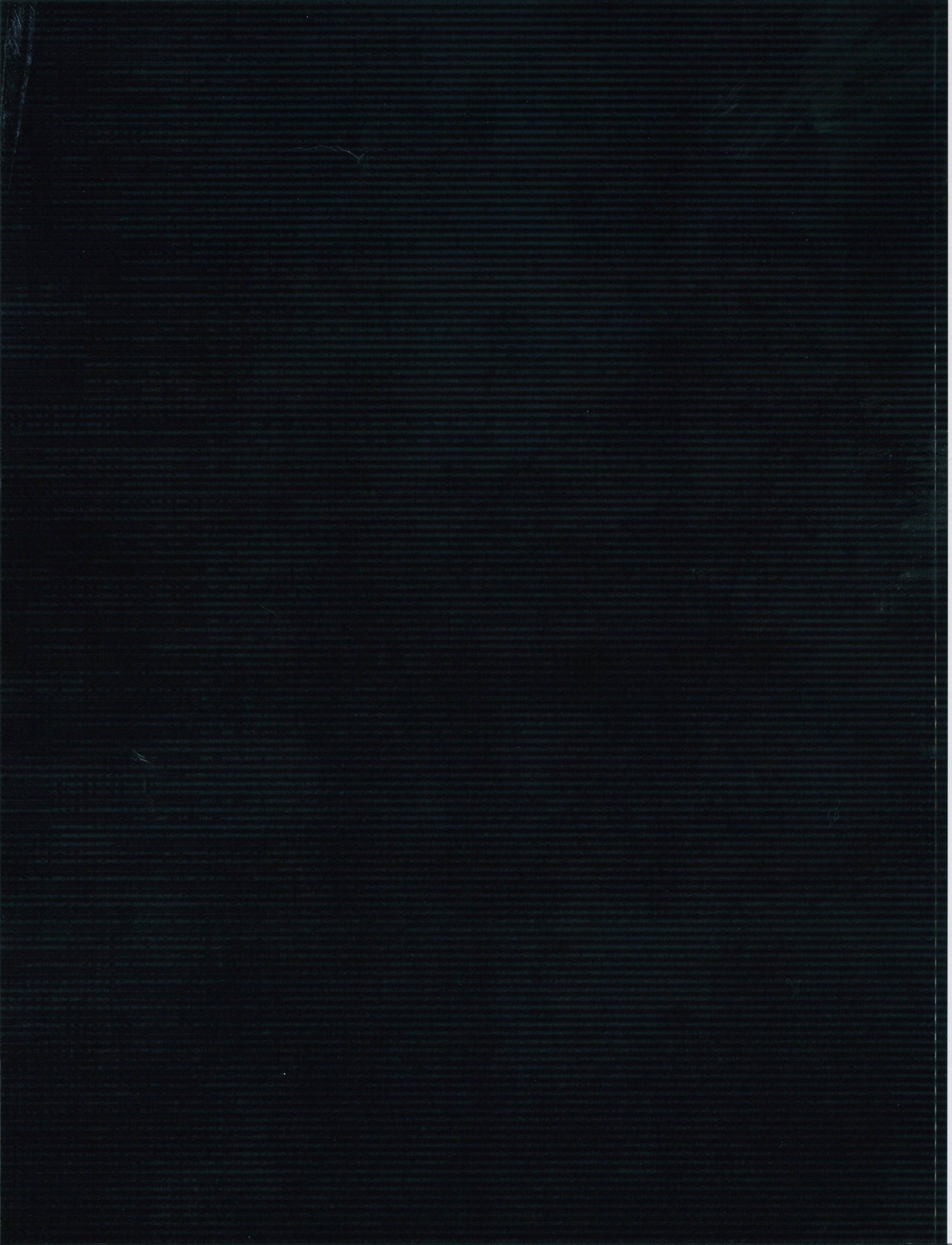


WARHAMMER
40,000

KILL TEAM



NACHMUND





KILL TEAM: NACHMUND

The Nachmund Gauntlet. It is the artery of life that links the shadowed Imperium Nihilus with the Imperium Sanctus. Upon it the Imperium depends much. Yet it is a place of lawlessness, where pirates of every stripe roam free. Tides and tsunamis of roiling warp energy swamp fleets, worlds and moons with deluges of mutating empyric energies. Here the forces of disorder are strong. Murder and theft rule.

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INTRODUCTION

Welcome to *Kill Team: Nachmund*. This volume delves into the disorder and madness of the Nachmund Gauntlet, and in particular the pirate-ridden region known as the Choraplex. Written upon these pages is fascinating and terrifying information about two of the many factions in this battle zone – the Heretic Astartes and the Aeldari Corsairs – as well as all the rules you need to field their kill teams in battle.

When the Great Rift tore the galaxy asunder, it separated one half from the other with a connected series of hyper-violent warp storms. Thousands of Imperial worlds were left stranded in what became known as the Imperium Nihilus, on the other side of the Rift from the light of Holy Terra. With communication from these worlds completely lost, Imperial agents in the other half of the galaxy, known to them as the Imperium Sanctus, sought to re-establish it.

Only a handful of routes with a relative level of stability were discovered, and one was named the Nachmund Gauntlet. Not for naught was it named a 'gauntlet', for to travel through it is a perilous undertaking. Human, Aeldari, Ork, Kroot, heretic and other forces all lay claim to their own domains, preying on each other as well as any shipping passing through. Kill teams from a dozen species and more fight to control territory

in ramshackle port cities, derelict asteroid bases, warp-touched shipwrecks and empyric energy-infused orbital stations. Strange alliances between factions and kill teams are made and broken on a whim, and millions fight at the behest of the highest bidder – or to conquer and enslave all they find. Those few loyal to the Emperor in this place fight a desperate battle for survival.

This book gives you a glimpse of the madness and horror of the fighting between kill teams in the Nachmund Gauntlet, a huge war zone. It includes rules and datacards for two brand new kill teams – the traitorous Space Marines of the Heretic Astartes and the arrogant Aeldari Corsairs. Also included are table generators to help you name your operatives and kill teams, and develop your kill team's quirks and background. Whether you choose to roll a dice on these tables or just pick what appeals to you the most, using these tools gives you

a fantastic way to start developing your kill team's unique story and character. 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. There is plenty more rules content besides this – a plethora of new and exciting missions, specific kill zones to set your games of Kill Team in, and other tools.

Last and certainly not least, this volume is full of beautiful illustrations and photography. See the highly detailed Heretic Astartes and Aeldari Corsairs miniatures in all their glory, placed in terrain well suited to a devastated war zone. The evocative artwork in this book shows the grim and harsh nature of this region, and depicts the piratical Corsairs and terrifying Heretic Astartes. All serve as wonderful inspiration for your collections and the narrative behind them.





THE NACHMUND GAUNTLET

When the Great Rift – also known to Humanity as the Cicatrix Maledictum – was formed, entire star systems were destroyed in enormous cyclones of empyric energy and countless billions of souls were consumed by the warp. The Rift's emergence ushered in a new era of apocalyptic war across the galaxy, and no race was left unaffected.

The Imperium of Man was hit especially hard when the Great Rift opened, with half its worlds cut off from Terra, Humanity's home world and the Emperor's seat of power. World after world in the Imperium was beset by war. Cries for aid poured from planets facing alien invasions, heretic uprisings and even daemonic incursions. These worlds were bathed in the Emperor's light, and faced destruction. For those Imperial observers who knew of what had happened, many questions followed. What lay on the other side of the Great Rift? Did any Human worlds remain? Was the great chain of warp storms a narrow barrier, or was it merely the frontier of a tempest that filled the remainder of the galaxy?

Desperate efforts were made to re-establish contact with any lost Human worlds. Some of the most daring – or indeed, foolhardy – explorers plunged their vessels straight into the Great Rift itself, and were never seen again. They hoped to somehow find their way through the swirling vortexes of time-distorting warp energy that made up the Rift. They failed. Attempts merely to speak, rather than make physical contact with, other Imperial worlds also met with disaster. Thousands of Astropaths, the Imperium's psychic messengers, were driven insane and died agonising deaths as they sought to force mental communiques through the roiling warp storms.

The more patient of the Imperium's agents sought a gap in the Great Rift, a corridor of realspace through which ships and astropathic communications might be able to find safe passage. Though some apparent routes were discovered, most were temporary and unstable. Only a handful of viable routes through the storms were discovered. The most navigable of these was named the Nachmund Gauntlet. Situated close to the world of Sangua Terra and the ruins of Old Cadia, it opened on the other side of the Great Rift, near to the hive world of Vigilus. Finally, it was confirmed that the other half of the galaxy was still intact, though it was outside the Emperor's Light. It was named the Imperium Nihilus. Swiftly the Nachmund Gauntlet became one of the most strategically vital locations in the entire Imperium.

The Gauntlet's discoverers found that, though narrow in galactic terms, it was still large enough for entire fleets to pass without either noticing the other. Worlds, moons and asteroid fields lie within it, buffeted by empyric winds or even drowned entirely by the raging warp storms that border the Gauntlet's fringes, and ebb and flow in unpredictable tides. The Gauntlet's first explorers discovered places turned to madness by mutation, warp-taint and daemonic invasion. They found former Imperial ships possessed of evil sentience and an insatiable hunger that attacked with savage fury.

The Gauntlet was also inhabited by millions of people. What had been a devastated area of space had swiftly become a thriving haunt for pirates, traitors, mutants, criminals, exiles and aliens of all kinds. Even without the ever-present dangers of fluctuating waves of warp energy and the awful hazards those brought, the Gauntlet was a truly hostile place. Though many Imperials held fast to their loyalty to the Emperor, it was but the weak flickering of candlelight against the deep blackness of a long winter's night. Hundreds of warbands plagued the space lanes. Opportunistic Drukhari struck at the weak and the fearful. Ork Freebooter sought out the biggest and best fights and loot. Heretic Astartes built empires and glorified the Ruinous Powers through horrendous acts of mass slaughter. Pirates of numerous races conquered, enslaved, traded and fought for whomever would pay them the most, some swapping sides multiple times in the same battle. They fought over orphan worlds soaring through space after the rest of their system was consumed by the Great Rift, over asteroid mining outposts, warp-tainted vessels, abandoned moon clusters and clouds of shipwreck debris. Others served all manner of strange, indecipherable agendas for themselves or distant masters.

There were many regions of the Gauntlet beset by conflict in this way. One such region was known as the Choraplex.

WAR ZONE

NACHMUND - THE CHORAPLEX

Parts of the Choraplex lie particularly close to one of the Nachmund Gauntlet's liminal boundaries, where realspace overlaps with the Great Rift. Most of the worlds, moons, asteroids, orbital stations and other territories in the region are constantly buffeted by the empyric energies. Mutation amongst its populations is endemic, and malefic plagues run rampant. Nightmares and spiritual visitations are common for the inhabitants. The natural world has been twisted and changed, with oceans turning red and boiling, mountains dissolving to sludge, plant life gaining predatory sentience and the skies wracked with strange, horrifying auroras.

No day passes without new, terrible omens being seen. Daemonic possession and even full-scale daemonic invasion are always a possibility. Life may be lucrative for some in the Choraplex, but it is also full of danger. The Choraplex is known by many names to many different races. To some of the Aeldari, it is Hoec's Grave. To some of the followers of Chaos, it is the Warpcleanse. To some greenskins, it is Gork or Mork's bowel. Others called it the Hole, the Damned Reef - the list goes on. Regardless of what it is called, it truly is a den of thieves, villains and cutthroats.

Those Imperial worlds and outposts that still function have become fanatically zealous in their faith in the Emperor, deeply insular and untrusting. Witch burnings are a daily occurrence. Settlements are put to the torch to drive out heretics and traitors. Gaols are filled with weeping unfortunates, and the air is punctuated with the agonised screams of those subject to the torturers' implements. Despite these measures, Imperial planetary governors are slowly losing their grip over their domains, which are gradually slipping into anarchy and barbarism. Supplies of all kinds are running low. Raids and attacks grow increasingly common. Leaders are forced to trade with pirates and xenos, and Imperial forces themselves are descending into piracy to sustain themselves.

Over time, the Choraplex has developed into two semi-distinct regions, known broadly to some as the Badlands and the Halo Sphere. The former is closest to the Gauntlet's warp-wall, the latter further away.

THE BADLANDS

The Badlands is a loose collection of gaseous nebulae, hidden space stations, system-sized asteroid fields gathering around bizarre gravitic anomalies, and all manner of worlds bathed in the glow of warp energy. Lifeless husks drift through the void, stripped bare of life by Tyranid megaswarms or daemonic hordes. There is the desolated former Exodite world of Daethe in the Zykathura System. There is Lorgus II, a world ripped into the warp by the Great Rift's emergence whilst still in the midst of a Tyranid invasion. It was spat back out into the Nachmund Gauntlet, riven with daemons fighting a war of attrition with the xenos predators.

In the Badlands the effects of the warp are greater than elsewhere in the Choraplex, to the extent that in some dark pockets populations of daemons are sustained indefinitely. Tentacles grow from abandoned orbital stations. Asteroid cave walls grow jaws and fangs. Never-closing eyes bulge from the flanks of crewless vessels. Most Human inhabitants exhibit some form of mutation, and it takes a foolhardy or desperate pirate commander to make it their home. Nonetheless, the Choraplex has become a place of choice for the warbands of numerous races to operate out of, for few foes will pursue them into it. The kill teams of these factions fight savage wars for the best lairs, for valuable supplies, and even just for mere survival. Heretic Astartes thrive in the region, many of them relishing the exposure of the warp as well as being able to dominate neighbouring forces less adept at fighting so close to the energies of the immaterium.

Cruor Sancta is a convent sanctuary that, miraculously, has remained largely untouched by the baleful effects of the Great Rift. It is populated by priests and pilgrims, and defended by Frateris Militia regiments and scores of Adepta Sororitas preceptories. Once a world of glorious architecture dedicated to the veneration of the Emperor, its grand buildings are now decaying. Though an obvious place of safety for fearful, loyal citizens of the Imperium, the planet's governing authority refuses to take in refugees so as to prevent their world being tainted. But their efforts have not been enough. Though their faith is strong, the power of the warp appears to be stronger. With each passing week more of Cruor Sancta is slowly twisted. Not only this, but Aeldari Corsairs, Heretic Astartes and other raiders seek to tear the world down or to plunder its riches. As the defenders' numbers are depleted, Cruor Sancta grows ever more vulnerable.



THE HALO SPHERE

The loose region of the Choraplex known as the Halo Sphere is less affected by the power of the warp than the Badlands. But its name remains ironic. Many of its populated clusters and makeshift ports are controlled by gangs and cartels of multiple species who move from states of unsteady peace to violent conflict on a regular basis. Even in periods of relative quiet, warbands of warriors from multiple factions work against each other behind the scenes. Their deeds, if discovered, are denied by their masters. They assassinate, cheat and steal from each other, destroy supplies and sabotage vehicles and ships. One of the most heavily conflicted areas is the

Hekkate Reef, named for a colossal space hulk that was torn to pieces by multiple warp storms. Now chunks of that grotesque amalgamation of vessels from a dozen races are scattered across a huge area of space. Within are countless technological treasures eagerly sought out by kill teams of Aeldari Corsairs and Heretic Astartes, among many others.

Jüell is the home world of the battered Auric Paragons Space Marine Chapter. This ancient brotherhood, one of very few in the Imperium to regard the Emperor as a god, hold to their faith more tightly than ever and see themselves as the last bastion of order in the entire region. They believe it a sacred duty to protect their paradisaical home world and to purge the region clean of the Emperor's foes. Their fortress monastery has been integrated perfectly into the lush local landscape of forests, waterfalls and rock formations. But its walls are almost unmanned. The Chapter suffered enormous losses when the Cicatrix Maledictum tore itself into existence, and their world came under attack from heretic forces. Not only was a considerable portion of Jüell's population wiped out, many of the survivors were tainted, making replacement of Space Marine losses almost impossible. Without the arrival of a Torchbearer Fleet bringing Primaris reinforcements, the Auric Paragons would already have been wiped out. The Chapter's few remaining vessels deploy warriors all over the region to stamp out heretic cells and pirate lairs. As supplies dwindle and battle-brothers are slain, the Auric Paragons are resorting to religious blackmail and aggressive tactics with the people they encounter to secure what they need to continue fighting for the Emperor.

The forge moon of Orboris is completely hollow, every ounce of its natural resources consumed in past millennia by the arms-producing Tech-Magi who rule it. The moon's crust is now held together only by immense magnetic power generators. To produce its wares, Orboris has been dependent on imports for millennia, and due to the Great Rift the supply has all but stopped. Instead, the moon's rulers have resorted to finding resources in the region, dispatching kill teams to source what they need as well as take it from those who would not utilise it as well as the followers of the Omnissiah would. Moreover, Orboris' warriors must fight constantly to defend their world, and what meagre raw materials they have been able to stockpile.

THE CHORAPLEX CONTESTED

A score of races and factions call the Badlands and the Halo Sphere of the Choraplex home. Many have come seeking wealth, glory, battle and power. Others seek to evade pursuers, or a refuge to indulge in horrific excesses. Some fight for survival, their lives turned to a nightmare by events far beyond their control.

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AELDARI

Almost every sub-faction of the Aeldari race is represented in some way in the Choraplex. Asuryani of Saim-Hann, Ulthwé and Alaitoc craftworlds have come to seek knowledge of the plans of warlords serving the Ruinous Powers and stop them. Kill teams of Rangers and other troops have launched pinpoint strikes against Chaos worshippers, Imperial forces and xenos bands according to myriad agendas only fully understood by the Asuryani's Farseers. The disorder and fractiousness of the Choraplex's denizens have meanwhile made it a natural target for Drukhari. Few forces have the speed and strength to stop the Commorites' lightning fast raids. Some Drukhari lords and ladies have even established realspace bases in the Choraplex, despatching kill teams to defend rich picking grounds from rivals and to feast on the misery and suffering of members of other races. Harlequins follow their own inscrutable objectives, attacking, killing and departing whilst laughing throughout.

The most common Aeldari in the region are the Corsairs, particularly those of the Eldritch Raiders and the Void Dragons, though many other warbands follow their own paths. The Choraplex is a place of great opportunity for wealth-taking, glory-gaining and enjoying freedom. Scores of Corsair coterie operate throughout the Halo Sphere, with some of the more depraved and avaricious carving domains out of the Badlands. Few of the Corsair warbands and kill teams are united in purpose, and conflict between them is far from unheard of. The coterie known as Yriel's Own, of the Eldritch Raiders, have dedicated themselves to purging Chaos cults. The Soul Savers of the Black Suns warband, allied with the Ynnari, seek out Aeldari spirit stones that have fallen into the wrong hands. The Black Champions of the Steeleye Reavers operate at the behest of Eldrad Ulthran, tracking down agents of Abaddon the Despoiler, marking them for death or assassinating them themselves. The Plunderers of Vonalbria reave the space lanes of the Hekkate Reef, ambushing weak targets to strip them of their resources. The Bethalmae Atrocity Avengers of the Sunblitz Brotherhood have fought an ongoing conflict with the Darkblades of the Void Dragons.

FORCES OF CHAOS

The Heretic Astartes of the Choraplex serve countless agendas. Kill teams from every Traitor Legion and numerous

Renegade warbands move in and out of the region on a daily basis. Some are agents of Abaddon the Despoiler, the greatest Heretic Astartes warlord in the galaxy and Warmaster of the Black Legion. These kill teams act at his direct behest or at the command of one of his lieutenants. Each one of their deeds is a part of the Despoiler's grand plan to topple the Imperium once and for all, whether through bleeding Imperial forces dry, corrupting loyal populations, stirring up alien forces or conducting rituals in the name of the Dark Gods.

Some Heretic Astartes care naught for Abaddon's plans, instead serving the whims of their own warlords or Daemon Primarchs, such as Angron, Mortarion or Fulgrim. Others are independent forces who care little for the desires of great warlords or Daemon Primarchs. This inevitably results in some Heretic Astartes kill teams having opposed objectives, and it is not uncommon for them to fight brutal battles over technology, territory, rogue psykers or other unaugmented Humans that might prove of use. In addition to these there are kill teams who fight for redemption – exiled from their warbands or cast out by Abaddon himself – and now battle ferociously to rejoin their former lords. Others fight to gain attention from powerful warlords; to be brought into the fold of such a champion puts a Heretic Astartes in position to compete for leadership for a larger warband, and to partake in battles with much greater plunder available.

The majority of Heretic Astartes kill teams in the Choraplex operate out of the Badlands or the Hekkate Reef, slaughtering xenos or Imperial war parties and seizing slaves, sacrificial offerings, resources and wargear from Human forces. In this region they have been all but impossible for other forces to even find, let alone root out or bring into open battle. Unless, of course, that is what the Heretic Astartes want.

As much as Imperial worlds have held tightly to their faith under the nightmarish conditions of life upon the Great Rift's liminal tideline, heretical cults have exponentially increased in size, formations and confidence. Some join them after foreseeing the doom of the Imperium, others are pushed by the increasing oppression of their lordly masters. Others still receive visitations from dark beings and feel compelled to join cults. Such cults are led by charismatic and manipulative individuals, and their ranks typically contain everything from turncoat Imperial citizens to degenerate mutants and rogue witches.

THE IMPERIUM

There are millions of citizens under threat, daily attacks against shipping, fraternisation between Human populations and xenos species, and all manner of heretics in the Choraplex. Yet the wider Imperium has largely ignored it. Fleets and squadrons passing through the Nachmund Gauntlet always have more pressing missions than purging just one of dozens of pirate-infested regions. Besides, there are few commanders who have any desire to commit their forces to facing what would inevitably become a quagmire of a guerrilla war against dozens of separate factions. Larger Imperial forces have relatively little to fear from the disparate and disunited vagabonds of the Choraplex, and smaller detachments make with all haste to slip by unnoticed as fast as possible, without passing through other regions controlled by xenos pirates and Human outlaws. The only Imperial forces to have stopped at the Choraplex have been the Torchbearer Fleet that reinforced the Auric Paragons Chapter – which swiftly moved on – and vessels too damaged to continue their journey through the Gauntlet. Only a few Rogue Traders have endeavoured to barter their wares, trade secrets or recruit mercenaries in the Choraplex, and those who do are often impoverished or of low standing.

Over time, therefore, the disparate Human holdings have become increasingly isolated. The unwillingness of others to come to their aid has made them equally unwilling to support others in need of resupply or reinforcement. Every individual Imperium establishment, from Imperial Navy flotillas to remote mining colonies, look out increasingly for their own. Many military commanders, Enforcer outpost commandants and Adeptus Arbiters precinct-fortress officers run protection rackets, squeezing every ounce of wealth from those they are 'guarding' from xenos and heretical traders. As religious zealotry has become more and more common in the face of manifold manifestations of the warp, priests and bishops have flexed their proverbial muscles. Absolution can be purchased, though for an ever-escalating price, the number and price of relics of dubious provenance is enormous. Each day, thousands of innocents are imprisoned, tortured and executed for heresy and witchcraft, with the riches of many falling under the careful protection of Ministorum officials. While all of this takes place, thousands of genuine heretics, mutants and rogue psykers slip through the net...

ORKS

The greenskins named the Great Rift Gork's Grin, after their brutal but kunnin' deity. They believe he has come to swallow the stars. Countless Ork empires were shattered, Waaagh!s were broken up and billions of greenskins pulled into the immaterium when Gork's maw yawned wide. When hordes of daemons and Chaos-worshippers spilled forth from the warp phenomena, the cleverest greenskins said it was obvious that

Gork didn't want to consume that kind of filth. Instead, he was spewing them out to be fought and beaten by the Orks. For many greenskins, the logic swiftly followed that if they plunged into the Great Rift, they would be spat out elsewhere in the galaxy as well. Countless Ork armadas dived straight into the roiling warp storms, confident they would be thrust into new galactic conquests.

Some found their way by sheer stroke of chance in the Nachmund Gauntlet, though of course every one of these greenskins believed Gork had chosen them to fight there. They found a smorgasbord of wars to throw themselves into, across the length and breadth of the Gauntlet against every kind of foe. For many, it was the greatest fight of their lives, the Choraplex offering the potential for myriad strange and brutal wars.

Other greenskins were already present in the Gauntlet. Freebooters and mercenary Blood Axes had already discovered the Gauntlet, and the Choraplex. The region was perfect for them. The disorder, numerous warring factions and vulnerable worlds presented countless opportunities for some serious looting as well as some savage scraps. The greenskins fought for desperate Human governors, arrogant Chaos warlords as well as themselves, more often than not turning on their employers the moment they got bored with whatever battle they had been paid to fight.

OTHERS

The Choraplex is home to all manner of other forces, both Human and alien. Populations of exiled or pursued mutants hide away from prowling witch hunters, Enforcers and purge-mobs. Opportunistic Human renegades and pirates, who have abandoned the Imperium to pursue a life of freedom and wealth acquisition, see much opportunity in the region. Abhumans such as Ratlings, Longshanks, Beastmen, Pelagers and Stiltlimbs seek lives away from Imperial oppression and mistreatment, some falling to the thrall of heretical cults. Kroot mercenaries operate out of numerous warspheres and follow Aeldari Corsair chieftains, Heretic Astartes champions, Imperial governors and more. With them some have brought other xenos from the T'au Empire, such as Galgs, Anthrazods, Hrenians and J'iatrix.

'IT IS THE FATE OF THE WEAK TO DIE UNKNOWN, AND THE DESTINY OF THE STRONG TO RULE FOR ETERNITY. GIVE ME GLORY, OR GIVE ME DEATH!'

- Gauwe Psgas

'IF A MAN DEDICATES HIS LIFE TO GOOD DEEDS AND THE WELFARE OF OTHERS, HE WILL DIE UNTHANKED AND UNREMEMBERED. IF HE EXERCISES HIS GENIUS BRINGING MISERY AND DEATH TO BILLIONS, HIS NAME WILL ECHO THROUGH THE MILLENNIA FOR A HUNDRED LIFETIMES. INFAMY IS ALWAYS PREFERABLE TO IGNOMINY.'

- Fabius Bile



HERETIC ASTARTES

The traitorous Heretic Astartes are amongst the most deadly threats to the Imperium. From menacing strongholds within the Eye of Terror and the Maelstrom, imposing bastions upon dark moons, long dead worlds and shadowy nebulae, they prey upon those they formerly protected. These once proud and majestic warriors are now the Heretic Astartes – bitter, selfish and twisted champions of the Dark Gods.

