay, when rolling for its Disgustingly Resilient ability, you can re-roll results of 1 and 2.

DEATH GUARD, CHAOS, BUBONIC ASTARTES, <PLAGUE COMPANY>, PLAGUE MARINE, ICON BEARER

PLAGUE MARINE CHAMPION

Riddled with stinking buboes and melded with their armour, these veterans grind their opponents down with expert strikes from their daemon-tainted blades.

M	APL	GA
2 ○	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
⌖ Boltgun	4	2+	3/4	-	-
⌖ Bolt pistol	4	2+	3/4	Rng ⬟	-
⌖ Plasma pistol *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	2+	5/6	Rng ⬟, AP1	-
- Supercharge	4	2+	5/6	Rng ⬟, AP2, Hot	-
⚔ Plague knife	5	2+	3/5	-	-
⚔ Plague sword	5	2+	4/6	-	-
⚔ Power fist	5	3+	5/7	Brutal	-

ABILITIES

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured

UNIQUE ACTIONS

-

DEATH GUARD, CHAOS, BUBONIC ASTARTES, <PLAGUE COMPANY>, LEADER, PLAGUE MARINE, CHAMPION

POXWALKER

Poxwalkers are all that remain of the victims of an arcane plague. Given animus through the disease's corrupting power, these moaning cadavers are slow and clumsy, but they will never stop, ignoring even mortal wounds.

M	APL	GA
2	2	2

DF	SV	W
3	6+	7

NAME	A	BS/WS	D	SR	!
⚔ Improvised weapon	4	4+	2/3	-	-

ABILITIES

Mindless: Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional AP to do so. This operative cannot be equipped with equipment. In narrative play, it cannot gain (or lose) experience and automatically passes Casualty tests.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. This operative cannot be injured.

UNIQUE ACTIONS

-

DEATH GUARD, CHAOS, POXWALKER

STRATEGIC PLOYS

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

MALICIOUS VOLLEYS 1CP

Until the end of the Turning Point, each time a friendly **BUBONIC ASTARTES** 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 those shooting attacks. A bolt weapon is a ranged weapon that includes 'bolt' in its name, e.g. boltgun, bolt pistol etc.

HATEFUL ASSAULT 1CP

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

CONTAGION 1CP

Until the end of the Turning Point, while an enemy operative is Visible to and within ◯ of a friendly **DEATH GUARD** operative, that enemy operative is treated as being injured (only subtract ◯ from its Movement characteristic as a result of being injured if it is activated within ◯ of a friendly **DEATH GUARD** operative).

TACTICAL PLOYS

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

EFFLUENT DEMISE 1CP

Use this Tactical Ploy when a friendly **BUBONIC ASTARTES** operative is incapacitated. Inflict D3 mortal wounds on each enemy operative Visible to and within ◯ of that operative.

REVOLTING DURABILITY 1CP

Use this Tactical Ploy in either the Resolve Successful Hits or Resolve Successful Saves step of a combat or shooting attack made against a friendly **BUBONIC ASTARTES** operative. You can change one of your opponent's critical hits into a normal hit.

DIG IN 1CP

Use this Tactical Ploy when a friendly **BUBONIC ASTARTES** operative is activated. Until the end of that operative's activation, it can perform the following action:

DIG IN 1AP

Until the end of the Turning Point, add 1 to this operative's Defence characteristic.

EQUIPMENT

DEATH GUARD operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

NURGLING* [3EP]

The operative gains the following ability for the battle:

Nurgling Mischief: Once per battle, when an enemy operative Visible to and within ■ of this operative is activated, you can use this ability. If you do so, subtract 1 from that enemy operative's APL.

PLAGUE BELL* [3EP]

The operative can perform the following action during the battle:

PLAGUE BELL — 1AP

Until the end of the Turning Point, each time a friendly **BUBONIC ASTARTES** operative is activated within ⬟ of this operative, until the end of that activation, add ◯ to that friendly operative's movement characteristic.

BLIGHT GRENADE [2EP]

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

Name	A	BS	D
Blight grenade	4	3+	2/3
Special Rules			
Rng ⬟, Blast ◯, Limited, Indirect, Ceaseless			

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 ⬟, Limited, AP1, Indirect			

FILTH CENSER* [3EP]

The operative gains the following ability for the battle:

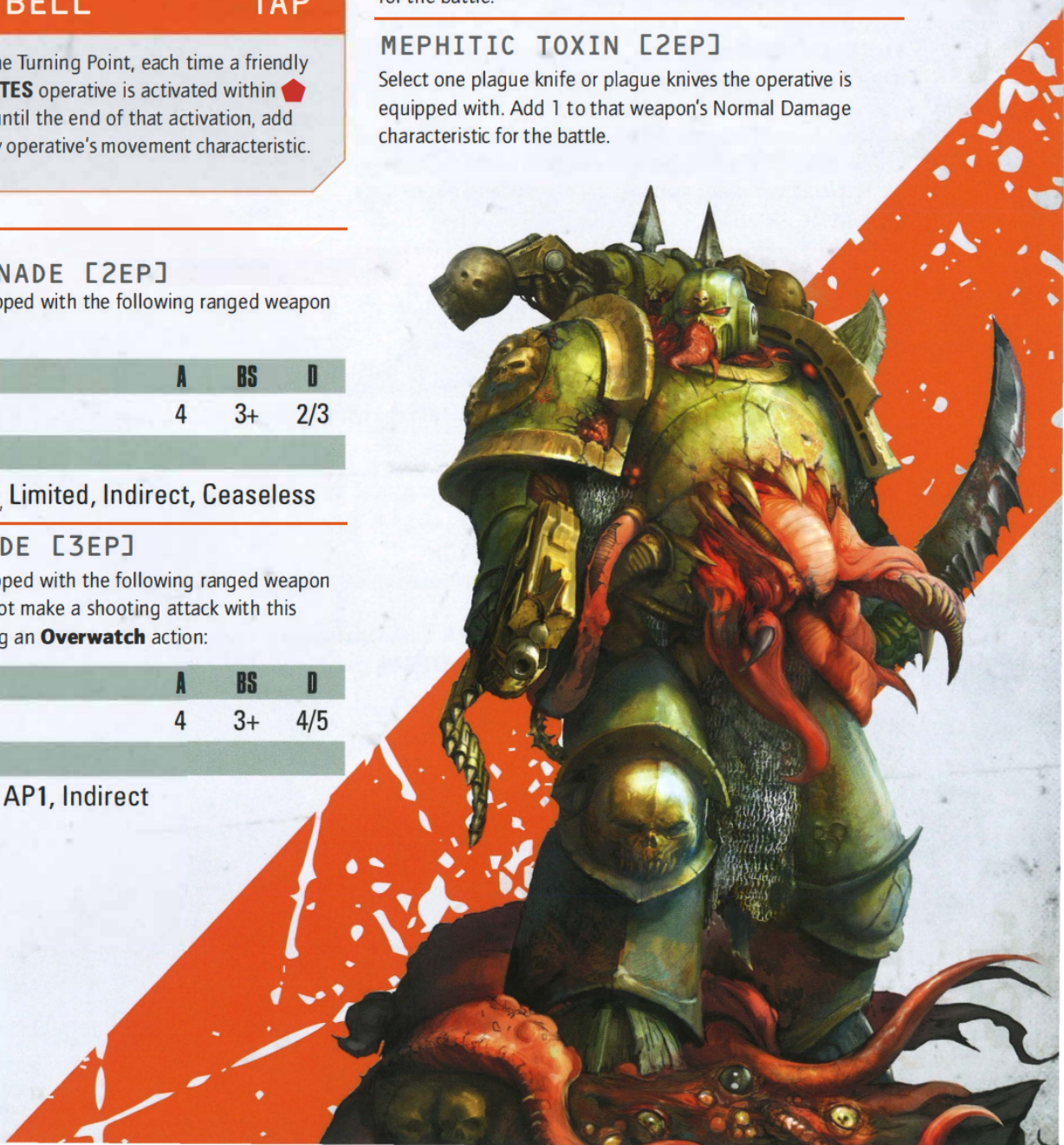
Filth Censer: Each time you use the Contagion Strategic Ploy (see opposite), enemy operatives are treated as being injured while this operative is Visible to and within 2 ◯ of them (instead of ◯).

VIRULENT ROUNDS [1EP]

Select one boltgun or bolt pistol the operative is equipped with. Add 1 to that weapon's Critical Damage characteristic for the battle.

MEPHITIC TOXIN [2EP]

Select one plague knife or plague knives the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.



THOUSAND SONS KILL TEAM

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

- **RUBRIC MARINE**
- **TZAANGOR**

ARCHETYPE: SEEK AND DESTRDY / SECURITY

RUBRIC MARINE FIRE TEAM

- A **RUBRIC MARINE** fire team includes two **RUBRIC MARINE** operatives selected from the following list:
  - **RUBRIC MARINE WARRIOR**
  - **RUBRIC MARINE GUNNER** each separately equipped with fists and one of the following options:
    - Soulreaper cannon (max one per kill team) or warpflamer
  - **RUBRIC MARINE ICON BEARER**

Each **RUBRIC MARINE** fire team can only include up to one **RUBRIC MARINE GUNNER** operative. Your kill team can only include up to one **RUBRIC MARINE ICON BEARER** operative.

- If your kill team does not include any other **LEADER** operatives, one **RUBRIC MARINE** fire team can also include one **ASPIRING SORCERER** operative equipped with a force stave and one of the following options:
  - Inferno bolt pistol, plasma pistol or warpflame pistol

ARCHETYPE: SEEK AND DESTROY / RECON

TZAANGOR FIRE TEAM

- A **TZAANGOR** fire team includes six **TZAANGOR** operatives selected from the following list:
  - **TZAANGOR FIGHTER** each separately equipped with one of the following options:
    - Autopistol; chainsword
    - Tzaangor blades
  - **TZAANGOR ICON BEARER**
  - **TZAANGOR HORN BEARER**

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

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **TZAANGOR FIGHTER** operative for one **TZAANGOR** fire team, you can select one **TWISTBRAY** operative equipped with one of the following options:
  - Autopistol; chainsword
  - Tzaangor blades

PSYCHIC POWERS

The first time a friendly **THOUSAND SONS** **ASPIRING SORCERER** operative performs the **Manifest Psychic Power** action (see page 83) in each of its activations, select one psychic power from the list below to be resolved.

The second time a friendly **THOUSAND SONS** **ASPIRING SORCERER** operative performs the **Manifest Psychic Power** action in each of its activations, roll one D6: on a 1-2, that operative suffers 3 mortal wounds. On a 3+, select one psychic power from the list below to be resolved. You cannot select one that you have resolved during this Turning Point.

DOOMBOLT

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

Name	A	BS	D
Doombolt	4	3+	3/3
Special Rules			
Lethal 5+			
!			
MW2			

FIRESTORM

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

Name	A	BS	D
Firestorm	5	4+	2/2
Special Rules			
Indirect, Barrage, Blast ▲			

IMMATERIAL SURGE

Select one other friendly **THOUSAND SONS** operative Visible to this operative. Add 1 to its APL.

TWIST OF FATE

Select one enemy operative Visible to this operative. Until the end of the Turning Point, each time a friendly **THOUSAND SONS** operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

RUBRIC MARINE (WARRIOR)

Rubric Marines are animated suits of power armour inhabited by the bound souls of their former occupants. With ruinous proficiency, they steadily fire bursts of eldritch shells from their inferno boltguns, advancing upon their psychic master's enemies.

M	APL	GA
3 ○	2	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Inferno boltgun	4	3+	3/4	AP1	-
⚔ Fists	3	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All Is Dust: Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.

UNIQUE ACTIONS

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THOUSAND SONS●, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, WARRIOR

RUBRIC MARINE (GUNNER)

With their armour's servos infused with sorcery, the spirit within a Rubric Marine's shell easily hefts the heaviest of arcane weapons. Their soulreaper cannons shoot streams of shells alight with magical power, while their warpflamers unleash gouts of iridescent fire.

M	APL	GA
3 ○	2	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Soulreaper cannon	6	3+	3/4	AP1, Fusillade	-
⌖ Warpflamer	5	2+	2/3	Rng ●, Torrent ○, AP1	-
⚔ Fists	3	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All Is Dust: Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.

UNIQUE ACTIONS

-

THOUSAND SONS●, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, GUNNER

RUBRIC MARINE (ICON BEARER)

Rubric Marines and their masters ultimately serve the schemes of the Chaos God Tzeentch. Some of these arcane warriors bear sorcerous icons of the Changer of the Ways that crawl with coruscating energy, searing the unenlightened with mutating flames.

M	APL	GA
3	2	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
Inferno boltgun	4	3+	3/4	AP1	-
Fists	3	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All Is Dust: Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.

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).

Icon of Flame: While a friendly **THOUSAND SONS ASPIRING SORCERER** operative is within ■ of this operative, it can resolve a second psychic power in its activation as a result of the **Manifest Psychic Power** action (pg 81) without needing to roll one D6.

UNIQUE ACTIONS

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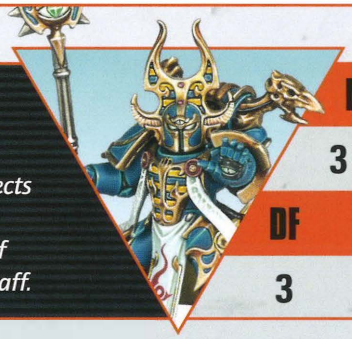
THOUSAND SONS, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, ICON BEARER



ASPIRING SORCERER

An Aspiring Sorcerer who has gained control over a unit of Rubric Marines yokes them to his will. He directs them like a puppeteer, employing them as bulwarks against his foes while channelling his dark magics of manipulation through a psychically attuned force staff.

M	APL	GA
3	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
Inferno bolt pistol	4	2+	3/4	Rng ⬟, AP1	-
Plasma pistol *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	2+	5/6	Rng ⬟, AP1	-
- Supercharge	4	2+	5/6	Rng ⬟, AP2, Hot	-
Warpflame pistol	4	2+	2/3	Rng ⬟, Torrent ▲, AP1	-
Force stave	4	3+	4/5	-	Stun

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a **THOUSAND SONS** psychic power, as specified on page 81. An operative can perform this action twice during its activation.

THOUSAND SONS, CHAOS, ARCANA ASTARTES, <GREAT CULT>, PSYKER, LEADER, RUBRIC MARINE, ASPIRING SORCERER

TZAANGOR (FIGHTER)

Tzaangors are mutated fusions of avian beasts and corrupted Humans. In thrall to Tzeentch, they serve the Thousand Sons as bestial shock troops, attacking with savage blows from ritual blades and tearing flesh with their jagged beaks.

M	APL	GA
3	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Rng	-
Chainsword	4	4+	4/5	-	-
Tzaangor blades	4	4+	4/5	Relentless	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

THOUSAND SONS, CHAOS, TZAANGOR, FIGHTER

TZAANGOR (ICON BEARER)

Driven by a desire to accumulate arcane knowledge, Tzaangor hope to use such a prize to gain even more favour with Tzeentch. Particularly fervent Tzaangor carry sinuous icons and banners they believe draw their deity's gaze and mutative blessings.

M	APL	GA
3	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
Dagger	4	4+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

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.

UNIQUE ACTIONS

Herd Banner (1AP): Until the end of the Turning Point, while this operative is within ■ of a friendly **TZAANGOR** operative, that operative is invigorated by chaos. While an operative is invigorated by chaos, improve its invulnerable save by 1.

THOUSAND SONS, CHAOS, TZAANGOR, ICON BEARER

TZAANGOR (HORN BEARER)

Often, a member of a Tzaangor flock will carry a daemonically mawed instrument, the piercing blasts of which stir its fellow creatures into a bestial frenzy. Their shrill cries echo and their horns clatter together as they vie to be first into the fray to hack their victims apart.

M	APL	GA
3	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
⚔ Dagger	4	4+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Brayhorn (1AP): Until the end of the Turning Point, each time a friendly **TZAANGOR** operative performs a **Normal Move** or **Charge** action, it can move an additional ▲.

THOUSAND SONS, CHAOS, TZAANGOR, HORN BEARER

TWISTBRAY

The most savage member of a flock is a Twistbray, usually bearing the most extreme mutations of their creator-god. Raised by Tzeentch above the predatory instincts of their fellow mutants, they exhibit great cunning, formulating complex ploys to outwit their prey.

M	APL	GA
3	2	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	4+	2/3	Rng ⬟	-
⚔ Chainsword	4	3+	4/5	-	-
⚔ Tzaangor blades	4	3+	4/5	Relentless	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

THOUSAND SONS, CHAOS, LEADER, TZAANGOR, TWISTBRAY

STRATEGIC PLOYS

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

MALICIOUS VOLLEYS 1CP

Until the end of the Turning Point, each time a friendly **ARCANA ASTARTES** 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 those shooting attacks. A bolt weapon is a ranged weapon that includes 'bolt' in its name (excluding Doombolt), e.g. inferno boltgun.

SORCEROUS AUTOMATA 1CP

Until the end of the Turning Point, each time a friendly **ARCANA ASTARTES** operative (excluding an **ASPIRING SORCERER** operative) is activated while Visible to and within ■ of a ready friendly **ARCANA ASTARTES ASPIRING SORCERER** operative, add 1 to its APL.

INHUMAN SAVAGERY 1CP

Until the end of the Turning Point, each time a friendly **TZAANGOR** operative fights in combat, if it performed a **Charge** action during that activation, in the Roll Attack Dice step of that combat, if you retain two or more successful hits, you can retain one failed hit as a successful normal hit.

TACTICAL PLOYS

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

TREASURE HUNTER 1CP

Use this Tactical Ploy when a friendly **TZAANGOR** operative is activated. During that activation, that operative can perform a mission action or the **Pick Up** action for one less AP (to a minimum of 0AP).

SORCEROUS FOCUS 1CP

Use this Tactical Ploy after rolling one D6 to resolve a second psychic power with a friendly **ASPIRING SORCERER** operative that is not within Engagement Range of enemy operatives. Treat the result of that D6 as a 6.

INFERNAL FUSILLADE 1CP

Use this Tactical Ploy after making a shooting attack with a friendly **ARCANA ASTARTES** operative (excluding an **ASPIRING SORCERER** operative) in which the target did not lose any wounds. Repeat that shooting attack.

EQUIPMENT

THOUSAND SONS operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

ALL-SEEING EYE* [2EP]

The operative gains the following ability for the battle:

All-seeing Eye: Once per battle, you can do one of the following:

- If this operative is ready, you can activate it after activating a friendly operative.
- You can activate a ready friendly operative after activating this operative.

RUNIC WARD* [3EP]

The operative gains the following ability for the battle:

Runic Ward: Once per battle, in the Roll Defence Dice step of a shooting attack made against this operative, you can use this ability. If you do so, you can retain one of your failed saves as a successful normal save, or one of your successful normal saves as a successful critical save.

GARGOYLE BAYONET [2EP]

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

Name	A	WS	D
Gargoyle Bayonet	3	3+	4/4

MYTHIC SCROLL* [2EP]

ASPIRING SORCERER operative only. The operative gains the following ability for the battle:

Mythic Scroll: Once per battle, during this operative's activation, it can perform a free **Manifest Psychic Power** action.

TREASURE TRINKET* [3EP]

TZAANGOR operative only. Add 1 CP to your pool for the battle.

