WARHAMMER 40,000

KILL TEAM



SALVATION



KILL TEAM: SALVATION

The aeons-long life of the *Gallowdark* is ended. In its death throes the space hulk has rained fire and brimstone down upon the world of Bheta-Decima – a final act of spiteful destruction. As the planet burns and anarchy reigns, a captive subject of cruel experiments screams deep in a hidden laboratory. Its torturer senses that time is running out before the world is forever broken. Thus, he calls in an ancient debt, to save his work and his life.

CONTENTS

Introduction 3

SALVATION 4

The *Gallowdark*'s End 5
Bheta-Decima 8
Fate and Deliverance 10
Adeptus Astartes 12
Scout Squad Kill Teams 13
Squad Torvaec 15
Stealth and Skill 16
Showcase 20
Names and Demeanours 22
Asuryani 26
Craftworlders 26
Blades of Khaine Kill Teams 28
The Onyx Claw Shrine 31
Showcase 32
Names and Demeanours 34

THE RULES 38

Scout Squad Kill Team 39
Tac Ops 40
Ability 41
Strategic Ploys 42
Tactical Ploys 42
Datacards 43
Scout Sergeant 43
Scout Heavy Gunner 43
Scout Hunter 44
Scout Sniper 44
Scout Tracker 45
Scout Warrior 45
Equipment 46
Scout Squad Spec Ops Rules 47
Battle Honours 47
Rare Equipment 48
Strategic Assets 49
Requisitions 50
Spec Ops 51
Blades of Khaine Kill Team 52
Tac Ops 53
Strategic Ploys 54
Tactical Ploys 54
Ability 55
Datacards 56
Dire Avenger Exarch 56
Dire Avenger Warrior 56
Dire Avenger Aspect Techniques 57
Howling Banshee Exarch 58
Howling Banshee Warrior 58
Howling Banshee Aspect Techniques 59
Striking Scorpion Exarch 60
Striking Scorpion Warrior 60
Striking Scorpion Aspect Techniques 61
Equipment 62
Blades of Khaine Spec Ops Rules 63
Battle Honours 63
Rare Equipment 64
Strategic Assets 65
Requisitions 66
Spec Ops 67

KILLZONES 68

Killzone: Bheta-Decima 68
Killzone: Salvation 70
Hazardous Areas 71

BHETA-DECIMA INFILTRATION 72

Campaign Rounds 74
Ending the Campaign 77

CRITICAL OPERATIONS: SALVATION MISSION PACK 78

Mission 1.1: Loot the Rig 79
Mission 1.2: Secure Machinery 80
Mission 1.3: Capture Highpoint 81
Mission 2.1: Secure Research 82
Mission 2.2: Extract and Control 83
Mission 2.3: Gain Vantage 84
Mission 3.1: Drain Power 85
Mission 3.2: Secure Rig 86
Mission 3.3: Operate Facility 87

INFILTRATION REFERENCE 88

PRODUCED BY THE WARHAMMER DESIGN STUDIO

With thanks to First Claw and the Gretchin Revolutionary Committee for their additional playtesting services.

Kill Team: Salvation © Copyright Games Workshop Limited 2023. Kill Team: Salvation, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS
warhammer40000.com
warhammer.com

INTRODUCTION

Welcome to *Kill Team: Salvation*. This is the first instalment of a new season of Kill Team, in which elite warriors drawn from myriad warring races fight upon the devastated planet of Bheta-Decima. Battles rage amidst colossal Adeptus Mechanicus rigs and generatoria while toxic waters churn wrathfully below. As order swiftly breaks down on the planet, forces embark on daring rescue operations amidst the bloody chaos...

The ore-and-promethium-rich planet of Bheta-Decima was on course to become an Adeptus Mechanicus forge world before the space hulk *Gallowdark* appeared from the warp in its system.

Foundry-shrines, urbanofactorums and tech-fanes were being constructed rapidly all over Bheta-Decima. Steaming jungles had been bulldozed flat, and metal forests of extraction-rigs dotted the windswept desert sands and once-pristine coastlines. Lakes had been drained and mountain ranges were pierced through with colossal drills. But then the space hulk *Gallowdark* arrived, and the subsequent crash of vast sections of it into the planet's surface ended the Tech-magi's ambitions in an apocalyptic rain of fire and warp-infused metal.

Fighting erupted as floods of the space hulk's hideous mutant and alien denizens poured out from the wreckage. Soon after, heretical cults and xenos-worshippers embedded amongst the planet's population reared their ugly heads, looking to take advantage of the growing disorder.

Kill Team: Salvation explores the ever-worsening nightmare on Bheta-Decima as skirmishes evolve into battles, which develop into city-wide wars. More specifically, it tells the story of two forces brought into this firestorm by the strands of destiny – the genetically enhanced post-human Space Marines, and the elegant and fate-scrying Asuryani.

This book contains faction army lists for two brand new kill teams: the eager and stealthy Scout Squads of the Space Marines, and the sublimely skilled Blades of Khaine made up of Asuryani Aspect Warriors. Alongside datacards you will find ploys, equipment and Tac Ops, plus unique traits and upgrades to equip these kill teams for narrative Spec Ops campaigns. This book also includes nine Critical Ops missions, rules for Killzone: Bheta-Decima and a brand new narrative campaign.

Also included are tables to help you generate names for your operatives and kill teams, as well as to help you develop their unique quirks and background. You can even choose to let these narrative elements affect your games as you consider how your operatives might deal with the tactical situation in any given mission.

Finally, alongside exciting illustrations, this volume is packed full of stunning photography that showcases lethal Blades of Khaine and stealthy Scout Squad miniatures in all their glory, set in Mechanicus terrain. This can serve as wonderful inspiration for your collections and the narratives behind them.





THE GALLOWDARK'S END

When the space hulk *Gallowdark* appeared in realspace in the Nemesys Sector, ships from a multitude of factions raced to harvest its wealth. Battles erupted throughout the colossal amalgamation as invaders brutally clashed with each other, as well as with the space hulk's myriad predacious denizens. However, the Gallowdark was doomed to live little longer.

Space hulks are vast conglomerations of warp-fused ships and asteroids crushed together in the empyrean over countless years. Home to mutants, monsters and worse, they are nevertheless huge sources of potential riches, with precious archeotech and ensorcelled relics hidden away within them. The *Gallowdark* was one such space hulk, but when an Adeptus Arbites prison ship ploughed into it – an event orchestrated by Drukhari Kabalites attempting to capture a prize soul within the bowels of the gaol ship – it speared deep into the *Gallowdark*'s interior and caused terminal damage.

This almighty upheaval caused ancient distress signals, trapped within the *Gallowdark* for generations, to finally break free. Upon hearing these calls for aid and recognising them as being from their own people, Kin of the Leagues of Votann raced to the rescue, gladly carving away whole chunks of the space hulk in the process. Then, as suddenly as it had appeared, the *Gallowdark* was hurled into the warp once more by forces unknown, even as it was fragmenting. Very soon after, it tore into the Yolven System, home to the world of Bheta-Decima.

The Tech-magi of Bheta-Decima knew the space hulk's immense potential value, and craved the enormous hoards of precious knowledge and archeotech that surely lay within. They ordered the firing of their colossal orbital giga-graviton cannons to bring the vessel into Bheta-Decima's orbit. In their greed they did not consider the space hulk's weakening structural integrity. The huge gravitic forces the cannons applied to the nightmarish tangle of vessels and rock tore it apart, and so hundreds of warp-tainted chunks of the monstrous craft – each dragging with them vast trails of debris – tore through Bheta-Decima's atmosphere and crashed into the planet.

The damage caused in the first hours of this catastrophe was apocalyptic. Each melding of warship wreckage, mutant flesh and glowing void-rock was different in size and density, and warp-corrupted to a different degree. Continents survived impacts from settlement-sized wreckage lumps, but Titan-sized boulders turned cities to ash in an instant. As the planet revolved around its axis, every side slowly turned into the barrage of debris, allowing virtually no part of Bheta-Decima's surface to escape undamaged. Some chunks were caught in the planet's gravity, causing them to half circumnavigate the world before crashing explosively into heaving factorums and habs.

In the first day alone, the urbanofactorums of Rhombor and Rhy-511 were obliterated. Gas-extractor towers in the Ondor Flatlands were blown apart, destroying the surrounding worker encampments and sending vast clouds of toxic fumes billowing into Bheta-Decima's atmosphere. The entirety of Lake Drazos flash-evaporated in a matter of seconds, leaving a rad-soaked bed behind dotted with the skeletons of deepwater megafauna. The ten-kilometre long Arkor Cliffs collapsed into the Rengh-Zoh Sea, causing an onslaught of tsunamis that devastated promethium rigs, destroyed Adeptus Mechanicus explorator-submersibles and drowned coastal settlements. Afterwards, deluges of promethium and toxic chems were pumped into the waters, which were further corrupted by warp-tainted wreckage that plummeted into their depths. Creatures that haunted this black sea were corrupted almost beyond recognition, mutating hideously and becoming insatiable in their hunger for flesh.

The consequences of the Tech-magi's greed went much further than devastation of Bheta-Decima's landscape, manufactorums and populace. This was no mere natural disaster, from which recovery was possible provided the progression of enough time and investment of sufficient effort. The breaking of the *Gallowdark* was not even akin to hundreds of such incidents – the damage and fallout was infinitely worse. Out of the space hulk wreckage poured warbands of heretical cultists, rapacious xenos hordes and mutant throngs. With every scrap of the space hulk tainted by the warp, every crash site became the epicentre of a plague of corruption that blighted all it touched.





BHETA-DECIMA

Once, the industrial world of Bheta-Decima had been destined to feed the Imperium's insatiable hunger for raw materials by being slowly stripped of resources, like many planets before it. Fate, however, strove to send the planet along another, darker path. Following the breaking of the *Gallowdark*, the industrial world of Bheta-Decima was ravaged by radiation, warp corruption and warbands of rampaging killers.

The mineral-rich world that would later be called Bheta-Decima had only recently been colonised, its small population praising the Emperor daily for the beauteous, untouched world they had found. They eagerly anticipated a good life, one of productive toil and ample reward. Low gravity rendered the moving of even heavy equipment relatively easy, and superior air quality and bright sunlight ensured nigh on miraculous yields at every harvest. This time of prosperity and optimism was short-lived, however.

Before the Administratum could even categorise the planet – which the colonists had named Emperor's Bounty – or a Planetary Governor could be established, the greedy eyes of Adeptus Mechanicus Tech-magi pored over readouts cataloguing the world's riches. In short order, conclaves came to the planet from scores of different forge worlds, bringing with them armies of servitors and retainers. A new, untouched planet offered the Tech-magi the potential to establish a name for themselves, secure vast resources for their techno-esoteric projects and operate with much less scrutiny than would have been possible on their own forge worlds.

The Tech-magi overrode the planet's leadership with military power, promises of greater wealth and sheer force of will. They transported in millions of workers at a rapid rate, lobotomised countless prisoners from nearby penal worlds for use as servitors, and set about remaking Emperor's Bounty in the Omnissiah's image. They tore apart its landscape, destroying its forests, levelling its rolling hills and boring deep into its land mass like swarms of ants. Soon, the name of Emperor's Bounty had been all but forgotten. The world's blue skies were blotted out by smog, and the designation 'Bheta-Decima' had fallen into common parlance. In time, the planet would have become a forge world, with its own identity, taboos and internal politics – everything that the Tech-magi who made it home had fled from in the first place.

But then came the *Gallowdark*. Ruling Tech-magi blurted out binharic praises to the Omnissiah for the bounty brought to them, barely containing their excitement. The thought of the wealth within the immense conglomeration saw them overlook the dangers it posed, and the effects were disastrous. As their armies fought tides of horrors, and as they gazed upon their devastated holdings, many Tech-magi decided to escape. The firing of the orbital giga-graviton cannons had only been partially successful – fully half the *Gallowdark* remained in the world's orbit as an unstable and splintering carcass. Though it surely did house great wealth, the risks of seeking it out were too great for all but the most ambitious or desperate.

THE KNIFE EDGE

All over Bheta-Decima, lawlessness and gruesome battle raged. Dissidence spread like wildfire throughout the planet's surviving habstacks as sustenance and medicae supplies ran low. Crime was rampant, with extortionate black markets developing amidst the monster-haunted ruins. Another threat from within came from Bheta-Decima's native fauna. In one blood-drenched incident, tank-sized arachnids had been woken early from hibernation by the impact of the *Gallowdark*'s fragmentation. Scuttling throngs of the creatures engaged in their annual migration, consuming thousands caught in their inexorable path.

The urbanofactorum Zhu-Tov rang with the brutal sounds of conflict as nascent cults rose up to take advantage of the growing disorder. Heretics fought ferociously against Skitarii suppression clades, Enforcer sections and defence militia companies on rusting catwalks and through cramped crawlways. Vast machines were destroyed or ripped down to be used as barricades, and Zhu-Tov was far from the only location facing ruin.

Fighting erupted in scores more locations. Adepts who had given the order to fire the giga-graviton cannons were attacked in punishment for their catastrophic mistake, leading to open war between the armies of Adeptus Mechanicus Tech-magi at the site known as the Titangrave. The Saint Trevalyne Spaceport faced overwhelming pressures as multiple other spaceports were destroyed. Battles against Orks, Beastmen, heretics and xenos-worshippers – many coming from the wreckage of the *Gallowdark* – broke out in the Bones of Angyasta, the Shifting Shore and the Twysts. Tales of night wraiths and twilight raiders abounded in a caved and tunnelled area that earned the moniker of Death-echo Hollows.

Amidst the clashes of armies and hordes, kill teams waged their own wars: Adeptus Mechanicus Hunter Clades moved to slay their masters' rivals; opportunistic Blooded squads of Traitor Guardsmen sought to carve their own petty empires out in the disorder; Genestealer Cult Wyrmblade infiltration cells sneaked into war-ravaged spaceports, killing guards and patrols to sneak aboard evacuation craft.

VIRELLAN

One Tech-magos who determined to leave Bheta-Decima was Magos Biologis Bartolomus Virellan. He had come to the planet to perform his experiments without rivals catching wind of them, and he had much to keep secret. His current test subject was of an especially rare kind that Magi of the Adeptus Biologis would kill to possess. It was the value of his captive that led Virellan to choose as remote a base of operations as he could acquire, yet he could also not appear to be so alone that his activities became conspicuous to other Tech-magi. Those who worked in too deep an isolation, it was said, had something to hide. Thus, Virellan toiled upon the storm-wracked edge of the seaborne complex known as Extraction-temple 8-0, which sat in the ocean the local populace had named the Tumult. The site was a city-sized rig, festooned with vast pumps, smog-belching promethium refineries, plasma generators, ferrotonic furnaces and pipe networks resembling the piled intestines of a disembowelled creature.

Even before the coming of the *Gallowdark*, the Tumult Ocean was the most dangerous on Bheta-Decima. Bizarre currents created sudden rashes of sucking whirlpools, and several fault lines criss-crossed the sea floor, regularly spewing forth deluges of magma or superheated air. The rapid temperature changes in the frothing waters caused by these outbursts bred all manner of immense tempests that battered the Adeptus Mechanicus structures throughout the year, and thousands of servitors were needed to maintain the enormous clamps and securing pins suturing the rig-complex to the ocean floor. Losses amongst the servitors were huge, not just because of the dangerous conditions, but also due to the vast array of predatory monsters that dwelled in the Tumult. Life was abundant within the ocean, the base life forms of its food chain forever fed by the minerals spewed out by the unstable fault lines. Every day torn flesh and mangled mechanical parts washed up around the rig-complex, the chewed-up leftovers of servitors discarded by mighty-clawed decapods, lightning-fast boltfins and shoals of razor-toothed oxyrins.

The Tumult only became more lethal after the *Gallowdark* broke apart. Damage caused to swathes of Extraction-temple 8-0 resulted in vats of toxic fluids and promethium polluting the ocean, and chemical fires raging on the surface. Vast patches of bioluminescence caused by microscopic creatures that once glowed yellow and green mutated into a menacing crimson thanks to warp corruption, and possessed enough beguiling power to lure Skitarii from their patrol cogs and into the frothing depths. The beasts of the sea and Adeptus Mechanicus structures themselves were no less corrupted. Barbed tentacles pocked with emerald-coloured eyes reached out from the waves to pluck unsuspecting sentries, adepts and servitors from gantries and pull them into the waves. Hab-units, plasma generators and alchomite towers sprouted hungry maws and pus-spewing buboes that had to be purged with fire – often at the cost of entire buildings.

Initially, the Tumult's dangers were somewhat of a protection to Virellan; few potential rivals were willing to face the ocean's wrath to meet with or spy on him. Now, the taint of the waters was too great a threat. He was losing Skitarii and servitors quickly to corruption, sea monsters and foul denizens of the space hulk who were somehow reaching the extraction-temple in increasing numbers. Most of Virellan's assets were disposable, but not his Aeldari captive – a Farseer of the Asuryani craftworld of Biel-Tan.

Such a gift from the Omnissiah was so rare that any knowledge to be gleaned from it was precious. Virellan had never dissected a live Aeldari before; the potential was boundless. He could siphon its prodigious psychic power to fuel countless experiments, or extract from the creature the locations of priceless xenorelics. When he heard rumours of Aeldari pain-bringers attacking the nearby laboratoria of other Magi Biologis, he knew he had to leave. Were they after him? He did not know. He could not take the risk. Lacking the resources to move his precious property safely, Virellan decided to call in an old debt, one he had been keeping in reserve for a time of most desperate need.

Virellan trawled through his belongings to find it: a black disc decorated only with an icon of a stylised white raven. It was given to him by a warrior now long dead, whom the Magos Biologis had helped upon the promise that his brotherhood would aid Virellan if he called for them. Virellan pushed the icon on the disc. It made no noise, but the Magos Biologis knew that Space Marines of the Raven Guard would soon be coming to help him. The salvation of his future, and that of his work, was now surely guaranteed.

FATE AND DELIVERANCE

As Bartolomus Virellan awaited his post-human saviours, little did he know that another force was on the move, one eager to relieve him of his captive. The Asuryani Aeldari of Biel-Tan craftworld had finally located their missing Farseer. They planned to save their leader, and enact vengeance upon those who had taken her.

THE ASURYANI OF BIEL-TAN

The Farseer Torc Dystari had gone missing months before, after a delegation she led to the Black Suns Aeldari Corsair warband had disappeared. Initially, the Asuryani of Biel-Tan blamed the Corsairs, accusing them of treachery and murder. Outright conflict between the two factions was only prevented by Lady Hale'drithea – commander of the Black Suns – taking a blood oath to aid the craftworld in searching for their lost Farseer.

Biel-Tan Rangers and Black Suns warriors followed every clue to find Dystari, and the craftworld's Farseers and Warlocks plied the skeins of fate in an attempt to detect a trace of their missing kin. First, the Corsairs found the drifting wreckage of Dystari's vessel, the corpses of her entourage stripped and void-frozen. The damage inflicted on the ship, as well as the wounds suffered by the dead, all clearly indicated mon-keigh – Human – weaponry. If the mon-keigh had suffered any losses, they had taken their dead with them. There was no sign whatsoever of Dystari, which was reason to believe she was still alive.

It was the Farseer Di'sar Caman who finally discovered Dystari's trace, after meditating for nineteen hours without rest. He had done so in a chamber filled with stalagmites and stalactites of glittering crystal, in which spirit stones containing the souls of Dystari's passed relatives were implanted. Ritual incense filled the small space with a haze of sweet scents and wisps of lilac and azure smoke. While in a trance-like state, Caman cast the runes of fate and fortune – complex and psychically sensitive prophetic tools – over and over again. Finally, with sweat dripping from his forehead and blood pooling in the corners of his eyes, he found her.

The mon-keigh called the planet Bheta-Decima. Some depraved, egomaniacal torturer had claimed Dystari for his own cruel experiments. She lived, but was in terrible pain. Dystari knew of much, including the locations of countless webway portals vital to the Aeldari's travel throughout the galaxy, Biel-Tan's approximate location, the craftworld's myriad ongoing war strategies, relations with the Ynnari – worshippers of the Aeldari god of the dead – and more. The thought of any such information being yielded to a depraved mon-keigh tech-abomination was horrifying.

But that was not all Caman saw. Inextricably linked with Bheta-Decima were images of fanged masks, knife-wielding wraiths, the kiss of a bladed tendril and a raven white as snow. Each was an omen of terror, suffering and death in its own right, and yet even more painful sights came to Caman. He saw rank after rank of radiation-soaked, cyborganic mon-keigh warriors marching through the burning corridors and chambers of Biel-Tan's mightiest warships, which were once elegant and gleaming. He witnessed the mon-keigh aboard the Void Stalker-class battleship *Rebirth*, the heavy carrier *Mourning Rain*, the Star Hunter battleship *Heavensteed* and the battle cruiser *Hound of Kurnous*, slaughtering many of their crew yet taking more prisoners, doomed to a grisly fate. Worse, Caman saw swathes of the webway blackening, withering, dying as glowing phosphor energies rampaged through it, consuming Biel-Tan and Harlequin warriors by the hundred in the process. The Farseer knew deep in his soul that, one way or another, these horrific tragedies would come to pass if Dystari was not saved from the clutches of the mon-keigh.

Having finally discovered Dystari's location, Caman knew how to train his energies and which runes to cast to find the very best time and place to intercede and rescue her. After many more hours of deep meditation, the Farseer learned what he needed. Bheta-Decima was on the brink of collapse, and Dystari's tormenter sought to move her elsewhere. Her 'evacuation' would be the best chance the Asuryani had to liberate her, when she was outside the captor's secure base of operations and amongst the anarchy raging on the planet. Caman knew he needed to draw upon a remorseless force of highly skilled warriors, expert in stealth tactics, infiltration and furious combat. He called upon the Onyx Claw Shrine of the Striking Scorpions Aspect Warriors, led by Exarch Maur Saim-Ingrelli. They were to become Blades of Khaine – a group of warriors sent on a mission to sever a specific strand of fate that, if left whole, would inevitably lead to the kind of disastrous scenes Caman had witnessed.

Thus was the Onyx Claw Shrine despatched on its mission, in which extreme precision and lethality were everything. First, they travelled via the webway – a vast, ancient interstitial nether-realm of shimmering arterial pathways that exists between realspace and the warp. This path took them to the closest world to Bheta-Decima with an active webway portal. From there, the Blades of Khaine boarded a Black Suns stealth-corvette that slipped silently into the target planet's space.

'THE SWORD WAS NOT INVENTED TO BE WIELDED FOR ITS OWN SAKE. ITS CREATORS KNEW THAT FIGHTING MUST BE DONE IN ORDER TO LIVE. THEREFORE, FIGHTING IS SUBSERVIENT TO LIVING. THEREFORE, THE SWORD IS SUBSERVIENT TO THE QUILL. THEREFORE, THE SWORD HOLDER IS SUBSERVIENT TO THE QUILL HOLDER. THE WARRIOR'S ROLE IS TO SERVE, AND THOSE WHO SERVE ARE MORE EXPENDABLE THAN THOSE SERVED. MANY MAY DIE TO PRESERVE MY LABOURS, AND THAT IS THE NATURAL ORDER OF THINGS.'

- Magos Biologis Bartolomus Virellan

THE RAVEN GUARD SPACE MARINES

The black disc Bartolomus Virellan activated was an exceedingly rare device known as an Honour's Call. It utilised irreplicable technologies that predated the Imperium, incorporated at the order of the Raven Guard Chapter's Primarch, Corax, millennia ago. How an Honour's Call functioned was beyond the understanding of even the Raven Guard's most skilled Techmarines. They only gave away such artefacts to the select few who earned the promise of their aid.

Days after Bartolomus Virellan activated the disc, an alert was registered in the Ravenspire – the Chapter's fortress monastery. A sable-robed serf arose from his station without a word, folding his pale arms within his sleeves. He walked through the halls of the Ravenspire in search of one individual. Neither the Chapter Master, nor any Shadow Captains were present, all being at war, and so command of the fortress monastery had fallen to Venerable Brother Vordyn Kasz. A mighty hero of the Raven Guard grievously wounded in battle a century earlier, Kasz's physical remains were entombed within the armoured sarcophagus of a Dreadnought.

The serf presented Kasz with a disc identical to the one owned by Virellan. The white raven icon upon it blinked. The change in brightness was almost imperceptible, but it was there. The Chapter's assistance, promised many years before, was finally being called for. The serf explained the signal had come from the device possessed by Magos Virellan. The Chapter held records detailing his location – the scions of Corax made a point of keeping such knowledge regarding those they had promised aid. The Raven Guard were surveillance and stealth experts, and so had their suspicions concerning what the Magos Biologis was hiding on Bheta-Decima. Later, cogitational analysis of an encoded messages Virellan had recorded after pressing the symbols revealed what he wanted: a way off-world. That was something the Chapter could give him.

Few Raven Guard warriors were in the Ravenspire, and most were assigned to other vital duties. However, one perfect squad for the task was nearby. Scout Squad Torvaec – commanded by Shadow Sergeant Kyrin Torvaec – was en route to the Ravenspire, returning from a mission against the Necrons of the Szarekhan Dynasty. They were well known amongst the Raven Guard's 10th Company for their infiltration skills, and had seen a great many of missions to successful conclusion.

Kasz dispatched a stealth-modified Stormraven Gunship laden with supplies to their ship, the Sword-class frigate *Umbral Steel,* so they could move swiftly on to Bheta-Decima.

Shadow Sergeant Torvaec was provided with a full briefing of what the Chapter knew of Magos Biologis Bartolomus Virellan. During this he was informed that Virellan had given the Chapter great assistance in the past and so, in return, the Raven Guard would evacuate him and his work from the planet of Bheta-Decima. Torvaec received no further orders. It was the way of the Raven Guard to give as much operational autonomy to low-level commanders as possible to ensure their warriors developed independent mindsets, and so leaders could react to rapidly changing battlefield conditions with ease. Shadow Sergeant Torvaec was to form his own plan, and had more than proven his ability to not only handle this responsibility, but to thrive in it. Once the *Umbral Steel* was fully resupplied, the Raven Guard wasted no time in heading to the Yolven System.

Squad Torvaec's Stormraven stole to Bheta-Decima's surface. The Scouts knew of the disaster unfolding on the planet, and that the recovery operation's best chances of success lay in the deepest secrecy and stealth possible, so they alerted neither Virellan nor planetary leadership to their presence – untangling themselves from the numerous authorities could take months. The elaborate anti-air defences that surrounded Extraction-temple 8-0 forced Squad Torvaec to land many miles from their destination. They intended to cover the remaining distance first on foot, and then aboard one of the huge supply barques that routinely travelled between the extraction-temple and the nearest land mass.

The Scouts Squad's focus was entirely on the mission at hand. They bypassed braying herds of Beastmen feasting on the flesh of the planet's citizens, and circumnavigated roving bands of heretics and feral Orks. It irked them to not engage, to avoid battle with Humanity's foes, but they knew the mission was paramount. They only fought where they had no other choice, swiftly dispatching foes with silent knife cuts across throats, or suppressed shots to heads in the blackest hours of the night. After many days of trekking, the Scouts reached the port of Omegembark 7-0-μ and sneaked aboard a supply barque departing for Extraction-temple 8-0. After securing themselves far from the prying eyes of any Tech-adepts or servitors on board, they waited for the large-holded ship to reach its destination.

'THE EMPEROR PROTECTS, THIS IS THE MANTRA PREACHED THROUGHOUT THE IMPERIUM. BUT IN WHAT MANNER DOES HE DO SO? THROUGH HIS ANGELS OF DEATH – US. WE ARE HIS KNIVES IN THE DARK, HIS WARDENS OF THE SHADOWS AND HIS EVER WATCHFUL EYES. WE ARE INSTRUMENTS OF HIS WILL, CREATED BY HIM TO PUNISH HIS FOES.'

- Kyrin Torvaec, Raven Guard Scout Shadow Sergeant



SCOUT SQUAD KILL TEAMS

Scout Squads are comprised of Space Marines in training, not yet fully elevated to the ranks of battle-brothers. Nonetheless, each operative is physically and mentally strong and robust by an order of magnitude over unaugmented Humans. All are competent killers and infiltrators, wreaking havoc behind enemy lines and collecting valuable battlefield intelligence.

