



Blades of Khaine

DIRE AVENGER EXARCH

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	9

Shuriken catapult	4	2+	3/4
Fists	3	2+	3/4

Exarch: This operative can perform two Shoot or Fight actions during its activation.
Defence Tactics: Each time this operative performs the Overwatch action, do not worsen the Ballistic Skill characteristic for its ranged weapons as a result of performing the Overwatch for that shooting attack.



Blades of Khaine

Operative

Blades of Khaine

FAQ : 1.8, DECK:0.91
Datafile: Q4 2023

DIRE AVENGER EXARCH

M	APL	GA	
3	2	3	1
DF	SV	W	
3	3+	9	


Shuriken Pistol	4	2+	3/4
Rng			! Rending
Diresword	5	2+	4/5
Lethal 5+			! Rending

Exarch: This operative can perform two Shoot or Fight actions during its activation.
Defence Tactics: Each time this operative performs the Overwatch action, do not worsen the Ballistic Skill characteristic for its ranged weapons as a result of performing the Overwatch for that shooting attack.

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M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	9

Shuriken Pistol	4	2+	3/4
Rng			! Rending
Power Weapon	5	2+	4/6
Lethal 5+			


Exarch: This operative can perform two Shoot or Fight actions during its activation.
Defence Tactics: Each time this operative performs the Overwatch action, do not worsen the Ballistic Skill characteristic for its ranged weapons as a result of performing the Overwatch for that shooting attack.

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DIRE AVENGER WARRIOR




M	APL	GA
3 ②	3	1
DF	SV	W
3	4+	8

Shuriken Catapult	4	3+	3/4
			! Rending
Fists	3	3+	3/4

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

DIRE AVENGER WARRIOR




M	APL	GA
3 ②	3	1
DF	SV	W
3	4+	8

Shuriken Catapult	4	3+	3/4
			! Rending
Fists	3	3+	3/4

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

DIRE AVENGER WARRIOR



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3 ②	3	1
DF	SV	W
3	4+	8

Shuriken Catapult	4	3+	3/4
			! Rending
Fists	3	3+	3/4

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

DIRE AVENGER WARRIOR



M	APL	GA
3 ②	3	1
DF	SV	W
3	4+	8

Shuriken Catapult	4	3+	3/4
			! Rending
Fists	3	3+	3/4

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

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HOWLING BANSHEE EXARCH

	M	APL GA	
	3 ②	3	1
	DF	SV	W
	3	3+	9

Shuriken Pistol	4	3+	3/4
Rng			! Rending
Triskele	4	3+	2/3
Rng			! Rending
Triskele	6	2+	3/4
			! Reap 2 Rending

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


HOWLING BANSHEE EXARCH

	M	APL GA	
	3 ②	3	1
	DF	SV	W
	3	3+	9

Power Weapon	5	2+	4/6
Lethal 5+			
Triskele	4	3+	2/3
Rng			! Rending
Triskele	6	2+	3/4
			! Reap 2 Rending

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


HOWLING BANSHEE EXARCH

	M	APL		GA
	3	②	3	1
	DF	SV	W	
	3	3+	9	

Shuriken Pistol	4	3+	3/4
Rng			! Rending
Power Weapon	5	2+	4/6
Lethal 5+			

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

HOWLING BANSHEE EXARCH

	M	APL GA	
	3 ②	3	1
	DF	SV	W
	3	3+	9

Shuriken Pistol	4	3+	3/4
Rng			! Rending
Executioner	5	2+	3/7
Lethal 5+			

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

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HOWLING BANSHEE EXARCH



M APL GA

3 ② 3 1

DF SV W

3 3+ 9

Mirrorswords 5 2+ 4/6

Lethal 5+ Relentless

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

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.

HOWLING BANSHEE WARRIOR



M APL GA

3 ② 3 1

DF SV W

3 4+ 8

Shuriken Pistol 4 3+ 3/4

Rng ⑥ ! Rending

Power Weapon 4 3+ 4/6

Lethal 5+

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.

HOWLING BANSHEE WARRIOR



M APL GA

3 ② 3 1

DF SV W

3 4+ 8

Shuriken Pistol 4 3+ 3/4

Rng ⑥ ! Rending

Power Weapon 4 3+ 4/6

Lethal 5+

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.

HOWLING BANSHEE WARRIOR



M APL GA

3 ② 3 1

DF SV W

3 4+ 8

Shuriken Pistol 4 3+ 3/4

Rng ⑥ ! Rending

Power Weapon 4 3+ 4/6

Lethal 5+

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.

Operative

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Operative

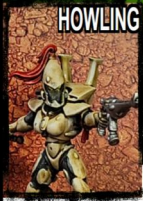
Blades of Khaine

Operative

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HOWLING BANSHEE WARRIOR

M	APL	GA
3 ②	3	1
DF	SV	W
3	4+	8

Shuriken Pistol	4	3+	3/4
Rng ⑥			! Rending
Power Weapon	4	3+	4/6
Lethal 5+			

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.



