

WARHAMMER
40,000

KILL TEAM



ANNUAL

2022



KILL TEAM

ANNUAL 2022

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INTRODUCTION

Welcome to the Kill Team Annual. You hold in your hands the classified documents required to unleash an array of highly skilled and utterly deadly kill teams upon your foes, in a variety of challenging and pulse-pounding new missions designed to stretch your tactical abilities to the limit.

This book is broken into two distinct sections. Each is designed to bring new and exciting aspects to your Kill Team battles, complementing the content of the other and allowing you to pick and choose precisely the gaming experience you want.

THE MISSION PACKS

In the first half of this book you will find a trio of mission packs and the studio miniatures showcase. Each of the mission packs provide a different way to play Kill Team. With the Multiplayer missions, you and up to three friends can send your kill teams into a dramatic free-for-all skirmish, your squads battling enemies on every side in an epic urban war. Or perhaps, during your campaigns, you want to use the Sentry missions to send your operatives deep behind enemy lines, where they will creep past the watchful foe to slit throats and plant explosives? Alternatively, the climactic Last Stand missions make for a thrilling end to any Kill Team campaign, as an abandoned and cornered kill team has just enough time to choose their ground and lay their traps before fighting to the last operative. All this and an inspirational showcase of our studio's kill teams doing battle can be found in the first half of this book.

THE KILL TEAMS

Following on from the mission packs are all the rules and background you need to lead an array of exciting new kill teams into battle on the tabletop. The noble – if eccentric – Elucidian Starstriders bring the deadly might of a veteran Rogue Trader and her companions to the gaming table. Facing them are their constant nemeses, the gruesome and nightmarish Gellerpox Infected. These freakish mutants are the bane of flesh and technology alike.

The remainder of this section provides a collection of bespoke kill teams only previously seen in the pages of White Dwarf magazine, from the insidious Warpcovens of the Thousand Sons to the enigmatic Harlequins of the Void-dancer Troupes. Here you will find the background and rules to inspire your own kill teams comprised from an array of Warhammer 40,000 miniatures, ready for you to command in your own Kill Team campaigns.



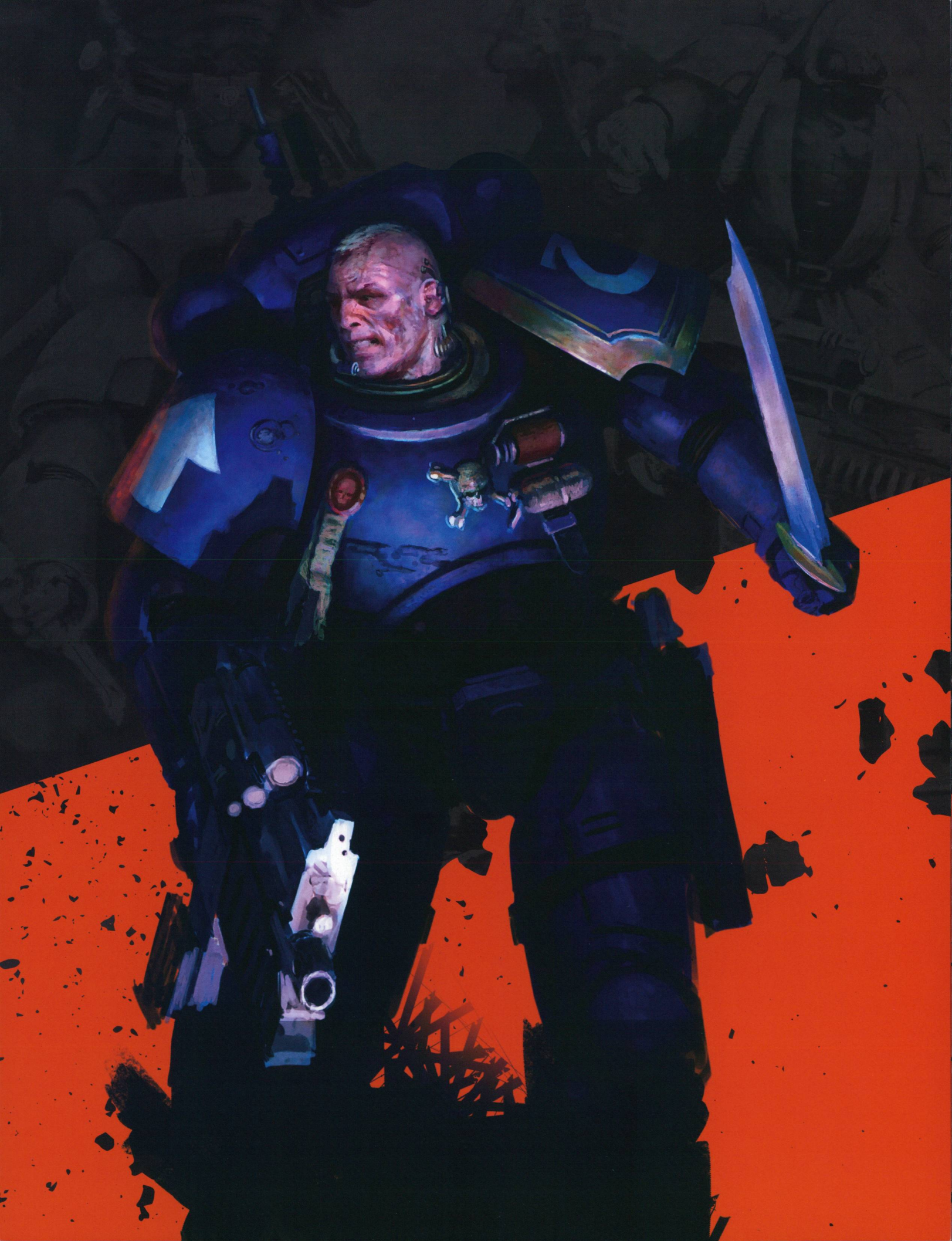


The background of the entire page is a dark, grainy photograph of a soldier in a trench, wearing a helmet and combat gear. The soldier is positioned on the right side of the frame, looking towards the left. The image has a high-contrast, almost black-and-white quality with some color grading.

CRITICAL OPERATIONS

MULTIPLAYER MISSION PACK

This mission pack provides you with all the rules you need to play games of Kill Team where three, or even four players compete simultaneously over a single tabletop battlefield. With modified initiative mechanics to keep the blood flowing smoothly, these all-on-all killfests are a sure recipe for mayhem and excitement.



CRITICAL OPERATIONS: MULTIPLAYER MISSION PACK

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CRITICAL OPERATIONS: MULTIPLAYER MISSION PACK

The missions on the following pages allow you to play games of Warhammer 40,000: Kill Team with three or four players. In them, players will share the same mission rules and mission objectives. The scoring parameters of the mission objectives vary across the mission pack, so having an expansive roster will allow you to select the right operatives for the mission at hand. They have been designed so that tactical play is rewarded, therefore they are suited to matched play, but can be used with any of the three ways to play. These missions use the Multiplayer mission rule, described opposite.

To randomly determine a Critical Operations: Multiplayer mission, one player rolls one D3 and consults table 1 if you are playing with three players, or table 2 if you are playing with four players.

TABLE 1 (3 PLAYERS)

D3	Mission
1	Prime Position
2	Ambitious Strike
3	Power Nexus

TABLE 2 (4 PLAYERS)

D3	Mission
1	Scattered Wreckage
2	Secure Strategic Gains
3	Strike Out



MULTIPLAYER

If a Kill Team battle uses the Multiplayer mission rule, the following additional rules take effect for the battle:

PLAYER ORDER

Some rules specify player order, which will establish players as first, second, third etc. To establish player order, all players roll one D6. The player with the highest result is first, the player with the second highest result is second, and so on. If two or more players have a tied result, those players keep rolling until an order is established between them.

KILLZONE

Multiplayer battles use two Kill Team gameboards combined along the long edge, creating a 30" by 44" area. When determining which killzone is in use, players should use one killzone for each gameboard, ensuring the terrain is suitably placed across both gameboards.

DROP ZONES AND SET UP

In the Select Drop Zone step, establish player order. The first player selects one of the drop zones first, followed by the second player, and so on. In the Set Up Operatives step, that same first player sets up first, followed by that second player, and so on.

TAC OPS AND VICTORY POINTS

Tac Ops are designed for two players playing on a 30" by 22" area, therefore we do not recommend their use in Multiplayer battles. Instead, each player can score a maximum of 18 victory points from the mission objective (instead of 12).

Designer's Note: *If all players agree, they can use Tac Ops with their own adjustments to the Multiplayer rules, perhaps by restricting certain Tac Ops (e.g. removing those that do not function in Multiplayer battles).*

SCOUTING AND INITIATIVE

Players do not complete the Scouting step.

Initiative for the first Turning Point is the player order from the Select Drop Zones step: the first player has the initiative, and activations for the Turning Point are then completed in player order. For example, the first player would activate first, followed by the second player, and so on. In subsequent Turning Points, determine player order again. If a player has a rule that would allow them to re-roll or modify the dice when determining initiative, they can use this rule when rolling one D6 to determine player order in the Initiative phase.



MISSION 1.1 PRIME POSITION

Three kill teams clash over a key strategic location. Each seek to claim it for their faction, or else ensure its eventual destruction to deny their foes the advantage.

MISSION RULES

Prime Position: In the Select Drop Zones step, when you select a drop zone, you must also select one objective marker to be your Alpha objective marker. You cannot select an objective marker an opponent has already selected.

Operatives can perform the following mission action:

CLAIM POSITION

1AP

An operative can perform this action while it controls an objective marker. Until the start of the next Turning Point or until an enemy kill team claims that objective marker (whichever comes first), that objective marker is claimed by your kill team.

MISSION OBJECTIVE


At the end of each Turning Point, for each objective marker claimed by your kill team (see the **Claim Position** action, opposite), you score 2VPs. If that objective marker is an opponent's Alpha objective marker, you score 3VPs instead. In either case, you can score a maximum of 6VPs per player per Turning Point.



MISSION 1.2

Seizing the initiative, one of the rival kill teams seeks to push deep into enemy territory and land a decisive blow. Reacting swiftly, their foes move to stop them.

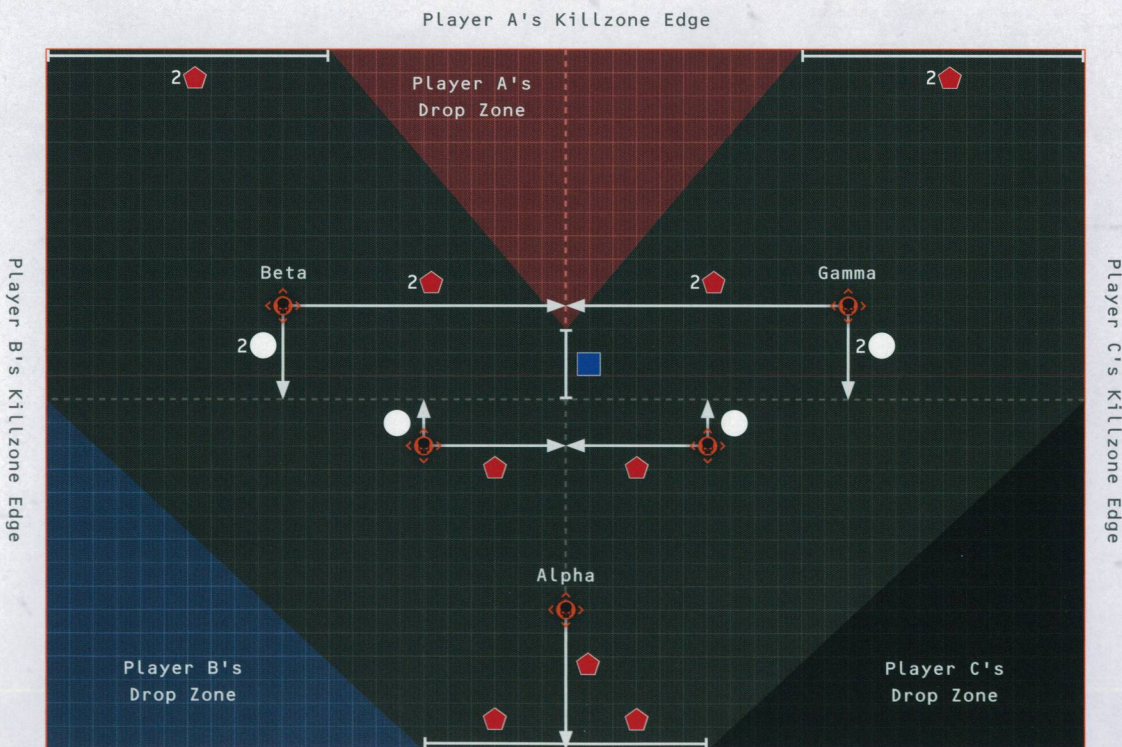
MISSION RULES

Secure Ground: At the end of each Turning Point, each objective marker friendly operatives control is secured by your kill team. While an objective marker is secured by your kill team, it stays under their control, even if no friendly operatives are within  of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer secured by your kill team.

