




Craftworld




| GUARDIAN DEFENDER LEADER |     |    |  |
|--------------------------|-----|----|--|
| M                        | APL | GA |  |
| 3                        | 2   | 1  |  |
| DF                       | SV  | W  |  |
| 3                        | 4+  | 9  |  |

Shuriken catapult

42+3/4

Fists

32+2/3




| GUARDIAN DEFENDER |     |    |  |
|-------------------|-----|----|--|
| M                 | APL | GA |  |
| 3                 | 2   | 1  |  |
| DF                | SV  | W  |  |
| 3                 | 4+  | 8  |  |

Shuriken catapult

43+3/4

Fists

33+2/3



| GUARDIAN DEFENDER |     |    |  |
|-------------------|-----|----|--|
| M                 | APL | GA |  |
| 3                 | 2   | 1  |  |
| DF                | SV  | W  |  |
| 3                 | 4+  | 8  |  |

Shuriken catapult

43+3/4

Fists

33+2/3

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Operative

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FAQ : 1.8, DECK:4.0  
Date: 03 2023

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GUARDIAN DEFENDER

|    | M  | APL | GA |
|----|----|-----|----|
|    | 3  | 2   | 1  |
| DF | SV | W   |    |
| 3  | 4+ | 8   |    |


| Shuriken catapult | 4 | 3+ | 3/4       |
|-------------------|---|----|-----------|
|                   |   |    | ! Rending |
| Fists             | 3 | 3+ | 2/3       |



GUARDIAN DEFENDER

|    | M  | APL | GA |
|----|----|-----|----|
|    | 3  | 2   | 1  |
| DF | SV | W   |    |
| 3  | 4+ | 8   |    |

| Shuriken catapult | 4 | 3+ | 3/4       |
|-------------------|---|----|-----------|
|                   |   |    | ! Rending |
| Fists             | 3 | 3+ | 2/3       |




GUARDIAN DEFENDER GUNNER

|    | M  | APL | GA |
|----|----|-----|----|
|    | 3  | 2   | 1  |
| DF | SV | W   |    |
| 3  | 4+ | 8   |    |

| Shuriken catapult | 4 | 3+ | 3/4       |
|-------------------|---|----|-----------|
|                   |   |    | ! Rending |
| Fists             | 3 | 3+ | 2/3       |

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



HEAVY WEAPON PLATFORM

|    | M  | APL | GA |
|----|----|-----|----|
|    | 2  | 0   | 1  |
| DF | SV | W   |    |
| 3  | 3+ | 12  |    |

| Aeldari missile launcher | 4 | 3+ | 3/5 |
|--------------------------|---|----|-----|
| Heavy Blast              |   |    |     |
| Starshot                 | 4 | 3+ | 5/7 |

**Heavy AP1**

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

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HEAVY WEAPON PLATFORM

| M   | APL | GA |
|-----|-----|----|
| 2 ② | 0   | 1  |
| DF  | SV  | W  |
| 3   | 3+  | 12 |

|              |   |    |     |
|--------------|---|----|-----|
| Bright Lance | 4 | 3+ | 6/7 |
| Heavy AP2    |   |    |     |

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

HEAVY WEAPON PLATFORM

| M   | APL | GA |
|-----|-----|----|
| 2 ② | 0   | 1  |
| DF  | SV  | W  |
| 3   | 3+  | 12 |

|                           |   |    |     |
|---------------------------|---|----|-----|
| Scatter Laser             | 5 | 3+ | 4/5 |
| Heavy Ceaseless Fusillade |   |    |     |

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

HEAVY WEAPON PLATFORM

| M   | APL | GA |
|-----|-----|----|
| 2 ② | 0   | 1  |
| DF  | SV  | W  |
| 3   | 3+  | 12 |

|                 |   |    |           |
|-----------------|---|----|-----------|
| Shuriken Cannon | 5 | 3+ | 4/5       |
| Heavy Fusillade |   |    | ! Rending |

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

HEAVY WEAPON PLATFORM

| M   | APL | GA |
|-----|-----|----|
| 2 ② | 0   | 1  |
| DF  | SV  | W  |
| 3   | 3+  | 12 |

|             |   |    |      |
|-------------|---|----|------|
| Star Cannon | 4 | 3+ | 5/6  |
| Heavy AP1   |   |    | ! P2 |