Space Marines are post-human super-soldiers, genetically enhanced with gene-tech devised by the Emperor himself to be the ultimate warriors. Psycho-indoctrinated to feel no fear and be staunchly loyal, they each possess the strength, endurance and willpower of a dozen men or more. To become one of these Adeptus Astartes – an angel of death – is a long and perilous process. The youths who make up a Chapter's potential recruits, known as Aspirants, will never see their families again. This is true whether they pass or fail the series of harrowing selection trials that they are subjected to before being able to begin training as a Space Marine Neophyte. Some of these tests are feats of physical strength, fitness, speed or endurance. Others are strenuous tests of mental resilience, purity and teamworking skills vital in Space Marine warrior-brotherhoods.

There are many Space Marine Chapters, though the Chapters of the First Founding, such as the Blood Angels, Salamanders and Imperial Fists, are more famous than all others. These are brotherhoods whose histories date back to the earliest days of the Imperium. Each is a unique fighting force, with its own long history, proud heraldry, glorious honour roll and rich traditions. Each also has its own ancient ways of testing its Aspirants, deeply linked to the culture of the Chapter and their home world. The covert and guerrilla warfare experts of the Raven Guard, for example, subject their Aspirants to the Trial of the Wraith. Dropped into the mutant-infested Ologothien Wastes on their home world of Kiavahr, they must traverse one hundred and ninety miles in three days without sustenance, and without being identified by a native predator. Besides those of the First Founding, hundreds more Chapters have been formed over the millennia. Each also has its own honoured traditions and carefully crafted methodology for its recruitment.

Few Aspirants pass the rigorous selection methods imposed by Space Marine Chapters. Death is commonplace, and some of those who fail but still survive can expect to be lobotomised and made into Chapter servitors. The few who succeed become Neophytes. Provided their Chapter follows the grand treatise of warfare known as the Codex Astartes, they join one of the Scout Squads in their Chapter's 10th Company, where tougher trials lay in store for them. As a Space Marine's life continues, the pain he suffers and the burdens he must bear only become greater.

SCOUT TRAINING

Space Marines spend many years as Scouts. In this time they undergo gruelling training regimens and – as they are deemed worthy – become accustomed to having biologically engineered enhancements progressively implanted into their bodies. These include a second heart and more unusual bodily parts such as the occulobe, which allows Chapter technicians to dramatically improve a Neophyte's eyesight. In training rituals Scouts master a multitude of weapons, from the ubiquitous bolter and combat knife to precision sniper rifles and tank-destroying missile launchers. They learn to traverse the most hazardous of terrain at speed as well as to fully conceal themselves in the sparsest of landscape. Perhaps most importantly, they learn to operate as a single unit, as each warrior works in close conjunction with his Scout-brothers to complete the mission, forming bonds that may last for centuries.

During these lessons, Scouts experience extreme exhaustion, deadly weather events, hunger and thirst, and are put through combat drills even the elite of other Human forces could not hope to complete. Furthermore, Neophytes learn their Chapter's litanies of battle, cantos and verses – composed to fortify their souls and strengthen their minds – so that they can endure a life of war in a brutally harsh galaxy. They also learn what it means to be a Space Marine; they must become death incarnate.

Life for a Space Marine Scout is further dictated by the traditions of his Chapter. Those of the Dark Angels are taught the first of their brotherhood's many allegorical tales. Salamanders Scouts are apprenticed to experienced battle-brothers, learning



from them the arts of the smith and the forge. The Scouts of the Imperial Fists work to master close observation, detecting the most subtle enemy weaknesses.

Few in number as they are, each Neophyte is a precious resource, but no quarter can be given when cultivating the Imperium's deadliest warriors, and not all Scouts survive training. To shield them from the full horrors of war would only breed weakness in a Chapter from its very roots. Once a Neophyte is deemed to have passed, he receives his final implant – the Black Carapace. Without this organ, which is set beneath the skin, a Space Marine cannot don Astartes power armour. A further honour is bestowed in some Chapters, such as the Raven Guard who are awarded with a new name – replacing the name of their youth with a battle name taken from a previous champion of the Chapter, and an honour name.

SCOUT SQUADS AT WAR

A Space Marine's first experience of battle will be during his time as a Scout. Neophytes train and specialise in infiltration and stealth, fighting as skirmishers. They are skilled light infantry and fast-moving raiders, superior to most other Imperial forces thanks to their advanced training and enhancements. Neophytes go to war clad in Scout armour – thick plates that allow for great freedom of motion and enable the wearer to move in silence. They also often wear advanced cameleoline cloaks to obscure themselves from enemy view.

Scouts are taught to read the battlefield, predict a foe's movements and gauge when the time is right to strike or withdraw. Operating independently or as part of larger strike forces, they use auto-senses, sophisticated scanning equipment and pure instinct to avoid detection and secrete themselves into the perfect ambush positions far behind enemy lines. Coordinating their attacks to the millisecond, they strike without warning after whispering final catechisms of hate. The air is filled with the deafening cacophony of shotgun booms, bolt pistol barks, heavy bolter thumps and the cracks of sniper rifles. Enemy heads snap back. Warriors crumple to the floor. In a matter of seconds the foe's formations are shattered, commanders are slain and disorder has been sown. The Scouts slip away as quickly as they strike, and the screams and moans of their dying foes follow them into the shadows.

More than skilled ambushers, Scouts are capable of operating without support for months, even years at a time, wreaking havoc among the enemy as supreme guerrilla fighters. They assassinate the enemy's champions with perfectly placed sniper fire, engulf fuel dumps in raging infernos, turn vital supply routes into mine-ridden death traps and snatch the foe's commanders from their bunkers without a sound for later excruciation. Many a heretic or xenos battle tank has been turned to slag with carefully placed krak grenades or melta bombs by Scouts, just as countless artillery crews – falsely believing in their own safety far from the front lines of battle – have been riddled with bolts by hidden Neophytes.

SQUAD TORVAEC

The Raven Guard are covert warfare experts – masters of stealth, reconnaissance, infiltration and assassination. Sombre and patient warriors who are at home in the shadows, they are the Emperor's concealed blade. Shadow Sergeant Torvaec exemplifies all of these traits and more, and expects no less from those he commands.

SHADOW SERGEANT KYRIN TORVAEC

The commander of Scout Squad Torvaec is a warrior with centuries of experience. He had previously served in the Raven Guard's 1st – Veteran – Company before joining the 10th as a Veteran Sergeant. A true master of all the Chapter's ways of war, Torvaec earned the title of 'Shadow' for having completed the Rites of Shadow and Trifold Path of Shadow – two of the Chapter's most ancient and arduous martial customs. There are few foes of the Emperor he has not bloodied his blades against, whether they be the hated Heretic Astartes or aliens such as the vicious-jawed Tarellians.

The Veteran Sergeant possesses a dour demeanour which belies a sincere patience for his charges' inexperience and a deep desire to see them succeed. He was truly born to train Scouts, and fully fledged battle-brothers throughout the Raven Guard revere him for teaching them all they know. By the time Torvaec's squad was ordered to Bheta-Decima, many of them had fought together beneath his stern eye for years.

'MANKIND HAS FEARED THE DARK SINCE OUR ANCESTORS COULD PERCEIVE THE DIFFERENCE BETWEEN NIGHT AND DAY. NO GENERATION HAS ESCAPED THIS. WE, HOWEVER, LOOK INTO THE BLACK AND FEEL NO FEAR. WE LOOK INTO IT AND SEE HOME, AND A WEAPON WE CAN TURN UPON THE EMPEROR'S ENEMIES. WE ARE RAVEN GUARD AND WE ARE ONE WITH SHADOWS. WE HAVE LOOKED MANKIND'S MOST BASE FEAR IN THE EYE AND MADE IT BEND TO OUR WILL.'

– Kyrin Torvaec, Raven Guard Scout Shadow Sergeant

DESTRUCTION OF THE TRAKTOR KANNON

Seven years into the grinding Meledos Campaign, Imperial forces discovered that their Ork foes were constructing an enormous super weapon amidst a treacherous mountain chain. Astra Militarum intelligos believed the traktor kannon capable of knocking out Imperial Navy capital ships with a single shot. It had to be destroyed as soon as possible. An overland assault was out of the question, for such an endeavour would involve a brutal push through Ork-infested mountains with no guarantee of success. An airstrike was the only option, yet the mountains were dotted with Ork flakka-dakka batteries.

The Raven Guard commander in the war zone ordered Squad Torvaec and others to cripple the greenskin's anti-air capabilities and slaughter their crews. The Scouts infiltrated the mountains, moving only under cover of darkness. They coated themselves in squig waste to avoid being detected by the sniffers used by Ork sentries, and buried the body of every greenskin they killed so they would not be found. Within days they had wiped out so many ork anti-air crews that word spread amongst the xenos of 'da throat-slashas', and dozens of columns of smoke rose to the horizon where flakka-dakka batteries and ammunition stockpiles were no more.

THE QUILLBREAK

One of Squad Torvaec's most gruelling missions saw them engaging in the vicious hunt of a Kroot Farstalker Kinband. The Kinband had been butchering Imperial colonists and stealing archeotech vital for the people's survival on the heavily forested world of Hemezas. For days, neither Raven Guard nor Kroot saw the other. Each conducted elaborate patrols in which they completely hid their tracks and scents. Warriors lay in wait for hours, heavily camouflaged, where they thought the enemy might patrol. Squad Torvaec were the first to identify their foe and move against them, but their attempt to ambush the wily Kroot failed – the xenos fought their way free before the Raven Guard could fully close their trap.

Following that battle, the Scouts and Kroot clashed many more times. They fought tense sniper duels and conducted murderous night raids against each other. The campaign was gruelling for the Raven Guard, for even the briefest flicker in their focus could result in immediate death – the Kroot seemed able to strike anywhere at any moment. Space Marine resilience and enhanced physiology eventually won out, however. The Scouts gradually ground down their foes, picking off the Kroot mercenaries one by one, and finally came to discover what the Kroot were doing with the stolen archeotech. They had accomplices – traitorous Human pilots ferrying the goods off-world. The Raven Guard kept these pirates alive only long enough to find out where they were taking their plunder, then set off to follow that trail to its source.

STEALTH AND SKILL

At any one time, thousands of Space Marine Scout Squads battle their Chapter's foes throughout the galaxy. Their determined efforts have tipped battles thought lost in the Imperium's favour, or turned already likely victories into decisive routs of the enemy. Many foes of the Emperor have found their heinous plans scuppered by these eager warriors.

HADES PASS MASSACRE

Chapter: Ultramarines
Location: Macragge
Unit: Squad Hadrassus

In the waning years of the 41st Millennium, the Ultramarines home world of Macragge was brutally invaded by the Heretic Astartes forces of the Black Legion. The Chapter's fortress monastery, the Fortress of Hera, was breached and stormed by the traitors. They desecrated its halls, toppled its statuary and butchered Chapter serfs in droves. The tide was only turned when the Ultramarines Primarch, Roboute Guilliman, was woken from stasis after ten thousand years and took command of his scions.

The Black Legion were driven from the Fortress of Hera, but a great many of them and their depraved mortal followers still blighted Macragge. Scout Squad Hadrassus and others were tasked with intercepting retreating Heretic Astartes forces to prevent their escape. Squad Hadrassus, operating in the Promylaian Hills, identified a large column of traitors snaking their way through the narrow Hades Pass, making haste for the Karnron Bridge. If the heretics succeeded in crossing it they would be able to race across the Demetrian Acreages and devastate the hundreds of agristeads there.

The Ultramarines Scouts moved swiftly, reaching the bridge ahead of the traitors. There, however, they found an elite vanguard of Heretic Astartes guarding the crossing. In the ensuing battle the Neophytes launched an elaborate ambush to catch the traitors by surprise, and drive them back long enough to rig the bridge for demolition. Squad Hadrassus blew the explosives seconds after the first heretic vehicles reached the crossing. The Black Legionnaires and their followers could advance no further. The Ultramarines Scouts relayed the traitors' coordinates to Chapter gunships and Ultramar Auxilia bomber squadrons, who relentlessly pounded the heretics until not one soul among them remained alive.

PURGE OF THE RESOLUTE FIRE

Chapter: Iron Hands
Location: Ka'saa Debris Cloud
Unit: Squad Noxyn

The Iron Hands 10th Company – Clan Dorrvok – is known as the Crucible, and this title is well earned. The Iron Hands ever seek to purge weakness from their ranks, especially amongst those who wish to become full battle-brothers of the Chapter. Iron Hands Scouts are subjected to especially brutal trials, with no allowance made for their lack of power armour or the bionics possessed by more experienced Chapter warriors.

One such test for Scout Squad Noxyn was the Ka'saa Clearance. The Ka'saa Debris Cloud was home to pirates from myriad xenos species who had plagued space lanes between dozens of worlds for years. When sector command finally learned the reavers were operating from the debris cloud, they determined to destroy them. The task would be extremely onerous, and so sector command called for Adeptus Astartes aid. The Iron Hands answered, dispatching several Clan Dorrvok squads.

Squad Noxyn was given the task of boarding the wreckage of an Imperial ship known as the *Resolute Fire* – a base for hundreds of pirates – and detonating an operational plasma core within to destroy the vessel's remains. The Neophytes traversed great crevasses and survived sudden deck collapses to reach their target. They broke countless xenos ambushes and fought through waves of the pirates, who brought to bear crackling crystalline rifles, snub-nosed blunderbusses and lightning-spewing pistols against them.

Sergeant Noxyn was impressed by his charges' application of cold logic and brutal efficiency. With each passing hour, however, enemy resistance grew. By the time Squad Noxyn reached the plasma generator, battered and bloodied, several of their number were dead and escape was impossible. As Sergeant Noxyn informed them they had passed their test, they ensured the wreckage's fiery obliteration.

'BE THE WATER THAT SEEPS THROUGH THE DAM'S CRACKS TO BEGIN ITS CRUMBLING. BE THE WIND THAT FLOWS THROUGH THE CLOAK'S FIBRES TO CHILL BONES. BE THE ROCK WHOSE FALL IS THE BEGINNING OF A LANDSLIDE THAT SWEEPS ALL ASIDE. FINALLY, BE THE SPARK, THE SPARK THAT SETS WORLDS AFLAME.'

- Selmegh Zakhagi, White Scars Scout Sergeant

OPERATION GREYWATER

Chapter: White Scars
Location: T'au Warship *Shi Ko'vash*
Unit: Squad Gatughan

The brainchild of the Ordo Xenos Inquisitor Enyar, Operation Greywater was a scheme to destroy T'au ships and capture a number of Water Caste dignitaries alive for study. Claiming to wish for peace, the Inquisitor proposed ceasefire talks aboard the T'au ship *Shi Ko'vash.* Squad Gatughan accompanied the Inquisitor into the discussion chambers posing as his personal bodyguards and advisors, unarmed as per the agreement reached with the xenos. While a concealed Imperial fleet struck at the T'au armada escorting the *Shi Ko'vash*, aboard the xenos ship, the White Scars were to seize the Water Caste T'au and escape with Inquisitor Enyar and his entourage.

The timing of Squad Gatughan's strike was essential. If they waited too long, the T'au would swiftly eliminate the Humans in their midst when the Imperial fleet engaged. Too early, and the T'au would expect an assault and the Imperial attack would lose the element of surprise. The White Scars are patient hunters all, and Squad Gatughan proved as much, striking like lightning at the precise moment planned.

They killed the Fire Warrior bodyguards escorting the T'au diplomats with their bare hands, ripping out throats and pummelling skulls. The Water Caste T'au had barely escaped the chamber before the hulking White Scars chased them down and seized them. The Neophytes dragged their captives along corridors bathed in the red of emergency lights towards the hangar bay holding their escape craft.

Inquisitorial Storm Troopers had already sprung into action, killing T'au guards and holding the bay doors open while pilots kept Valkyrie engines hot. The White Scars got their hands plenty more bloody on their egress, bludgeoning and throttling many T'au. Running as fast as they could into the hangar bay, they threw the captured diplomats into the awaiting gunships and leapt aboard.



It was pitch dark. Any starlight was blocked by thick clouds of smog belched out by Bheta-Decima's factorums, or by dust thrown into the atmosphere by the relentless rain of orbital debris. No one saw Warrior Girith slice his combat blade across the Beastman's throat, and he ensured none of its foul pack heard the kill by clamping a large, calloused hand around the creature's snout. He gently lowered its heavy corpse to the ground. A vox pip to his battle-brothers told them Girith had fulfilled his task. He heard two more in response. Ieree and Akyus had also eliminated their targets.

Girith advanced. He felt particulates in the air scratch the back of his throat with every breath. He knew the trees all around him were blackened, coated with ash from the disaster that had befallen the planet. Girith gave no more thought to this; he could hear more Beastmen ahead. They were whinnying and snarling. Cracks of bones being broken and hideous wet squelches told him they were eating. Almost certainly their meal was the Human flesh of Bheta-Decima's citizens. Girith gripped his weapons tightly; he would make the brutes pay.

There were three more vox pips in rapid succession from Shadow Sergeant Torvaec. *Finish them quickly.* The Scouts were spread out to his left and right to encircle the Beastmen. The creatures had no idea their lives now measured in minutes. Girith picked up his pace. His ingrained training made traversing the forest floor natural and easy, even at speed, and his enhanced eyesight ensured he could see any hazards that might cause him to lose his footing.

Soon Girith was on the edge of the Beastmen camp. He could see many of the creatures were emaciated and injured. *This will be straightforward,* he thought. The Scout bounded into the Beastmen without slowing. A squeeze of his bolt pistol's trigger blasted an arm off one – who roared in pain as blood pumped from its mangled stump – while a drive of his combat knife between the shoulder blades of another severed its spine. All around Girith saw his battle-brothers press the attack. Qabak disembowelled a Beastman with two heads, and Warrior Duske used his shotgun to riddle two of the monsters with holes. One of them had a third arm, another a sharp-toothed maw growing in its guts. *They are tainted,* Girith thought.

***

The xeno-worshippers at the devastated mining colony screamed in agony, calling out to their false deities fruitlessly. Tracker Qabak watched from a distance, zooming his visor's view in on the heretics' torture. Drukhari wearing blue, bladed armour took to the Genestealer Cultists with knives, hooks and needles. He knew those implements would be laced with toxins and venoms designed to induce terrible pain whilst keeping their victims completely conscious.

The mining colony was the first built-up area Scout Squad Torvaec had reached, and they skirted around its borders carefully to avoid detection. Scorched wrecks of Ridgerunners and Atalan bikes were everywhere, surrounded by corpses with bald, ridged heads and additional purple-skinned arms.

'Where have they come from?' Qabak asked Shadow Sergeant Torvaec.

'Either could have come from the hulk, or off-world. The cultists could be native.'

'We should kill them all. The cultists are weak and the Drukhari distracted.'

'Your hatred is well placed, but we must move quickly. The Ravenspire will hear of the xenos activity on this planet, and perhaps warriors will come to destroy the creatures, but we have our mission to complete. We do not yet know what dangers lie ahead, and I would not have any of you wounded or slain before we reach the Magos Biologis.' Torvaec cautioned. 'Not even Corax could be in two places at once. Painful as it may be to leave the xenos to their depravities, at least here they war among themselves.'

***

Every decision to bypass a battle pained Shadow Sergeant Torvaec. His squad had slipped past greenskins who were smashing down the gates of a Mechanicus fortress, using the sound of the creatures' own laughter to hide their movements. Later, the Scouts waited out daylight hours in twisted vehicle wrecks as surrounded Enforcers failed to fend off a throng of hungering mutants and were eaten alive. Torvaec's devotion to their mission almost faltered when he saw Skitarii fire volleys of irradiated ammunition into a crowd of citizens begging for sustenance, but he pressed on, crawling along an exposed service duct before leading the squad into a corpse-filled tunnel.

'Finally,' Torvaec had whispered to himself when he and his warriors discovered a heretical Cultist

roadblock obstructing the swiftest path to nearby Omegembark 7-0-μ. The Scouts did not have time to traverse the sheer cliffs of the gorge either side. *We must go through them,* he thought with relish.

An hour later, darkness had fallen. Squad Torvaec was spread out before the roadblock, each warrior prone in the long grass, ready to attack the Cultists' positions. Detonations from ongoing battles elsewhere punctured the silence of the night.

'Advance in time with each explosion,' Torvaec whispered over the squad vox. With each burst of sound they bounded swiftly over the undulating ground before diving prone once more. When the Raven Guard were a hundred metres away, Torvaec identified four heretic sentries. 'Qetred. Eliminate the lookouts. Fire on the detonations,' he voxed the Sniper. 'Then we move in,' he said to the rest of the squad.

Several explosions later, the heretic sentries were dead with none of their comrades any the wiser, and ten lethal killers had sneaked into their midst. Torvaec bloodied his blade thoroughly in the slaughter, each kill dark vengeance for those loyal souls he had been forced to watch die in the days previous.

***

Furious winds blew through Torvaec's jet black hair. Biting rain lashed his pale skin. Thunder roared and bolts of lightning struck the spear-like masts jutting from the Adeptus Mechanicus structures of Extraction-temple 8-0. The site was huge, resembling an insect's hive of alchomite stacks, humming plasma generators, tall gantries, and ferrotonic furnaces that burned so hot that ocean waves boiled to steam on impact.

Torvaec knew where they had to go. The Magos Biologis had sent the Raven Guard data which corroborated the Chapter's records of his whereabouts. The Scout Squad could not take a direct path to the Magos' base of operations, however; they needed to move without being spotted. The Adeptus Mechanicus was hardly at war with the Raven Guard, but they would not take kindly to Space Marines arriving unannounced on one of their structures. They would ask awkward questions and follow esoteric procedures, slowing the Space Marines down.

'Auspex is alive with readings,' said Tracker Qabak. 'Servitor repair units, Skitarii patrols, citizens.'

'We avoid them all,' said Torvaec.

The Scouts' infiltration of the extraction-temple saw them squeeze through abandoned service tunnels laced with ancient unguents and labyrinthine sewage networks, which reeked so intensely that even the robust Scouts nearly vomited. They spent hours in the shadows, waiting for servitors to complete tasks and move on. Bracing their legs and arms tightly against the sea-worn undersides of swaying gantries, they crawled beneath the structures even as adepts and Skitarii marched above.

After several days, Squad Torvaec found themselves having to cross a gap between a pair of collapsed walkways. Beneath them were the Tumult Ocean's frothing waves, lashing hungrily at the creaking steel of the footbridges' ruptured supports. Within the water could be seen dark shapes coiling beneath the surface, and flashes of strange, hypnotic lights.

'The gap is crossable,' said Torvaec. 'One at a time. Quickly.' He didn't like it. The waters here were dangerous. When the Scouts had been forced to take refuge in them once before, they had heated up rapidly upon the warriors' entry, as if reacting to their presence and seeking to boil them alive. *We have been fortunate it has not been worse,* he thought. He had seen enough in his centuries of life to know that such luck never lasted. 'Qetred, Patrus, take overwatch.' A pair of vox pips told him his Sniper and Heavy Gunner acknowledged the order.

One by one, the Scouts leapt the gap. Torvaec determined he would be last. Should some monster of the deep take interest in the squad, it would have had the most time to determine when to strike by the time the final Raven Guard jumped. When Qetred crossed – the last before Torvaec – the Sniper immediately took a position to cover the Sergeant's leap.

Torvaec ran. He was already in the air when he saw a storm-grey, tank-sized beast surge out the white waves below. It had four rows of serrated teeth and dozens of barbed spines ran along its flanks. A dozen abyss-black eyes were clustered at the front of its head. They disappeared in a burst of blood and viscous jelly as Torvaec heard the suppressed crack of Qetred's rifle. The creature writhed in pain as it plunged back into the depths. Torvaec landed hard. He nodded Qetred his thanks as he moved to renew his squad's advance.

It was then that he saw an Aeldari warrior melt from the shadows and leap towards Warrior Girith, its chain-toothed blade held high for a killing strike.



Scout Hunter



Scout Sergeant with
bolt pistol and chainsword



Scout Sniper



Scout Heavy Gunner
with missile launcher



Scout Warrior with
bolt pistol and combat blade



Scout Heavy Gunner
with heavy bolter







Scout Tracker



Scout Warrior with boltgun



Scout Warrior with Astartes shotgun



Scout Warrior with boltgun

SCOUT SQUADS

Every Space Marine Chapter deploys their Scouts in lighter combat fatigues and carapace armour. These bear their Chapter colours and heraldry, whether they be the deep forest green of the Dark Angels, the resplendent cobalt of the Ultramarines, the storm grey of the Space Wolves or the night black of the Raven Guard. For these Neophytes, it is a deep honour to be permitted to wear the icon of their Chapter upon their plate, and they fight hard to ensure their battle-brothers deem them worthy of such a privilege.

On occasion, however, the needs of a covert operation may dictate a Chapter's colours impractical. The Codex Astartes makes additional provision for Scouts to utilise camouflaged fatigues suitable to a given war zone in place of Chapter colours, and Chapter armouries include cameleoline cloaks to further enhance the Neophytes' abilities to remain undetected by their enemies. Scouts will also apply camouflaged paint to their skin ahead of a mission to ensure they blend in with the natural environment with uncanny precision. Regardless of a planet's topography or climate, Scout Squads are adept at advancing unseen to bring their blades to bear on their enemies' throats.



NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Scout Squad operatives, the title of your kill team and its unique character and history. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s) below. Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas – whatever suits you!

OPERATIVE AND KILL TEAM NAMES

If you wish to randomly generate a name for one of your Scout Squad operatives, you can roll a D66 and consult the appropriate table opposite, or simply pick any combination that feels appropriate. To roll a D66, simply roll two D6 one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

Space Marines typically name a fighting formation after its senior commanding officer. Thus, Scout Squads will almost always be named 'Scout Squad [name of their commanding Sergeant]' – for example, Scout Squad Varenus or Scout Squad Icefang. You can name your Sergeant by using the naming table that applies to your chosen Space Marine Chapter opposite, and use his surname as the name of your Scout Squad.

On occasion, especially inspirational or feared Scout Squads have been given epithets by admiring allies or terrified enemies, though the Space Marines would not use these names themselves. You can give your kill team such an epithet if you wish.

ULTRAMARINES NAMES

D6	FORENAME	SURNAME
1	Marius	Chronus
2	Agnathio	Tarentus
3	Ollonius	Dysorius
4	Cato	Cassus
5	Titus	Acastian
6	Gaius	Varenus

IMPERIAL FISTS NAMES

D6	FORENAME	SURNAME
1	Lydus	Hagen
2	Darnath	Mirhen
3	Lexandro	Garadon
4	Nereus	Lytanus
5	Tylaeus	Danithor
6	Vorn	Markov

RAVEN GUARD SERGEANT NAMES

D6	FORENAME	SURNAME
1	Ordias	Kaed
2	Kyrin	Solari
3	Vykus	Solaq
4	Tryris	Qeld
5	Navaer	Vaanes
6	Syras	Torvaec

RAVEN GUARD NEOPHYTE NAMES

D6	FORENAME	SURNAME
1	Fergaet	Geilper
2	Addovos	Faulides
3	Dals	Hyac
4	Koumoh	Aie
5	Silmold	Abralior
6	Sanror	Shavidan

DARK ANGELS NAMES

D6	FORENAME	SURNAME
1	Azkarael	Zaborial
2	Zakael	Azdallon
3	Rhellion	Zacharus
4	Zoreal	Astathor
5	Azathor	Seraphus
6	Nemator	Kaelon

SPACE WOLVES NAMES

D6	FORENAME	SURNAME
1	Gunnar	Ironaxe
2	Ulfrich	Icefang
3	Laars	Orksbane
4	Sven	the Red
5	Wulfgar	Wyrmslayer
6	Erik	Thunderhowl

BLOOD ANGELS NAMES

D6	FORENAME	SURNAME
1	Amareus	Belarius
2	Erasmus	Seraphan
3	Rafael	Moriar
4	Morlaeo	Raneil
5	Leonid	Castivar
6	Faustian	Arteros

SALAMANDERS NAMES

D6	FORENAME	SURNAME
1	Dak'Lyr	K'Gosi
2	Sho'Tan	Jurr
3	Tsu'Gar	Dallor
4	Xavus	Shenn
5	Nubari	Ta'Phor
6	Vorr'n	Rhoshan

IRON HANDS NAMES

D6	FORENAME	SURNAME
1	Arrven	Graevarr
2	Gorrloch	Bannus
3	Shorrgol	Lydriik
4	Galorr	Terrek
5	Dorrghun	Korvaan
6	Kaagos	Urloch

WHITE SCARS NAMES

D6	FORENAME	SURNAME
1	Khajog	Gatughan
2	Suberei	Ghol
3	Khoros	Jaghol
4	Jaygor	Kandakh
5	Selgei	Mologhai
6	Jurgah	Ujumm

SQUAD QUIRK

D6	TRAIT
1	**Selfless:** These warriors believe that their lives are best spent shielding the Emperor's servants from harm.
2	**Zealous:** This Scout Squad are dedicated believers in their Chapter's traditions and rituals.
3	**Vengeance Seekers:** The Chapter of these Scouts has suffered a great wrong in the past. This kill team seeks to take vengeance.
4	**Methodical:** Careful and diligent, this kill team ruthlessly assesses priority targets and the relative risks of every action.
5	**Eager:** These warriors seek to wet their blades with the blood of the foe as quickly as possible, in the hopes of winning praise from more experienced battle-brothers.
6	**Competitive:** When given any kind of task, this Scout Squad see it as an opportunity to see who among them is the strongest, fastest, or has the keenest mind.