MISSION OBJECTIVE

At the end of each Turning Point and at the end of the battle:

- For each objective marker friendly operatives control, you score 1VP.
- If you are Player A and friendly operatives control the Alpha objective marker, you score 1VP.
- If you are Player B and friendly operatives control the Beta objective marker, you score 1VP.
- If you are Player C and friendly operatives control the Gamma objective marker, you score 1VP.



MISSION 1.3 POWER NEXUS

Fuel pipes, power lines or energy conduits feed a key nearby grid. Kill teams have been deployed to a vital nexus, either to tap into this precious supply of free power, or else to sabotage it and wreak such damage that the entire grid collapses.

MISSION RULES

Operatives can perform the following mission actions:

ACCESS GRID

1AP

An operative can perform this action while it controls an objective marker that has not been accessed during this Turning point. Until the start of the next Turning Point, that objective marker has been accessed. Each time a friendly operative performs this action, add 1 to your Access Grid tally.

BURN GRID

1AP

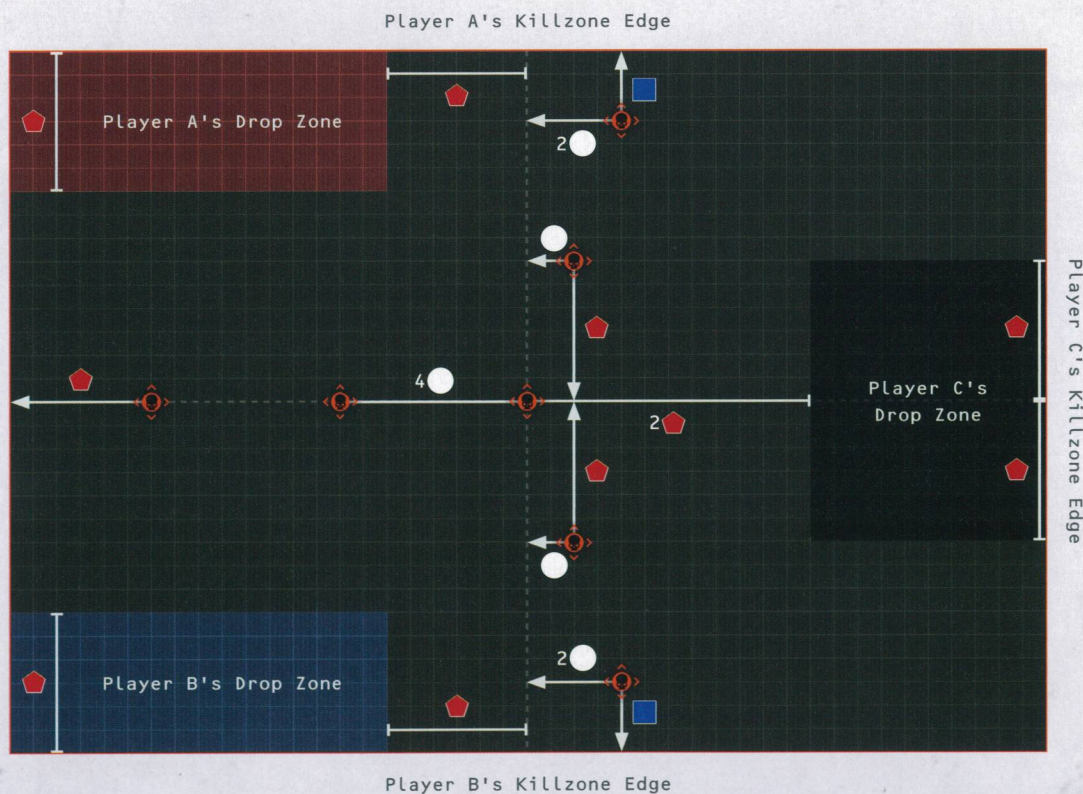
An operative can perform this action while it controls an objective marker that has not been accessed during this Turning point, but has been accessed during the battle. Remove that objective marker from the killzone. Each time a friendly operative performs this action, add 1 to your Burn Grid tally.

MISSION OBJECTIVE

Each time a friendly operative performs the **Access Grid** or **Burn Grid** action, you score 1VP (to a maximum of 5VPs per player per Turning Point).

At the end of the battle:

- If your Access Grid tally is the highest (or equal highest), you score 2VPs.
- If your Burn Grid tally is the highest (or equal highest), you score 2VPs.




MISSION 2.1

SCATTERED WRECKAGE

Whether it be a crashed aircraft, a fallen war engine or the blazing wreckage of a sundered command bastion, there is vital salvage to be claimed here by those seeking armaments or intelligence.

MISSION RULES

Scattered Wreckage: In the Select Drop Zones step, when you select a drop zone, you can also move one objective marker up to . You cannot move the Alpha objective marker, nor an objective marker that has already been moved.

Recover Records: The **Pick Up** action can be performed upon the Alpha objective marker.

Operatives can perform the following mission action:

SALVAGE WRECKAGE 1AP

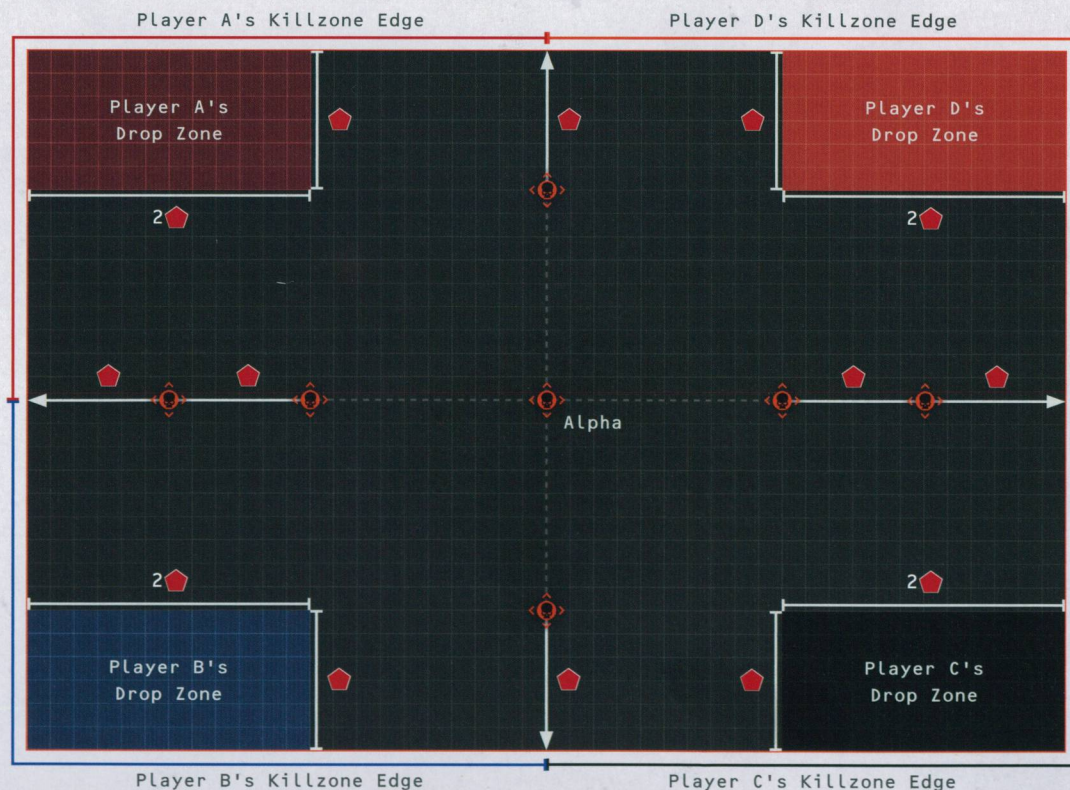
An operative can perform this action while it controls a non-Alpha objective marker that has not been salvaged during this Turning point. Until the start of the next Turning Point, that objective marker has been salvaged. If an operative would control more than one non-Alpha objective marker, you must select one for this action.

MISSION OBJECTIVE

Each time a friendly operative performs the **Salvage Wreckage** action, you score 1VP (to a maximum of 4VPs per player per Turning Point).

At the end of each Turning Point after the first, if friendly operatives control the Alpha objective marker, you score 2VPs.

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




MISSION 2.2

SECURE STRATEGIC GAINS

After a long, hard battle, kill teams find themselves in a position to consolidate the strategic gains they have made. However, their situation is precarious, and all they have fought for may yet be lost.

MISSION RULES

Secure Strategic Gains: At the end of each Turning Point, you can move each objective marker friendly operatives control up to , but you cannot move it to a location in which enemy operatives would then control it, nor onto a terrain feature. Note that friendly operatives must control it (as specified in the Kill Team Core Book), not simply claim it (see the **Claim Position** action, below).

Operatives can perform the following mission action:

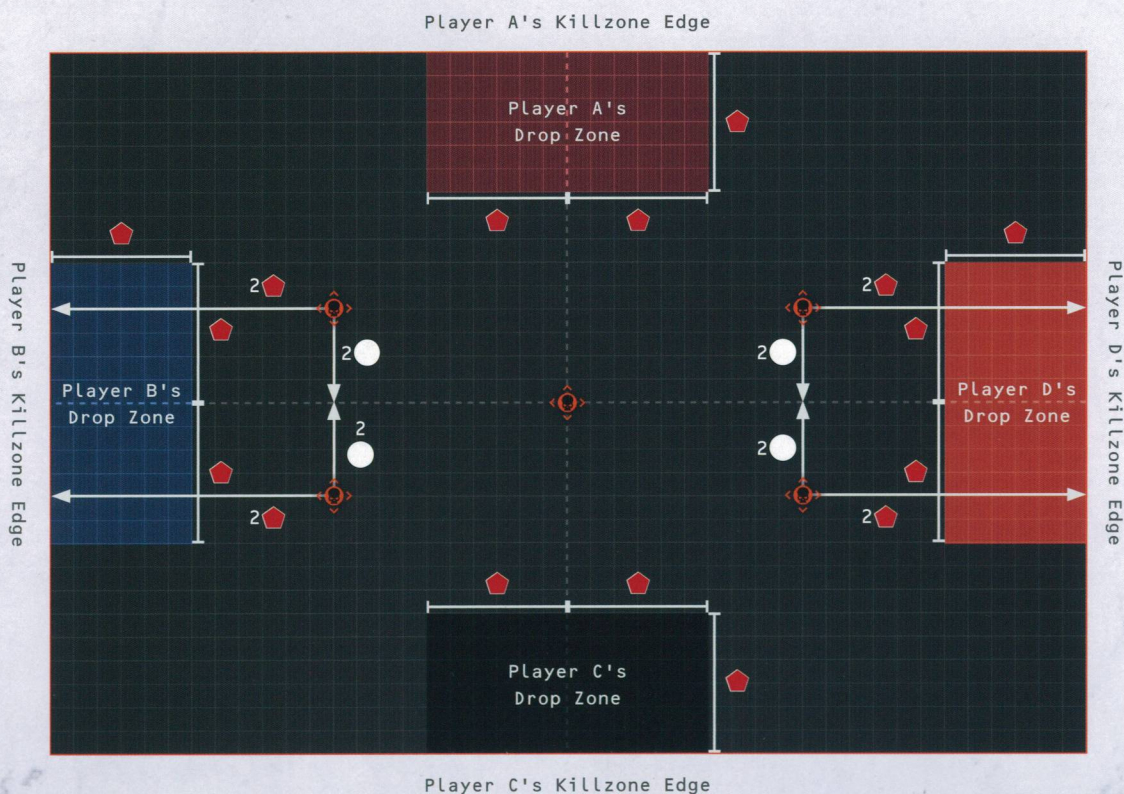
CLAIM POSITION

1AP

An operative can perform this action while it controls an objective marker. Until the start of the next Turning Point or until an enemy kill team claims that objective marker (whichever comes first), that objective marker is claimed by your kill team. If an operative would control more than one objective marker, you must select one for this action.

MISSION OBJECTIVE

At the end of each Turning Point, for each objective marker claimed by your kill team (see the **Claim Position** action, opposite), you score 1VP.



MISSION 2.3 STRIKE OUT

With ammunition, supplies and morale all running low, it is time for the beleaguered operatives to launch a last-ditch breakout attempt from their besieged position and fight their way to freedom.