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

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STORM GUARDIAN LEADER



| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 9  |

|                       |   |           |     |
|-----------------------|---|-----------|-----|
| Shuriken pistol       | 4 | 2+        | 3/4 |
| Rng ⑥                 |   | ! Rending |     |
| Storm Guardian blades | 4 | 2+        | 3/4 |

STORM GUARDIAN



| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                       |   |           |     |
|-----------------------|---|-----------|-----|
| Shuriken pistol       | 4 | 3+        | 3/4 |
| Rng ⑥                 |   | ! Rending |     |
| Storm Guardian blades | 4 | 3+        | 3/4 |

STORM GUARDIAN



| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                       |   |           |     |
|-----------------------|---|-----------|-----|
| Shuriken pistol       | 4 | 3+        | 3/4 |
| Rng ⑥                 |   | ! Rending |     |
| Storm Guardian blades | 4 | 3+        | 3/4 |

STORM GUARDIAN



| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                       |   |           |     |
|-----------------------|---|-----------|-----|
| Shuriken pistol       | 4 | 3+        | 3/4 |
| Rng ⑥                 |   | ! Rending |     |
| Storm Guardian blades | 4 | 3+        | 3/4 |

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STORM GUARDIAN



|  | M   | APL | GA |
|--|-----|-----|----|
|  | 3 ② | 2   | 1  |
|  | DF  | SV  | W  |
|  | 3   | 4+  | 8  |

|                       |   |    |           |
|-----------------------|---|----|-----------|
| Shuriken pistol       | 4 | 3+ | 3/4       |
| Rng ⑥                 |   |    | ! Rending |
| Storm Guardian blades | 4 | 3+ | 3/4       |


STORM GUARDIAN GUNNER



|  | M   | APL | GA |
|--|-----|-----|----|
|  | 3 ② | 2   | 1  |
|  | DF  | SV  | W  |
|  | 3   | 4+  | 8  |

|                 |   |    |     |
|-----------------|---|----|-----|
| Flamer          | 5 | 2+ | 2/2 |
| Rng ⑥ Torrent ② |   |    |     |
| Fists           | 3 | 3+ | 2/3 |


STORM GUARDIAN GUNNER



|  | M   | APL | GA |
|--|-----|-----|----|
|  | 3 ② | 2   | 1  |
|  | DF  | SV  | W  |
|  | 3   | 4+  | 8  |

|            |   |    |       |
|------------|---|----|-------|
| Fusion gun | 4 | 3+ | 6/3   |
| Rng ⑥ AP2  |   |    | ! MW4 |
| Fists      | 3 | 3+ | 2/3   |

RANGER LEADER



|  | M   | APL | GA |
|--|-----|-----|----|
|  | 3 ② | 2   | 1  |
|  | DF  | SV  | W  |
|  | 3   | 5+  | 9  |

|                       |   |    |           |
|-----------------------|---|----|-----------|
| Ranger long rifle     | 4 | 2+ | 3/3       |
| Heavy Silent Balanced |   |    | ! MW1     |
| Shuriken pistol       | 4 | 2+ | 3/4       |
| Rng ⑥                 |   |    | ! Rending |
| Fists                 | 3 | 2+ | 2/3       |

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

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## RANGER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 5+  | 8  |

|                   |   |    |           |
|-------------------|---|----|-----------|
| Ranger long rifle | 4 | 2+ | 3/3       |
| Heavy Silent      |   |    | ! MW1     |
| Shuriken pistol   | 4 | 3+ | 3/4       |
| Rng ⑥             |   |    | ! Rending |
| Fists             | 3 | 3+ | 2/3       |

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

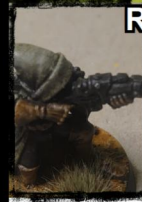


## RANGER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 5+  | 8  |

|                   |   |    |           |
|-------------------|---|----|-----------|
| Ranger long rifle | 4 | 2+ | 3/3       |
| Heavy Silent      |   |    | ! MW1     |
| Shuriken pistol   | 4 | 3+ | 3/4       |
| Rng ⑥             |   |    | ! Rending |
| Fists             | 3 | 3+ | 2/3       |