BACKGROUND

D6	ORIGIN
1	**Trial by Fire:** The Scouts of this kill team are on the precipice of being elevated to full Space Marines, and will be soon be deemed ready if victorious.
2	**First In:** This kill team have been deployed at the head of a much larger Space Marine strike force, gathering vital intelligence and spreading chaos amidst the enemy before the full attack comes.
3	**Maverick Sergeant:** The Sergeant of this kill team is well known for his use of unconventional tactics and his willingness to stretch the bounds of the Codex Astartes, or even ignore it.
4	**Sowers of Fear:** Crippling enemy morale and the foe's will to fight is the go-to tactic for these Scouts.
5	**Hunters:** Few foes can evade these keen trackers for long, as they possess a fierce determination to ensure their prey is destroyed.
6	**Unblooded:** The Scouts of this kill team experience combat for the first time on their maiden mission, and seek to prove themselves.

BASE OF OPERATIONS

D6	LOCATION
1	**Land Speeder Storms:** This kill team is ever on the move, transporting itself and all of its equipment aboard a squadron of Land Speeder Storms.
2	**Vantage Point:** High treetops, the eaves of some vast cathedrum or the pinnacle of a vox tower not only offer perfect cover, but ideal vantage points.
3	**Abandoned Armoury:** Well fortified and full of old weapons, repair stations and ammunition stores, an abandoned armoury is an ideal base.
4	**Caves:** It is all but impossible to find a kill team deep within a mountaintop cave network.
5	**Tank Graveyard:** A maze of wrecks is a perfect location in which to lose a pursuing foe, as well as ambush them later.
6	**Stealth-capable Dropship:** This kill team make use of a modified dropship that is outfitted with stealth technologies, enabling them to rapidly insert into target areas and exfiltrate from them later.



Roaring waves lashed viciously against the ugly mon-keigh structure. Repeated bursts of spray dozens of feet high caused a permanent rain of salt water to fall upon a servitor, going about its preprogrammed duties with slow, rhythmic clanks. Much of its form was metal, which ran orange with rust and flaked with corrosion. As a result, its every step was accompanied by a spine-shuddering scraping sound, not that the lobotomised man-machine noticed. It was equally oblivious to the fact that it was being watched.

High above, perched on a thin railing surrounding an exhaust stack, the Striking Scorpion Morai-den observed the servitor carefully. It was time. She leapt forwards, arms outstretched, legs locked together. After several seconds of free fall, her hands gripped a bar running above and parallel to the gantry on which the servitor walked.

Using the momentum of the fall to help her, Morai-den swung around the bar. After a single spin she released her grip and launched herself forwards towards the gantry, feet first. The soles of her boots struck the servitor and the force of the impact sent it plummeting into the angry waters below. The Asuryani had killed rarely thus far, and were yet to use their weapons. The idiot mon-keigh would easily blame the elements or the monsters of the deep for their losses, making the Onyx Claw's infiltration of the site that much easier.

Knowing she was exposed, Morai-den stepped off the edge of the gantry. As she fell, she turned to face the walkway, gripped its edge, swung around underneath and pulled herself flat to its underside, holding its horizontal support bars with her hands and feet. She crawled along at high speed, keeping her profile flat. Her armour was no hindrance – the fully fitted bodysuit flowed around her body like a second skin, and her heavier armour plates slid over it with sublime ease.

After a hundred yards, the gantry ran past a pair of metal towers coated with rust. Wrapped around each at regular intervals was a flat access deckplate, presumably there to allow for maintenance units to work. Each had a tight, hook-shaped overhang beneath it, and after leaping from the gantry, Morai-den folded herself into one, contorting herself into a position impossible for a Human to achieve.

Morai-den wriggled around the tower, keeping herself braced in the overhang until she found a position that gave her a view of the surroundings. The sheer ugly barbarism of the place, in comparison to what the Bonesingers of her people could achieve, could barely be communicated even in the heavily nuanced language of the Aeldari. The sight before her, of blocky structures mass produced from raw metal, was not even worthy of her spit. *Eradication is too good for monstrosities like this,* she thought. *Would that the Aeldari ruled the stars once more.*

Out of the corner of her eye, Morai-den saw a flash of movement. It was so quick that few mon-keigh would have even noticed, and if they did, they would have thought it a trick of the light. She recognised it, however, and smiled. Iradil Cegodari, another of her shrine. Each warrior of the Onyx Claw carried themself in a subtly unique way, recognised only by their fellow warriors. A split second later, Morai-den spotted another servitor plunge into the waves. *Perfect*, she thought, in admiration of Cegodari.

The Blades of Khaine were getting closer to Farseer Dystari. Farseer Caman had told them where to find her, but they knew they could not just storm the metal mon-keigh's lair. To strike too fast or too soon would result in potentially catastrophic failure. Patience was called for more than anything in this grave task, and this was the Striking Scorpions' specialty. They had been here – Extraction-temple 8-0, the mon-keigh called it – for days already.

The Onyx Claw had given no living soul any indication they were there. Their armour possessed a chamaeleonic thermal system that ensured their heat signature matched that of their surroundings, rendering them all but invisible on most detection systems. Furthermore, the Striking Scorpions could slide, squeeze and contort into crevices the closed-minded mon-keigh would never consider capable of hiding a threat.

Everywhere Morai-den looked, her view was recorded and analysed by in-helm units, and the information was shared amongst all the Blades of Khaine warriors. Potential routes of ingress and egress were plotted, terrain density calculated and enemy patrol frequencies assessed.

++ I saw you, ++ Morai-den said to Cegodari, slightly moving her fingers to jokingly convey that the Aspect Warrior was somehow losing his touch. Cegodari could sense her gesture, even if he could not see it.

The Striking Scorpions' communication systems did not function like those of many other races, for they were

built entirely around the Aeldari's extreme psychic sensitivity. Every word and movement was shrouded in layer upon layer of code derived from Aeldari mythology allegories, meaning that even if a foe was to somehow detect their communiques, they would be all but impossible to interpret.

++ *Oh I know, scorpion-sister. I know you would have been impressed also.* ++ Morai-den felt Cegodari make the gesture of an exaggerated bow. ++ *In return for the display I granted you, I need your assistance,* ++ he said.

***

'There are many,' said Morai-den.

'Too many to be cast into the waves,' agreed Cegodari.

The two Striking Scorpions had wedged themselves amongst a nest of winding pipes, observing a party of lobotomised abominations conducting repairs and irradiated soldiers standing guard. They were close to the primary extraction route Exarch Maur Saim-Ingrelli had selected for the safe evacuation of Farseer Dystari.

'We end them too soon they will just send more, and be alerted to a danger in their midst. End them too late and they will be a problem for our escape. We will have greater foes to face when the time comes: the white Ravens,' said Cegodari.

Morai-den nodded. 'Better to finish them now. There are many dangers here, they merely have to suspect one other than us.'

***

The two Striking Scorpions were several dozen feet directly beneath the Adeptus Mechanicus party. Morai-den had wrapped her ankles around a power cable and faced the frothing waves below. She held onto the ankles of Cegodari with both hands – the Aspect Warrior was reaching down into the water, allowing his presence to be known by the creatures within. The movements would not register with the mon-keigh, but the sea predators who thronged around the extraction-temple would be drawn to it.

'That is enough, pull me up,' Cegodari said, just as the water around him started to glow. The light's gleam gave it the appearance of bioluminescence, but its colours morphed from an angry red to alluring purple and back with a frightening intensity. Cegodari's entire manner suddenly changed; he wouldn't withdraw his gaze from the glow.

'It is warp-touched,' gasped Morai-den with revulsion, pulling her scorpion-brother up. He resisted, wriggling and squirming. It took all of Morai-den's strength to maintain her grip. 'Do not look, it is damned!'

As Morai-den spoke, her thoughts filled with images of Biel-Tan, of its stunning elegance and beauty, and of its people going about their lives. She thought also of the teachings of the Scorpion and the wisdom of the Path. She knew Cegodari would see and feel all she did. Though the power of the warp was strong and eagerly sought the attention of the Aeldari, it could be resisted.

'Fight, Cegodari!'

Slowly, he stopped resisting. Morai-den pulled him up to the power cable.

'I am shamed, scorpion-sister,' Cegodari said, the position of his head and hands showing deep contrition and sorrow.

***

Morai-den's chainsword chewed through the flesh and metal of the Skitarius before her, the abomination's metallo-static death cries ringing in her ears. Before it fell to the ground she leapt over it, pressing a foot to a railing to launch herself into a rapid spin in which she tore her sword through a servitor. It was cut in half from shoulder to hip.

On the other side of the Mechanicus work party, Cegodari furiously carved his way through the mon-keigh, each hack of his chainsword a lightning-fast movement impossible for his foes to evade. The rusting metal decking was coated in blood, unguents and body parts, both biological and mechanical. Each wave that crashed around sent cascades of water running over the decking, sending the detritus of battle into the water. Morai-den saw Bheta-Decima's ocean predators consuming what they could of it below. *It was wise to draw them in ahead of the battle*, she thought.

Seconds later, she cut down the last of their foes and the two Striking Scorpions dashed up the mon-keigh structures to gain new vantage points. It was then that Morai-den saw a mon-keigh bearing the symbol of the white Raven upon his shoulder. Their true adversaries were here – a complication that would have to be dealt with swiftly.

CRAFTWORLDERS

Technologically advanced and psychically gifted, the Aeldari of the Asuryani are a disparate and dwindling people. Their ancestors, however, were rulers of an incredibly ancient and vast empire, with the means to manipulate the very stars themselves.

At their height, the ancient Aeldari were the foremost power in the galaxy, and their worlds were glittering paradises. Few of their number believed these times of glory would ever end, and over the millennia the Aeldari race became exceedingly arrogant. They were faced with no threat and felt no purpose, for there seemed to be all but nothing left for them to achieve. Billions became unapologetically hedonistic thrill-seekers, a dark path that ultimately led to the cataclysm known as the Fall.

To comprehend the Fall of the Aeldari, one must understand their physiology. Their hearts beat much faster than a Human being's and their minds race through possibilities at an enormous rate. Thus, they are not only able to process emotions incredibly quickly, but feel them much more deeply, whether it be terrible despair or overwhelming joy. It was when their empire was at its height that the Aeldari sought to indulge their ability to feel sensation to its fullest; they fell into pits of decadence as they pursued every desire, dream and curiosity to its most extreme end, exploring increasingly grosser depravities once forbidden by writ or taboo.

What no Aeldari knew was that – psychically attuned as they were – the powerful echoes of their ecstasies and agonies rippled within the warp. The reflections of their intense experiences coalesced there, for tides of the empyrean can take form around such emotion. Over time, a nascent being came into existence – Slaanesh, the Chaos God of excess. With every grisly murder, every spray of newly spilled blood, it became more powerful.

Finally, it burst into consciousness, causing a psychic implosion that killed billions of Aeldari in an instant. The heart of their empire was ripped apart, replaced instead with a gargantuan, pulsating warp storm. In those opening seconds, Slaanesh consumed billions of Aeldari souls and become intoxicated on the taste. Ever since, the Chaos God – known to the Aeldari as She Who Thirsts – has sought to consume yet more.

THE CRAFTWORLDS

Fearing the consequences of the ever heightening depravities of their race, fragments of the Aeldari people had abandoned their empire before this cataclysmic event. They fled aboard the enormous world-ships called craftworlds, but only those furthest away from the Fall's epicentre survived the disaster, and they have been traversing the void ever since.

The craftworlders, known as the Asuryani, are secretive and isolationist, and none even amongst their wisest leaders know how many craftworlds still exist. The five greatest – warrior-like Biel-Tan, enduring Iyanden, disciplined Alaitoc, fate-scrying Ulthwé and wild Saim-Hann – are known to all, but over the millennia many have been destroyed or suffered such terrible losses that they have slowly become devoid of life.

THE PATH

The Asuryani are no less prone to desiring extremes of emotion than their ancestors, and are engaged in a daily spiritual struggle to keep their deep passions in check and thus slow the extinction of their race. As a result, craftworld life is incredibly disciplined; they fear the repercussions of whimsical behaviour and the pursuit of experience for its own sake. To govern their desires, the Asuryani have developed a philosophy known as the Path, or the *Ai'elethra*.

In adult life, every Asuryani chooses a single discipline at a time to follow, to the exclusion of all else. By dedicating their emotional and intellectual intensity to one purpose, they focus their desires and keep themselves in check. After completing each Path that they undertake, there are countless others that an Asuryani may take up, like that of the Seer, the Mariner or the Artisan. One such Path is that of the Warrior. Those Asuryani who walk it learn the arts of death and destruction, following one of myriad branches that each have their own unique skills and warrior philosophies.



'WE AELDARI HAVE FALLEN FAR. THOSE NOT OF OUR RACE WHO HAVE HEARD OUR STORY MIGHT EVEN PITY US, IF THEY DON'T HOLD US IN CONTEMPT FOR OUR OWN FOLLY. I SPIT ON THEIR SCORN. OUR TIME IS FAR FROM OVER. WE HAVE BEEN MASTERS OF WAR SINCE OUR ENEMIES' FOREBEARS WERE BUT AMOEBAE DRIFTING AIMLESSLY IN BARREN SEAS. THE GALAXY ONCE SHOOK IN AWE UPON THE MENTION OF OUR NAME, AND IT SHALL DO SO AGAIN.'

- Maur Saim-Ingrelli, Striking Scorpions Exarch of the Onyx Claw Shrine, Biel-Tan Craftworld

BLADES OF KHAINE KILL TEAMS

Blades of Khaine are elite Asuryani fighting formations assembled for a single purpose: severing a precise strand of fate to ensure that a terrible future for their craftworld or their race as a whole never comes to pass. The price of failing such a mission is truly enormous, and so Blades of Khaine are composed only of the warriors best suited to the vital task.



Aeldari possess an inhuman poise and elegance that make them natural warriors, fighting with a sinuous grace and wielding their weapons with mesmerising dexterity. Their reflexes are astonishingly fast; they are able to switch from the most languorous posture to combat stance in an instant. The Aeldari's natural talent for combat is further enhanced by their long lives – warriors can have decades or centuries of training and experience.

ASPECT WARRIORS

The Path of the Warrior is divided into many separate branches. These are the Warrior Aspects, and all represent a different facet of the Aeldari war god Khaine. The Striking Scorpions, Dire Avengers and Howling Banshees are among them, and each has its own distinctive and ritualistic warrior costume, wargear, fighting techniques and abilities.

Each Aspect with a presence upon a craftworld has at least one shrine – a sanctum and training area dedicated to its unique martial traditions and rituals. Within them, Aspect Warriors are honed with endless spiritual and physical exercise, becoming totally suffused with their Aspect's core nature. In battle, each Aspect Warrior plays its own singular role, but together their unique abilities meld into a single devastating weapon far more powerful than the sum of its parts.

EXARCHS

Most Asuryani who walk the Path of the Warrior eventually leave it. Some, however, do not, developing such a deep obsession that makes it impossible for them to ever leave. The fate of these warriors is to become Exarchs, dedicated entirely to their Aspect, from the smallest details of the most complex ceremonial rituals to elaborate martial techniques. They are the guardians and priests of their shrines, as well as the mentors and battlefield leaders of their Aspect Warriors. They wear ritual armour embedded with the spirit stones of former Exarchs, enabling them to draw upon the wisdom and experience of their forebears.

BLADES OF KHAINE

The name of these kill teams alludes to an ancient Aeldari myth, in which the smith god Vaul was expected to produce

one hundred magnificent blades for Khaine in exchange for the release of the gods Kurnous and Isha from captivity. Running out of time before he could complete the final sword, Vaul hid a mortal blade among the weapons he had fashioned, spiriting away the prisoners before Khaine discovered his ruse. When the war god unearthed this treachery he was filled with rage. Khaine vowed he would have vengeance, and the terrible catastrophe that was the War in Heaven began.

In this tale the Asuryani find many lessons, one being that even details that appear small can lead to great disaster. In this notion the purpose of the Blades of Khaine can be found; they are dispatched like surgical instruments to intervene at a very specific time and place, severing single threads of fate in order to eliminate the chance of one singular, terrible future from happening. This might be to ensure that a particular plea for aid never reaches its intended recipient, an individual whose future actions endanger a craftworld does not live to pose that threat, or a ship is sabotaged to guarantee an entire army never reaches its fated destination. As followers of the Aeldari god of war, the Blades of Khaine are deployed as destroyers; their task is to kill a specific potential future, not to bring about alternative outcomes.

Blades of Khaine can only be assembled by a craftworld's Farseers. Only such psychically powerful individuals have the skill to parse through the forever-shifting skeins of fate to discover the great dangers these kill teams are formed to destroy. Once assembled, the chosen Aspect Warriors are given access to the ritual wargear of the Blades of Khaine. These rare and exotic artefacts are kept locked away until a Blades of Khaine kill team is mustered, and when their mission is complete, the wargear must be returned.

Exactitude is everything to the Blades of Khaine – strike at a marginally different time, and they will fail. Thus, only Aspect Warriors form them, for no other kind of Asuryani soldiery has the focus, self-control and discipline to perform these kinds of high-stakes missions. Furthermore, Blades of Khaine warriors are only ever drawn from the Aspects of the Striking Scorpions, Howling Banshees and Dire Avengers. The former two possess the sinister qualities and astounding speed needed for daring strikes. These aggressive traits are balanced out by the cool nobility of Dire Avengers, whose skills in mobile ranged warfare and stubborn defence enable them to provide a vital support role in combat. The warriors that make up a Blades of Khaine kill team can be drawn from multiple or a single one of these Aspects.

Every other Aspect is strictly prohibited by ancient writ from contributing warriors to Blades of Khaine kill teams. The roaring flame of the Drake and sweeping scythe of the Harvester are deemed to be too indiscriminate, forbidding the Fire Dragons and Dark Reapers. Blades of Khaine missions require intense focus, and the wide-searching eye of the Raptor is seen as giving too broad a perspective, so the Swooping Hawks are also barred. For the Warp Spiders, the warp jump generators they bear present too much risk; should one of these warriors be dragged into the immaterium, a plan months in the making could be ruined, bringing disaster upon the Asuryani.

'SLIGHT ARE THE NUMBERS OF THE ASURYANI. SO DWINDLED IS OUR RACE THAT MANY OF MY KIN ARE DRAWN TO TEARS SHOULD THEY DWELL ON THAT SAD FACT FOR A FRACTION TOO LONG. BUT WE HAVE LEARNED THE LESSONS TAUGHT BY BEING SO FEW. EACH OF MY WARRIORS IS EQUAL TO A DOZEN MON-KEIGH OR MORE. WITH THE POWER OF THE SEERS, BUT A HANDFUL OF US CAN DECIDE THE FATE OF BILLIONS. WITH THE THRUST OF A SWORD AT THE RIGHT MOMENT I CAN DICTATE WHETHER A SYSTEM WILL STILL LIVE IN A MILLENNIUM'S TIME. WITH A BURST OF MY PISTOL'S SHURIKEN I CAN PRESERVE A WORLD FOR GENERATIONS MORE.'

- Giladrea Serenti, Dire Avengers Exarch of the Shimmering Blade Shrine, Saim-Hann Craftworld

STRIKING SCORPIONS

The scorpion might be a small creature, but its lethal sting and biting claws can strike terror into the hearts of larger beasts, as well as kill them. The Striking Scorpions epitomise the deadly attributes of their namesake, and are ruthless killers who revel in the hunt. They are the shadow of Khaine that falls upon the enemy at the perfect moment to strike, and theirs is the lethal, single-minded focus that a predator has for its prey.

Just as a scorpion stalks leafy undergrowths and cluttered desert scree, Striking Scorpions scuttle into the dark recesses of the battlefield, sneaking ever closer to their prey without being seen. Masters of the shadows, excelling in dense terrain and possessing a sinister patience, they can lie in wait for days without motion, waiting for their victims to expose a weakness. They dwell upon the joy of the future kill by savouring a thousand different permutations of their foe's end, playing death screams and sprays of arterial gore over and over in their mind.

Striking Scorpions hunt their prey across dark and dust-choked battlefields like creeping shadows, flowing silently and without trace through the dense terrain. They maintain their stealth until the optimum moment, when they dart into combat with the force of a lightning bolt to strike the enemy's heart, chainswords whirring and shuriken pistols spitting. They wreak so much carnage when they burst from cover that they can rapidly turn close-run battles into routs of the enemy, and they have been the doom of many who have taken their eyes off the shadows for too long.

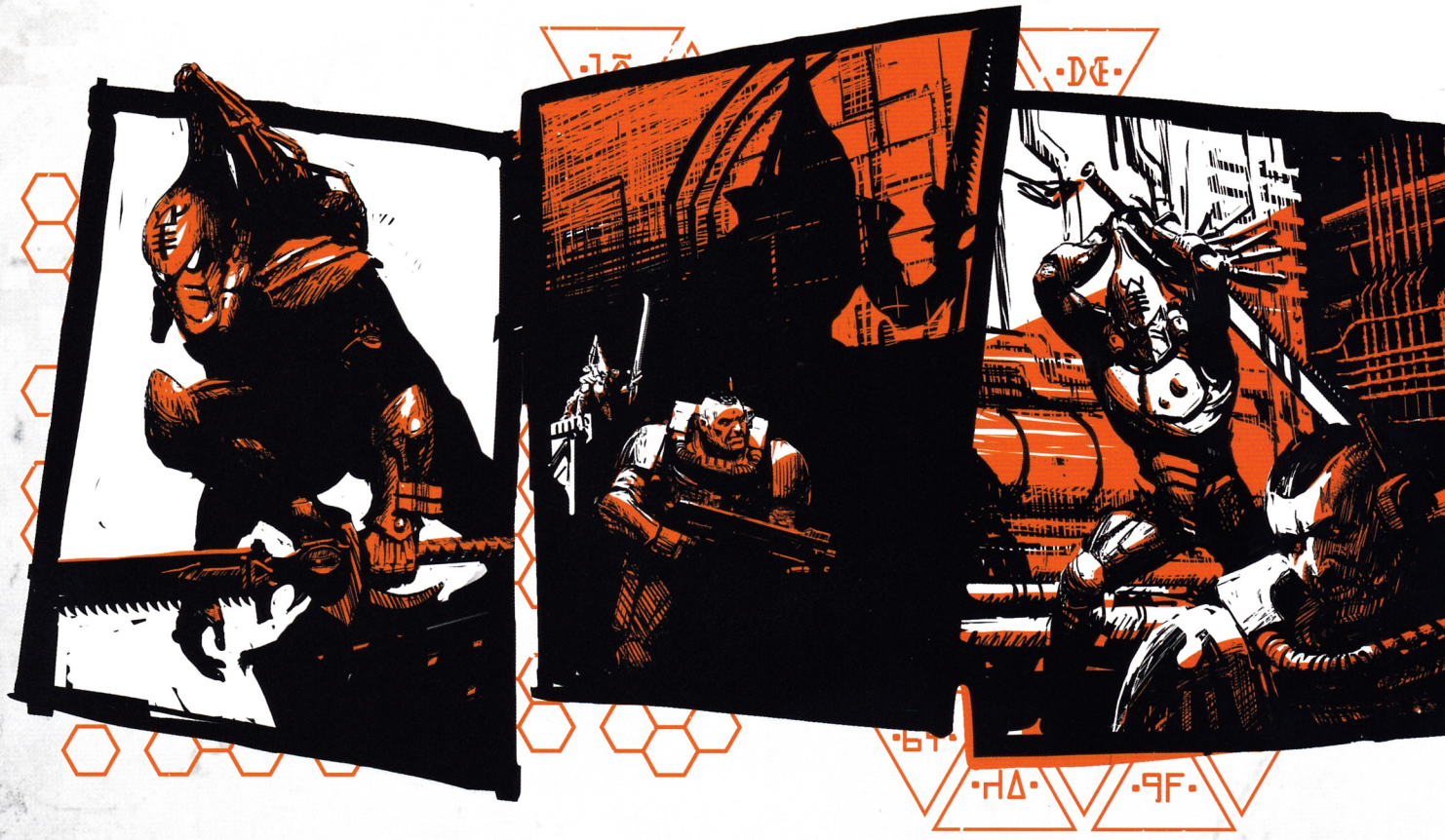
Striking Scorpions are deadly combatants, but their wargear raises their lethality to another level altogether. Their most iconic weapons are their mandiblasters. Resembling a scorpion's mandibles, these are short-ranged weapons built into the warriors' helmets and fired the moment the Striking Scorpions enter combat. Activated by a psychic pick-up, they fire a hail of needle-thin shards that act as conductors for a highly charged laser. Unleashing these weapons gives the Aspect Warriors the edge in the opening seconds of combat, an advantage they press ruthlessly with furious hacks of their armour-and-bone-shattering chainswords.

HOWLING BANSHEES

These swift hand-to-hand combat experts kill before the enemy can even lift a weapon in response. The key to these warriors' lethality is their banshee masks – ritual devices containing psychosonic amplifiers that magnify the wearer's battle screams into a mind-numbing shock wave. This causes damage to the foe's nervous system and momentary paralysis, as well as inspiring complete terror. There is thus nothing clandestine about the Howling Banshees' way of war. They announce their arrival with blood-chilling screams, racing forwards with ferocious speed and acrobatic grace. The focus of their fighting style once in melee is on precision and efficiency of blows with their shimmering power weapons. The elegance and quicksilver speed of their swordplay is a true sight to behold.

DIRE AVENGERS

The most common Aspect Warrior, Dire Avengers represent both Khaine's unending thirst for vengeance against a galaxy of woe and his status as a noble warrior – dual traits they maintain in continual balance. They channel this on the battlefield, and are regarded by many Asuryani as the most tactically flexible of all the Aspect Warriors; they are as merciless to their foes as they are unstinting in their devotion to their people, and as deadly in their punishing attacks as they are immovable in the defence. The ritual weapon of the Dire Avengers is the Avenger shuriken catapult. With every volley, this highly accurate weapon fills the air with silent fusillades of hundreds of monomolecular discs, which slice through armour, flesh and bone with sickening ease.



THE ONYX CLAW SHRINE

The exploits of the Onyx Claw – one of the oldest Striking Scorpion shrines on Craftworld Biel-Tan – are recounted in the tales of their world-ship's most glorious and important battles. Under the leadership of Exarch Maur Saim-Ingrelli, the shrine's legacy of glory has grown ever greater.

Maur Saim-Ingrelli became one with the Path of the Warrior four centuries before the events on Bheta-Decima. He had trodden the Paths of the Teller and Weaver before joining the Path of the Warrior as a Shadow Spectre and Fire Dragon. He had hoped to follow the Path of Command and become an Autarch, one of the Asuryani's master strategists and battlefield generals. Instead, he became consumed by an Aspect of Khaine.

After his sister was slain fighting as a Striking Scorpion against hordes of Chaos Daemons, Maur Saim-Ingrelli came to the Onyx Claw Shrine. In his grief, he believed doing so would bring him in some way closer to her. He practised harder than any other of the shrine's warriors, training to exhaustion in the ways of the crushing bite, the sting-that-blinds and the creeping death. He spent every waking second crafting his art, and became lost in it.

Of all Biel-Tan's many Exarchs, Maur Saim-Ingrelli is known to be among the hardest on his warriors. Many wish to learn under his tutelage, and the brutal demands of his training result in a great deal becoming Exarchs themselves – his punishing standards pushing them to their limits.