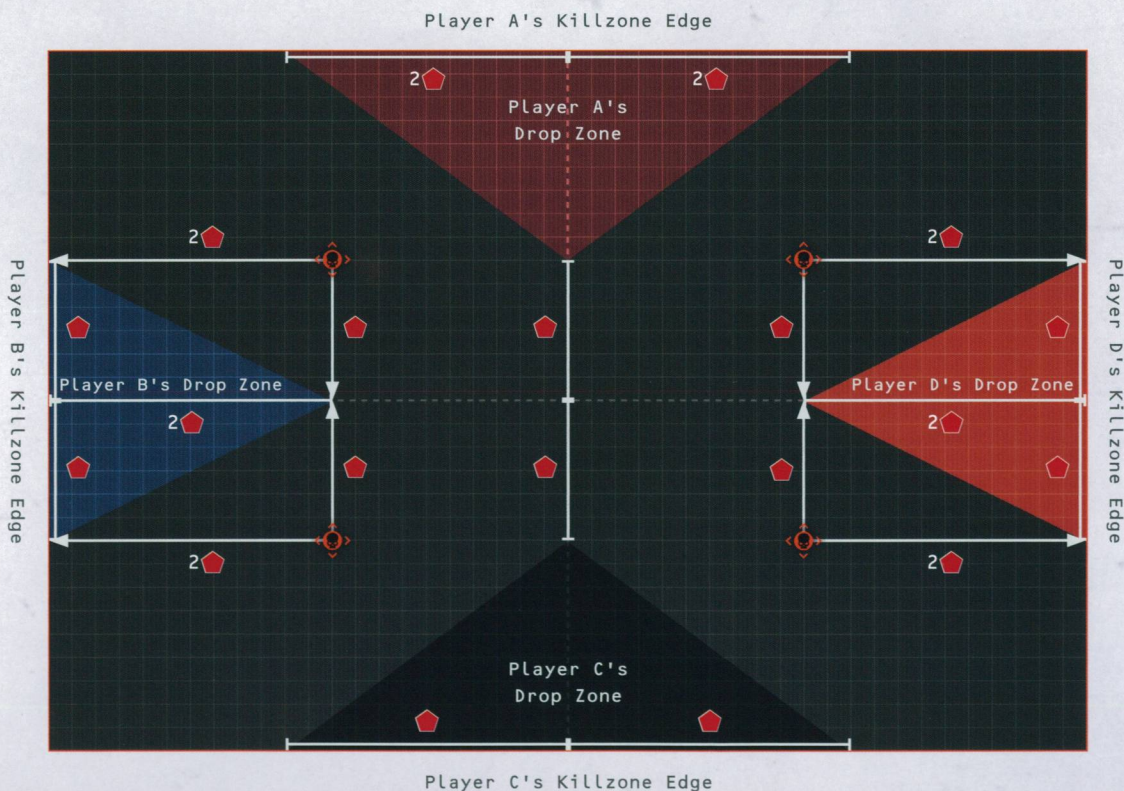
MISSION RULES

Secure Ground: At the end of each Turning Point, each objective marker friendly operatives control is secured by your kill team. While an objective marker is secured by your kill team, it stays under their control, even if no friendly operatives are within ○ of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer secured by your kill team.

MISSION OBJECTIVE

At the end of each Turning Point:

- For each objective marker friendly operatives control, you score 1VP.
- For each enemy drop zone one or more friendly operatives are within ○ of, you score 1VP.





SHADOW OPERATIONS

LAST STAND MISSION PACK

These asymmetrical missions provide a spectacular cinematic gaming experience as a veteran band of warriors stand against wave after wave of foes. Defensive assets – such as mines or smoke bombs – can help to stave off the inevitable, but in the end these battles can only end one way. It's just a case of how many of the foe you take with you to the grave!



SHADOW OPERATIONS: LAST STAND MISSION PACK

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SHADOW OPERATIONS: LAST STAND MISSION PACK

The missions found in this section are thematic, asymmetrical missions (rules and objectives that vary for Attacker and Defender) that use a unique mission rule called 'Last Stand' where a defending kill team must hold off a numerically superior enemy for as long as possible. The Defender's eventual defeat is inevitable, but how they make their last stand is still to be determined!

The Last Stand mission rule creates a different experience to your standard game of kill team, therefore it is especially suited to open play. However, it can work with any of the three ways to play: matched play if both players take turns being the Defender, or perhaps a one-off mission or the final mission of a campaign for narrative play.

To randomly determine a Shadow Operations: Last Stand mission, one player rolls one D3 to determine a mission from the table below.

D3	Mission
1	Make Your Stand
2	Hold At All Costs
3	Final Transmission







LAST STAND

Missions from the Shadow Operations: Last Stand mission pack use the Last Stand mission rule, which creates a battle where one kill team is outnumbered and must hold off the other for as long as possible. If a mission uses the Last Stand mission rule, the following additional rules take effect for the battle:

DEFENSIVE POSITION


In the Set Up the Killzone step, the players gather the terrain features and set them up as specified below, repeating this process until all terrain features have been set up.

- The Defender selects three terrain features that have not been set up yet and places them into a pool (if less than three remain, they select as many as possible).
- The Attacker selects one terrain feature from that pool and sets it up. They cannot set it up within  of the Defender's drop zone, and Heavy terrain cannot be set up within  of each other.
- The Defender sets up the remaining terrain features from that pool. They cannot set them up within  of the Attacker's drop zone, and Heavy terrain cannot be set up within  of each other.

In the Set Up Operatives step, the Attacker must set up their operatives first, and they must do so wholly within their drop zone (they cannot use any rules that allow them to set up operatives elsewhere).

SUPERIOR NUMBERS

In the Ready Operatives step of each Turning Point, the Attacker can roll one D6 for each friendly operative that is incapacitated and removed from the killzone, adding one to the result for each Preparing token that operative has (if any).

- On a 1-3, that operative gains a Preparing token for future rolls.
- On a 4+, remove all Preparing tokens that operative has, then the Attacker sets that operative up again within  of their killzone edge with an Engage or Conceal order. Any equipment they had earlier in the battle is removed.

At the end of the Ready Operatives step of each Turning Point, the Attacker can select any friendly operatives that have fewer than half of their wounds remaining to be removed from the killzone as incapacitated.

Designer's Note: *In narrative play, the Attacker's operatives are 'standard' warriors for this battle, rather than an elite kill team. As such, the Attacker should not use a narrative dataslate or narrative datacards for this battle (ignore Battle Honours, Battle Scars, experience etc.). Assume they are different operatives altogether (albeit of the same type). Note, however, that the Defender can use narrative dataslates and narrative datacards as normal, and their total Battle Honours do not provide any additional Command points or equipment points to the Attacker.*

MISSION CRITICAL

Tac Ops are not in use. In addition, the battle does not end after four Turning Points; instead, the battle ends when the Attacker achieves the mission objective. This means the Defender cannot win: it is only a matter of time until the Attacker manages to wear them down and achieve victory! This is the idea of Last Stand missions – to determine how long the Defender can survive.

We recommend keeping track of how many Turning Points the Defender can prevent the Attacker from achieving victory, as well as how many wounds the Attacker's operatives lose. Then players can repeat the battle, swapping the role of Attacker and Defender, and compare their results.


LAST STAND ASSETS


At the start of the Set Up Barricades step, before setting up barricades, the Defender selects four Last Stand assets from those presented on pages 20-21. Each Last Stand asset can be selected a maximum of once per game. Tokens for Last Stand assets should be placed before players set up barricades.

LAST STAND ASSETS



Some of the assets presented here will specify making shooting attacks against operatives. In such instances, for the purposes of the shooting sequence, the player controlling the target operative is the Defender and their opponent is the Attacker. Tactical Ploys (including Command Re-roll, see the Kill Team Core Book) cannot be used for attack dice rolled for these shooting attacks.


Ammo Cache

Place one of your Ammo Cache tokens anywhere in the killzone that is more than  from the Attacker's drop zone and not on a terrain feature (unless it has the Insignificant trait or is on a Vantage Point).


Each time a friendly operative makes a shooting attack within  of your Ammo Cache token, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

Barbed Wire

Place two of your Barbed Wire tokens anywhere in the killzone that is within 2  of each other, more than  from the Attacker's drop zone and not on a terrain feature (unless it has the Insignificant trait). Draw an imaginary line 1mm wide between the centre of those tokens (known as a barbed wire line). If the barbed wire line crosses a terrain feature, set up those tokens again elsewhere.


Each time an operative that cannot **FLY** performs a **Charge** or **Dash** action, it cannot move across a barbed wire line. Each time an operative that cannot **FLY** performs any other action in which it moves, if it would move across a barbed wire line, subtract  from the distance it can move during that action.

Electrified Terrain




Select one Light terrain feature in the killzone that is more than  from the Attacker's drop zone.

Defence dice cannot be automatically retained as a result of Cover from that terrain feature (they must be rolled instead). In addition, unless they can **FLY**, operatives cannot climb or traverse that terrain feature, finish a move with their base touching it, or perform any actions unique to that terrain feature that would allow an operative to move over it (e.g. **Scramble Over** in Killzone: Octarius).


Gas Bomb


Place one of your Gas Bomb tokens anywhere in the killzone that is more than  from the Attacker's drop zone and not on a terrain feature (unless it has the Insignificant trait).

Once during the battle, at the start of the Play Strategic Ploys step of the Strategy phase, you can detonate your gas bomb. If you do so:

- Your Gas Bomb token creates an area of gas with a  radius and unlimited upward height (but not below).
- If an operative is within or moves within an area of gas, until the end of the Turning Point, worsen the Ballistic Skill and Weapon Skill characteristics of the ranged and melee weapons it is equipped with by 1 respectively.
- If an operative is within or moves within an area of gas, subtract 1 from its APL (note that if an operative moves within , but was not activated within , you would modify its APL characteristic until the end of its activation but it would not lose any action points).
- At the end of each Turning Point, if your Gas Bomb token is in the killzone and creating an area of gas, roll one D6, adding one to the result for each previous Turning Point in which that token created an area of gas. On a 5+, remove that token.

Minefield

Place one of your Minefield tokens anywhere in the killzone that is more than  from the Attacker's drop zone and not on a terrain feature (unless it has the Insignificant trait).

Once per activation, if an enemy operative moves within  of your Minefield token, make a shooting attack against that operative using the profile below. When making that shooting attack, that enemy operative is always a valid target and cannot be in Cover.


Name	A	BS	D
Minefield	5	3+	4/5

At the end of that shooting attack, roll one D6, adding one to the result for each other shooting attack made with this asset during the battle. On a 5+, remove that Minefield token.

Reinforced Cover

While an operative has a Conceal order and is in Cover provided by your barricades, other operatives cannot treat it as having an Engage order as a result of a Vantage Point.

Remote Charge

Place one of your Remote Charge tokens anywhere in the killzone that is more than  from the Attacker's drop zone and not on a terrain feature (unless it has the Insignificant trait).

The Defender's kill team can perform the following mission action once per battle:

REMOTE CHARGE


1AP

Perform a free **Shoot** action using the following ranged weapon, then remove your Remote Charge token.


Name	A	BS	D
Remote Charge Detonator	4	2+	4/6

Special Rules


AP1, Silent, Explosive*

***Explosive:** If this operative performs a **Shoot** action with this weapon, make a shooting attack against each operative within  of your Remote Charge token. When making those shooting attacks, those operatives are always valid targets and cannot be in Cover. An operative cannot make a shooting attack with this weapon by any other means (i.e. it can only do so by performing the **Remote Charge** action).


Smoke Bomb


Place one of your Smoke Bomb tokens anywhere in the killzone that is more than  from the Attacker's drop zone and not on a terrain feature (unless it has the Insignificant trait).

Once during the battle, at the start of the Play Strategic Ploys step of the Strategy phase, you can detonate your smoke bomb. If you do so:



- Your Smoke Bomb token creates an area of smoke with a  radius and unlimited upward height (but not below).
- An operative is Obscured if every Cover Line drawn to it crosses an area of smoke.
- At the end of each Turning Point, if your Smoke Bomb token is in the killzone and creating an area of smoke, roll one D6, adding one to the result for each previous Turning Point in which that token created an area of smoke. On a 5+, remove that token.

Surveillance Device

Place one of your Surveillance Device tokens anywhere in the killzone that is more than  from the Attacker's drop zone and not on a terrain feature (unless it has the Insignificant trait).

For the purposes of Line of Sight, while an operative the Attacker controls has a Conceal order and is within 2  of that token, and Cover lines can be drawn from the centre of that token to it without crossing Heavy terrain, the Defender's operatives treat that operative as having an Engage order.

Tripwire Grenades

Place two of your Tripwire tokens anywhere in the killzone that is within 2  of each other, more than  from the Attacker's drop zone and not on a terrain feature (unless it has the Insignificant trait). Draw an imaginary line 1mm wide between the centre of those tokens (known as a tripwire line). If the tripwire line crosses a terrain feature, set up those tokens again.