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



## RANGER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 5+  | 8  |

|                   |   |    |           |
|-------------------|---|----|-----------|
| Ranger long rifle | 4 | 2+ | 3/3       |
| Heavy Silent      |   |    | ! MW1     |
| Shuriken pistol   | 4 | 3+ | 3/4       |
| Rng ⑥             |   |    | ! Rending |
| Fists             | 3 | 3+ | 2/3       |

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



## RANGER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 5+  | 8  |

|                   |   |    |           |
|-------------------|---|----|-----------|
| Ranger long rifle | 4 | 2+ | 3/3       |
| Heavy Silent      |   |    | ! MW1     |
| Shuriken pistol   | 4 | 3+ | 3/4       |
| Rng ⑥             |   |    | ! Rending |
| Fists             | 3 | 3+ | 2/3       |

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

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## RANGER

M APL GA

3 ② 2 1

DF SV W

3 5+ 8

|                   |   |    |           |
|-------------------|---|----|-----------|
| Ranger long rifle | 4 | 2+ | 3/3       |
| Heavy Silent      |   |    | ! MW1     |
| Shuriken pistol   | 4 | 3+ | 3/4       |
| Rng               |   |    | ! Rending |
| Fists             | 3 | 3+ | 2/3       |

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



## DIRE AVENGER EXARCH

M APL GA

3 ② 2 1

DF SV W

3 4+ 9

|                        |   |    |           |
|------------------------|---|----|-----------|
| Twin shuriken catapult | 4 | 2+ | 3/4       |
| Relentless             |   |    | ! Rending |
| No Melee               |   |    |           |

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

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



## DIRE AVENGER EXARCH

M APL GA

3 ② 2 1

DF SV W

3 4+ 9

|                           |   |    |           |
|---------------------------|---|----|-----------|
| Avenger shuriken catapult | 4 | 2+ | 3/4       |
| Balanced                  |   |    | ! Rending |
| Fists                     | 3 | 2+ | 2/3       |

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



## DIRE AVENGER EXARCH

M APL GA

3 ② 2 1

DF SV W

3 4+ 9

|                 |   |    |           |
|-----------------|---|----|-----------|
| Shuriken pistol | 4 | 2+ | 3/4       |
| Rng             |   |    | ! Rending |
| Diresword       | 4 | 2+ | 4/5       |
| Lethal 5+       |   |    | ! Rending |

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

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# DIRE AVENGER EXARCH

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 9  |

|                 |   |    |           |
|-----------------|---|----|-----------|
| Shuriken pistol | 4 | 2+ | 3/4       |
| Rng             |   |    | ! Rending |
| Power weapon    | 4 | 2+ | 4/6       |
| Lethal 5+       |   |    |           |

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

# DIRE AVENGER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                           |   |    |           |
|---------------------------|---|----|-----------|
| Avenger shuriken catapult | 4 | 3+ | 3/4       |
| Balanced                  |   |    | ! Rending |
| Fists                     | 3 | 2+ | 2/3       |

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

# DIRE AVENGER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                           |   |    |           |
|---------------------------|---|----|-----------|
| Avenger shuriken catapult | 4 | 3+ | 3/4       |
| Balanced                  |   |    | ! Rending |
| Fists                     | 3 | 2+ | 2/3       |

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

# DIRE AVENGER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                           |   |    |           |
|---------------------------|---|----|-----------|
| Avenger shuriken catapult | 4 | 3+ | 3/4       |
| Balanced                  |   |    | ! Rending |
| Fists                     | 3 | 2+ | 2/3       |

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

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DIRE AVENGER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                           |   |           |     |
|---------------------------|---|-----------|-----|
| Avenger shuriken catapult | 4 | 3+        | 3/4 |
| Balanced                  |   | ! Rending |     |
| Fists                     | 3 | 2+        | 2/3 |

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



DIRE AVENGER

| M   | APL | GA |
|-----|-----|----|
| 3 ② | 2   | 1  |
| DF  | SV  | W  |
| 3   | 4+  | 8  |

|                           |   |           |     |
|---------------------------|---|-----------|-----|
| Avenger shuriken catapult | 4 | 3+        | 3/4 |
| Balanced                  |   | ! Rending |     |
| Fists                     | 3 | 2+        | 2/3 |

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



SUPREME DISDAIN

Strategic 1CP

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

Hit to Crit in melee

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Tac Op

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Strategic

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## HIDDEN PATHS

**Strategic**

**1CP**

Each friendly RANGER operative that has a Conceal order, is within ▲ of Light or Heavy terrain and is more than ⑥ from enemy operatives can immediately perform a free Dash action, but must finish that move within ▲ of Light or Heavy terrain.