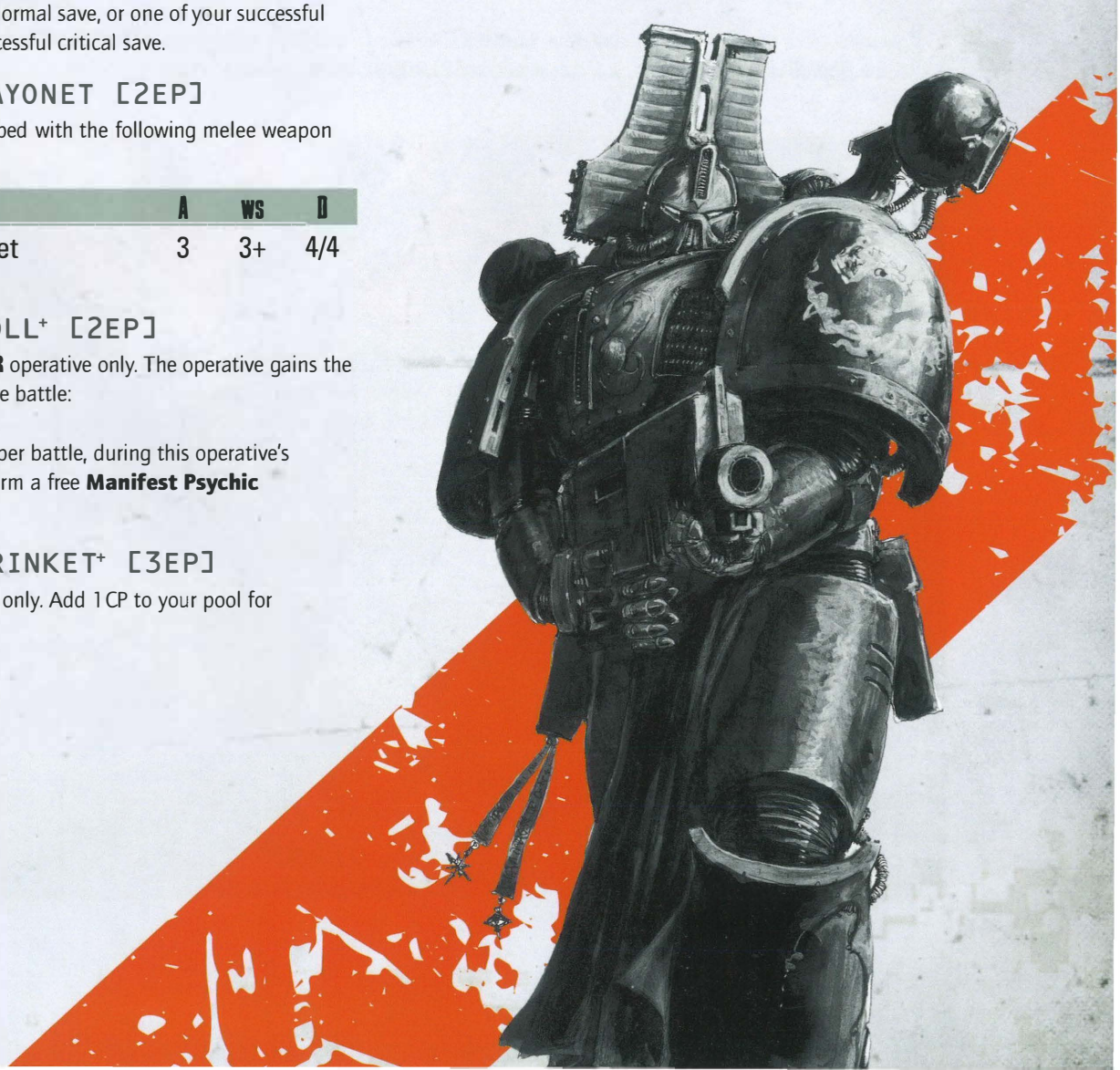
GILDED HORNS [1EP]

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

Gilded Horns: Each time this operative fights in combat, if it performed a **Charge** action during that activation, in the Roll Attack Dice step of that combat, you can retain one of your attack dice results of 5+ that is a successful hit as a critical hit.

ENSORCELLED ROUNDS [2EP]

TZAANGOR operative only. Select one autopistol the operative is equipped with. Add 1 to that weapon's Damage characteristics for the battle.



CHAOS DAEMON KILL TEAM

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

- **BLOODLETTER**
- **DAEMONETTE**
- **PLAGUEBEARER**
- **PINK HORROR**
- **BLUE HORROR** (max one per kill team)

ARCHETYPE: SEEK AND DESTROY

BLOODLETTER FIRE TEAM

- A **BLOODLETTER** fire team includes six **BLOODLETTER** operatives selected from the following list:
  - **BLOODLETTER FIGHTER**
  - **BLOODLETTER ICON BEARER**
  - **BLOODLETTER HORN BEARER**

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

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **BLOODLETTER FIGHTER** operative for one **BLOODLETTER** fire team, you can select one **BLOODREAPER** operative.

ARCHETYPE: SEEK AND DESTROY / RECON

DAEMONETTE FIRE TEAM

- A **DAEMONETTE** fire team includes six **DAEMONETTE** operatives selected from the following list:
  - **DAEMONETTE FIGHTER**
  - **DAEMONETTE ICON BEARER**
  - **DAEMONETTE HORN BEARER**

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

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **DAEMONETTE FIGHTER** operative for one **DAEMONETTE** fire team, you can select one **ALLURESS** operative.

ARCHETYPE: SECURITY

PLAGUEBEARER FIRE TEAM

- A **PLAGUEBEARER** fire team includes six **PLAGUEBEARER** operatives selected from the following list:
  - **PLAGUEBEARER FIGHTER**
  - **PLAGUEBEARER ICON BEARER**
  - **PLAGUEBEARER HORN BEARER**

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

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **PLAGUEBEARER FIGHTER** operative for one **PLAGUEBEARER** fire team, you can select one **PLAGUERIDDEN** operative.

ARCHETYPE: SECURITY

PINK HORROR FIRE TEAM

- A **PINK HORROR** fire team includes six **PINK HORROR** operatives selected from the following list:
  - **PINK HORROR FIGHTER**
  - **PINK HORROR ICON BEARER**
  - **PINK HORROR HORN BEARER**

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

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **PINK HORROR FIGHTER** operative for one **PINK HORROR** fire team, you can select one **PINK HORROR IRIDESCENT** operative.

ARCHETYPE: SECURITY / RECON

BLUE HORROR FIRE TEAM

- A **BLUE HORROR** fire team includes eight **BLUE HORROR** operatives.

BLOODLETTER (FIGHTER)

Bloodletters are Khorne's most numerous warriors, the foot soldiers of the Blood Legions. Their skin is the colour of spilt gore, and their muscles bulge in response to their rage. They carry jagged hellblades in their taloned hands that glow with the energies of the warp.

M	APL	GA
3	2	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
⚔ Hellblade	4	3+	4/6	Lethal 5+	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

CHAOS DAEMON, CHAOS, DAEMON, KHORNE, BLOODLETTER, FIGHTER

BLOODLETTER (ICON BEARER)

Bloodletters go to war under a semblance of martial affectation. Favoured daemons of their packs display blood-soaked banners, under which their howling kin rend and butcher Khorne's enemies with greater ferocity.

M	APL	GA
3	2	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
⚔ Hellblade	4	3+	4/6	Lethal 5+	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

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.

UNIQUE ACTIONS

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within ■ of a friendly **BLOODLETTER** operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

CHAOS DAEMON, CHAOS, DAEMON, KHORNE, BLOODLETTER, ICON BEARER

BLOODLETTER (HORN BEARER)

Accompanying the Blood Legions to war, some daemons bear immense brass war horns. They use these to sound the charge, spurring their diabolical brethren on in a red tide that sweeps away the living in a sea of blood.

M	APL	GA
3 ○	2	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
⚔ Hellblade	4	3+	4/6	Lethal 5+	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly **BLOODLETTER** operative performs a **Normal Move** or **Charge** action, it can move an additional ▲.

CHAOS DAEMON, CHAOS, DAEMON, KHORNE, BLOODLETTER, HORN BEARER

BLOODREAPER

Bloodreapers marshal Khorne's frenzied hordes in battle. They are among the deadliest warriors of their kind, each having offered up countless skulls to their lord. They are not blinded by rage, and despatch their lessers with martial precision to ensure no foe escapes.

M	APL	GA
3 ○	2	1

DF	SV	W
3	6+	10

NAME	A	BS/WS	D	SR	!
⚔ Hellblade	4	2+	4/6	Lethal 5+	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

CHAOS DAEMON, CHAOS, DAEMON, KHORNE, LEADER, BLOODLETTER, BLOODREAPER

DAEMONETTE (FIGHTER)

Daemonettes are seductive harbingers of torment. They advance in a swift surge, dancing with impossible agility to pounce upon their victims with keening screams of horrific desire. They indulge in inflicting wounds with their razor-sharp claws.

M	APL	GA
3	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
⚔ Claws	4	3+	4/5	Relentless	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

CHAOS DAEMON, CHAOS, DAEMON, SLAANESH, DAEMONETTE, FIGHTER

DAEMONETTE (ICON BEARER)

The icons borne in the clawed grasp of some Daemonettes display the repulsive beauty embodied by Slaanesh. Under their baleful influence, the hedonistic daemons reach new heights of murderous excess.

M	APL	GA
3	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
⚔ Claws	4	3+	4/5	Relentless	-

ABILITIES

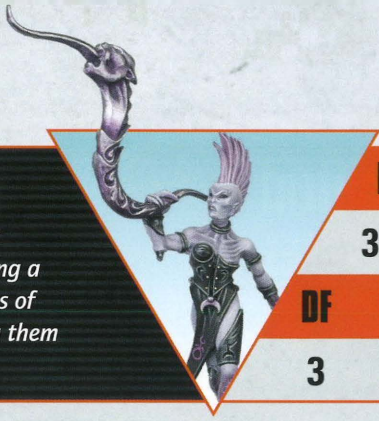
Daemon: This operative has a 5+ invulnerable save.

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.

UNIQUE ACTIONS

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within ■ of a friendly **DAEMONETTE** operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

CHAOS DAEMON, CHAOS, DAEMON, SLAANESH, DAEMONETTE, ICON BEARER



DAEMONETTE (HORN BEARER)

Some Daemonettes brandish sinuous instruments that they play with lascivious exuberance. Emitting a supernatural resonance, they inflame the passions of other Daemonettes, the unnatural music goading them to more inventive debaucheries.

M	APL	GA
3 ○	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
⚔ Claws	4	3+	4/5	Relentless	-

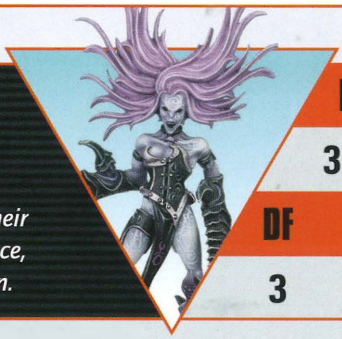
ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly **DAEMONETTE** operative performs a **Normal Move** or **Charge** action, it can move an additional ▲.

CHAOS DAEMON, CHAOS, DAEMON, SLAANESH, DAEMONETTE, HORN BEARER



ALLURESS

More beauteous and yet more repulsive than most Daemonettes, Alluresses orchestrate their kin's slaughter with trilling songs of praise to Slaanesh. Their hypnotic glamour causes foes to falter in their presence, helpless as barbed claws and needle-like teeth close in.

M	APL	GA
3 ○	2	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
⚔ Claws	4	2+	4/5	Relentless	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

CHAOS DAEMON, CHAOS, DAEMON, SLAANESH, LEADER, DAEMONETTE, ALLURESS

PLAGUEBEARER (FIGHTER)

A Plaguebearer's body is swollen and bursting with contagion. They shamble purposefully forward with dour inevitability, bringing the promise of corruption with them. Despite their appearance, they swing their disease-laden plagueswords with great strength.

M	APL	GA
2	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⚔ Plaguesword	4	3+	4/6	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

UNIQUE ACTIONS

-

CHAOS DAEMON, CHAOS, DAEMON, NURGLE, PLAGUEBEARER, FIGHTER

PLAGUEBEARER (ICON BEARER)

These daemons carry stinking icons of Nurgle into the realm of realspace, the poisonous totems dripping with pus and surrounded by clouds of fat flies. Doleful bells hang from these grim icons, tolling out the death knells of the daemon's foes.

M	APL	GA
2	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⚔ Plaguesword	4	3+	4/6	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

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).

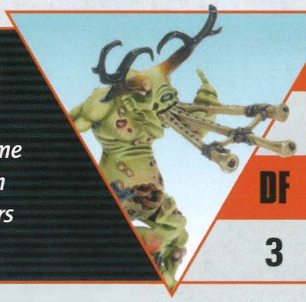
UNIQUE ACTIONS

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within ■ of a friendly **PLAGUEBEARER** operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

CHAOS DAEMON, CHAOS, DAEMON, NURGLE, PLAGUEBEARER, ICON BEARER

PLAGUEBEARER (HORN BEARER)

Plaguebearers utter a constant drone as they interminably tally all of Nurgle's endless diseases. Some of these fell daemons carry horns or pipes carved from rotten remains. From these, they elicit a dirge that stirs their kind into a rapid advance.



M	APL	GA
2 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⚔ Plaguesword	4	3+	4/6	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

UNIQUE ACTIONS

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly **PLAGUEBEARER** operative performs a **Normal Move** or **Charge** action, it can move an additional ▲.

CHAOS DAEMON, CHAOS, DAEMON, NURGLE, PLAGUEBEARER, HORN BEARER

PLAGUERIDDEN

Despite their death's head rictus grins, Plagueridden are devoted to the serious business of spreading Nurgle's bounteous plagues across reality. They often bear signs of Nurgle's favour – such as more elaborate horns – and direct other Plaguebearers in his grand plans.

M	APL	GA
2 ○	2	1

DF	SV	W
3	5+	9

NAME	A	BS/WS	D	SR	!
⚔ Plaguesword	4	2+	4/6	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

Disgustingly Resilient: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

UNIQUE ACTIONS

-

CHAOS DAEMON, CHAOS, DAEMON, NURGLE, LEADER, PLAGUEBEARER, PLAGUERIDDEN

PINK HORROR (FIGHTER)

Pink Horrors are magic made manifest. They caper and whirl, cackling as bolts of raw sorcery leap from their clawed fingertips. These coruscating streams of multicoloured flame do not merely burn, they turn their victims into hideous or nonsensical forms.

M	APL	GA
3"	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
Coruscating flames	4	3+	3/4	-	-
Fists	3	4+	2/3	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

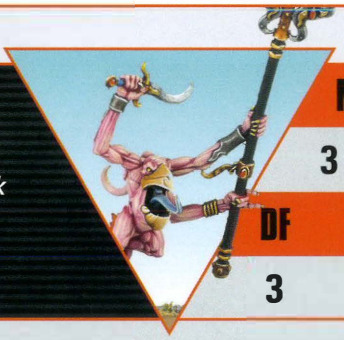
UNIQUE ACTIONS

-

CHAOS DAEMON, CHAOS, DAEMON, TZEENTCH, PINK HORROR, FIGHTER

PINK HORROR (ICON BEARER)

Either held at the end of one gangling limb, or sprouting from the daemon's own flesh, favoured Pink Horrors carry a sorcerous icon of Tzeentch. Some of these devices burn with multi-hued fire, or twist into new shapes as their bearers gibber arcane litanies.



M	APL	GA
3"	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
Coruscating flames	4	3+	3/4	-	-
Fists	3	4+	2/3	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

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.

UNIQUE ACTIONS

Daemonic Icon (1AP): Until the end of the Turning Point, while this operative is within ■ of a friendly **PINK HORROR** operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

CHAOS DAEMON, CHAOS, DAEMON, TZEENTCH, PINK HORROR, ICON BEARER

PINK HORROR (HORN BEARER)

Some Pink Horrors carry shimmering horns, often in the serpentine form of Tzeentch's own sigil. The daemons sound them at random moments, emitting mutating rhythms, streams of nebulous fire or other strange discharges that send their kind wild with delight.

M	APL	GA
3	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
Coruscating flames	4	3+	3/4	-	-
Fists	3	4+	2/3	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly **PINK HORROR** operative performs a **Normal Move** or **Charge** action, it can move an additional ▲.

CHAOS DAEMON, CHAOS, DAEMON, TZEENTCH, PINK HORROR, HORN BEARER

PINK HORROR IRIDESCENT

Iridescent Horrors are imbued with a sliver of Tzeentch's immortal knowledge. They revel in leading their capering daemons in enacting Tzeentch's schemes.

M	APL	GA
3	2	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
Coruscating flames	4	2+	3/4	-	-
Fists	3	4+	2/3	-	-

ABILITIES

Daemon: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

CHAOS DAEMON, CHAOS, DAEMON, TZEENTCH, LEADER, PINK HORROR, IRIDESCENT

BLUE HORROR

Should a Pink Horror be cut down, it may split, with the two halves reforming as smaller daemons. These Blue Horrors are morose and spiteful creatures, aggressively calling on their warp-spawned powers to destroy those who dared lay their original form low.

M	APL	GA
3	2	2

DF	SV	W
3	6+	6

NAME	A	BS/WS	D	SR	!
Fizzing flames	4	4+	2/3	Rng	-
Fists	3	5+	2/3	-	-

ABILITIES

Ephemeral Daemon: This operative has a 6+ invulnerable save.

UNIQUE ACTIONS

-

CHAOS DAEMON, CHAOS, DAEMON, TZEENTCH, BLUE HORROR

BRIMSTONE HORRORS

Blue Horrors that are destroyed may vanish in a cloud of smoke, from which emerge two stunted Brimstone Horrors. These diminutive daemons are manifestations of pure bitterness, seeking to incinerate their enemies with burning talons and fangs.

M	APL	GA
2	2	1

DF	SV	W
2	6+	5

NAME	A	BS/WS	R	SR	!
Fists	2	5+	2/3	-	-

ABILITIES

Ephemeral Daemon: This operative has a 6+ invulnerable save.

Insignificant: Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional AP to do so. This operative cannot be equipped with equipment. Note that in narrative play, this operative does not have a narrative datacard and is no longer part of your kill team after the game.

UNIQUE ACTIONS

-

CHAOS DAEMON, CHAOS, DAEMON, TZEENTCH, BRIMSTONE HORRORS

STRATEGIC PLOYS

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

UNSTOPPABLE FEROCITY 1CP

Until the end of the Turning Point, add 1 to the Attacks characteristic of melee weapons friendly **KHORNE** operatives are equipped with.

QUICKSILVER SWIFTNESS 1CP

Until the end of the Turning Point, each time a friendly **SLAANESH** operative is activated, it can perform a free **Dash** action during that activation.

GLISTENING BARRAGE 1CP

Until the end of the Turning Point, ranged weapons friendly **TZEENTCH** operatives are equipped with gain the Ceaseless special rule.

CONTAGION 1CP

Until the end of the Turning Point, while an enemy operative is Visible to and within ◯ of a friendly **NURGLE** operative, that enemy operative is treated as being injured (only subtract ◯ from its Movement characteristic as a result of being injured if it is activated within ◯ of a friendly **NURGLE** operative).

TACTICAL PLOYS

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

WARP SURGE 1CP

Use this Tactical Ploy when a friendly **CHAOS DAEMONS** operative is selected as the target of a ranged attack. Until the end of the Turning Point, each time a shooting attack is made against that friendly operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.

EPHEMERAL REGENERATION 1CP

Use this Tactical Ploy when a friendly **CHAOS DAEMONS** operative is activated. That friendly operative regains 2D3 lost wounds.

SPLIT 1/2CP

Use this Tactical Ploy when a friendly **PINK HORROR** operative is incapacitated for 2CP, or when a friendly **BLUE HORROR** operative is incapacitated for 1CP.