The first time an enemy operative that cannot **FLY** moves across a tripwire line, you must make a shooting attack against that operative using the profile below. When making that shooting attack, that enemy operative is always a valid target and cannot be in Cover. At the end of that shooting attack, remove those Tripwire tokens.

Name	A	BS	D
Tripwire Grenades	4	3+	4/5

Special Rules

AP1, Relentless



MISSION 1

MAKE YOUR STAND

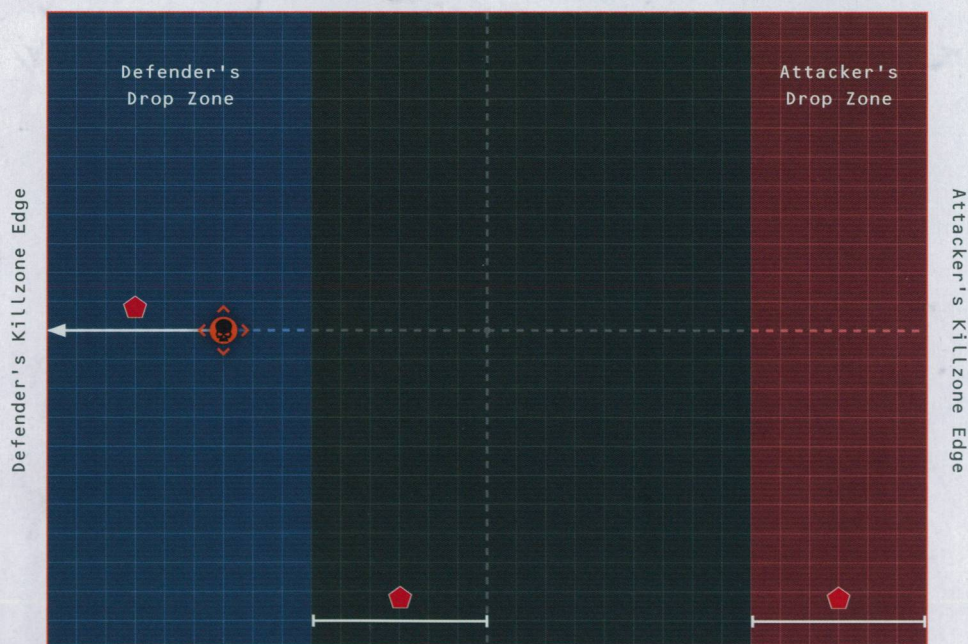
Sooner or later you have to pick the place to make your stand, then plant your banner there and fight to the last. This kill team is doing just that. All that remains is to die with honour.

MISSION RULES

Planted Banner: In the Generate Command Points step of each Strategy phase, if friendly operatives control the objective marker, you gain 1 additional Command point.

ATTACKER'S MISSION OBJECTIVE

If the Attacker's operatives control the objective marker at the start and end of the same Turning Point, the Attacker wins.




MISSION 2

HOLD AT ALL COSTS

Perhaps it is a precious relic, or a fragment of knowledge valued higher than worlds. Maybe it is a vital installation, the loss of which would spell disaster. Whatever the case, it is worth more than mere lives.

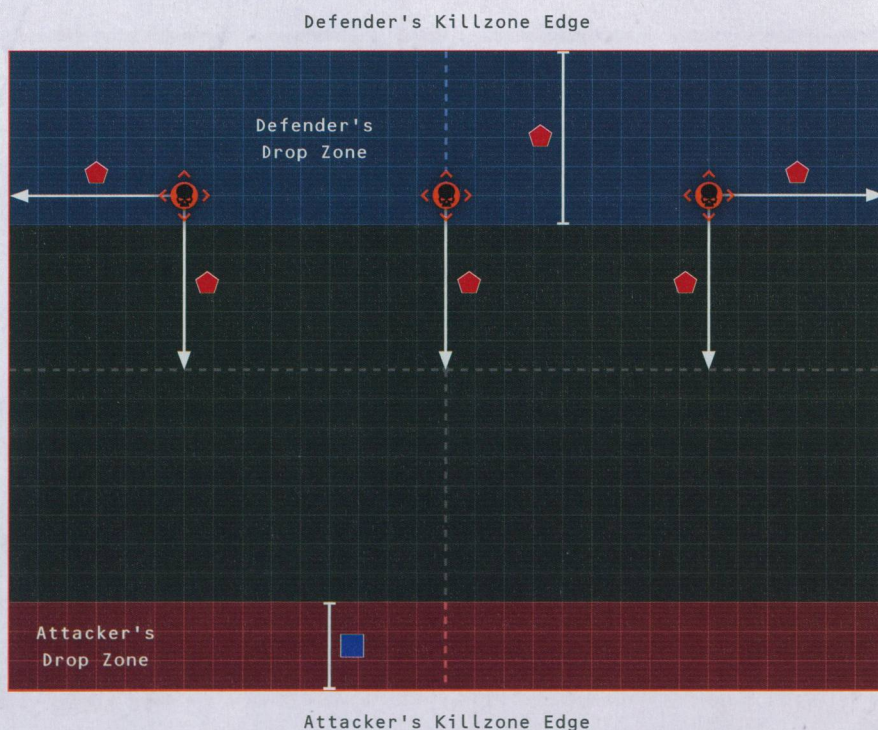
MISSION RULES

At All Costs: While an operative the Defender controls is within  of an objective marker:

- Each time it would lose a wound, roll one D6: on a 6, that wound is not lost.
- You can ignore any or all modifiers to its APL and to the BS and WS characteristics of its ranged and melee weapons respectively.

ATTACKER'S MISSION OBJECTIVE

If the Attacker's operatives control every objective marker at the end of a Turning Point, the Attacker wins.



MISSION 3

FINAL TRANSMISSION

The message is all that matters now. The vital intelligence must be transmitted. It is worth the sacrifice of every last warrior under your command — a butcher's bill you will have to pay all too soon.

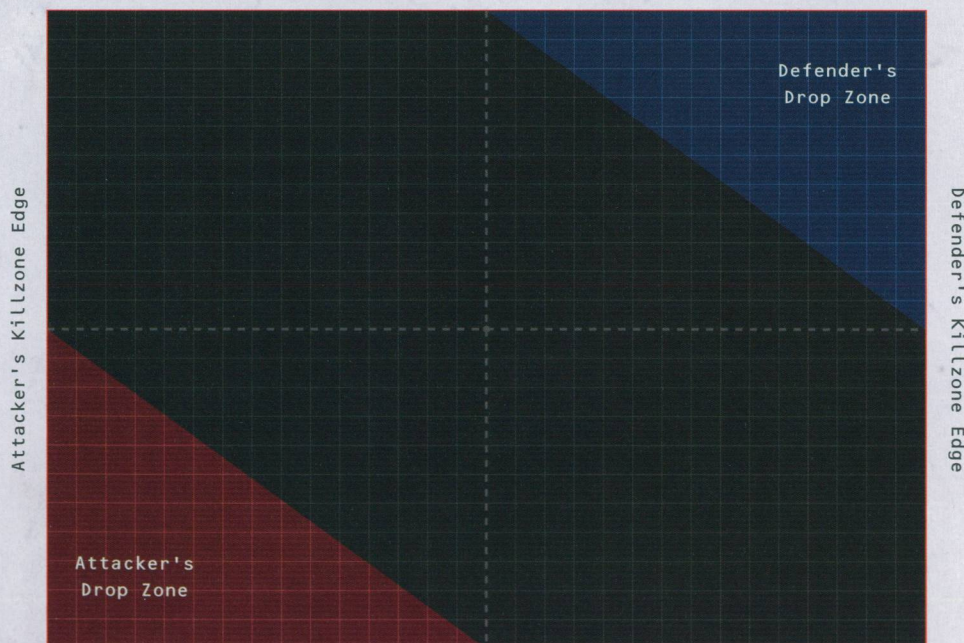
MISSION RULES

Final Transmission: At the end of the Set Up Operatives step, the Defender selects one friendly operative to be the operative transmitting. For the battle:

- That operative's APL characteristic is treated as being 1 lower (note that this is not a modifier).
- While that operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

ATTACKER'S MISSION OBJECTIVE

If the operative transmitting is incapacitated, the Attacker wins.



SETTING THE FINAL STAGE

The final fight of a hard-bitten kill team deserves an exciting and thematic battlefield. The Last Stand mission rule provides lots of inspiration for modelling the plethora of booby traps, tripwires, defensive barricades and more deployed by the defending party. Here you will find some initial inspiration for creating these kinds of features for your own games.

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Devices such as remote charge or tripwire grenades could be as simple as a detonator strapped to a crate, or they may have a more thematic twist appropriate to your kill team – for instance a lurking, hungry squig waiting to ambush!

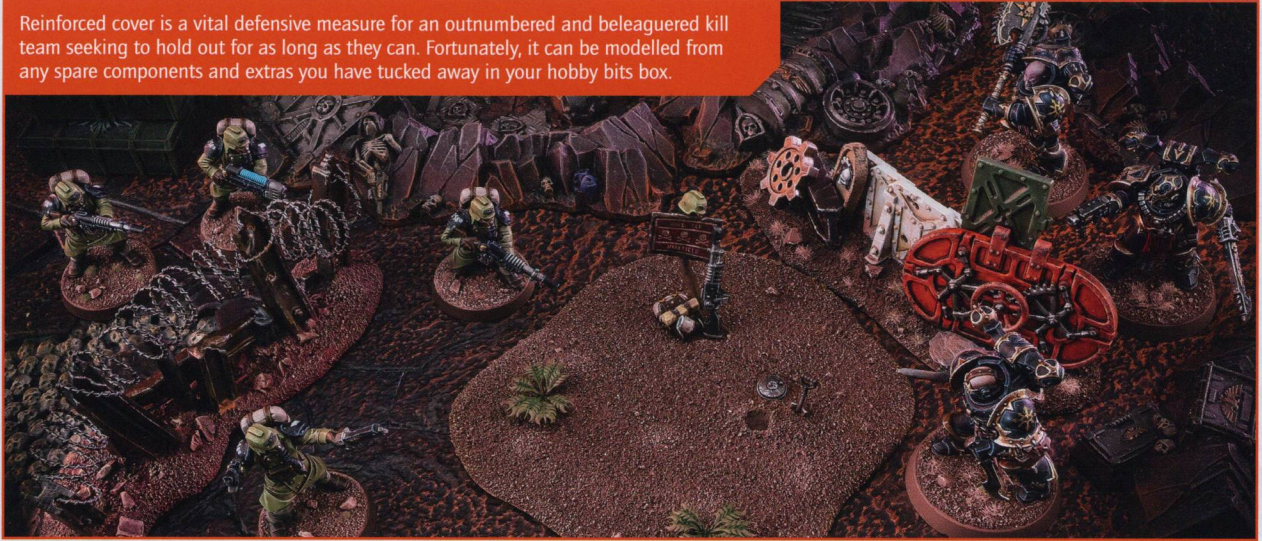


Here a remote charge has been modelled via the simple act of stuffing a barrel full of fused dynamite, while a gas bomb has been left hanging on a satchel strap from an ancient statue.

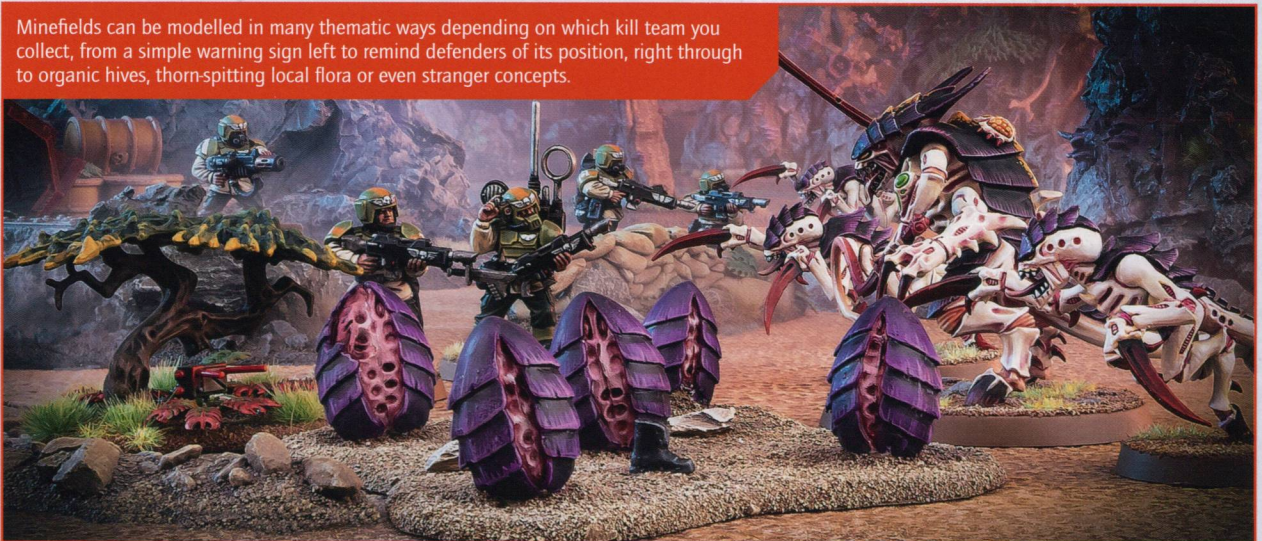




Reinforced cover is a vital defensive measure for an outnumbered and beleaguered kill team seeking to hold out for as long as they can. Fortunately, it can be modelled from any spare components and extras you have tucked away in your hobby bits box.