STRIKING SCORPION EXARCH

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	9

Shuriken Pistol	4	3+	3/4
Rng ⑥			! Rending
Biting Blade	5	2+	5/6
			! Rending

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



STRIKING SCORPION EXARCH

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	9

Shuriken Pistol	4	3+	3/4
Rng ⑥			! Rending
Scorpions Claw	5	2+	4/6
Brutal Lethal 5+			

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



STRIKING SCORPION EXARCH

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	9

Twin Shuriken Pistol	4	4+	3/4
Rng ⑥ Relentless			! Rending
Twin chainswords	5	2+	4/5
Relentless			! Rending

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

Operative

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Operative

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STRIKING SCORPION WARRIOR



M	APL	GA
3 ②	3	1
DF	SV	W
3	4+	8

	4	3+	3/4
Shuriken Pistol	4	3+	3/4
Rng 			! Rending
Chainsword	4	3+	4/5
Rending			

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.

(2) MASTER TECHNIQUES

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 all five STRIKING SCORPION Aspect Techniques), you score 1 VP. 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 1 VP

All Aspects

(3) MARTIAL HARMONY

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 ② of your opponent's drop zone.

► At the end of a Turning Point, if at least two of the criteria above are true, you score 1 VP.

► If you achieve the first condition at the end of a subsequent Turning Points, you score 1 VP

Do 2 of 3 Things

(1) ASPECT WARFARE

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 1 VP

► If you achieve the first condition in any subsequent Turning Points, you score 1 VP

Each Aspect Damages

Operative

Blades of Khaine

Top

Blades of Khaine

Take Up

Blades of Khaine

Face

Blades of Kraine

THE SLICING HURRICANE

Dire Avengers

Use this Aspect Technique during a friendly DIRE AVENGER Normal Move action. Perform one Shoot action operative's 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.

Shoot Mid Move

DEATH OF A THOUSAND BLADES

Dire Avengers

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 ② of the first target.

Free second Shot

VIGILANCE OF THE AVENGER

Dire Avengers

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 at enemy operative in Cover.

No Cover

UNSTINGING, IMMOVABLE

Dire Avengers

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.

DF Miss to Save

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Dire
Avengers

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Blades of Khaine
Dire
Avengers

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Blades of Khaine
Dire
Avengers

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Blades of Khaine
Dire
Avengers

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RAGING THE DYING

Dire Avengers

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.

Not Injured

THE WOE

Howling Banshees

Use this Aspect Technique during a friendly HOWLING BANSHEE operative's activation, after it has performed the action, incapacitated an enemy operative in combat Charge 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 Charge action. This Aspect Technique allows that the first operative to perform two Charge actions to do so.

Charge Fight Charge

RAIN OF TEARS

Howling Banshees

Use this Aspect Technique in the Resolve Successful Hits step HOWLING BANSHEE of a combat, after an active friendly operative strikes with a critical hit. Immediately perform a free Dash or Fall Back action with that operative up to 3 as though it can FLY (any remaining attack dice are discarded). Do so even if that operative has performed an action during t activation that prevents it from performing the Dash or ack action (e.g. the Charge action).

Move After Crit

ACROBATIC

Howling Banshees

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 ② (normal Movement characteristics still apply, e.g. if the operative is injured).

Fly

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Dire
Avengers

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Blades of Khaine
Howling
Banshees

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Blades of Khaine
Howling
Banshees

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Blades of Khaine
Howling
Banshees

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SCREAM THAT STEALS

Howling Banshees

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.

Parry

SCREAM THAT KILLS

Howling Banshees

Use this Aspect Technique when a friendly HOWLING operative performs the Shoot action. Until the end BANSHEE of that shooting attack, that operative is equipped with and must use the SCREAM THAT KILLS

Shoot

PATIENT STALK, SUDDEN BLOW

Striking Scorpions

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 within Engagement Range of one or more enemy operatives (but it cannot finish that move there). One operative that it moved within Engagement Range of suffers D3 + 2 mortal wounds

D3+2 Mortals

STRIKE AND FADE

Striking Scorpions

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 3 from enemy operatives. Change that friendly operative's order 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 Dash action (e.g. the Charge action).

Dash after Kill

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Howling
Banshees

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Blades of Khaine
Howling
Banshees

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Blades of Khaine
Striking
Scorpions

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Blades of Khaine
Striking
Scorpions

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SCOPRION'S EYE

Striking Scorpions

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 Pisto gains the Indirect special rule, and that operative must make a shooting attack with it against an enemy operative in Cover.