- Before that **PINK HORROR** operative is removed from the killzone, set up two **BLUE HORROR** operatives as close as possible to that operative and not within Engagement Range of enemy operatives.
- Before that **BLUE HORROR** operative is removed from the killzone, set up one **BRIMSTONE HORRORS** operative as close as possible to that operative and not within Engagement Range of enemy operatives.

In either case, set up those operatives with the same order as the previous operative (including if it was ready or activated). In narrative play, any operatives set up as a result of this Tactical Ploy are no longer part of your kill team after the game.

EQUIPMENT

CHAOS DAEMONS 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.

BRASS HORNS [1EP]

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

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

SCORCHED SKULL [3EP]

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

Name	A	BS	D
Scorched skull	4	4+	4/5
Special Rules			
AP1			

RANCID VOMIT [3EP]

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

Name	A	BS	D
Rancid vomit	5	2+	2/3
Special Rules			
Rng ⬟, Torrent ▲			

DEATH'S HEADS [1EP]

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

Name	A	BS	D
Death's heads	4	3+	3/5
Special Rules			
Rng ⬟			

ALLURING MUSK [3EP]

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

Name	A	BS	D
Alluring musk	5	2+	1/1
Special Rules			
Rng ⬟			
!			
Stun			

PIERCING CLAWS [2EP]

SLAANESH operative only. Select one claws the operative is equipped with. Add 1 to that weapon's Critical Damage characteristic and it gains the Rending critical hit rule for the battle.

RITUAL DAGGER [2EP]

PINK HORROR or **BLUE HORROR** operative only. The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Ritual dagger	3	4+	3/6
Special Rules			
Balanced			

TRINKET OF FLUX [2EP]

PINK HORROR or **BLUE HORROR** operative only. Select one coruscating flames or fizzing flames the operative is equipped with. Add 1 to that weapon's Damage characteristics for the battle.

CRAFTWORLD KILL TEAM

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

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

ARCHETYPE: SECURITY / RECON

GUARDIAN DEFENDER FIRE TEAM

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

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

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

ARCHETYPE: SEEK AND DESTROY / RECON

STORM GUARDIAN FIRE TEAM

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

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

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

ARCHETYPE: RECON / INFILTRATION

RANGER FIRE TEAM

- A **RANGER** fire team includes Five **RANGER WARRIOR** operatives.

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

ARCHETYPE: SEEK AND DESTROY / SECURITY / RECON

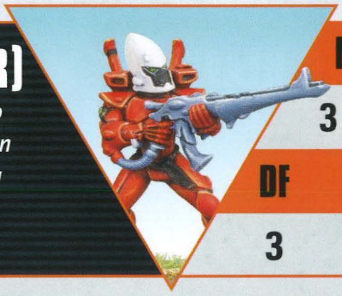
DIRE AVENGER FIRE TEAM

- A **DIRE AVENGER** fire team includes Five **DIRE AVENGER WARRIOR** operatives.

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

GUARDIAN DEFENDER (WARRIOR)

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



M	APL	GA
3"	2	1

DF	SV	W
3	4+	8

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

ABILITIES

-

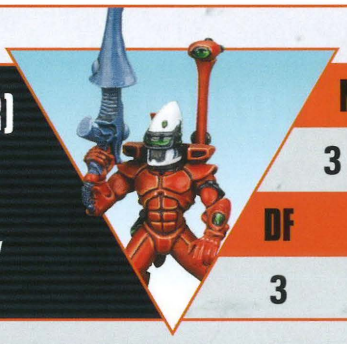
UNIQUE ACTIONS

-

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

GUARDIAN DEFENDER (HEAVY GUNNER)

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



M	APL	GA
3"	2	1

DF	SV	W
3	4+	8

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

ABILITIES

-

UNIQUE ACTIONS

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

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

GUARDIAN DEFENDER HEAVY WEAPON PLATFORM

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

M	APL	GA
2 ○	0	1

DF	SV	W
3	3+	12

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

ABILITIES

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

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

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

GUARDIAN DEFENDER (LEADER)

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

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	9

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

ABILITIES

-

UNIQUE ACTIONS

-

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

STORM GUARDIAN (WARRIOR)

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

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Shuriken pistol	4	3+	3/4	Rng ⬟	Rending
⚔ Storm Guardian blades	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

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

STORM GUARDIAN (GUNNER)

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

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

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

ABILITIES

-

UNIQUE ACTIONS

-

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

STORM GUARDIAN (LEADER)

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

M	APL	GA
3	2	1

DF	SV	W
3	4+	9

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

ABILITIES

-

UNIQUE ACTIONS

-

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

RANGER (WARRIOR)

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

M	APL	GA
3	2	1

DF	SV	W
3	5+	8

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

ABILITIES

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

UNIQUE ACTIONS

-

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

RANGER (LEADER)

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

M	APL	GA
3	2	1

DF	SV	W
3	5+	9

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

ABILITIES

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

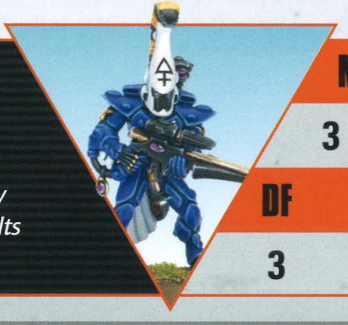
UNIQUE ACTIONS

-

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

DIRE AVENGER (WARRIOR)

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



M	APL	GA
3	2	1

DF	SV	W
3	4+	8

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

ABILITIES

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

UNIQUE ACTIONS

-

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

DIRE AVENGER EXARCH

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

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	9

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

ABILITIES

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

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

UNIQUE ACTIONS

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

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

STRATEGIC PLOYS

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

FLEET 1CP

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

FOREWARNED 1CP

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

SUPREME DISDAIN 1CP

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

HIDDEN PATHS 1CP

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

TACTICAL PLOYS

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

MATCHLESS AGILITY 1CP

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

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

FIRST OF THE ASPECTS 1CP

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

EQUIPMENT

CRAFTWORLDS operatives (excluding **HEAVY WEAPON PLATFORM** operatives) in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

WEAPONISED PANOPLY [1EP]

DIRE AVENGER operative only. The operative is equipped with the following melee weapon for the battle:

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

AVENGER SHRINE BANNER* [2EP]

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

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

RANGER SCOPE [3EP]

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

PATHFINDER CLOAK [2EP]

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

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

WRAITHBONE TALISMAN [3EP]

The operative gains the following ability for the battle:

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

CELESTIAL SHIELD* [2EP]

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

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

PLASMA GRENADE [2EP]

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

Name	A	BS	D
Plasma grenade	4	3+	3/4
Special Rules			
Rng ⬟, Blast ◯, Limited, Indirect			

COMMORRITE KILL TEAM

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

- **KABALITE**
- **WYCH**

ARCHETYPE: SECURITY / RECON

KABALITE FIRE TEAM

- A **KABALITE** fire team includes five **KABALITE** operatives selected from the following list:
  - **KABALITE WARRIOR**
  - **KABALITE GUNNER** equipped with array of blades and one of the following options:
    - Blaster or shredder
  - **KABALITE HEAVY GUNNER** equipped with array of blades and one of the following options:
    - Dark lance or splinter cannon

Each **KABALITE** fire team can only include up to one **KABALITE GUNNER** operative. Your kill team can only include up to one **KABALITE HEAVY GUNNER** operative.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **KABALITE WARRIOR** operative for one **KABALITE** fire team, you can select one **SYBARITE** operative equipped with one option from each of the following:
  - Blast pistol, splinter pistol or splinter rifle
  - Agoniser, array of blades or power weapon

ARCHETYPE: SEEK & DESTROY / RECON

WYCH FIRE TEAM

- A **WYCH** fire team includes five **WYCH** operatives selected from the following list:
  - **WYCH WARRIOR**
  - **WYCH FIGHTER** equipped with one of the following options:
    - Hydra gauntlets, razorflails, or shardnet and impaler

Your kill team can only include up to two **WYCH FIGHTER** operatives. If your kill team includes two **WYCH** fire teams, it can include up to three **WYCH FIGHTER** operatives instead. Each **WYCH FIGHTER** operative in your kill team must be equipped with different options.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **WYCH WARRIOR** operative for one **WYCH** fire team, you can select one **HEKATRIX** operative equipped with one option from each of the following:
  - Blast pistol or splinter pistol
  - Agoniser, hekatarii blade or power weapon

KABALITE (WARRIOR)

Kabalite Warriors conduct murderous raids clad in blade-edged, segmented armour. Highly skilled fighters who eschew such notions as honour, they unleash flurries of toxin-coated shards from their splinter weapons whose poisonous effects are swift to kill.

M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Splinter rifle	4	3+	2/4	Lethal 5+	-
Array of blades	3	3+	2/3	-	Rending

ABILITIES

-

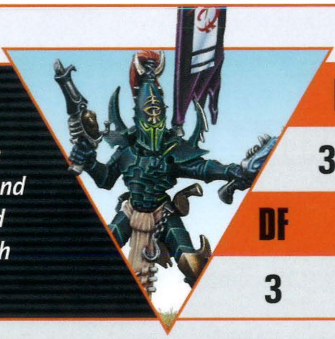
UNIQUE ACTIONS

-

COMMORRITE, AELDARI, DRUKHARI, <KABAL>, KABALITE, WARRIOR

SYBARITE

To lead formations of such cruel creatures as Kabalite Warriors requires beings of exceptional ruthlessness and murderous fighting skill. Sybarites have demonstrated their deep sadism on dozens of raids, and rule through fear as much as their effective combat skills.



M	APL	GA
3	2	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
Blast pistol	4	2+	4/5	Rng, AP2	-
Splinter pistol	4	2+	2/4	Lethal 5+, Rng	-
Splinter rifle	4	2+	2/4	Lethal 5+	-
Agoniser	4	2+	3/6	Lethal 5+, Brutal	-
Array of blades	3	2+	2/3	-	Rending
Power weapon	4	2+	4/6	Lethal 5+	-

ABILITIES

-

UNIQUE ACTIONS

-

COMMORRITE, AELDARI, DRUKHARI, <KABAL>, KABALITE, LEADER, SYBARITE

KABALITE (GUNNER)

Drukhari weapons technology is far in advance of the Imperium's. Blasters utilise darklight, a mysterious substance that vaporises armour. Shredders, meanwhile, unleash an expanding mesh of barbed monofilaments that entangle the victim in an invisible, slicing net.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Blaster	4	3+	5/6	AP2	-
⌖ Shredder	5	3+	3/4	Blast ○	-
⚔ Array of blades	3	3+	2/3	-	Rending

ABILITIES

-

UNIQUE ACTIONS

-

COMMORRITE, AELDARI, DRUKHARI, <KABAL>, KABALITE, GUNNER

KABALITE (HEAVY GUNNER)

The Drukhari go to battle with powerful weapons for dealing with hordes of opposing troops, battle tanks and heavily armoured warriors. Kabalites wield splinter cannons or dark lances to deal with these threats, and when battle is done their kill tallies are jaw-dropping.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Dark lance	4	3+	6/7	Heavy, Unwieldy, AP2	-
⌖ Splinter cannon	5	3+	3/5	Heavy, Lethal 5+, Fusillade	-
⚔ Array of blades	3	3+	2/3	-	Rending

ABILITIES

-

UNIQUE ACTIONS

-

COMMORRITE, AELDARI, DRUKHARI, <KABAL>, KABALITE, HEAVY GUNNER

WYCH (WARRIOR)

Wyches are acrobatic murder-artists who take great delight in displaying their formidable blade skills. They twist and dart around their foes' attacks in combat, making the most talented warriors appear clumsy in comparison.

M	APL	GA
3	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
Splinter pistol	4	3+	2/4	Lethal 5+, Rng	-
Hekatarii blade	4	3+	3/4	-	Rending

ABILITIES

Dodge: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

COMMORRITE, AELDARI, DRUKHARI, <WYCH CULT>, WYCH, WARRIOR

HEKATRIX

Hekatarii lead Wyches on realspace raids and in the arenas. Countless are the enemies they have slain, and many have achieved a degree of fame in Commorragh only to hunger for more. Cruel and merciless, they lead their charges ruthlessly and lust after their foes' suffering.

M	APL	GA
3	2	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SB	!
Blast pistol	4	2+	4/5	Rng, AP2	-
Splinter pistol	4	2+	2/4	Lethal 5+, Rng	-
Agoniser	4	2+	3/6	Lethal 5+, Brutal	-
Hekatarii blade	4	2+	3/4	-	Rending
Power weapon	4	2+	4/6	Lethal 5+	-

ABILITIES

Dodge: This operative has a 5+ invulnerable save.

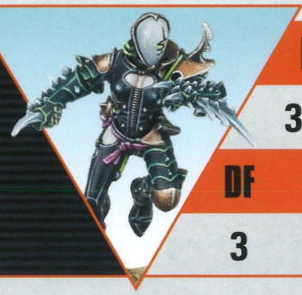
UNIQUE ACTIONS

-

COMMORRITE, AELDARI, DRUKHARI, <WYCH CULT>, LEADER, WYCH, HEKATRIX

WYCH (FIGHTER)

Many Wyches take to the field bearing wicked gladiatorial weapons. Some ensnare foes in the hooked mesh of shardnets before impaling them with twin-bladed spears. Others lash enemies with flicks of their razorflails or shred them with the crystalline blades of their hydra gauntlets.



M	APL	GA
3	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
⚔ Hydra gauntlets	5	3+	4/6	-	-
⚔ Razorflails	5	3+	3/4	Ceaseless, Brutal	Reap 1
⚔ Shardnet and impaler	4	3+	4/5	-	-

ABILITIES

Shardnet and Impaler: While an enemy operative is within Engagement Range of friendly operatives equipped with this weapon, subtract 1 from that enemy operative's Attacks characteristic.

Dodge: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

COMMORRITE, AELDARI, DRUKHARI, <WYCH CULT>, WYCH, FIGHTER

STRATEGIC PLOYS

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

FLEET 1CP

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

AGILE GLADIATORS 1CP

Until the end of the Turning Point, each time a friendly **WYCH** operative fights in combat, in the Resolve Successful Hits step of that combat, each time your opponent strikes with a normal hit, you can roll one D6: on a 4+, treat that strike as a parry instead. In addition, each time a friendly **WYCH** operative performs any kind of move:

- It can move around, across and over other operatives (and their bases) as if they were not there, but must finish the move following all requirements specified by that move, and cannot finish its move on top of other operatives (or their bases).
- It can ignore the first ◯ distance it travels when climbing, traversing and dropping.
- It automatically passes jump tests.

PREY ON THE WEAK 1CP

Until the end of the Turning Point, each time a friendly **COMMORRITE** operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if the target has half or fewer of its wounds remaining, you can re-roll up to two of your attack dice.

INURED TO SUFFERING 1CP

Until the end of the Turning Point, each time a friendly **COMMORRITE** operative would lose a wound, roll one D6: on a 6+, that wound is not lost. You can only use this Strategic Ploy if one or more operatives have been incapacitated.

TACTICAL PLOYS

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

POWER FROM PAIN 1CP

Use this Tactical Ploy when an enemy operative is incapacitated. Before it is removed from the killzone, select one ready friendly **COMMORRITE** operative that enemy operative is within ⬟ of and Visible to. After the current activation:

- You can activate that ready friendly operative.
- Add 1 to its APL.
- During its next activation, it can perform **Shoot** or **Fight** actions twice, instead of once.

NO ESCAPE 1CP

Use this Tactical Ploy when a **Fall Back** action is declared for an enemy operative within Engagement Range of a friendly **WYCH** operative. Roll one D6, subtracting 1 if that enemy operative has a higher Wounds characteristic than that **WYCH** operative, and adding 1 if that enemy operative is injured. On a 3+, that enemy operative cannot **Fall Back**, but the action points subtracted are not refunded.

EQUIPMENT

COMMORRITE 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 and cannot be equipped with more than one item marked with a +.

PLASMA GRENADE [2EP]

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

Name	A	BS	D
Plasma grenade	4	3+	3/4
Special Rules			
Rng ⬟, Blast ◯, Limited, Indirect			

HAYWIRE GRENADE [2EP]

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

Name	A	BS	D
Haywire grenade	4	3+	2/3
Special Rules			
Rng ⬟, Blast ◯, Indirect, Limited, Haywire*			

***Haywire:** Each time a friendly operative makes a shooting attack with this weapon, if the target has a Save characteristic of 3+ or better, this weapon has the Lethal 4+ special rule for that shooting attack.

PHANTASM GRENADE LAUNCHER [3EP]

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

Name	A	BS	D
Phantasm grenade launcher	4	3+	1/2
Special Rules			
Rng ⬟, Blast ▲, Lethal 5+			
!			
Stun			

HYPEX+ [2EP]

WYCH operative only. Add ▲ to the operative's Movement characteristic for the battle.

AGONITE+ [3EP]

KABALITE operative only. Select one splinter cannon, splinter pistol or splinter rifle the operative is equipped. That weapon gains the Relentless special rule for the battle.

ADRENALITE+ [2EP]

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

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

PAINBRINGER+ [2EP]

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

Painbringer: Each time an attack dice would inflict damage on this operative, if the damage to be inflicted is 3 or less, subtract 1 from the amount of damage that would be inflicted from that attack dice.

GRAVE LOTUS+ [2EP]

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

Grave Lotus: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, the first time you strike, inflict one additional damage.

KABALITE BANNER [3EP]

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

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

DEATHBLOOM+ [3EP]

KABALITE operative only. Select one splinter cannon, splinter pistol or splinter rifle the operative is equipped. That weapon gains the Rending critical hit rule for the battle.

FERALEX+ [3EP]

KABALITE operative only. Select one splinter cannon, splinter pistol or splinter rifle the operative is equipped. That weapon gains the Splash 1 critical hit rule for the battle.