Minefields can be modelled in many thematic ways depending on which kill team you collect, from a simple warning sign left to remind defenders of its position, right through to organic hives, thorn-spitting local flora or even stranger concepts.





CRITICAL OPERATIONS

SENTRIES MISSION PACK

These expanded rules allow for a whole different sort of gaming. One player puts eagle-eyed sentries into the field, the other sends their most cunning operatives to slink past them – maybe slitting a few throats en route. Will the alarm be raised in time? Or will the invaders accomplish their task and vanish like ghosts into the shadows?



CRITICAL OPERATIONS: SENTRIES MISSION PACK

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CRITICAL OPERATIONS: SENTRIES MISSION PACK

These missions use a mission rule called 'Sentries', described opposite, which offers a new challenge for both players. The scoring parameters of the mission objectives vary across the mission pack, so having an expansive roster will allow you to select the right operatives for the mission at hand. They have been designed so that tactical play is rewarded, therefore they are suited to matched play but can be used with any of the three ways to play.

To randomly determine a Critical Operations: Sentries mission, one player rolls one D6 to determine a mission from the table below.

D6	Mission
1	Secure the Approach
2	Advance Capture
3	Spike Data-core
4	Designated Priorities
5	Secure Supplies
6	Initiate Transmission



SENTRIES

Missions from the Critical Operations: Sentries mission pack use the Sentries mission rule, which is a prologue to the battle in which you will play through a series of sentry patrols (see below). The Attacker's intruders can attempt to infiltrate the killzone, take up key positions and complete objectives ahead of the main assault. The Defender's sentries must attempt to stop the intruders by patrolling the killzone and discovering them. If a mission uses the Sentries mission rule, the following changes take effect for the mission sequence:

- In the Set Up Operatives step, operatives are not set up as normal. Instead, the Defender sets up two sentries with an Engage order and the Attacker sets up one intruder with a Conceal order (if they cannot be set up with these orders, they cannot be selected as sentries or intruders). These are operatives from their kill team, and they must be set up wholly within the player's drop zone (they cannot use any rules that allow them to set up elsewhere).
- In the Scouting step, the players do not select and resolve pregame scouting options. Instead, they resolve sentry patrols, as described below.
- Victory points cannot be scored during a sentry patrol.
- Once the alarm is raised, continue the battle as described opposite.

SENTRY PATROL

Sentry patrols are conducted in rounds, each of which consists of a Sentry phase and an Intruder phase.

Sentry Phase

The Defender selects one of their sentries and both players roll off. If their results are the same, that sentry performs a **Pass** action. If the Defender's result is higher than the Attacker's, the Defender performs a **Normal Move** action with that sentry. If the Attacker's result is higher than the Defender's, the Attacker performs a **Normal Move** action with that sentry. Each time a sentry performs a **Normal Move** action in the Sentry phase, the player moving it rolls one D6 and moves that operative up to a number of \triangle increments equal to the result of the D6. The players repeat this process until all of the Defender's sentries have been moved or passed, or until the alarm is raised (see opposite), whichever comes first.

*Example: The Defender selects one of their sentries and both players roll one D6. The Attacker's result is a '4' and the Defender's result is a '2', therefore the Attacker performs a **Normal Move** action with that sentry. The Attacker rolls one D6 and the result is a '3', therefore they can move that sentry up to 3 \triangle .*

Once all of the Defender's sentries have been moved or passed, and if the alarm has not been raised, the Sentry phase ends.

Intruder Phase

The Attacker activates their intruder as if it were the Firefight phase with the following additional rules:

- They must have a Conceal order.
- They can only perform **Dash**, **Normal Move**, **Pass** or mission actions (excluding Tac Op mission actions).

Once the intruder has been activated, and if the alarm has not been raised (see below), the Intruder phase ends and a new sentry patrol round begins.

Raising the Alarm

The alarm is raised if any of the following conditions are met:

- The intruder is in a sentry's Line of Sight (note that as the intruder always has a Conceal order, it must be Visible, not Obscured and not in Cover to be in a sentry's Line of Sight).
- The intruder is Visible to and within \blacksquare of a sentry.
- The intruder is within \blacklozenge of the Defender's drop zone (unless otherwise specified).
- The Attacker chooses to begin the assault, which automatically raises the alarm.
- Any other conditions specified by the mission.

When the alarm is raised, the sentry patrol immediately ends after that action and the players set up their remaining operatives as specified by the Set Up Operatives step of the mission sequence (they cannot use any rules that allow them to set up operatives elsewhere). The players then begin the battle as normal with the following rules:

- In the first Initiative phase, the players roll off and the winner decides who has the initiative.
- During the first Turning Point, each time an operative that was selected as an intruder or sentry is activated, the controlling player can change its order (rather than needing to have the order given to it when it was set up before the battle).

Designer's Note: *The Sentries mission rule presented in this publication differs slightly from that presented in Kill Team: Moroch. It has simply been modified as appropriate for the missions presented in this publication; it does not supersede the mission rule for that publication.*

MISSION 1 SECURE THE APPROACH

Enemy forces have been spied massing in a shrouded location, watchful sentinels guarding the approach to their only weak point. The enemies' eyes must be blinded and that approach secured so that a full assault can be made.

MISSION RULES

Sentries (pg 31): The alarm is also raised if there are three active objective markers (see the **Secure Approach** action, below).

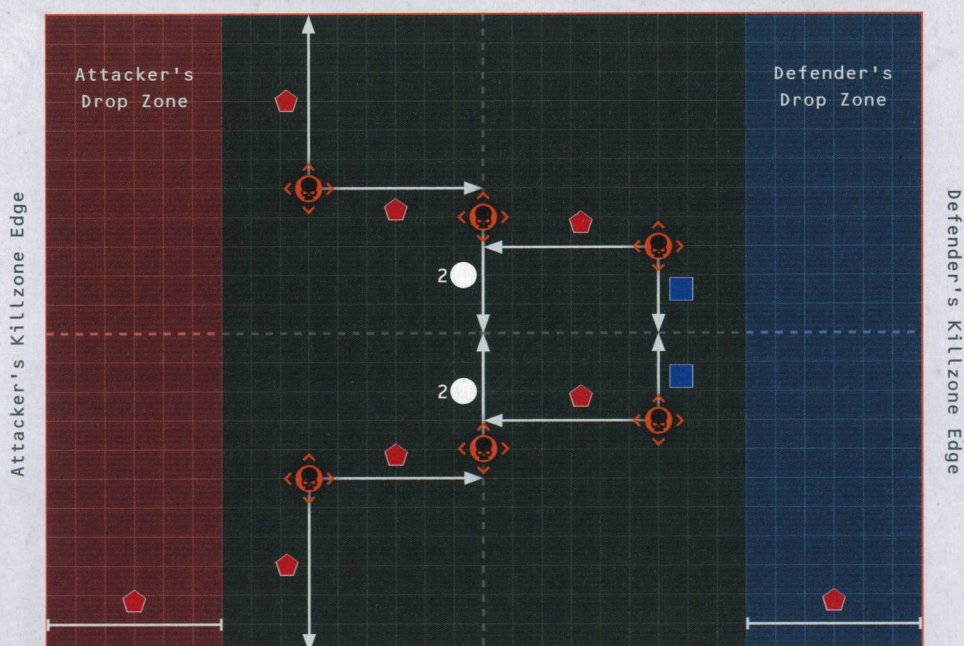
Operatives can perform the following mission action:

SECURE APPROACH 1AP

An operative can perform this action while it controls a non-active objective marker. Until the end of the battle, that objective marker is active.

MISSION OBJECTIVE

At the end of each Turning Point, for each active objective marker (see the **Secure Approach** action, above) friendly operatives control, you score 1VP (to a maximum of 4VPs per player per Turning Point).



MISSION 2 ADVANCE CAPTURE

Under the very noses of the enemy, one brave — or reckless — operative slips into dangerous territory alone. Vital assets must be wrested from the enemy early before they respond in force and the main attack begins.

MISSION RULES

Sentries (pg 31): The alarm is also raised if an intruder performs the **Secure Asset** action three times.

Alpha: At the end of the Select Drop Zone step, the Defender selects one objective marker to be their Alpha objective marker and moves it ○ directly towards their killzone edge. The Attacker then selects one objective marker to be their Alpha objective marker (they cannot select the Defender's Alpha objective marker) and moves it ○ directly towards their killzone edge.

Operatives can perform the following mission actions:

SECURE ASSET 1AP

An operative can perform this action while it controls an objective marker. Move that objective marker up to ○ directly towards your killzone edge. Each objective marker can only be moved once per Intruder phase and once per Turning Point.

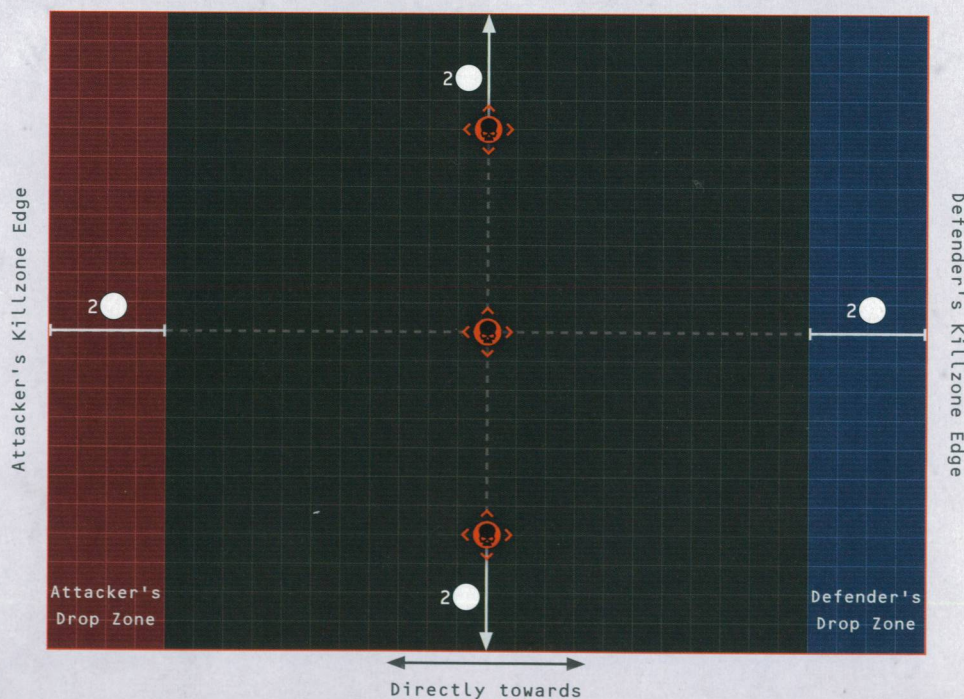
CLAIM ASSET 1AP

An operative can perform this action while it controls an objective marker. Until the start of the next Turning Point or until an enemy kill team claims that objective marker (whichever comes first), that objective marker is claimed by your kill team. This action cannot be performed during a sentry patrol (pg 31).

MISSION OBJECTIVE

At the end of each Turning Point and at the end of the battle:

- If one or more objective markers are claimed by your kill team (see the **Claim Asset** action, above), you score 1VP.
- If more objective markers are claimed by your kill team than are claimed by your opponent's kill team, you score 1VP.
- If your opponent's Alpha objective marker is claimed by your kill team, you score 1VP.



MISSION 3 SPIKE DATA-CORE

A fringe cogitator bank, xenos-node or scry terminal provides a vulnerable access point to a facility vital to the war effort. Reinforcement of the system is crucial before enemy agents sabotage it by spiking its esoteric data-core and penetrating its layered defences.

MISSION RULES

Sentries (pg 31): The alarm is also raised if an intruder performs the **Breach Defence Layer** action, below.