THE BEASTCULL

When a Biel-Tan Farseer saw visions of shining souls bright with purity consumed by huge-fanged monsters, he did not know what they meant. It was only when Rangers reported a growing Ork threat on the world of Ler'sioth that the seer realised the danger. Should the greenskins be permitted to grow unchecked, their Beastboss would lead a Waaagh! that would consume several maiden worlds.

In short order, a Blades of Khaine kill team was formed of warriors from the Onyx Claw Shrine alongside Dire Avengers of the Shimmering Moon. Their mission was to assassinate the Beastboss just as several other chieftains came to pledge fealty to him. If the Asuryani succeeded, the resulting power struggle between the greenskin bosses would see Ork growth in the region stymied for centuries.

First, the Dire Avengers ambushed greenskin patrols around the Beastboss' primary camp, drawing more Orks out in search of a fight. With this distraction, the Striking Scorpions infiltrated the encampment, darting between the shadows to the pens containing the Beastboss' prize squigosaurs. A few chainsword cuts to the pens' chains saw the ravenous monsters freed, allowing them to rampage among the ramshackle Ork shelters, consuming everything in sight. In the pandemonium, the Beastboss emerged from his squig-hide tent, enraged. The Onyx Claw swarmed him, slashing at his knees and ankles with their chainblades and pouring shuriken into his flesh. Maur Saim-Ingrelli delivered the killing blow, ripping out the brute's throat with a crushing wrench of his Scorpion's claw.

THE CLEANSING OF HERESA'LIL

Fury erupted among Biel-Tan's Farseers when they learned that Leagues of Votann Kin were seeking to strip-mine the Exodite world of Heresa'lil. Prophecy had long foretold that this world would be a haven for no fewer than three damaged Asuryani craftworlds in the future, and so had to be preserved. The best time to prevent the Kin's destruction of the planet was when their first craft arrived. It would be early enough to contain them, but late enough for the Asuryani to inflict such losses on the Kin that they would deem the rewards of seizing Heresa'lil too few for the blood spent claiming them.

Multiple Blades of Khaine were formed, with warriors of the Onyx Claw joining with Howling Banshees of the Harrowing Omen and Dire Avengers of the Swordprince. Their campaign was one of terror and slaughter. They butchered Hearthkyn and Hernkyn, reducing each force to a single survivor who would tell tales of armour-shredding shuriken, screeching witches and insect-armoured assassins dropping down from tree tops or bursting from hidden lairs. The relentless ambushes the Asuryani launched in reaction to the Kin's every move made them appear vastly more numerous than they were, and after months of this guerrilla warfare, the Kin withdrew.

BLADES OF KHAINE

Aspect Warriors almost always go to war clad in armour coloured in the ritual hues of their Aspect. For the Striking Scorpions this is an emerald green, for the Dire Avengers a regal cobalt, and for the Howling Banshees a bleached bone.

Additionally, each Aspect Warrior shrine has its own traditional colour system. Primarily, this is derived extensively from its Aspect's ritual hue. In the case of the Striking Scorpions there will be variance in the shade of green used across the bulk of their plate. This they often accompany with a limited use of alternate colours on particular features of their wargear, such as the sensor mane bundles that cascade from their helmets or the ridges and banding of their armour.

Striking Scorpions typically use yellow, orange or black as alternate colours, though some shrines use colours more commonly associated with their craftworld, such as blue for Alaitoc, red for Saim-Hann or purple for Il-Kaithe.



Striking Scorpion Exarch with shuriken pistol, scorpion's claw and chainsword



Striking Scorpion Exarch with twin shuriken pistols and twin chainswords





Striking Scorpion Warriors



NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Blades of Khaine warriors, the title of your kill team and its unique character and history. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s) below. Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas – whatever suits you!

OPERATIVE NAMES

To randomly generate a name for one of your warriors, you can roll a D66 and consult this table, or pick any combination that feels appropriate. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

D66	FIRST ELEMENT	SECOND ELEMENT
11	Tenrith	the Fireheart
12	Justune	Kyldroth
13	Aleerith	Tridehlá
14	Yrlla	Who Walks Alone
15	Aileer	of the Flowing Spirits
16	Caslith	Iydoth
21	Tai'shar	Brylliel
22	Jair	Biel-rith
23	Luirth	(no second appellation)
24	Aleera	Iyadolath
25	Phyllistra	Last of the House of the Ayandi
26	Myrnoth	the Melancholy
31	Fyrram	Llacharni ('brightheart')
32	Ishylla	the Huntress
33	Tishriel	Aryimelli
34	Aydona	Bringer of Azure Death
35	Galánta	Umachuli
36	Ylleth	Shelwe-hann ('song of insight')
41	Fachean	Son of Coheria
42	Tarvaril	Caman
43	Fánai	Eldrion
44	Yrmnoch	the Unyielding Fire
45	Barahir	Glaermril
46	Eldrion	Arronnás
51	Dis'ar	Gloywach ('the glow dragon')
52	Eldos	the Uncompromising
53	Kinshar	of the Noble House of Picarothi
54	Rhidhal	Enbrondil
55	Athairnos	Lladronoth
56	Eärandil	Bechareth ('spirit on the wind')
61	Siriolas	Ceifulgaithann ('wind rider')
62	Bahtaam	Undroíl
63	Fian	Caman ('the avenger')
64	Eldroth	Tóir
65	Lorinth	Scion of Rhidmar
66	Illisar	the Wanderer

KILL TEAM NAMES

The first three tables below have been designed to name Blades of Khaine kill teams focused around a single Aspect Warrior type. Choose appropriately depending on the make-up of your kill team. Note that when it comes to shrine names for specific Aspects, these can be phrased as, for example, the Hidden Blade Shrine or the Shrine of the Alabaster Crescent, depending on what you think sounds best.

The Mixed Blades of Khaine table below has been designed to name kill teams containing a mix of Aspect Warrior types, which can take many forms depending on context. Note that with this table you can invert the elements, e.g. Severers of Fate instead of Fate Severers, or Spinners of the End instead of End Spinners, if you so wish.

All Striking Scorpion Blades of Khaine

D6	SHRINE NAME
1	Sabre of Twilight
2	Jade Bite
3	Subtle Venom
4	Hidden Blade
5	Stinging Shadow
6	Darting Strike

All Dire Avenger Blades of Khaine

D6	SHRINE NAME
1	Asuryan's Heart
2	Azure Moon
3	Shield Cobalt
4	Argent Prince
5	Alabaster Crescent
6	Ebon Helm

All Howling Banshee Blades of Khaine

D6	SHRINE NAME
1	Bloody Shriek
2	Wailing Bone
3	Scarlet Daughters
4	Woven Storm
5	Dread Portent
6	Crimson Witch

Mixed Blades of Khaine

D6	FIRST ELEMENT	SECOND ELEMENT
1	Fate	Severers
2	Star	Silencers
3	Destiny	Splitters
4	Death	Dealers
5	End	Spinners
6	Thread	Cutters

SQUAD QUIRK

D6	DEEPER NATURE
1	**Close Bonds:** Every member of this squad has close emotional bonds to their comrades, and fights to protect them.
2	**Psychically Attuned:** This kill team possesses sufficient latent psychic potential to exhibit a sort of collective sixth sense, though at the cost of haunting visions.
3	**Arrogant and Aloof:** These warriors sneer at their barbaric enemies, and will mercilessly mock any of their errors or misfortunes.
4	**Uncanny Perfectionists:** The Asuryani in this kill team are considered amongst the most sublimely skilled of their kind.
5	**Sorrows Beyond Measure:** Battle losses and the horrors of ruin wrought by barbaric forces are difficult to bear, even in triumph. It is no weakness to weep over the slain.
6	**Merciless Hate:** The remembrance of past atrocities drives this squad to a cold-blooded cruelty.

BASE OF OPERATIONS

D6	LOCATION
1	**Wave Serpents:** This kill team operates a number of anti-grav armoured transport vehicles.
2	**The Wilds:** After striking, these Aspect Warriors retreat far into the wilderness.
3	**Webway Junction:** The Asuryani of this kill team will strike the correct location at the perfect time.
4	**Ancient Ruins:** There is a strange peace to be found in the remains of a long-lost people.
5	**Vampire Hunter:** This large, sleek and lightning fast aerial transport can outrun the most determined of enemy interceptor pilots.
6	**Asuryani Cruiser:** This kill team operate from a dedicated shrine aboard one of their craftworld's powerful voidcraft.

BACKGROUND

D6	SHARED DESTINY
1	**The Shrine Assembled:** As decreed by the Farseers, this warband have been gathered purely from a single shrine – whether Dire Avengers, Striking Scorpions or Howling Banshees – to perform a preordained task.
2	**The Bladed Mirror:** This kill team is composed of warriors that excel in the use of misdirection and trickery.
3	**Fight for Ascendancy:** Aspect Warriors of different shrines in this kill team compete fiercely to be seen as the best.
4	**A Blade Often Drawn:** The Asuryani of this kill team have fought together on many occasions to intervene in the progression of time.
5	**Fresh from Vaul's Forge:** Never before have these warriors been assembled as part of a Blades of Khaine kill team.
6	**Followers of the Court:** Having followed the Court of the Young King into battle before, these Aspect Warriors are especially ferocious – the memory of the Avatar of Khaine's fire burning within them.



It had been less than six hours since the Aeldari warrior had slain Warrior Girith. Now Ieree was missing, and the Raven Guard Scouts were scattered. Shadow Sergeant Torvaec knew that if they were to be successful in their mission to recover the Magos Biologis, they had to thwart the xenos first.

Escorting the Tech-Priest and fighting off assaults from Aeldari Aspect Warriors simultaneously would be impossible, even for Torvaec's experienced Neophytes. Torvaec still bore the scars from his first encounter with the Asuryani years before; he knew what they were capable of. They would hunt his squad relentlessly. For him and his Scouts, it was victory or death.

***

Exarch Maur Saim-Ingrelli saw the lone white Raven advancing along a walkway, pressing his body close to a storage tank to keep as small a profile as possible. The soldier moved cautiously, pausing often to observe and listen. *Diligent, for a mon-keigh, but still so primitive,* thought Saim-Ingrelli. No Human could ever master the art of the shadowstalk or the gloomhunt.

The white Raven had no idea that the Striking Scorpion Exarch was several levels below him, creeping in the darkness between yet more storage tanks. Saim-Ingrelli's careful steps became darting movements, and he bounded up the sheer sides of the tanks. His grip was enabled by thousands of tiny, barbed micro-fibres protruding from his armour's boots and fingertips. With a powerful kick, he vaulted onto the side of an exhaust stack and scrambled up its flanks. Though the structure was searing hot, the Exarch's armour and speed ensured he felt none of the skin-melting heat.

In less than a minute, he was above the mon-keigh, and leapt through a cloud of steam towards his prey. Before his feet touched the corroded metal of the walkway, he caught the white Raven's head in his scorpion's claw and crushed it to paste.

***

Arrogance is their weakness, Torvaec remembered of the Aeldari. *They believe fully in their superiority. Use it against them.* There was no need to seek out the xenos, they would certainly find him.

Torvaec kept to the shadows, weaving between whirring belts, chugging wheels and thrumming power generators, checking his corners and using the structures to secure his flank and rear. The Aeldari would not be easily fooled. They would suspect something if he appeared too vulnerable. With every move he absorbed more details of the immediate area – routes the enemy might strike from, where he might be able to escape, and hiding places. Torvaec left nothing to chance; the Aspect Warriors' capabilities were, he hated to admit, devilishly extraordinary. To underestimate their skills, or the depths their trickery could sink to, was to die at their hands.

Nearly an hour passed before Torvaec saw a flit of movement in the extreme right of his field of vision. He brought the machine spirit of his chainsword to life just in time to parry the Aeldari warrior's ferocious attack. The xenos' emerald green armour seemed to glitter in the light of the thousands of sparks cascading from where the teeth of their chainblades met.

Torvaec shoved the xenos away with brute strength and jabbed his chainsword forwards, aiming for the alien's gut. The Striking Scorpion swerved away from the attack, just as Torvaec expected. He already had his bolt pistol in place, aiming precisely at the Aeldari's head. He pulled the trigger.

***

'Corax, guide my sight,' said Qetred. The Sniper was inside a burst pipe. He had braced his back and feet against the tube's walls to hold himself in position, and had wrapped his rifle's strap around his arm to improve its stability. Qetred aimed through a hole in the side of the pipe. Miraculously, the wind had died to nothing and the rain had ceased. He had a better kill window than he could have hoped for.

Qetred had maintained his position for several hours when he saw a flicker of movement, a ripple in the shadow of a haemotrope reactor. *I have you, xenos,* he thought. *The patience of the Raven Lord is with me.* He turned a dial on his rifle's scope for better focus and followed the movement in the darkness with his aim.

Qetred could not see his foe, only a sign of it. That was good enough for a marksman of his training. He aimed ahead of the rippling to adjust for the time it would take the round to reach his target, then held his breath and pulled the trigger. He saw blood spray against a wall. There was no more movement in the shadow.

Unbeknownst to Qetred, the rifle's suppressed muzzle flash had briefly illuminated a curved helm and a

chainsword's teeth above him. With his single open eye pressed against his rifle's scope, Qetred had no chance of seeing the Striking Scorpion clinging to the pipe's interior.

***

Jair Bhanlhar chuckled to herself spitefully as the mon-keigh's thumping heavy bolter and booming shotgun fire missed her once again. She wondered if the white Ravens would run out of ammunition before they realised they were wasting their time.

Bhanlhar slid from her cover and bounded over a thrumming plasma generator into cover again. Another volley of enemy fire told her she had retained the mon-keigh's attention. The generator was in a network of thick metal pipes and glowing power containers. She slipped amongst them, manoeuvring freely as the soldier attempted to hunt her. Bhanlhar folded her body around the crude mon-keigh structures as if she was an invertebrate, with an easy confidence and the elegance of a seasoned dancer.

Eventually, the white Ravens lost Bhanlhar. She lay beneath a long pipe, perfectly still, watching as her scorpion-sister – Meari Rillietar – scuttled around the spire of an alchomite stack behind the two mon-keigh. Rillietar leapt for the soldier wielding the heavier weapon and drove her chainsword through his back and out through his chest. In a blink, she planted her feet on his back and pushed, kicking the mon-keigh's bloody corpse off her blade and using the momentum to slide beneath a large spinning fan belt, evading the immediate counterfire from the shotgun-wielding warrior.

***

Lightning cut savage lines across the dark sky as thundering rains poured down. Hunter Renar pulled the trigger of his grapnel launcher and its clawed projectile soared through the air, hooking on to a circular gantry looping a towering storage container.

All around the Scout was a host of industrial structures: long exhaust tubes coming from Emperor-knew-where, plasma generators of varying sizes and all manner of buzzing machinery. It was a labyrinth, one in which the Aeldari could hide with ease. Renar decided he needed to get above it all. He activated the retractor mechanism on the grapnel launcher and was immediately pulled towards the gantry several dozen feet above.

Renar had no idea a Striking Scorpion lay in wait underneath the metal walkway. It darted from beneath its rim like an arachnid attacking from beneath a rock, kicking Renar hard in mid-air. The Hunter lost grip of his launcher as he slammed into a corroded steel wheel. He felt multiple bones break on impact and crumpled to the floor, rolling onto his back.

Looking up, he saw the Striking Scorpion dropping towards him with incredible poise, knees tucked tight to its chest and weapons outstretched. Renar heard the high-pitched insectoid buzz of the alien's chainsword, which the Aeldari pointed directly at his face.

Before the Aspect Warrior could make fatal contact, a black-armoured figure tackled the xenos from its right flank. Grunting in pain, Renar rolled over onto his side to see what happened next. It was Ieree. The formerly missing Scout pinned down the Aeldari warrior, which was viciously thrashing in an effort to escape, and drove the combat blade he held deep into the xenos' neck. The alien's body fell limp immediately as bright red blood poured from the wound and interflowed with the rainwater covering the ground.

***

'Any sign of them?' asked Torvaec.

'Auspex only shows ghost signals at the outer edge of the range, Shadow Sergeant,' said Qabak. 'Could be xenos, or something else.'

'Assume it's them,' said Torvaec. 'Fix the grenades now.'

'Yes, Shadow Sergeant,' said Qabak, stowing his auspex away. The two Raven Guard knew they were being hunted. Rather than fight the Aeldari directly, Torvaec conceived a plan to lure the xenos into a trap.

The Scouts had found a power relay whose machine spirit vented its anger every dozen cycles, excess heat pouring from it like the exhalation of a sleeping dragon. This outflow of energy could be weaponised with an explosive detonation, and that is what Torvaec planned on. The power relay was due to spew its rage again in ten cycles, plenty of time for the Aeldari to find the Raven Guard.

And when they come, we will have our revenge, thought Torvaec. Several of his Scout Squad were dead, and he relished the thought of painting the Mechanicus facility red with Aeldari blood.

THE RULES

Welcome to the rules section of *Kill Team: Salvation.* Over the following pages, you will find all the rules content for this expansion of Warhammer 40,000: Kill Team.

ARMY LISTS

On pages 39-46 and 52-62, you will find army lists for **SCOUT SQUAD** and **BLADES OF KHAINE** kill teams respectively, providing you with new rules to bring these elite kill teams to the killzone and wage skirmish warfare against your enemies, no matter your preferred way to play. In each of the army lists, you will find the following content:

- **Kill Team Selection Requirements:** The operatives required to build the faction's kill team.
- **Tac Ops:** Additional Tac Ops available to you when using that kill team.
- **Abilities:** Any important abilities that kill team has.
- **Strategic Ploys:** Bespoke Strategic Ploys available to you when using that kill team.
- **Tactical Ploys:** Bespoke Tactical Ploys available to you when using that kill team.
- **Datacards:** The rules for each operative that can be selected in that kill team.
- **Equipment:** A selection of equipment that operatives from that kill team can be equipped with.

SPEC OPS

On pages 47-51 and 63-67, you will find Spec Ops rules for **SCOUT SQUAD** and **BLADES OF KHAINE** kill teams respectively, providing you with new narrative play rules for these kill teams in Spec Ops campaigns. In each of the sections, you will find the following content:

- **Battle Honours:** Unique Battle Honours available to operatives from that kill team that gain a rank, no matter their chosen specialism.
- **Rare Equipment:** A collection of rare equipment you can add to that kill team's stash.
- **Strategic Assets:** Unique strategic assets you can add to that kill team's base of operations.
- **Requisitions:** Specific Requisitions you can use to further support that kill team on their Spec Ops journey.
- **Spec Ops:** Bespoke Spec Ops you can assign to that kill team.

KILLZONE: BHETA-DECIMA AND HAZARDOUS AREAS

On pages 68-71, you will find all the rules for Killzone: Bheta-Decima and its supplement, detailing the terrain features it includes, all the relevant traits that each terrain feature has, and rules for hazardous areas found on the gameboard.

BHETA-DECIMA INFILTRATION

On pages 72-77, you will find a new campaign in which kill teams endeavour to capture vital intel scattered across a section of Bheta-Decima while avoiding its many hazards. This campaign can be used as an expansion for a narrative play Spec Ops campaign, or to link games of matched play.

MISSION PACK

On pages 78-87, you will find a new mission pack titled Critical Operations: Salvation. This mission pack includes nine exciting new missions for your games of Warhammer 40,000: Kill Team. They can be used with any mission sequence, meaning they are suitable for any of the three ways to play, but are designed with matched play in mind.

'THEY ARE THE FUTURE OF THE CHAPTER. WHEN I LOOK INTO THE EYES OF EACH, I KNOW ANY ONE OF THEM COULD ONE DAY BE KNOWN AS CHAPTER MASTER. FOR THAT REASON MUST WE GRANT THEM NO KINDNESS. THEY MUST BE MADE STRONG.'

- Chapter Master Gregor Dessian of the Imperial Fists

ARCHETYPE: INFILTRATION / RECON

SCOUT SQUAD KILL TEAM

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

OPERATIVES

- 1 **SCOUT SERGEANT** operative equipped with one of the following options:
  - Astartes shotgun; fists
  - Boltgun; fists
  - Bolt pistol; chainsword
- 8 **SCOUT SQUAD** operatives selected from the following list:
  - **SCOUT HEAVY GUNNER** equipped with fists, a bolt pistol and a heavy bolter
  - **SCOUT HEAVY GUNNER** equipped with fists, a bolt pistol and a missile launcher
  - **SCOUT HUNTER**
  - **SCOUT SNIPER**
  - **SCOUT TRACKER**
  - **SCOUT WARRIOR** equipped with one of the following options:
    - Astartes shotgun; fists
    - Boltgun; fists
    - Bolt pistol; combat blade

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



TAC OPS

If your faction is **SCOUT SQUAD**, you can use the Scout Squad Tac Ops listed below, as specified in the mission sequence.

SUDDEN STRIKE

Scout Squad – Faction Tac Op 1

Reveal this Tac Op at the end of the first Turning Point.

- If more enemy operatives than friendly operatives were incapacitated during the first Turning Point, you score 1VP.
- If more enemy operatives than friendly operatives were incapacitated during any subsequent Turning Points, you score 1VP.

Operatives with a Wounds characteristic of 12 or more are treated as two operatives for this Tac Op.

FROM ALL ANGLES

Scout Squad – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of any Turning Point. Once you do so, divide the table into four quarters by drawing imaginary straight lines 1mm wide that run from the centre of each killzone edge to the centre of its opposite edge.

- If three friendly **SCOUT SQUAD** operatives inflict damage on enemy operatives during the same Turning Point, and are wholly within three different table quarters when they do so, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

GATHER RECONNAISSANCE

Scout Squad – Faction Tac Op 3

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

- If a friendly operative performs the **Gather Reconnaissance** action, you score 1VP.
- At the end of the battle, if a friendly operative that performed the **Gather Reconnaissance** action hasn't been incapacitated, you score 1VP. Note that it doesn't have to be the operative that achieved the first condition.

Friendly **SCOUT SQUAD** operatives can perform the following mission action during the battle:

GATHER RECONNAISSANCE 1AP

An operative can perform this action while within ⬟ of your opponent's drop zone and not within Engagement Range of an enemy operative.



ABILITY

Below, you will find a common ability of the **SCOUT SQUAD** kill team.

FORWARD SCOUTING

Central to the role of Space Marine Scouts is ranging ahead of the strike force they are attached to, spending extensive periods laying traps for the foe, harassing enemy patrols, gathering intelligence and reconnoitring the ground. By the time their battle-brothers arrive, all that remains is to win the day.

At the end of the Set Up Operatives step, you can select and resolve up to five Forward Scouting options. Each option has a number in brackets, which is the maximum number of times you can select and resolve it for the battle. For example, your five selections could be Recon x2, Trip Alarm, Booby Trap and Diversion. If both players have this ability, alternate resolving, starting with the Defender.

REDEPLOY (5)

Change the set up of one of your operatives that is wholly within your drop zone and/or change its order.

RECON (2)

Resolve a Recon option as specified by the Scouting step of the mission sequence.

INFILTRATE (2)

Resolve an Infiltrate option as specified by the Scouting step of the mission sequence.

TRIP ALARM (2)

Place one of your Trip Alarm tokens anywhere in the killzone that is more than ⬟ from your opponent's drop zone. During the Firefight phase, the first time an enemy operative with a Conceal order moves within ◯ of one of your Trip Alarm tokens:

- Remove that token.
- Until the start of that enemy operative's next activation, friendly operatives treat it as if it has an Engage order.

BOOBY TRAP (1)

Place one of your Booby Trap tokens more than ⬟ from your opponent's drop zone and more than ◯ from each objective marker. Each time an enemy operative moves within ◯ of one of your Booby Trap tokens, interrupt that action to roll one D6, adding 1 to the result if the enemy operative's move is from a **Charge** or **Dash** action. Only roll once per action for each relevant token.

- On a 1-3, nothing happens and that enemy operative continues its action (the token is not removed).
- On a 4+, that enemy operative suffers a number of mortal wounds equal to the result of the D6, its move action ends and the token is removed.

DIVERSION (1)

Select one enemy operative. Subtract 1 from its APL.

DEVISE PLAN (1)

You gain 1CP.

DESIGNATE TARGET (1)

Select one enemy operative to gain your Target token. Each time a friendly **SCOUT SQUAD** operative fights in combat or makes a shooting attack against the enemy operative with your Target token, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

STRATEGIC PLOYS

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

GUERRILLA ENGAGEMENT 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **SCOUT SQUAD** operative that's in Cover and more than ⬟ from enemy operatives, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

GUNFIRE AMBUSH 1CP

Until the end of the Turning Point, each time a friendly **SCOUT SQUAD** operative makes a shooting attack in an activation in which its order was changed from Conceal to Engage, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice; if the target isn't ready, you can re-roll any or all of your attack dice results of one result (e.g. results of 2) instead.

BLADE AMBUSH 1CP

Until the end of the Turning Point, each time a friendly **SCOUT SQUAD** operative fights in combat in an activation in which its order was changed from Conceal to Engage, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice results of one result (e.g. results of 2); if the target isn't ready, the friendly operative's melee weapons also gain the Rending critical hit rule for that combat.

STEALTH RELOCATION 1CP

Select one friendly **SCOUT SQUAD** operative more than ⬟ from enemy operatives. You can immediately perform a free **Dash** action with that operative and/or change its order. You cannot use this Strategic Ploy in the first Turning Point.

TACTICAL PLOYS

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

ASTARTES TRAINING 1CP

Use this Tactical Ploy during a friendly **SCOUT SQUAD** operative's activation. Until the end of its activation, that operative can either perform two **Fight** actions, or two **Shoot** actions if an Astartes shotgun, bolt pistol, boltgun or heavy bolter is selected for at least one of those shooting attacks.

RAW PHYSIOLOGY 1CP

Use this Tactical Ploy during a friendly **SCOUT SQUAD** operative's activation. Until the start of its next activation, that operative isn't injured and you can ignore any or all modifiers to its APL.

EMBOLDENED ASPIRANT 1CP

Use this Tactical Ploy after rolling dice in the Roll Attack Dice step of a **Fight** or **Shoot** action made by a friendly **SCOUT SQUAD** operative, if it's the first friendly operative to do either during this Turning Point, or if the target had more wounds remaining than that friendly **SCOUT SQUAD** operative at the start of the step. You can retain one successful normal hit as a critical hit instead.

COVERT POSITION 1CP

Use this Tactical Ploy during a friendly **SCOUT SQUAD** operative's activation. Until the start of its next activation, while that operative has a Conceal order, it's always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

SCOUT SERGEANT

Veterans of their Chapter, these highly experienced warriors choose to train the next generation of battle-brothers. They lead by example, commanding the respect of their charges with their courage and tactical acumen.



M	APL	GA
3 ○	3	1

DF	SV	W
3	4+	11

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

ABILITIES

Guidance and Experience: Each time this operative is activated, you can select one other friendly **SCOUT SQUAD** operative Visible to it. Add 1 to the selected operative's APL.

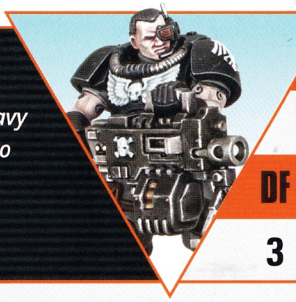
UNIQUE ACTIONS

-

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, LEADER, SCOUT, SERGEANT

SCOUT HEAVY GUNNER

These operatives are highly able warriors who use heavy weapons – from missile launchers to heavy bolters – to engage and destroy powerful enemy targets.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
⌖ Bolt pistol	4	3+	3/4	Rng ⬟	-
⌖ Heavy bolter	5	3+	4/5	Fusillade, Heavy	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	Blast ○, Heavy	-
- Krak	4	3+	5/7	AP1, Heavy	-
⚔ Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, SCOUT, HEAVY GUNNER

SCOUT HUNTER

Armed with grapnel launchers, Hunters can swiftly traverse dangerous terrain and negotiate challenging ground to circumnavigate enemy strongpoints, set up ambushes or evade pursuers.



M	APL	GA
3	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
Bolt pistol	4	3+	3/4	Rng	-
Combat blade	4	3+	4/6	-	-

ABILITIES

Grapnel Launcher: This operative is equipped with climbing equipment (pg 46) and it does not cost any equipment points for this operative.

UNIQUE ACTIONS

Grapnel Assault (1AP): Perform a free **Charge** action with this operative. If, during that action, this operative climbs, drops, jumps, traverses or its base moves under a Vantage Point, its melee weapons gain the Lethal 3+ special rule until the end of the activation.