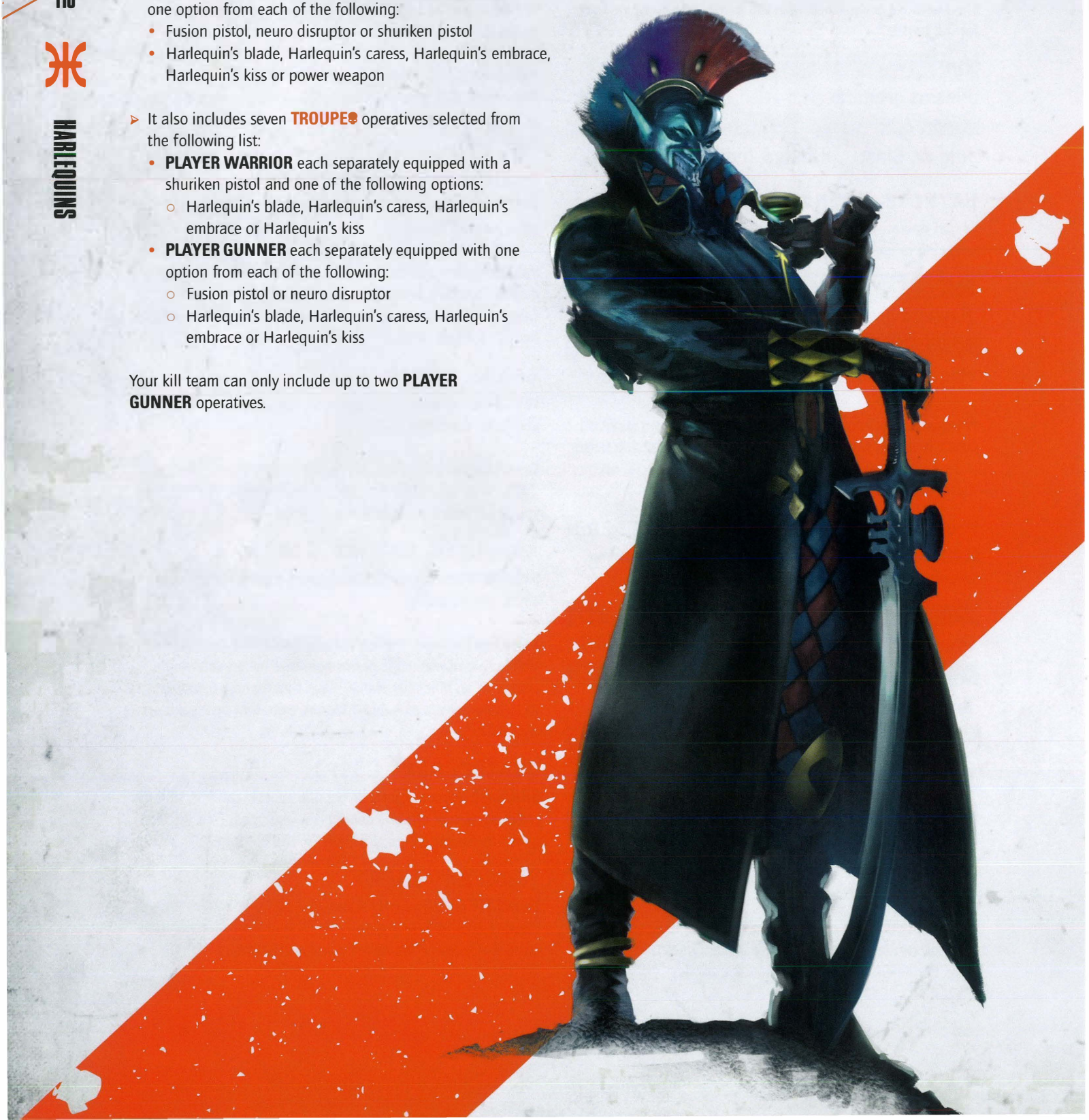
ARCHETYPE: SEEK AND DESTROY / INFILTRATION / RECON

TROUPE KILL TEAM

- A **TROUPE** kill team includes 1 **PLAYER LEADER** operative equipped with one option from each of the following:
  - Fusion pistol, neuro disruptor or shuriken pistol
  - Harlequin's blade, Harlequin's caress, Harlequin's embrace, Harlequin's kiss or power weapon

- It also includes seven **TROUPE** operatives selected from the following list:
  - **PLAYER WARRIOR** each separately equipped with a shuriken pistol and one of the following options:
    - Harlequin's blade, Harlequin's caress, Harlequin's embrace or Harlequin's kiss
  - **PLAYER GUNNER** each separately equipped with one option from each of the following:
    - Fusion pistol or neuro disruptor
    - Harlequin's blade, Harlequin's caress, Harlequin's embrace or Harlequin's kiss

Your kill team can only include up to two **PLAYER GUNNER** operatives.



PLAYER (WARRIOR)

Harlequin Players perform with breathtaking skill, whether their stage is a wraithbone-and-glass amphitheatre bathed in crystalline light or the firelit hell of the battlefield. They tumble, sprint and leap, every trigger squeeze and blade slash bringing orchestrated death to the enemy.

M	APL	GA
3	3	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
Shuriken pistol	4	3+	3/4	Rng	Rending
Harlequin's blade	5	3+	4/5	Balanced	-
Harlequin's caress	5	4+	5/6	-	-
Harlequin's embrace	5	3+	4/5	Brutal	-
Harlequin's kiss	5	3+	3/7	-	-

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

Flip Belt: Each time this operative performs an action in which it moves, it moves as though it can **FLY** and automatically passes jump tests.

UNIQUE ACTIONS

-

TROUPE, AELDARI, HARLEQUINS, <MASQUE>, PLAYER, WARRIOR

PLAYER (GUNNER)

Some Harlequins wield esoteric and destructive ranged weapons. These include the fusion pistol, which can reduce heavily armoured warriors to molten slop, or neuro disruptors, which fire beams of energy capable of burning away nervous tissue in an agonising instant.

M	APL	GA
3	3	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
Fusion pistol	4	3+	5/3	Rng, AP2	MW3
Neuro disruptor	4	3+	4/5	Rng, AP1	Stun
Harlequin's blade	5	3+	4/5	Balanced	-
Harlequin's caress	5	4+	5/6	-	-
Harlequin's embrace	5	3+	4/5	Brutal	-
Harlequin's kiss	5	3+	3/7	-	-

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

Flip Belt: Each time this operative performs an action in which it moves, it moves as though it can **FLY** and automatically passes jump tests.

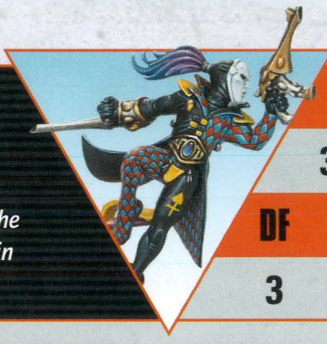
UNIQUE ACTIONS

-

TROUPE, AELDARI, HARLEQUINS, <MASQUE>, PLAYER, GUNNER

PLAYER (LEADER)

Choreographers of conflict and focal points of war by consent of their peers, senior Harlequins clad in extravagant robes direct their comrades' reactions to the fates of battle and ensure their warriors' performance in the theatre of war is as perfect as it can be.



M	APL	GA
3"	3	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
Fusion pistol	4	2+	5/3	Rng 12", AP2	MW3
Neuro disruptor	4	2+	4/5	Rng 6", AP1	Stun
Shuriken pistol	4	2+	3/4	Rng 6"	Rending
Harlequin's blade	5	2+	4/5	Balanced	-
Harlequin's caress	5	3+	5/6	-	-
Harlequin's embrace	5	2+	4/5	Brutal	-
Harlequin's kiss	5	2+	3/7	-	-
Power weapon	5	2+	4/6	Lethal 5+	-

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

Flip Belt: Each time this operative performs an action in which it moves, it moves as though it can **FLY** and automatically passes jump tests.

UNIQUE ACTIONS

-

TROUPE, AELDARI, HARLEQUINS, <MASQUE>, PLAYER, LEADER

STRATEGIC PLOYS

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

RISING CRESCENDO 1CP

Until the end of the Turning Point, each time a friendly **TROUPE** operative is activated:

- It can perform **Dash** and **Charge** actions while within Engagement Range of enemy operatives.
- Each time it performs a **Normal Move**, **Fall Back**, **Dash** or **Charge** action during that activation, it can move an additional 6".

DOMINO FIELD 1CP

Until the end of the Turning Point, while a friendly **TROUPE** operative that has not made a shooting attack during the Turning Point is within 6" of a terrain feature that provides Cover, enemy operatives always treat it as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

PRISMATIC BLUR 1CP

Until the end of the Turning Point, each time a friendly **TROUPE** operative performs a **Normal Move**, **Fall Back** or **Charge** action, it is a prismatic blur. While it is a prismatic blur:

- Each time a shooting attack is made against that operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.
- Each time that operative fights in combat, in the Resolve Successful Hits step of that combat, each time your opponent strikes with a normal hit, you can roll one D6: on a 4+, treat that strike as a parry instead.

TACTICAL PLOYS

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

MURDEROUS ENTRANCE 1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a combat, after a friendly **TROUPE** operative that performed a **Charge** action during this activation strikes with a critical hit. You can immediately select one of your remaining attack dice and strike with it.

THE CURTAIN FALLS 1CP

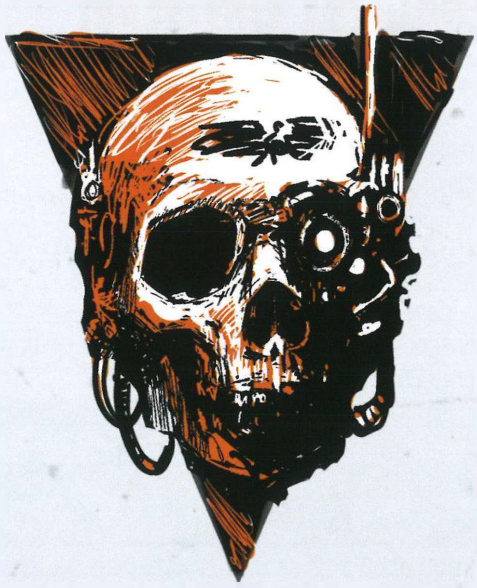
Use this Tactical Ploy in the Resolve Successful Hits step of a combat, after an active friendly **TROUPE** operative strikes. Immediately end that combat and that friendly operative can perform a **Fall Back** action for 1AP even if it has performed an action during that activation that prevents it from performing a **Fall Back** action (e.g. a **Charge** action).

HERO'S PATH 1CP

Use this Tactical Ploy when a friendly **TROUPE** operative is activated. Until the end of its activation, it can perform the following action:

HERO'S PATH 3AP

Move this operative anywhere in the killzone that is more than ⬟ from enemy operatives.



EQUIPMENT

TROUPE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

SHRIEKER TOXIN ROUNDS [3EP]

Select one shuriken pistol the operative is equipped with. That weapon gains the MW1 critical hit rule for the battle.

DEATH MASK+ [3EP]

This operative gains the following ability for the battle:

Death Mask: If this operative is incapacitated, at the end of that activation, you gain 1CP.

ACCELERATED MONOFILAMENT WIRE [3EP]

Select one Harlequin's embrace the operative is equipped with. That weapon gains the Reap 1 critical hit rule and Lethal 5+ special rule for the battle.

SUPERTENSILE MONOFILAMENT WIRE [3EP]

Select one Harlequin's kiss the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.

PURE PSYCHOCRYSTALS [3EP]

Select one neuro disruptor the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle.

WRAITHBONE TALISMAN [3EP]

The operative gains the following ability for the battle:

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

PRISMATIC GRENADE [3EP]

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

Name	A	BS	D
Prismatic grenade	4	3+	3/4
Special Rules			
Rng ⬟, Limited, Blast ◯, Indirect			
!			
Stun			

GREENSKIN KILL TEAM

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

- **BOY**
- **CLAN KOMMANDO**
- **SPESHULIST** (max one per kill team)

ARCHETYPE: SEEK AND DESTROY / SECURITY

BOY FIRE TEAM

- A **BOY** fire team includes five **BOY** operatives selected from the following list:
  - **BOY FIGHTER** each separately equipped with one of the following options:
    - Shoota; fists
    - Slugga; choppa
  - **BOY GUNNER** each separately equipped with fists and one of the following options:
    - Big shoota or rokkit launcha

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

- Instead of selecting one **BOY FIGHTER** operative in each **BOY** fire team, you can select two **BOY GRETCHIN** operatives.

- If your kill team does not include any other **LEADER** operatives, one **BOY** fire team can also include one **BOY BOSS NOB** operative equipped with one of the following options:
  - Shoota; fists
  - One option from each of the following:
    - Kombi-rokkit, kombi-skorcha or slugga
    - Big choppa, choppa, killsaw or power klaw

ARCHETYPE: SEEK AND DESTROY / INFILTRATION

CLAN KOMMANDO FIRE TEAM

- A **CLAN KOMMANDO** fire team includes five **CLAN KOMMANDO FIGHTER** operatives.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **CLAN KOMMANDO FIGHTER** operative for one **CLAN KOMMANDO** fire team, you can select one **CLAN KOMMANDO NOB** operative equipped with a slugga and one of the following options:
  - Choppa or power klaw

ARCHETYPE: SEEK AND DESTROY

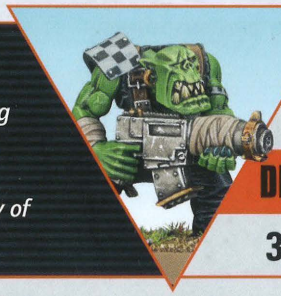
SPESHULIST FIRE TEAM

- A **SPESHULIST** fire team includes four **SPESHULIST** operatives selected from the following list:
  - **BURNA BOY SPESHULIST**
  - **LOOTA SPESHULIST**

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **BURNA BOY** operative for one **SPESHULIST** fire team, you can select one **SPANNER SPESHULIST** operative equipped with fists and one of the following options:
  - Big shoota, kustom mega-blasta or rokkit launcha

BOY (FIGHTER)

Boyz form the muscled, brutal majority of any teeming Ork horde. No self-respecting Ork would be without a loud slugga and at least one enormous choppa with which to vent their wild fury. They live only for the joy of violence and the clamouring din of war.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⌖ Shoota	4	5+	3/4	-	-
⌖ Slugga	4	5+	3/4	Rng ⬟	-
⚔ Choppa	4	3+	4/5	-	-
⚔ Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

GREENSKIN, ORK, <CLAN>, BOY, FIGHTER

BOSS NOB

Orks grow bigger and more belligerent the more they fight. Over time, the most experienced fighters become hulking greenskins. Nobz have survived endless war and infighting through a combination of strength, cunning and the instinct to destroy anything that challenges them.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	13

NAME	A	BS/WS	D	SR	!
⌖ Kombi-rokkit	5	5+	4/5	Kombi*, Limited, AP1	Splash 1
⌖ Kombi-skorcha	6	2+	2/2	Kombi*, Limited, Rng ⬟, Torrent ○	-
⌖ Shoota	4	5+	3/4	-	-
⌖ Slugga	4	5+	3/4	Rng ⬟	-
⚔ Big choppa	4	2+	5/6	-	-
⚔ Choppa	4	2+	4/5	-	-
⚔ Fists	3	2+	3/4	-	-
⚔ Killsaw	4	3+	5/7	-	Rending
⚔ Power klaw	4	3+	5/7	Brutal	-

ABILITIES

***Kombi:** An operative equipped with this weapon is also equipped with a shoota.

UNIQUE ACTIONS

-

GREENSKIN, ORK, <CLAN>, LEADER, BOY, BOSS NOB

BOY (GUNNER)

Orks enjoy the din and recoil of the large firearms they refer to collectively as shootas, as much as the weapons' gory results. Shootas are often cobbled together from scrap, but unleash hails of solid shot that can rip apart almost anything through sheer volume.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⌖ Big shoota	6	5+	2/3	Fusillade	-
⌖ Rokkit launcha	5	5+	4/5	AP1	Splash 1
⚔ Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

GREENSKIN, ORK, <CLAN>, BOY, GUNNER

GRETCHIN

Gretchin – or grots – are stunted, sneaky and vicious. They are more nimble than their Ork masters, able to squeeze through narrow spaces and operate more complicated gubbins. Their sharp eyes enable them to act as lookouts and sentries, and their screech of alarm is piercing.

M	APL	GA
3 ○	2	2

DF	SV	W
3	6+	5

NAME	A	BS/WS	D	SR	!
⌖ Gretchin blasta	3	4+	2/3	Rng ⬟	-
⚔ Gretchin knife	3	5+	1/2	-	-

ABILITIES

Runt: This operative cannot be equipped with equipment. This operative cannot benefit from your Strategic and Tactical Ploys.

UNIQUE ACTIONS

-

GREENSKIN, ORK, <CLAN>, BOY, GRETCHIN

CLAN KOMMANDO (FIGHTER)

Kommandos epitomise the Orky virtue of low cunning, taking a less directly confrontational approach to their peers. Few things make them happier than sneaking up on an unsuspecting enemy and hacking, slashing and shooting before the foe can strike back.

M	APL	GA
3	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Slugga	4	5+	3/4	Rng	-
Choppa	4	3+	4/5	-	-

ABILITIES

-

UNIQUE ACTIONS

-

GREENSKIN, ORK, <CLAN>, CLAN KOMMANDO, FIGHTER

CLAN KOMMANDO NOB

The sneakiest of all their tribe's sneaky gits, Kommando Nobs are both brutal and cunning enough to boss about the most conniving of their species as they lead espionage operations behind enemy lines.

M	APL	GA
3	2	1

DF	SV	W
3	4+	13

NAME	A	BS/WS	D	SR	!
Slugga	4	4+	3/4	Rng	-
Choppa	4	2+	4/5	-	-
Power klaw	4	3+	5/7	Brutal	-

ABILITIES

-

UNIQUE ACTIONS

-

GREENSKIN, ORK, <CLAN>, LEADER, CLAN KOMMANDO, KOMMANDO NOB

BURNA BOY

Burna Boyz are pyromaniacs all, obsessed with raging infernos – the bigger and hotter the better. Their burnas can weed hiding enemies out of cover, belching roaring flames that rush into defensive networks and incinerate lighter barriers entirely.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⌖ Burna	5	2+	2/2	Rng ⬟, Torrent ○	-
⚔ Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

GREENSKIN, ORK, <CLAN>, SPESHULIST, BURNA BOY

LOOTA

Lootas are the most heavily armed of all Orks – because they steal the best weapons from everyone else! They are kleptomaniacs obsessed with owning and firing the loudest and most destructive guns, modifying them to make them ever more ostentatious and killy.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⌖ Deffgun	5	5+	4/6	-	-
⚔ Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

GREENSKIN, ORK, <CLAN>, SPESHULIST, LOOTA

SPANNER

On the lower hierarchical rungs of the madcap geniuses known as Meks, Spanners help to keep Ork technology working. They obsessively acquire loot and scrap to build weapons and contraptions, as well as kustom weapons that unleash strange energy beams or ammo.

M	APL	GA
3	2	1

DF	SV	W
3	5+	11

NAME	A	BS/WS	D	SR	!
Big shoota	6	4+	2/3	Fusillade	-
Kustom mega-blasta	4	4+	5/6	AP2, Hot	-
Rokkit launcha	5	4+	4/5	AP1	Splash 1
Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

GREENSKIN, ORK, <CLAN>, LEADER, SPESHULIST, SPANNER

STRATEGIC PLOYS

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

DAKKA! DAKKA! DAKKA! 1CP

Until the end of the Turning Point, each time a friendly **GREENSKIN** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, you can select one of your failed hits to be retained as a successful normal hit.

WAAAAGH! 1CP

Until the end of the Turning Point, each time a friendly **GREENSKIN** operative fights in combat, in the Roll Attack Dice step of that combat, when you would retain two or more normal hits, you can select one of those hits to be retained as a critical hit instead.

GET STUCK IN! 1CP

Until the end of the Turning Point, each time a friendly **BOY** operative performs a **Fight** action, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.

SKULK ABOUT 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **CLAN KOMMANDO** operative, in the Roll Defence Dice step of that shooting attack, before rolling defence dice, if it has a Conceal order, you can retain one as a successful normal save without rolling it.

TACTICAL PLOYS

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

JUST A SCRATCH 1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a shooting attack or combat, when damage would be inflicted on a friendly **GREENSKIN** operative from an attack dice. Ignore the damage inflicted from that attack dice.

MORE DAKKA 1CP

Use this Tactical Ploy after making a shooting attack with a friendly **GREENSKIN** operative in which the target did not lose any wounds. Repeat that shooting attack.

EQUIPMENT

GREENSKIN operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

STIKKBOMB [2EP]

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

Name	A	BS	D
Stikkbomb	4	3+	2/4
Special Rules			
Rng ⬟, Limited, Blast ◯, Indirect			

'EAVY ARMOUR [2EP]

Operative with a 5+ Save characteristic only. Change the operative's Save characteristic to 4+ for the battle.

BOSSPOLE+ [3EP]

BOSS NOB or **KOMMANDO NOB** operative only. Add 1 to the operative's APL for the battle.

DRUM MAG [2EP]

Select one shoota or big shoota this operative is equipped with. That weapon gains the Ceaseless special rule for the battle.

TARGETIN' FING [3EP]

Select one ranged weapon this operative is equipped with (excluding a burna or a ranged weapon with the kombi special rule). Improve that weapon's Ballistic Skill characteristic by 1 for the battle (to a maximum of 4+).

