



Talons



Guardian spear	4	2+	3/5
Guardian spear (melee)	5	2+	5/7
Lethal 5+			

**The Emperor's Chosen:** Other than the effects of Battle Scars, this operative cannot be injured. You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.



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Sentinel blade	4	2+	3/4
Sentinel blade (melee)	5	2+	4/6
Lethal 5+			

**The Emperor's Chosen:** Other than the effects of Battle Scars, this operative cannot be injured. You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.  
**Storm Shield:** If this operative is equipped with a storm shield, it has a 4+ invulnerable save. Each time it fights in combat, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

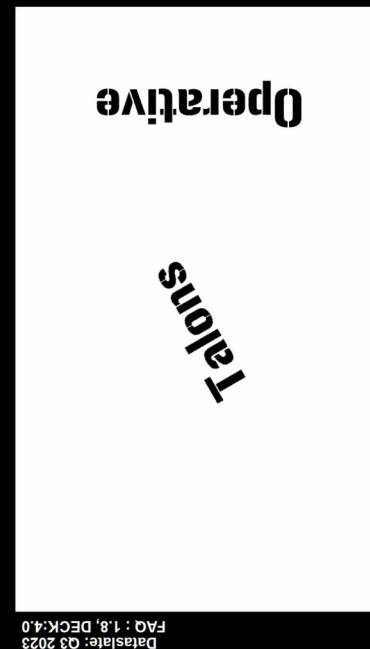


Talons



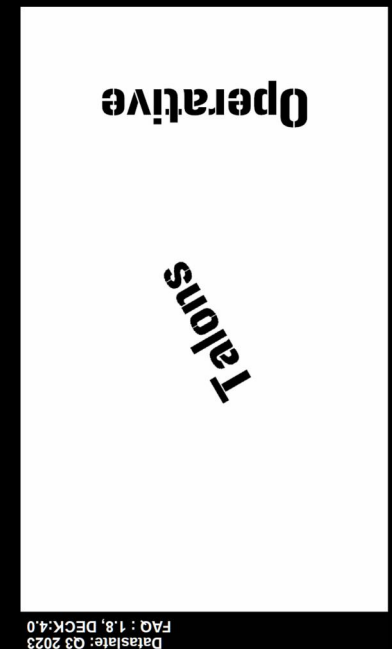
Operative

Dataset: Q3 2023  
FAQ: 1.8, DECK:4.0



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## GUARD WARRIOR

M APL GA

3 ② 3 1

DF SV W

3 2+ 18

Sentinel blade 4 2+ 3/4

Rng ⑥ ! P1

Sentinel blade (melee) 5 2+ 4/6

Lethal 5+

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## GUARD LEADER

M APL GA

3 ② 3 1

DF SV W

3 2+ 19

Guardian spear 4 2+ 3/5

Rng ⑥ ! P1

Guardian spear (melee) 5 2+ 5/7

Lethal 5+

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## GUARD LEADER

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## PROSECUTOR

M APL GA

3 ② 2 1

DF SV W

3 3+ 8

Boltgun 4 3+ 3/4

Gun butt 4 3+ 2/3

Lethal 5+

**Psychic Abomination:** While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.

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PROSECUTOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	8

Boltgun	4	3+	3/4
Gun butt	4	3+	2/3

**Psychic Abomination:** While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.



WITCHSEEKER

M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	8

Flamer	5	2+	2/2
Rng ⑥ Torrent ②			
Gun butt	4	3+	2/3

**Psychic Abomination:** While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.



WITCHSEEKER

M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	8

Flamer	5	2+	2/2
Rng ⑥ Torrent ②			
Gun butt	4	3+	2/3

**Psychic Abomination:** While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.



VIGILATOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	8

Executioner greatblade	4	3+	4/6
Lethal 5+			

**Psychic Abomination:** While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.

Operative

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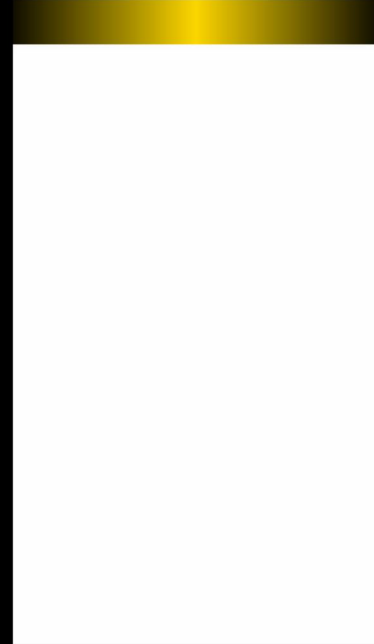


## SUPERIOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	9

Boltgun	4	2+	3/4
Gun butt	4	2+	2/3

**Psychic Abomination:** While an operative is within ⑥ of an ANATHEMA PSYKANA operative, it cannot perform psychic actions. SISTER OF SILENCE operatives cannot be targeted or affected by psychic actions.



## BROTHERHOOD OF DEMIGODS

### Tactical

1CP

Use this Tactical Ploy at the end of the Firefight phase. Select one friendly ADEPTUS CUSTODES operative to perform one free Fight or Overwatch action (this does not count as an activation).

End of turn action

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Operative

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Tac Op

Talons

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Tactical

Talons

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## TALONS

**Tactical**

**1 CP**

Use this Tactical Ploy when a ready friendly TALONS OF THE EMPEROR operative within ④ of enemy operatives or within ② of the centre of an objective marker is activated:

► If that operative is an ANATHEMA PSYKANA operative, select one ready friendly ADEPTUS CUSTODES operative Visible to and within ③ of it.