Operatives can perform the following mission actions:

ACCESS TERMINAL 1AP

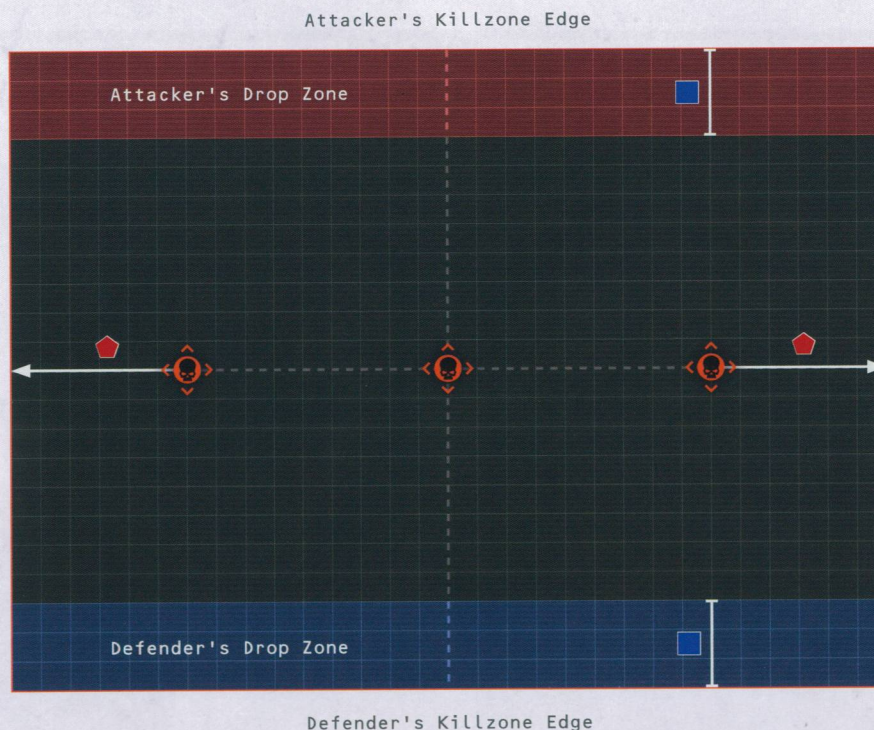
An operative can perform this action while it controls an objective marker that has not been accessed during this Turning Point. If it does so, that objective marker has been accessed this Turning Point.

BREACH DEFENCE LAYER 1AP

An operative the Attacker controls can perform this action while it controls an objective marker and no objective markers are the alpha terminal. Until the end of the battle, that objective marker is the alpha terminal.

MISSION OBJECTIVE

Each time a friendly operative performs the **Access Terminal** action, you score 1VP. If that objective marker is the alpha terminal, you score 2VPs instead.



MISSION 4

DESIGNATED PRIORITIES

The enemy presides over a site of exponential strategic value, but the true targets must be identified as a matter of priority. They cannot be allowed to employ such vital materiel in the war to come.

MISSION RULES

Sentries (pg 31): The alarm is also raised if there are three designated objective markers (see the **Designate Key Asset** action, opposite) or an intruder is within 2○ of the Defender's drop zone (instead of ●).

Defender Designation: At the end of the first Initiative phase:

- If there are fewer than three designated objective markers, the Defender selects a number of non-designated objective markers to become designated until there are three.
- Once there are three designated objective markers, all non-designated objective markers are removed from the killzone.

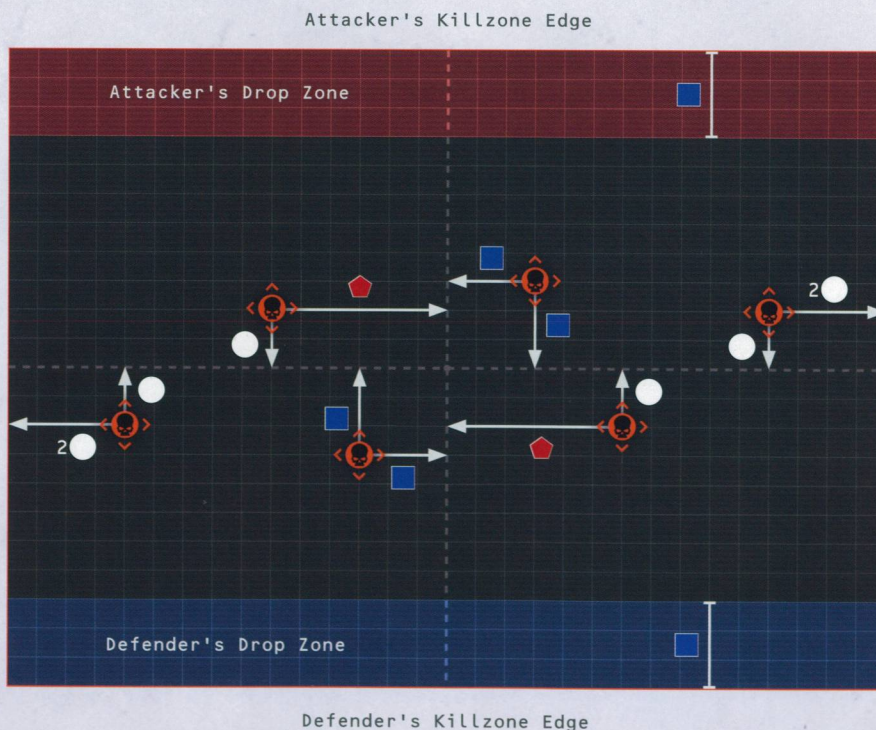
Operatives can perform the following mission action:

DESIGNATE KEY ASSET 1AP

An intruder can perform this action in the Intruder phase while it controls a non-designated objective marker. Until the end of the battle, that objective marker is designated.

MISSION OBJECTIVE

At the end of each Turning Point and at the end of the battle, for each objective marker friendly operatives control, you score 1VP.



MISSION 5 SECURE SUPPLIES

The latest night-time resupply drop has drifted off course. Several vital missions planned months in advance depend upon them; those supplies must be secured before the enemy's scout can loot or sabotage them.

MISSION RULES

Sentries (pg 31)

Operatives can perform the following mission actions:

SABOTAGE SUPPLIES 1AP

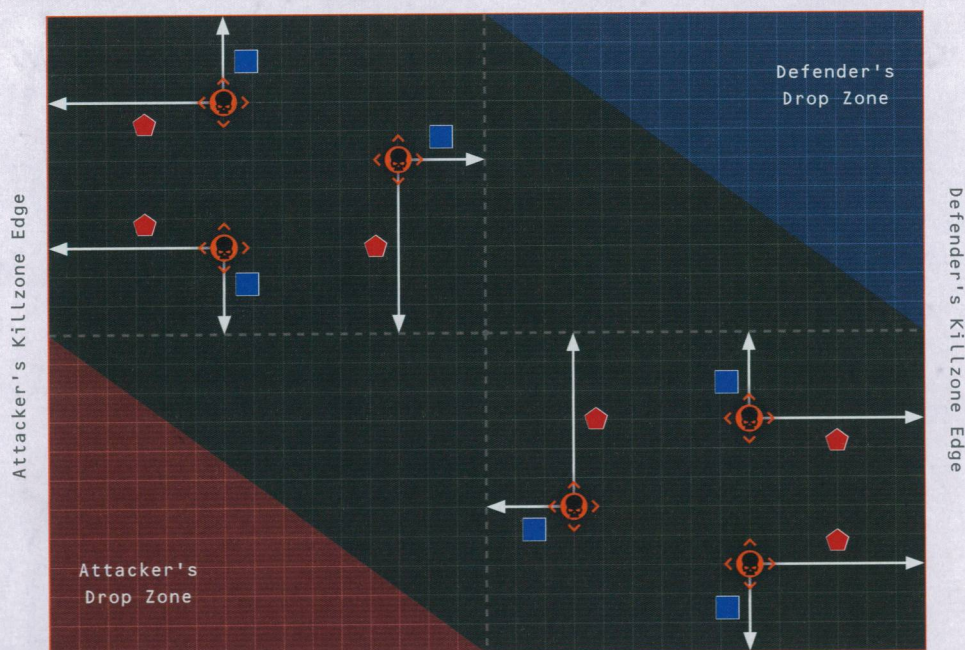
An operative the Attacker controls can perform this action while it controls a non-sabotaged objective marker. Until the end of the battle, that objective marker is sabotaged.

SECURE SUPPLIES 1/2AP

An operative can perform this action while it controls an objective marker that has not been secured during this Turning Point. If it does so, that objective marker has been secured this Turning Point. If that objective marker has been sabotaged (see the **Sabotage Supplies** action, above), this action costs 2AP; if it hasn't, it costs 1AP.

MISSION OBJECTIVE

Each time a friendly operative performs the **Secure Supplies** action, you score 1VP (to a maximum of 4VPs per player per Turning Point).



MISSION 6

INITIATE TRANSMISSION

A multi-hub communications site is patrolled by the enemy, who attempt to use it to intercept our transmissions or transmit misinformation. Our specialist must infiltrate the site to issue a priority coded warning to high command before any data is harvested.

MISSION RULES

Sentries (pg 31): The alarm is also raised if an intruder performs the **Amplify Transmission** action once or the **Initiate Transmission** action twice.

Operatives can perform the following mission actions:

INITIATE TRANSMISSION 1AP

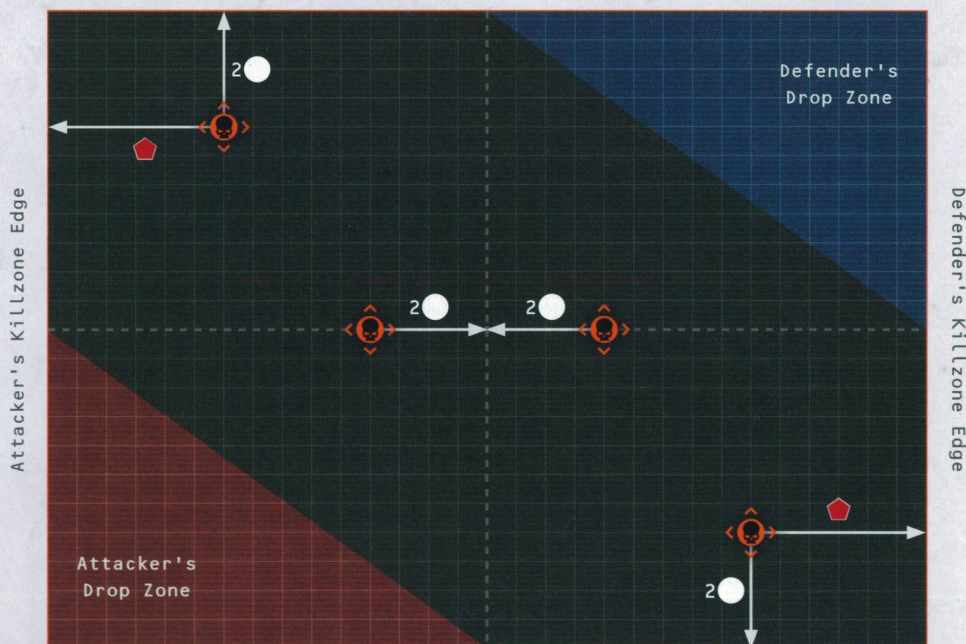
An operative can perform this action while it controls an objective marker that is not transmitting for your kill team. Until the end of the battle, that objective marker is transmitting for your kill team. Note that each objective marker can be transmitting for both kill teams at once.

AMPLIFY TRANSMISSION 1AP

An operative can perform this action while it controls a non-amplified objective marker, if there are fewer than two amplified objective markers in the killzone. Until the end of the battle, that objective marker is amplified.

MISSION OBJECTIVE

At the end of each Turning Point, for each objective marker friendly operatives control that is transmitting for your kill team, you score 1VP. If that objective marker is also amplified, you score 2VPs instead. In either case, you can score a maximum of 4VPs per player per Turning Point.



STUDIO KILL TEAMS SHOWCASE

There are so many exciting kill teams to choose from that the folks in the Games Workshop Publications Studio couldn't resist getting in on the action. On the following pages you will find a showcase of their own converted and painted kill teams, doing battle across the savage galaxy at war.

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Pete McMullin's Veteran Guardsman kill team, the hand-picked cream of the redoubtable Catachan 44th Regiment, find themselves ambushed amidst the mist-wreathed jungles of Vorath IV by Josh Noy's cunning T'au Pathfinder kill team.



Within the warp-twisted reaches of Armageddon's northern polar wastes, Rich Butler's Chaos Daemon kill team of Khornate Bloodletters engage in a close-quarters clash with Andy Clark's Ork Kommando kill team, Da Lucky Blue Lootaz.



Posted to defend the auto-foundries of Tzova's Reach, James Jackson's Penitents of the Iron Chapel Novitiate kill team find themselves facing a determined raid by Calum McPherson's Legionary kill team.



Maxime Corbeil's Elucidian Starstrider kill team must repel a sudden and furious boarding action upon their void ship by Tangui Jollivet's twisted and hate-fuelled Legionary kill team.



Upon the ice-locked former hive world of Thormaria, Robin Cruddace's Novitiate kill team – the Aspirants of Saint Ellerine – engage in a furious firefight with Steve Barrett's T'au Pathfinder kill team, the Bright Stars.