CUTTIN' NOZZLE [2EP]

BURNA BOY operative only. The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Cuttin' nozzle	4	3+	3/5
Special Rules			
Lethal 5+			

KUSTOM FORCE FIELD+ [3EP]

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

Kustom Force Field: Each time an operative makes a shooting attack, if the target is wholly within ■ of this operative and the operative making the shooting attack is not, the target has a 5+ invulnerable save for that shooting attack.

TOMB WORLD KILL TEAM

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

- **NECRON WARRIOR** (max one per kill team)
- **IMMORTAL**
- **FLAYED ONE**
- **DEATHMARK**

ARCHETYPE: SECURITY

NECRON WARRIOR FIRE TEAM

- A **NECRON WARRIOR** fire team includes five **NECRON WARRIOR** operatives, each separately equipped with a bayonet and one of the following options:
  - Gauss flayer or gauss reaper

ARCHETYPE: SEEK AND DESTROY / SECURITY

IMMORTAL FIRE TEAM

- An **IMMORTAL** fire team includes four **IMMORTAL WARRIOR** operatives each separately equipped with a bayonet and one of the following options:
  - Gauss blaster or tesla carbine

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **IMMORTAL WARRIOR** operative for one **IMMORTAL** fire team, you can select one **IMMORTAL LEADER** operative equipped with a bayonet and one of the following options:
  - Gauss blaster or tesla carbine

ARCHETYPE: SEEK AND DESTROY / INFILTRATION

FLAYED ONE FIRE TEAM

- A **FLAYED ONE** fire team includes five **FLAYED ONE WARRIOR** operatives.

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

ARCHETYPE: SEEK AND DESTROY / RECON

DEATHMARK FIRE TEAM

- A **DEATHMARK** fire team includes four **DEATHMARK WARRIOR** operatives.

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

NECRON WARRIOR

The rank-and-file of the Necron legions are still formidable combatants. Android killers with just enough sentience to follow their masters' commands, they are relentless and frighteningly resilient, and boast firepower sufficient to flay their victims down to their component atoms.

M	APL	GA
2	2	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
Gauss flayer	4	3+	3/4	-	-
Gauss reaper	4	3+	4/5	Rng	P1
Bayonet	3	3+	3/4	-	-

ABILITIES

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.

UNIQUE ACTIONS

-

TOMB WORLD, NECRON, <DYNASTY>, NECRON WARRIOR

IMMORTAL (WARRIOR)

Immortals are elite foot soldiers. They are built to endure even the most punishing firefights and close-quarters brawls. They also carry sizeable gauss or tesla firearms of their own, directing their formidable firepower with the ingrained tactical cunning that is their hallmark.

M	APL	GA
2	2	1

DF	SV	W
3	3+	10

NAME	A	BS/WS	D	SR	!
Gauss blaster	4	3+	4/5	AP1	-
Tesla carbine	4	3+	4/5	-	Splash 1
Bayonet	4	3+	3/4	-	-

ABILITIES

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.

UNIQUE ACTIONS

-

TOMB WORLD, NECRON, <DYNASTY>, IMMORTAL, WARRIOR

IMMORTAL (LEADER)

Some Immortals retain a little more of the sentience that was stolen from their kind during the horrors of biotransference. Far from benefitting the Immortal itself, these characteristics simply make them excellent squad leaders, ultimately furthering the whims of their overlords.

M	APL	GA
2"	2	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
Gauss blaster	4	2+	4/5	AP1	-
Tesla carbine	4	2+	4/5	-	Splash 1
Bayonet	4	2+	3/4	-	-

ABILITIES

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.

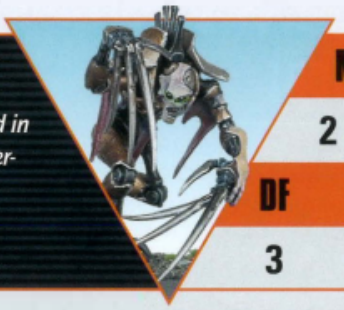
UNIQUE ACTIONS

-

TOMB WORLD, NECRON, <DYNASTY>, IMMORTAL, LEADER

FLAYED ONE (WARRIOR)

Tormented by a gruesome curse, Flayed Ones are warped in both mind and android body. Possessed of flensing finger-blades and a nightmarish hunger for flesh and blood, these awful creatures stalk their prey from the shadows and don their victims' tattered hides after the kill.



M	APL	GA
2"	2	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
Flayer claws	5	3+	4/5	-	Rending

ABILITIES

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.

UNIQUE ACTIONS

-

TOMB WORLD, NECRON, <DYNASTY>, FLAYED ONE, WARRIOR

FLAYED ONE (LEADER)

These Flayed Ones are the most devious and driven of their kind. They hunt down their victims with supernatural skill, stalking inescapably after the foe with a single-mindedness that is terrifying to behold. Others of their kind flock after them, eager to join in the nightmare hunt.

M	APL	GA
2	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
⚔ Flayer claws	5	2+	4/5	-	Rending

ABILITIES

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.

UNIQUE ACTIONS

-

TOMB WORLD, NECRON, <DYNASTY>, FLAYED ONE, LEADER

DEATHMARK (WARRIOR)

There is nothing of old Codes of Honour about the way a Deathmark fights, yet they are ferociously effective. Their synaptic disintegrators obliterate the directing animus of their victims, causing seemingly unharmed beings to convulse then drop dead like puppets with cut strings.

M	APL	GA
2	2	1

DF	SV	W
3	3+	10

NAME	A	BS/WS	D	SR	!
⌖ Synaptic disintegrator	4	2+	4/4	Heavy, AP1	MW1
⚔ Fists	3	3+	3/4	-	-

ABILITIES

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.

UNIQUE ACTIONS

-

TOMB WORLD, NECRON, <DYNASTY>, DEATHMARK, WARRIOR

DEATHMARK (LEADER)

Especially keen-eyed and merciless Deathmarks know how best to lead their fellows into battle. Such android assassins serve as excellent tools for the more dishonourable amongst the Necron nobility, eliminating their enemies from the shadows.

M	APL	GA
2◯	2	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SB	!
⌖ Synaptic disintegrator	4	2+	4/4	Heavy, AP1, Balanced	MW1
⚔ Fists	3	2+	3/4	-	-

ABILITIES

Living Metal: In the Ready Operatives step of each Turning Point, this operative regains up to 2 lost wounds.

UNIQUE ACTIONS

-

TOMB WORLD, NECRON, <DYNASTY>, DEATHMARK, LEADER

STRATEGIC PLOYS

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

RELENTLESS ONSLAUGHT 1CP

Until the end of the Turning Point, each time a friendly TOMB WORLD operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, if the target is within ⬟ of it, you can re-roll one of your attack dice.

DIMENSIONAL CONCEALMENT 1CP

Until the end of the Turning Point, friendly **DEATHMARK** operatives can perform the following action:

DIMENSIONAL CONCEALMENT 1AP

Change this operative's order.

IMPLACABLE MARCH 1CP

Until the end of the Turning Point, each time a friendly TOMB WORLD operative is activated, after determining its order, if it has an Engage order, it can perform an implacable march. If it does, for that activation:

- Add ◯ to its Movement characteristic.
- It can only perform **Normal Move**, **Charge**, **Shoot** and **Fight** actions.

SKULKING KILLER 1CP

Until the end of the Turning Point, friendly **FLAYED ONE** operatives gain the following ability:

Skulking Killer: This operative can perform a **Charge** action while it has a Conceal order.

TACTICAL PLOYS

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

REANIMATION PROTOCOLS 0CP

Use this Tactical Ploy when a friendly **TOMB WORLD** operative is incapacitated. Before removing that operative from the killzone, place a Reanimation token under its base and leave its order token next to it. In the Ready Operatives step of each Turning Point, before resolving the Living Metal ability, roll one D6 for each of your Reanimation tokens. On a 3+ (or a 2+ if that operative is a **NECRON WARRIOR** operative):

- Set up the operative that Reanimation token was placed for.
- It must be as close as possible to that Reanimation token and not within Engagement Range of enemy operatives.
- It has D3 wounds remaining.
- It has the order of the remaining order token.
- Remove that Reanimation token.

LIVING LIGHTNING 1CP

Use this Tactical Ploy in the Roll Attack Dice step of a shooting attack, when one or more critical hits are retained for a shooting attack made with a tesla carbine that a friendly **IMMORTAL** operative is equipped with. Select one of the following for that shooting attack:

- Treat that weapon's Splash 1 critical hit rule as Splash 2 instead.
- Treat the distance requirement for that weapon's Splash 1 critical hit rule as ■ instead of ○.

EQUIPMENT

TOMB WORLD operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

DEVOURER NANOSCARABS [3EP]

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

Name	A	BS	D
Devourer nanoscarabs	4	3+	3/4
Special Rules			
Rng ⬟, Limited, Indirect, Lethal 5+			

SEMPITERNAL WEAVE* [3EP]

DEATHMARK LEADER or **IMMORTAL LEADER** operative only. The operative has a Save characteristic of 2+ for the battle.

STARFIRE CORE [2EP]

Select one gauss flayer, gauss reaper or gauss blaster the operative is equipped with. That weapon gains the following special rule for the battle:

Starfire Core: Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, you can retain one of your failed hits as a successful normal hit.

TESLA WEAVE [2EP]

The operative gains the following ability for the battle:

Tesla Weave: Each time an enemy operative finishes a **Charge** action within Engagement Range of this operative, roll three D6. For each result of 5+, that enemy operative suffers 1 mortal wound.

MINDSHACKLE SCARABS* [3EP]

This operative can perform the following action during the battle:

MINDSHACKLE 1AP

Select one enemy operative within ■ of and Visible to this operative and roll one D6. If the result is higher than that enemy operative's APL characteristic, subtract 1 from its APL. If the result is more than double that enemy operative's APL characteristic, you can immediately perform a free **Shoot** or **Fight** action with that enemy operative as if it was a friendly operative. This operative can only perform this action once.

HYPERPHASE BLADE [2EP]

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

HUNTER CADRE KILL TEAM

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

- **FIRE WARRIOR**
- **PATHFINDER**
- **STEALTH BATTLESUIT**

ARCHETYPE: SECURITY

FIRE WARRIOR FIRE TEAM

- A **FIRE WARRIOR** fire team includes six **FIRE WARRIOR SHAS'LA** operatives each separately equipped with a gun butt and one of the following options:
  - Pulse blaster, pulse carbine or pulse rifle

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **FIRE WARRIOR SHAS'LA** operative for one **FIRE WARRIOR** fire team, you can select one **FIRE WARRIOR SHAS'UI** operative equipped with a gun butt and one of the following options:
  - Pulse blaster, pulse carbine or pulse rifle

ARCHETYPE: RECON

PATHFINDER FIRE TEAM

- A **PATHFINDER** fire team includes six **PATHFINDER** operatives selected from the following list:
  - **PATHFINDER SHAS'LA**
  - **PATHFINDER HEAVY GUNNER** equipped with a gun butt and one of the following options
    - Ion rifle or rail rifle

Each **PATHFINDER** fire team can only include up to one **PATHFINDER HEAVY GUNNER** operative.

- If your kill team does not include any other **LEADER** operatives, you can also include one **PATHFINDER SHAS'UI** operative in one **PATHFINDER** fire team.

ARCHETYPE: INFILTRATION / RECON

STEALTH BATTLESUIT FIRE TEAM

- An **STEALTH BATTLESUIT** fire team includes three **STEALTH BATTLESUIT SHAS'UI** operatives each separately equipped with fists and one of the following options:
  - Fusion blaster (max one per fire team) or burst cannon

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **STEALTH BATTLESUIT SHAS'UI** operative for one **STEALTH BATTLESUIT** fire team, you can select one **STEALTH BATTLESUIT SHAS'VRE** operative equipped with fists and one of the following options:
  - Fusion blaster (max one per fire team) or burst cannon

DRONES

- Instead of selecting a **SHAS'LA** operative for a **FIRE WARRIOR** or **PATHFINDER** fire team, you can select one **DRONE** operative from the list below. Instead of selecting a **STEALTH BATTLESUIT SHAS'UI** operative for a **STEALTH BATTLESUIT** fire team, you can select two **DRONE** operatives from the list below. Each **DRONE** operative still counts as one selection for a **FIRE WARRIOR** or **PATHFINDER** fire team, and every two **DRONE** operatives count as one selection for a **STEALTH BATTLESUIT** fire team. The total number of **DRONE** operatives in that fire team cannot exceed the total number of other operatives in that fire team.
  - **MV1 GUN DRONE**
  - **MV4 SHIELD DRONE**
  - **MV7 MARKER DRONE**
  - **MB3 RECON DRONE** (counts as two selections)
  - **MV31 PULSE ACCELERATOR DRONE**
  - **MV33 GRAV-INHIBITOR DRONE**
  - **MV36 GUARDIAN DRONE**
  - **DS8 TACTICAL SUPPORT TURRET** equipped with a missile pod or smart missile system.

Your kill team can only include each operative above once. **MB3 RECON DRONE**, **MV31 PULSE ACCELERATOR DRONE** and **MV33 GRAV-INHIBITOR DRONE** operatives can only be selected for a **PATHFINDER** fire team. **MV36 GUARDIAN DRONE** and **DS8 TACTICAL SUPPORT TURRET** operatives can only be selected for a **FIRE WARRIOR** fire team.

UNIQUE ACTION

MARKERLIGHT 1AP

Select one enemy operative Visible to this operative. That enemy operative gains one Markerlight token until the end of the Turning Point. This operative cannot perform this action while within Engagement Range of enemy operatives. If an operative would perform this action and a **Shoot** action in the same activation, only the target of that **Shoot** action's shooting attack can be selected for this action.

Each time a shooting attack is made against an enemy operative, in the Roll Attack Dice step of that shooting attack, if that enemy operative has one or more Markerlight tokens, you can re-roll one of your attack dice.

ABILITIES

Artificial Intelligence

- This operative cannot perform mission actions or the **Pick Up** action.
- For the purposes of determining control of objective markers, treat this operative's APL as 1 lower.
- Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, if it has an Engage order, defence dice cannot be automatically retained as a result of Cover.
- When drawing a Visibility line from a **DRONE** operative, draw it from any part of the round disc at the top of the miniature, as shown by the red keyline area on the diagram below.
- Unless otherwise specified, this operative cannot be equipped with equipment.

Drone visibility area

Saviour Protocols

Each time a friendly **HUNTER CADRE** operative (excluding **DRONE** operatives) is selected as the target of a shooting attack, if there is a friendly **DRONE** operative with this ability Visible to and within ◯ of it and not within Engagement Range of an enemy operative, if that friendly **DRONE** operative is not protecting any other operatives, it can protect that friendly **HUNTER CADRE** operative until the end of the Turning Point. If it does so, until the end of the Turning Point, or until they are no longer within ◯ of each other (whichever comes first), each time a shooting attack is made against that friendly **HUNTER CADRE** operative, make that shooting attack against that friendly **DRONE** operative instead, even if it would not be a valid target. In the Roll Defence Dice step of that shooting attack, defence dice cannot be automatically retained as a result of Cover.

Friendly **HUNTER CADRE** operatives cannot be protected by Saviour Protocols from shooting attacks made against each operative within range of a specified point (e.g. remote mine, see Kill Team: Octarius). Note that this also means they cannot be protected from the subsequent shooting attacks made as a result of the Blast or Torrent special rules.

FIRE WARRIOR SHAS'LA

Bred for war, Fire Warriors are rigorously trained soldiers committed wholly to the Greater Good. In addition to bearing powerful weapons systems and lightweight but durable body armour, their helmets contain sensors, target-tracking readouts and communication uplinks.

M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Pulse blaster *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Close range	4	4+	4/5	Rng, AP1	-
- Long range	4	4+	3/4	-	-
Pulse carbine	4	4+	4/5	-	-
Pulse rifle	4	4+	4/5	-	-
Gun butt	3	5+	2/3	-	-

ABILITIES

-

UNIQUE ACTIUNS

-

HUNTER CADRE, T'AU, <SEPT>, FIRE WARRIOR, SHAS'LA

FIRE WARRIOR SHAS'UI

These veteran Fire Warriors are driven to ensure their team's cohesion and the following of textbook martial tenets. Able combat commanders, they quickly react to changing battlefield situations and easily adapt their plans in accordance with new orders.

M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Pulse blaster *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Close range	4	3+	4/5	Rng, AP1	-
- Long range	4	3+	3/4	-	-
Pulse carbine	4	3+	4/5	-	-
Pulse rifle	4	3+	4/5	-	-
Gun butt	3	5+	2/3	-	-

ABILITIES

-

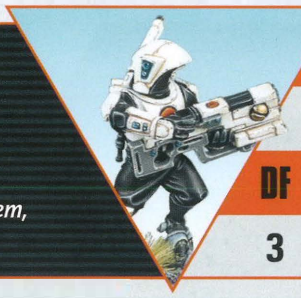
UNIQUE ACTIONS

-

HUNTER CADRE, T'AU, <SEPT>, LEADER, FIRE WARRIOR, SHAS'UI

PATHFINDER SHAS'LA

Even the rank-and-file of Pathfinder teams are selfless adherents to the Greater Good, eagerly volunteering themselves for the most dangerous missions. They operate close to the enemy to learn all they can of them, as well as engaging them when necessary.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Gun butt	3	5+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Markerlight (1AP): See page 137.

HUNTER CADRE, T'AU, <SEPT>, PATHFINDER, SHAS'LA

PATHFINDER (HEAVY GUNNER)

Some Pathfinders wield their kill team's heavy weapons. Their task is a relatively simple one – to kill or destroy what their Shas'ui orders them to or what they deem to be an important target.

M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	RS/WS	D	SR	!
Ion rifle *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	5	4+	4/5	-	P1
- Overcharge	5	4+	5/6	AP1, Hot	-
Rail rifle	4	4+	4/4	AP1, Lethal 5+	MW2
Gun butt	3	5+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

HUNTER CADRE, T'AU, <SEPT>, PATHFINDER, HEAVY GUNNER

PATHFINDER SHAS'UI

Shas'ui Pathfinders are veteran warriors who have fought in many campaigns. They have passed dangerous trials of fire to reach the rank, and are dynamic and accomplished tacticians more than capable of leading their team to victory.

M	APL	GA
3○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⌖ Pulse carbine	4	3+	4/5	-	-
⚔ Gun butt	3	5+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Markerlight (1AP): See page 137.

HUNTER CADRE, T'AU, <SEPT>, LEADER, PATHFINDER, SHAS'UI

STEALTH BATTLESUIT SHAS'UI

Expert in fighting as 'lone wolves', warriors in Stealth Battlesuits go behind enemy lines, seeking to destroy important targets. Their battlesuits are integrated with light-bending disruption technology and cloaking fields that make it all but impossible for foes to target them.

M	APL	GA
3○	2	1

DF	SV	W
3	3+	10

NAME	A	BS/WS	D	SR	!
⌖ Burst cannon	6	4+	3/4	Ceaseless, Fusillade	-
⌖ Fusion blaster	4	4+	6/3	Rng ⬟, AP2	MW4
⚔ Fists	4	5+	2/3	-	-

ABILITIES

Camouflage Field: Each time an enemy operative makes a shooting attack, unless it is within ○ of this operative or it is a subsequent attack made as a result of the Blast special rule, this operative is always treated as being in Cover for that shooting attack. While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

UNIQUE ACTIONS

-

HUNTER CADRE, T'AU, <SEPT>, FLY, STEALTH BATTLESUIT, SHAS'UI

STEALTH BATTLESUIT SHAS'VRE

Those Shas'ui in Stealth teams who survive long enough to become Shas'vre are all noted as eccentrics, famous for tactical innovations and daring raids deep behind enemy lines. They are often viewed with suspicion in the well-regimented T'au society.