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, SCOUT, HUNTER

SCOUT SNIPER

Snipers excel in fulfilling the fundamental elements of assassination and reconnaissance in Scout Squad missions. They carefully observe enemy movements from hidden positions they hold for days, waiting for the precise moment to take a killing shot.



M	APL	GA
3	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
Bolt pistol	4	3+	3/4	Rng	-
Sniper rifle	4	2+	3/3	Heavy, Silent	MW3
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's in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

Advanced Scope (1AP): Until the end of the activation, when determining Line of Sight for this operative, enemy operatives are not Obscured. This operative cannot perform this action while within Engagement Range of an enemy operative.

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, SCOUT, SNIPER

SCOUT TRACKER

Trackers carry highly powerful auspexes – scanners capable of analysing the battlefield. Thanks to the information such devices provide, Scout Squads can identify targets or rapidly plan deadly ambushes.



M	APL	GA
3	2	1

DF	SV	W
3	4+	10

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

UNIQUE ACTIONS

Track Enemy (1AP): Select one enemy operative with a Conceal order Visible to and within ⬟ of this operative, then select one friendly **SCOUT SQUAD** operative. Until the end of the Turning Point, the selected friendly **SCOUT SQUAD** operative treats that enemy operative as if it has an Engage order. This operative cannot perform this action while within Engagement Range of an enemy operative.

Auspex Scan (1AP): Select one enemy operative Visible to or within ⬟ of this operative. Until the end of the Turning Point:

- That enemy operative is not Obscured.
- Defence dice cannot be automatically retained as a result of Cover for that enemy operative.

This operative cannot perform this action while within Engagement Range of an enemy operative.

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, SCOUT, TRACKER

SCOUT WARRIOR

These operatives are skilled fighters, committed to their squad and determined to ascend to full battle-brother status. No matter what the mission demands of them, they will fight furiously to defeat the enemy and prove themselves.



M	APL	GA
3	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
Astartes shotgun	4	2+	4/4	Rng ⬟	-
Bolt pistol	4	3+	3/4	Rng ⬟	-
Boltgun	4	3+	3/4	-	-
Combat blade	4	3+	4/6	-	-
Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

SCOUT SQUAD, IMPERIUM, ADEPTUS ASTARTES, SCOUT, WARRIOR

EQUIPMENT

SCOUT SQUAD operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

CLIMBING EQUIPMENT [1EP]

The operative gains the following ability for the battle:

Climbing Equipment:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3● it travels are 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.

CAMO CLOAK [2EP]

Not available for a **SNIPER** operative (who already has this ability). The operative gains the following ability for the battle:

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's in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

EXTRA BLADE [2EP]

Select a combat blade the operative is equipped with. That weapon gains the Balanced special rule for the battle.

HEAVY WEAPON BIPOD [2EP]

Select a heavy bolter the operative is equipped with. 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 this activation, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

TARGETING OCULAR+ [2EP]

The operative gains the following ability for the battle:

Targeting Ocular: Ranged weapons on this operative's datacard that it's equipped with gain the No Cover special rule. Note that ranged weapons it's equipped with by other means (e.g. grenades from Equipment) are unaffected.

SMOKE GRENADE [3EP]

The operative can perform the following action during the battle:

SMOKE GRENADE	1AP

Place the centre of one of your Smoke tokens within ⬟ of this operative. That token creates an area of smoke with a ● radius and unlimited upward height (but not below). 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 an enemy operative.

FRAG GRENADE [2EP]

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

Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules			
Rng ⬟, Blast ●, Indirect, Limited			

KRAK GRENADE [3EP]

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

Name	A	BS	D
Krak grenade	4	3+	4/5
Special Rules			
Rng ⬟, AP1, Indirect, Limited			

SCOUT SQUAD SPEC OPS RULES

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

BATTLE HONOURS

Each time a **SCOUT SQUAD** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Scout Squad Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



SCOUT SQUAD SPECIALIST

D6	Battle Honour
1	**Distinguished:** Once per battle, during this operative's activation, you can use the Astartes Training Tactical Ploy (pg 42) without spending any Command points.
2	**Expedient:** Add ▲ to this operative's Movement characteristic.
3	**Well-versed:** This operative does not have to be Visible to a **SERGEANT** operative for the purposes of that operative's Guidance and Experience ability (pg 43).
4	**Assassin:** This operative can perform the **Charge** action while it has a Conceal order.
5	**Mobile:** This operative can perform the **Fall Back** action for one less action point (to a minimum of 0AP).
6	**Raider:** This operative can perform the **Charge** action while within Engagement Range of an enemy operative.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **SCOUT SQUAD**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. INCENDIARY SHOTGUN SHELLS [1EP]

Select an Astartes shotgun the operative is equipped with. That weapon gains the Blast ▲ special rule for the battle.

2. POLYCAM CLOAK [2EP]

The operative gains the following ability for the battle:

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

3. TACTICAL SCOPE [2/4EP]

Select a boltgun or sniper rifle the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle. If you selected a boltgun, this rare equipment costs 2EP; if you selected a sniper rifle, it costs 4EP.

4. HIGH EXPLOSIVE WARHEAD [2EP]

HEAVY GUNNER operative only. Select a missile launcher the operative is equipped with. The frag profile of that weapon has its Blast ◯ special rule changed to Blast ■ for the battle.

5. TRANSPECTRAL LENSES [4EP]

The operative can perform the following action during the battle:

TRANSPECTRAL SCAN 1AP

Until the end of the activation, each time this operative makes a shooting attack, each enemy operative that has a Conceal order and is in Cover provided by Light terrain is treated as having an Engage order for that shooting attack instead. This operative cannot perform this action while within Engagement Range of an enemy operative.

6. SUPPRESSOR [2/3EP]

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

'WE CRAWLED THROUGH MUD FOR FOUR DAYS, BITING RAIN POURING DOWN UPON OUR HEADS IN TORRENTS. AT NIGHT, SEVERAL OF OUR NUMBER FROZE TO DEATH. WE LEFT THEIR CORPSES BEHIND. THE SERGEANTS CALLED THEM UNWORTHY – THEY WERE RIGHT. IT WAS ONLY AFTER THIS THAT WE ARRIVED AT OUR DESTINATION, WHERE OUR EXAMINATION WOULD TRULY BEGIN.'

– Bargus Urloch, Battle-brother of the Iron Hands Chapter

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **SCOUT SQUAD**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

SCOUT VEHICLES

This kill team possess a number of light vehicles that enable them to cover and reconnoitre vast areas of terrain more quickly, from bikes to Land Speeders.

At the end of the Set Up Operatives step, you can select and resolve an additional Forward Scouting option (pg 41). This does not affect the maximum number of times you can select and resolve each option (i.e. the number in brackets).

COMMUNICATIONS BEACON

Rapidly coordinating collected data and intelligence, the Scouts of this kill team are better able to prepare for any mission they might undertake.

During each game, you can select one Forward Scouting option (pg 41) once more than the normal maximum. For example, you could select the Booby Trap option twice (instead of once).

COGITATOR BANKS

When fed intelligence collected by the operatives of this kill team, this powerful machine conducts countless calculations. Its capabilities include analysing likely enemy response times to different kinds of attack, identifying weaknesses in the foe's defences and calculating enemy patrol patterns.

In the Select Tac Ops step, you can select Tac Ops from both the Infiltration and Recon archetypes (i.e. you don't have to select one archetype for the battle).



REQUISITIONS

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

IMPART KNOWLEDGE 1RP

Scout Sergeants are veterans specially assigned to Scout Squads to watch over and guide the Chapter's Neophytes. They will impart their vast experience, knowing that doing so promotes a strong future for their Chapter.

Purchase this Requisition before or after a game. Remove up to 6XP from a **SERGEANT** operative on your dataslate, but not enough to decrease its rank. Distribute the experience points removed across the other **SCOUT SQUAD** operatives (excluding **SERGEANT** operatives) on your dataslate.

LEARN FROM FAILURE 1RP

Failure is a harsh but effective teacher, and Scout Sergeants are highly adept at ensuring that no mistake is ever repeated.

Purchase this Requisition after a game in which a friendly **SCOUT SQUAD** operative was incapacitated, but a friendly **SCOUT SQUAD** **SERGEANT** operative was not. That first friendly operative gains 1XP. If it didn't inflict damage on any enemy operatives, it gains 1 additional XP. If you lost the game, it gains 1 additional XP.

WORTHY OF THE CHAPTER 1RP

The purpose of the Scout Squad is to test and train Neophytes on their path to becoming fully fledged Space Marines. Those who succeed in demonstrating their battlefield skill and devotion to the Chapter will be elevated to the full ranks of the battle-brothers.

Purchase this Requisition before or after a game. Remove one **SCOUT SQUAD** operative from your dataslate (excluding a **SERGEANT** operative), then use the Operative Assigned Requisition (see the Kill Team Core Book) to add an **ADEPTUS ASTARTES** operative (excluding a **LEADER** operative) to a different dataslate of another faction that has the **ADEPTUS ASTARTES** keyword. That new operative has a number of experience points equal to the lowest experience points of the removed operative's rank (select its Battle Honours accordingly). For example, if you removed a **SCOUT SQUAD** **WARRIOR** operative from your dataslate that had 20XP, you could add a **SABOTEUR** operative to a **PHOBOS STRIKE TEAM** dataslate with 16XP. Note that the added operative doesn't have any Battle Scars.

SPEC OPS

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



COVERT ENGAGEMENT

The Scouts conduct a series of carefully planned operations. Seizing intelligence and repeatedly probing enemy weak points before withdrawing back into the shadows will leave the foe reeling and vulnerable to a decisive attack.

OPERATION 1: PREPARING THE GROUND

The Scouts operate to a carefully thought-out plan, weakening the foe and strengthening their own positions.

Complete five games in which you scored victory points from the 'Sudden Strike', 'Gather Reconnaissance' and/or 'From All Angles' Tac Op.

OPERATION 2: THE KILLING STRIKE

With their enemies' morale low, the kill team move in to deliver the killing blow.

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

COMMENDATION

- You can distribute up to 10XP across the operatives on your dataslate (max 3XP per operative).
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

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

IN THE WAKE OF HEROES

All heroes of a Codex-following Chapter once served as Scouts. Knowing this, Scout Squad operatives believe they too can one day be mighty champions. Only by proving themselves across the many facets of war will they be deemed worthy by their Chapter, and progress on the next steps of their journey to greatness.

OPERATION 1: MANY FACETS OF WAR

The operation the Scouts are to undertake will test them to their limit, but each success is vital to the Chapter's objectives in the wider war zone. Those Scouts who fight with the most skill and fury will surely earn distinction.

Complete at least six games and score victory points from every Tac Op of an archetype of your choosing.

COMMENDATION

- You gain one Requisition point.
- You can select one friendly operative on your dataslate to earn 5XP (this is not affected by a passed Casualty test).
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Honour-Bound' Spec Op.

ARCHETYPE: *

BLADES OF KHAINE KILL TEAM

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

OPERATIVES

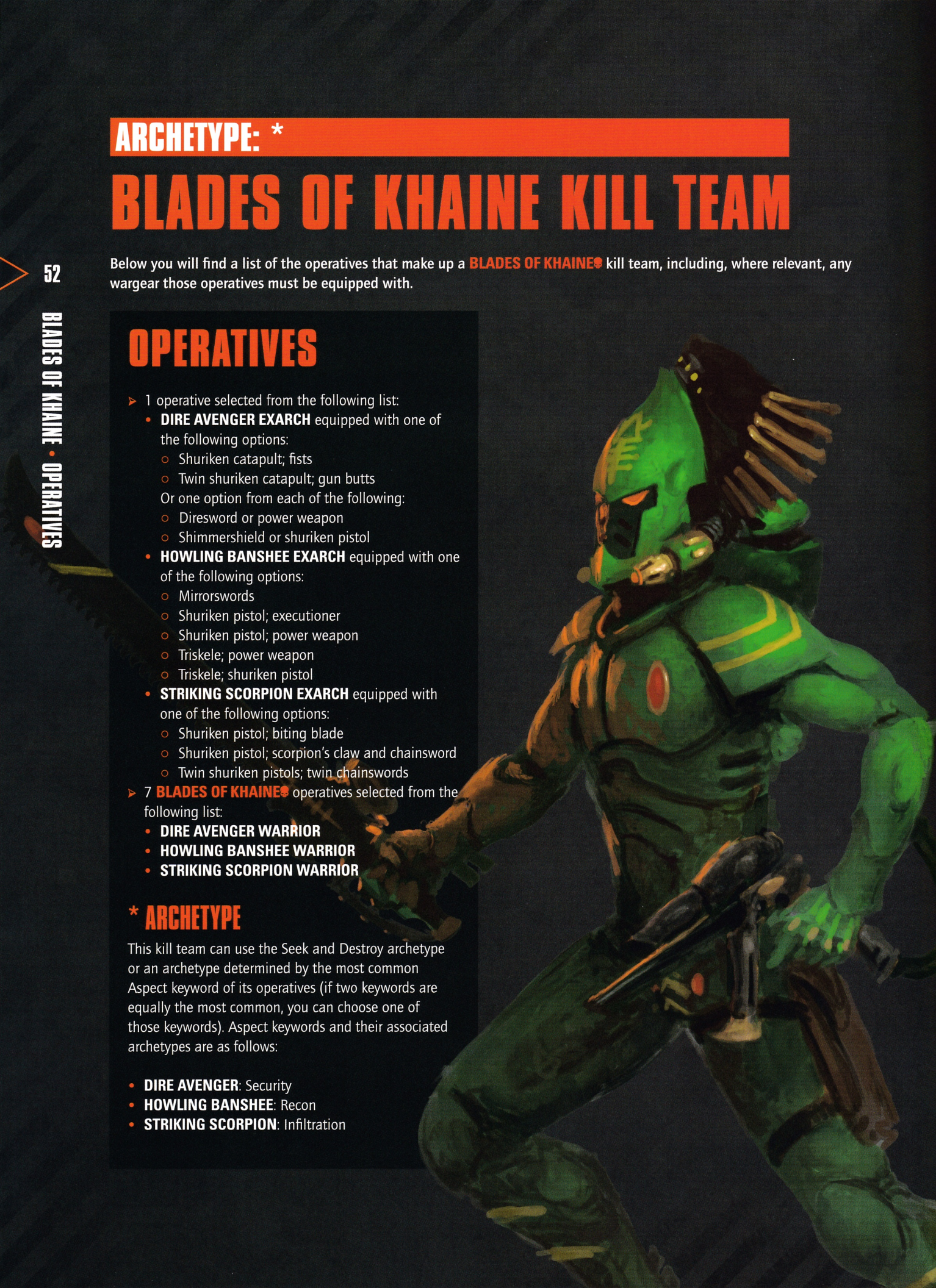
- 1 operative selected from the following list:
  - **DIRE AVENGER EXARCH** equipped with one of the following options:
    - Shuriken catapult; fists
    - Twin shuriken catapult; gun butts

    Or one option from each of the following:
    - Diresword or power weapon
    - Shimmershield or shuriken pistol
  - **HOWLING BANSHEE EXARCH** equipped with one of the following options:
    - Mirrorswords
    - Shuriken pistol; executioner
    - Shuriken pistol; power weapon
    - Triskele; power weapon
    - Triskele; shuriken pistol
  - **STRIKING SCORPION EXARCH** equipped with one of the following options:
    - Shuriken pistol; biting blade
    - Shuriken pistol; scorpion's claw and chainsword
    - Twin shuriken pistols; twin chainswords
- 7 **BLADES OF KHAINE** operatives selected from the following list:
  - **DIRE AVENGER WARRIOR**
  - **HOWLING BANSHEE WARRIOR**
  - **STRIKING SCORPION WARRIOR**

* ARCHETYPE

This kill team can use the Seek and Destroy archetype or an archetype determined by the most common Aspect keyword of its operatives (if two keywords are equally the most common, you can choose one of those keywords). Aspect keywords and their associated archetypes are as follows:

- **DIRE AVENGER**: Security
- **HOWLING BANSHEE**: Recon
- **STRIKING SCORPION**: Infiltration



TAC OPS

If your faction is **BLADES OF KHAINE**, you can use the Blades Of Khaine Tac Ops listed below, as specified in the mission sequence.

ASPECT WARFARE

Blades of Khaine – Faction Tac Op 1

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

- If a friendly **DIRE AVENGER**, friendly **HOWLING BANSHEE** and friendly **STRIKING SCORPION** operative inflict damage on enemy operatives during the same Turning Point, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

MASTER TECHNIQUES

Blades of Khaine – Faction Tac Op 2

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

- If you use all five Aspect Techniques from an Aspect in any Turning Point (e.g. all five **STRIKING SCORPION** Aspect Techniques), you score 1VP. Note that you must actually use each Aspect Technique, e.g. if you use Vigilance of the Avenger (pg 57), you must make a shooting attack against an enemy operative in Cover.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

MARTIAL HARMONY

Blades of Khaine – Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of any Turning Point. At the end of each Turning Point, check the following three criteria: a friendly **DIRE AVENGER** operative controls an objective marker; a friendly **STRIKING SCORPION** operative is within ⬟ of an enemy operative; a friendly **HOWLING BANSHEE** operative is within ⬟ of your opponent's drop zone.

- At the end of a Turning Point, if at least two of the three criteria above are true, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.



STRATEGIC PLOYS

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

EMINENT GRACE 1CP

Until the end of the Turning Point:

- Add ▲ to the Movement characteristic of friendly **BLADES OF KHAINE** operatives.
- Friendly **BLADES OF KHAINE** operatives can move around, across and over other friendly **BLADES OF KHAINE** operatives (and their bases) as if they were not there, but cannot finish the move on top of them (or their bases).

FOREWARNED 1CP

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

RUTHLESS POISE 1CP

Until the end of the Turning Point, each time an active friendly **BLADES OF KHAINE** operative fights in combat against an enemy operative that is ready, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.

KHAINE'S VENGEANCE 1CP

Until the end of the Turning Point, each time a friendly **BLADES OF KHAINE** operative makes a shooting attack against an enemy operative that isn't ready, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

TACTICAL PLOYS

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

BLADEWIND 1CP

Use this Tactical Ploy during a friendly **BLADES OF KHAINE** operative's activation (excluding an **EXARCH** operative). Until the end of its activation, that operative can perform two **Fight** actions.

STARFALL 1CP

Use this Tactical Ploy during a friendly **BLADES OF KHAINE** operative's activation (excluding an **EXARCH** operative). Until the end of its activation, that operative can perform two **Shoot** actions.

FADING LIGHT 1CP

Use this Tactical Ploy when a friendly **BLADES OF KHAINE** operative is activated. Until the end of its activation, that operative can perform the **Fall Back** action for one less action point (to a minimum of 0AP).

CONTEMPT 1CP

Use this Tactical Ploy in the Roll Attack Dice step of either a combat in which a friendly **BLADES OF KHAINE** operative is not the active operative, or a shooting attack made against a friendly **BLADES OF KHAINE** operative. For that combat or shooting attack, your opponent cannot re-roll their attack dice. Note that you use this Tactical Ploy after seeing the result of your opponent's initial roll, but before re-rolls (if your opponent declared the use of the Command Re-roll Tactical Ploy, it's cancelled and their Command point is refunded).

'WHAT DISASTERS HAVE THEY AVERTED? HOW MANY AELDARI LIVES HAVE THEY SAVED? HOW MANY FOES OF OURS HAVE THEY DOOMED TO OBLIVION? ACROSS ALL THE CRAFTWORLDS WE CANNOT BE SURE. I KNOW THIS, HOWEVER, WITHOUT A SHADOW OF DOUBT. WERE IT NOT FOR THE BLADES OF KHAINE, THE ASURYANI WOULD BE NO MORE. THE WARRIORS THAT I HAVE COMMANDED ALONE HAVE PREVENTED MULTIPLE INCURSIONS INTO THE WEBWAY THAT WOULD HAVE SEVERED VITAL TIES TO EXODITE WORLDS AND HARLEQUIN TROUPES. I CAN ONLY IMAGINE WHAT OTHERS HAVE DONE FOR OUR PEOPLE.'

- Farseer Liurth, of Lugganath Craftworld

ABILITY

Below, you will find a common ability of the **BLADES OF KHAINE** kill team.

ASPECT TECHNIQUES

Aspect Warriors are sublimely skilled fighters dedicated to the pursuit of mastering a particular art of war. Each is trained in myriad killing techniques, movements and progressions. When practised in combat, these forms are as breathtaking to behold as they are lethal to the Aspect Warriors' foes.

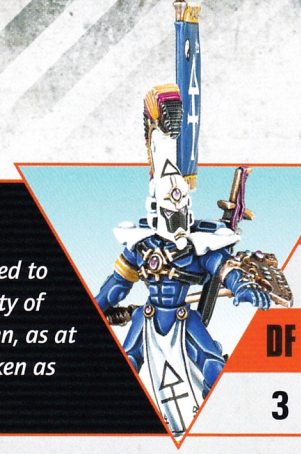
Aspect Techniques are unique abilities you will find over the following pages that are available to **BLADES OF KHAINE** operatives with the relevant keyword.

- You cannot use more than one technique per activation.
- You cannot use each technique more than once per Turning Point.
- If every friendly **BLADES OF KHAINE** operative selected for deployment has the same Aspect keyword (e.g. **STRIKING SCORPION**), you cannot use each technique more than twice per Turning Point instead.

'IT HAS BEEN OUR WAY FOR MILLENNIA TO SACRIFICE OUR PRESENT SO THAT WE MAY HAVE A FUTURE. MY BANSHEE SISTERS AND I KNOW THAT OUR EVERY BATTLE MAY BE OUR LAST. WE FACE THAT TRUTH WITHOUT FEAR, FOR THROUGH OUR EFFORTS MAY MORE OF OUR PEOPLE LIVE AND SEE BRIGHTER TIMES FOR THE AELDARI. ONE DAY THE STARS WILL ONCE MORE BOW TO OUR RACE, AND THAT OUTCOME WILL BE ACHIEVED ONE BATTLE, ONE KILL AT A TIME.'

- Osinell Ciaradh, Howling Banshee of Biel-Tan Craftworld





DIRE AVENGER EXARCH

These warriors are masters of their Aspect and devoted to their craftworld. In keeping with the tactical flexibility of their Aspect, all are master marksmen and bladesmen, as at ease shredding foes with volleys of razor-sharp shuriken as they are duelling enemy heroes in single combat.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	9

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

ABILITIES

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

Shimmershield: If this operative is equipped with a shimmershield, while a friendly BLADES OF KHAINE operative is within ○ of this operative, that friendly operative has a 4+ invulnerable save.

Exarch: This operative can perform two **Shoot** or **Fight** actions during its activation.

BLADES OF KHAINE, AELDARI, ASURYANI, LEADER, DIRE AVENGER, EXARCH



DIRE AVENGER WARRIOR

These operatives are famed for being as deadly on the attack as they are immovable in the defence, and are regarded as being the most tactically flexible of all the Aspects. They use their shuriken catapults to create an impenetrable storm of monomolecular blades.

M	APL	GA
3 ○	3	1

DF	SV	W
3	4+	8

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

ABILITIES

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

UNIQUE ACTIONS

-

BLADES OF KHAINE, AELDARI, ASURYANI, DIRE AVENGER, WARRIOR

DIRE AVENGER ASPECT TECHNIQUES

These warriors deliver death by a thousand cuts in the time it takes a Human to scream. Despite the grisly manner in which they visit destruction upon the foe, Dire Avengers are considered the epitome of the noble warrior – an indication of just how pitiless the craftworlds can be when their anger is roused.

THE SLICING HURRICANE

Trained to embrace supreme tactical flexibility, Dire Avengers are more than capable of unleashing clouds of razor-sharp shuriken while moving to secure ground, slipping out of reach of the foe or racing to intercept a charging enemy.

Use this Aspect Technique during a friendly **DIRE AVENGER** operative's **Normal Move** action. Perform one **Shoot** action with that operative during that **Normal Move** action (it must do so in a location it can be placed, and any remaining increments of movement can be used after it does so). You must select a shuriken catapult, shuriken pistol or twin shuriken catapult for that shooting attack.

DEATH OF A THOUSAND BLADES

Dire Avengers can unleash great deluges of monomolecular shuriken from their weapons. These lethal volleys echo the Death of a Thousand Blades – the punishment that Khaine meted out upon traitors, cheats and others he deemed unworthy of a clean kill.

Use this Aspect Technique after a friendly **DIRE AVENGER** operative performs the **Shoot** action and uses a shuriken catapult or twin shuriken catapult for that shooting attack. Make another shooting attack with that operative using the same weapon against another valid target within ◯ of the first target.

VIGILANCE OF THE AVENGER

It is the duty of the noble warrior tasked with punishing the unjust and the criminal to be ever vigilant. Their eyes must be keen and their aim must be true.

Use this Aspect Technique when a friendly **DIRE AVENGER** operative performs the **Shoot** action. Until the end of that shooting attack, that operative's shuriken catapult, shuriken pistol or twin shuriken catapult gains the No Cover special rule, and that operative must make a shooting attack with it against an enemy operative in Cover.

UNSTINTING, IMMOVABLE

Dire Avengers wear armour fashioned from psycho-sensitive thermoplas scales that is reactive to impact, stiffening if suffering a blow to spread the energy across the wearer. On top of this flexible suit, Dire Avengers wear bone-like plates over the most vulnerable areas of their body.

Use this Aspect Technique in the Roll Defence Dice step of a shooting attack made against a friendly **DIRE AVENGER** operative, if you retain any critical saves and discard one or more failed saves. Select one of your failed saves to be retained as a successful normal save instead.

RAGING HEAT OF THE DYING FLAME

The flames upon shrines of Asuryan possess a searing heat and never burn out, even if they dwindle. Thus does the Dire Avenger strive to imitate these flames, as dangerous to the foe no matter the injuries they sustain.

Use this Aspect Technique when a friendly **DIRE AVENGER** operative that's injured or has its APL characteristic negatively modified is activated. Until the start of that operative's next activation, ignore those modifiers and that operative cannot be injured.

HOWLING BANSHEE EXARCH

Not only do the skills in elegant swordplay displayed by a Howling Banshee Exarch exceed those of the warriors she leads, but so harrowing and biting are her cries that their echoing reverberations haunt those who hear them long after the screams have died away.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	9

NAME	A	BS/WS	D	SR	!
⌖ Shuriken pistol	4	3+	3/4	Rng ⬟	Rending
⌖ Triskele	4	3+	2/3	Rng ⬟, Torrent ■	Rending
⚔ Executioner	5	2+	3/7	Lethal 5+	-
⚔ Mirrorswords	5	2+	4/6	Lethal 5+, Relentless	-
⚔ Power weapon	5	2+	4/6	Lethal 5+	-
⚔ Triskele	6	2+	3/4	-	Reap 2, Rending

ABILITIES

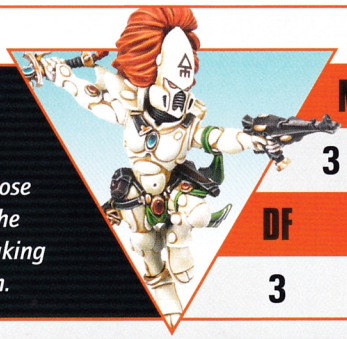
Banshee Mask: Each time this operative performs the **Fight** action, worsen the Weapon Skill characteristic of the target operative's weapons by 1 for that combat. This is not cumulative with being injured.

Exarch: This operative can perform two **Shoot** or **Fight** actions during its activation.

BLADES OF KHAINE, AELDARI, ASURYANI, LEADER, HOWLING BANSHEE, EXARCH

HOWLING BANSHEE WARRIOR

The piercing, psychosonic scream that precedes the assault of these bone-armoured operatives renders those who hear it all but helpless. These shock waves buy the Howling Banshees time enough to strike, each one taking a head with a sweep of their glittering power weapon.



M	APL	GA
3 ○	3	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Shuriken pistol	4	3+	3/4	Rng ⬟	Rending
⚔ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Banshee Mask: Each time this operative performs the **Fight** action, worsen the Weapon Skill characteristic of the target operative's weapons by 1 for that combat. This is not cumulative with being injured.

UNIQUE ACTIONS

-

BLADES OF KHAINE, AELDARI, ASURYANI, HOWLING BANSHEE, WARRIOR

HOWLING BANSHEE ASPECT TECHNIQUES

In their Aspect Shrines, the Howling Banshees practise their lightning assaults each and every day, refining their techniques and acrobatic skills. To them, there is no greater pleasure than turning the poignant fury and despair of the Aeldari race into a weapon – another tool in the arsenal of the craftworlds with which to destroy their foes.