Ranger Dash

## MATCHLESS AGILITY

**Tactical**

**1CP**

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

- It cannot perform a Shoot or Fight action.
- If it performs a Dash action, it can move an additional ② for that action.

Super Dash

## FIRST OF THE ASPECTS

**Tactical**

**1 CP**

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

Dire Avenger +1 APL

## FLEET

**Strategic**

**1CP**

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

Free Dash With Move

**Strategic**

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**Tactical**

**Craftworld**

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**Tactical**

**Craftworld**

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**Strategic**

**Craftworld**

FAQ : 1.8, DECK:4.0  
Date: Q3 2023

## FOREWARNED

### Strategic

1CP

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

Reroll 1 Df

Strategic

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## WEAPONISED PANOPLY

1EP

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

Weaponised panoply 3 3+ 3/4

Equipment

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## AVENGER SHRINE BANNER

Max: 1

2EP

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

**Avenger Shrine Banner:** While a friendly DIRE AVENGER operative is Visible to and within 3 of this operative, when determining control of an objective marker, treat that friendly operative's APL characteristic as being 1 higher. Note that this is not a modifier.

Area +1 Control

Equipment

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## RANGER SCOPE

3EP

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

Ranger Lethal 5+

Equipment

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## PATHFINDER CLOAK

2EP

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

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

Super Conceal

## WRAITHBONE TALISMAN

3EP

The operative gains the following ability for the battle:

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

Reroll

## CELESTIAL SHIELD

Max: 1

2EP

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



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

One use 4++

## PLASMA GRENADE

2EP

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

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

Equipment

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Equipment

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Equipment

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Equipment

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# SHIMMERSHIELD

## OEP

DIRE AVENGER EXARCH operative only.

The operative can no longer make ranged attacks

If this operative is equipped with a shimmershield, while a friendly DIRE AVENGER operative is within ② of it, that operative has a 5+ invulnerable save.

Area 5++

# CRAFTWORLD KILL TEAM

## Varies

2 Fireteams. Promote 1 leader

GUARDIAN DEFENDER (6 Operatives)  
Unlocks Security and Recon.  
May include 1 Gunner and 1 Heavy Weapons Platform

STORM GUARDIAN (6 Operatives)  
Unlocks Seek and Destroy and Recon.  
May include 1 Gunner

RANGER (5 Operatives)  
Unlocks Infiltration and Recon.

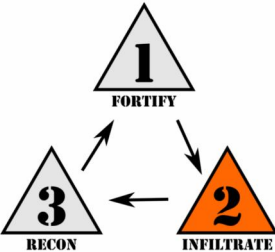
DIRE AVENGER (5 Operatives)  
Unlocks Seek and Destroy and Recon.

## Faction Ability

# 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



Equipment

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Team

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Abilities

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Scouting

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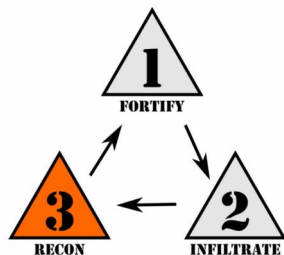
## RECON

### 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



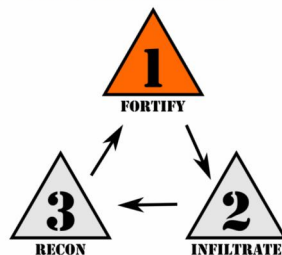
## FORTIFY

### Matched Play

Set up one additional barricade within 🏠 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.



## 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

Scouting

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Scouting

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Matched

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Matched

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## SCORE CARD

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

## PHIL TEAM

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Scorecard

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