M	APL	GA
3 ○	2	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Burst cannon	6	3+	3/4	Ceaseless, Fusillade	-
⌖ Fusion blaster	4	3+	6/3	Rng ⬟, AP2	MW4
⚔ Fists	4	4+	2/3	-	-

ABILITIES

Camouflage Field: Each time an enemy operative makes a shooting attack, unless it is within ○ of this operative or it is a subsequent attack made as a result of the Blast special rule, this operative is always treated as being in Cover for that shooting attack. While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

UNIQUE ACTIONS

-

HUNTER CADRE, T'AU, <SEPT>, FLY, LEADER, STEALTH BATTLESUIT, SHAS'VRE

MV1 GUN DRONE

Using anti-gravitic motors and jet-thrusters, Gun Drones hover over the landscape, moving quickly to engage the enemy and record battlefield data. On kill team missions, they can distract enemies as well as partake in attacks alongside the T'au warriors they serve.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Twin pulse carbine	4	4+	4/5	Relentless	-
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 137)

UNIQUE ACTIONS

-

HUNTER CADRE, T'AU, <SEPT>, DRONE, FLY, MV1 GUN DRONE

MV4 SHIELD DRONE

Shield Drones are fitted with shield generators rather than weaponry. It is their task to protect the Pathfinders they accompany. Their saviour protocols ensure that, should a T'au come under direct threat, the Shield Drone will protect them from harm.

M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	DS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 137)

Shield Generator: This operative has a 4+ invulnerable save. Each time this operative would lose a wound that is not as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

UNIQUE ACTIONS

-

HUNTER CADRE, T'AU, <SEPT>, DRONE, FLY, MV4 SHIELD DRONE

MV36 GUARDIAN DRONE

These defensive drones have emitters that project a protective energy field to nearby field amplifier units borne by other operatives. Those amplifiers pick up the shielding force field of the Guardian Drone and spread it in an energised umbrella over their bearer.

M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	DS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 137)

Guardian Shield Generator: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Guardian Field (1AP): Until this operative is next activated, while a friendly HUNTER CADRE operative is within ■ of this operative, it has a 5+ invulnerable save.

HUNTER CADRE, T'AU, <SEPT>, DRONE, FLY, MV36 GUARDIAN DRONE

MV31 PULSE ACCELERATOR DRONE

Pulse Accelerator Drones boost the pulse weapons carried by Pathfinders, making the technology much more powerful and giving them a vital edge.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, Saviour Protocols (pg 137)

Pulse Accelerator: While a friendly **HUNTER CADRE** operative is within ■ of this operative, pulse weapons that friendly operative is equipped with are accelerated. While a pulse weapon is accelerated, each time a shooting attack is made with it, 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. A pulse weapon is a ranged weapon that includes the word 'pulse' in its name, e.g. pulse carbine.

UNIQUE ACTIONS

-

HUNTER CADRE, T'AU, <SEPT>, DRONE, FLY, MV31 PULSE ACCELERATOR DRONE

MV33 GRAV-INHIBITOR DRONE

Grav-inhibitor Drones are capable of manipulating gravity around, and significantly slowing the progress of, oncoming enemy troops. On countless occasions have Pathfinder kill teams escaped almost certain death thanks to the technology carried by these drones.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, Saviour Protocols (pg 137)

Grav-inhibitor: Each time an enemy operative performs a **Charge** action, if it would move within ⬟ of this operative, only add ▲ to the additional distance it can move, instead of ○. Each time an enemy operative performs a **Dash** action, if it would move within ⬟ of this operative, it can only move up to ○, instead of up to ■.

UNIQUE ACTIONS

Grav-wave (1AP): Place a grav-wave token within ⬟ of and Visible to this operative. Until the start of this operative's next activation, while a friendly **HUNTER CADRE** operative is within ○ of the centre of that token, it can perform **Fall Back** actions for one less AP (to a minimum of 0AP).

HUNTER CADRE, T'AU, <SEPT>, DRONE, FLY, MV33 GRAV-INHIBITOR DRONE

MV7 MARKER DRONE

The high-intensity markerlights used by Marker Drones are vital for the synergy of T'au forces. They indicate priority targets both for the Pathfinders they are alongside as well as other powerful T'au assets. Whatever they pick out will soon be obliterated.

M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, Saviour Protocols (pg 137)

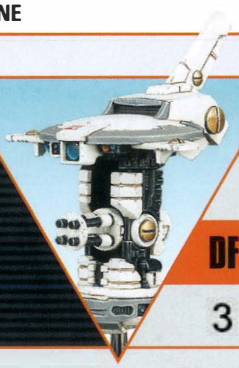
UNIQUE ACTIONS

Markerlight (1AP): See page 137.

HUNTER CADRE, T'AU, <SEPT>, DRONE, FLY, MV7 MARKER DRONE

MB3 RECON DRONE

These large drones are capable of collecting swathes of vital battlefield data that can make the difference between victory and defeat. Being larger, they can also be mounted with heavier weaponry – their burst cannon can effectively suppress or cut down enemy infantry.



M	APL	GA
3	2	1

DF	SV	W
3	4+	12

NAME	A	BS/WS	D	SR	!
⌖ Burst cannon	6	4+	3/4	Heavy, Ceaseless, Fusillade	-
⚔ Ram	3	5+	3/4	-	-

ABILITIES

Artificial Intelligence, Saviour Protocols (pg 137)

UNIQUE ACTIONS

Analyse (1AP): Select one enemy operative Visible to this operative, then select one other ready friendly HUNTER CADRE operative that is not within Engagement Range of enemy operatives. After this operative's activation ends, you can activate that other friendly operative, and during its next activation, each time it makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice. This operative cannot perform this action while within Engagement Range of enemy operatives.

HUNTER CADRE, T'AU, <SEPT>, DRONE, FLY, MB3 RECON DRONE

DS8 TACTICAL SUPPORT TURRET

Tactical Support Turrets are automated defence batteries that provide support for Fire Warriors and T'au kill teams. They are often deployed by Orca Dropships straight into fixed positions and add the considerable power of their missiles to the fight.

M	APL	GA
-	1	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
Missile pod	4	4+	5/7	Heavy	-
Smart missile system	6	4+	3/4	Heavy, Smart Targeting*	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 137)

***Smart Targeting:** Each time this operative makes a shooting attack with this weapon, you can use this special rule. If you do so, for that shooting attack:

- Enemy operatives with an Engage order that are not within Engagement Range of friendly operatives are valid targets and cannot be in Cover.
- In the Roll Attack Dice step of that shooting attack, attack dice results of 6 are successful normal hits. All other attack dice results are failed hits.

Support Turret: This operative cannot have a Conceal order and can only perform **Shoot** and **Overwatch** actions. It cannot fight in combat (do not select a weapon or roll any attack dice for it) and cannot provide combat support.

UNIQUE ACTIONS

-

HUNTER CADRE, T'AU, <SEPT>, DRONE, DS8 TACTICAL SUPPORT TURRET

STRATEGIC PLOYS

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

AIMED PULSE VOLLEY 1CP

Until the end of the Turning Point, each time a friendly **FIRE WARRIOR** operative makes a shooting attack with a pulse rifle as a result of a **Shoot** action, in the Roll Attack Dice step of that shooting attack, if it has not moved during that activation, you can re-roll one of your attack dice.

BREACH AND CLEAR 1CP

Until the end of the Turning Point, each time a friendly **FIRE WARRIOR** operative makes a shooting attack with a pulse blaster as a result of a **Shoot** action:

- For that shooting attack, enemy operatives within ■ of it are not in Cover.
- In the Roll Attack Dice step of that shooting attack, if the target is within ■ of it, you can re-roll one of your attack dice.

CAMOUFLAGE FIELD ENGAGEMENT 1CP

Until the end of the Turning Point, friendly **STEALTH BATTLESUIT** operatives can perform the following action:

CAMOUFLAGE FIELD ENGAGEMENT 1AP

Change this operative's order.

RECON SWEEP 1CP

Friendly **PATHFINDER** operatives that are wholly within ⬟ of any killzone edge can immediately perform a free **Dash** action, but only if they can finish that move wholly within ⬟ of a killzone edge that is not your own killzone edge.

TACTICAL PLOYS

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

SUPPORTING FIRE 1CP

Use this Tactical Ploy in the Firefight phase, when a **Shoot** action is declared for a friendly **HUNTER CADRE** operative. In the Select Valid Target step of that shooting attack, you must select an enemy operative that is within Engagement Range of one or more other friendly operatives and within ⬟ of the active operative, and that enemy operative cannot be in Cover as a result of friendly operatives' bases. Note, however, that in the Roll Defence Dice step of that shooting attack, the enemy operative can be in Cover as a result of friendly operatives' bases.

STAND AND FIRE 1CP

Use this Tactical Ploy when a friendly **HUNTER CADRE** operative (excluding a **DRONE** operative) is selected as the target for combat. For that combat:

- Select a ranged weapon to fight with.
- Treat that weapon's Ballistic Skill characteristic as a Weapon Skill characteristic.
- Ignore any special rules that weapon has.

EQUIPMENT

HUNTER CADRE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

MARKERLIGHT [2EP]

The operative can perform the following action during the battle:

Markerlight (1AP): See page 137.

PHOTON GRENADE [2EP]

The operative can perform the following action during the battle:

Photon Grenade (1AP): Select one enemy operative Visible to this operative. Roll one D6, subtracting 1 from the result as follows:

- If that enemy operative is not in this operative's Line of Sight.
- If that enemy operative is more than ⬟ from this operative.

On a 2+, that enemy operative gains a Photon token. While an operative has any photon tokens, subtract ◯ from its Movement characteristic and it cannot perform **Dash** actions. At the end of an operative's activation, remove all Photon tokens it has. This operative cannot perform this action while within Engagement Range of enemy operatives.

TARGET LOCK [3EP]

STEALTH BATTLESUIT operative only. The operative gains the following ability for the battle:

Target Lock: Each time this operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, the target is treated as having a Markerlight token.

HOLOGRAPHIC READOUT+ [2EP]

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

Holographic Readout: Once per battle, when a friendly **HUNTER CADRE** operative (excluding a **DRONE** operative) is activated within ■ of this operative, this operative can use this ability. If it does so, until the end of the friendly **HUNTER CADRE** operative's activation, it can perform one mission action for one less AP (to a minimum of 0AP).

STIMULANT INJECTOR+ [3EP]

The operative gains the following ability for the battle:

Stimulant Injector: Once per battle, when this operative is activated or would lose a wound, it can use this ability. If it does so, until the end of the Turning Point:

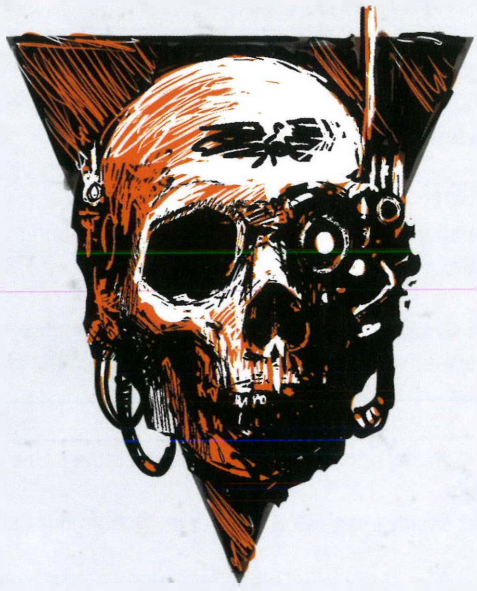
- Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.
- It cannot be injured.
- You can ignore any or all modifiers to its APL.

ARCHETYPE: SEEK AND DESTROY / INFILTRATION / RECON

CADRE MERCENARY KILL TEAM

- A **CADRE MERCENARY** kill team includes 1 **KROOT CARNIVORE LEADER** operative.
- It also includes 12 **CADRE MERCENARY** operatives selected from the following list:
  - **KROOT CARNIVORE WARRIOR**
  - **KROOT HOUND**
  - **KROOTOX**

Your kill team can only include up to 4 **KROOT HOUND** operatives. Your kill team can only include up to one **KROOTOX** operative and it counts as 2 selections.



KROOT CARNIVORE (WARRIOR)

Capable infiltrators, Kroot Carnivores sneak into ambush positions. When they attack, they unleash a volley of fire from their long rifles before closing the distance with the target and tearing into them with heavy blades and sharp maws.

M	APL	GA
3	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SB	!
Kroot rifle	4	4+	3/4	-	-
Rifle blades	3	3+	3/4	-	-

ABILITIES

Masters of Camouflage: While this operative is in Cover, it has a Save characteristic of 4 +.

UNIQUE ACTIONS

-

CADRE MERCENARY, T'AU EMPIRE, KROOT, CARNIVORE, WARRIOR

KROOT CARNIVORE (LEADER)

Though not as significant in the Kroot hierarchy as the respected Shapers, some Kroot command smaller bands from their kindreds. Expert hunters with seemingly preternatural senses, they have feasted on the flesh of many species and tracked the most dangerous prey.

M	APL	GA
3	2	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
Kroot rifle	4	3+	3/4	-	-
Rifle blades	3	2+	3/4	-	-

ABILITIES

Masters of Camouflage: While this operative is in Cover, it has a Save characteristic of 4+.

UNIQUE ACTIONS

-

CADRE MERCENARY, T'AU EMPIRE, KROOT, CARNIVORE, LEADER

KROOT HOUND

Notoriously bad tempered, Kroot Hounds track quarry with their keen senses. In combat, they use their beak-like mouths to rip at the vulnerable underbellies of their prey. The Kroot find them particularly useful in pursuing fleeing enemies.

M	APL	GA
4	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
Ripping fangs	4	3+	3/4	-	Rending

ABILITIES

Hunting Beast: This operative cannot perform mission actions and cannot be equipped with equipment.

Masters of Camouflage: While this operative is in Cover, it has a Save characteristic of 4+.

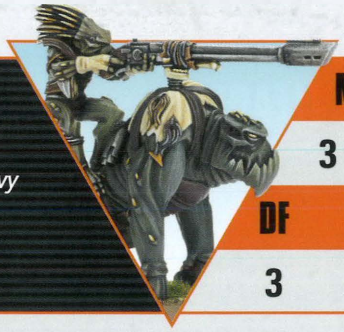
UNIQUE ACTIONS

-

CADRE MERCENARY, T'AU EMPIRE, KROOT, HOUND

KROOTOX

Krootox are lumbering creatures whose broad backs serve as mobile weapon platforms, upon which a heavy gun is mounted and operated by a Kroot Carnivore. Krootox will fight ferociously to defend their bipedal comrades, whom the beast sees as herd brothers.



M	APL	GA
3	3	1

DF	SV	W
3	4+	16

NAME	A	BS/WS	D	SR	!
Kroot gun	4	4+	5/6	-	Rending
Krootox fists	5	3+	4/6	Brutal	-

ABILITIES

-

UNIQUE ACTIONS

-

CADRE MERCENARY, T'AU EMPIRE, KROOT, KROOTOX

STRATEGIC PLOYS

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

HUNTING CALL 1CP

Until the end of the Turning Point, each time a friendly CADRE MERCENARY operative performs a **Fight** action, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.

FIELDCRAFT 1CP

Until the end of the Turning Point, friendly **KROOT CARNIVORE** operatives can perform the following action:

Fieldcraft (1AP): Change this operative's order.

PATIENT STALKERS 1CP

Until the end of the Turning Point, friendly CADRE MERCENARY operatives can perform a **Charge** action while they have a Conceal order.

PERFECT AMBUSH 1CP

Use this Strategic Ploy in the first Turning Point. Until the end of the Turning Point, each time a friendly CADRE MERCENARY operative is activated, you can change its order.

TACTICAL PLOYS

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

A GORY FEAST 1CP

Use this Tactical Ploy when a friendly **CADRE MERCENARY** operative incapacitates an enemy operative in combat. Add 1 to that friendly operative's APL and it regains up to D6 lost wounds.

BRUTE STRENGTH 1CP

Use this Tactical Ploy in the Firefight phase, when a friendly **KROOTOX** operative performs a **Normal Move**, **Dash**, **Fall Back** or **Charge** action. Until the end of that activation:

- That operative can move through Light parts of a terrain feature as if they were not there.
- That operative can move around, across and over other operatives (and their bases) as if they were not there, but must finish the move following all requirements specified by that move, and cannot finish its move on top of other operatives (or their bases).

EQUIPMENT

CADRE MERCENARY operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

KROOT HUNTING RIFLE [3EP]

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

Name	A	BS	D
Kroot hunting rifle	4	4+	3/3
Special Rules			
Heavy, Silent			
!			
MW1			

SURE-FOOT CHARM* [2EP]

The operative gains the following ability for the battle:

Sure-foot Charm: Each time this operative is activated, you can select one other ready friendly **CADRE MERCENARY** operative within ■ of and Visible to it. After this operative's activation ends, you can activate that friendly operative.

SKINNING BLADE [2EP]

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

Name	A	WS	D
Skinning blade	4	3+	3/5

TROPHY PISTOL [3EP]

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

Name	A	BS	D
Trophy pistol	4	4+	3/4
Special Rules			
Balanced, Blast ▲, Range ⬟			

BOLAS [3EP]

The operative can perform the following action during the battle:

BOLAS 1AP

Select one enemy operative Visible to and within ⬟ of this operative, then roll three D6 and add the results together. If the total is greater than that enemy operative's Wounds characteristic, 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.

HIVE FLEET KILL TEAM

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

- **GENESTEALER**
- **TYRANID SWARM** (max one per kill team)
- **TYRANID WARRIOR**

ARCHETYPE: SEEK AND DESTROY / SECURITY

TYRANID WARRIOR FIRE TEAM

- A **TYRANID WARRIOR** fire team includes three **TYRANID WARRIOR** operatives selected from the following list:
  - **TYRANID WARRIOR FIGHTER** each separately equipped with one option from each of the following:
    - Boneswords, deathspitter, devoure, rending claws, scything talons, spinefists or lash whip; bonesword
    - Boneswords, rending claws, scything talons or lash whip; bonesword
  - **TYRANID WARRIOR HEAVY GUNNER** each separately equipped with one option from each of the following:
    - Barbed strangler or venom cannon
    - Boneswords, rending claws, scything talons or lash whip; bonesword

Each **TYRANID WARRIOR** fire team can only include up to one **TYRANID WARRIOR HEAVY GUNNER** operative.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **TYRANID WARRIOR FIGHTER** operative for one **TYRANID WARRIOR** fire team, you can select one **TYRANID WARRIOR LEADER** operative equipped with one option from each of the following:
  - Boneswords, deathspitter, devourer, rending claws, scything talons, spinefists or lash whip; bonesword
  - Boneswords, rending claws, scything talons or lash whip; bonesword

ARCHETYPE: SEEK AND DESTROY / INFILTRATION

GENESTEALER FIRE TEAM

- A **GENESTEALER** fire team includes five **GENESTEALER FIGHTER** operatives each separately equipped with one of the following options:
  - Double rending claws
  - Rending claws; scything talons

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **GENESTEALER FIGHTER** operative for one **GENESTEALER** fire team, you can select one **GENESTEALER LEADER** operative equipped with one of the following options:
  - Double rending claws
  - Rending claws; scything talons

ARCHETYPE: SEEK AND DESTROY / SECURITY / RECON

TYRANID SWARM FIRE TEAM

- A **TYRANID SWARM** fire team includes eight **TYRANID SWARM** operatives selected from the following list:
  - **HORMAGAUNT**
  - **TERMAGANT** each separately equipped with claws and one of the following options:
    - Devourer, fleshborer or spinefists

Each **TERMAGANT** operative equipped with a devourer counts as two selections.