The Heretic Astartes are rightfully feared by their enemies. They are possessed of the post-human abilities, peerless training and devastating weaponry of their loyalist counterparts, but also of supernatural power gleaned from their unholy pacts with the Dark Gods. For ten thousand years they have haunted the Imperium, ransacking Mankind's worlds. Many of the traitors' warbands dwell in the twisted regions where realspace meets the warp. Due to the timeless nature of the immaterium, there are warriors amongst them who have survived since the Horus Heresy. These are millennia-old veterans for whom the Long War against the Imperium never ceased. Of course, these are not the only heretics to have fallen from the vaunted ranks of the Adeptus Astartes. In the thousands of years since the original Traitor Legions turned their backs on the Emperor, other Space Marines have become Renegades, in search of power, revenge or countless other heretical ambitions.

Though raised to superhuman levels of physical and martial power, Space Marines were once men, and like all men of power they are capable of choosing to do great good or great harm. Their bodies were genetically enhanced through arcane science, grafted with specialist organs and augmented senses, their muscles and bones grown to greater strength and density. They were hypno-indoctrinated with martial skills and technical knowledge, and trained relentlessly to hone their combat prowess with the advanced weapons and technology granted to them. When such an exemplar falls from grace, he falls further than any other man. Freed from the shackles of responsibility, the heretic is able to indulge his new-found independence to its fullest extent. His physical prowess and mental might can be turned to the most despicable acts without shame.

Bred purely for war, Heretic Astartes achieve their twisted ambitions through battleground supremacy. In addition to their fighting abilities and thirst for victory, they are superbly well equipped. They wear hulking suits of power armour, sometimes of ancient

design or formed of a collection of scavenged segments acquired over years of warfare. Much of the armour is mutated by prolonged exposure to the unnatural energies of the warp, or grotesquely ornamented by the bearer; leering masks, horned protuberances and fanged maws encrust their forms. Some Heretic Astartes form pacts with the dread denizens of the warp itself, and may bear blades possessed by daemons or else have learned to call on sorcerous powers to curse their foes.

The ancient events of the Horus Heresy have long since passed into myth within the Imperium; the average Imperial citizen is entirely ignorant of that tumultuous event. Ten thousand years have obscured those dark days when Horus almost enslaved Mankind with the shackles of Chaos. The organised Legions that waged war upon ancient Terra are now largely unrecognisable. Millennia of jealousies and infighting have broken down most of them into companies and warbands of varying size. Each is led by a lord or champion of Chaos who pursues his own destiny. Others feel free to follow other avenues, such as the study of illicit texts, or a passion for forbidden knowledge. Some Heretic Astartes seek to inflict pain and pleasure upon themselves, pushing their bodies and minds to the uttermost limits as they search for a sensual reward they were never intended to enjoy. Others seek only the perfection of death-dealing or torment of others, refining their horrific skills in bloody acts on countless worlds.

The most fervent worshippers of the Dark Powers band together to form squads blessed by a patron god, whose mark is borne upon their bodies and armour. Some swear themselves to all of the Chaos Gods, whilst some others reject such fervour as subservience. Declaring themselves free of any master, their bloodthirsty actions further the Dark Gods' chaotic whims; whether the warriors know it or not, they are slaves to the darkness of the warp.



LEGIONARY KILL TEAMS

Heretic Astartes vary in their appearance, combat doctrine and ruthless tactics, depending on which Traitor Legion or Renegade warband they belong to, and which of the Dark Gods they worship, if any. These warriors can all be cruel, devious and embittered. Though similar twisted souls will find each other, Legionary kill teams are as likely to include warriors of completely differing goals as they are to have those of similar outlooks and desires.

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The Heretic Astartes are naturally suited to unconventional warfare. Ever since the Horus Heresy, most of the original Traitor Legions have been broken up into warbands centred around the most powerful and ruthless champions. Legionaries resent toothless authority, and treachery has become a part of life for them. They only respect power, and to lead them in war requires immense physical and mental strength – as well as the ability to deliver victory in battle. Warriors often coalesce in small fighting units around champions who, in turn, orbit around warlords. Many of these various squads, whilst united in their warband, are all highly independent forces in their own right, with their own desires and ambitions. The warband known as the Angels of Pain had seven squads in the Nachmund Gauntlet for a number of years, including Sorkhos' Rampagers and the Bringers of the Truth. Most never fought together or even had any contact with each other in all that time.

The Choraplex and the wider Nachmund Gauntlet became home to Legionary kill teams of every stripe – squads of Heretic Astartes either moved through territories, or claimed them for themselves. Some kill teams were made up of the entirety of a warband, such as Azmodial's Despoilers, who were once of the Word Bearers Legion. They terrorised the warp-infused orphan moon known as the Child of Dismay in the Badlands. Other kill teams operated under the banner of their Traitor Legion, such as the Garners of Perfection, who carried out the depraved whims of the Daemon Primarch Fulgrim in the pleasure pits of Delactatis Magna. The Hounds of Angron followed out the blood-crazed orders of the Daemon Primarch of the World Eaters Legion, butchering their way through Imperial Navy outpost OBS-113-ΣΩ.

The warriors of Legionary kill teams are as disparate as the kill teams themselves. Some, such as those of the Silent – Renegade scions of Corvus Corax – are elite killers. Over a period of weeks they captured the Imperial Navy frigate *Implacable Spear*, assassinating key members of its crew without being detected. In contrast, some warriors are little more than inhuman monsters, such as Khargos the Butcher's Reapers – a kill team belonging to the Khorne-worshipping warband the Bloodgorged. They also claimed an Imperial Navy ship for themselves, though using techniques radically different from the Silent. In that vein, some kill teams are made up of warriors united in their devotion to a single god. The Rotted Brotherhood worship the Plague God, Nurgle, and

brew poxes and contagions in the Hekkate Reef to spread amongst the Choraplex's many denizens. The Coven of the One Change are devoted to Tzeentch, the Changer of the Ways, and have made Asteroid 0031A859F a den of rampant sorcery. Of course, there are Legionary kill teams whose warriors worship some, all or none of the Chaos Gods in any combination.

Legionary kill teams are formed in countless ways. Some have always fought together, veterans with experience going back as far as the events of the Great Crusade itself. One such example are the Skinblades of the Night Lords, a squad who have crafted an entire forest out of the bones and flensed skin of their victims on the warp-washed world of Garrethe. Others have gravitated towards, or been coerced by, strong champions who are as darkly inspiring as they are utterly ruthless. Some kill teams have been thrown together by fate, perhaps survivors of disastrous battles or warriors who have found each other through shared goals. Each of the Blacksouls kill team's warriors hails from a different Traitor Legion or Renegade warband. Some are exiles, some are lone survivors, but all hate the Imperium and have no loyalty to any warlord of the Heretic Astartes. Utterly nihilistic, they seek only to destroy what they cannot use for themselves.

Some kill teams are formed by the lords of their warbands on a temporary basis, to fulfil a handful of particular tasks. A number of these champions of Chaos see establishing a kill team as a way of removing rivals to their power. The Warlord Rannok Ironarm of the Iron Warriors tasked Drar Falkos with storming Defence Asteroid 9375Y837X of the Halo Sphere, which was held by a strong garrison of Astra Militarum – including elite Tempestus Scions. Complete with a large number of heavily-armed servitors, heavy weapon batteries and servo-gun emplacements, even for a kill team of post-human warriors, capturing the asteroid was all but impossible. Yet somehow, Falkos was successful. Word of his victory drew so many warriors to him that he turned on Ironarm, claiming the former warlord's ship and holdings for himself.

Whether they govern themselves or are following the orders of champions, warlords or even Daemon Primarchs, Legionary kill teams aim to carry out all manner of missions and tasks. Some of these units are little more than ravaging packs of hunting beasts, seeking to butcher wherever they go. Others conduct dark rituals in the hopes of appeasing the Chaos



Gods and earning their favour. Some – like many of those sent by Abaddon the Despoiler into the Nachmund Gauntlet – are heralds of invasion. Their job is to pave the way for larger forces by causing mayhem, distracting defence forces, sabotaging communication and logistics supply lines, and spreading terror. Many want glory, either for its own sake or in the hopes it will earn them the blessings of the gods and more followers. Seizing eldritch artefacts and esoteric weaponry is also frequently a goal of Legionary kill teams – such items can fetch huge prices or grant their holders enormous power. Some kill teams fight just to survive, fortune having abandoned them and many enemies seeking their destruction.

Though Legionary kill teams are all made up of Heretic Astartes, they are far from united in their purposes. Often the desires of one squad are at odds with another's. Sometimes their goals are identical, such as the retrieval of the same artefact. Should this occur, the two squads will fight as hard for their prize as they would if their foe were a xenos species, or even followers of the False Emperor. Such occurred on board a fragment of the *Phaesto* ΔΞΘ, when an Alpha Legion kill team clashed with that of Veghor Karsst of the Iron Warriors over a tainted relic cannon. The Alpha Legion

eventually claimed victory, though only after feigning defeat and ambushing their foes.

The Heretic Astartes are only truly united by one thing: a hatred of the Imperium. Fractured as they are, it is a testament to their power that – despite differences in loyalties, beliefs and ambitions – they are nonetheless able to inflict horrifying carnage upon the galaxy.

'A SINGLE ONE OF US IS WORTH TEN OF YOUR WEAKLING, SO-CALLED WARRIORS AND MORE. YOU STAND AS MUCH CHANCE OF PREVAILING AGAINST US AS DOES YOUR PATHETIC IMPERIUM AGAINST THE TIDE OF MADNESS THAT RISES NOW TO ENGULF IT UTTERLY. KNEEL BEFORE US, MORTAL, FOR WE ARE THE HERALDS OF YOUR END . . .'

- Ashrok Korda,
Aspiring Champion of the Black Legion

THE HERETIC HOSTS

The Heretic Astartes rarely operate in the organised and disciplined hierarchies they once knew. Some retain a semblance of structure, while others have fractured into roving bands of bloodthirsty reavers who swear no permanent fealty to anyone. Whether they are of the Traitor Legions or those Chapters reneged from the Adeptus Astartes, each warband displays the heraldry, utilises the favoured combat tactics and pursues the agendas of their warband.

BLACK LEGION

Ten thousand years ago, the Black Legion were instead known as the Sons of Horus, and before that the Luna Wolves. They were Horus' own Legion – ruthless, efficient and vaunted by some as the martial pinnacle of the Space Marines. Yet as their Primarch was the spearhead of the betrayal, so were his gene-sons the first to remove the icons of the Emperor from their armour. They fought in the Heresy with pride, knowing they were the chosen of the Warmaster. After Horus fell and his Sons retreated, the Legion teetered on the brink of annihilation – broken in spirit, blamed by other Legions for the Heresy's failure. It was Abaddon, Horus' first captain, who gave them purpose. He rejected Horus' name, reforging them as the Black Legion and leading them to prominence. The Legion have a preference for close assaults and the swift application of extreme force. With escalating attacks, they crush their foes' ability to mount coordinated defences. Lightning-fast strikes, cruel deceptions and barbarous slaughters culminate in a devastating offensive by the Legion commanders' Chosen, which can break the back of the most capable enemy forces.

WORLD EATERS

The World Eaters are the scions of the Primarch Angron, and even before the Heresy they were feared and censured for the carnage they unleashed. Though now fractured into warbands that rampage wherever they see fit, the World Eaters regard themselves as holding true to their original existence. They are warriors, first and last, driven to kill and maim and burn. Their unhinged fighters worship the Chaos God Khorne, the Lord of Skulls. They seek his favour to become ever greater warriors – epitomes of bloodshed and destruction – by acts of brutal barbarity, offering up their rage in battle and the skulls of their foes in tribute. Some of the World Eaters' warbands are still huge, numbering hundreds of bloodthirsty Legionaries. Their savage idealism sees them incorporate dangerous cranial

implants into their warriors, which spur them to insane heights of anger and butchery. These neural implants – the Butcher's Nails – release surges of painful stimuli that encourage the World Eaters to a berserk fury in battle. Screaming Khorne's name, they storm from one ferocious melee to another, eager to spill blood with immense cleavers, chainaxes and swords.

EMPEROR'S CHILDREN

The Emperor's Children were amongst the most assiduous and perfectionist of the early Imperium's warriors. They were the first Legion to be permitted to bear the Imperial aquila upon their breastplates, and they were recognised as shining exemplars of martial excellence. Their determination to achieve perfection above all others became an obsession that turned into the corrupt worship of Slaanesh, the Chaos God of excess. After their fall, the Legion's mores knew no bounds. They preyed upon any who were worthy enough to offer challenge, and rendered down weaker foes to distil sensation-heightening elixirs from their bodies. Now, their reaving warbands strike wherever their perverse whim takes them, under the leadership of powerfully charismatic lords. They seek greater and more depraved experiences, and their gaudily attired warriors love to demonstrate their superiority to those of the Imperium. The Emperor's Children's attacks are a riotous storm of sanity-blasting ordnance and empyric confusion, followed up with pinpoint assaults where their deadly bladesmen carve the enemy apart with gory artistry. Defeated foes that survive often disappear into the holds of the heretics' palatial ships, there to become screaming playthings of Slaanesh's mortal champions.

NIGHT LORDS

Terrifying harbingers of death and madness, the Night Lords excel in terror tactics, perpetrating atrocities that sap their enemies' will to resist. Captured freighters are released into the target

system, their crews tortured and butchered to unnerve the region's defenders. Vox signals are intercepted, overridden with endless screams that shatter the sanity of terrified garrisons. Utilising every underhanded and dishonourable tactic at their disposal, Night Lords raiders ensure the odds are stacked in their favour before they openly attack. They strike from the shadows suddenly before fading away. They snatch away victims and torture them in the dark. Their warriors are strung with grisly fetishes: flayed skin, strings of ears, bloody fragments of their prey. Their midnight-blue power armour is fashioned with leering skulls and sheened with lightning flashes as they come for their foes with nightmarish inevitability.

ALPHA LEGION

The Alpha Legion are devious, adaptable and evasive beyond belief, and their goals, strategies and ploys are labyrinthine. They impose their will through intelligence, subterfuge and masterful cunning. Layers of convoluted deception and intrigue are the Legion's hallmark. Their warbands are believed by the Inquisition to foster operatives and poisonous cults in countless systems; these agents serve to gather information, disrupt communication and provide distracting assaults. When the time comes for the traitorous warriors of the Alpha Legion to spring their traps, they are a focused and well-coordinated force, striking from several directions at once in highly complex ambush attacks.

TRAITORS AND RENEGADES

There are other Traitor Legions of Heretic Astartes, as well as warbands of Renegades more recently turned against the Emperor. They strike out from the Eye of Terror, daemon worlds, blood-soaked bastions or hunting fleets of powerful warships. The pustulant Death Guard Legion spreads the contagions of Nurgle, while the Thousand Sons Legion enacts the sorcerous ploys of Tzeentch. The fanatical Word Bearers Legion spreads the tainted worship of the Dark Gods to every world they conquer, sacrificing entire populations in daemonic rites and erecting blasphemous idols to the denizens of the warp. Their zealous warriors drive devoted cultists before them to soak up the enemy's

attacks while the most blessed of the Word Bearers willingly embrace daemonic possession as a route to power. Coldly methodical, the Iron Warriors see themselves as titans of old, against whom no force of the galaxy can stand. They are masters of siege warfare, sundering the foe's greatest fortresses with onslaughts of firepower. Once the defenders' walls are cracked, the Iron Warriors reap a bitter harvest in ravaging assaults, unleashing their hatred against those they see as weak and pathetic. Others have turned traitor in the millennia since. Individuals, companies and even whole Chapters of Space Marines have forsaken the Emperor and stand amongst Mankind's most dangerous enemies. The despoiling raiders of the Red Corsairs, the haunted killers of the Crimson Slaughter or the cursed executioners of the Scourged have ravaged entire sectors and their names are feared across the Imperium.



WEAPONS AND WARGEAR OF THE HERETIC ASTARTES

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Most Heretic Astartes were once loyal servants of the Imperium. Thus, most of the weapons and wargear they bring to battle are of the same kinds they wielded then. Though now cut off from Imperial supply lines, thanks to their constant raiding and infighting, Legionary warbands are able to maintain their equipment.

Some of the weapons and armour brought to battle by the Heretic Astartes date back to the Horus Heresy or even earlier, carried and worn by warriors who lived in those distant days. The majority, however, is newer – looted from the corpses of loyalist Space Marines or brought with its bearer when they rebelled against the Emperor. Nonetheless, Heretic Astartes value their wargear as much as those warriors of the Adeptus Astartes who fight for the Imperium. They name their weapons, maintain them as best they can and decorate them with kill markings or symbols dedicated to their gods.

Unlike their Imperial counterparts, the weapons and wargear of the Heretic Astartes have usually spent time bathed in the energy of the empyrean, as many Legionaries choose to make warp phenomena – such as the Eye of Terror and the Maelstrom – their home, exposing the post-human warriors to the warp. Equipment becomes tainted by that power and machine spirits grow malevolent and bitter. Warriors exposed long enough may even fuse to their equipment, becoming a single mass of post-human demigod, adamantine armour and devastating weaponry.

Bolt weapons remain the weapon of choice for most Heretic Astartes – as they were in their time as servants of the Imperium. Legionary kill team warriors most often carry bolt pistols, boltguns or heavy bolters. Though these weapons are of different scales, the fundamental mechanisms by which they work are the same. Bolt weapons fire self-propelled and mass-reactive shells known as bolts that speed towards their target. Once penetrating, advanced mass-detectors inside the shell cause it to detonate. The explosion can tear apart a Human with little difficulty, cause horrendous damage to large monsters and even strike down well-armoured warriors.

Some Heretic Astartes wield more specialist ranged wargear. Plasma weapons fire pulses of searing energy that burn through the heaviest armour in seconds. Flamers spew out highly volatile clouds

of liquid chemicals that ignite on contact with air – perfect for scouring the enemy from cover, as the burning vapour pours through the smallest cracks and plunges into trench lines. Melta weapons are bunker-busters and anti-armour guns. These short-ranged firearms superheat the air, making a sinister hiss. Such are the temperatures generated by these guns, they can melt solid rock and completely vaporise living creatures.

Legionary kill teams also carry a variety of heavy weapons, including missile launchers and rotor cannons. Missile launchers can fire a variety of different munitions, which makes them capable tools against both heavily-armoured targets and infantry. Reaper chaincannons fire storms of high-velocity, solid shot that can cut dozens of foes to ribbons in a matter of seconds.

Many Heretic Astartes relish the chance to engage their foes in hand-to-hand combat, terrifying them before cutting them apart. Chainswords can be found in almost every warband's armoury. These are high-powered chainsaws fitted with a hilt, pommel and guard. The damage they can do to unarmoured flesh is truly horrific. Where chainswords are common, power weapons are less so. Taking the form of swords, spears, axes, mauls and more, they are sheathed in the haze of a disruptive energy field. This enables the bearer to drive the weapon through armour, flesh and bone with terrible ease. Among the most fearsome of these is the power fist. This bulky weapon enhances the bearer's strength immensely, enabling them to crush even power-armoured enemies and punch through bunker walls.

The most fearsome tools of death wielded by Heretic Astartes are daemon weapons, which contain the bound essence of a denizen of the warp. Each is unique and grants immense power to the bearer. Yet this comes with a price, for not every daemon imprisoned within a weapon is there willingly. They continually conspire to escape, corrupt their wielder and take over their will completely.

KILLZONE

PHAESTO ΔΞΘ

Phaesto ΔΞΘ was once a proud Secutor-class cruiser of the Martian Adeptus Mechanicus fleet. Lost in the warp thousands of years ago, it had become fused with scores of other ships by the warp into the space hulk *Hekkate*. When the Cicatrix Maledictum tore the galaxy asunder, *Hekkate* was likewise rent apart, its constituent parts with it.

Now, fragments of the *Phaesto* ΔΞΘ and other ancient, lost ships, drift through the void after having been spat out of the warp as a part of the *Hekkate* Reef, a region of the Choroplex that is a haven for heretics, pirates, thieves and looters. Much danger and wealth can be found here, and ships once belonging to the Adeptus Mechanicus are highly prized. They carry much in the way of rare and bizarre technology that can fetch high prices indeed.

Having been submerged in warp energy for millennia, *Phaesto* ΔΞΘ has been irrevocably changed from the proud vessel it was once. Though to the untrained eye it is unmistakably of Mechanicus origin, it has been seeped with the influence of the warp. Malevolence drips invisibly from cables, piping and control panels and taints every weapon and device. This has made them all the more valuable to the Black Legion, who delve into the wreckage of *Phaesto* ΔΞΘ looking for artefacts. Of course, these make the Black Legion more dangerous to their enemies, including the Aeldari. And so Corsair coterie of the Eldritch Raiders warband have also plunged into *Phaesto* ΔΞΘ, aiming to destroy or capture artefacts before the Black Legion find them, as well as kill their hated Heretic Astartes enemies at the same time. In turn, the Aeldari have become good hunting for the Heretic Astartes.

Amid abandoned power relay substations, rusting traction engines, fuel reservoirs and exhaust vents, Corsair and Legionary kill teams clash. The Krakenbanes Corsair coterie fought

running battles with the Death Wolves of the Black Legion among smog-stack forests to find what was emitting the strange signal on Level 2Aβ. Vartak's Flesh Shredders hunted the Starstriders of Kale'thil on Sub-deck 5Lμ. The Fireheart Sisterhood fought tooth and nail to keep the Holders of the Creed from the contents of Armoury 1XΩ. There is little order to the conflict. The Black Legion kill teams are eager to earn their own glory, even if it comes at the

expense of their fellow Legionnaires. The Eldritch Raiders have been forced to counter multiple Heretic Astartes manoeuvres over multiple fronts, and their coterie fight with complete autonomy to do this. Much blood has been shed on both sides. Word of the fighting has spread, and all manner of new combatants have been drawn to the wreckage of *Phaesto* ΔΞΘ.





Legionary Balefire Acolyte



Legionary Chosen



Legionary Anointed



Legionary Shrivetalon



Legionary Heavy Gunner



Legionary Gunner





Legionary Butcher



Legionary Warrior



Legionary Warrior



Legionary Warrior

LEGIONARY KILL TEAM

Though all of their kind detest the Imperium of Mankind, no Renegade warband or Traitor Legion of the Heretic Astartes is alike. They go to war clad in armour of myriad hues, from the eponymous black of the Black Legion to the blood red of the World Eaters Legion. Even within these forces there is much variety, with different warriors and warbands emphasising certain shades or rejecting others.

A Heretic Astartes' appearance is affected more than by the colours of his warband or kill team. Many are in thrall to the Chaos Gods and spend much time in the warp. Exposure to these forces changes a Heretic Astartes forever. His flesh may fuse with his armour. Wicked horns and spikes may sprout from his body and break out through his plate. Some are blessed, or indeed cursed, with terrible mutations.



NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Heretic Astartes warriors, the title of your kill team and your kill team's quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites – feel free to mix and match if that suits you, or to use multiple quirks, names or background ideas.

KILL TEAM NAME

Heretic Astartes kill teams are named for all manner of reasons. Some are named for their leaders, or even the warlords that send them on their missions (names that you can generate using other tables in this section). Others are named in honour of the kill team's chosen deity, whether that be Khorne the Blood God, the pestilent Grandfather Nurgle, Slaanesh the Lord of Excess or Tzeentch the Changer of the Ways. Others still are named for the fearsome reputations they have earned on the battlefield or for the loathsome ideals they are expected to maintain. The generator below gives some examples to serve as inspiration, and of course you are welcome – indeed, encouraged – to invent your own.

D6	NAME	D6	NAME
1	Bringers	1	of Blood
2	Damned	2	of the Creed
3	True Believers	3	of the Gods
4	Holders	4	of the Truth
5	Butchers	5	Abominant
6	Rampagers	6	Malevolent

HERETIC ASTARTES OPERATIVE NAMES

Opposite there are naming tables dedicated to a number of the Traitor Legions. Of course, your kill team does not have to belong to any of the Traitor Legions. The names on any of these tables are perfect for other Heretic Astartes Renegades as well. If that is the case, feel free to choose from or roll on any of the tables opposite. Remember – you are not limited to two names. If you would prefer to give your operatives a single name – or even five! – then go ahead. As always, choose your favourites or roll on whichever table you like (or use a combination of both).

BLACK LEGION

D6	FIRST NAME	D6	LAST NAME
1	Zekyr	1	Aximand
2	Sorvram	2	the Vengeful
3	Drekva	3	Orakar
4	Ashrok	4	the Mad
5	Thallos	5	Daemonsblade
6	Azmodial	6	Naxos

ALPHA LEGION

D6	FIRST NAME	D6	LAST NAME
1	Kyphax	1	X632
2	Inigo	2	Hertzor
3	Sheed	3	Phors
4	Jaego	4	(no cypher)
5	Alpharius	5	25-2
6	Armilus	6	Nul

WORLD EATERS

D6	FIRST NAME	D6	LAST NAME
1	Khargos	1	the Butcher
2	Drakh	2	the Reaper
3	Ashkal	3	Slaughterborn
4	Sorkhos	4	Thaxxos
5	Aggravax	5	Skullfiend
6	Gharrax	6	the Hound

EMPEROR'S CHILDREN

D6	FIRST NAME	D6	LAST NAME
1	Antinius	1	the Beautiful
2	Teloss	2	Atonian
3	Lycon	3	Thest
4	Xiander	4	Vastorius
5	Abdelis	5	the Perfect
6	Julianus	6	Kanasiar

WORD BEARERS

D6	FIRST NAME	D6	LAST NAME
1	Atresh	1	Xesugal
2	Bathusa	2	Mairon
3	Verok	3	Gorlem
4	Qarad	4	Tchure
5	Kor	5	Kartho
6	Tarem	6	Ranasar

NIGHT LORDS

D6	FIRST NAME	D6	LAST NAME
1	Ioden	1	Morgaris
2	Jago	2	Khade
3	Navir	3	of the Ceaseless Torment
4	Saveth	4	of the Midnight Claw
5	Reskil	5	Baraski
6	Vastiani	6	Carrow

IRON WARRIORS

D6	FIRST NAME	D6	LAST NAME
1	Ferrox	1	the Wallbreaker
2	Sullus	2	Estarox
3	Porox	3	the Warpcutter
4	Broug	4	of the Foundry of Agony
5	Veghor	5	Dronn
6	Detrus	6	Steelspine

BACKGROUND

D6	DARK MOTIVATIONS
1	Predators: Inhuman and terrifying, the members of this kill team act more like beasts hunting prey than trained soldiers.
2	Warp-infused Warriors: This band of killers has been saturated with the dark energies of the warp, twisting into bio-mechanical living weapons.
3	Veterans of the Long War: Since the end of the Horus Heresy, these warriors have fought tirelessly for vengeance. They are ancient and filled with hate.
4	Monotheistic: These warriors have dedicated their lives to a single Chaos God, whether that be Khorne, Nurgle, Slaanesh or Tzeentch.
5	Lost and Damned: These warriors have lost themselves entirely to madness and mutation.
6	Worldslayers: This kill team wield weapons of terrible destructive potency, and seek not merely conquest, but the wholesale annihilation of all realspace.