Stu Black's Ork Kommando kill team launch a surprise attack against the auspicator shrine of Fort Kadran. They are opposed by Calum McPherson's Krieg Veteran Guardsman kill team, ready to die to drive the greenskins back.





The undertunnels of Hive Gorgenghal ring to bolter fire and the clatter of autoguns as Calum McPherson's Wyrmlblade kill team seek to encircle and overwhelm Tangui Jollivet's Intercessor kill team.



Harvey Snape's Veteran Guardsman kill team, the 101st Krieg Siege Regiment, hurl themselves into a suicidal onslaught against Pete McMullin's hard-pressed La'rua J'karra T'au Pathfinder kill team.

THE KILL TEAMS

P44 ELUCIDIAN STARSTRIDERS

Here you will find the background and rules to lead the elite Elucidian Starstriders into the killzone. Calling in air strikes and hurling highly-skilled operatives into battle, Rogue Trader Elucia Vhane is not to be trifled with.

P98 HUNTER CLADE

As their name suggests, the Hunter Clade are amongst the deadliest of all Adeptus Mechanicus kill teams. This section provides all the rules and background you need to command these warrior-cyborgs in your Kill Team games.

P63 GELLERPOX INFECTED

The Gellerpox Infected rampage across the killzone in a cavalcade of grotesque freaks and static-laced gibbering. The lore and rules in this section allow you to unleash this tide of diseased techno-horrors upon the tabletop.

P119 WYRMBLADE

Combining gruesome alien horror with the guerrilla tactics of insurgent freedom fighters, the Wyrmlade kill team's lore and rules put you in command of a fanatical band of xenos-tainted mutants.

P80 WARPCOVEN

Set loose the unbound fires of mutation and manipulate the weaves of fate with the Warpcoven kill teams of the Thousand Sons. Here you will find background and rules that lay their sorcerous might at your fingertips.

P137 VOID-DANCER TROUPE

This section provides you with all the background and rules required to lead an enigmatic and terrifying kill team of Harlequins into battle, completing the steps of your own mystical and deadly *saedath*.



ELUCIDIAN STARSTRIDER KILL TEAMS

Elucia Vhane is a scion of a noble mercantile dynasty. Leaving behind her family's operations in the galactic north, Vhane led her Elucidian Starstriders to the Eastern Fringe. There, the bold Rogue Trader seeks to eclipse the rich history of her ancestors with her own rise to glory – or die trying.

Rogue Traders are natural-born leaders, merchants of death and talented explorers with a keen eye for profit and survival. Each carries an heirloom Warrant of Trade. This priceless and sacred item, as individual in form as the Rogue Trader themselves, entitles them to travel beyond the boundaries of the Imperium – into dangerous wilderness space, regions controlled by secessionists and xenos, or even beyond the fringes of the galaxy itself.

With this power, however, comes non-negotiable responsibilities. Rogue Traders must aid in the expansion of the Imperium, delving into those reaches it claims but has not yet the knowledge to plough into. Some Warrants of Trade empower the hereditary owner to establish trade links with Human worlds not yet yoked into the Imperium. Others allow the charting of unmapped space and the documenting of mysterious xenos to report dangers back to the Imperium. Whatever their duty, most Rogue Traders amass a ship or even fleet of their own, as well as a hard-bitten company of crew, mercenaries, followers and retainers.

Such is the case with Elucia Vhane. Resplendent in her baroque finery, Vhane's appearance belies the ruthlessness of her soul, for it is that of a merciless predator. Around her, Vhane has gathered a variety of specialists. Rogue Traders acquire numerous contacts in all manner of institutions, along with the wealth needed to secure the services of those their experienced eye has singled out. Vhane is no different. Surviving the dark reaches beyond Imperial contact requires skilled technical specialists. Thus, among Vhane's retinue is Larsen van der Grauss, a Lectro-Maester of the Cult Mechanicus. Van der Grauss worships the Machine God in its aspect of the Motive Force – the empowering spark of all engines – and his arcane wargear has saved the souls of Vhane and her crew numerous times.

Vhane has also recruited adepts of life and death. Sanistasia Minst is a highly skilled Rejuvenat Adept,

her keen mind alert to biological dangers, as well as the reason for Elucia Vhane's unusually long lifespan. Where Minst staves off entropy with her steroidal elixirs and anti-thanators, the Death Cult Executioner known as Knosso Prond takes life with the care of an artist. Prond's is but one of countless death cults who worship the Emperor through acts of murder, killing not only heretics and xenos with precise blows, but also assassinating loyal servants they no longer deem worthy of serving the Emperor.

While most of Vhane's crew are faceless labourers compelled to restricted lives of drudgery, she has long been known to subversively recruit from the Navis Imperialis for her deck guardians. These Voidsmen-at-Arms, under the ruthless Voidmaster Nitsch, are often accompanied by the Canid that Vhane has named Aximillion. Their heavy-duty Navis-pattern weapons are brutally effective during boarding actions.

Vhane was amongst dozens of Rogue Traders gathered by Roboute Guilliman in the wake of the Great Rift's opening. The Primarch tasked them with seeking out new worlds – verdant paradises to replace those the Imperium lost to disease, corruption or the raging warp. Vhane accepted the challenge and departed aboard her flagship, the *New Dawn*, its hold packed with thousands of colonists in hyper-freeze. She found a paradise, but getting there took a terrible toll. What began as engine glitches and nightmares mutated into a cybernetic corruption emanating from the *New Dawn's* warp drives, changing her enginarium crews into mutant monstrosities. Vhane escaped on a shuttle craft – the *Truehawk* – and destroyed her prized ship, but infected mutants followed, stowing away on the shuttle en route to the paradise world.

How Elucia Vhane and a group of her Starstriders survived, how they escaped the world after landing in escape pods, is information Vhane reserves to clinch the greatest deals. Her story grows longer with each telling.

**'A ROGUE TRADER IS A PIONEER WHO MUST ROAM THE FRONTIER,
WHO MUST STRIDE THE FAR EDGES OF THE GALAXY WITHOUT FEAR.
I'M LOOKING FOR CREW BRAVE ENOUGH TO JOIN ME. HAVEN'T YOU
EVER WONDERED WHAT'S OUT THERE IN THE DARKNESS?'**

- Elucia Vhane, Rogue Trader

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NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Elucidian Starstrider crewmates as well as the title of your kill team, its quirks, base of operations and background. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites or use them as inspiration.

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OPERATIVE NAMES

If you wish to create a name for one of your crew, you can use the tables below, either by picking your favourite or rolling a D66 on one or both tables. To roll a D66, roll two D6s, one after the other – the first result is your 'tens' and the second is your 'units'. For example, a D66 roll where the first result is a 3 and the second is a 6 is a result of 36.

D66	FIRST NAME	D66	SURNAME
11	Delarique	11	Draikh
12	Jan	12	Argevan
13	Kaerlhu	13	Holpstein
14	Milosh	14	Tellanarosea
15	Elecia	15	Hu
16	Vuleth	16	<none known>
21	Fihrenika	21	Greist-Varrak
22	Dekkon	22	Of House Philo
23	Saorise	23	Borodin
24	Jeinus	24	Sulymanya
25	Neyam	25	Vhorne
26	Mordekei	26	Rey Garanoza
31	Sie'hadn	31	Parnevue
32	Dragalos	32	Of House Larnor
33	Konstanza	33	ven Jastobol
34	Nylus	34	Threce
35	Ingnacia	35	Mottano di Vega
36	Tobasin	36	Du Languille
41	Eyva	41	Romalla
42	Inigo	42	Tresskus
43	Temusin	43	Of House Di'ma'qetch
44	Hektor	44	Varonius
45	Irenna	45	Ghebli
46	Greigan	46	Svort
51	Ani-Quor	51	Felucidine
52	Godwyn	52	Al'Mazia
53	Mharean	53	Quarmokk
54	Strostan	54	Vatham
55	Verasheen	55	Of House Kran
56	Thaddeus	56	Aseer'nahal
61	Yvanna	61	Dammas
62	Poltrek	62	Zhuformix
63	Sine va Reth	63	na Khal
64	Johannes	64	Serjin
65	Khorvasta	65	Of the Thelcid Dynasty
66	Nestor	66	Whorn

KILL TEAM NAMES

Rogue Traders are fiercely individualistic, strong-willed and ostentatiously flamboyant. These powerful men and women are used to getting their own way and often boast inflated egos. Consequently, when they lead retinues of specialists from their crews on daring, possibly illegal forays, many Rogue Traders choose to boastfully name such teams after themselves, as tastefully or as inelegantly as they deem appropriate. To randomly determine a kill team's name of this kind, roll once on each of the Trader's Elite tables – Table 1 referencing the Rogue Trader's name or reputation – select your favourites or use them as inspiration.

As a Rogue Trader's ships represent an immense portion of their wealth – viewed as much as status symbols as means of transit – and can often be as heavily armed as a capital ship of the Imperial Navy, kill teams of specialist operatives are sometimes named in their honour. To randomly determine a kill team's name of this kind, roll once on each of the Crew of Honour tables – Table 1 being the name or nickname of the vessel. Feel free to select your favourites or come up with your own ship name, perhaps even a history for it.

D6	TRADER'S ELITE TABLE 1	D6	TRADER'S ELITE TABLE 2
1	Von Klemprine	1	Scrutineers
2	Jesperest	2	Final Negotiation
3	Greigan	3	Acquisitors
4	The Grey Weaver's	4	Diligents
5	The Scarlet Baron's	5	Transactors
6	Honorean	6	Covenant Wards

D6	CREW OF HONOUR TABLE 1	D6	CREW OF HONOUR TABLE 2
1	Sapphire Broker's	1	Warrantguard
2	Scepterin's	2	Dealbreakers
3	Transmercator's	3	Diplomats-Martial
4	Caveat Pactor's	4	Void Escorts
5	The Golden Mean's	5	Reclamators
6	Aquila of Spite's	6	Companions Astral

SQUAD QUIRK

D6 CHARTER

- 1 **Fresh Trail:** Elucia Vhane has never forgotten the monstrosities that caused her to destroy the *New Dawn*. Throughout her travels she has diverted at any suggestion of the plague mutants, incapable of resting until all are destroyed.
- 2 **Dealmakers:** Nothing but closing the most profitable of deals matters to this Rogue Trader and their coterie, and they will go to any lengths to do so.
- 3 **Xenos Traders:** This kill team has dealt with many species and learned enough to exploit them.
- 4 **Pious:** The Rogue Trader of this kill team is a fervent adherent of the Imperial Creed and sees their role in expanding the Imperium as much in terms of proselytism as profit.
- 5 **Arrogance of Position:** This kill team enjoys great privilege and their Rogue Trader's superiority sees them view all lessers as opportunities for exploitation.
- 6 **Covetous Nature:** This kill team are instinctive acquirers, assessing every item's worth and how best to relieve its current owners of such a burden.

BACKGROUND

D6 CONTRACT

- 1 **Starstrider Survivors:** Led by the fearless Elucia Vhane herself, this kill team are amongst the original core of her infamous band of hardened specialists.
- 2 **Mercantile Fugitives:** Whether from peers of their own trading dynasty or a former client, this Rogue Trader and their retinue are on the run after a deal that went sour.
- 3 **Cartogrammatists:** This Rogue Trader and their kill team have been contracted to explore wilderness space and chart suitable warp routes past dangerous rifts.
- 4 **Darkened Eyes and Hollowed Souls:** This kill team have returned from unmapped regions laden with priceless treasure, but are silent on the horrors they saw.
- 5 **Criminal Contacts:** Beneath a carefully maintained veneer of respectability, this Rogue Trader and their kill team profit from numerous illegal activities.
- 6 **Archeobrokers:** Under retainer by a shadowy patron, this kill team follow up rumours of ancient archeotech. They have become skilled in identifying priceless devices among piles of worthless scrap.

BASE OF OPERATIONS

D6 TRANSFER MEANS

- 1 **Aquila Lander:** This kill team employ an ostentatious but well-armoured Aquila Lander – acquired from a Navis battle group – to transfer them from orbit and swiftly access sites of lucrative interest.
- 2 **Archeotech Port-Key:** This Rogue Trader and their coterie acquired this transdimensional device illegally, but it allows them to transfer from the safety of their ship via a shimmering corridor to evade watchful eyes.
- 3 **Boarding Craft:** After boarding a vessel, orbital station or space hulk in search of riches, this kill team can return to the safety of its boarding craft to regroup and rearm.
- 4 **Luxury on the Move:** This kill team is followed by cyber-vassels carrying equipment, as well as extravagant accoutrements and furnishings to transform wherever their master camps into a courtly haven.
- 5 **Truehawk II:** This kill team are based in a replacement orbital shuttle that Elucia Vhane has christened the *Truehawk II*, honouring the original through which she battled the Gellerpox mutants.
- 6 **Traded Transports:** Through fair means or foul, this kill team have laid their hands on a collection of transports – military personnel carriers or perhaps a herd of pack-beasts – whatever suit the local terrain best.