THE WOE

In Aeldari mythology, the Banshee is seen as a harbinger of woe. As far as the Howling Banshees are concerned, they are that woe. The lightning speed of their swordplay sees them plunge their blades into flesh and armour with sickening ease, leaping into combat with the next foe before the body of their previous victim has even fallen to the ground.

Use this Aspect Technique during a friendly **HOWLING BANSHEE** operative's activation, after it has performed the **Charge** action, incapacitated an enemy operative in combat and is no longer within Engagement Range of an enemy operative. Perform a free **Charge** action with that friendly operative using any remaining increments of movement from the first **Charge** action. This Aspect Technique allows that operative to perform two **Charge** actions to do so.

RAIN OF TEARS

Those few warriors who survive the Howling Banshees' screams and the slices, cuts and thrusts that rain down upon them find the Aspect Warriors almost impossible to confront. The lithe warriors bend and dive in and out of combat with stunning skill and speed.

Use this Aspect Technique in the Resolve Successful Hits step of a combat, after an active friendly **HOWLING BANSHEE** operative strikes with a critical hit. Immediately perform a free **Dash** or **Fall Back** action with that operative up to ■ as though it can **FLY** (any remaining attack dice are discarded). Do so even if that operative has performed an action during that activation that prevents it from performing the **Dash** or **Fall Back** action (e.g. the **Charge** action).

ACROBATIC

When Howling Banshees traverse the battlefield, few obstacles truly slow them down. With little effort and great beauty they leap and flip over intervening terrain and barricades, driving blades into the foe as they land with peerless poise.

Use this Aspect Technique when a friendly **HOWLING BANSHEE** operative performs an action in which it moves. It performs that action as though it can **FLY**, but cannot move more than 3◯ (normal Movement characteristics still apply, e.g. if the operative is injured).

SCREAM-THAT-STEALS

Any hope the Howling Banshees' foes have of retaining the initiative over the terrifying Aspect Warriors is lost the moment the leaping sword-mistresses activate their Banshee masks. Their senses overwhelmed, the enemy are all but hopeless against the Banshees' merciless melee attacks.

Use this Aspect Technique at the start of the Resolve Successful Hits step of a combat involving a friendly **HOWLING BANSHEE** operative, if you retained any successful hits. Resolve one successful hit before the Attacker; it must be used to parry.

SHRIEK-THAT-KILLS

Those Howling Banshees who have learned how to focus their vocal chords correctly can emit a scream so piercing and deafening that it can not only cause permanent injury to a foe, but even kill them.

Use this Aspect Technique when a friendly **HOWLING BANSHEE** operative performs the **Shoot** action. Until the end of that shooting attack, that operative is equipped with and must use the following ranged weapon:

Name	A	BS	D
Shriek-that-kills	6	3+	1/2
Special Rules			
Rng ⬟, Indirect, No Cover, Torrent ▲			
!			
Stun			



STRIKING SCORPION EXARCH

These sinister figures are even more skilled than the Aspect Warriors they lead. With the gigantic chainsword known as the biting blade, a Striking Scorpion Exarch can cleave their foes in two with a single swing, and use their scorpion's claw to tear open Space Marine power armour with ease.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	9

NAME	A	BS/WS	D	SR	!
⌖ Shuriken pistol	4	3+	3/4	Rng ⬟	Rending
⌖ Twin shuriken pistols	4	4+	3/4	Rng ⬟, Relentless	Rending
⚔ Biting blade	5	2+	5/6	-	Rending
⚔ Twin chainswords	5	2+	4/5	Relentless	Rending
⚔ Scorpion's claw and chainsword	5	2+	4/6	Brutal, Lethal 5+	-

ABILITIES

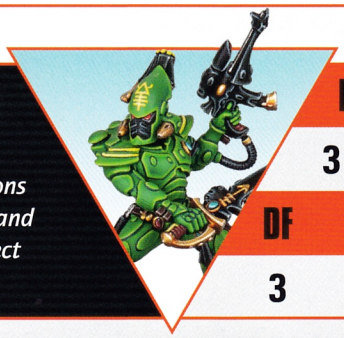
Mandiblasters: Each time this operative performs the **Fight** action, at the end of the Select Valid Target step of that combat, the target suffers 2 mortal wounds.

Exarch: This operative can perform two **Shoot** or **Fight** actions during its activation.

UNIQUE ACTIONS

-

BLADES OF KHAINE, AELDARI, ASURYANI, LEADER, STRIKING SCORPION, EXARCH



STRIKING SCORPION WARRIOR

With limitless patience, after stalking their prey for hours or waiting in position for days, Striking Scorpions burst from concealment. With chainswords whirring and mandiblasters spitting needles of white fire, the Aspect Warriors' emerald green armour is soon streaked red.

M	APL	GA
3 ○	3	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Shuriken pistol	4	3+	3/4	Rng ⬟	Rending
⚔ Chainsword	4	3+	4/5	-	Rending

ABILITIES

Mandiblasters: Each time this operative performs the **Fight** action, at the end of the Select Valid Target step of that combat, the target suffers 2 mortal wounds.

UNIQUE ACTIONS

-

BLADES OF KHAINE, AELDARI, ASURYANI, STRIKING SCORPION, WARRIOR

STRIKING SCORPION ASPECT TECHNIQUES

Merciless killers without exception, Striking Scorpions revel in the patient hunt and the sudden kill. They are sinister warriors, expert in becoming one with the shadows to creep up on the foe until they are close enough to drive the whirring teeth of their chainswords into flesh.

PATIENT STALK, SUDDEN BLOW

Carefully concealed in cover or in shadows, Striking Scorpions stalk their completely oblivious prey. The Aspect Warriors manoeuvre in complete silence around their targets to select the optimum position to launch a killing strike.

Use this Aspect Technique when a friendly **STRIKING SCORPION** operative with a Conceal order performs the **Normal Move** action. During that action, that operative can and must move within Engagement Range of one or more enemy operatives (but it cannot finish that move there). One enemy operative that it moved within Engagement Range of suffers D3+2 mortal wounds.

STRIKE AND FADE

Masters of the hit and run attack, Striking Scorpions withdraw from combat as suddenly as they strike, slipping back into the shadows and disappearing like murderous ghosts.

Use this Aspect Technique after a friendly **STRIKING SCORPION** operative with an Engage order incapacitates an enemy operative in combat, and is now more than ■ from enemy operatives. Change that friendly operative's order to Conceal, and you can immediately perform a free **Dash** action with it. You can do so even if it has performed an action during that activation that prevents it from performing the **Dash** action (e.g. the **Charge** action).

SCORPION'S EYE

A Striking Scorpion's shuriken pistol has a viewfinder psychically linked to its bearer. With it, the Aspect Warrior can see through multiple spectra as well as swiftly identify friend from foe.

Use this Aspect Technique when a friendly **STRIKING SCORPION** operative performs the **Shoot** action. Until the end of that shooting attack, that operative's twin shuriken pistols or shuriken pistol gains the Indirect special rule, and that operative must make a shooting attack with it against an enemy operative in Cover.

MERCILESS STRIKES

When Striking Scorpions launch their assault, they attack with relentless ferocity, landing blow after blow to grant the enemy no moment of reprieve in which to collect themselves.

Use this Aspect Technique at the start of the Resolve Successful Hits step of a **Fight** action performed by a friendly **STRIKING SCORPION** operative, if you retained any critical hits. Until the end of that combat, that operative's melee weapons gain the Stun critical hit rule.

ONE WITH THE GLOOM

Years of strict practise see Striking Scorpions able to blend uncannily with the shadows, striking out at unsuspecting foes with terrifying accuracy.

Use this Aspect Technique when a friendly **STRIKING SCORPION** operative moves within ▲ of a Light or Heavy terrain feature. Until the start of its next activation, while that operative has a Conceal order, it's always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

EQUIPMENT

BLADES OF KHAINE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

WEAPONISED PANOPLY [1EP]

DIRE AVENGER operative only. Select fists or gun butts the operative is equipped with. Add 1 to that weapon's Attacks characteristic for the battle.

RUNE OF PROPHECY+ [1EP]

The operative gains the following ability for the battle:

Rune of Prophecy: Once per battle, after rolling off to determine initiative, you can add or subtract 1 from your result.

RUNE OF FORESIGHT+ [1EP]

The operative gains the following ability for the battle:

Rune of Foresight: When you reveal this equipment, select one of your opponent's Strategic or Tactical Ploys (excluding Command Re-roll). The first time your opponent uses that ploy, you gain 1CP.

RUNE OF SHIELDING+ [3EP]

The operative gains the following ability for the battle:

Rune of Shielding: Once per battle, when this operative fights in combat or a shooting attack is made against it, in the Resolve Successful Hits step of that combat or shooting attack, you can ignore the damage inflicted on it from one attack dice.

WRAITHBONE TALISMAN [3EP]

The operative gains the following ability for the battle:

Wraithbone Talisman: Once per battle, when this operative fights in combat, makes a shooting attack or a shooting attack is made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any Command points.

SHADOW-WAVE GRENADE [3EP]

The operative can perform the following action during the battle:

SHADOW-WAVE GRENADE — **1AP**

Place the centre of one of your Shadow-wave tokens within ⬟ of this operative. That token creates an area of smoke with a ● radius and unlimited upward height (but not below). 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 an enemy operative.

PLASMA GRENADE [3EP]

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

Name	A	BS	D
Plasma grenade	4	3+	3/4

Special Rules

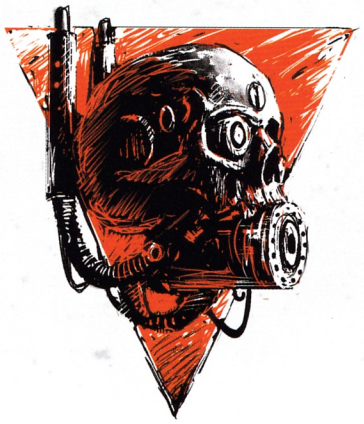
Rng ⬟, Blast ●, Indirect, Limited

BLADES OF KHAINE SPEC OPS RULES

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

BATTLE HONOURS

Each time a **BLADES OF KHAINE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Blades of Khaine Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



BLADES OF KHAINE SPECIALIST

D6	Battle Honour
1	**Blade Dancer:** Once per battle, during this operative's activation, you can use the Bladewind Tactical Ploy (pg 54) without spending any Command points.
2	**Gun Singer:** Once per battle, during this operative's activation, you can use the Starfall Tactical Ploy (pg 54) without spending any Command points.
3	**Fate's Whisper:** Once per battle, at the start of the Roll Defence Dice step of a shooting attack made against this operative, you can use this ability. If you do so, before rolling your defence dice, you can retain one as a successful critical save without rolling it.
4	**Feather's Glide:** Add ▲ to this operative's Movement characteristic.
5	**Supreme Grace:** • You can ignore any or all modifiers to this operative's Movement characteristic. • Each time this operative is activated, ignore the first distance of ◯ it travels for a climb, drop or traverse during that activation.
6	**Superlative Technique:** Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, if you did not retain any critical hits, you can strike or parry with one normal hit as if it were a critical hit.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **BLADES OF KHAINE**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. KHAINE'S ARROW [3EP]

Select a shuriken catapult the operative is equipped with (note that you cannot select a twin shuriken catapult). That weapon gains the Lethal 5+ special rule for the battle.

2. DEATH GAZE OF MORAI-HEG [3EP]

The operative gains the following ability for the battle:

Death Gaze of Morai-heg: While an enemy operative is within this operative's Engagement Range, subtract 1 from the Attacks characteristic of that enemy operative's weapons.

3. STING OF THE DEATHSTALKER [1EP]

STRIKING SCORPION operative only. The operative gains the following ability for the battle:

Sting of the Deathstalker: The target suffers 3 mortal wounds as a result of this operative's Mandiblasters ability (instead of 2).

4. SHIMMERPLATE OF EFINIR [3EP]

The operative gains the following ability for the battle:

Shimmerplate of Efinir: Each time this operative fights in combat or a shooting attack is made against it, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot retain attack dice results of less than 6 as critical hits (e.g. as a result of the Lethal X or Rending rules).

5. YNNARI SPIRIT STONE [2EP]

The operative gains the following ability for the battle:

Ynnari Spirit Stone: Once per battle, at the start or end of this operative's activation, you can use this ability. If you do so, this operative regains two D3 lost wounds.

6. HEALING WATERS OF ESHARIEL [1EP]

After the battle, in the Update Dataslates step, this operative passes Casualty and Recovery tests.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **BLADES OF KHAINE**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

SHRINE STATUARY

This kill team have established votive statues dedicated to their Aspects of Khaine. These psychically attuned wraithbone structures are seeped with the martial energies of warriors who have spent countless years training before them. Merely being in their presence inspires and rejuvenates.

When this strategic asset is added to your base of operations, select one Aspect keyword (e.g. **HOWLING BANSHEE**). Once per Turning Point, you can use an Aspect Technique (pg 55) from that keyword that you've already used during this Turning Point an additional time. Note that to change the selected keyword, you have to remove this strategic asset and add it again.

CRAFTWORLD RANGER

This kill team are aided by an Aeldari Ranger – a warrior who has rejected the Path but nonetheless still serves their craftworld. In their wanderings across the galaxy they learn much, passing on useful knowledge to the Blades of Khaine.

In the Scouting step, after resolving your selection, you can select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection. If both players have this or a similar ability, the Defender resolves this ability first.

MEDITATION CHAMBER

Between their intense battles, Aspect Warriors can calm their minds in this meditation chamber. Here, they recollect the events of previous engagements, cementing lessons learned in their minds to become even deadlier warriors.

In the Update Dataslates step, you can select one **BLADES OF KHAINE** operative on your dataslate that was Rested for that game. It can either gain 1XP, or you can remove any number of its Battle Honours and redetermine them (but you cannot change its specialism).



REQUISITIONS

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

RECOVERED SPIRIT STONE 1RP

When an Asuryani dies, their essence is captured in the spirit stone affixed to their chest. In this way are they saved from She Who Thirsts, and their experience and wisdom is preserved for the betterment and security of their craftworld.

Purchase this Requisition after a game in which a **BLADES OF KHAINE** operative of Veteran rank or higher was incapacitated and removed from your dataslate (excluding as a result of The Path Diverging Requisition, opposite). Multiply the number of ranks that operative had by two, then distribute up to that many experience points amongst the other **BLADES OF KHAINE** operatives on your dataslate. For example, if a **BLADES OF KHAINE** operative of Veteran rank is removed, up to 4XP could be distributed to other friendly **BLADES OF KHAINE** operatives.

CAST THE RUNES 1RP

The skeins of fate are forever changing, the list of future possibilities endless as the galaxy's souls perform heroic deeds, suffer ignominious defeat, miraculously survive disaster or are slain in moments of triumph. Thus, the Farseers must always peer into the future to see what occurrences may affect their craftworld. Should they learn information of vital import, they will share it with the Blades of Khaine.

Purchase this Requisition when your kill team is assigned to a Spec Op. Change one Tac Op requirement from that Spec Op's Operation 1 to a Tac Op of your choice. This lasts for your kill team until that Spec Op is completed or aborted. Note that this Requisition has no effect on The Serpentine Route Spec Op (pg 67).

THE PATH DIVERGING 1RP

To tread the Path of the Warrior is to walk but one route of many. Over the millennia, countless Aspect Warriors have set aside the ritual wargear of this Path to embark upon learning the arts of another. There are some, however, who find that such a choice is impossible. They have become trapped upon a single path. These are the Exarchs – warriors utterly focused on making war in a single fashion, and all the deadlier for it.

Purchase this Requisition before or after a game. Remove one **BLADES OF KHAINE** operative from your dataslate (excluding an **EXARCH** operative), then add a **BLADES OF KHAINE EXARCH** operative with the same Aspect keyword to your dataslate, or a **BLADES OF KHAINE** operative with a different Aspect keyword (excluding an **EXARCH** operative). That new operative has a number of experience points equal to the lowest experience points of the removed operative's rank (select its Battle Honours accordingly). For example, if you removed a **STRIKING SCORPION WARRIOR** operative that had 20XP, you could add a **STRIKING SCORPION EXARCH**, **DIRE AVENGER WARRIOR** or **HOWLING BANSHEE WARRIOR** operative with 16XP. It also has the same Battle Scars (if any) of the removed operative.

SPEC OPS

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

COURSES OF THE AI'ELETHRA

Warriors in a Blades of Khaine kill team not only learn more about what it is to be one of their Aspect, but also what it means to sever the most specific strands of fate whilst fighting with warriors of other Aspects. This protects many Aspect warriors from becoming trapped on the Path of the Warrior, for their mind is deviated away from the singular point of focus that is being a Dire Avenger, Howling Banshee or Striking Scorpion.

OPERATION 1: HONING OF THE BLADE

With each step on their mission to sever a strand of fate, the Blades of Khaine further perfect their warfighting skills.

Complete five games in which you scored victory points from the 'Aspect Warfare', 'Master Techniques' and/or 'Martial Harmony' Tac Op.

OPERATION 2: WARRIOR PERFECTION

Over the course of their dangerous journey, the Blades of Khaine have learned much of themselves, and the Aspects of the warriors fighting beside them.

Complete a game in which you scored the maximum 2 victory points from two or more Tac Ops.

COMMENDATION

- You can distribute up to 10XP across the operatives on your dataslate (max 3XP per operative).
- Before the next battle, you can use The Path Diverging Requisition (pg 66) any number of times without spending any Requisition points.

SPEC OPS BONUS

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

THE SERPENTINE ROUTE

When the Farseers cast the runes, they sometimes learn that a certain event must occur before the Blades of Khaine can deliver their precise blow. On occasion, the terrible event the Asuryani are striving to prevent must be brought to the very precipice of happening in order for it to be averted. Such are the terrible perils of being a species on the cusp of extinction.

OPERATION 1: INTERWOVEN THREADS

The Blades of Khaine fight furiously to see that a terrible event is pulled from potential to impossible by unravelling the myriad strands of cause and effect.

Complete five games and score victory points from five different non-faction Tac Ops.

OPERATION 2: THE MOMENT OF CONSEQUENCE

There remains one task – the final thread must be severed, and a dread future eliminated from potential existence.

Select 6 Tac Ops from those you could select in the game, then randomly determine one of them to be fated. Complete a game in which you scored victory points from the fated Tac Op.

COMMENDATION

- You gain 3 Requisition points.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Honour-Bound' Spec Op.

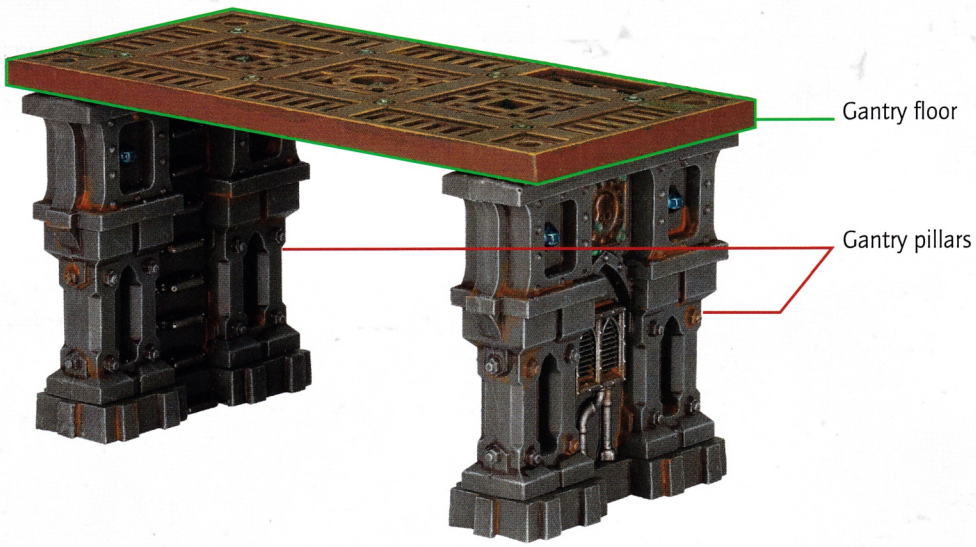
KILLZONE: BHETA-DECIMA

Killzone: Bheta-Decima is a killzone played on an area that uses the Hazardous Areas rules (pg 71). Hazardous areas are on the gameboard and restrict movement and Line of Sight, so operatives must climb gantries and jump across them to get better positions on tightly contested Vantage Points.

Killzone: Bheta-Decima consists of the following terrain features, with their traits detailed over the following pages:

- 2 long gantries
- 4 medium gantries
- 2 short gantries
- 1 ferratonic furnace

GANTRIES

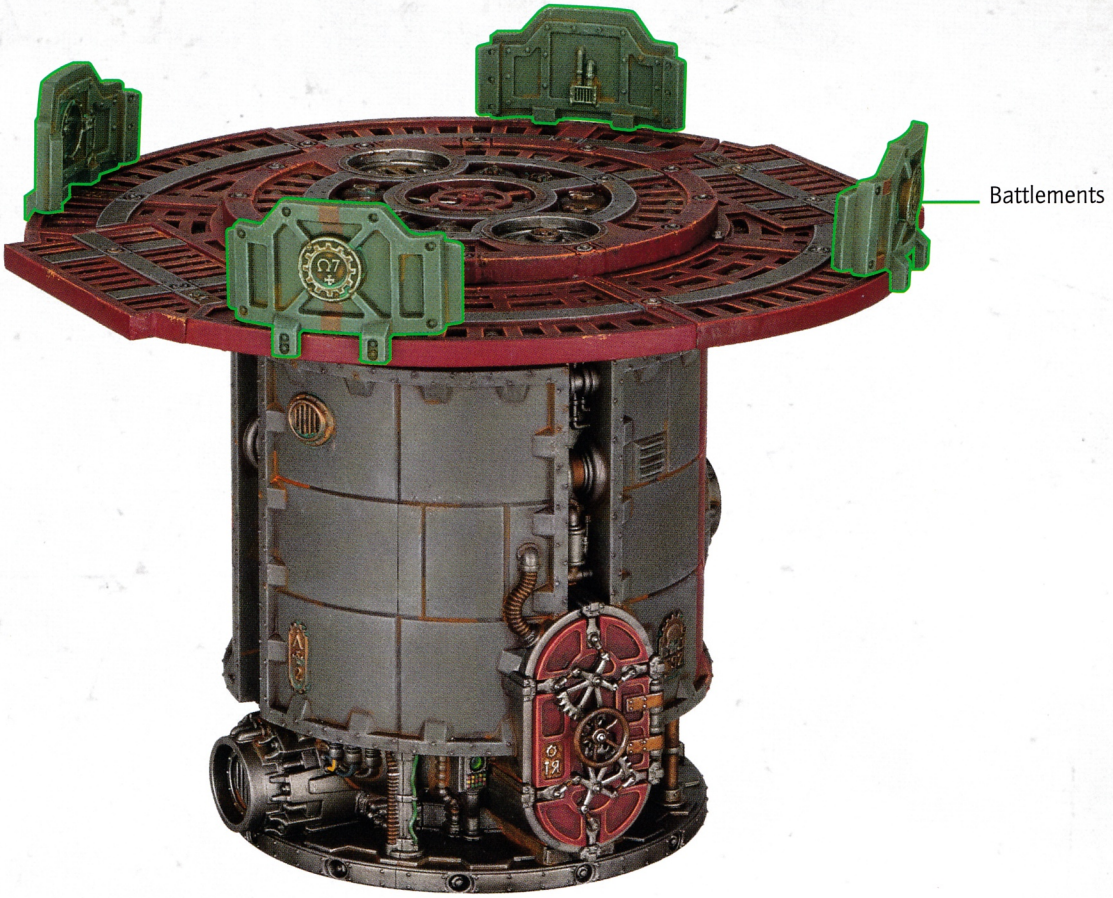


- Gantry floors have the Accessible, Ledges and Vantage Point traits.
- Gantry pillars have the Heavy trait.
- Gantries come in three sizes: long, medium and short. When they are connected (i.e. their floors are touching each other), they are treated as one terrain feature.

Accessible: An operative can move vertically through the floor of this terrain feature as if it were not there (imagine it dynamically swinging around edges or moving through hatches in the floor). It must finish the move in a location it can be placed.

Ledges: An operative can begin a climb up to this Vantage Point if any part of its base is within ▲ horizontally and any distance vertically of this Vantage Point (i.e. it doesn't need to be within ▲ of a climbable part like a gantry pillar).

FERRATONIC FURNACE



Designer's Note: *Ignore the slight difference in height between the outer and inner area of the roof.*

- The roof of a ferratonic furnace has the Accessible (pg 68) and Vantage Point traits.
- The roof also has the Ledges trait (pg 68), except an operative must be on a gantry floor to begin a climb up to this Vantage Point using the Ledges trait (i.e. an operative cannot climb up from the killzone floor using the Ledges trait, it must climb the ferratonic furnace instead).
- The battlements on the roof have the Light and Traversable traits. Note that the battlements don't have the Accessible trait, so operatives can't move vertically through them.
- All other parts of a ferratonic furnace have the Heavy and Scalable traits.

Scalable: Each time an operative climbs this part of the terrain feature, the final increment of distance less than ◯ is ignored, instead of being rounded up to ◯.

Designer's Note: *This means an operative looking to climb onto the ferratonic furnace's roof from the killzone floor will travel vertically 2◯, instead of the usual 3◯. If they are climbing from a gantry floor, they will travel vertically ◯, instead of the usual 2◯.*

KILLZONE: SALVATION

Killzone: Salvation is a supplement to Killzone: Bheta-Decima. It is an environment that contains various rig apparatus that operate the extraction-rig. These provide Cover and can be Obscuring, but in many cases, they must be controlled to achieve mission objectives.

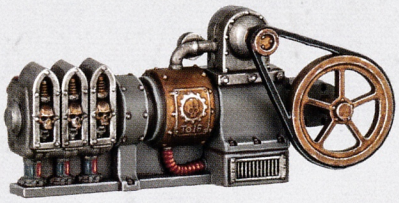
RIG APPARATUS

Rig apparatus are further categorised below with specified traits.

Microgeneratorum

Light and Traversable.

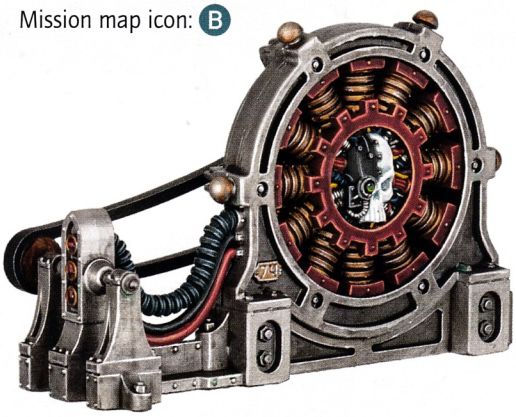
Mission map icon: A



Rotary Converter

Heavy and Traversable.

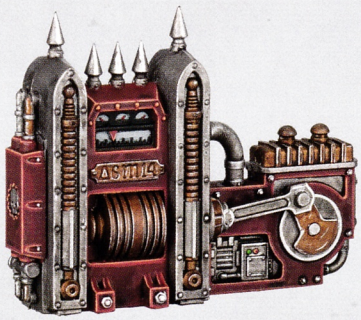
Mission map icon: B



Reciprocating Engine

Heavy and Traversable.

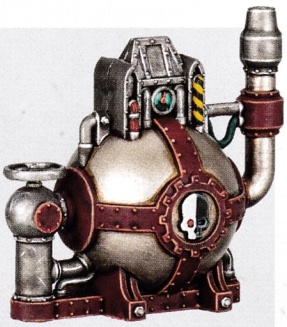
Mission map icon: C



Barospheric Inducer

Heavy and Traversable.

Mission map icon: D



Thermovents

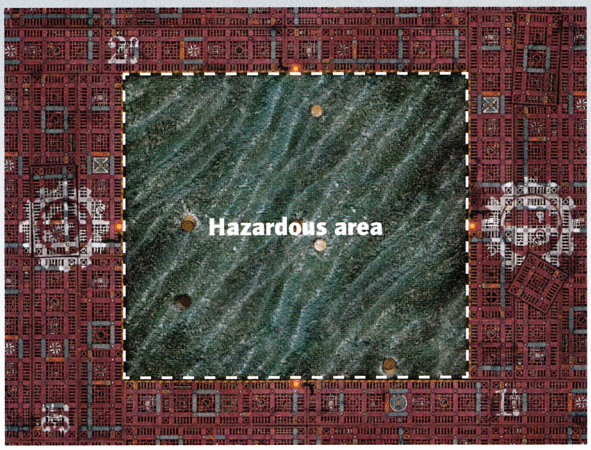
Heavy and Traversable.