BASE OF OPERATIONS

D6	LOCATION
1	Desecrated Shrine: The warriors of this kill team have torn down Imperial relics and daubed symbols of the Chaos Gods all over this captured shrine once dedicated to an Imperial saint.
2	Heretic Astartes Bikes: This kill team races from mission to mission mounted on spiked Heretic Astartes bikes, inhabited by malicious machine spirits, which they have rigged to help carry their wargear and weapons.
3	Tainted Thunderhawk: With the speed and power of a Thunderhawk Gunship turned to Chaos, this kill team can race from hunt to hunt with great ease.
4	Heretic Astartes Rhinos: This kill team owns a number of Rhino armoured personnel carriers, which they have adapted to function as mobile armouries, bloody altars and barracks.
5	Hollowed-out Asteroid: The kill team's base of operation is hidden deep within a labyrinthine asteroid field, far from prying eyes and almost impossible to detect.
6	Murder Barge: Alongside other forces serving their warlord, this kill team embarks on missions from an orbiting murder barge controlled by their warband.

SQUAD QUIRK

D6	TRAIT
1	Insane: Perhaps guided by ineffable prophecy, or finally pushed past the final boundary of rational thought, the deeds of this kill team seem like madness to their foes.
2	Cruel: These warriors live to torment their victims, whether through psychological warfare or taking their time over killing them slowly and painfully at close quarters.
3	Iron Discipline: Despite their current allegiances, these warriors still fight with all the chilling efficiency and skill of the Legions of old.
4	Embittered: Hatred fuels these cynical killers, and guides their every deed.
5	Berserk: This kill team views the galaxy through a red haze of murder-lust.
6	Arrogant: These warriors consider their enemies to be laughably beneath them, sneering at their every effort to fight back.

t is close. It called to him like a siren, only its song was sweeter and more beautiful than anything the myth-tellers of Mankind's earliest days could have ever conceived. He could hear it, feel it, taste it, and as he drew nearer to it, he wanted it more.

Korthranus Thrice-blessed did not yet know what 'it' was, only that it was a source of sorcerous power and that he needed it. So much so that he had insisted Dreccor redirect the squad in pursuit of it. Surely their reward for retrieving it one way or another would be great.

'I still feel and hear nothing, psyker,' Dreccor said to him.

'I also feel nothing,' said Aggravax, a hulking warrior whose solutions to most problems involved his enormous two-handed chainaxe.

'You do not have my gifts. I ask that you trust. Like on Vigilus.'

'Yes, Korthranus, we understand, you saved all our lives,' said Navir. He was a bitter sadist who carried a long, curved flensing knife on each hip.

'I wonder, sometimes, why I bothered to save you, Navir,' said Korthranus.

'Because I am your battle-brother, and you cherish the bonds of the Legion,' said Navir. He was right. But Korthranus would never admit that.

The Holders of the Creed prowled their way through a ruined deck of the Adeptus Mechanicus ship *Phaesto* ΔΞΘ. One of numerous Black Legion squads searching the void-floating wreck, they had been given *carte blanche* by their warlord to seek out anything of value. The ship had been part of a warp-stricken space hulk for millennia, only recently having been spat out and torn apart.

'This had better be worth our while,' said Porox. The warrior carried an enormous reaper chaincannon. The laboratories we passed by would have been filled with artefacts.'

Korthranus rolled his eyes.

The siren song was growing louder. He closed his eyes, following its sweet sound.

He did not open his eyes for several minutes. When he finally did, the squad were passing through a doorway.

The door that had once been there was long gone, but as they walked through the vacant portal, Korthranus saw that it would have been over a metre thick.

Once he was inside, he could see why. It was an armoury. There was rack upon rack of rad carbines, phosphor cannons, boltguns, lasguns and more.

'See how the gods reward us for our patience,' said Korthranus.

'Indeed, they do,' said Qarad, the squad's icon bearer.

'This is but the beginning,' said Korthranus. 'We have not reached the source.' He looked up at the walls. Marked next to every row of weapon racks was the alpha-numeric code '1XΩ'. They continued on. In the corners of his eyes, Korthranus saw flickers of movement.

'Did anyone else see what I just saw?' he asked.

'No, this is why we are following you,' said Aggravax.

'No, you brute. He does not refer to that. He wonders if we are not the only ones in this place,' said Navir. 'My autosenses detect nothing. Jumping at shadows, Korthranus?'

'We are being followed?' asked Dreccor. 'Who is it? Or what?'

'It could be anything,' said Korthranus. 'Mortals, xenos, mutant or others.'

'No matter. Whatever it is, it will regret drawing our ire,' said Dreccor. 'How much further must we go, psyker?'

Korthranus saw movement above. He looked up. A beautiful xenos bird perched upon a shelving unit. It resembled the raptors of ancient Terra, though was more elegant and sleek than anything born of Humanity's home world. Its beak and talons were sharper, and in its eyes was a much keener intelligence. This bird of prey seemed unconcerned that it had been spotted. It looked Korthranus straight in the eye, as if daring him to blink.

'We are very close indeed, Dreccor.' Korthranus smiled. 'I also know who is trailing us. Aeldari. Pirate, raider types. They are happy for us to know we are here. They wish to warn us away.'

'They should know better. We have killed enough of them by now,' said Aggravax.

'Counter-ambush formation,' said Dreccor. 'Watch your sectors. Maintain good spacing.'

Xiander moved towards Korthranus' left. He was mid-stride when he jerked as though struck, then crumpled to the ground with a clatter of armour plate. Korthranus never heard the shot that killed the warrior.

'Sniper!'

Before Korthranus had even finished the word, his armour was struck by a hail of shuriken. More shots whistled over and past him. They were answered by the booms of bolter fire as the rest of the Heretic Astartes took cover and returned fire.

'Keep moving, we cannot be pinned down!' Korthranus roared.

With that, PoroX fired his chaincannon in a wide arc across the positions where the Aeldari were firing from. Whether or not PoroX struck any, Korthranus did not know, but he certainly kept the aliens' heads down. The rest of the squad took advantage, Navir, Aggravax, Jaego and Lycoss moving without taking much fire. When Korthranus moved however, he was still the target for hails of shuriken. His armour absorbed much of the monomolecular ammunition, but a handful of the discs sliced their way into his legs. He felt warm blood run down them as he took cover again. *They are after me.*

'Brothers, they are targeting me. They know what I hear, and what I seek.'

Lycoss fell, his head shredded by shuriken fire. *Gods damn these xenos.*

'If they fight this hard to defend it, then it is worth claiming,' roared Aggravax, laughing. He was fighting two of the Aeldari at once, keeping them at bay with almighty swings of his axe. The xenos wore regal blue armour, draped with furs, scaled cloaks and trophies.

Korthranus moved again. An Aeldari intercepted him, flashing a long, powered blade. With a whisper in a dread tongue and a simple gesture, Korthranus engulfed the alien in green fire. Its screams made the psyker smile.

Another Aeldari raced to stop him, this one wielding two blades which it rapidly whirled about its head. The alien leapt towards Korthranus, swords raised high. The psyker raised his hand to slay the xenos, but too

slowly. As the Aeldari drew closer, Navir intercepted the creature, parrying the pirate's swords with his own flensing blades.

'Don't say I never returned a favour,' he said, grunting with effort as he matched a barrage of impossibly swift lunges and strikes from the Aeldari blademaster. 'You owe me your share of the slaves from the next raid.'

That I do, brother.

He ran on, ignoring the agonising pain in his legs. *All will be worth it.*

An Aeldari warrior appeared to his right, wielding an enormous cannon. Korthranus recognised it. It was a wraithcannon. Those weapons could tear apart real and warp space.

Suddenly the Corsair was no longer there. All that remained was red mist.

++ Thank you, brother, ++ he said psychically to PoroX, pressing the message into the warrior's mind.

The artefact was just ahead now, in a sealed containment device. It was some kind of crown. Scores of wires were plugged into. It throbbed with empyric power. There was no telling how old it was, or what the limit to what its potential was. And now there was no Aeldari between Korthranus and his prize.

He drew his fellblade to shatter the armaglass between him and the artefact. The sword passed right through it, but made no contact with anything. Korthranus struck again. The same thing happened.

No! It was a mirage. The Aeldari who had created it appeared on a gantry far above the fighting. It wore a crested helmet and carried a long staff with a rune at its head. Korthranus could still sense the true artefact, deeper in the armoury.

'Where is it?' he roared in frustration. 'Devious alien dogs!'

The image faded. A xenos warrior wearing a bulky backpack and wielding two short, curved blades blinked into existence before him. Two others identically equipped appeared out of nowhere, one on either side of him.

I am undone.

AELDARI CORSAIRS

The piratical Corsairs of the Aeldari raid and reave throughout the galaxy. In autonomous fleets and bands, aboard sleek ships that are adorned with the sigils of their lords, Corsairs prowl shipping lanes, gaseous nebulae and dangerous badlands, seeking wealth and prestige in lightning fast attacks.

Known in the Aeldari tongue as the Anhrathe, Corsairs reject the strict Path system adhered to by their craftworld cousins, yet have not fallen completely into the depths of hedonistic depravity embraced by their kin of Commorragh. They revel in the freedom to indulge their whims in a life of adventure and profit, and seek lives of great danger and even greater reward, free of what they see as chains of oppression or trepidation to wrest whatever destiny they desire from the galaxy.

The lords who lead each Corsair fleet are frequently as arrogant as they are capricious. Many style themselves as lordly royalty or affect a tribal nobility, though few are, in fact, truly descended from regal lords of a bygone age. Their crews include trusted followers, blood relatives, misfits from other Aeldari societies and rogues escaping punishment who would willingly follow their masters into terrifying firestorms for a promised share of riches. They wear outlandish clothing and armour, individually styled to the taste of the wearer. Artificial scales, the pelts of savage beasts or feathers from exotic creatures adorn their gear. Some carry purloined items from their victims as trophies. Some bear surgically implanted enhancements, such as psycho-reactive ocular devices or neuro-augmentors. Many of these artificial enhancements eschew the subtle design philosophies of the craftworlds and are brazenly worn to broadcast the wearer's disdain for civilised aesthetics and proclaim them as wild and dangerous.

Each Corsair is an agile and imaginative warrior, an expert at improvisation and using their environment against their foes. They are able to pilot a variety of craft, from single-man jetbikes to Naiad-class battle cruisers. Unlike the Drukhari of Commorragh, Corsairs do not suppress the innate psychic ability of their race. Psychically powerful Way Seekers guide their ships through the interdimensional labyrinth of the webway. Some of their spiritual mystics carry waystones about their person to capture the essence of fallen Aeldari, saving it from an eternity of torment in the warp, and are able to tap empyrically into a psychic essence within.

Corsairs primarily carry out their devastating raids purely for personal gain, with few agendas beyond their own success. Their fleets are a law unto themselves. Most bands of these pirates operate as entirely independent fiefdoms. Many strike out from established habitats and stations hidden in drifting clouds of debris, secreted within asteroid fields or rogue planetoids and even within the roiling tidal zones of empyric flux found at the edges of warp storms.

Some Corsairs act as privateers for individual Asuryani craftworlds. Many do this out of mercenary motives. Others do so out of some sort of affinity with the craftworld – the Corsair lord might hail from it, or perhaps owe the Asuryani concerned a blood debt. Some of these Corsair bands may have fought alongside their more puritanical kin for hundreds or thousands of years. Their powerful vessels are a source of trade, as well as serving as an informant network and helping to defend the gigantic voidborne world-ships of the Asuryani against attack. Asuryani often barely tolerate the presence of Corsairs on their craftworlds, for they are wary of the Anhrathe's unrestrained nature's potential to have an unhealthy influence upon their disciplined people.

Some Corsairs, regularly or otherwise, visit the Dark City of Commorragh, home to their twisted kin, the Drukhari. Of these, some will be disgusted by what they find, seeking to trade their wares before leaving swiftly. Those originally from Commorragh may well return to play politics or speak with associates. Some are indifferent to the Drukhari's goings on – so long as wealth and technology flows, they care not where it comes from. Some Corsairs revel in the rampant avarice of their dark cousins, bargaining their hard-won prizes for esoteric technologies and rare materials. They occasionally join the realspace raids of the Drukhari, joyously fighting and pillaging alongside them. Even these Corsairs maintain a weather-eye on their supposed allies during such raids, ever conscious of the Drukhari's insatiable hunger for inflicting torment.

'THE VOID IS WEALTH. THE VOID IS FREEDOM. I REJECT THE TIGHTLY BOUND CHORDS OF THE PATH. I REJECT THE PETTINESS OF COMMORRITE POLITICS. I REJECT THE PLAIN FRUGALITY OF THE EXODITES. I REJECT THE MASKS OF THE CLOWN AND THE MIME. I MOST CERTAINLY REJECT DEATH. THE STARS BELONGED TO MY ANCESTORS. THUS THEY BELONG TO ME. THUS I GO WHERE I WILL, TAKE WHAT I WILL AND KILL WHOM I WILL.'

- Lady Hale'drithea of the Black Suns



CORSAIR VOIDSCARRED KILL TEAMS

Corsair reavebands are diverse coterie of avaricious Aeldari warriors. Each of their members has their own story to tell as to how they joined their crews. Every coterie is a unique formation of fighters grouped together by their commanders, mutual self-interest or the whims of fate. Thousands of them raid and plunder across the galaxy, living a life of danger and adventure for freedom and wealth.

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Corsairs come from every strata of Aeldari society. They count among their number outcasts from Asuryani craftworlds, Drukhari of Commorragh, former Harlequins and even Aeldari who once belonged to the Ynnari, though conversely some Corsairs have thrown their lot in with the followers of Ynnead. There are as many reasons to join the Corsair fleets as there are Corsairs, though many do so in the hopes of rising to control their own warband. Most seek riches, fame and glory. Some do so to escape rules and discipline. Others have nowhere else to go after being ostracised from their former peers. There are some who give in entirely to nihilism, their belief that if their race is doomed to extinction then little remains for them but to adventure, kill, take what they want and to enjoy their species' dying days to the fullest.

Corsairs are well suited to operating independently. Numerous Corsair warbands formed and deployed scores of fighters throughout the Choraplex and the wider Nachmund Gauntlet. In such a hazardous and fluid war zone, where threats were widespread, and as likely to disguise themselves as allies as present as enemies, Corsair warbands needed eyes, ears and blades everywhere. The Eldritch Raiders and Void Dragons in particular deployed numerous kill teams for reconnaissance missions, keeping track of Chaos-worshippers, Imperial forces and others. Throughout the Choraplex, Corsair kill teams assassinated troublesome individuals, and stole relics, artefacts and weapons. Sometimes they did this out of military necessity or to further the gains of their warbands. Others did so for the challenge and the sheer rush. The Anhrathe thrive on the hit-and-run

nature of kill team warfare, and used the countless hideaways presented by the Choraplex to their fullest. They also take full advantage of the ignorance of other races. Few can – or care – to see a distinction between Drukhari, Asuryani or Anhrathe, and so when Corsairs attacked, other Aeldari factions were frequently blamed and suffered the consequences, enabling the Corsairs to escape retribution for their actions.

Kill teams allow Corsair warbands all manner of strategic options. By breaking down their forces into smaller units, Corsair commanders can attack multiple foes at once over a wide area. In the Choraplex, the Black Suns Corsairs conducted dozens of missions simultaneously throughout the Halo Sphere and the Badlands without any centralised control; the Corsair captain they reported to gave her teams complete autonomy to do as needed. The Thorns of Ale'kithra disrupted a Heretic Astartes ritual in the Hekkate Reef. Ynrathel's Raiders butchered Ork Freebooters descending on the wreck of an Asuryani ship that had washed into the Gauntlet from the Rift. The Skyslayers destroyed a mutation outbreak that threatened to overrun one of the Black Suns' preferred underground arms markets on the asteroid known as the Golden Well. Most Corsair warband commanders allow their kill teams much freedom. This ensures the various skills of the coterie's members come to the fore, but is also due to the fact such independent warriors swiftly rebel against attempted micromanagement.

Where sometimes Corsair kill teams are given autonomy to do as they will that furthers the warband's cause, others

are held on a tighter leash. Rather than given the freedom to attack what they will, instead they are ordered to conduct missions that are specifically tied to the warband's primary targets. When Corsair Lord Phaendris of the Sunblitz Brotherhood decided to claim the orbital station XY-352 and everything in it, he infiltrated kill teams such as the Darkstars, Enredyl's Ravagers and the Lightning Sisterhood. They launched distraction attacks to break up the garrison and destroyed communications nodes according to Phaendris' careful planning, paving the way for the Sunblitz Brotherhood's much larger invasion.

Most Corsair kill teams are made up of a motley crew of individualistic brigands. Some are the entire extent of their warband, such as the Darkflame Phoenixes. Some are made up of close kin, such as the Elagarcs of the Sky Raiders warband. Others are formed by the leaders of the warband for specific missions. Veshtari the Huntress of the Eldritch Raiders was placed in command of a coterie especially put together to assassinate the Ork Freebooter Kaptin Gagraf Redfist, and was joined by warriors known for their headhunting skills. The Corsairs found the Kaptin as he was taking tribute from a cowed Human population. As the Humans bowed before him, presenting their meagre wealth, a handful of Ranger long rifle shots rang out. One went into each of the Ork's eyes, the other in the middle of his forehead. The Corsairs were long gone before Gagraf's Orks finished fighting over who would take his place.

It is common for Corsairs to fight in exchange for wealth and resources.

Coterie of the Eldritch Raiders and Void Dragons both fought on behalf of others. Flickerblade's Plunderers of the Void Dragons fought for the Kabalite Archon Nyktos Phrel, raiding undefended Human settlements for slaves in the Shadow Moons of the Halo Sphere. In exchange for their efforts they received numerous weapons made in the foundries of Commorrhagh. The Blacksun Ravagers of the Eldritch Raiders were in the employ of the Rogue Trader Edora Thresh, specifically to take weapons and armour from fallen Space Marines. Only desperate Corsairs wanted to join the Blacksun Ravagers, for Adeptus Astartes fought with incredible fury to protect their wounded and dead. But even the smallest of acquisitions won great reward, with the coterie eventually receiving an Aeldari warship for their efforts.

For all their garishness and wildness, and the leaning towards ostentation many Corsairs have when they acquire wealth, the Anhrathe are very tough Aeldari. An independent life on the fringes of their society is a hard one

indeed, with countless dangers. Few Corsairs are above callousness and cruelty, kneaded into them by the harshness of their lifestyles. The Aeldari of Corsair coterie are possessed of acute mental strength and endurance. The Firehawks and the Krakendoom of the Eldritch Raiders have fought tooth and nail against Tyranid hordes before, and in the Choraplex excised a plague cult from an asteroid in the Halo Sphere that could have spread to engulf their warband's holdings in the region. It was a harrowing battle, one only further cementing the reputation of the two coterie as hardened fighters.

Many Corsair kill teams do not bond closely or operate together for a long time. Most of the Aeldari in them are wild spirits, eager to follow their own fate. Some return to their former societies after fighting with a coterie. Others join different reavebands or warbands. Those Corsairs that do remain reaving and killing together form strong bonds, forged in shared adventures and missions that forever link them to each other.

'THERE IS LITTLE IN THIS GALAXY BESIDES FEAR, PAIN AND DEATH. I CANNOT CHANGE THIS, SO I EMBRACE IT. IF IT MUST BE A PART OF MY EXISTENCE, I WILL INFLICT IT, NOT SUFFER IT.'

- Qaez Yrion, of the Tower of Stars.
Felarch of the Darkvenoms coterie,
Keelshrive Conclave warband



FLEETS OF INFAMY

There are many Corsair bands who have etched their names into the history of their race, or into dread tales among fearful merchantmen crews across the galaxy. Many of their stories are draped in glory or stained in the blood of innocents, and are recounted everywhere from the spirit lodges of the Exodite worlds to the shadow-haunted alleyways of Commorragh.

'THOUGH I MAY FIGHT BESIDE OTHERS, THEY SHOULD NOT THINK ME ALLY . . . FOR TO ME THEY ARE NAUGHT BUT TOOLS'

- Lady Hale'drithea of the Black Suns

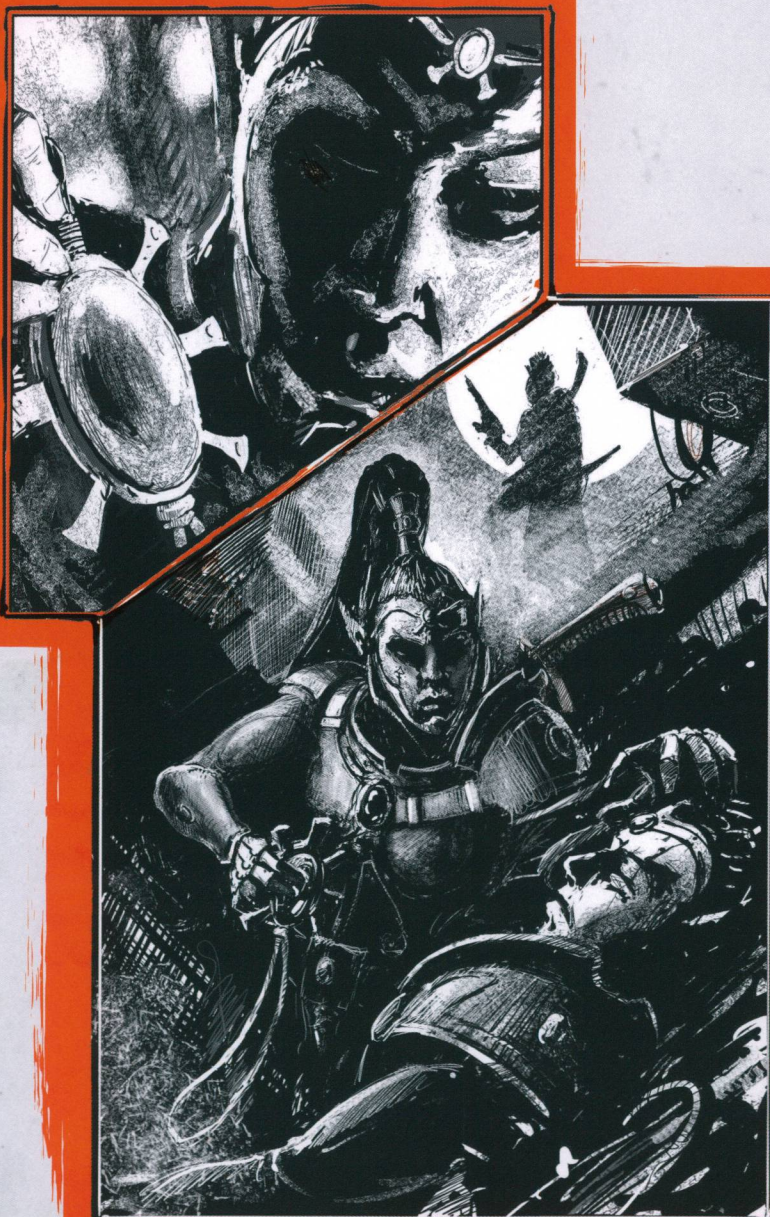
THE ELDRITCH RAIDERS

Prince Yriel, Autarch of Iyanden, is one of the most powerful Aeldari in the galaxy. As a youth, his abilities in naval tactics and combat were seemingly without bounds, and after joining Iyanden's fleet he rose to the rank of Admiral at an astonishing speed. During the Battle of the Burning Moon, Yriel devastated a Chaos fleet by igniting the atmosphere of a planetoid they were circumnavigating. Yriel and his fleet hunted down the survivors, but in the process left his craftworld virtually unprotected. He was stripped of rank for this misdemeanour, and in the ensuing hearing he vowed to leave and never to return. The most faithful of his followers went with him. From those humble beginnings began the Eldritch Raiders, the most successful Corsair fleet ever to navigate deep space.

At the head of the Eldritch Raiders, Yriel tricked Huron Blackheart's immense fleet into crippling itself by skirting the wake of a solar flare. He raided the Xiggurat of the Ur-Ghuls in thrice-cursed Shaa-dom and took a necklace of spirit stones from the sepulchre of the Licheling Qotep. Upon hearing that the Voidlord of Hrellian Quadrant had declared his vast spacefaring fortress impregnable, Yriel stole into its inner sanctums and cut out the Voidlord's coveted eye-implant purely to teach him a lesson. Yriel's most significant achievement to date was when he turned the tide of Iyanden's battle against Hive Fleet Kraken and personally vanquished the largest Tyranid leader-beast with the cursed Spear of Twilight.

THE VOID DRAGONS

One of the most infamous of the Corsair warbands, the Imperial Navy estimates the Void Dragons to operate more than three-and-a-half-thousand ships. Their warriors, led by the haughty Princess Saaranian, go to war clad in menacing black and red armour adorned with images of stylised drakes and wyrms. They have been identified throughout the length and breadth of the galaxy, including the Cadian Gate, the T'au Empire, the Halo Stars and the Betalis III System. Their attacks hold to no predictable pattern



whatsoever, and they have been recorded ambushing the followers of Chaos, the Orks of Charadon and the Tyranids of Hive Fleet Ouroboris.

KEELSHRIVE CONCLAVE

The scourge of the Habosett Sub-sector for more than two hundred years, black-hulled Corsair ships bearing the sigil of the Keelshrive Conclave have preyed upon the fleets of a dozen races. Over a hundred separate ship silhouettes and energy signatures have been attributed to their attacks. No one knows the identity of the conclave's leader, though many have attempted to discover it. Infiltrating bands of Pathfinders from Alaitoc have disappeared in the effort. Bounties on the souls of any of the conclave's murderous leaders have steadily grown in the undercity of Commorragh. The Corsairs of this band are lent an ominous demeanour by their dark attire and the livid scars that liberally criss-cross their pallid skin. Most of their captives are never seen again, and few can guess at their torments. Yet occasional survivors are found. Sealed within the last pockets of atmosphere aboard their drifting and gutted ships, they appear physically unharmed. Invariably, however, they have been driven mad with terror. It is from their ramblings that Imperial strategos have learned what little they know of the Keelshrive Conclave. From such gibbered tales, too, spawn the nightmarish rumours that are all many peoples know of these elusive pirates.