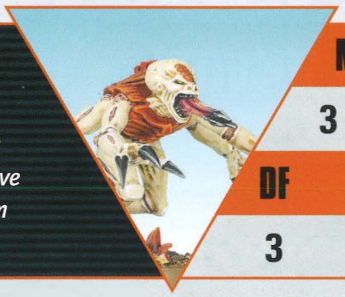
ABILITIES

Synapse

- Each time this operative is activated, if it is injured and within ⬟ of a friendly **HIVE FLEET SYNAPSE** operative, for that activation, do not subtract ○ from its Movement characteristic as a result of being injured.
- While this operative is injured and within ⬟ of a friendly **HIVE FLEET SYNAPSE** operative, do not worsen the Ballistic Skill and Weapon Skill of ranged and melee weapons it is equipped with as a result of being injured.

GENESTEALER (FIGHTER)

Genestealers are swift and powerful predators with lightning-fast reflexes and serrated claws that can tear through the thickest armour. Their large, highly adaptive brains give them a brood telepathy which enables them to operate independently from the Hive Mind.



M	APL	GA
3	2	1

DF	SV	W
3	5+	9

NAME	A	RS/WS	D	SR	!
⚔ Double rending claws	5	3+	4/5	Relentless	Rending
⚔ Rending claws	5	3+	4/5	-	Rending
⚔ Scything talons	5	3+	4/6	Balanced	-

ABILITIES

Synapse: See page 152

Lightning Reflexes: This operative has a 5+ invulnerable save. Each time this operative is activated, it can perform a free **Dash** action during that activation.

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

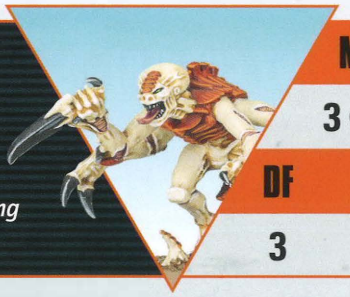
UNIQUE ACTIONS

-

HIVE FLEET, TYRANID, <HIVE FLEET>, GENESTEALER, FIGHTER

GENESTEALER (LEADER)

Within Genestealer Broods, there usually arises one Genestealer with the ability to impress its will upon others through their brood telepathy. This bioform ensures their kin kill those they need to, while infecting the most important prey with their genetic taint.



M	APL	GA
3	2	1

DF	SV	W
3	5+	10

NAME	A	RS/WS	D	SR	!
⚔ Double rending claws	5	2+	4/5	Relentless	Rending
⚔ Rending claws	5	2+	4/5	-	Rending
⚔ Scything talons	5	2+	4/6	Balanced	-

ABILITIES

Synapse: See page 152

Lightning Reflexes: This operative has a 5+ invulnerable save. Each time this operative is activated, it can perform a free **Dash** action during that activation.

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

UNIQUE ACTIONS

-

HIVE FLEET, TYRANID, <HIVE FLEET>, GENESTEALER, LEADER

TYRANID WARRIOR (FIGHTER)

Tyranid Warriors are the most adaptable of all Tyranid bioforms. They are unstoppable killing machines protected by a carapace of thick chitin, yet with reactions as fast as a whip. In battle they can be found in the thick of the fighting, in close quarters or at range.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	18

NAME	A	BS/WS	D	SR	!
⌖ Deathspitter	5	4+	4/5	-	-
⌖ Devourer	5	4+	3/4	Ceaseless	-
⌖ Lash whip	4	3+	3/4	Rng ■	Stun
⌖ Spinefists	5	3+	3/4	Rng ⬟	-
⚔ Bonesword	3	3+	4/6	Lethal 5+	-
⚔ Boneswords	4	3+	4/6	Lethal 5+	-
⚔ Rending claws	4	3+	4/5	-	Rending
⚔ Scything talons	4	3+	4/6	Balanced	-

ABILITIES

Synapse: See page 152

Weaponbeast: If this operative is equipped with two melee weapons, add 1 to their Attacks characteristics.

Lash Whip: While an enemy operative is within Engagement Range of friendly operatives equipped with this weapon, subtract 1 from that enemy operative's Attacks characteristics.

HIVE FLEET⬟, TYRANID, <HIVE FLEET>, SYNAPSE, TYRANID WARRIOR, FIGHTER

TYRANID WARRIOR (HEAVY GUNNER)

Tyranid Warriors have the mental flexibility to employ a wide variety of weapon-symbiotes, including heavy bio-cannons. They are dangerous and unforgiving foes, able to identify and exploit the weaknesses of their targets with innate shrewdness.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	18

NAME	A	BS/WS	D	SR	!
⌖ Barbed strangler	5	4+	4/5	Heavy, Blast ○	-
⌖ Lash whip	4	3+	3/4	Rng ■	Stun
⌖ Venom cannon	5	4+	5/6	Heavy, AP1	-
⚔ Bonesword	3	3+	4/6	Lethal 5+	-
⚔ Boneswords	4	3+	4/6	Lethal 5+	-
⚔ Rending claws	4	3+	4/5	-	Rending
⚔ Scything talons	4	3+	4/6	Balanced	-

ABILITIES

Synapse: See page 152

Lash Whip: While an enemy operative is within Engagement Range of friendly operatives equipped with this weapon, subtract 1 from that enemy operative's Attacks characteristics.

UNIQUE ACTIONS

-

HIVE FLEET⬟, TYRANID, <HIVE FLEET>, SYNAPSE, TYRANID WARRIOR, HEAVY GUNNER

TYRANID WARRIOR (LEADER)

Tyranid Warriors are synapse creatures, psychic resonators for the Hive Mind. In many broods one bioform will dominate, having a deeper connection to the alien will that drives them. This bioform directs where its brood hunts and where it spreads the malignancy of the Hive Mind.

M	APL	GA
3	2	1

DF	SV	W
3	4+	19

NAME	A	RS/WS	D	SR	!
Deathspitter	5	3+	4/5	-	-
Devourer	5	3+	3/4	Ceaseless	-
Lash whip	4	2+	3/4	Rng ■	Stun
Spinefists	5	2+	3/4	Rng ⬟	-
Bonesword	3	2+	4/6	Lethal 5+	-
Boneswords	4	2+	4/6	Lethal 5+	-
Rending claws	4	2+	4/5	-	Rending
Scything talons	4	2+	4/6	Balanced	-

ABILITIES

Synapse: See page 152

Weaponbeast: If this operative is equipped with two melee weapons, add 1 to their Attacks characteristics.

Lash Whip: While an enemy operative is within Engagement Range of friendly operatives equipped with this weapon, subtract 1 from that enemy operative's Attacks characteristics.

HIVE FLEET, TYRANID, <HIVE FLEET>, SYNAPSE, TYRANID WARRIOR, LEADER

TERMAGANT

Termagants are fast and cunning creatures. In battle they scuttle forwards, unleashing torrents of fire from their bio-weaponry. They also have a strong sense of self-preservation, and often find a way to circumvent ambushes as well as assail the foe from an unexpected quarter.

M	APL	GA
3	2	2

DF	SV	W
3	6+	7

NAME	A	RS/WS	D	SR	!
Devourer	5	4+	3/4	Ceaseless	-
Fleshborer	4	4+	3/4	Rng ⬟	-
Spinefists	4	3+	2/3	Rng ⬟	-
Claws	3	4+	2/3	-	-

ABILITIES

Synapse: See page 152

UNIQUE ACTIONS

-

HIVE FLEET, TYRANID, <HIVE FLEET>, TYRANID SWARM, TERMAGANT

HORMAGAUNT

Hormagaunts have razor-sharp talons specially developed for ripping and piercing flesh and armour, and their powerful hind legs drive them after their prey. Extraordinarily single-minded, they will pursue their victims without pause or fatigue until they run their quarry down.

M	APL	GA
3	2	2

DF	SV	W
3	6+	7

NAME	A	BS/WS	D	SR	!
⚔ Scything talons	4	4+	3/5	Relentless	-

ABILITIES

Synapse: See page 152

UNIQUE ACTIONS

-

HIVE FLEET, TYRANID, <HIVE FLEET>, TYRANID SWARM, HORMAGAUNT

STRATEGIC PLOYS

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

STALK 1CP

One friendly HIVE FLEET operative that has a Conceal order and is more than ■ from enemy operatives can perform a free **Normal Move** action.

LURK 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly HIVE FLEET operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover and either has a Conceal order or is ready, one additional dice can be retained as a successful normal save as a result of Cover, regardless of any rules that treat the operative as having an Engage order (e.g. Vantage Point).

FEED 1CP

Until the end of the Turning Point, each time a friendly HIVE FLEET operative fights in combat, the first time you strike with a critical hit in that combat, inflict one additional damage.

TACTICAL PLOYS

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

UNSEEN HUNTER 1CP

Use this Tactical Ploy at the start or end of any activation. Select one friendly **HIVE FLEET** operative that has not performed a shooting attack during this Turning Point. You can change its order.

WILL OF THE HIVE MIND 1CP

Use this Tactical Ploy when a friendly **HIVE FLEET** operative within ⬟ of a friendly **HIVE FLEET** **SYNAPSE** operative is activated. Add 1 to the activated operative's APL.

AGGRESSIVE BIOSTRAIN 1CP

Use this Tactical Ploy after making a shooting attack with a friendly **HIVE FLEET** operative in which the target did not lose any wounds. Repeat that shooting attack.

EQUIPMENT

HIVE FLEET 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.

FLESH HOOKS [2EP]

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

Name	A	BS	D
Flesh hooks	4	2+	3/4
Special Rules			
Rng ■, Lethal 5+			

ACID MAW [2EP]

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

Name	A	BS	D
Acid maw	4	2+	3/3
Special Rules			
Rng ⬟			
!			
Splash 1			

EXTENDED CHITIN [2/3EP]

The operative gains the following ability for the battle:

Extended Chitin: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

If the operative is a **TYRANID WARRIOR**, this equipment costs 3EP; otherwise, it costs 2EP.

FEEDER TENDRILS [2EP]

The operative gains the following ability for the battle:

Feeder Tendrils: Each time this operative incapacitates an enemy operative in combat, it regains up to D3 lost wounds.

TOXIN SACS [2EP]

The operative gains the following ability for the battle:

Toxin Sacs: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, if you retain any critical hits, you can retain one of your failed hits as a successful normal hit.

ADRENAL GLANDS [2EP]

Add ▲ to the operative's Movement characteristic for the battle.

BROOD COVEN KILL TEAM

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

- **NEOPHYTE HYBRID**
- **ACOLYTE HYBRID**
- **HYBRID METAMORPH**

ARCHETYPE: SECURITY / RECON / INFILTRATION

NEOPHYTE HYBRID FIRE TEAM

li> A **NEOPHYTE HYBRID** fire team includes seven **NEOPHYTE HYBRID** operatives selected from the following list:

- **NEOPHYTE HYBRID TROOPER** equipped with a gun butt and either a Autogun or Shotgun
- **NEOPHYTE HYBRID GUNNER** equipped with: gun butt; flamer
- **NEOPHYTE HYBRID GUNNER** equipped with: gun butt; grenade launcher
- **NEOPHYTE HYBRID GUNNER** equipped with: gun butt; webber
- **NEOPHYTE HYBRID HEAVY GUNNER** equipped with: gun butt; heavy stubber
- **NEOPHYTE HYBRID HEAVY GUNNER** equipped with: gun butt; mining laser
- **NEOPHYTE HYBRID HEAVY GUNNER** equipped with: gun butt; seismic cannon
- **NEOPHYTE HYBRID ICON BEARER**

Each **NEOPHYTE HYBRID** fire team can only include up to two **NEOPHYTE HYBRID GUNNER** operatives and up to one **NEOPHYTE HYBRID HEAVY GUNNER** operative. Other than **NEOPHYTE HYBRID TROOPER** operatives, your kill team can only include each operative above once. Your kill team can only include up to one **ICON BEARER** operative.

> If your kill team does not include any other **LEADER** operatives, instead of selecting one **NEOPHYTE HYBRID TROOPER** operative for one **NEOPHYTE HYBRID** fire team, you can select one **NEOPHYTE HYBRID LEADER** operative equipped with one of the following options:

- Gun butt and one of the following options:
  - Autogun or shotgun
- One option from each of the following:
  - Chainsword, power maul or power pick
  - Autopistol, bolt pistol or web pistol

ARCHETYPE: SEEK AND DESTROY / INFILTRATION

ACOLYTE HYBRID FIRE TEAM

- An **ACOLYTE HYBRID** fire team includes five **ACOLYTE HYBRID** operatives selected from the following list:
  - **ACOLYTE HYBRID TROOPER**
  - **ACOLYTE HYBRID GUNNER**
  - **ACOLYTE HYBRID FIGHTER** equipped with: autopistol; heavy rock cutter,
  - **ACOLYTE HYBRID FIGHTER** equipped with: autopistol; heavy rock drill
  - **ACOLYTE HYBRID FIGHTER** equipped with: autopistol; heavy rock saw
  - **ACOLYTE HYBRID ICON BEARER**

Each **ACOLYTE HYBRID** fire team can only include up to one of the following options: up to two **ACOLYTE HYBRID GUNNER** operatives; up to two **ACOLYTE HYBRID FIGHTER** operatives; one **ACOLYTE HYBRID GUNNER** and one **ACOLYTE HYBRID FIGHTER** operative. Other than **ACOLYTE HYBRID TROOPER** and **ACOLYTE HYBRID GUNNER** operatives, your kill team can only include each operative above once. Your kill team can only include up to one **ICON BEARER** operative.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **ACOLYTE HYBRID TROOPER** operative for one **ACOLYTE HYBRID** fire team, you can select one **ACOLYTE HYBRID LEADER** operative equipped with one option from each of the following:
  - Autopistol, hand flamer or lash whip
  - Cult bonesword and claw, or cult knife and claw

ARCHETYPE: SEEK AND DESTROY

HYBRID METAMORPH FIRE TEAM

- A **HYBRID METAMORPH** fire team includes five **HYBRID METAMORPH** operatives selected from the following list:
  - **HYBRID METAMORPH FIGHTER**
  - **HYBRID METAMORPH GUNNER**
  - **HYBRID METAMORPH ICON BEARER**

Each **HYBRID METAMORPH** fire team can only include up to two **HYBRID METAMORPH GUNNER** operatives. Your kill team can only include up to one **ICON BEARER** operative.

- If your kill team does not include any other **LEADER** operatives, instead of selecting one **HYBRID METAMORPH FIGHTER** operative for one **HYBRID METAMORPH** fire team, you can select one **HYBRID METAMORPH LEADER** operative equipped with one option from each of the following:
  - Autopistol or hand flamer
  - Cult bonesword and metamorph mutations, or metamorph mutations

NEOPHYTE HYBRID (TROOPER)

Amongst the Genestealer Cults, Neophyte Hybrids most closely resemble untainted Humans. This allows them to infiltrate labour gangs and the like before rising up en masse to overthrow their Imperial oppressors. What they lack in might, they make up for in numbers and zealotry.

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

-

UNIQUE ACTIONS

-

BROOD COVEN☠, GENESTEALER CULTS, <CULT>, NEOPHYTE HYBRID, TROOPER

NEOPHYTE HYBRID (GUNNER)

Some Neophyte Hybrids are fortunate enough to get their hands on a special weapon, traded on the black market or stolen from local defence forces. They unleash these weapons upon their former masters with grim delight, each shot another blow struck in the name of rebellion.

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	4	3+	2/2	Rng ⬟, Lethal 5+	Stun
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

-

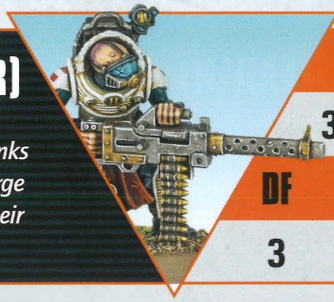
UNIQUE ACTIONS

-

BROOD COVEN☠, GENESTEALER CULTS, <CULT>, NEOPHYTE HYBRID, GUNNER

NEOPHYTE HYBRID (HEAVY GUNNER)

Hefting massive man-portable firearms and repurposed mining gear, these Neophytes rain heavy fire into the ranks of the enemy. So armed, they are able to lay low even large and formidable enemies, and provide covering fire for their brothers and sisters as they storm into battle.



M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
Heavy stubber	5	4+	3/4	Heavy, Ceaseless, Fusillade	-
Mining laser	5	4+	5/6	Heavy, AP1	-
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	Heavy, Blast ▲	Stun
- Short-wave	4	3+	4/4	Rng ⬟, Heavy	Stun, P1
Gun butt	3	4+	2/3	-	-

ABILITIES

-

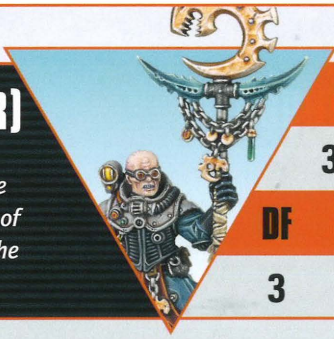
UNIQUE ACTIONS

-

BROOD COVEN, GENESTEALER CULTS, <CULT>, NEOPHYTE HYBRID, HEAVY GUNNER

NEOPHYTE HYBRID (ICON BEARER)

It is a great honour for a lowly Neophyte Hybrid to bear aloft the icon of their cult. Those who do become rallying points for their brothers and sisters, beacons of unassailable faith in the will of the Broodmind and the coming of the Star Children.



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

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

Cult Icon (1AP): Until the end of the Turning Point, while this operative is Visible to and within ■ of a friendly BROOD COVEN operative, that friendly operative is inspired by the cult. While an operative is inspired by the cult, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

BROOD COVEN, GENESTEALER CULTS, <CULT>, NEOPHYTE HYBRID, ICON BEARER

NEOPHYTE HYBRID (LEADER)

Rising up from the shadows, Neophyte Hybrids surge into battle with guns blazing. At their head stride the boldest and most ruthless of their number, natural leaders who direct their fellows while roaring encouragement and brandishing the best weapons their brood could acquire.

M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
Autogun	4	3+	2/3	-	-
Autopistol	4	3+	2/3	Rng	-
Bolt pistol	4	3+	3/4	Rng	-
Shotgun	4	2+	3/3	Rng	-
Web pistol	4	2+	2/2	Rng	Stun
Chainsword	4	3+	3/4	-	-
Gun butt	3	4+	2/3	-	-
Power maul	4	3+	4/5	-	Stun
Power pick	4	3+	4/6	-	Rending

ABILITIES

-

UNIQUE ACTIONS

-

BROOD COVEN, GENESTEALER CULTS, <CULT>, NEOPHYTE HYBRID, LEADER

ACOLYTE HYBRID (TROOPER)

Bulky and inhuman, Acolyte Hybrids are marked indelibly with the stigma of their xeno-taint. Yet the mutations they bear only make them stronger and more resilient, able to wield sizeable weapons against the foe with the aid of their additional limbs.

M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Rng	-
Cult knife and claw	4	3+	4/5	Balanced	Rending

ABILITIES

-

UNIQUE ACTIONS

-

BROOD COVEN, GENESTEALER CULTS, <CULT>, ACOLYTE HYBRID, TROOPER

ACOLYTE HYBRID (GUNNER)

Some Acolyte Hybrids wield hand flamers as they charge into battle. Ideal weapons for confined spaces, these compact flamethrowers allow their wielders to engulf their victims in sheets of blazing promethium before they storm in and finish off their survivors hand-to-hand.