Mission map icon: E



Some missions require operatives to control rig apparatus terrain features, and some will even specify certain types e.g. Reciprocating Engine. In such missions, those terrain features that must be controlled are treated as objective markers, except that a friendly operative controls it while within ▲ of it and if the total APL characteristic of friendly operatives within ▲ of it is greater than that of enemy operatives within ▲ of it. If a rig apparatus terrain feature is on a Vantage Point, operatives must be on the same Vantage Point to control it.

HAZARDOUS AREAS



Hazardous areas **restrict movement** as strong currents and toxic water prevent operatives from entering into the ocean, and lurking predators stop them from venturing too close. Hazardous areas also **restrict Line of Sight** as relentless waves, sea mist and industrial smog make it harder for operatives to see targets over the ocean's surface.

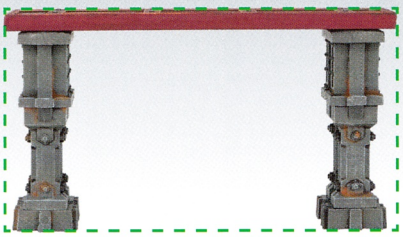
Restricted Movement: No part of an operative's base can be touching a hazardous area. Operatives with the **FLY** keyword can touch a hazardous area when moving (they can combine valid move actions to do so, e.g. **Dash** and **Normal Move**), but no part of their base can start or finish the move touching a hazardous area.

Restricted Line of Sight: When determining Line of Sight from an active operative on the killzone floor to a target operative on the killzone floor, the target operative is Obscured if a Cover line drawn to it crosses horizontally over 2◯ of a hazardous area.

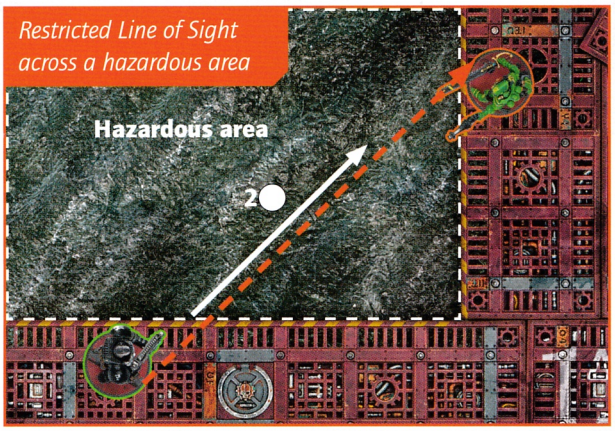
When determining Line of Sight from an active operative on a Vantage Point to a target operative on the killzone floor, or vice versa, the target operative is Obscured if a Cover line drawn to it crosses into and out of the footprint of a gantry. However, ignore the footprint of gantries the active operative or the target operative are on.

Note that when determining Line of Sight from an active operative on a Vantage Point to a target operative on a Vantage Point, the hazardous area's restricted Line of Sight has no effect.

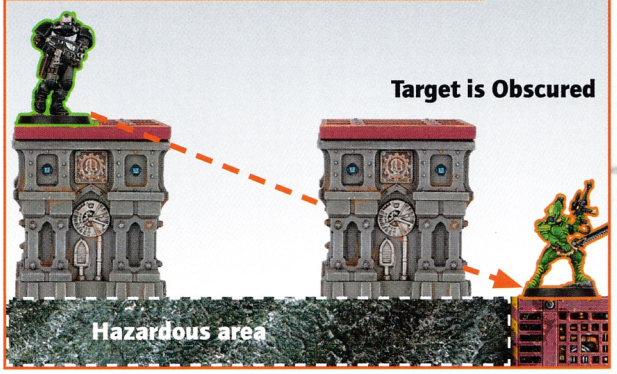
Gantry footprint



Restricted Line of Sight across a hazardous area



Restricted Line of Sight across gantry footprints



Miscellaneous

In the game sequence, set up objective markers after setting up the killzone. On mission maps that use this killzone, objective markers on terrain features should be set up on their Vantage Points (i.e. not underneath them).

When setting up barricades, you can set them up on Vantage Points. When measuring to areas of the killzone (including the centre), measure distance horizontally.

BHETA-DECIMA INFILTRATION

Bheta-Decima is falling apart. Anarchy reigns as Tech-Priests flee the planet in droves and aliens, heretics, mutants and beasts rampage all over the planet's warp-polluted and wreckage-riven surface. Amidst the rampant disorder, there is still much to be gained for those with the sheer will and ferocity to fight. Many kill teams stalk the shattered landscape, hunting targets for assassination, stealing secrets, kidnapping persons of importance and recovering precious artefacts, all while navigating their way through the perils that abound across Bheta-Decima.

A Bheta-Decima infiltration is a map-based campaign system used alongside your games of Kill Team. Players will need to play games of Kill Team and secure intel while avoiding the planet's many hazards.

PREPARATION

This campaign is designed to be used alongside a narrative play Spec Ops campaign. Players can participate with their kill team instead of conducting a Spec Op (they should make a note of 'Bheta-Decima infiltration' in the Spec Ops log of their dataslate). If their kill team is currently assigned to a Spec Op, they must abort it to participate in this campaign. This campaign is considered a Spec Op for the purposes of faction Spec Ops rules.

In matched play, this campaign can instead be used to provide an additional layer of interactivity between games. Just be clear which type of play you are using, as it's best if all players use the same way to play during the campaign.

A Bheta-Decima infiltration is best run with a Campaign Master. This is a heroic individual who takes on the mobilisation and organisation of the campaign so the other players can focus on playing games. A Campaign Master is a privileged position that offers a degree of leadership to the individual who takes on the role. Its primary purpose is to facilitate a smooth and enjoyable experience for all players involved. A Campaign Master can indeed play in the campaign themselves. Over the following pages, we will specify optional guidance for the Campaign Master in *this italicised format*.

The Campaign Master should gather together a group of 3-6 players (ideally an even number, but there's some guidance in the Battle phase on page 75 for playing with an odd number). Each player should commit to playing six games, and everyone should aim to play an equal number of games to provide an equal chance of achieving victory.

The Campaign Master should then think about how regularly the group will play. The campaign could be played over an epic weekend of gaming, it could be split over six weeks (one campaign round per week), or any other format that suits the group. The Campaign Master should chat to the players to organise a suitable schedule and ensure each player can commit to the requirements of the campaign.

SETTING UP

A Bheta-Decima infiltration requires a campaign map. There's a map in the back of this book.

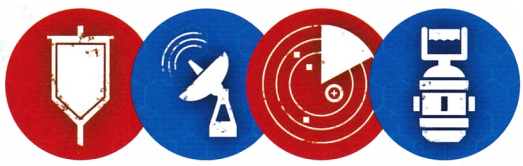
An experienced Campaign Master can create their own map to suit their narrative setting, be that digital or drawn etc.

Important information is recorded on the map using removable tokens. The Campaign Master should make sure the map is accurate and up to date, and that players are informed of all token locations. You will need tokens for the following:

- Progress tokens
- Intel tokens
- Hazard tokens

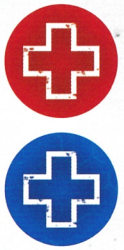
PROGRESS TOKENS

Each player needs a unique Progress token to mark where their kill team is on the campaign map. Tac Ops tokens (shown below) can be used, just make sure each player has a different one.



INTEL TOKENS

Various locations need tokens to indicate intel is present in that location. They are needed in two colours. Injured tokens (shown right) can be used, with blue tokens representing 1 Intel point and red tokens representing 2 Intel points.



The amount, location and type of Intel tokens depends on the number of players in the campaign, as specified in the table below.

The Campaign Master is free to change the amount, location and type of Intel tokens, particularly in subsequent campaigns. This will encourage players to explore different locations. Just make sure they are fairly spread across the map so they don't favour a particular starting location too heavily.

3 Players	
C3	Blue
C5	Blue
E4	Blue
F2	Red
F5	Red
G4	Blue
I4	Red

4 Players	
C1	Blue
C4	Blue
C7	Blue
E4	Blue
F2	Red
F5	Red
H1	Blue
H6	Blue
I4	Red

5 Players	
C1	Blue
C3	Blue
C5	Blue
C7	Blue
E4	Blue
F2	Red
F5	Red
G1	Blue
G4	Blue
G7	Blue
I3	Red
I5	Red

6 Players	
C1	Blue
C3	Blue
C5	Blue
C7	Blue
E3	Blue
E5	Blue
F2	Red
F5	Red
G1	Blue
G4	Blue
G7	Blue
I1	Red
I3	Red
I5	Red
I7	Red

HAZARD TOKENS

The players will place Hazard tokens on the map as the campaign progresses. They indicate hazard effects for kill teams in that location, and also slow teams down. They are needed in two colours. Activation tokens (shown below) can be used, with the grey and orange sides showing the two different stages of the hazard.



You can create your own tokens, especially Progress tokens, perhaps by painting them in their respective kill team's colours and/or using transfers (decals) to brand them. In either case, reusable tack adhesive can fix tokens to the campaign map. Alternatively, if you attach a copy of the map to a foam or cork board, you can use flags instead of tokens. These can be made with toothpicks and labels.

Once all the resources have been gathered, each player rolls one D6. The player with the highest result is first, the player with the second highest result is second, and so on (if two or more players have a tied result, those players keep rolling until an order is established between them). Starting with the first player and proceeding down the order, each player should place their Progress token in a location marked with a ⓥ that no other Progress token is in. Choose wisely, as it will determine the starting route a player's kill team will take on the map, and what objectives they can more easily reach.

CAMPAIGN ROUNDS

A Bheta-Decima infiltration **consists of six campaign rounds. Each campaign round involves the following phases:**



Movement Phase

1. Players secretly note down a location to move their kill team to. Adjacent, or two locations away if no Hazard tokens are in either of the two locations.
2. Players reveal and resolve their moves.

Battle Phase

1. Players each play a game of Kill Team. Players with Progress tokens in the same location should play each other.
2. Winning players gain 1 Intel point.

Action Phase

1. Players secretly note down a campaign action.
2. Players reveal and resolve their campaign actions.

Hazard Phase

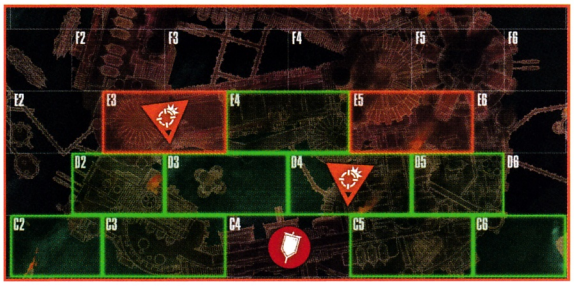
1. Apply the hazard effect to each player whose kill team is in a location with a hazard.
2. Remove orange Hazard tokens.
3. Change grey Hazard tokens to orange.
4. Players place three grey Hazard tokens.

MOVEMENT PHASE

1. Each player secretly makes note of a location to move their kill team to (e.g. E5, G9, etc.). This can be an adjacent location; or it can be two locations away if neither the intended location nor an adjacent location used to get there contains a Hazard token.

2. All players reveal their locations simultaneously and move their Progress tokens to that location. If they can't move there (i.e. if they've made a mistake counting locations), they move it as close as possible to that location.

If the players aren't together during the Movement phase, they can instead let the Campaign Master know their intended locations. The Campaign Master then reveals it, moves the tokens and informs the players of each kill team's new location.



In this example, the Progress token could move into any of the green locations, but none of the orange locations. It could move into the adjacent location with the Hazard token, but could not move through it.



BATTLE PHASE

1. The players now play a game of Kill Team each. Players with Progress tokens in the same location should play each other (if it's three or four players, this can be a multiplayer battle). Otherwise, each player can play any other player, regardless of the distance between their Progress tokens – imagine kill teams raiding various locations of the map as appropriate.

   The Campaign Master can organise the Battle phase to ensure each player gets a game, and they can even specify missions to tell a particular narrative. Similarly, they can let the players arrange games themselves, allowing the campaign to progress naturally with plenty of friendly rivalries to go with it. When preparing the campaign, they should have a chat with the players beforehand to determine which is the most appropriate way of organising this phase for the group.

2. The winner of each game gains 1 Intel point. Keep track of how many Intel points each player has, as this will determine the overall winner of the campaign.

   If a player doesn't have a game in the Battle phase, e.g. if the campaign has an odd number of players, one player will have to play an additional game in the Battle phase. When this happens, the player playing twice can only gain a maximum of 1 Intel point in the phase, even if they win both games.



ACTION PHASE

1. Each player secretly makes note of a campaign action they wish to do from those presented below.

2. All players reveal their campaign actions and resolve them simultaneously.

SECURE INTEL

If your kill team is in a location with an Intel token, and no other kill teams are in that location, you can secure intel. Remove the Intel token and you gain 1 Intel point for a blue token or 2 Intel points for a red token.

CAPTURE INTEL

If your kill team is in a location with an Intel token, and other kill teams are also in that location, you can capture intel if you won a game against them in the preceding Battle phase. Remove the Intel token and you gain 1 Intel point for a blue token or 2 Intel points for a red token.

STEAL INTEL

If your kill team is in a location with other kill teams, you can steal intel from one of them if you played a game against that kill team in the preceding Battle phase and scored 2VPs from the Recover Item Tac Op (see the Critical Ops Card Pack 2022) or Retrieval Tac Op (see the Kill Team Core Book) in that game. Steal 1 Intel point from that player. You cannot steal any they gained in this campaign round. Note that Tac Ops are not used in multiplayer games, so you cannot perform this campaign action after a multiplayer game.

SCOUT AHEAD

Move your kill team to an adjacent location. You cannot move them out of or into a location that contains a Hazard token.

PREPARE

At the start of your next game, add 1CP to your pool.

The validity of an action is determined when it is revealed, before any actions are resolved. For example, if two teams are in the same location and one player selects the **Scout Ahead** action while the other selects the **Secure Intel** action, then the **Scout Ahead** action can be resolved but the **Secure Intel** action cannot, as another kill team is in that location at the time of reveal.

HAZARD PHASE

1. Apply the hazard effect to each player whose kill team is in a location with a hazard token. If it's the first time a hazard effect would be applied for that location during the campaign, the Campaign Master rolls one D6, consults the table below and makes a note of the result for that location (e.g. E8 – Riot). If that location already has a hazard effect determined for it, apply the same effect again.

   The table below has effects for both narrative play and matched play. The Campaign Master is free to decide which to use, or for a more challenging campaign they can use both!

D6	Hazard	Narrative Play Effect	Matched Play Effect
1	**Predator** *Bheta-Decima's surface is rife with beasts unleashed from the* Gallowdark*'s wreckage, mutated by the terrible effects of the warp and seeking unsuspecting prey.*	Select D3 operatives on your dataslate. They each gain 1 Battle Scar.	Select D3 operatives on your roster. They cannot be selected for deployment in your next game of the campaign (this can mean you play with less operatives than normal).
2	**Industrial Accident** *Promethium explosions, collapsing gantries and failing power all take their toll on the kill team's network of support systems.*	Remove one strategic asset from your dataslate. You cannot add it again during this campaign. If you don't have a strategic asset on your dataslate, you don't suffer the effect of this hazard this time.	In the Select a Kill Team step of the next game of the campaign, you don't add any Command points to your pool (you still gain them by other means, i.e. one in each Strategy phase).
3	**Riot** *As anarchy spreads over Bheta-Decima, the strict enforcement of law and order has collapsed. The ransacking of vital supplies is now the aim of ruthless and desperate souls in their efforts to stay alive.*	You must roll two D6 and remove equipment from your stash with a combined equipment points total equal to or greater than the total result of both dice. If you don't have enough equipment, remove as much as you can.	You must roll two D6. In the next game of the campaign, subtract the total result from the points worth of equipment you can select for the battle.
4	**Marauders** *Kill teams must expend much effort to avoid the rampaging warbands of xenos, Beastmen, mutants and heretics across Bheta-Decima.*	You lose 1 RP. If you don't have any, then you don't gain one for completing your next game of the campaign.	You either cannot use Strategic Ploys or you cannot use Tactical Ploys (your choice) in the next game of the campaign.
5	**Falling Debris** *Wreckage continually breaks off the remains of the* Gallowdark *in Bheta-Decima's orbit, resulting in a continuous rain of warp-corrupted debris. This can severely hamper a kill team's movements, or stop them dead.*	In the next Movement phase of the campaign, your kill team can move no more than one location away from their current location.	In your next game of the campaign, you never have the initiative; in a multiplayer game, you cannot be of a higher player order than players who don't have this hazard effect. If all players in that game have this hazard effect, it has no effect on that game.
6	**Hazard Avoided** *The kill team use guile and stealth to successfully navigate around the hazard.*	No effect.	No effect.

2. Remove all orange Hazard tokens from the campaign map.

3. Change all grey Hazard tokens to orange.

4. Three grey Hazard tokens are placed in locations on the map, and the Campaign Master records where they are. They cannot be placed in locations that currently contain or previously contained a Hazard token. In a three player campaign, each player places one token. In a campaign with more than three players, the three players with the least amount of Intel points place one token each (if there are any ties, randomise who places tokens between the tied players). When the relevant players are placing Hazard tokens, the player with the most Intel points places first (again, randomising between the tied players if there are any).

If the Campaign Master is using a copy of the campaign map, they can mark locations that gain a Hazard token so that, even when they're removed, the players know which locations previously contained one. If the Campaign Master is using the campaign map in the book, they can make a separate note of which locations gain a Hazard token.

ENDING THE CAMPAIGN

At the end of the sixth campaign round, the campaign comes to an end. Rank players based on the number of Intel points they have. If players are tied, the highest number of games won is the tiebreaker. If that is still a tie, the subsequently tied players share their rank. Players then select a number of commendations determined by both their rank and the number of players in the campaign:

NUMBER OF COMMENDATIONS				
	3 players	**4 players**	**5 players**	**6 players**
1st	3	3	3	3
2nd	2	2	2	2
3rd	1	1	2	2
4th		1	1	1
5th			1	1
6th				1

Players select commendations from the list below. If they can select more than one, they cannot select one they've already selected.

- Gain one Requisition point.
- Add one item of rare equipment to your stash.
- Increase your asset capacity by one.
- Distribute up to 5XP across the operatives on your dataslate.
- Remove up to one Battle Scar from each friendly operative.



CRITICAL OPERATIONS: SALVATION MISSION PACK

On pages 79-87, you will find nine missions from the Critical Operations: Salvation mission pack. They are symmetrical missions, meaning that both players have matching mission rules and mission objectives. The scoring parameters of the mission objectives vary across the mission pack, therefore having an expansive roster will allow you to select the right operatives for the mission at hand. The missions have been designed so that tactical play is rewarded. As such, they are suited to matched play, but can be used with any of the three ways to play.

The missions use Killzone: Bheta-Decima and Killzone: Salvation to supplement it (pg 68-70). The location of terrain features are specified. Use the mission map to help you determine the location of terrain features, ensuring they align with key points on the map such as drop zones, hazardous areas (pg 71) and the grid overlay.

To randomly determine a Critical Operations: Salvation mission, one player rolls one D3 to determine one of the tables below, then the other player rolls one D3 to determine the mission from that table.

LEAP OF FAITH

Operatives cross the gap between different gantries (i.e. ones that aren't connected) by jumping (see the Kill Team Core Book). Yellow lines on the mission map indicate the terrain features where operatives can do this to and from. When setting up the killzone, ensure the related gantries are the right distance from one another (about ◯) so operatives can jump.

MISSION MAP KEY

- **Player A's Drop Zone & Territory**
- **Player A's Territory**
- **Player A's Killzone Edge**
- **Player B's Drop Zone & Territory**
- **Player B's Territory**
- **Player B's Killzone Edge**
- **Hazardous Area**
- **Centre Line**
- **Neutral Killzone Edge**
- **Objective Marker**

RIG APPARATUS

- **A Microgeneratorum**
- **B Rotary Converter**
- **C Reciprocating Engine**
- **D Barospheric Inducer**
- **E Thermovents**

TABLE 1		TABLE 2		TABLE 3	
D3	**Mission**	**D3**	**Mission**	**D3**	**Mission**
1	Loot the Rig	1	Secure Research	1	Drain Power
2	Secure Machinery	2	Extract and Control	2	Secure Rig
3	Capture Highpoint	3	Gain Vantage	3	Operate Facility

MISSION 1.1

LOOT THE RIG

Much of the myriad machinery that make up rig apparatus can be salvaged from the structure by a kill team, who can repurpose the materials for their own ends or trade them for much needed supplies.

MISSION RULES

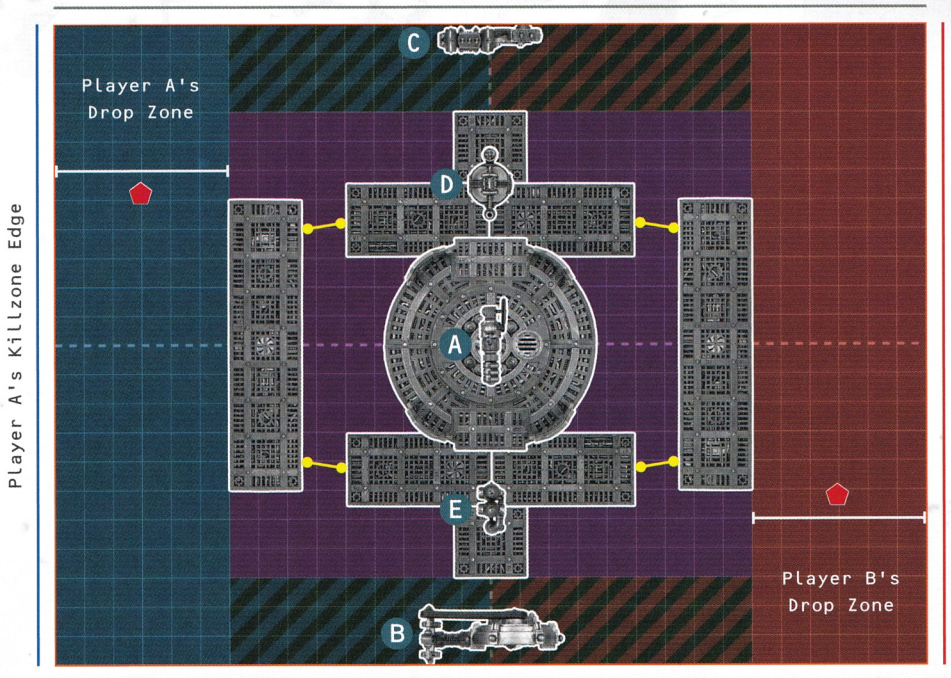
Operatives can perform the following mission action:

LOOT **1AP**

An operative can perform this action while it controls a rig apparatus terrain feature (pg 70) that has not been looted during this Turning Point. If it does so, that terrain feature has been looted this Turning Point.

MISSION OBJECTIVE

Each time a friendly operative performs the **Loot** action, you score 1VP.



MISSION 1.2

SECURE MACHINERY

Every piece of apparatus within the rig complex can yield some advantage to opportunistic and resourceful kill teams. Even should a force have no desire to utilise one element, denying the foe of it is a victory in itself.

MISSION RULES

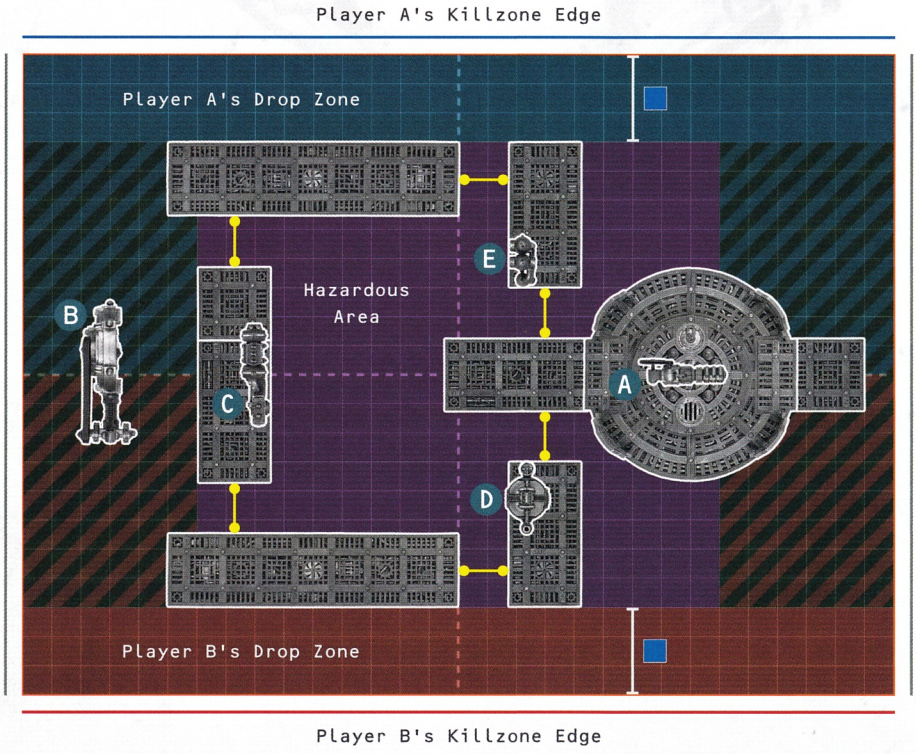
Operatives can perform the following mission action:

SECURE **1AP**

An operative can perform this action while it controls a rig apparatus terrain feature (pg 70). Until the enemy kill team secure that rig apparatus terrain feature, that terrain feature is secured by your kill team.

MISSION OBJECTIVE

At the end of the battle, for each rig apparatus terrain feature secured by your kill team, you score 3VPs.



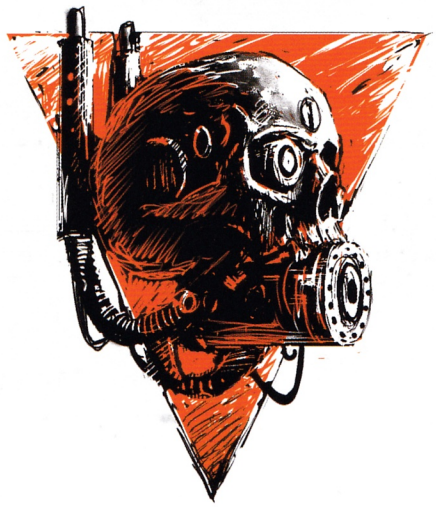
MISSION 1.3

CAPTURE HIGHPOINT

This facility offers a commanding vantage point over the wider area, as well as safety from the frothing, dangerous waves of the ocean below. As such, it is prime territory for all manner of kill teams.

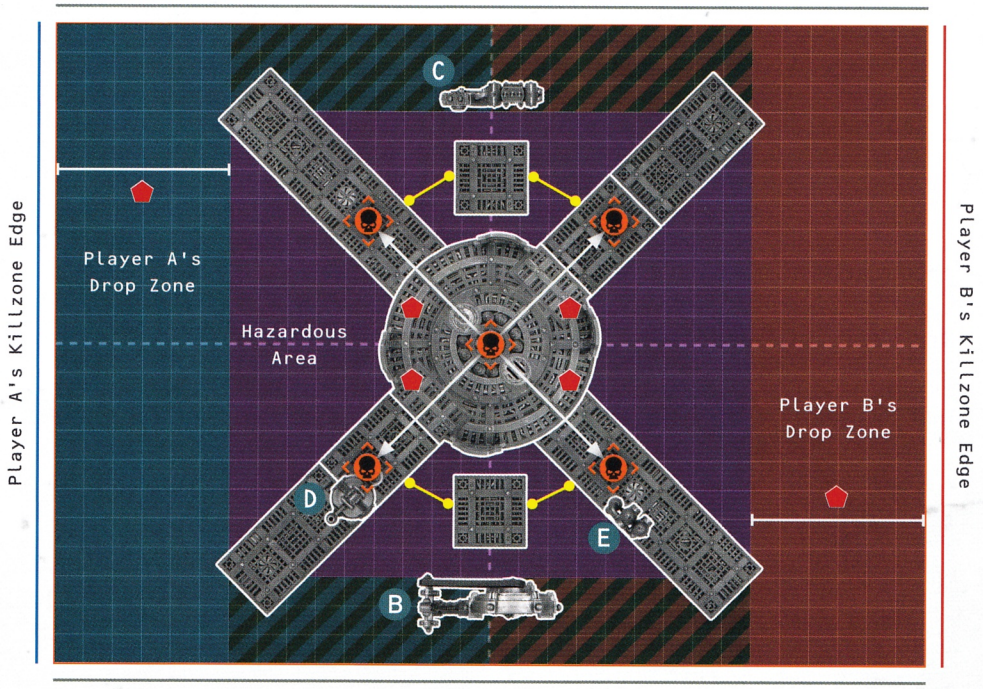
MISSION RULES

Capture: At the end of each Turning Point (before determining victory points), each objective marker that friendly operatives control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within ◯ of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team.