SKY RAIDERS

During the Betalis Incursion, the Sky Raiders' attacks were so savage that some Imperial adepts, when assessing the remains of the Corsairs' victims, believed they had been attacked by Drukhari. As a result, they became the targets of Wolf Lord Bran Redmaw of the Space Wolves. In the Battle of the Karina Nebula, the Space Wolves inflicted terrible losses

on the Sky Raiders. Ever since, the Sky Raiders have nursed a deep hatred for the sons of Fenris, none more so than their leader, Prince Laerthrys, whose entire family was butchered by Redmaw's warriors. Laerthrys himself was horrifically wounded in the fighting and has vowed to slaughter the scions of Russ wherever he encounters them. Nonetheless, he is not bent solely on vengeance. Seeing so many of his kin slain brought home the reality of the Aeldari's vulnerability in the galaxy like nothing else had ever done, and Laerthrys now also takes care to deploy his warriors on missions that will preserve their race for the long term, most notably to the Laevenir Archipelago.

THE STEELEYE REAVERS

The Pirate Lady Kaelis Carnelia has plagued the Sidhestar Systems for centuries. Her skin is like translucent alabaster, scoured by her handmaidens every time she comes into contact with a member of the inferior races. She possesses a feline cunning that has seen her rule unchallenged for an unprecedented length of time. With an astonishing gift of foresight she has eliminated threats to her leadership before they have grown too powerful. When her Corsairs attack, they leave an elongated iris as a calling card. They burn it into the buckled prows of scuttled enemy ships, carve it into the flesh of those with the temerity to fight back, or even empirically imprint it into psycho-reactive material and used to blind the third eye of Imperial Navigators.

Carnelia's success is owed at least in part to the five wraith-construct bodyguards that accompany her everywhere. The souls inside these immensely valuable acquisitions are siphoned from the gigantic cabochon of spirit stone embedded in the bridge of Carnelia's flagship, an artefact of surpassing value that houses all of the ship's previous captains. Able to function perfectly in a vacuum, Carnelia's Wraithguard have proven an invaluable asset in ship-to-ship combat.

OTHER WARBANDS

The Corsairs value their individuality and independence of purpose deeply, and though some maintain alliances with Commorrite cartels or Asuryani craftworlds, most follow their own agenda. Disinclined to follow the desires of others, many Corsairs establish their own reaver bands. Some are wiped out early in their existence, perhaps in an overambitious raid or in some furious purification operation. Others survive and grow, and none in all the galaxy could name them all.

The phenomenally wealthy Golden Squadron count Imperial Rogue Traders as being in their employ, the powerful explorers bowing before the gold-armoured Baron Aurithil Ethenis offering him tributes in exchange for his favour. The Necron-hating Starkillers fought alongside Asuryani of many craftworlds to exterminate all Human life in the Kabaal System, to prevent the awakening of a Necron tomb world there. The Twilight Swords are believed to be searching the Heathen Stars for some mysterious prize. Clad in red and gold, they relish the fury of melee combat and are allies with Kaelor Craftworld. The hot-tempered Aeldari of the Sunblitz Brotherhood are known to have fought beside Alaitoc, Lugganath and Mymeara Craftworlds, and have a tense relationship with the Void Dragons.

CORSAIR VOIDSCARRED KILL TEAM

There are more warbands of Anhrathe than even the Aeldari Corsairs themselves know. Some range in size from little more to a dozen warriors, others have tens of thousands bearing the iconography and colours of their warband.

Every warband has its own colour schemes and iconography, ranging from the rich blue of the Eldritch Raiders to the black and crimson of the Void Dragons. True to their wild and independent natures, Corsair coterries and individual warriors adapt the colour schemes and symbols of their warbands with their own preferences, using darker or brighter colours or placing iconography on different locations of their armour. Many Corsairs adorn their armour with fetishes and trophies ranging from the pelts, feathers and claws of slain exotic animals to personal items stripped from the corpses of their dead enemies. For many of the Anhrathe, the more garish the better, taking full advantage of their freedom.



Voidscarred Way Seeker

Voidscarred Heavy Gunner

Voidscarred Shade Runner

Voidscarred Soul Weaver





Voidscarred Kurnite Hunter



Voidscarred Gunner



Voidscarred Felarch



Voidscarred Starstorm Duellist



Voidscarred Gunner



Voidscarred Fate Dealer



Voidscarred Warrior



Voidscarred Warrior

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Aeldari Corsair warriors, the title of your kill team and your kill team's quirks and background. If you wish to generate these randomly, roll the appropriate number of dice as indicated by the table. Otherwise, choose whichever are your favourites if that suits you, or to use multiple quirks, names or background ideas if you feel they work for you.

CORSAIR OPERATIVE NAMES

Corsairs come from a range of backgrounds, whether that be the Asuryani craftworlds, the dark Drukhari capital of Commorragh or elsewhere. When generating names for your operatives, you can choose where your Corsairs come from and roll on the appropriate tables below (or choose your favourites). Feel free to mix and match names, titles and epithets – many of the Corsairs have mysterious and unusual pasts that will have taken them through many places and earned them all kinds of names they have taken up or deliberately ceased using. Many Corsair names are subtle and nuanced references to their former craftworld, allegory and myth, others are arrogant proclamations of prestigious family ties, and some are of the Aeldari's own creation. You can also use as many names as you like, rather than restricting yourself to one or two. Over the course of their lives, Aeldari earn and choose many names. Finally, feel free to invent your own names – these tables need only serve as inspiration!



ASURYANI DESCENT NAME GENERATOR 1

D6	FIRST ELEMENT	SECOND ELEMENT
1	Tenrith	the Fireheart
2	Justune	Kyldroth
3	Yrilla	Who Walks Alone
4	Aileer	of the Flowing Spirits
5	Ishylla	the Huntress
6	Galánta	Umachuli

ASURYANI DESCENT NAME GENERATOR 2

D6	FIRST ELEMENT	SECOND ELEMENT
1	Fachean	Son of Coheria
2	Yrmocho	the Unyielding Fire
3	Irakil	Sydarus Starstrider
4	Requiel	Ulthos ('speaker of unspeakable truths')
5	Yrule	the Deathly Eloquent
6	Ra'thar	Born of Twilight

KABALITE DESCENT NAME GENERATOR

D6	TAKEN NAME	KABALITE NAME
1	Anarkyss	Sar'sel
2	Quaez	the Bloodbreather
3	Skythe	the Flenser
4	Sykil	of the Obsidian Needle
5	Vypus	Flickerblade
6	Ethriliac	Xosh

WYCH CULT DESCENT NAME GENERATOR

D6	TAKEN NAME	CULT NAME
1	Xela	the Crimson
2	Mellyx	Beastbane
3	Veshtari	Masdruvael
4	Thessa	Bloodslyk
5	Vylekh	the Bloodsister
6	Bithandrel	Nervose

KILL TEAM NAME

Corsair kill teams have an endless variety of different names and naming styles. Each coterie seeks to be unique, to perpetuate a dangerous and daring reputation, remember past glories, or honour their warband's leader in some way – and often aim to do all four at once and more. You can choose to roll on the tables below or choose the results you like best. If you'd like to name your kill team for its leader you can use the Operative Name Generators in conjunction with the tables below. For example, you could have Areix's Lightning Reavers, the Flenser's Black Ravagers, Aileer's Plunderers and countless others. You can, of course, make up your own kill team name, with the name generator tables serving as inspiration.

TABLE 1

D6	NAME
1	Black
2	Dark
3	Lightning
4	Sun
5	Moon
6	Star

TABLE 2

D6	NAME
1	Brother/Sisterhood
2	Reavers
3	Plunderers
4	Striders
5	Riders
6	Ravagers

BACKGROUND

D6 PURPOSE

- 1 Bound to the Craftworld:** Though independent, the Corsairs of this kill team have an alliance with one of the vast Asuryani craftworlds, frequently fighting alongside its warriors and providing it with information about the galaxy's events.
- 2 Bound to Yvraine:** This kill team has aligned itself with the Ynnari of Yvraine, their every undertaking designed to further her ends.
- 3 Bloodthirsty:** Many of the Corsairs of this kill team descend from Commorragh and feast upon the pain and suffering of those they maim and kill.
- 4 Lethal Assassins:** The warriors of this kill team have proven themselves to be expert assassins, and are specialists in targeting key enemy individuals.
- 5 Newly Free:** These Corsairs have only recently left their homes to live the life of the outcast. They know little of the galaxy's true dangers and are filled with youthful excitement.
- 6 Students of Yriel:** These Corsairs have learned of Prince Yriel's glorious victories and seek to one day be even more successful.

BASE OF OPERATIONS

D6 LOCATION

- 1 Webway Haven:** The kill team has secured a small nook in the webway, from where they can strike out to almost anywhere in the galaxy.
- 2 'Borrowed' Vehicles:** Whether they be Asuryani Falcon grav-tanks or Drukhari Venoms, these Corsairs operate out of a number of 'acquired' transport vehicles.
- 3 Corsair Cruiser:** This kill team controls its own voidship, striking at targets from orbit before dashing away to new battlefields.
- 4 Debris-cloud Station:** The kill team's base of operations is a station hidden among the swirling dust and debris of a vast space cloud.
- 5 Craftworld:** Firm allies with one of the craftworlds, this kill team has arming chambers and storage facilities aboard their ally's world-vessel.
- 6 Rogue Trader Outpost:** The kill team has formed an agreement, temporary or otherwise, with an Imperial Rogue Trader. For now at least, they have been granted use of a valuable outpost.

SQUAD QUIRK

D6 TRAIT

- 1 Ever on the Move:** This kill team rarely stays in one area for long, even if opportunity for riches and glory remains, preferring not to wait for an enemy response.
- 2 Plunderers:** The warriors of this kill team strip their victims clean of anything that might be of value, specifically targeting the richest-looking targets.
- 3 Mercenaries:** The kill team willingly fights for whoever pays the most.
- 4 Independent of Spirit:** These Corsairs fight for no one other than themselves, and make their own fortunes.
- 5 Vengeful:** A great wrong was inflicted upon these warriors in the past, and now they seek revenge.
- 6 Bonded in Blood:** These warriors have seen much horror and bloodshed, more than many others. They fight for each other through thick and thin, despite their varied origins.

THE RULES

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

TAC OPS

On the page opposite you will find additional Tac Ops available to you when using **LEGIONARY** and **CORSAIR VOIDSCARRED** kill teams, allowing you to better reflect these two factions' individual aims and fighting styles.

ARMY LISTS

On pages 37-47 and 53-62, you will find army lists for **LEGIONARY** and **CORSAIR VOIDSCARRED** 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.
- **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 48-52 and 63-67, you will find Spec Ops rules for **LEGIONARY** and **CORSAIR VOIDSCARRED** 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: NACHMUND

On pages 68-72, you will find all the rules for Killzone: Nachmund, detailing the terrain features it includes and all the relevant traits that each terrain feature has.

SHADOW OPERATIONS MISSION PACK

On pages 73-91, you will find a new mission pack titled Shadow Operations: Nachmund. 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.

'WE HAVE THE EYE OF THE GODS. WE HAVE THE EYE OF THE DESPOILER. NONE CAN STAND AGAINST US, THOUGH SOME CHOOSE TO. I WILL NEVER TIRE OF WATCHING THE LIFE FLOW FROM THEIR EYES AS I DRIVE MY BLADE THROUGH THEIR HEART.'

- Vrekhon Harst of the Black Legion

TAC OPS

LEGIONARY

If your faction is **LEGIONARY**, you can use the Legionary Tac Ops listed below, as specified in the mission sequence.

SACRILEGIOUS MUTILATION

Legionary – Faction Tac Op 1

Reveal this Tac Op the first time an enemy operative is incapacitated. Each time an enemy operative is incapacitated, before it is removed from the killzone, place one of your Enemy Corpse tokens underneath the operative as close as possible to the centre of its base.

- The second time a friendly operative performs the **Defiled For The Dark Gods** action, you score 1VP.
- The fourth time a friendly operative performs the **Defiled For The Dark Gods** action, you score 1VP.

Friendly operatives can perform the following mission action:

DEFILED FOR THE DARK GODS 1AP

An operative can perform this action while within ▲ of one of your Enemy Corpse tokens. An operative cannot perform this action while within ○ of an enemy operative. Remove that Enemy Corpse token from the killzone.

DARK DESECRATION

Legionary – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one terrain feature that includes any parts with the Heavy trait.

- If two or more enemy operatives are incapacitated while within ▲ of that terrain feature, you score 1VP.
- If you achieve the first condition and at the end of the battle the total APL of friendly operatives within ▲ of that terrain feature is greater than that of enemy operatives, you score 1VP.

SAVAGE BUTCHER

Legionary – Faction Tac Op 3

You can reveal this Tac Op in the Target Reveal step of any Turning Point. Select one friendly operative.

- If two or more enemy operatives are incapacitated in combat by that friendly operative, you score 1VP.
- If three or more enemy operatives are incapacitated in combat by that friendly operative, you score 1VP.



CORSAIR VOIDSCARRED

If your faction is **CORSAIR VOIDSCARRED**, you can use the Corsair Voidscarred Tac Ops listed below, as specified in the mission sequence.

FLAWLESS RAID

Corsair Voidscarred – Faction Tac Op 1

You can reveal this Tac Op in the Target Reveal step of any Turning Point after the second.

- If you had more victory points than your opponent at the start of the Turning Point, you score 1VP.
- If you achieve the first condition at the start of the subsequent Turning Point, you score 1VP.

SOUL GUARD

Corsair Voidscarred – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Each time a friendly **CORSAIR VOIDSCARRED** operative is incapacitated, before it is removed from the killzone, place one of your Spirit Stone tokens underneath the operative as close as possible to the centre of its base.

The **Pick Up** action can be performed upon your Spirit Stone tokens by friendly **CORSAIR VOIDSCARRED** operatives. Operatives can carry any number of Spirit Stone tokens and your Spirit Stone tokens can be picked up by friendly **CORSAIR VOIDSCARRED** operatives while within Engagement Range of an enemy operative.

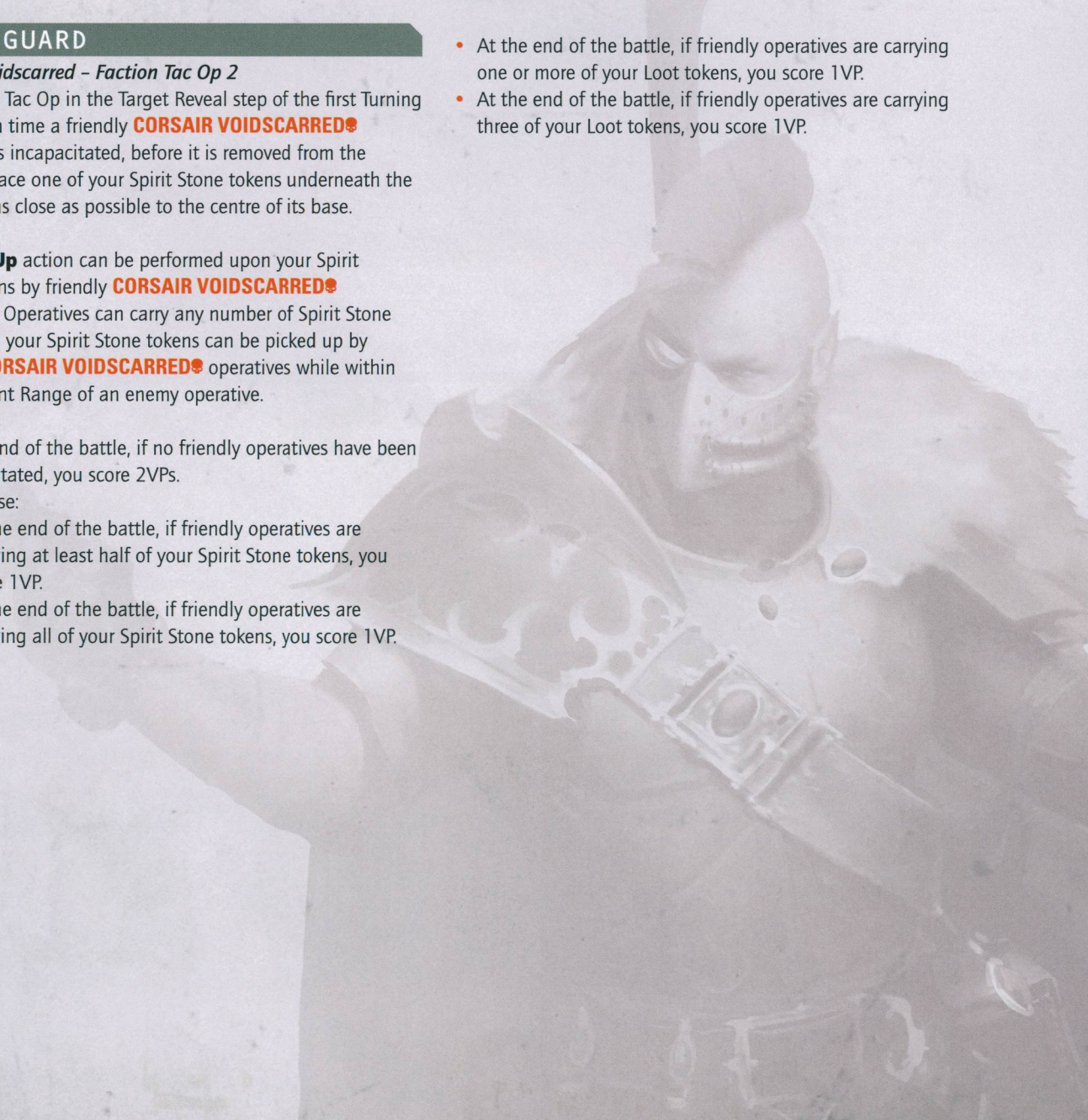
- At the end of the battle, if no friendly operatives have been incapacitated, you score 2VPs.
- Otherwise:
 - At the end of the battle, if friendly operatives are carrying at least half of your Spirit Stone tokens, you score 1VP.
 - At the end of the battle, if friendly operatives are carrying all of your Spirit Stone tokens, you score 1VP.

OPPORTUNISTS

Corsair Voidscarred – Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select three enemy operatives. Each time one of those operatives is incapacitated, before it is removed from the killzone, place one of your Loot tokens underneath the operative as close as possible to the centre of its base. The **Pick Up** action can be performed upon your Loot tokens by friendly operatives. Operatives can carry any number of Loot tokens.

- At the end of the battle, if friendly operatives are carrying one or more of your Loot tokens, you score 1VP.
- At the end of the battle, if friendly operatives are carrying three of your Loot tokens, you score 1VP.



LEGIONARY KILL TEAM

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

OPERATIVES

- 1 **LEGIONARY** operative selected from the following list:
 - **LEGIONARY CHOSEN** operative equipped with one option from each of the following:
 - Plasma pistol or tainted bolt pistol
 - Daemon blade
 - **LEGIONARY ASPIRING CHAMPION** operative equipped with one option from each of the following:
 - Plasma pistol or tainted bolt pistol
 - Tainted chainsword, power weapon, power fist or power maul
- 5 **LEGIONARY** operatives selected from the following list:
 - **LEGIONARY WARRIOR** equipped with one of the following options:
 - Boltgun; fists
 - Bolt pistol; chainsword
 - **LEGIONARY GUNNER** equipped with one of the following options:
 - Flamer; fists
 - Meltagun; fists
 - Plasma gun; fists
 - **LEGIONARY HEAVY GUNNER** equipped with one of the following options:
 - Heavy bolter; fists
 - Missile launcher; fists
 - Reaper chaincannon; fists
 - **LEGIONARY ICON BEARER** equipped with one of the following options:
 - Boltgun; fists
 - Bolt pistol; chainsword
 - **LEGIONARY ANOINTED**
 - **LEGIONARY BUTCHER**
 - **LEGIONARY BALEFIRE ACOLYTE**
 - **LEGIONARY SHRIVETALON**

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

<MARK OF CHAOS>

When adding a **LEGIONARY** operative to your roster or dataslate, you must choose one of the keywords below to replace its selectable **<MARK OF CHAOS>** keyword with. Unlike other selectable keywords (e.g. **<LEGION>**), you can have operatives with different **<MARK OF CHAOS>** keywords in your roster or dataslate.

- **KHORNE**
- **NURGLE**
- **SLAANESH**
- **TZEENTCH**
- **UNDIVIDED**

If your roster contains any operatives with the **KHORNE** keyword, it cannot contain any operatives with the **SLAANESH** keyword (and vice versa).

If your roster contains any operatives with the **NURGLE** keyword, it cannot contain any operatives with the **TZEENTCH** keyword (and vice versa).

ABILITIES

Below, you will find common abilities of the **LEGIONARY** kill team.

CHAOS BLESSING

This operative gains one ability from those listed below. The ability it gains depends on its **<MARK OF CHAOS>** keyword.

Khorne - Wrathful Onslaught

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 with one normal hit as if it were a critical hit.

Nurgle - Disgusting Vigour

Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can retain one normal save as a critical save.

Slaanesh - Unnatural Agility

Add ▲ to this operative's Movement characteristic.

Tzeentch - Emyreal Guidance

Each time this operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can retain one of your attack dice results of 5+ that is a successful hit as a critical hit.

Undivided - Vicious Reavers

Each time this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if the target is within ◆ of it, you can re-roll one of your attack dice.

FAVOURED OF THE DARK GODS

Once per Turning Point, when it is your turn to use a Strategic Ploy, if any friendly operatives with this ability are in the killzone, you can use a Strategic Ploy without spending any CPs; that Strategic Ploy must have the same **<MARK OF CHAOS>** selectable keyword as one friendly operative with this ability. For example, if an operative with this ability has the **KHORNE** keyword, you could use the Blood for the Blood God Strategic Ploy. If an operative with this ability has the **UNDIVIDED** keyword, you can use the following Strategic Ploys for this ability instead: Hateful Assault, Malicious Volleys.

PSYCHIC POWERS

The first time a friendly **LEGIONARY** **PSYKER** operative performs the **Manifest Psychic Power** action (pg 44) in each of its activations, select one psychic power from the list below to be resolved.

If a friendly **LEGIONARY** **PSYKER** operative can perform the **Manifest Psychic Power** action twice in its activation (e.g. it is equipped with the Pages of Scabrius, page 49), when it does so, roll one D6: on a 1-2, that friendly operative suffers 3 mortal wounds; on a 3+, select one psychic power from the list below to be resolved. You cannot select a psychic power that you have already resolved during this Turning Point.

FIREBLAST

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

Name	A	BS	D
Fireblast	4	3+	3/4

Special Rules

No Cover, Blast ○

!
 Splash 1

MALIGN INFLUENCE

Select one friendly **LEGIONARY** operative Visible to this operative. Until the end of the Turning Point, weapons that operative is equipped with gain the Lethal 5+, No Cover and Brutal special rules.

LIFE SIPHON

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

Name	A	BS	D
Life siphon	5	3+	3/3

!
 Siphon Life Force*

***Siphon Life Force:** Each time a friendly operative makes a shooting attack with this weapon, in the Resolve Successful Hits step of that shooting attack, if you resolve two or more attack dice, you can select one friendly **LEGIONARY** operative within ◆ of the target to regain D3 lost wounds.

STRATEGIC PLOYS

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

HATEFUL ASSAULT 1CP

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

MALICIOUS VOLLEYS 1CP

Until the end of the Turning Point, each time a friendly **LEGIONARY** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation if a bolt weapon is selected for each of the shooting attacks. A bolt weapon is a ranged weapon that includes the word 'bolt' in its name e.g. boltgun, heavy bolter etc.

BLOOD FOR THE BLOOD GOD 1CP

Until the end of the Turning Point, each time a friendly **KHORNE** operative fights in combat, in the Resolve Successful Hits step of that combat, if it performed a **Charge** action during that activation, the first time it strikes, inflict one additional damage.

PERPETUAL AGGRESSION 1CP

Until the end of the Turning Point, each time after a friendly **KHORNE** operative fights in combat, if it is not within Engagement Range of an enemy operative, it can make a move following the same rules as a **Normal Move** action, with the following exceptions:

- It can only move up to **1**.
- It can move within Engagement Range of enemy operatives.
- If it can, it must finish the move within Engagement Range of the closest Visible enemy operative.

MUTAGENIC FLESH 1CP

Until the end of the Turning Point, each time Normal Damage would be inflicted upon a friendly **NURGLE** operative from an attack dice, subtract 1 from the damage inflicted from that attack dice (to a minimum of 2).

IMPLACABLE 1CP

Until the end of the Turning Point, friendly **NURGLE** operatives:

- Are not treated as being injured.
- Ignore all negative modifiers to their APL.
- Ignore the worsening of their Ballistic Skill when performing an **Overwatch** action.

GRACEFUL KILLER 1CP

Until the end of the Turning Point, add 1 to the Critical Damage characteristic of friendly **SLAANESH** operatives' melee weapons.

DELICIOUS AGONY 1CP

Until the end of the Turning Point, each time a friendly **SLAANESH** operative fights in combat, in the Resolve Successful Hits step of that combat, when you would resolve your first successful hit, if the target is injured, you can resolve two of your successful hits (instead of one).

PROTECTED BY FATE 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **TZEENTCH** operative, in the Roll Defence Dice step of that shooting attack, if you retain any critical saves, you can select one of your failed saves to be retained as a successful normal save.

AETHERIC WARD 1CP

Until the end of the Turning Point, friendly **TZEENTCH** operatives have a 4+ invulnerable save.

TACTICAL PLOYS

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

VETERAN OF THE LONG WAR 1CP

Use this Tactical Ploy during a friendly **LEGIONARY** operative's activation, after it fights in combat or makes a shooting attack. If the target did not lose any wounds as a result of that combat or shooting attack, repeat that combat or shooting attack.


UNENDING BLOODSHED 1CP

Use this Tactical Ploy when a ready friendly **KHORNE** operative is incapacitated in combat by an enemy operative. Before that friendly operative is removed from the killzone, select one melee weapon it is equipped with and roll one attack dice as if it is the attacker fighting in combat. If the result is a successful hit, you can immediately strike an enemy operative within Engagement Range of it. Then remove that friendly operative from the killzone as normal.