► If that operative is an ADEPTUS CUSTODES operative, select one ready friendly ANATHEMA PSYKANA operative Visible to and within ③ of it.

Both operatives are activated at the same time and you can perform their actions in any order.

**Odd GA2**

## AEGIS OF THE EMPEROR

**Strategic**

**1CP**

Until the end of the Turning Point, each time Critical Damage would be inflicted upon a friendly TALONS OF THE EMPEROR operative from an attack dice, you can choose for that attack dice to inflict Normal Damage instead.

**Crit to Normal Dmg**

## CREEPING DREAD

**Strategic**

**1CP**

Until the end of the Turning Point, while an enemy operative is within ③ of a friendly ANATHEMA PSYKANA operative, worsen the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons respectively that enemy operative is equipped with as if it were injured.

**-1 WS/BS Aura**

## PEERLESS WARRIORS

**Strategic**

**1CP**

Until the end of the Turning Point, each time a friendly ADEPTUS CUSTODES operative is activated, it can perform up to two Shoot and Fight actions during that activation.

**Shoot x2 Fight x2**

**Tactical**

**Talons**

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**Strategic**

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**Strategic**

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ARCANE GENETIC ALCHEMY

Tactical 1CP

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

Normal > Crit Save

VRATINE FACEPLATE

2EP

ANATHEMA PSYKANA operative only.  
The operative gains the following ability for the battle:  
**Vratine Faceplate:** Once per battle, when damage would be inflicted upon this operative from an attack dice, subtract 3 from the damage inflicted (to a minimum of 0).

-3 Dmg

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ANATHEMA PSYKANA operative only.  
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**Vratine Faceplate:** Once per battle, when damage would be inflicted upon this operative from an attack dice, subtract 3 from the damage inflicted (to a minimum of 0).

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Tactical

Talons

Equipment

Talons

Equipment

Talons

Equipment

Talons



## VRATINE FACEPLATE

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The operative gains the following ability for the battle:

**Vratine Faceplate:** Once per battle, when damage would be inflicted upon this operative from an attack dice, subtract 3 from the damage inflicted (to a minimum of 0).

-3 Dmg

## OATH PARCHMENT

3EP

The operative gains the following ability for the battle:

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

Reroll

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3EP

The operative gains the following ability for the battle:

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

Reroll

## TANGLEFOOT GRENADE

3EP

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

**TANGLEFOOT GRENADE 1AP:** Select one enemy operative Visible to and within 6 of this operative. Subtract 1 from its APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of enemy operatives.

-1 APL

Equipment

Talons

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Equipment

Talons

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Equipment

Talons

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Equipment

Talons

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## MISERICORDIA

2EP

ADEPTUS CUSTODES operative that is not equipped with a storm shield only. The operative gains the following ability for the battle:

**Misericordia:** Each time after this operative fights in combat, you can use this ability. If you do so, roll one D6: on a 3+, the enemy operative that fought it in that combat suffers 2 mortal wounds.

After fight, 3+ to MW2

## MISERICORDIA

2EP

ADEPTUS CUSTODES operative that is not equipped with a storm shield only. The operative gains the following ability for the battle:

**Misericordia:** Each time after this operative fights in combat, you can use this ability. If you do so, roll one D6: on a 3+, the enemy operative that fought it in that combat suffers 2 mortal wounds.

After fight, 3+ to MW2

## PSYK-OUT GRENADE

Max: 1

2EP

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

**\*Psyk-out:** Each time a shooting attack is made with this weapon, if the target has the PSYKER or DAEMON keyword, for that shooting attack, change its Damage characteristics to 3/5 and it has the Lethal 5+ special rule.

Psyk-out grenade	4	3+	1/1
Rng	Blast	Indirect	Psyk-out Limited

## VRATINE FACEPLATE

2EP

ANATHEMA PSYKANA operative only. The operative gains the following ability for the battle:

**Vratine Faceplate:** Once per battle, when damage would be inflicted upon this operative from an attack dice, subtract 3 from the damage inflicted (to a minimum of 0).

-3 Dmg

Equipment

Talons

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Equipment

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## TALONS OF THE EMPEROR

### Seek and Destroy, Security

2 Fireteams, Promote 1 to leader

CUSTODIAN GUARD FIRE TEAM (x2)

SISTER OF SILENCE FIRE TEAM (x2)

If SISTERS, Allow Recon

### Faction Ability

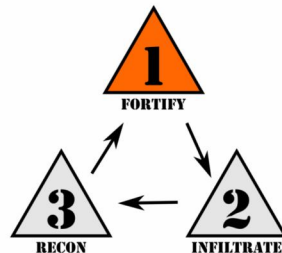
## FORTIFY

### 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.



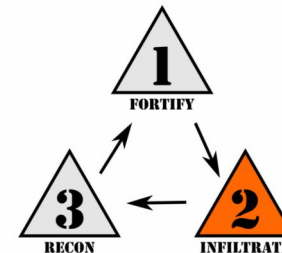
## INFILTRATE

### 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

Talons

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Abilities

Talons

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Scouting

Talons

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Scouting

Talons

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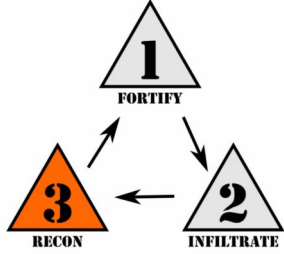
## RECON

### 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			
COMMAND POINTS	1			
	2			
	3			
	4			

Scorecard

Talons

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Matched

Talons

Date: 1.8, DECK:4.0  
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Matched

Talons

Date: 1.8, DECK:4.0  
Date: 1.8, DECK:4.0

Scouting

Talons

Date: 1.8, DECK:4.0  
Date: 1.8, DECK:4.0