M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
Hand flamer	4	2+	2/2	Rng ●, Torrent ▲	-
Cult knife and claw	4	3+	4/5	Balanced	Rending

ABILITIES

-

UNIQUE ACTIONS

-

BROOD COVEN●, GENESTEALER CULTS, <CULT>, ACOLYTE HYBRID, GUNNER

ACOLYTE HYBRID (FIGHTER)

Employing their xeno-augmented strength, some Acolyte Hybrids wield monstrous pieces of mining equipment repurposed for close combat. Howling saws and churning drills intended to gouge a path through solid rock make short work of even the toughest foes.

M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Rng ●	-
Heavy rock cutter	4	4+	5/7	Lethal 5+	-
Heavy rock drill	4	3+	4/7	Brutal	-
Heavy rock saw	4	3+	5/6	-	-

ABILITIES

-

UNIQUE ACTIONS

-

BROOD COVEN●, GENESTEALER CULTS, <CULT>, ACOLYTE HYBRID, FIGHTER

ACOLYTE HYBRID (ICON BEARER)

Acolyte Hybrids bearing cult icons provide inspiration for their brood brothers and sisters to fight all the harder. The icons' twisted wyrmforms sway above the bloody back and forth of battle, serving as rallying points and menacing reminders of the horrors at the heart of the cult.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	4+	2/3	Rng ⬟	-
⚔ Cult knife and claw	4	3+	4/5	Balanced	Rending

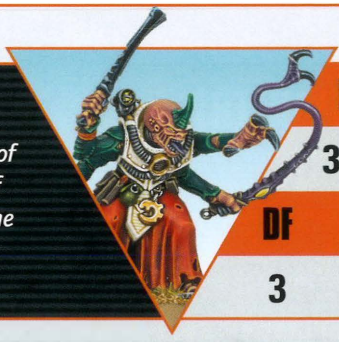
ABILITIES

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

Cult Icon (1AP): Until the end of the Turning Point, while this operative is Visible to and within ■ of a friendly **BROOD COVEN** operative, that friendly operative is inspired by the cult. While an operative is inspired by the cult, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

BROOD COVEN, GENESTEALER CULTS, <CULT>, ACOLYTE HYBRID, ICON BEARER



ACOLYTE HYBRID (LEADER)

Acolyte Hybrids typically follow the most monstrous of their brood into battle. Hissing through mouthfuls of needle fangs, these horrors lead their gene-kin into the heart of the fray, directing their weapons to greatest effect and rallying those who look likely to retreat.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	9

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	3+	2/3	Rng ⬟	-
⌖ Hand flamer	4	2+	2/2	Rng ⬟, Torrent ▲	-
⌖ Lash whip	4	2+	3/4	Rng ■	Stun
⚔ Cult bonesword and claw	4	2+	4/6	Balanced, Lethal 5+	-
⚔ Cult knife and claw	4	2+	4/5	Balanced	Rending

ABILITIES

Lash Whip: While an enemy operative is within Engagement Range of friendly operatives equipped with this weapon, subtract 1 from that enemy operative's Attacks characteristics.

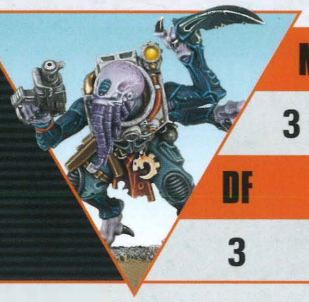
UNIQUE ACTIONS

-

BROOD COVEN, GENESTEALER CULTS, <CULT>, ACOLYTE HYBRID, LEADER

HYBRID METAMORPH (FIGHTER)

When the Star Children draw near to the world on which the Genestealer Cultists lurk, the cult spawns monstrous bio-augmented Hybrid Metamorphs. Created purely for battle, these grotesque creatures can tear a bloody path through even the most determined of opponents.



M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Rng ●	-
Metamorph mutations	4	3+	4/6	Balanced, Brutal	Rending

ABILITIES

-

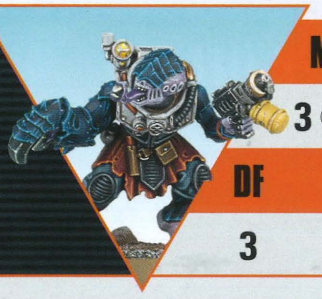
UNIQUE ACTIONS

-

BROOD COVEN●, GENESTEALER CULTS, <CULT>, HYBRID METAMORPH, FIGHTER

HYBRID METAMORPH (GUNNER)

Whether their wielders are battling through the pipes and crawlspaces of an Imperial hive city or lunging from the shadows in ambush upon the open battlefield, the hand flamers wielded by some Hybrid Metamorphs provide deadly close-ranged fire support.



M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SB	!
Hand flamer	4	2+	2/2	Rng ●, Torrent ▲	-
Metamorph mutations	4	3+	4/6	Balanced, Brutal	Rending

ABILITIES

-

UNIQUE ACTIONS

-

BROOD COVEN●, GENESTEALER CULTS, <CULT>, HYBRID METAMORPH, GUNNER

HYBRID METAMORPH (ICON BEARER)

Those Hybrid Metamorphs given cult icons to carry to war are doubly blessed. Not only does their xeno-tainted flesh bear the most overt blessings of the Star Children, but also they are accorded the honour of holding aloft the very wyrmform sigil of their cult.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	4+	2/3	Rng ⬟	-
⚔ Metamorph mutations	4	3+	4/6	Balanced, Brutal	Rending

ABILITIES

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

Cult Icon (1AP): Until the end of the Turning Point, while this operative is Visible to and within ■ of a friendly **BROOD COVEN** operative, that friendly operative is inspired by the cult. While an operative is inspired by the cult, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

BROOD COVEN, GENESTEALER CULTS, <CULT>, HYBRID METAMORPH, ICON BEARER

HYBRID METAMORPH (LEADER)

There can be little doubt who amongst a brood of Hybrid Metamorphs is the leader, for they bear the most grotesque bio-weaponry of their kind. Often wielding living boneswords like those carried by the Star Children themselves, they fall upon their foes with predatory hunger.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	9

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	2+	2/3	Rng ⬟	-
⌖ Hand flamer	4	2+	2/2	Rng ⬟, Torrent ▲	-
⚔ Cult bonesword and metamorph mutations	4	2+	4/6	Balanced, Lethal 5+	Rending
⚔ Metamorph mutations	4	2+	4/6	Balanced, Brutal	Rending

ABILITIES

-

UNIQUE ACTIONS

-

BROOD COVEN, GENESTEALER CULTS, <CULT>, HYBRID METAMORPH, LEADER

STRATEGIC PLOYS

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

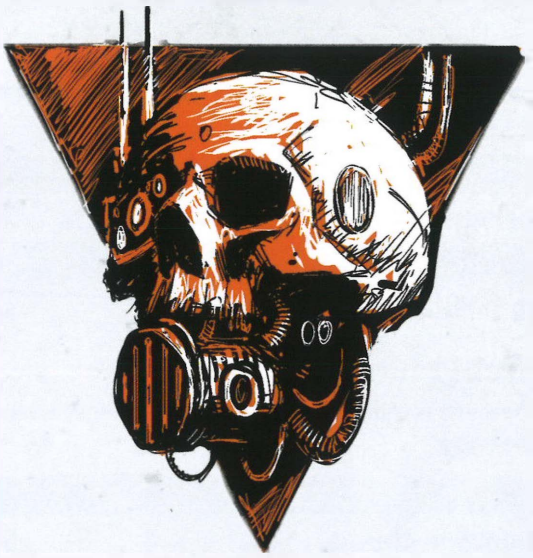
CULT AMBUSH 1CP

Use this Strategic Ploy in the first Turning Point. Until the end of the Turning Point, each time a friendly **BROOD COVEN** operative is activated, you can change its order.

LURK IN THE SHADOWS 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **BROOD COVEN** operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover and either has a Conceal order or is ready, you can do one of the following:

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



TACTICAL PLOYS

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

UNDERGROUND 1CP

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence. Select one friendly **BROOD COVEN** operative. That operative can be set up with a Conceal order anywhere on the killzone that is within ▲ of Heavy terrain and more than ⬟ from enemy operatives and the enemy drop zone.

INTO THE SHADOWS 1CP

Use this Tactical Ploy at the end of a friendly **BROOD COVEN** operative's activation. If that operative has an Engage order, change it to a Conceal order.

CROSSFIRE 1CP

Use this Tactical Ploy after making a shooting attack against an enemy operative. Until the end of the Turning Point, each time another friendly **BROOD COVEN** operative makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your Attack dice.

LYING IN WAIT 1CP

Use this Tactical Ploy when you activate a friendly **BROOD COVEN** operative that has a Conceal order and is more than ■ from enemy operatives. Select one other ready friendly **BROOD COVEN** operative that has a Conceal order, is more than ■ from enemy operatives, and is Visible to and within ■ of this operative. Ignore those operatives' Group Activation characteristics. Instead, after activating the first operative, you can activate the other before your opponent activates any operatives.

EQUIPMENT

BROOD COVEN operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

BLASTING CHARGE [2EP]

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

Name	A	BS	D
Blasting charge	4	3+	2/3
Special Rules			
Rng ⬟, Blast ◯, Indirect, Limited			

DEMOLITION CHARGE [4EP]

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

Name	A	BS	D
Demolition charge	4	3+	5/6
Special Rules			
Rng ⬟, Blast ◯, AP1, Indirect, Unwieldy, Limited			

HEAVY WEAPON BIPOD [2EP]

Select one ranged weapon the **NEOPHYTE HYBRID HEAVY GUNNER** operative is equipped with that has the Heavy special rule. That weapon gains the following special rule for the battle:

Heavy Weapon Bipod: Each time this operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if the operative has not moved during the Turning Point, you can re-roll one of your attack dice.

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.

MINING TOOL RIG [3EP]

Select one heavy rock cutter, heavy rock drill or heavy rock saw the **ACOLYTE HYBRID FIGHTER** operative is equipped with. That weapon gains the Relentless special rule for the battle.

STRUCTURAL SURVEYOR* [3EP]

The operative can perform the following action during the battle:

STRUCTURAL SURVEYOR 1AP

Select one terrain feature within ⬟ of this operative, then select one friendly **BROOD COVEN** operative Visible to and within ■ of this operative. Until the end of the Turning Point, each time that operative makes a shooting attack:

- That terrain feature is not Obscuring for that shooting attack.
- Defence dice cannot be automatically retained as a result of Cover from that terrain feature (they must be rolled instead).

KILL TEAM 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'

TOMB WORLD

Page 130, Necron Warrior Fire Team
Change the operative requirements to:
'A **NECRON WARRIOR** fire team includes five **NECRON WARRIOR** operatives, each separately equipped with a bayonet and one of the following options:

- Gauss flayer or gauss reaper'

HUNTER CADRE

Page 137, Drones boxout, eighth bullet point
Change the **DS8 TACTICAL SUPPORT TURRET** operative requirements to:
'**DS8 TACTICAL SUPPORT TURRET** equipped with a missile pod or smart missile system'

Page 137, Saviour Protocols
Add the following sentence:
'Friendly **HUNTER CADRE** operatives cannot be protected by Saviour Protocols from shooting attacks made against each operative within range of a specified point (e.g. remote mine, see *Kill Team: Octarius*). Note that this also means they cannot be protected from the subsequent shooting attacks made as a result of the Blast or Torrent special rules.'

Page 137, Saviour Protocols
Change the relevant part of the second sentence to read:
'If it does so, until the end of the Turning Point or until they are no longer within ◯ of each other (whichever comes first), each time a shooting attack is made against'

Page 141, Stealth Battlesuit Shas'vre, fusion blaster
Change the BS characteristic to '3+'.

Page 144, MB3 Recon Drone, Characteristics
Change the Defence characteristic to '3'.

Page 145, DS8 Tactical Support Turret, Characteristics
Change the Defence characteristic to '3'.

BROOD COVEN

Page 158, Neophyte Hybrid Fire Team, first bullet point
Change the **NEOPHYTE HYBRID TROOPER** operative requirements to:
'**NEOPHYTE HYBRID TROOPER** each separately equipped with a gun butt and one of the following options:

- Autogun or shotgun'

HIVE FLEET

Page 156, Lurk Strategic Ploy
Change the relevant part of this rule to read:
'if it is in Cover and either has a Conceal order or is ready, one additional dice can be retained as a successful normal save as a result of Cover, regardless of any rules that treat the operative as having an Engage order (e.g. Vantage Point).'

DESIGNER'S COMMENTARY

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

GREY KNIGHT

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

COMMORRITE & CRAFTWORLD

Q: When using the Fleet Strategic Ploy (pg 109 & 116), how does the operative perform a **Dash** *action with a* **Normal Move** *or* **Fall Back** *action?*
A: It can perform the **Normal Move** or **Fall Back** action immediately followed by a **Dash** action, or vice versa.

CRAFTWORLD

Q: Can **HEAVY WEAPON PLATFORM** *operatives perform* **Overwatch** *actions? Can* **GUARDIAN DEFENDER HEAVY GUNNER** *operatives allow a* **HEAVY WEAPON PLATFORM** *operative to perform an* **Overwatch** *action if it performed a* **Control Platform** *action during the Turning Point?*
A: No in both instances.

TROUPE

Q: How does the second bullet point of the Prismatic Blur Strategic Ploy (pg 120) interact with the Brutal special rule?
A: If the operative is forced to parry as a result of the 4+, the Brutal special rule will have no effect: the operative can parry with normal hits in that instance.

HUNTER CADRE

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

Q: When using the Stand and Fire Tactical Ploy (pg 146), how do the ranged weapon's critical hit rules work (if any)?
A: Only critical hit rules that specify when an operative fights in combat with the weapon can be used. For example, the MWx critical hit rule specifies 'each time a friendly operative makes a shooting attack with this weapon', therefore that critical hit rule will have no effect when the operative fights in combat.

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

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

WARHAMMER 40,000

KILL TEAM

THE BALANCE DATASLATE

Q4 2023

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

CORE RULES

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

EQUIPMENT

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

REPLACED ARMY LISTS

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

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**

CRITICAL OPERATIONS 2022

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

SEASON ONE

KILL TEAM COMPENDIUM

SPACE MARINE & GREY KNIGHT

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

DEATH GUARD

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

CRAFTWORLD

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

TOMB WORLD

- **FLAYED ONE** operatives: Add 1 to both Damage characteristics of flayer claws.
- Reanimation Protocols Tactical Ploy: 0CP.

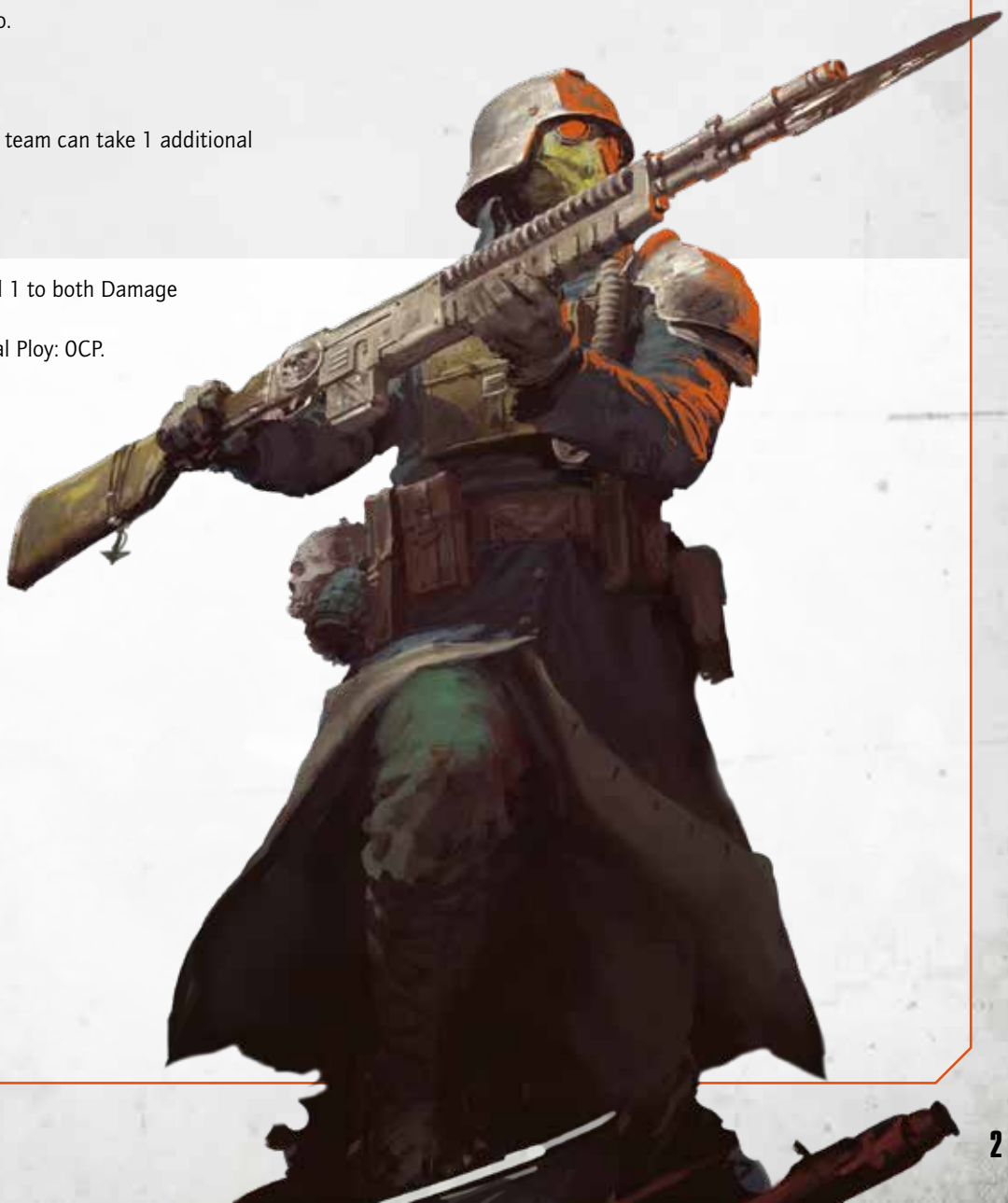
KILL TEAM: OCTARIUS

KOMMANDO

- Operative selection: If you select a **BOMB SQUIG** operative, you can also select a **KOMMANDO GROT** operative for free (or vice versa) for 11 operatives in total (instead of 10).

* Sneaky Git Tactical Ploy: You can only use it once per battle, and that operative cannot have its order changed in the first Turning Point (i.e. from the Infiltrate scouting option).

* **BOMB SQUIG** operative: This operative's APL characteristic cannot be positively modified.



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 GRENADIER 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 it's 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 0AP).'
- 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).'

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).

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.

KILL TEAM: MOROCH

PHOBOS STRIKE TEAM

- Can use the following Strategic Ploy:

DEADLY SHOTS — **1CP**

Until the end of the Turning Point, bolt weapons that friendly **PHOBOS STRIKE TEAM** operatives are equipped with gain the P1 critical hit rule. This has no effect on weapons that already have the APx special rule or Px critical hit rule respectively.

- **REIVER** operatives' **Terror** action: 0AP.
- Change first bullet point of **INCURSOR** operatives' Multi-spectrum Array ability to: 'The intended target cannot be Obscured.'
- **Guerrilla Warfare** and **LEADER** operatives' **Strategise** actions: Change distance requirement to ■ (instead of ⬟).
- Change relevant part of Guerrilla Battle Honour to: 'while not within Engagement Range of an enemy operative' (instead of ■).
- Add the following to Vanguard Strategic Ploy: 'It can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).'

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: 0AP.
- 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-DANCER 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 gargoyle 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.