MUTABILITY AND CHANGE 1CP

Use this Tactical Ploy during a friendly **TZEENTCH** operative's activation. Add 1 to that operative's APL.

MALIGNANT AURA 1CP

Use this Tactical Ploy during a friendly **NURGLE** operative's activation. Until the end of the Turning Point, while an enemy operative is within  of that **NURGLE** operative, subtract 1 from the Defence characteristic of that enemy operative.

SICKENING CAPTIVATION 1CP

Use this Tactical Ploy during a friendly **SLAANESH** operative's activation. Select one enemy operative Visible to and within  of that **SLAANESH** operative. Subtract 1 from that enemy operative's APL.

40

LEGIONARIES • TACTICAL PLOYS



LEGIONARY WARRIOR

Heretic Astartes are post-human warriors with the natural strength, speed, resilience and mental acuity of such beings. Now they have turned against the Imperium.



M **APL** **GA**
 3 ● 3 1

DF **SV** **W**
 3 3+ 12

NAME	A	BS/WS	D	SR	!
⦿ Bolt pistol	4	3+	3/4	Rng ◆	-
⦿ Boltgun	4	3+	3/4	-	-
✕ Chainsword	5	3+	4/5	-	-
✕ Fists	4	3+	3/4	-	-

ABILITIES

Chaos Blessing (pg 38)

UNIQUE ACTIONS

LEGIONARY ◆, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY WARRIOR



LEGIONARY GUNNER

Armed with flammers, Heretic Astartes burn through swathes of light enemy infantry. With meltaguns they destroy armoured bunkers and with plasma guns they pose a threat to the heaviest enemy troops.



M **APL** **GA**
 3 ● 3 1

DF **SV** **W**
 3 3+ 12

NAME	A	BS/WS	D	SR	!
⦿ Flamer	5	2+	2/2	Rng ◆ , Torrent ●	-
⦿ Meltagun	4	3+	6/3	Rng ◆ , AP2	MW4
⦿ Plasma gun	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	3+	5/6	AP1	-
- Supercharge	4	3+	5/6	AP2, Hot	-
✕ Fists	4	3+	3/4	-	-

ABILITIES

Chaos Blessing (pg 38)

UNIQUE ACTIONS

LEGIONARY ◆, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY GUNNER



LEGIONARY HEAVY GUNNER

Heretic Astartes bearing heavy weapons provide devastating anti-infantry and anti-armour firepower, dominating large swathes of any killzone.



M	APL	GA
3 ●	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Heavy bolter	5	3+	4/5	Heavy, Fusillade	P1
☉ Missile launcher <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Frag	4	3+	3/5	Blast ●, Heavy	-
- Krak	4	3+	5/7	AP1, Heavy	-
☉ Reaper chaincannon	6	3+	3/5	Ceaseless, Fusillade, Heavy	-
✕ Fists	4	3+	3/4	-	-

ABILITIES

Chaos Blessing (pg 38)

UNIQUE ACTIONS

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY HEAVY GUNNER



LEGIONARY ANOINTED

Some Heretic Astartes thirst for power at any cost, and offer themselves wholly to Chaos. They become willing hosts to the immaterial creatures of the warp. This is a slow and painful process, and those in the early stages are known as Anointed due to their mutations.



M	APL	GA
3 ●	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Bolt pistol	4	3+	3/4	Rng ●	-
✕ Daemonic claw	5	3+	4/5	-	Rending

ABILITIES

Chaos Blessing (pg 38)

Unleash Daemon: Once per battle, when this operative is activated, the daemon can take control. If it does so, until the end of the battle:

- This operative cannot perform **Overwatch**, **Pick Up**, **Shoot** or mission actions.
- Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.
- Its daemonic claw gains the Ceaseless and Lethal 5+ special rules.
- Each time this operative is activated, it can perform two **Fight** actions during that activation.

UNIQUE ACTIONS

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY ANOINTED



LEGIONARY BUTCHER

Bloodthirsty madmen, Butchers are Heretic Astartes that fight without subtlety of any kind in combat. They deal furious strikes with their enormous chain axes, which can carve enemies to pieces.



M **APL** **GA**
3 ○ 3 1

DF **SV** **W**
3 3+ 12

NAME	A	BS/WS	D	SR	!
⦿ Bolt pistol	4	3+	3/4	Rng ◆	-
⊗ Double-handed chain axe	4	4+	5/7	Vicious Blows*	Reap 2

ABILITIES

Chaos Blessing (pg 38)

Devastating Onslaught:

- Each time this operative fights in combat, enemy operatives within Engagement Range of it cannot provide combat support for that combat.
- For the purposes of **Dash**, **Fall Back** and **Normal Move** actions enemy operatives would perform, treat the distance of this operative's Engagement Range as ○ for that action (instead of ▲).

***Vicious Blows:** Each time this operative fights in combat:

- If this operative is the Attacker, this weapon gains the Ceaseless special rule for that combat.
- If this operative performed a **Charge** action during this activation, this weapon gains the Relentless special rule for that combat.

LEGIONARY ◆, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY BUTCHER



LEGIONARY SHRIVETALON

Inflicting pain and torture becomes a near addiction for some Heretic Astartes. Those who embrace this propensity become known as Shrivetalons, and they stalk the battlefield looking for enemies to torment.



M **APL** **GA**
3 ○ 3 1

DF **SV** **W**
3 3+ 12

NAME	A	BS/WS	D	SR	!
⦿ Bolt pistol	4	3+	3/4	Rng ◆	-
⊗ Flensing blades	5	3+	3/5	Lethal 5+	-

ABILITIES

Chaos Blessing (pg 38)

Vicious Reflexes: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, if you are the Defender, then you start instead of the Attacker when resolving successful hits.

Horrible Dismemberment: Each time this operative fights in combat, if it incapacitates an enemy operative, select one enemy operative within ■ of it. Subtract 1 from that enemy operative's APL.

UNIQUE ACTIONS

Grisly Mark (2AP): Place a Grisly Mark token within ▲ of this operative. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

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

LEGIONARY ◆, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY SHRIVETALON



LEGIONARY ICON BEARER

Many Heretic Astartes kill teams include Icon Bearers – warriors bearing totems, banners or standards dedicated to the glory of the Dark Gods.



M	APL	GA
3 ●	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Bolt pistol	4	3+	3/4	Rng ◆	-
☉ Boltgun	4	3+	3/4	-	-
✕ Chainsword	5	3+	4/5	-	-
✕ Fists	4	3+	3/4	-	-

ABILITIES

Chaos Blessing, Favoured of the Dark Gods (pg 38)

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

UNIQUE ACTIONS

LEGIONARY ◆, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEGIONARY ICON BEARER



LEGIONARY BALEFIRE ACOLYTE

Balefire Acolytes are psykers blessed by the Chaos Gods with the dark power of the empyrean, which they turn indiscriminately upon the foe. Many also carry blades made even deadlier thanks to the power of the warp they are infused with.



M	APL	GA
3 ●	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Tainted bolt pistol	4	3+	3/4	Rng ◆ , Balanced	-
✕ Fell dagger	5	3+	3/4	Daemonic Energies*	-

ABILITIES

Chaos Blessing (pg 38)

Hatred of Sorcery: This operative's <MARK OF CHAOS> keyword cannot be replaced with **KHORNE**.

***Daemonic Energies:** Each time this operative fights in combat, in the Roll Attack Dice step of that combat, each time you retain a critical hit, the target suffers 2 mortal wounds.

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a **LEGIONARY ◆** psychic power as specified on page 38. This operative cannot perform this action while within Engagement Range of an enemy operative.

LEGIONARY ◆, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, PSYKER, LEGIONARY BALEFIRE ACOLYTE



LEGIONARY CHOSEN

Chosen are amongst the most experienced and dedicated Heretic Astartes. They are favoured within their bitter brotherhoods, wearing baroque armour and equipped with the finest wargear. They are more hard-bitten and callous than even others of their kind.



M	APL	GA
3 ●	3	1
DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
⚡ Plasma pistol <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Standard	4	3+	5/6	Rng ●, AP1	-
- Supercharge	4	3+	5/6	Rng ●, AP2, Hot	-
⚡ Tainted bolt pistol	4	3+	3/4	Rng ●, Balanced	-
⚔ Daemon blade	5	2+	4/7	Lethal 5+	-

ABILITIES

Chaos Blessing, Favoured of the Dark Gods (pg 38)

Daemonic Aura: Each time an enemy operative starts a **Fall Back** action while within Engagement Range of this operative, reduce the distance that enemy operative can move by 2● (to a minimum of ●).

Soul Feast: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, if any of their strikes inflict Critical Damage, this operative regains 2 lost wounds.

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEADER, LEGIONARY CHOSEN



LEGIONARY ASPIRING CHAMPION



Aspiring Champions are the strongest and most merciless of their brothers. These blood-soaked warriors enforce their will through brutal acts of might, seeking to become favoured of the gods.

M **APL** **GA**
3 ● 3 1

DF **SV** **W**
3 3+ 13

NAME	A	BS/WS	D	SR	!
⦿ Plasma pistol <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Standard	4	2+	5/6	Rng ●, AP1	-
- Supercharge	4	2+	5/6	Rng ●, AP2, Hot	-
⦿ Tainted bolt pistol	4	2+	3/4	Rng ●, Balanced	-
✘ Power fist	5	3+	5/7	Brutal	-
✘ Power maul	5	2+	4/6	-	Stun
✘ Power weapon	5	2+	4/6	Lethal 5+	-
✘ Tainted chainsword	5	2+	4/5	Parry Hook*	-

ABILITIES

Chaos Blessing, Favoured of the Dark Gods (pg 38)

***Parry Hook:** Each time a friendly operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time you parry with a normal hit, you can select one of your opponent's critical hits to be discarded instead.

In the Eyes of the Gods: Once per Turning Point, when this operative incapacitates an enemy operative, you can add 1 to this operative's APL.

UNIQUE ACTIONS

LEGIONARY ●, CHAOS, HERETIC ASTARTES, <LEGION>, <MARK OF CHAOS>, LEADER, LEGIONARY ASPIRING CHAMPION



EQUIPMENT

LEGIONARY 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.

AGGRESSION STIMULANTS+ [3EP]

The operative gains the following ability for the battle:



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

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 an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5

Special Rules


Rng , AP1, Indirect, Limited

WARDED ARMOUR+ [3EP]

Change the operative's Save characteristic to 2+ for the battle. In the Resolve Successful Hits step of a combat or shooting attack, if an attack dice inflicts damage on this operative, its Save characteristic is changed back to its normal characteristic for the rest of the battle.

SUSPENSOR SYSTEM [3EP]

The operative gains the following ability for the battle:

Suspensor System: The Heavy special rule of ranged weapons the operative is equipped with is treated differently. Instead, an operative cannot move more than 3  in the same activation in which it performs a **Shoot** action with any of those ranged weapons.

MALIGN SCRIPTURE [2EP]

LEGIONARY BALEFIRE ACOLYTE operative only. The operative gains the following ability for the battle:


Malign Scripture: Once per battle, this operative can perform two **Manifest Psychic Power** actions during its activation.

TAINTED ROUNDS+ [3EP]

Select one boltgun, bolt pistol or tainted bolt pistol the operative is equipped with. Add 1 to both Damage characteristics of that weapon.

GRISLY TROPHY+ [3EP]

The operative gains the following ability for the battle:

Grisly Trophy: While this operative is Visible to and within  of an enemy operative, subtract 1 from the Attacks characteristic of ranged and melee weapons that enemy operative is equipped with.

MALEFIC BLADE [2EP]

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

Name	A	WS	D
Malefic Blade	5	3+	3/5

LEGIONARY SPEC OPS RULES

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

BATTLE HONOURS

Each time a **LEGIONARY** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Legionary 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).

LEGIONARY SPECIALIST

D6	Specialism
1	Apostle of Chaos: This operative gains the Favoured of the Dark Gods ability (pg 38).
2	Warp-blessed: Improve this operative's Save characteristic by 1 (to a maximum of 2+).
3	Devastating Assault: Melee weapons this operative is equipped with gain the Brutal special rule.
4	Servant Of The Dark Gods: Once per action, when an attack dice would inflict Critical Damage on this operative, you can choose for it to inflict Normal Damage instead.
5	Fuelled By Hate: While this operative has fewer than half of its wounds remaining, each time it is activated, add 1 to its APL.
6	Vengeance Incarnate: Select one weapon this operative is equipped with. Improve the Ballistic Skill or Weapon Skill characteristic of that weapon by 1 (to a maximum of 2+).



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **LEGIONARY**, 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. BRANDS OF THE DAMNED [3EP]

The operative gains the following ability for the battle:

Brands of the Damned: Once per battle, if this operative is in the killzone, you can use a Tactical Ploy without spending any CPs; that Tactical Ploy must have the same **<MARK OF CHAOS>** selectable keyword as this operative. For example, if this operative has the **SLAANESH** keyword, you can use the Sickening Captivation Tactical Ploy (pg 40). If this operative has the **UNDIVIDED** keyword, you can use the Veteran of the Long War (pg 40) or Command Re-roll Tactical Ploys instead.

2. GAUNTLETS OF VENGEANCE [2EP]

Operative equipped with fists only. The fists the operative is equipped with gain the following improvements for the battle:

- It gains the Relentless special rule and the Rending critical hit rule.
- Add 1 to its Attacks characteristic.

3. PAGES OF SCABRIUS [2EP]

LEGIONARY BALEFIRE ACOLYTE operative only. This operative can perform the **Manifest Psychic Power** action twice during its activation.

4. ICON OF CHAOS [4EP]

LEGIONARY ICON BEARER operative only. The operative gains the following ability for the battle:

Icon of Chaos: While this operative is in the killzone, friendly **LEGIONARY** operatives cannot be injured.

5. DAEMON AXE [3EP]

LEGIONARY BUTCHER operative only. Add 1 to the attacks characteristic of the double-handed chain axe the operative is equipped with for the battle.

6. RELIC BOLT PISTOL [2EP]

Operative equipped with bolt pistol or tainted bolt pistol only. The bolt pistol or tainted bolt pistol the operative is equipped with gains the following improvements for the battle:

- Add 1 to its Attacks characteristic.
- It gains the Relentless special rule.

'THIS IS OUR TIME. LOOK UPON THE GREAT WOUND IN THE SKY IF YOU DISBELIEVE IT. FIGHT US BY ALL MEANS, FOR WE RELISH EVERY STINGING BULLET, EVERY SLASH OF THE BLADE, JUST AS YOU MIGHT RELISH A DELICIOUS FEAST. BUT KNOW THIS TRUTH, AND REMEMBER IT AS THE NIGHT SKIES CURDLE ABOVE YOU - WE HAVE ALREADY WON.'

- Hyperlogus Phaevara, Lord Sensorium of the Silken Death

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **LEGIONARY**, 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.

UNCLEAN SHRINE

After battle, the kill team presents offerings to the gods at their shrine. Only those who have claimed the most heads gain their favour.

In the Update Experience step of a mission sequence, the friendly operative that incapacitated the most enemy operatives gains 1XP (if more than one operative is tied for the number of most enemy operatives incapacitated, randomly select one of them to gain the XP). You can only add this strategic asset to your base of operations if your dataslate includes at least one operative of Ace rank or higher.

RELICS OF THE HERESY

The kill team holds in its possession relics dating back to the days of the Horus Heresy.

When this strategic asset is added to your base of operations, add two items of rare equipment to your stash. If this strategic asset is removed from your base of operations, remove those items of rare equipment from your stash.

SACRIFICIAL ALTAR

Before battle, the kill team sacrifices victims to the Dark Gods at this sacrificial altar.

Once per battle, in the Resolve Successful Hits step of a combat or shooting attack, you can ignore the damage inflicted on a friendly **LEGIONARY** operative from one attack dice.



REQUISITIONS

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

MARKED FOR GREATNESS 1RP

Some warriors earn the favour of the gods thanks to their murderous deeds.

Purchase this Requisition before or after a game, if your dataslate includes an operative of Ace rank or higher. The operative on your dataslate with the most XP gains the following ability:

Marked For Greatness: Once per battle, when this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if you cannot retain any critical hits, you can select one of your normal hits to be retained as a critical hit instead. After each battle, if another operative on your dataslate has more XP than this operative, this operative loses this ability. Note that other operative does not gain this ability, instead you must purchase this Requisition again.

EYE OF THE GODS 1RP

Slaughtering an enemy commander is a sure way to receive the gods' attention.

Purchase this Requisition after a game in which the enemy **LEADER** operative was incapacitated by a friendly **LEGIONARY** operative. That friendly operative has all Battle Scars removed (if any) and gains D3 XP. You can only use this Requisition once after each game.

CAST ASIDE 0RP

It takes little to earn the gods' ire, or to drive them to boredom.

Purchase this Requisition in the Update Dataslates step of a mission sequence, before rolling to determine a Battle Scar for a friendly **LEGIONARY** operative. Instead of suffering a Battle Scar, for the next D3 battles this operative is in your kill team, it loses the relevant ability related to its **<MARK OF CHAOS>** keyword (e.g. a **NURGLE** operative would lose the Disgusting Vigour ability).

SPEC OPS

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



SEND A MESSAGE

With the enactment of rituals and the slaughter of leaders, we will spread terror and honour the Octed.

OPERATION 1: UNCLEAN RITES

Perform the rites! Speak the words! Glorify the Gods!

Complete five games in which you scored victory points from the 'Sacrilegious Mutilation' and/or 'Execution' Tac Op.

OPERATION 2: MESSAGE DELIVERED

With the enemy commander slain, our message of dominance will be clear.

Complete a game in which the enemy **LEADER** operative was incapacitated in combat.

COMMENDATION

- The friendly operative that incapacitated the enemy **LEADER** operative gains 5XP.
- You can increase your asset capacity by one.
- You gain two 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.

TAINTED JOURNEY

We shall prove to them that their gods are weak, that they won't protect them, and then show them the strength of our own.

OPERATION 1: PROFANE VIOLATION

Desecrate their shrines! Befoul their holy places!

Complete five games in which you scored victory points from the 'Dark Desecration' and/or 'Plant Banner' Tac Op.

OPERATION 2: DOMINANCE

Seize their ground, make it our own. Show them their false gods are absent.

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

COMMENDATION

- You can add two items of rare equipment to your stash.
- You can increase your asset capacity by one.
- You gain one Requisition point.

SPEC OPS BONUS

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

CORSAIR VOIDSCARRED KILL TEAM

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

OPERATIVES

- ▶ 1 **VOIDSCARRED FELARCH** operative equipped with one of the following options:
 - Shuriken rifle; shuriken pistol; power weapon
 - Neuro disruptor; power weapon
- ▶ 8 **CORSAIR VOIDSCARRED** operatives selected from the following list:
 - **VOIDSCARRED WARRIOR** equipped with one of the following options:
 - Shuriken pistol; power weapon
 - Shuriken rifle; shuriken pistol; fists
 - **VOIDSCARRED GUNNER** equipped with a shuriken pistol, fists and one of the following options:
 - Blaster or shredder
 - **VOIDSCARRED HEAVY GUNNER** equipped with a shuriken pistol, fists and one of the following options:
 - Shuriken cannon or wraithcannon
 - **VOIDSCARRED STARSTORM DUELLIST**
 - **VOIDSCARRED KURNITE HUNTER**
 - **VOIDSCARRED SHADE RUNNER**
 - **VOIDSCARRED KURNATHI**
 - **VOIDSCARRED FATE DEALER**
 - **VOIDSCARRED WAY SEEKER**
 - **VOIDSCARRED SOUL WEAVER**

Other than **VOIDSCARRED WARRIOR** operatives, your kill team can only include each operative above once. Your kill team cannot include both a **VOIDSCARRED GUNNER** operative and a **VOIDSCARRED HEAVY GUNNER** operative.

ABILITY

Below, you will find a common ability of the **CORSAIR VOIDSCARRED** kill team.

AELDARI RAIDERS

Each time this operative is activated, it can perform a free **Dash** action during that activation.



'SOME SAY THE ACQUISITION OF WEALTH AS A PRIMARY MOTIVATOR IS SOMEHOW WEAK, IMMORAL OR BENEATH A RACE AS ANCIENT AND WISE AS OURS. I ASK, IS IT WISE TO CHOOSE A LIFE OF POVERTY WHEN RICHES ARE RIPE FOR THE PLUCKING?'

- Giladrea Umachuli of the Eldritch Raiders

PSYCHIC POWERS

The first time a friendly **CORSAIR VOIDSCARRED** **PSYKER** operative performs the **Manifest Psychic Power** action (pg 60) in each of its activations, select one psychic power from the list below to be resolved.

The second time a friendly **CORSAIR VOIDSCARRED** **PSYKER** operative performs the **Manifest Psychic Power** action in each of its activations, roll one D6: on a 1-2, that operative suffers 3 mortal wounds. On a 3+, select another psychic power from the list below to be resolved.

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CORSAIR VOIDSCARRED • PSYCHIC POWERS

LIGHTNING STRIKE

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

Name	A	BS	D
Lightning strike	4	3+	4/5

Special Rules

AP1

WARDING SHIELD

Select one friendly **CORSAIR VOIDSCARRED** operative Visible to and within **◆** of this operative. Until the end of the Turning Point, that operative has a 3+ invulnerable save.

FREEZING GRASP

Select one enemy operative Visible to this operative. Until the end of the Turning Point, subtract **○** from that enemy operative's Movement characteristic and it cannot perform the **Dash** action.

WARP FOLD

Select one other friendly **CORSAIR VOIDSCARRED** operative Visible to and within **◆** of this operative. That friendly operative and this operative both drop any objective markers they are carrying. That friendly operative then swaps positions with this operative; remove both operatives from the killzone and set them back up in their new positions.



STRATEGIC PLOYS

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

PLUNDERERS 1CP

Select up to three friendly **CORSAIR VOIDSCARRED** operatives. Each of those operatives can immediately perform a free **Dash** action. When doing so, if the mission you are playing has any objective markers that are not being carried by operatives, each selected operative must end their **Dash** action closer to the nearest objective marker.

RAPID STRIKE 1CP

Until the end of the Turning Point, each time a friendly **CORSAIR VOIDSCARRED** operative fights in combat, in the Roll Attack Dice step of that combat, if you are the Attacker and the target is not ready, you can select one of your normal hits to be retained as a critical hit.

OUTCASTS 1CP

Until the end of the Turning Point, each time a friendly **CORSAIR VOIDSCARRED** operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if it is more than **◆** from friendly operatives, if you retain any critical hits, you can select one of your failed hits to be retained as a successful normal hit.

AELDARI AGILITY 1CP

Until the end of the Turning Point, each time a friendly **CORSAIR VOIDSCARRED** operative is activated, it can use its Aeldari agility. If it does so, it cannot perform **Fight** or **Shoot** actions during that activation, but each time it performs a **Dash**, **Fall Back** or **Normal Move** action during this activation, it can move an additional **▲** for that action.

TACTICAL PLOYS

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

OPPORTUNISTIC FIGHTERS 1CP

Use this Tactical Ploy when an enemy operative performs a **Fall Back** action. Before it moves, that enemy operative suffers D3 mortal wounds for each friendly **CORSAIR VOIDSCARRED** operative within Engagement Range of it.

LIGHT FINGERS 1CP

Use this Tactical Ploy during a friendly **CORSAIR VOIDSCARRED** operative's activation. Until the end of that activation, that operative can perform for free either one mission action or the **Pick Up** action, even if it is within Engagement Range of an enemy operative.

DEADLY AMBUSH 1CP

Use this Tactical Ploy after an enemy operative finishes an action in which it moved. Select one friendly **CORSAIR VOIDSCARRED** operative that is not within Engagement Range of an enemy operative. That friendly operative can immediately perform a free **Charge** action, but can only move up to **■** and must finish that move within Engagement Range of that enemy operative (otherwise it cannot move).

ONE STEP AHEAD 1CP

Use this Tactical Ploy at the end of the Initiative phase of the first Turning Point. You can redeploy up to two friendly **CORSAIR VOIDSCARRED**. They must be set up wholly within your deployment zone and you can change their order.

'WHY DO SO FEW SEE THAT GREATER WEALTH EQUALS LONGER SURVIVAL FOR OUR RACES? WITH MY RESOURCES I CAN BUY ALL THE ARMS I REQUIRE AND HIRE COUNTLESS MERCENARIES TO DIE INSTEAD OF MY OWN KIN.'

- Requel Born of Twilight, of the Eldritch Raiders

VOIDSCARRED WARRIOR

Corsairs are lithe and nimble warriors, skilled marksmen and bladesmen both. Swift fighters, they make up for lack of physical strength with sheer agility.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
☯ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
☯ Shuriken rifle	4	3+	3/4	-	Rending
✕ Power weapon	4	3+	4/6	Lethal 5+	-
✕ Fists	3	3+	2/3	-	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

Take Aim (1AP): Until the end of this operative's activation, the shuriken rifle this operative is equipped with gains the Balanced special rule. This operative cannot perform this action if it is within ■ of an enemy operative.

CORSAIR VOIDSCARRED ◆, AELDARI, ANHRATHE, VOIDSCARRED WARRIOR



VOIDSCARRED GUNNER

Corsairs utilise weapons hailing from every Aeldari society. Shredders unleash an expanding mesh of monofilament, entangling foes in a net and slicing them apart, while blasters use mysterious darklight technology, lethal even to the most armoured foe.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
☯ Blaster	4	3+	5/6	AP2	-
☯ Shredder	5	3+	3/4	Blast ●	-
☯ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
✕ Fists	3	3+	2/3	-	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

CORSAIR VOIDSCARRED ◆, AELDARI, ANHRATHE, VOIDSCARRED GUNNER



VOIDSCARRED HEAVY GUNNER

With rapid volleys of shuriken fire, Corsairs can shred enemy infantry and provide cover for their coterie. Some Corsairs wield wraithcannons. These weapons tear rifts between warp and realspace, ripping apart targets caught in the vortex.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Shuriken cannon	5	3+	4/5	Fusillade, Heavy, Unwieldy	Rending
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
☉ Wraithcannon	4	3+	6/3	AP2, Heavy, Unwieldy	MW4
✕ Fists	3	3+	2/3	-	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

CORSAIR VOIDSCARRED ◆, AELDARI, ANHRATHE, VOIDSCARRED HEAVY GUNNER



VOIDSCARRED STARSTORM DUELLIST

Brash and arrogant, Starstorm Duellists are expert pistol wielders who dive through the fray to deliver salvos of pinpoint fire at close range.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Fusion pistol	4	3+	5/3	Rng ■ , AP2	MW3
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
✕ Fists	3	3+	2/3	-	-

ABILITIES

Aeldari Raiders (pg 53)

Quick on the Trigger: This operative can perform the **Pistol Barrage** and **Shoot** actions while within Engagement Range of an enemy operative. If it does, in the Select Valid Target step of that shooting attack(s), you can only select enemy operatives within this operative's Engagement Range as the target(s).