MISSION OBJECTIVE

At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.



MISSION 2.1

SECURE RESEARCH

Many Tech-Magi of the Adeptus Mechanicus established their own research posts amidst large rig-complexes on Bheta-Decima. As the planet falls apart, many such posts lie open – abandoned or already stormed. Those as yet untouched are likely to house rare artefacts or priceless information.

MISSION RULES

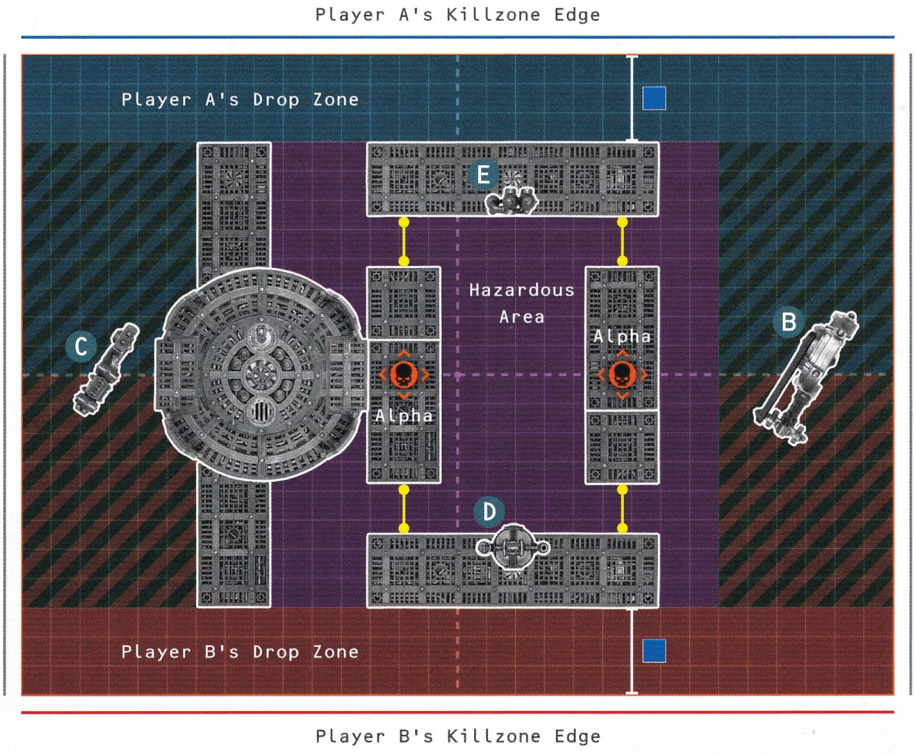
Collect: The **Pick Up** action can be performed upon Alpha objective markers.

MISSION OBJECTIVE

At the end of each Turning Point:

- For each rig apparatus terrain feature (pg 70) friendly operatives control, you score 1VP.
- For each Alpha objective marker friendly operatives control, you score 2VPs.





MISSION 2.2

EXTRACT AND CONTROL

Weapons, relics and strange devices have been thrown into the depths of Bheta-Decima's warp-corrupted oceans as rigs having been ripped from their anchor points and cast into the roiling waves. The most daring kill teams move to discover these objects and raise them to the surface for retrieval.

MISSION RULES

Operatives can perform the following mission action:

OPERATE APPARATUS 1AP

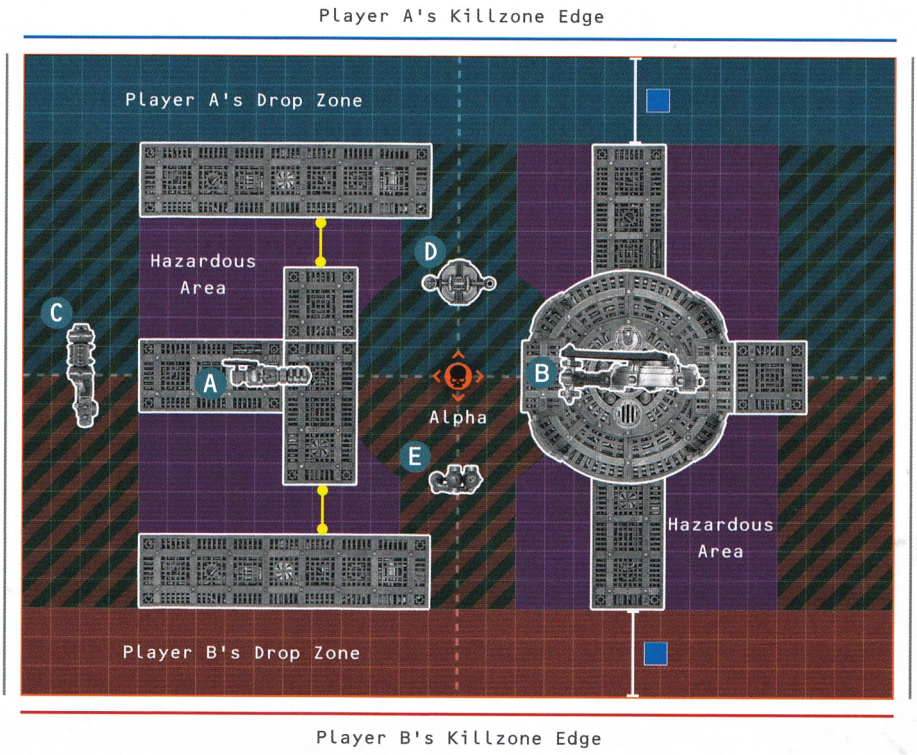
An operative can perform this action while it controls a Rotary Converter (B) or Microgeneratorum (A) terrain feature (pg 70) that has not been operated during this Turning Point. If it does so, that terrain feature has been operated this Turning Point.

Resource Extraction: Keep track of extraction points for the battle (we recommend a dice). Each time an operative performs the **Operate Apparatus** action, add 1 to the extraction points.

MISSION OBJECTIVE

Each time a friendly operative performs the **Operate Apparatus** action, you score 1VP (to a maximum of 6VPs per player).

At the end of the battle, if friendly operatives control the Alpha objective marker, you score a number of victory points equal to the number of extraction points (to a maximum of 6VPs per player).



MISSION 2.3

GAIN VANTAGE

The area is surrounded by thick mist and ravaged by raging storms. Navigating through the labyrinthine Adeptus Mechanicus structures is all but impossible in such conditions. By seizing high ground, kill teams may be able to see what structures lie ahead and discover a route through them.

MISSION RULES

Operatives can perform the following mission actions:

GAIN VANTAGE 1AP

An operative can perform this action while it's on a gantry terrain feature's (pg 68) Vantage Point that does not have one of your Vantage tokens on it. If it does so, place one of your Vantage tokens on that gantry terrain feature's Vantage Point.

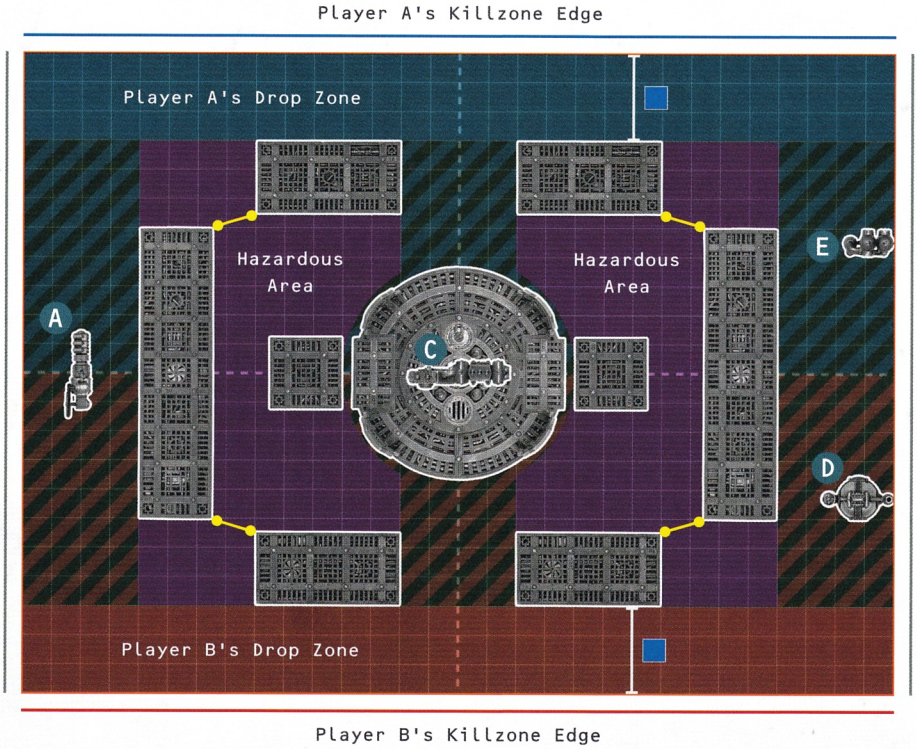
REMOVE VANTAGE 1AP

An operative can perform this action while it controls the Reciprocating Engine C terrain feature (pg 70), if that terrain feature hasn't been operated during this Turning Point. If it does so, remove one of your opponent's Vantage tokens, and that terrain feature has been operated this Turning Point.

MISSION OBJECTIVE

At the end of the battle:

- For each of your Vantage tokens in the killzone, you score 2VPs.
- If friendly operatives control the Reciprocating Engine C terrain feature, you score 2VPs.



MISSION 3.1

DRAIN POWER

Flickers of power surge intermittently through this facility. Kill teams who secure the station's external connection points take what energy they can for themselves, to aid their continuing operations.

MISSION RULES

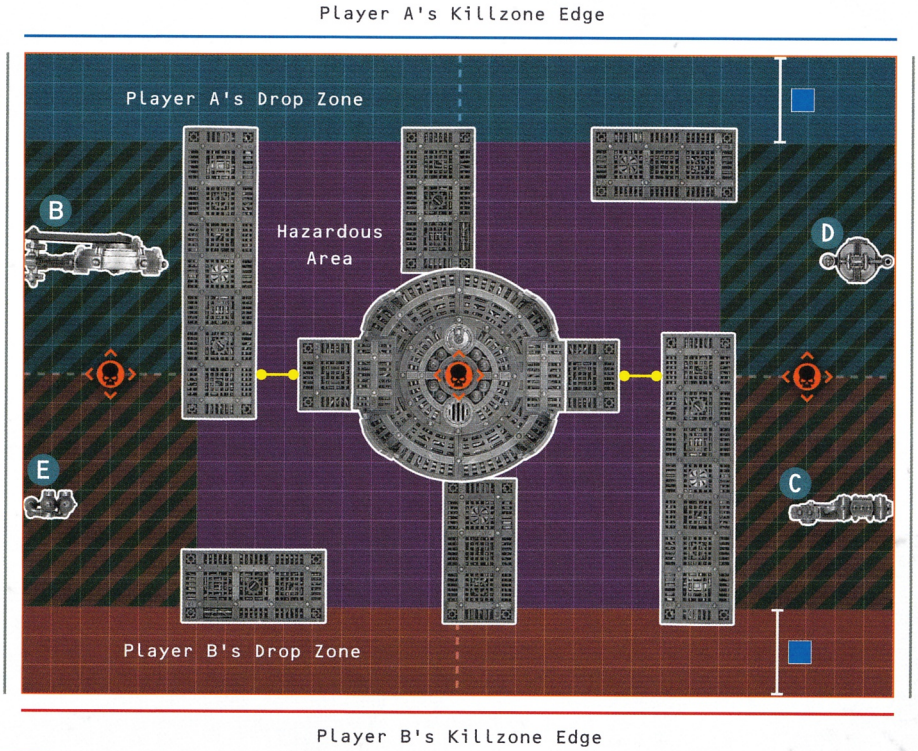
Power Surge: After determining Attacker and Defender, starting with the Defender, each player alternates selecting an objective marker and numbering it 2, 3 or 4. Each objective marker must have a different number. Make a note of each selection, either by using objective markers that are numbered as appropriate, or with a dice. Whilst an objective marker's number matches the Turning Point number, that objective marker is an Alpha objective marker.

Capture: At the end of each Turning Point (before determining victory points), each objective marker friendly operatives control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within ◯ of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team.

MISSION OBJECTIVE

At the end of each Turning Point after the first:

- For each non-Alpha objective marker captured by your kill team, you score 1VP.
- For each Alpha objective marker captured by your kill team, you score 3VPs.



MISSION 3.2

SECURE RIG

Kill teams have discovered an operational rig facility. The rig is stable, strong, defensible and holding up well to the area's relentless storms and hungering macro-fauna. It is an ideal location to use as a base, once secured.

MISSION RULES

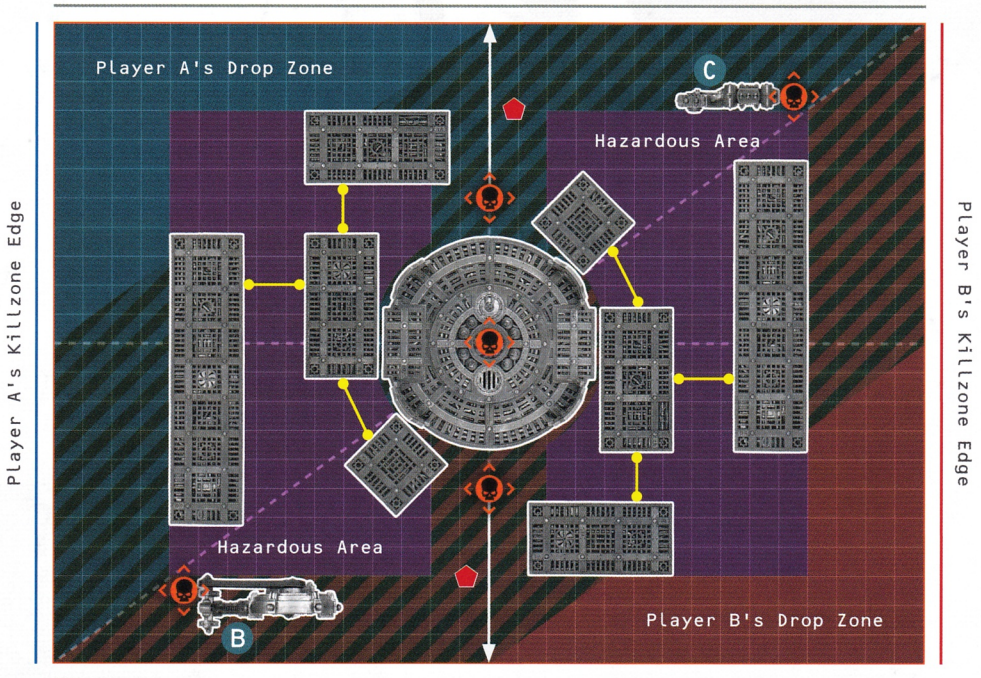
Operatives can perform the following mission action:

SECURE — **1AP**

An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team.

MISSION OBJECTIVE

At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.



MISSION 3.3

OPERATE FACILITY

Dormant, this facility was swiftly abandoned after the Gallowdark's wreckage crashed into Bheta-Decima. Largely untouched, stockpiles of resources, weapons and other materiel lie within. By operating the facility machinery, kill teams can gain access to the potential treasure troves inside.

MISSION RULES

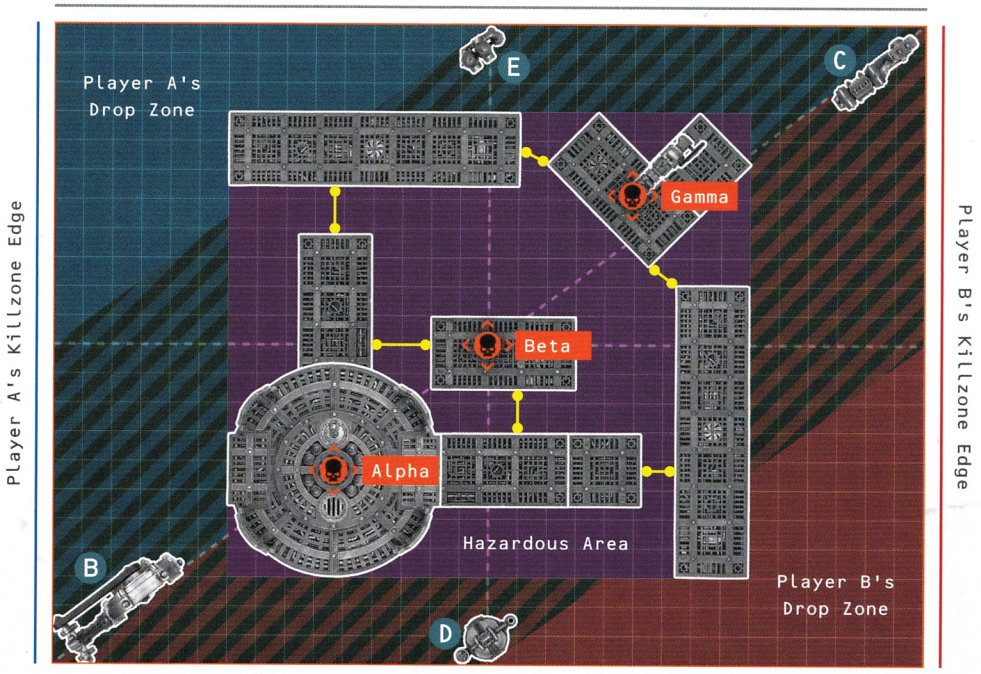
Operatives can perform the following mission action:

OPERATE APPARATUS 1AP

An operative can perform this action while it controls a Rotary Converter (B) or Reciprocating Engine (C) terrain feature (pg 70) that has not been operated during this Turning Point. If it does so, that terrain feature has been operated this Turning Point, and that operative's player selects the Alpha, Beta or Gamma objective marker to be active until the start of the next Turning Point.

MISSION OBJECTIVE

At the end of each Turning Point after the first, for each Alpha, Beta or Gamma objective marker friendly operatives control, you score 1VP, or 2VPs if that objective marker is active.



INFILTRATION REFERENCE

CAMPAIGN ROUNDS (PG 74-77)

Six campaign rounds consist of the following phases:

Movement Phase

1. Players secretly note down a location to move their kill team to. Adjacent, or two locations away if no Hazard tokens are in either of the two locations.
2. Players reveal and resolve their moves.

Battle Phase

3. Players each play a game of Kill Team. Players with Progress tokens in the same location should play each other.
4. Winning players gain 1 Intel point

Action Phase

5. Players secretly note down a campaign action.
6. Players reveal and resolve their campaign actions.

Hazard Phase

7. Apply the hazard effect to each player whose kill team is in a location with a hazard.
8. Remove orange Hazard tokens.
9. Change grey Hazard tokens to orange.
10. Players place three grey Hazard tokens.

CAMPAIGN ACTIONS (PG 75)

SECURE INTEL

If your kill team is in a location with intel, and no other kill teams are, gain that intel. Blue = 1, Red = 2.

CAPTURE INTEL

If your kill team is in a location with intel, and other kill teams are too, if you won a game against them in the preceding Battle phase, gain that intel. Blue = 1, Red = 2.

STEAL INTEL

If your kill team is in a location with other kill teams, if you played a game against them in the preceding Battle phase and scored 2VPs from the Recover Item or Retrieval Tac Op, steal 1 intel.

SCOUT AHEAD

Move your kill team into an adjacent location. You cannot move them out of or into a location that contains a hazard.

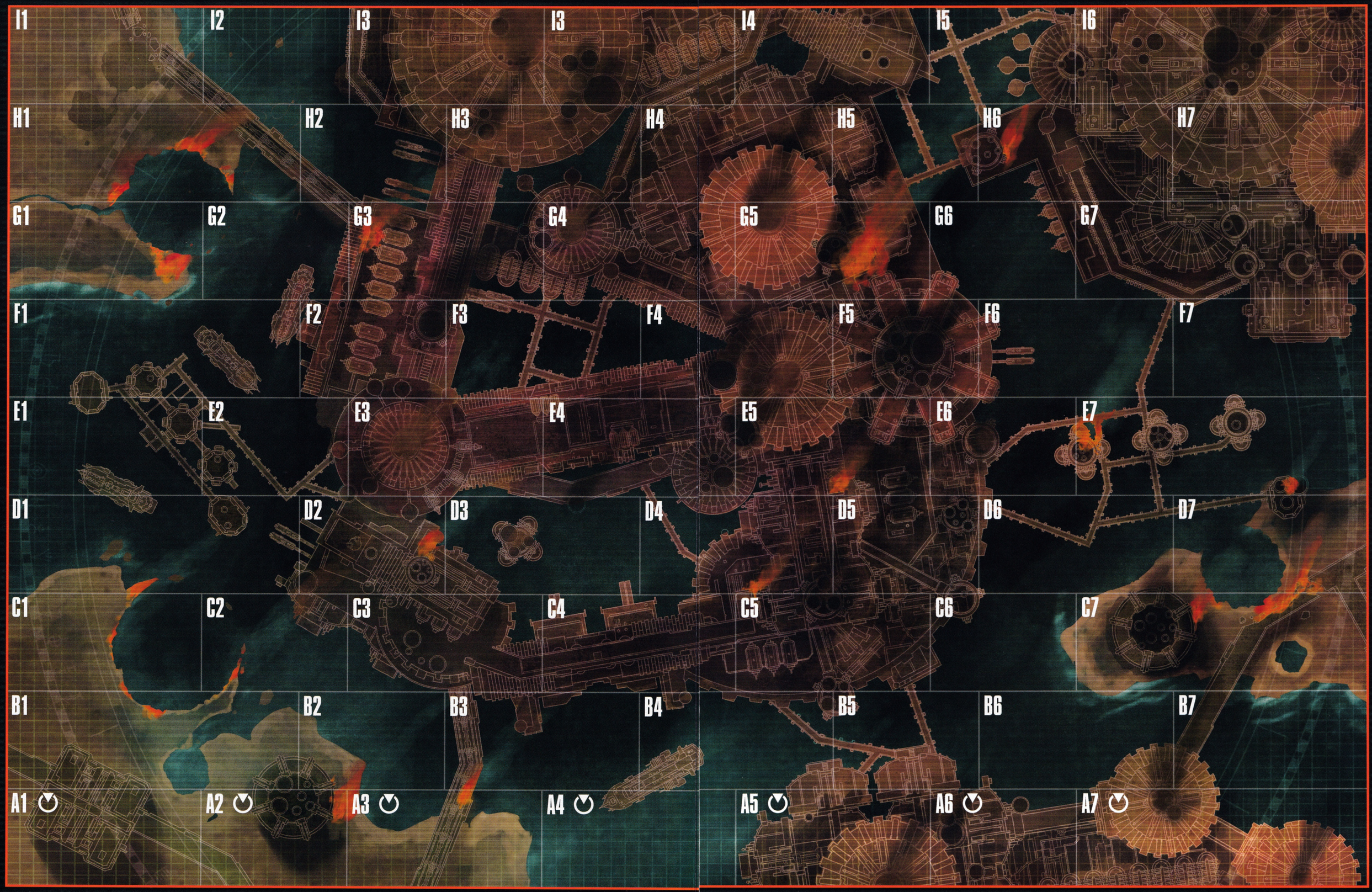
PREPARE

At the start of your next game, add 1CP to your pool.

HAZARDS (PG 76)

D6	Hazard	Narrative Play Effect	Matched Play Effect
1	**Predator**	D3 operatives on your dataslate gain 1 Battle Scar.	In your next game, D3 operatives on your roster cannot be selected for deployment.
2	**Industrial Accident**	Remove one strategic asset from your dataslate.	In your next game, don't add any CP to your pool before the battle.
3	**Riot**	Remove two D6 worth of equipment from your stash.	In your next game, you cannot select two D6 worth of equipment.
4	**Marauders**	You lose 1RP. If you don't have any, you don't gain one from your next game.	In your next game, you either cannot use Strategic Ploys or Tactical Ploys (your choice).
5	**Falling Debris**	In the next campaign Movement phase, you can only move your kill team to an adjacent location.	In your next game, you never have the initiative; in a multiplayer game, you cannot be of a higher player order.
6	**Hazard Avoided**	No effect.	No effect.

CAMPAIGN MAP
OVERLEAF


I1
I2
I3
I3
I4
I5
I6
H1
H2
H3
H4
H5
H6
H7
G1
G2
G3
G4
G5
G6
G7
F1
F2
F3
F4
F5
F6
F7
E1
E2
E3
E4
E5
E6
E7
D1
D2
D3
D4
D5
D6
D7
C1
C2
C3
C4
C5
C6
C7
B1
B2
B3
B4
B5
B6
B7
A1
A2
A3
A4
A5
A6
A7



ANARCHY REIGNS ON BHETA-DECIMA. FORCES OF DISORDER RUN RAMPANT, BUTCHERING AND DESTROYING. AMIDST IT ALL, ONE SOUL MUST BE FOUND.

FATE AND DELIVERANCE

The space hulk *Gallowdark* is ended. Its carcass drifts in the world of Bheta-Decima's orbit as warp-tainted chunks of its shattered form slam into the luckless planet. Once an industrial powerhouse destined to produce vast amounts of materiel, entire cities have now been destroyed or corrupted by the power of the warp, leaving Bheta-Decima on the verge of collapse. Crawling from grounded chunks of the *Gallowdark*, the space hulk's surviving alien and mutant denizens slaughter all in their path, while nascent cults on the world rise up to take advantage of the chaos.

On a remote, ocean-bound Adeptus Mechanicus complex, one agent of the Omnissiah seeks escape, not only for him, but also his greatest work. However, he cannot do it alone, and so calls in a centuries-old debt, but little does he know that others come for his prize. Enemies lethal, ancient and ruthlessly determined...

Inside you will find:

- A datastack of lore regarding the Adeptus Mechanicus ruled world of Bheta-Decima, the rapid collapse of order on the planet, and the myriad warring factions battling upon its surface.
- Background on the ancient and enigmatic peoples of the Asuryani craftworlds, the genetically enhanced Space Marine Scouts and the elite operatives of the kill teams they send on high-stakes missions behind enemy lines.
- Rules for fielding kill teams of elegant Aeldari Blades of Khaine and posthuman Space Marine Scout Squads. Included are datacards and a host of other rules for each of these kill teams. You will also find mission rules for hazardous areas, a narrative campaign set on the disaster-wracked planet of Bheta-Decima, and 9 new missions.
- Stunning miniatures photography showcasing expertly painted examples of Aeldari Blades of Khaine and Space Marine Scout Squad miniatures kits, as well as atmospheric artwork.

DESIGNED IN THE UK
PRINTED IN CHINA

Manufactured by:
Games Workshop Limited
Willow Road, Nottingham,
NG7 2WS, UK

European address:
Games Workshop Limited - Irish Branch
Unit 3, Lower Liffey Street, Dublin 1
D01 K199, Ireland

WARHAMMER.COM

You will need a copy of the Kill Team Core Book in order to use the contents of this book.

WARHAMMER

WARHAMMER 40,000

KILL TEAM

THE BALANCE DATASLATE

Q2 2024

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.

CORE RULES

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

KILLZONE: BHETA-DECIMA

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



EQUIPMENT

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

REPLACED ARMY LISTS

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

FORGE WORLD replaced by **HUNTER CLADE**
THOUSAND SONS replaced by **WARPCOVEN**
TROUPE replaced by **VOID-DANCER TROUPE**

CRITICAL OPERATIONS 2022

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

SEASON THREE



KILL TEAM: SALVATION

SCOUT SQUAD

* Operative selection: 1 additional operative (not a **SERGEANT** operative).
* **HUNTER** and **WARRIOR** operatives: Add 1 to both Damage characteristics of combat blade.