Gain Indirect

MERCILESS STRIKE

Striking Scorpions

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.

Gain !Stun

ONE WITH THE GLOOM

Striking Scorpions

STRIKING 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).

Super Conceal

EMINENT GRACE

Strategic

1CP

Until the end or 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).

+1 M

Blades of Khaine
Striking
Scorpions

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Blades of Khaine
Striking
Scorpions

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Blades of Khaine
Striking
Scorpions

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Blades of Khaine
Strategic

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FOREWARNED

Strategic

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.

Reroll DF

RUTHLESS POISE

Strategic

1CP

Until the end of the Turning Point each time a 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.

Relentless Melee

KHAINE'S VENGEANCE

Strategic

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 reroll one of your attack dice.

Relentless Shoot

BLADEWIND

Tactical

1CP

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

Fight x2

Strategic

Blades of Khaine

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Strategic

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Strategic

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Tactical

Blades of Khaine

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STARFALL

Tactical

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.

Shoot x2

FADING LIGHT

Tactical

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 point (to a minimum of 0 AP).

1AP Fallback

CONTEMPT

Tactical

1 CP

Use this Tactical Ploy in the Roll Attack Dice step of either 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 reroll their attack dice. Note that you use this Tactical Ploy after seeing the result of your opponent's initial roll, but before rerolls (if your opponent declared the use of the Command Reroll Tactical Ploy, it's cancelled and their Command point is refunded)







No Rerolls

PLASMA GRENADE

Max: 1

3EP

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

Plasma grenade			
	4	3+	3/4
Rng  Blast  Indirect  Limited			

Equipment

Blades of Khaine

Blades of Khaine
Tactical

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SHADOW-WEAVE GRENADE

3EP

The operative can perform the following action during the battle:

SHADOW-WEAVE GRENADE 1AP:Place the centre of one Smoke token on a point within ④ of this operative. That token creates an area of smoke with a ② radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

Area Obscure

WEAPONISED PANOPLY

1EP

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

Melee +1A

RUNE OF PROPHECY

Max: 1

1EP

The operative gains the following ability for the battle:

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

Manipulate Initiative

RUNE OF FORESIGHT

1EP

The operative gains the following ability for the battle.

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

1CP ability tax

Equipment

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Equipment

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Equipment

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Equipment

Blades of Khaine

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RUNE OF SHIELDING

Max: 1 1EP

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.

Just a Scratch

WRAITHBONE TALISMAN

1EP

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 Reroll Tactical ploy (see the Kill Team Core Book) without spending any Command pints.

CP Reroll

SHIMMERSHIELD

Max: 1 0EP

Dire Avenger Exarch only.

Replace the Shuriken Pistol with a Shimmershield.

Shimmershield: If this operative is equipped with a shimmershield, while a friendly BLADES OF KHAINE operative is within ② of this operative, that friendly operative has a 4+ invulnerable save.

Area 4++

SCREAM THAT KILLS

Max: 1 0EP

Use in conjunction with the SCREAM THAT KILLS Aspect Technique

Scream that Kills

6

3+

1/2

Rng Indirect No Cover Torrent ! Stun

Equipment
Blades of Khaine

Equipment
Blades of Khaine

Equipment
Blades of Khaine

Equipment
Blades of Khaine

BLADES OF KHAINE

Seek and Destroy*

1 leader and 7 operatives

EXARCH

Striking Scorpion Warrior
If half or more of team, unlocks Infiltration

Dire Avenger Warrior
If half or more of team, unlocks Security

Howling Banshee Warrior
If half or more of team, unlocks Recon

ASPECT TECHNIQUES

Faction Ability

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)

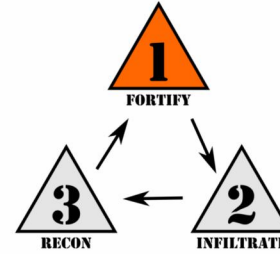
FORTIFY

Matched Play

Set up one additional barricade within 1 of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



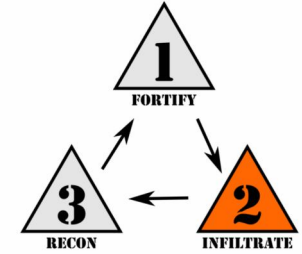
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



Team

Blades of Khaine

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Abilities

Blades of Khaine

FAQ : 1.8, DECK:0.91
Date: Q4 2023

Scouting

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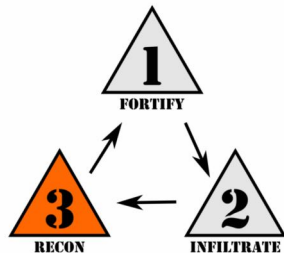
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	PRIMARY			
	SECONDARY			
	1	2	3	4
	1	2	3	4

Scorecard

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