UNIQUE ACTIONS

Pistol Barrage (1AP): Make a shooting attack with the fusion pistol and make a shooting attack with the shuriken pistol this operative is equipped with (in any order). This action is treated as a **Shoot** action. This operative cannot perform this action if it has a Conceal order.

CORSAIR VOIDSCARRED ◆, AELDARI, ANHRATHE, VOIDSCARRED STARSTORM DUELLIST



VOIDSCARRED KURNITE HUNTER

Those Corsairs known as Kurnite Hunters are followers of Kurnous, Aeldari god of the hunt. Their bond with creatures of the hunt, such as the Faolchú, is often stronger than that with their fellow Corsairs.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ●	Rending
✕ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

Faolchú (1AP): Select one enemy operative with a Conceal order that is Visible to this operative and roll one D6, adding 1 to the result for each of the following:

- That enemy operative is within ● of this operative.
- That enemy operative is not ready.
- That enemy operative is not within ▲ of Heavy cover.

On a 6+, until the end of the Turning Point, friendly **CORSAIR VOIDSCARRED** operatives treat that enemy operative as if it has an Engage order. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

CORSAIR VOIDSCARRED ●, AELDARI, ANHRATHE, VOIDSCARRED KURNITE HUNTER



VOIDSCARRED SHADE RUNNER

Shade Runners are experts at the surprise attack. Utilising their blink packs - which function in a similar manner to the warp jump generators used by Warp Spiders of the Asuryani - they flank their enemies, striking with the swift, savage blows of their Hekatarii blades.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ●	Rending
☉ Throwing blades	4	3+	2/4	Rng ●, Silent	-
✕ Hekatarii blades	4	3+	3/5	Lethal 5+, Relentless	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

Slicing Attack (1AP): Perform a free **Normal Move** action with this operative. Select one enemy operative this operative moved within Engagement Range of during that move. Roll one attack dice as if this operative is fighting in combat (that dice can be re-rolled as a result of the Relentless special rule). If the result is a successful hit, you can immediately strike that enemy operative.

CORSAIR VOIDSCARRED ●, AELDARI, ANHRATHE, FLY, VOIDSCARRED SHADE RUNNER



VOIDSCARRED KURNATHI

The Kurnathi are true blademasters. Assassins all, they have learned their bloody trade in Asuryani Aspect Shrines, in the arenas of Commorragh or even alongside the Harlequins. Now they put their skills to work however they see fit.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☪ Shuriken pistol	4	3+	3/4	Rng ●	Rending
✕ Dual power weapons	4	3+	4/6	Lethal 5+, Relentless	-

ABILITIES

Aeldari Raiders (pg 53)

Bladed Stance: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, you can resolve one successful hit before the Attacker. If you do so, that successful hit must be used to parry.

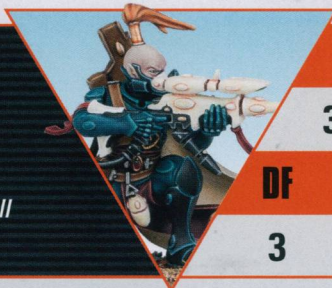
UNIQUE ACTIONS

CORSAIR VOIDSCARRED ●, AELDARI, ANHRATHE, VOIDSCARRED KURNATHI



VOIDSCARRED FATE DEALER

Once a Fate Dealer has an enemy in their sights, it is the mark of the unfortunate soul's death. Expert infiltrators, they hide in positions with greatest oversight of the whole battlefield, and are rendered all but invisible by camo cloaks.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☪ Ranger long rifle	4	2+	3/3	Heavy, Silent	MW3
☪ Shuriken pistol	4	3+	3/4	Rng ●	Rending
✕ Fists	3	3+	2/3	-	-

ABILITIES

Aeldari Raiders (pg 53)

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

UNIQUE ACTIONS

Take Aim (1AP): Until the end of this operative's activation, the ranger long rifle this operative is equipped with gains the Balanced special rule. This operative cannot perform this action if it is within ■ of an enemy operative.

CORSAIR VOIDSCARRED ●, AELDARI, ANHRATHE, VOIDSCARRED FATE DEALER



VOIDSCARRED WAY SEEKER

It is the role of the Way Seekers to guide and steer smaller Corsair ships on their travels. They are also powerful battlefield psykers who work closely with Fate Dealers and Kurnathi, identifying targets for these assassins as they would identify obstacles to their craft.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
✕ Witch staff	4	3+	3/5	-	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a **CORSAIR VOIDSCARRED** ◆ psychic power, as specified on page 54. This operative can perform this action twice during its activation. This operative cannot perform this action while within Engagement Range of an enemy operative.

CORSAIR VOIDSCARRED ◆, AELDARI, ANHRATHE, PSYKER, VOIDSCARRED WAY SEEKER



VOIDSCARRED SOUL WEAVER

Spiritual mystics, Soul Weavers utilise the power and knowledge of the Aeldari souls in the spirit stones they carry. With this energy they can enhance warriors' abilities in combat or heal the wounded.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Shuriken pistol	4	3+	3/4	Rng ◆	Rending
✕ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Aeldari Raiders (pg 53)

UNIQUE ACTIONS

Soul Channel (1AP): Psychic action. Select one friendly **CORSAIR VOIDSCARRED** ◆ operative Visible to and within ◆ of this operative. Add 1 to that operative's APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

Soul Heal (1AP): Psychic action. Select one friendly **CORSAIR VOIDSCARRED** ◆ operative Visible to and within ◆ of this operative. That operative regains D3 lost wounds. This operative can perform this action twice during its activation, but cannot perform this action if it is within Engagement Range of an enemy operative.

CORSAIR VOIDSCARRED ◆, AELDARI, ANHRATHE, PSYKER, MEDIC, VOIDSCARRED SOUL WEAVER



VOIDSCARRED FELARCH

Felarchs are veteran Corsairs, with centuries or even millennia of experience reaving the stars. They have fought countless different races and mastered numerous weapons, making them deadly enemies for any who face them.



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

NAME	A	BS/WS	D	SR	!
⦿ Neuro disruptor	4	2+	4/5	Rng ♦ , AP1	Stun
⦿ Shuriken pistol	4	2+	3/4	Rng ♦	Rending
⦿ Shuriken rifle	4	2+	3/4	-	Rending
✕ Power weapon	4	2+	4/6	Lethal 5+	-

ABILITIES

Aeldari Raiders (pg 53)

Coordinated Strike: Each time this operative is activated, you can select one ready friendly **CORSAIR VOIDSCARRED** operative Visible to and within ■ of this operative. After this operative's activation ends, you can activate that ready friendly operative.

UNIQUE ACTIONS

Take Aim (1AP): Until the end of this operative's activation, the shuriken rifle this operative is equipped with gains the Balanced special rule. This operative cannot perform this action if it is within ■ of an enemy operative.

CORSAIR VOIDSCARRED, AELDARI, ANHRATHE, LEADER, VOIDSCARRED FELARCH



EQUIPMENT

CORSAIR VOIDSCARRED 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.

DIUTURNAL MANTLE [2EP]

The operative gains the following ability for the battle:



Diuturnal Mantle: Each time a shooting attack is made against this operative, if the ranged weapon has the Torrent or Blast special rule, this operative is treated as having a Save characteristic of 3+ for that shooting attack.

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

CORSAIR BLADE [1EP]

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

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

OCULAR SCANNER+ [2EP]

The operative can perform the following action during the battle:

OCULAR SCAN 1AP

Until the end of this operative's activation, the ranged weapons it is equipped with gain the No Cover special rule.


RUNES OF PROTECTION [2EP]

The operative gains the following ability for the battle:

Runes of Protection: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, if that shooting attack was made as a result of the **Manifest Psychic Power** action, you can re-roll any or all of your defence dice.

MISTFIELD+ [3EP]

VOIDSCARRED FELARCH operative only. The operative gains the following ability for the battle:

Mistfield: While a friendly **CORSAIR VOIDSCARRED** operative is within  of this operative, that operative has a 5+ invulnerable save.

LODESTAR HELM+ [2EP]

VOIDSCARRED WAY SEEKER operative only. The operative gains the following ability for the battle:

Lodestar Helm: The second time this operative performs the **Manifest Psychic Power** action in each of its activations, it does not suffer any mortal wounds as a result of rolling a 1-2 (note this does not allow you to select a psychic power to be resolved).

PATHFINDER CLOAK+ [2EP]

VOIDSCARRED FATE DEALER 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).

'THEY ARE NOTHING MORE THAN A NEST OF SERPENTS, LIARS, CHEATS, CUT-THROATS, THIEVES AND MURDERERS - THIS ALL OF THEM ARE. THEY HAVE ABANDONED FRIENDS AND KIN TO PURSUE A LIFE OF PLUNDERING AND RISK-TAKING. THEY ARE ALSO MY CREW. IF YOU SPEAK ILL OF THEM AGAIN, I WILL REMOVE YOUR HEAD FROM YOUR SHOULDERS AND GIVE YOUR STONE TO MY SOUL WEAVER.'

- Felarch Iryladen the Masterspite, addressing Warlock Aileer Serenti of Lugganath Craftworld

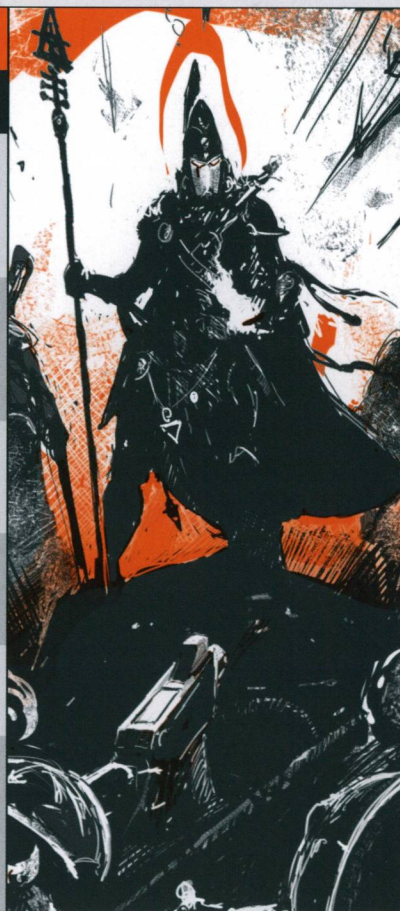
CORSAIR VOIDSCARRED SPEC OPS RULES

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

BATTLE HONOURS

Each time a **CORSAIR VOIDSCARRED** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Corsair Voidscarred 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).

CORSAIR VOIDSCARRED SPECIALIST	
D6	Specialism
1	Important Fate: Each time 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, the first attack dice that inflicts Critical Damage on this operative inflicts Normal Damage instead.
2	Pirate Lord: Once per battle, you can use the Light Fingers, Deadly Ambush or Opportunistic Fighters Tactical Ploy (pg 55) without spending any CPs if this operative is the CORSAIR VOIDSCARRED operative specified by that Tactical Ploy.
3	Swift Hunter: Each time this operative performs a Charge action or moves as a result of the Deadly Ambush Tactical Ploy (pg 55), it can move an additional ▲ for that action or ploy.
4	Master Of Concealment: If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point.
5	Expert Marksman: You do not need to subtract any action points for this operative to perform the Take Aim action.
6	Cut-throat: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, if you are the Attacker and either friendly operatives are supporting this operative or the target is not ready, the melee weapons this operative is equipped with gain the Rending critical hit rule for that combat.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **CORSAIR VOIDSCARRED**, 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. LONG-SIGHT HELM [3EP]

Ranged weapons the operative is equipped with gain the Ceaseless special rule for the battle.

2. FLIP BELT [2EP]

The operative gains the **FLY** keyword for the battle.

3. SPIRIT STONE [4EP]

VOIDSCARRED SOUL WEAVER operative only. The operative gains the following ability for the battle:

Spirit Stone: This operative can perform the **Soul Channel** action twice during its activation.

4. PSYCHOREACTIVE ARMOUR [3EP]

Change the operative's Save characteristic to 3+ for the battle.

5. RELIC POWER WEAPON [2EP]

Operative equipped with a power weapon only. The power weapon this operative is equipped with gains the Balanced special rule for the battle.

6. RELIC WITCH STAFF [2EP]

VOIDSCARRED WAY SEEKER operative only. The operative gains the following ability for the battle:

Relic Witch Staff: The second time this operative performs the **Manifest Psychic Power** action in each of its activations, you can re-roll the D6 when determining the result of that action.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **CORSAIR VOIDSCARRED**, 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.

HOARD OF SPOILS

The coterie has claimed many spoils from previous raids and campaigns, giving it useful tools and resources to draw from.

In the Strategy phase of the first Turning Point, add 1 additional CP to your pool.

WEBWAY ENTRANCE

By utilising the webway, the coterie can strike all over the galaxy, covering vast distances without encountering enemies.

In the Scouting step, after resolving your selected option, you can select and resolve a Recon option in addition to any other options. Initiative is still determined by your original selection.

AERIAL SUPPORT

The coterie can count upon aerial support from other elements of their warband when they mark targets.

Once per battle, a friendly **CORSAIR VOIDSCARRED** operative can make a shooting attack with the following ranged weapon:

Name	A	BS	D
Nightfire missile	5	4+	3/5

Special Rules

Blast , Heavy, Limited, No Cover, Unwieldy



REQUISITIONS

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

THE BOUNTY

1RP

The right plunder can fetch a very high price indeed.

Purchase this Requisition after a game in which you scored 2 victory points from the 'Opportunists' or 'Retrieval' Tac Op. You can add one item of rare equipment to your stash. You can only use this Requisition once after each game.

SOUL MEMORIES

1RP

It is possible for Aeldari to commune with the souls of their fallen kin who are now enclosed in spirit stones.

Purchase this Requisition after a game in which a friendly **CORSAIR VOIDSCARRED** operative failed a Casualty test and was slain. Select one **CORSAIR VOIDSCARRED** operative on your dataslate. That operative gains D3 XP for each rank above Adept that slain operative had. For example, if the slain operative was of Ace rank, your selected operative would gain 2D3 XP. You can only use this Requisition once for each slain operative.

CORSAIR HERO

1RP

Great deeds and manipulative intrigue can see a Corsair rise through the ranks.

Purchase this Requisition when a friendly **CORSAIR VOIDSCARRED** operative gains the Revered rank. You can select the following Battle Honour for that operative, instead of selecting one from another source:

Corsair Hero: In the Generate Command Points step of each Turning Point, if this operative is in the killzone, add 1 additional CP to your pool.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **CORSAIR VOIDSCARRED**, you can select one from those found opposite instead of selecting one from another source.



PATH OF THE REAVER

To become a great champion among pirates, one must steal what none thought could be stolen, win where others thought only defeat was possible, and do so in the most impressive manner possible. Once you've done so, you must break those who would see you toppled from your perch.

OPERATION 1: ON THE RISE

Earn notoriety through success and victory.

Complete five games in which you scored victory points from the 'Rob And Ransack', 'Retrieval' or 'Opportunists' Tac Op.

OPERATION 2: NOW THE TARGET

The rich and the powerful always gain enemies.

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

COMMENDATION

- You gain two Requisition points.
- You can add two items of rare equipment to your stash.

SPEC OPS BONUS

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

AGGRESSIVE RAID

Harry the foe, strike them hard, evade their clumsy response and strike again. That is the way of the Corsair.

OPERATION 1: STRIKE HARD AND FAST

Attack without warning, take no prisoners and drive the enemy to flight.

Complete five games in which you scored victory points from the 'Flawless Raid', 'Rout' or 'Overrun' Tac Op.

OPERATION 2: FIGHTING WITHDRAWAL

A slighted enemy will crave revenge. Use their anger against them and throw them back.

Complete a game in which you scored victory points from the 'Damage Limitation' or 'Hold the Line' Tac Op.

COMMENDATION

- You gain two Requisition points.
- You can increase your asset capacity by one.
- You can distribute 5 XP across the operatives on your dataslate.

SPEC OPS BONUS

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

KILLZONE: NACHMUND

Killzone: Nachmund is a killzone made up of industrial terrain. It features a range of machinery and pipes that provide Heavy and Light cover respectively. Toxic smog stacks belch out fumes that are harmful to nearby operatives, while exhaust vents create areas of smoke that your operatives can use to stay out of Line of Sight. It also contains power relay substations and hatches that operatives can interact with for benefits. Killzone: Nachmund consists of the following terrain features, with their traits detailed over the following pages:

- Two Hatches
- Two Exhaust Vents
- One Power Relay Substation
- One Crane
- One Ferratonic Furnace
- Two Thermic Plasma Regulators
- Six Pipes of various sizes
- Two Fuel Reservoirs
- Two Toxic Smog Stacks

HATCH

All parts of a Hatch terrain feature have the Small and Explorable traits.



Small: Operatives can move across and over this terrain feature as if it were not there, but cannot be set up or finish a move on top of it.

Explorable: An operative can explore a Hatch by performing the **Explore Underground** action.

EXPLORE UNDERGROUND 1AP

An operative can perform this action in narrative play while within ▲ of a terrain feature that has the Explorable trait. The operative gains 1XP and that terrain feature has been explored. An operative cannot perform this action while within Engagement Range of an enemy operative, or if that terrain feature has already been explored.

EXHAUST VENT

All parts of an Exhaust Vent terrain feature have the Light, Traversable and Exhaust Vent traits.



Exhaust Vent: This terrain feature creates an area of smoke ○ horizontally from it and to an unlimited upward height. The effects of this area of smoke are as follows:

- An operative is not Visible if a Cover line drawn to it crosses into and out of an area of smoke.
- While an operative is within an area of smoke, it is treated as being in Cover.

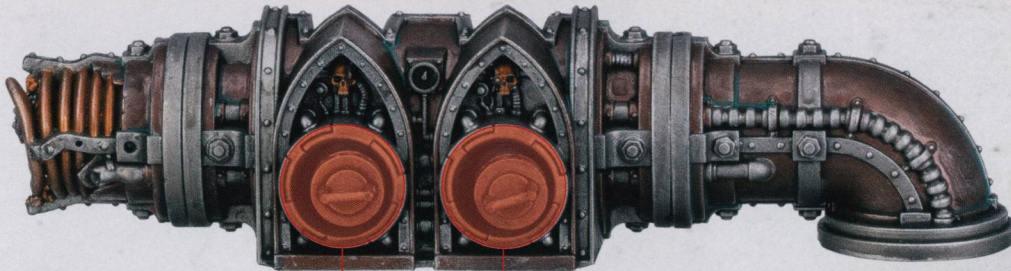
Operatives can remove this area of smoke by performing the **Close Vent** action.

CLOSE VENT 1AP

An operative can perform this action while within ▲ of a terrain feature that has the Exhaust Vent trait. That terrain feature stops creating an area of smoke and loses the Exhaust Vent trait. An operative cannot perform this action while within Engagement Range of an enemy operative.

POWER RELAY SUBSTATION

A Power Relay Substation includes a part with the Power Cores trait. All parts of it have the Light and Traversable traits.



Power Cores

Power Cores: Operatives can salvage resources from this terrain feature by performing the **Salvage Power Core** action.

SALVAGE POWER CORE 1AP

An operative can perform this action while within ▲ of a part of a terrain feature that has the Power Cores trait. Roll one D6: on a 3+, a viable power core is salvaged, you gain 1CP and this terrain feature loses the Power Cores trait. An operative cannot perform this action while within Engagement Range of an enemy operative.

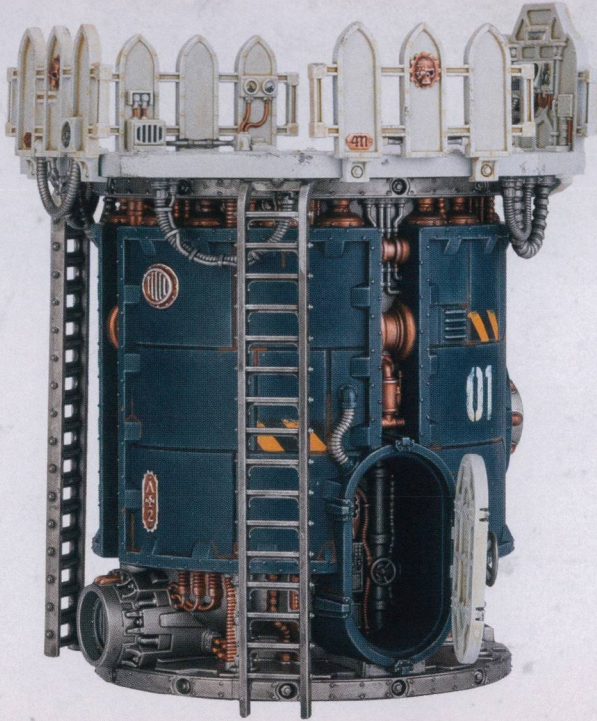
CRANE

All parts of a Crane terrain feature have the Heavy trait.



FERRATONIC FURNACE

The platform on top of a Ferratonic Furnace has the Vantage Point trait. The ramparts around the platform have the Light and Traversable traits. The ladders have the Heavy and Scalable traits. All other parts of it have the Heavy trait.

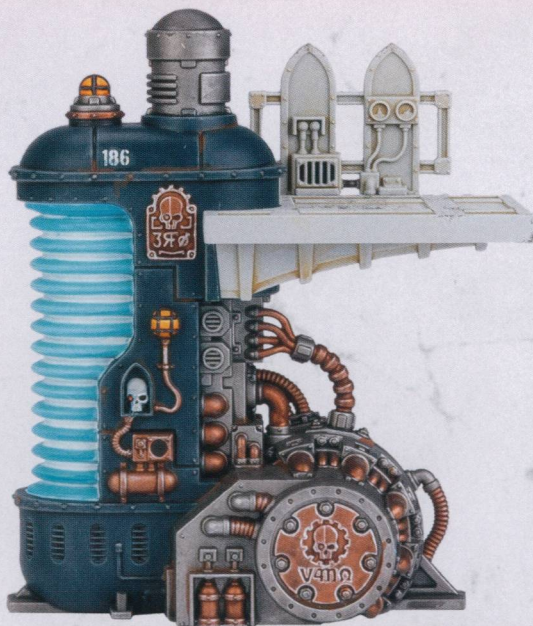


Scalable: Each time an operative climbs this terrain feature, the final incremental distance of less than 1 is ignored, instead of being rounded up to 1.

Designer's Note: This means an operative looking to climb onto a Ferratonic Furnace's Vantage Point via one of its ladders will travel vertically 2, instead of the usual 3.

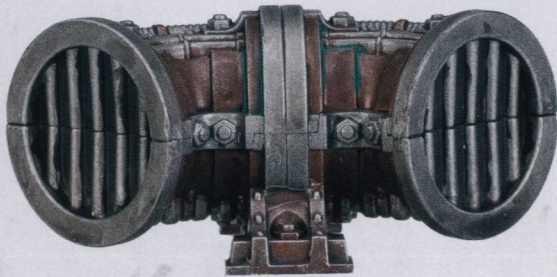
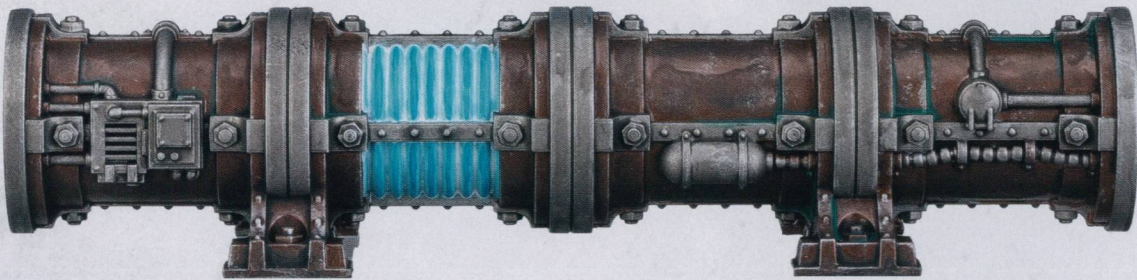
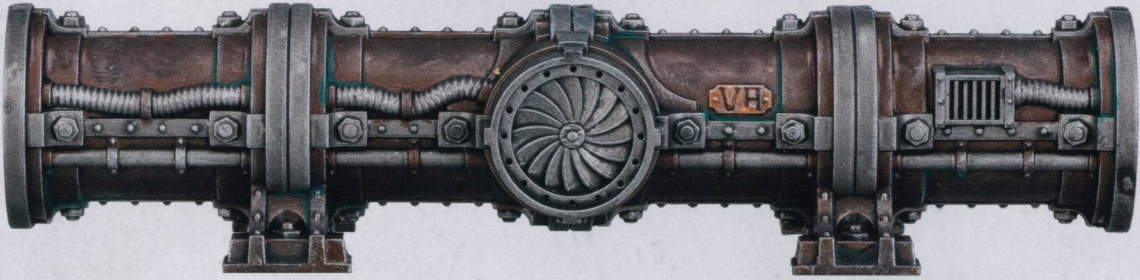
THERMIC PLASMA REGULATOR

The platform attached to a Thermic Plasma Regulator has the Vantage Point trait. The rampart on the platform has the Light and Traversable traits. All other parts of it have the Heavy trait.



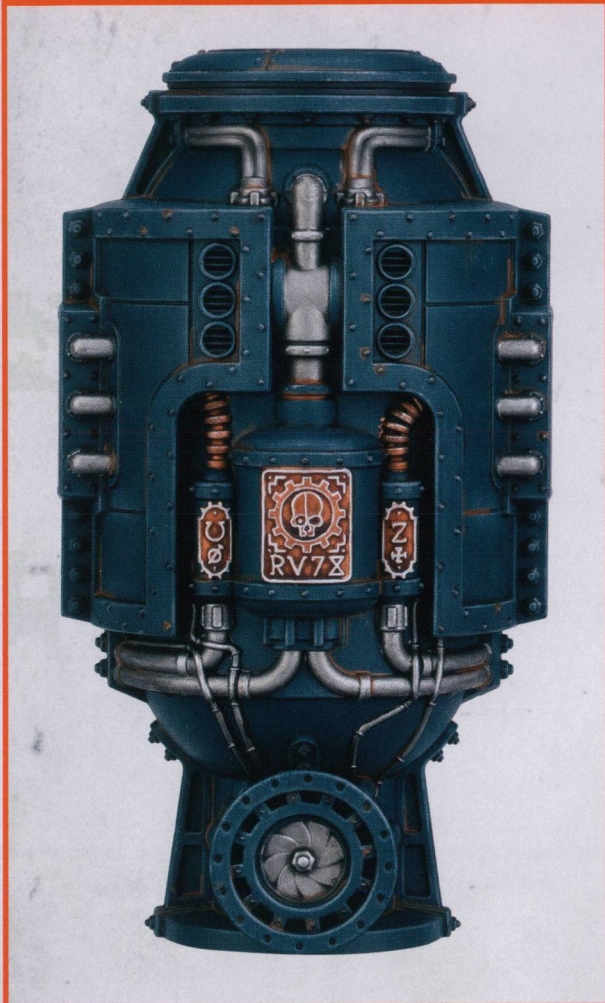
PIPE

All parts of a Pipe terrain feature have the Light and Traversable traits.



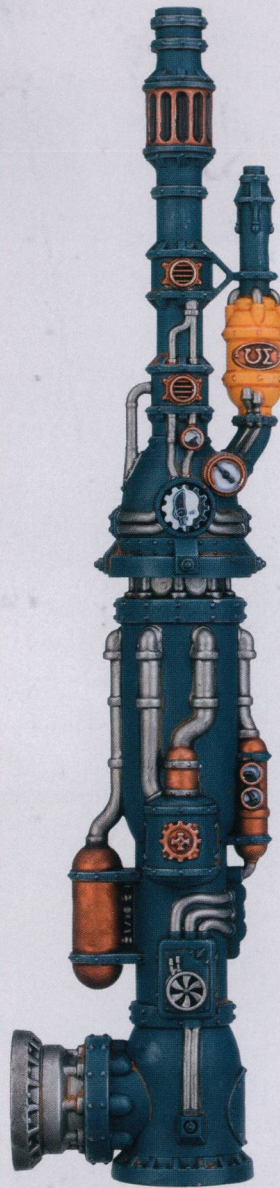
FUEL RESERVOIR

All parts of a Fuel Reservoir terrain feature have the Heavy trait.



SMOG STACK

All parts of a Toxic Smog Stack terrain feature have the Heavy and Toxic Smog traits.



Toxic Smog: At the start of each Turning Point, if this terrain feature is not belching out toxic smog, roll one D6: on a 5+, this terrain feature starts belching out toxic smog.

While an operative is within ■ of this terrain feature, if this terrain feature is belching out toxic smog, subtract 1 from the Defence characteristic of that operative.

Operatives can remove toxic smog by performing the **Shut Off Stack** action.

SHUT OFF STACK

1AP

An operative can perform this action while within ▲ of a terrain feature that has the Toxic Smog trait. That terrain feature stops belching out toxic smog and loses the Toxic Smog trait. An operative cannot perform this action while within Engagement Range of an enemy operative.

SHADOW OPERATIONS: NACHMUND MISSION PACK

On pages 74-91, you will find nine missions from the Shadow Operations: Nachmund mission pack. These are heavily themed, story-driven narrative missions set within Killzone: Nachmund that contain a mixture of symmetric and asymmetric mission rules and mission objectives. In the case of the latter, this means that the Attacker and Defender will have different goals to achieve and different strategies to achieve them. All of the missions use a specified arrangement of terrain using the Killzone: Nachmund terrain set, each tailored to enhance the mission at hand. 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. They have been designed to immerse you in the story of your operatives as they fight across Killzone: Nachmund, with a particular mind to rewarding players who use them as part of a Spec Ops campaign. Therefore, they are especially suited to narrative play.

You will find that each mission is accompanied by a short description. These are deliberately vague and by no means exhaustive, and we encourage you to imagine what your kill team might be attempting to achieve. For example, the 'intel' your Tyranid kill team might have recovered might in fact be the biomatter of a dangerous predator that they wish to bring back to be consumed by the rest of the swarm to make new, even deadlier, organisms. It really is up to you - you can interpret what follows in whichever way you feel is most characterful for your kill teams.

To randomly determine a Shadow Operations: Nachmund 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.

TABLE 1		TABLE 2		TABLE 3	
D3	Mission	D3	Mission	D3	Mission
1	Steal The Ciphers	1	Escape Drill Site	1	Counter-attack
2	Scavenging The Wreckage	2	Blow The Reactor	2	Reactivate Defence Grid
3	Recover Wreckage	3	Cripple Their Infrastructure	3	Destroy the Substation

'THESE . . . CORSAIRS STRIKE US AT EVERY TURN. THEY ARE LIKE THE SCAVENGING VERMIN THAT ARE TOO BRAVE FOR THEIR OWN GOOD. THEY ARE EASILY SCATTERED, BUT THEY RETURN SWIFTLY, MORE DARING THAN BEFORE. WE MUST STAMP THEM OUT FOR GOOD.'

- Kyphax Daemonsblade of the Black Legion

MISSION 1.1

STEAL THE CIPHERS

To steal the enemy's cipher codes, we must infiltrate their base through a series of hatches. These can only be accessed once the defenders' security grid has been overwhelmed.

MISSION RULES

- The Defender's operatives cannot perform the **Explore Underground** action (pg 68).
- The Attacker's operatives cannot perform the **Explore Underground** action until both the Exhaust Vent terrain features have had their Exhaust Vent traits removed as a result of the **Close Vent** action (pg 68).

MISSION OBJECTIVE

- At the end of each Turning Point, if none of the Hatch terrain features have been explored in the battle, the Defender scores 2VPs.
- At the end of the battle, for each of the Hatch terrain features that were explored, the Attacker scores 6VPs.



SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

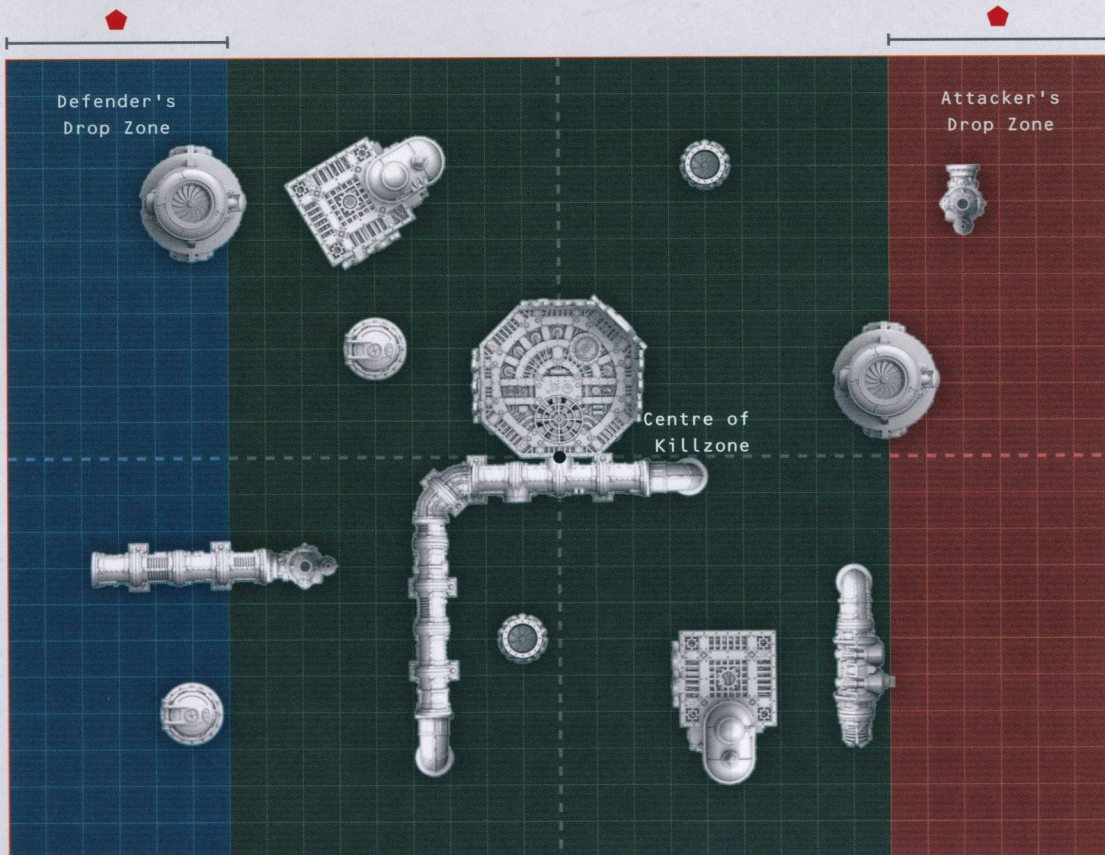
- If you are the Attacker and scored 3 or more VPs from Infiltration Tac Ops during this battle, you gain 1 additional Requisition point.
- If you are the Defender and scored 3 or more VPs from Security Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Cipher Acquired: If you are the Attacker, are victorious and are currently undertaking the Recover Archeotech Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Operations Security Maintained: If you are the Defender and are victorious, your **LEADER** operative gains 2XP.

Defender's Killzone Edge



Attacker's Killzone Edge

MISSION 1.2

SCAVENGING THE WRECKAGE

Abandoned Adeptus Mechanicus facilities are potential treasure troves of valuable information from rare artefacts, technology and dataslates.

MISSION RULES

Worker Dataslates: The **Pick Up** action can be performed upon objective markers. Each operative can carry up to two objective markers.

MISSION OBJECTIVE

At the end of the battle, for each objective marker friendly operatives are carrying, you score 2VPs.

**'STRIP IT ALL! DOWN TO THE LAST BOLT!
LEAVE NOTHING UNTURNED, I WILL HAVE
THE RICHES OF THIS PLACE!'**

- Kherox Thull, Aspiring Champion
of the Iron Warriors



SPEC OPS CAMPAIGN

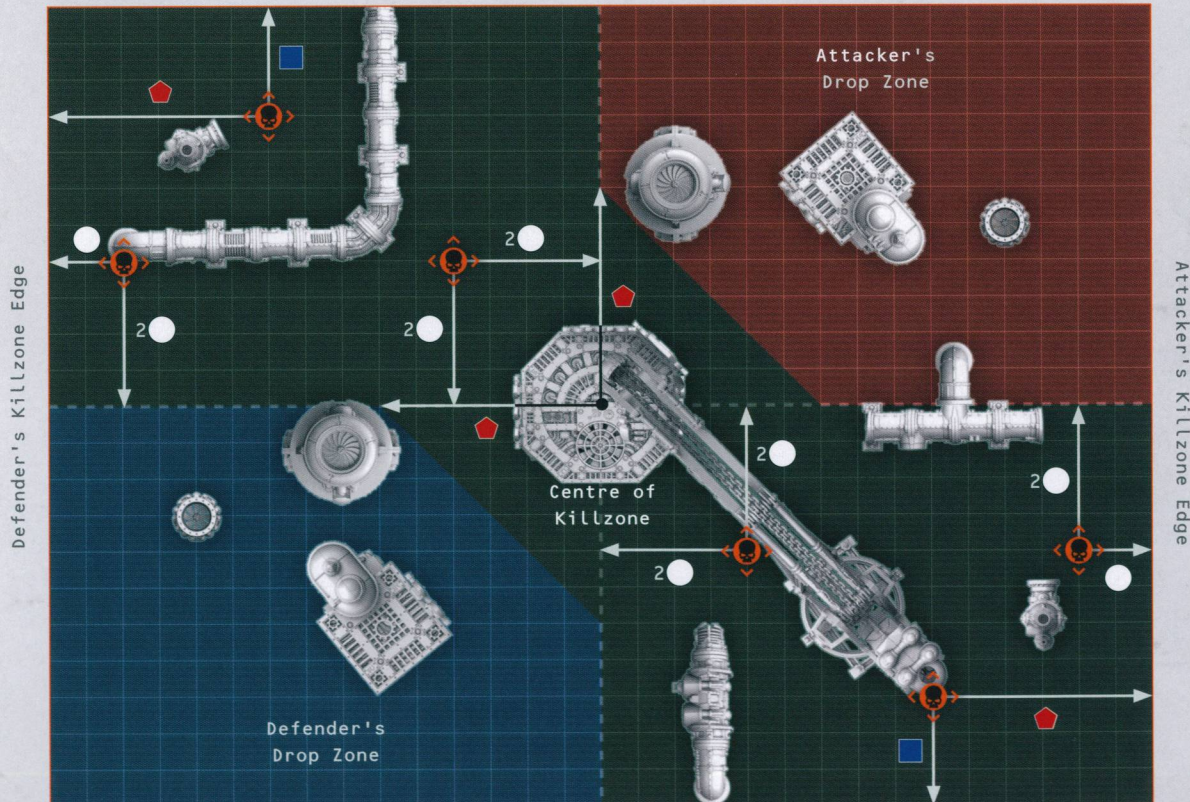
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Recon Tac Ops during this battle, you gain 1 additional Requisition point.

KILL TEAM BONUS

Loot the Ruins: If you are victorious, and at the end of the battle friendly operatives are carrying 4 or more objective markers, you can use the Asset Acquired Requisition without spending any Requisition points.



MISSION 1.3

RECOVER WRECKAGE

An allied aircraft has crashed with vital data stored on board. It must be recovered before the enemy can claim it.

MISSION RULES

- The Defender's operatives cannot perform the **Explore Underground** action (pg 68).
- The Attacker's operatives can perform the following mission action:

SEARCH WRECKAGE 1AP

An operative can perform this action while within ▲ of an objective marker it controls. Roll one D6 and consult the table below to see if that objective marker has the intel.

Number of Objective Markers in the Killzone	Objective Marker Has the Intel on a Roll of
6	6
5	5+
4	4+
3	3+
2	2+
1	1+

If the objective marker has the intel, remove all other objective markers from the killzone. If it does not have the intel, remove that objective marker from the killzone.

The **Pick Up** action can be performed upon the objective marker that has the intel by operatives from both players' kill teams.

MISSION OBJECTIVE

At the end of the battle:

- If an operative from a player's kill team is carrying the objective marker that has the intel, that player scores 12VPs.
- If the objective marker that has the intel was not discovered, the Defender scores 4VPs.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

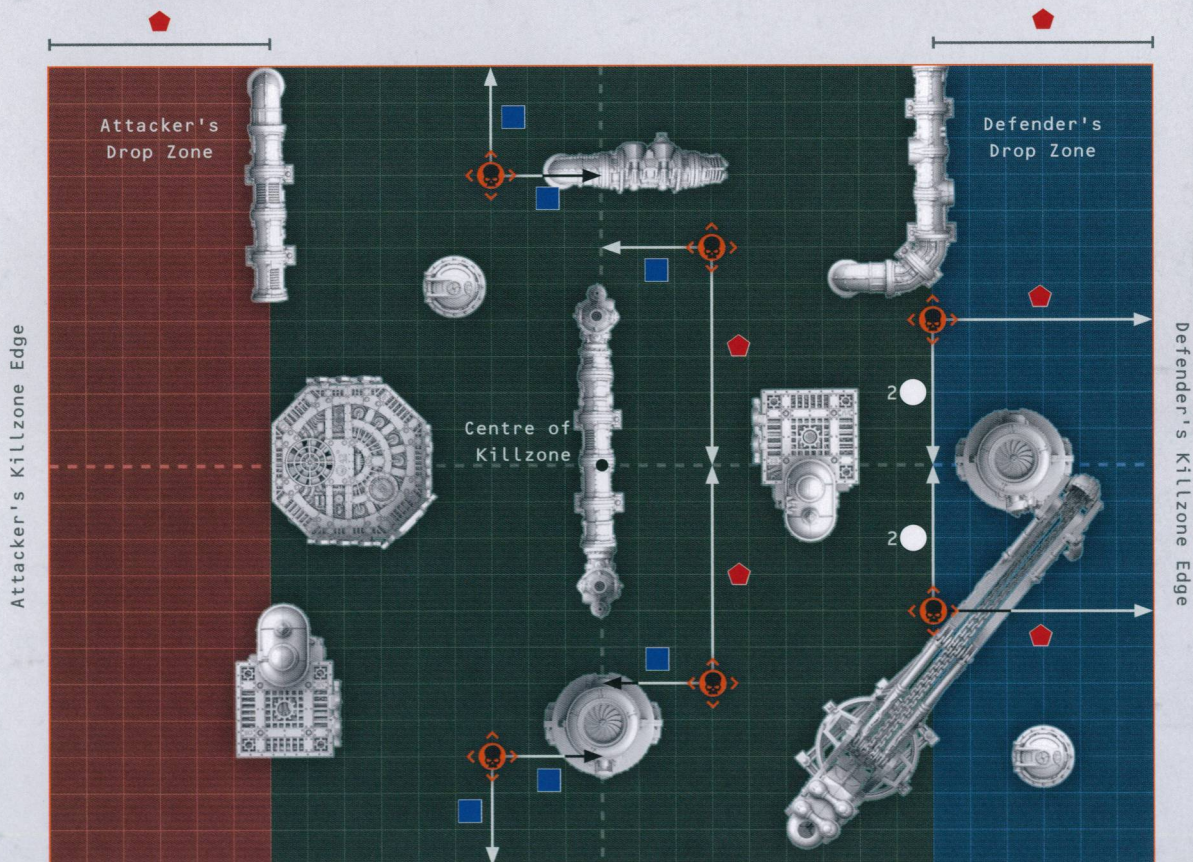
TAC OPS BONUS

If you scored 3 or more VPs from Security Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Data Recovered:

- If you are the Attacker, are victorious and are currently undertaking the Extraction Spec Op, at the end of the battle, if a friendly operative is carrying the objective marker that has the intel, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.
- If you are the Defender, are victorious and are currently undertaking the Infiltrate The Enemy Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 2.1

ESCAPE DRILL SITE

Operatives sent to establish a drill site seeking out rare ores and materials have been discovered by their enemy. Now they must escape with what they've found.

MISSION RULES

Operation Interrupted: In the Set Up Operatives step of the mission sequence, when the Defender sets up their operatives, they must set up one operative from their kill team within ▲ of the Crane or Thermic Plasma Regulator terrain feature.

Gather Acquisition: At the end of the Set Up Operatives step:

- The Attacker rolls one D3; starting with the Attacker, the players alternate setting up objective markers within ▲ of the Crane terrain feature until that many have been set up.

- The Attacker rolls another D3; starting with the Attacker, the players alternate setting up objective markers within ▲ of the Thermic Plasma Regulator terrain feature until that many have been set up.

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

MISSION OBJECTIVE

At the end of each Turning Point, if friendly operatives are carrying more objective markers than enemy operatives, you score 2VPs.

At the end of the battle, for each objective marker friendly operatives are carrying, you score 1VP.



SPEC OPS CAMPAIGN

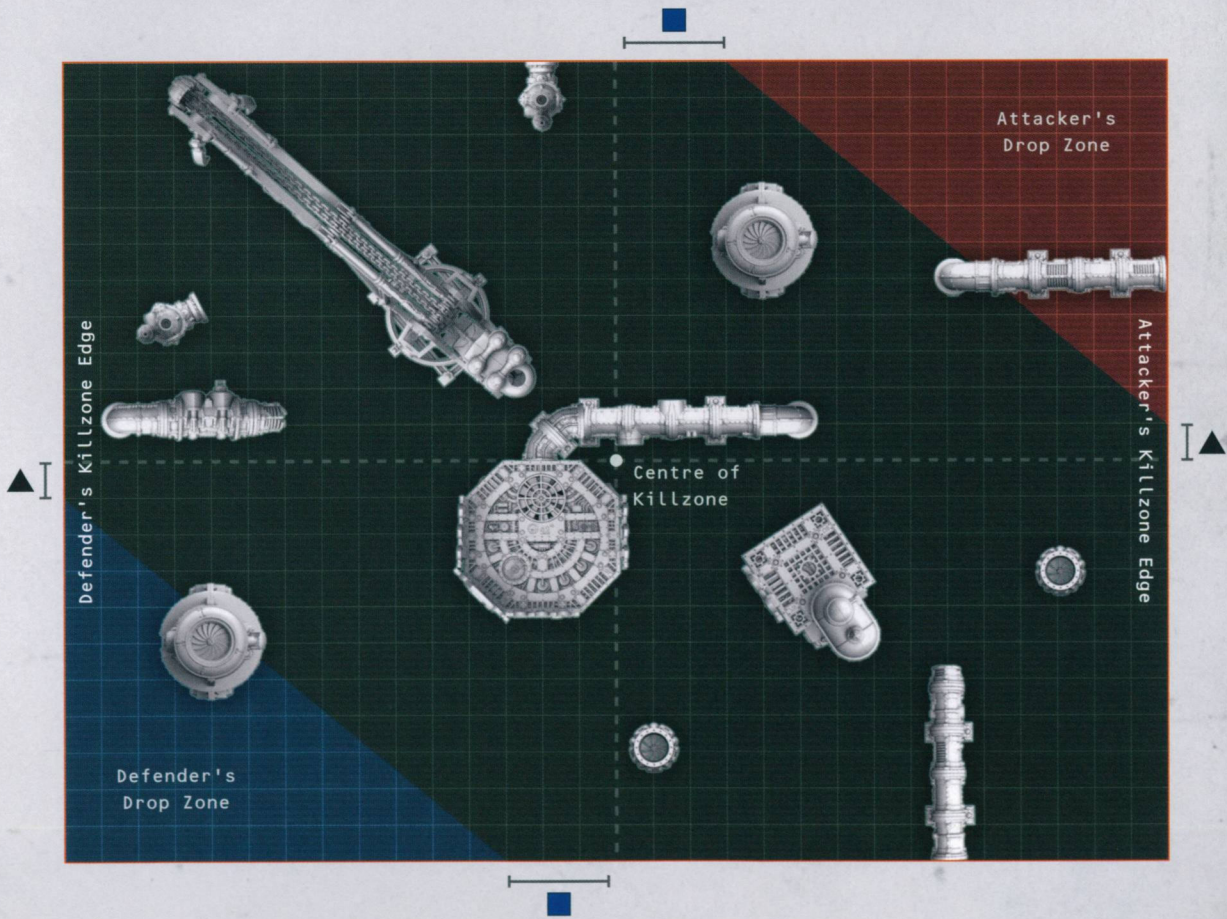
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Security Tac Ops during this battle, you gain 1 additional Requisition point.

KILL TEAM BONUS

Rare Material Acquired: If you are victorious, you gain 1 additional Requisition point.



MISSION 2.2

BLOW THE REACTOR

By destroying an enormous power facility's ventilation system, operatives can disable the entire plant.

MISSION RULES

- The Toxic Smog Stack terrain features begin the battle belching out toxic smog (pg 72).
- At the start of the battle, the underground reactor starts with 0 Overheating tokens. At the end of each Turning Point, consult the table below to see how many overheating tokens it gains:

Number of Exhaust Vents that are not Creating an Area of Smoke	Number of Toxic Smog Stacks that are not Belching out Toxic Smog	Overheating Tokens Gained
0	0-1	0
0	2	1
1	0	1
1	1	D3
1	2	2D3
2	0	3
2	1	2D3
2	2	2D6

- The Defender's operatives can perform the following mission action:

RESTART VENTS 1AP

An operative can perform this action while within ▲ of a Toxic Smog Stack terrain feature. If that terrain feature is not belching out toxic smog, roll one D6: on a 4+, that terrain feature starts belching out toxic smog and regains the Toxic Smog trait (pg 72). An operative cannot perform this action while within Engagement Range of an enemy operative.

MISSION EQUIPMENT

Operatives in the Attacker's kill team can be equipped with the following equipment for the battle:

REBREATHER [1EP]

Do not subtract 1 from this operative's Defence characteristic as a result of the Toxic Smog trait.

MISSION OBJECTIVE

At the end of the battle:

- For each Overheating token the underground reactor has, the Attacker scores 2VPs.
- If the number of Overheating tokens is less than 4, the Defender scores 12VPs. Otherwise, if the number of overheating tokens is less than 8, the Defender scores 8VPs.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

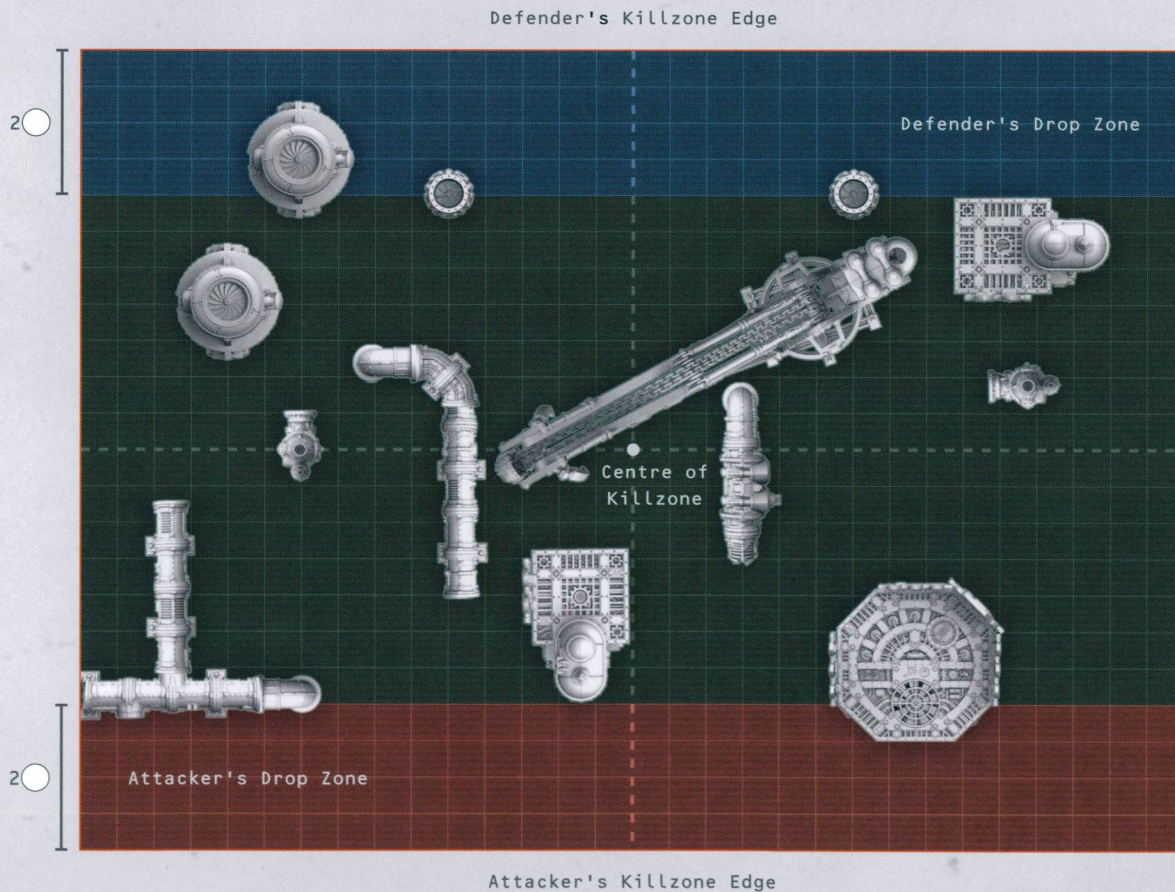
TAC OPS BONUS

- If you are the Attacker and scored 3 or more VPs from Infiltration Tac Ops during this battle, you gain 1 additional Requisition point.
- If you are the Defender and scored 3 or more VPs from Security Tac Ops during this battle, you gain 1 additional Requisition point.

KILL TEAM BONUS

System Destroyed:

- If you are the Attacker, are victorious, are currently undertaking the Demolition Spec Op and the number of Overheating tokens the underground reactor has is 8 or more, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.
- If you are the Defender, are victorious and are currently undertaking the Secure District Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 2.3

CRIPPLE THEIR INFRASTRUCTURE

The enemy are utilising machinery to construct fortifications. Stop them.

MISSION RULES

The Attacker's operatives can perform the following mission action:

PLANT CHARGES 1AP

An operative can perform this action while within ▲ of one of the following terrain features:

- Exhaust Vent
- Power Relay Substation
- Thermic Plasma Regulator
- Crane

If that terrain feature has not been destroyed, it is considered to have explosives planted on it. An operative cannot perform this action while within Engagement Range of an enemy operative.

At the end of each Turning Point, each terrain feature with explosives planted on it is destroyed:

- Each of the Defender's operatives within ▲ of that terrain feature suffers D3 mortal wounds.
- That terrain feature no longer has explosives planted on it.
- That terrain feature loses all traits apart from Light, Heavy and Traversable.

The Defender's operatives can perform the following mission action:

DEFUSE CHARGES 1AP

An operative can perform this action while within ▲ of a terrain feature with explosives planted on it, if there are no enemy operatives within ▲ of that terrain feature. That terrain feature no longer has explosives planted on it. An operative cannot perform this action while within Engagement Range of an enemy operative.

MISSION OBJECTIVE

At the end of the battle, consult the table below to see how many VPs each player scores:

Terrain Features Destroyed	Attacker's VPs	Defender's VPs
0	0	12
1	1	11
2	3	9
3	5	7
4	8	4
5	10	2
6	12	0

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

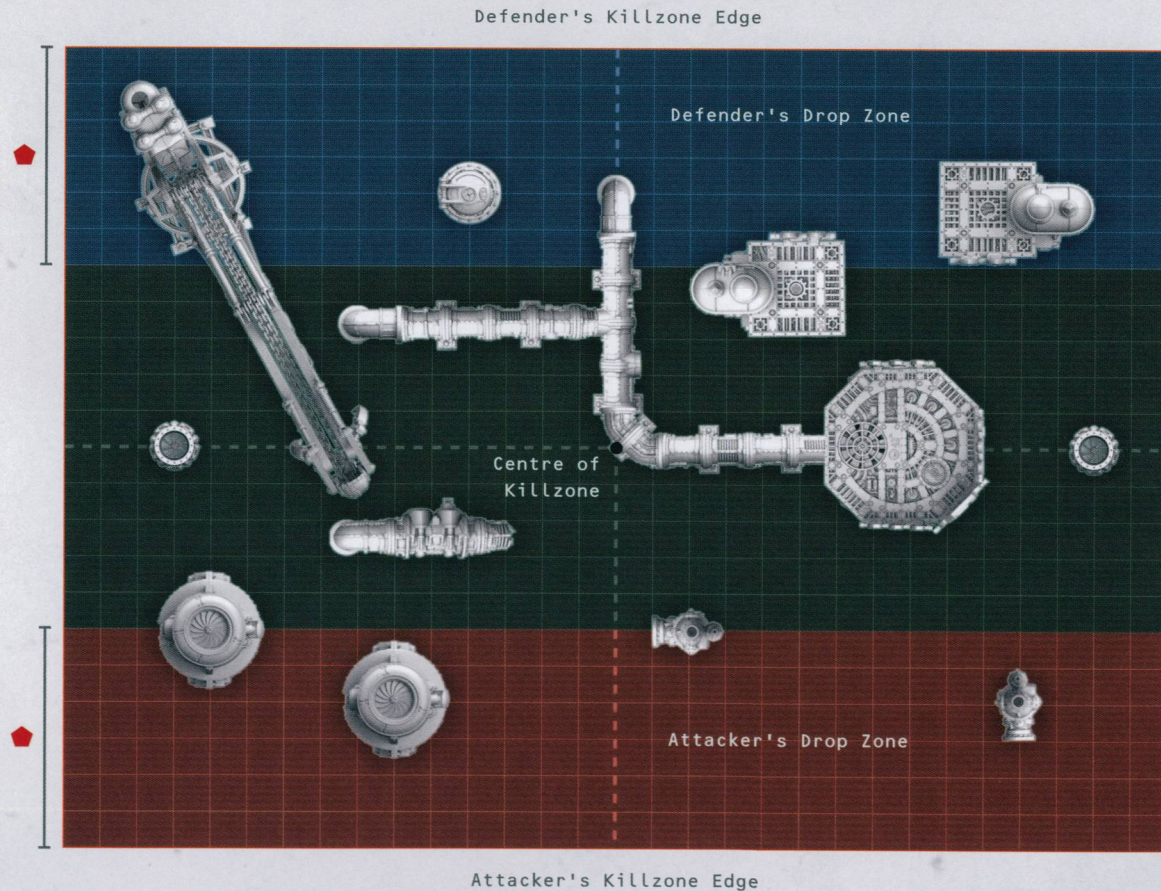
TAC OPS BONUS

- If you are the Attacker and scored 3 or more VPs from Seek and Destroy Tac Ops during this battle, you gain 1 additional Requisition point.
- If you are the Defender and scored 3 or more VPs from Security Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Manufacturing Crippled: If you are the Attacker, are victorious, are currently undertaking the Demolition Spec Op and four or more terrain features are destroyed, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Production Unhindered: If you are the Defender, are victorious and are currently undertaking the Secure District Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 3.1

COUNTER-ATTACK

With territory lost to attackers, a kill team is moving in hard to reclaim its ground.

MISSION RULES

Boxed In: In the Scouting step, if the Defender selects the Recon option, they may not perform a **Dash** action, but may redeploy one friendly operative to anywhere wholly within their drop zone. Note that in this mission, neither player has a killzone edge.

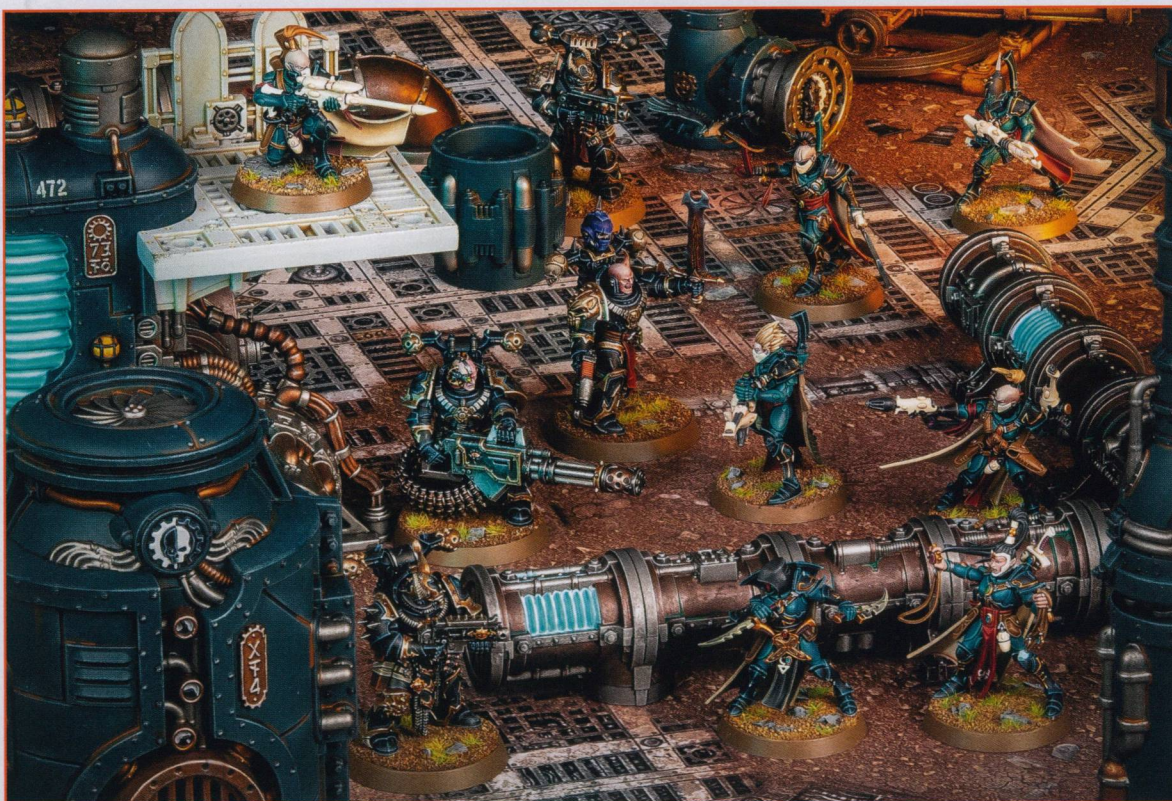
Lockdown: The **Pick Up** action can be performed upon objective markers.

Defensive Position: While a Defender's operative has a Conceal order and is within the Defender's drop zone, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

MISSION OBJECTIVE

At the end of the battle:

- For each objective marker friendly operatives are carrying, you score 2VPs.
- If there are no operatives from the Attacker's kill team wholly within the Defender's drop zone, the Defender scores 4VPs.
- If there are any uninjured operatives from the Attacker's kill team wholly within the Defender's Drop Zone, the Attacker scores 6VPs.



SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

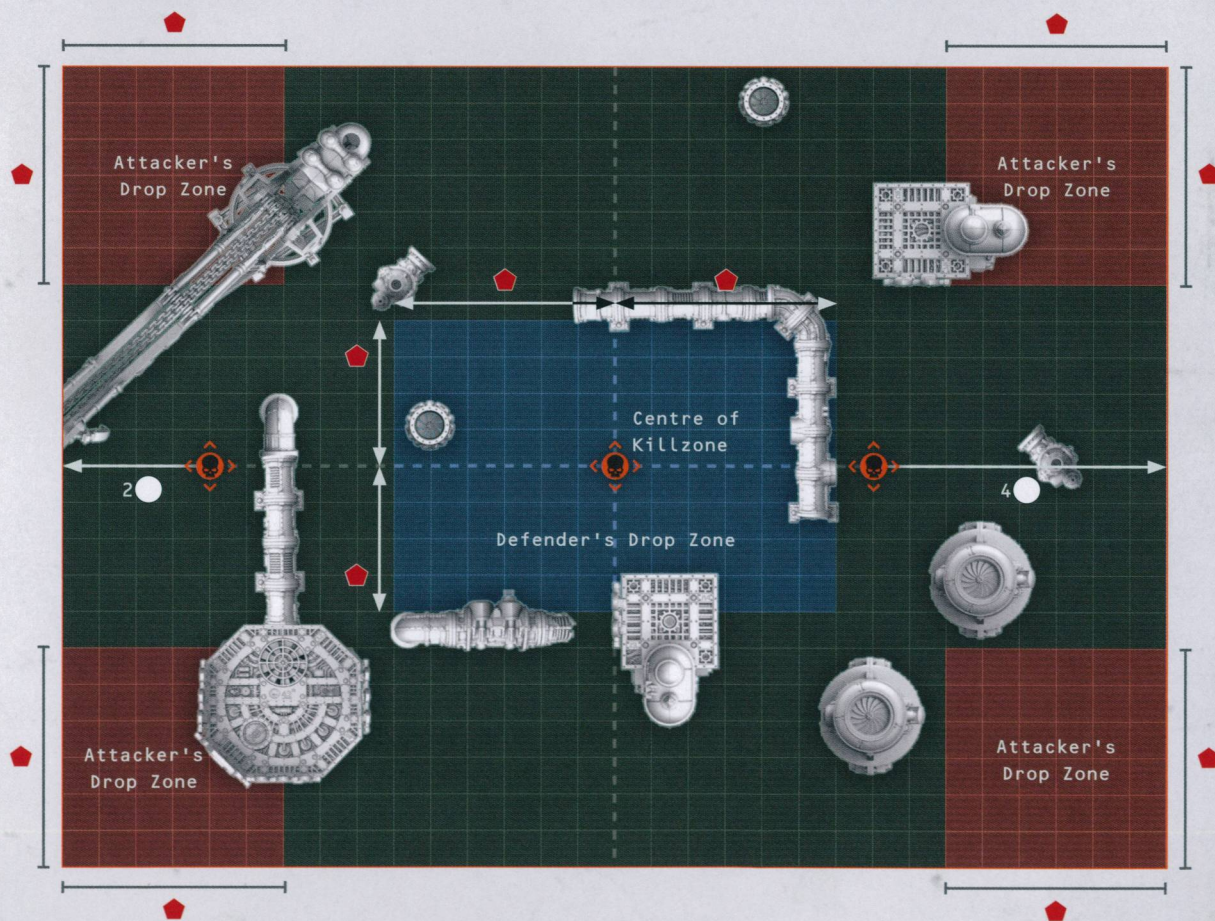
TAC OPS BONUS

If you scored 3 or more VPs from Seek and Destroy Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Retribution Exacted: If you are the Attacker, are victorious and are currently undertaking the Purge Order Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

The Ground is Secured: If you are the Defender, are victorious and are currently undertaking the Secure District Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 3.2

REACTIVATE DEFENCE GRID

A vital defence grid has failed, it must be restored.

MISSION RULES

Failing Defence Grid: At the start of the first Turning Point, the Defender rolls one D3 to randomly determine which objective marker is the failing node.

The Defender's operatives can perform the following mission action:

REPAIR NODE 1AP

An operative can perform this action while within ▲ of the objective marker that is the failing node, if it controls that objective marker. That objective marker stops being the failing node. At the start of the next Turning Point, the Defender rolls one D3 to randomly determine which objective marker is the next failing node.

MISSION EQUIPMENT

One operative in the Defender's kill team can be equipped with the following equipment for the battle:

REPAIR DIAGNOSTICATOR [3EP]

When rolling one D3 to determine which objective marker is the failing node, if an operative with this equipment is within ◆ of one or more objective markers, you can re-roll the D3.

MISSION OBJECTIVE

- At the end of each Turning Point, if an operative from the Defender's kill team performed the **Repair Node** action during that Turning Point, the Defender scores 3VPs. Otherwise, the Attacker scores 3VPs.
- At the end of the battle, for each objective marker the Defender's operatives control, the Defender scores 1VP.
- At the end of the battle, for each objective marker the Defender's operatives do not control, the Attacker scores 1VP.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

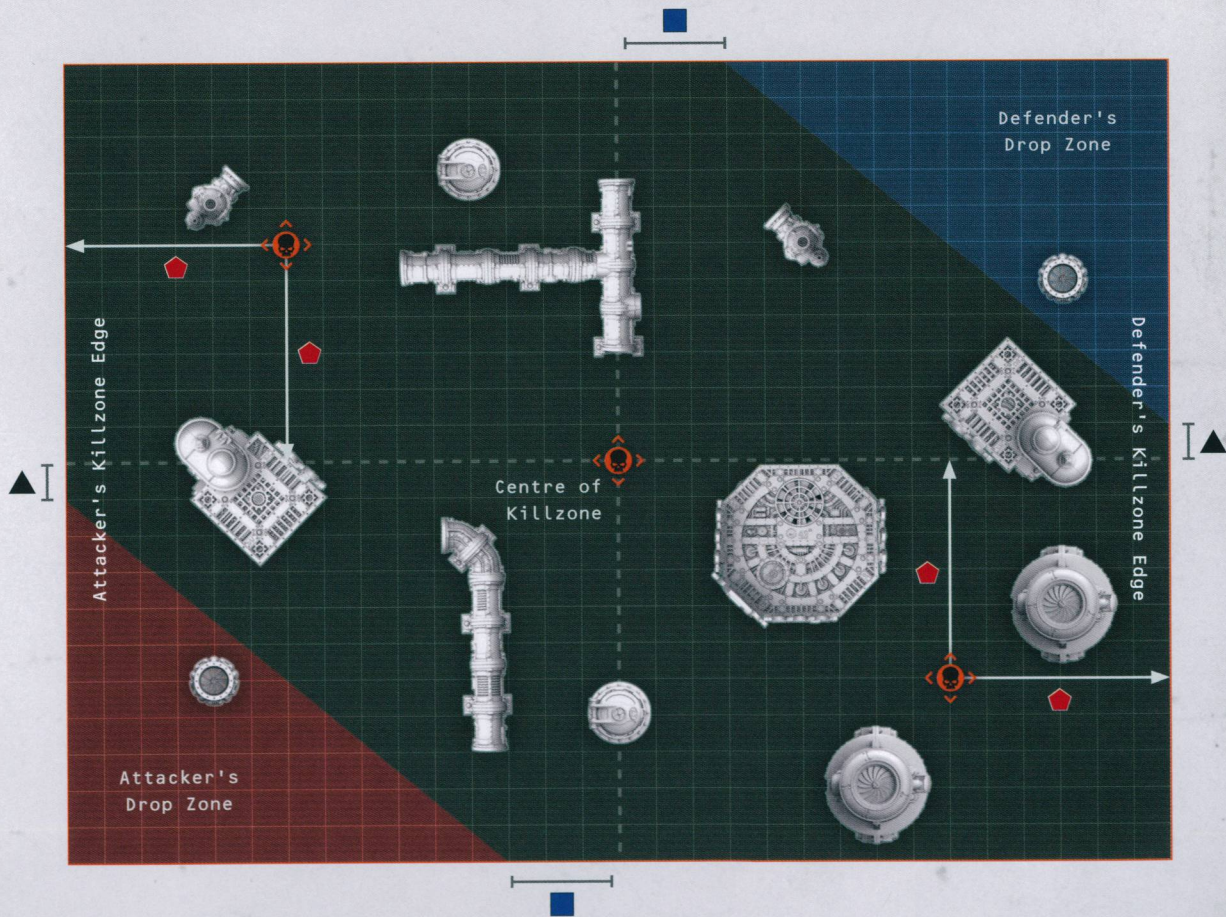
TAC OPS BONUS

If you scored 3 or more VPs from Recon Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Punched A Hole: If you are the Attacker, are victorious and are currently undertaking the Breakout Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Defences Repaired: If you are the Defender, are victorious and are currently undertaking the Secure District Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 3.3

DESTROY THE SUBSTATION

The enemy maintain power relay substations in the area, disable them.

MISSION RULES

Primary Objective: Operatives cannot perform the **Explore Underground** action (pg 68).

Split Up: When the Attacker sets up their operatives, they must alternate which of their drop zones their operative is wholly within. Note that in this mission, neither player has a killzone edge.

Explosive Reaction: The Attacker's operatives can perform the following mission action:

ENERGY OVERLOAD 2AP

An operative can perform this action while within ▲ of the Power Relay Substation terrain feature's Power Cores. The Power Relay Substation is overloaded and destroyed:

- Each operative within ▲ of that terrain feature suffers D3 mortal wounds.
- That terrain feature loses all traits apart from Light and Traversable.

MISSION EQUIPMENT

Operatives in the Attacker's kill team can be equipped with the following equipment for the battle:

DEMOLITION CHARGES [4EP]

Subtract 1AP for this operative to perform the **Energy Overload** action, instead of 2AP.

MISSION OBJECTIVE

At the end of the battle, if the Power Relay Substation is destroyed, the Attacker scores 12VPs. Otherwise, the Defender scores 8VPs.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

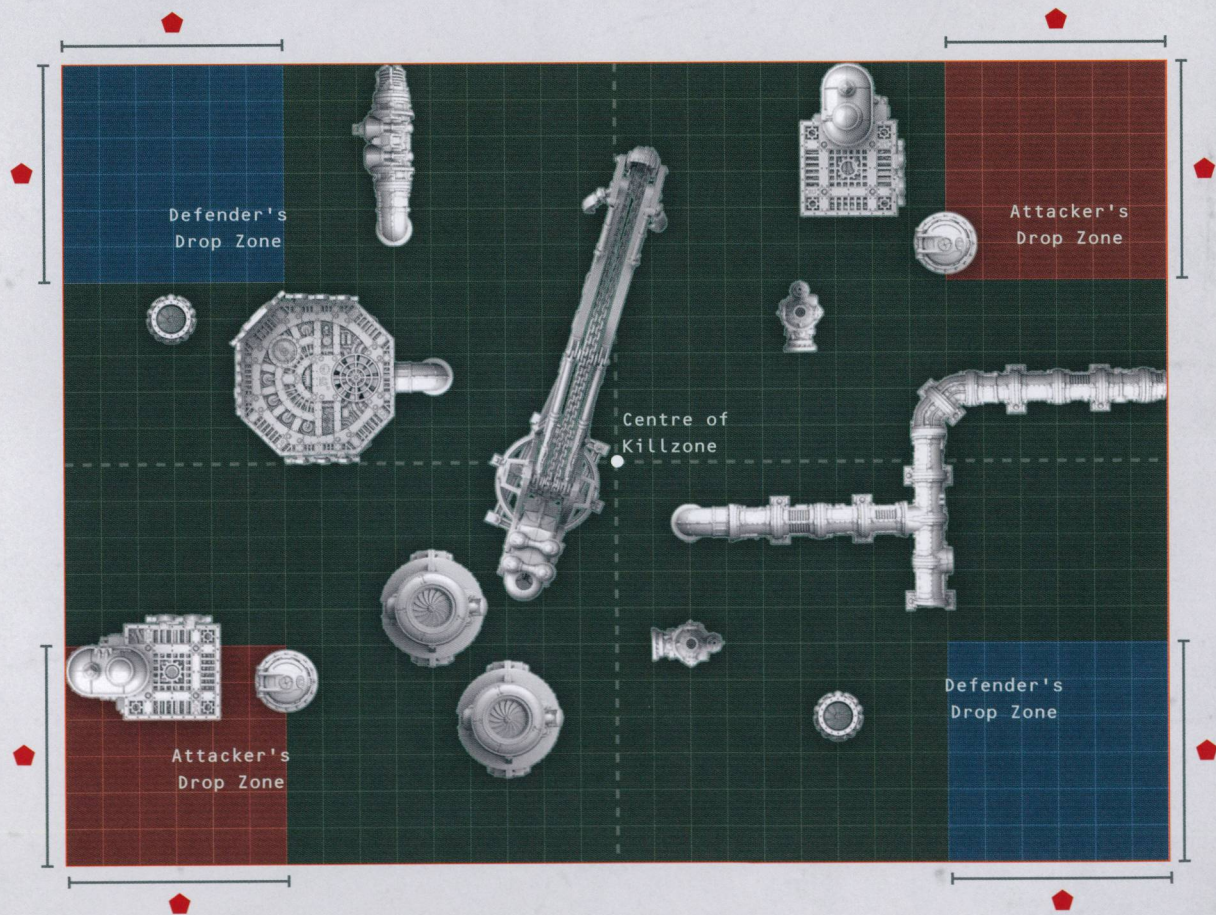
TAC OPS BONUS

If you scored 3 or more VPs from Seek and Destroy Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Supply Line Crippled: If you are the Attacker, are victorious and are currently undertaking the Demolition Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Supply Route Reinforced: If you are the Defender, are victorious and are currently undertaking the Purge Order Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.







LEGIONARIES – NARRATIVE DATASLATE

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

History

Quirks

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

Notes

CORSAIR VOIDSCARRED ~ NARRATIVE DATASLATE

.....
Kill Team Name

.....
Player Name

.....
Faction Keyword

.....
Selectable Keyword

.....
Base of Operations

History

Quirks

Requisition Points

Asset Capacity

Spec Ops Log:

.....
.....
.....

Stash

Strategic Assets

Notes

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

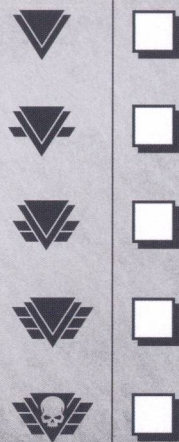
Specialism



Battle Honours

Battle Scars

Notes



NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours

Battle Scars

Notes





IN A CORRIDOR OF REALSPACE BORDERED BY THE SEETHING ENERGIES OF THE WARP, HERETICS AND PIRATES BATTLE FOR SUPREMACY.

A WAR OF RAIDERS AND ROGUES!

The Nachmund Gauntlet – a relatively stable realspace corridor through the tumultuous warp storms of the Great Rift – is one of the most strategically important locations in the Imperium. Bordered by the tempests of the immaterium, tides of empyric energy flow randomly through the region, drowning worlds and ships in madness and mutation-inducing power. It would be a dangerous place even without the countless millions of pirates, criminals, heretics and traitors of a dozen and more species fighting relentless wars for supremacy and wealth. Among these are the Heretic Astartes – traitor Space Marines in thrall to the Chaos Gods – and the coteries of the Corsair – Aeldari who seek a life of independence and freedom and care little for others. Kill teams of both factions do battle in the ruins of devastated outposts and wrecked fleets, each determined to oust the other from their claims and seize their foe's pickings for themselves.

Inside you will Find:

- A host of lore on the chaotic conflict between the varied factions fighting for territory, riches and survival in the Nachmund Gauntlet.
- Background on the arrogant pirates of the Aeldari Corsairs, the terrifying post-human traitors of the Heretic Astartes and the kill teams they send into battle.
- Rules for fielding kill teams of hateful Heretic Astartes and piratical Aeldari Corsairs, and readying them for hazardous missions on the battlefields of the 41st Millennium. Included are datacards for a number of bespoke operatives as well as unique assets, Spec Ops and Requisitions for each of these kill teams.
- Stunning miniatures photography showcasing the stunning Aeldari Corsairs and Heretic Astartes kill teams miniatures kits.



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