ARCHETYPE: RECON / SECURITY

ELUCIDIAN STARSTRIDER KILL TEAM

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ELUCIDIAN STARSTRIDER • OPERATIVES

Below you will find a list of the operatives that make up an **ELUCIDIAN STARSTRIDER** kill team, including, where relevant, any wargear those operatives must be equipped with. Note that, unlike other kill teams, you do not select your operatives from a list; instead, this kill team's operatives are specified.

OPERATIVES

- ▼ 1 ELUCIA VHANE
- ▼ 1 CANID
- ▼ 1 DEATH CULT EXECUTIONER
- ▼ 1 LECTRO-MAESTER
- ▼ 1 REJUVENAT ADEPT
- ▼ 1 VOIDMASTER
- ▼ 3 VOIDSMAN equipped with a lasgun and gun-butt
- ▼ 1 VOIDSMAN equipped with a rotor cannon and gun-butt

ELUCIA VHANE can only be added to your roster or dataslate once.

'THERE IS NOWHERE WE CANNOT TRAVEL, NOTHING WE CANNOT ACCOMPLISH. ONCE YOU HAVE JOINED THE ELUCIDIAN STARSTRIDERS YOU HAVE JOINED THE COMPANY OF EXCELLENCE.'

- Elucia Vhane, Rogue Trader



TAC OPS

If your faction is **ELUCIDIAN STARSTRIDERS**, you can use the Elucidian Starstrider Tac Ops listed below, as specified in the mission sequence.

REPUTATION TO MAINTAIN

Elucidian Starstrider – Faction Tac Op 1

Reveal this Tac Op the first time a **Fight** or **Shoot** action is declared for a **LEADER** operative (friendly or enemy). When this Tac Op is revealed, both players start a Reputation tally (if both players reveal this Tac Op simultaneously, only start one Reputation tally each). Add one to your Reputation tally each time a friendly **LEADER** operative inflicts a point of damage on an enemy operative. Note that, in the rare instance an enemy operative did not lose a wound as a result of a point of damage, you would still add one to the Reputation tally.

- If your Reputation tally is 12 or more, you score 1VP.
- At the end of the battle, if your Reputation tally is greater than that of your opponent's, you score 1VP.

CLAIM FOR HOUSE VHANE

Elucidian Starstrider – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one objective marker. It cannot be an objective marker that can be permanently removed from the killzone, but it can be an objective marker that can be carried.

- At the end of any Turning Point, if friendly operatives are controlling that objective marker, you score 1VP.
- At the end of the battle, if friendly operatives are controlling that objective marker, you score 1VP.

INVESTIGATE MOTIVE FORCE

Elucidian Starstrider – Faction Tac Op 3

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

- The second time a friendly **LECTRO-MAESTER** operative performs the **Investigate Motive Force** action (below), you score 1VP.
- The third time a friendly **LECTRO-MAESTER** operative performs the **Investigate Motive Force** action, you score 1VP.

The friendly **LECTRO-MAESTER** operative can perform the following mission action:

INVESTIGATE MOTIVE FORCE 1AP

An operative can perform this action while it controls an objective marker that is not within your drop zone and has not been investigated for Motive Force during the battle. If it does so, that objective marker has been investigated for Motive Force.

'OUR FAITH DEMANDS THAT YOU ASK BUT A SINGLE QUESTION ABOUT EVERY SOUL THAT YOU ENCOUNTER: WOULD THEY BETTER SERVE THE IMPERIUM ALIVE OR DEAD?'

- High Priestess of the Death Cult of the Winged Skull



ABILITIES

Over the following pages, you will find common abilities of the **ELUCIDIAN STARSTRIDERS** kill team.

WARRANT OF TRADE

Warrants of Trade grant Rogue Traders a level of independence and authority that few within the Imperium possess. They offer great power and influence, allowing their hereditary holders to operate on their own terms and at their own discretion. As such, there are few bars to these adventurers' ambitions.

Up to three times per game, you can use a Warrant of Trade ability (below). Each ability specifies when it can be used, you must inform your opponent when you do so, and you cannot use the same ability more than once per game.

Ability	When	Effect
Coerce	In the Select Drop Zone step, after rolling off to decide Attacker and Defender.	You can re-roll your dice.
Coordinate	At the end of the Select a Kill Team step.	Add 1 CP to your pool.
Adaptable Terms	At the start of the Select Tac Ops step.	You can select Tac Ops from two of your Archetypes (rather than one).
Consideration	At the start of the Select Equipment step.	You can select 6 additional points worth of equipment for the battle.
Explore	At the end of the Scouting Step.	Select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection. If both players have this or a similar ability, the Defender resolves this ability first.
Seize	In the Initiative phase, after rolling off to determine initiative.	You can re-roll your dice.

'IT IS YOUR MISSION TO FIND SOMETHING IN THE GREAT DARK - TO FIND IT AND TAKE IT! TAKE THEIR RICHES, TAKE THEIR LIVES, TAKE THEIR PLANET. TAKE EVERYTHING AND YIELD NOTHING. DON'T COME BACK UNTIL YOU'VE DONE SO A HUNDRED TIMES.'

- Umberto II, upon granting a Warrant of Trade to Lady Acantha

PRIVATEER SUPPORT ASSETS

Even the lowest Rogue Trader has their own well-appointed ship, and many operate entire fleets. Such ships are often armed far in excess of their size to see off pirates, xenos, over-inquisitive officials or even to secure deals via literal gunboat diplomacy. Most contain vast hangers that accommodate not only bulk haulers, but also atmospheric strike craft. Their precision firepower can be called upon by a Rogue Trader's elite operatives to ensure the success of clandestine missions.

Once per Firefight phase, when you would activate a ready friendly operative, you can use a Privateer Support Asset instead. Each time you do so, select one of the ranged weapons opposite and perform a **Shoot** action with it. After you have done so, your opponent activates one of their operatives as normal.

You cannot select a ranged weapon you selected in the previous Turning Point, but you can in a Turning Point thereafter. For example, if you selected archeotech beam in the first Turning Point, you couldn't select it in the second Turning Point, but you could in the third Turning Point. If you did so, you couldn't subsequently select it in the fourth Turning Point.

When making shooting attacks with the ranged weapons on this page:

- For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly **NAVIS** (excluding **CANID**) or **ELUCIA VHANE** operative that is not within Engagement Range of enemy operatives.
- For the purposes of the weapon's special rules, it is treated as if a friendly operative were making the shooting attack.
- Other than Command Re-roll (see the Kill Team Core Book), you cannot use any Strategic or Tactical Ploys for shooting attacks made by Privateer Support Assets.

Archeotech Beam

Name	A	BS	D
Archeotech beam	4	4+	6/7

Special Rules

AP2, Barrage

Guided Shell

Name	A	BS	D
Guided shell	5	4+	3/5

Special Rules

Barrage, Blast ○

Cluster Bomb

Name	A	BS	D
Cluster bomb	5	4+	2/3

Special Rules


Barrage, Blast ■




STRATEGIC PLOYS

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



LETHAL PROXIMITY 1CP

Until the end of the Turning Point, each time a friendly **ELUCIDIAN STARSTRIDER** operative makes a shooting attack against a target within  of it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.


STAKE CLAIM 1CP

Place one of your Claim tokens anywhere in the killzone. Each time a friendly **ELUCIDIAN STARSTRIDER** operative fights in combat or makes a shooting attack against an enemy operative within  of that token, before rolling your attack dice, you can retain one as a successful normal hit without rolling it. At the end of the Turning Point, remove that Claim token.

UNDAUNTED EXPLORERS 1CP

Until the end of the Turning Point, each time a friendly **ELUCIDIAN STARSTRIDER** operative that is within  of an objective marker or within  of your opponent's drop zone fights in combat or a shooting attack is made against it, in the Resolve Successful Hits step of that combat or shooting attack, you can halve the damage inflicted on that friendly operative (rounding up) from one of your opponent's successful hits.

NEW FRONTIER 1CP

Until the end of the Turning Point, each time a friendly **ELUCIDIAN STARSTRIDER** operative (excluding a **CANID** operative) performs a **Normal Move** action, it can move an additional  for that move, but must finish that move closer to your opponent's drop zone.


TACTICAL PLOYS

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

COMBINED ARMS 1CP

Use this Tactical Ploy after rolling your attack dice for a shooting attack made by a friendly **ELUCIDIAN STARSTRIDER** operative. If the target of that attack is an enemy operative that was targeted by another friendly **ELUCIDIAN STARSTRIDER** operative with a shooting attack during that Turning Point, you can re-roll any or all of your attack dice for that shooting attack.

SURVIVALIST 1CP

Use this Tactical Ploy when a friendly **ELUCIDIAN STARSTRIDER** operative more than  from enemy operatives is activated. That friendly operative regains 4 lost wounds. You can only use this Tactical Ploy for each friendly operative once.

DARING 1CP

Use this Tactical Ploy when a friendly **ELUCIDIAN STARSTRIDER** **NAVIS** operative is activated. Add 1 to its APL.

WELL-DRILLED 1CP

Use this Tactical Ploy when a friendly **ELUCIDIAN STARSTRIDER** **NAVIS** operative is activated. Select one other ready friendly **ELUCIDIAN STARSTRIDER** **NAVIS** operative Visible to and within  of that operative that is eligible to be activated. After that first friendly operative has been activated, you can immediately activate that other friendly operative.

ELUCIA VHANE

Once master of the New Dawn, the Rogue Trader Elucia Vhane comes from an ancient dynasty. Her familial training honed her innate leadership and she wields her cane-rapier, *Blur*, as a master-duellist. Ever does she keep an eye out for foes via a multi-spectral auspicator.



M 3 ● **APL** 2 **GA** 1

DF 3 **SV** 4+ **W** 8

NAME	A	BS/WS	D	SR	!
☉ Digital laser	4	3+	0/0	Rng ■, Lethal 3+, Indirect, Limited	MW2
☉ Heirloom relic pistol	4	3+	4/5	Rng ◆, Indirect	P1
✕ Monomolecular cane-rapier	4	3+	3/6	Lethal 5+	-

ABILITIES

Disruption Field: This operative has a 4+ invulnerable save.

Predator: Each time this operative is activated, it can perform a free **Fight** or **Shoot** action during that activation.

Merciless: Each time this operative fights in combat or makes a shooting attack, if it's against an enemy operative that has fewer than its starting number of wounds remaining, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

UNIQUE ACTIONS

ELUCIDIAN STARSTRIDER●, IMPERIUM, ASTRA CARTOGRAPHICA, LEADER, ELUCIA VHANE



CANID

Countless strains of Canid are bred or vat-grown to fulfil hunting, attack or intimidation roles, and many Rogue Traders appreciate the combination of loyalty and aggression. Elucia Vhane named her beast Aximillion – her Voidsmen-at-Arms training it as guardian and companion.



M 4 ● **APL** 2 **GA** 1

DF 3 **SV** 5+ **W** 6

NAME	A	BS/WS	D	SR	!
✕ Vicious bite	4	3+	3/4	-	Rending

ABILITIES

Canid: This operative cannot perform mission actions and cannot be equipped with equipment (unless **CANID** operative is specified). Each time this operative is activated, it can ignore the first distance of ● it travels for a climb, drop or traverse during that activation.

Loyal Companion: Each time an enemy operative performs a **Fight** action, if this operative is a valid target, you can select this operative as the target instead. Each time an enemy operative finishes a **Charge** action within Engagement Range of another friendly **ELUCIDIAN STARSTRIDER●** operative within ■ of this operative, if this operative is not within Engagement Range of an enemy operative, this operative can perform a free **Charge** action, but must finish that move within Engagement Range of that enemy operative.

UNIQUE ACTIONS

Retrieve (1AP): Perform a free **Dash**, **Fall Back** or **Normal Move** action with this operative. At any point during that move, you can perform the **Pick Up** action for free with this operative, and any remaining increments of movement can be used after it does so.

ELUCIDIAN STARSTRIDER●, IMPERIUM, NAVIS, CANID



DEATH CULT EXECUTIONER

For a Death Cult Executioner, the act of living is a blasphemy only balanced by the tally of souls they reap. They deliver death up close and master numerous combat styles. A follower of Vhane, the Death Cult Executioner Knosso Prond has vowed to kill a thousand different xenos.



M	APL	GA
3 ●	3	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
☙ Dartmask	4	3+	1/1	Rng ●, Lethal 5+, Silent	Stun
✕ Power weapon	5	2+	4/6	Lethal 5+	-

ABILITIES

Rapid Reflexes: This operative has a 5+ invulnerable save.

Duellist: 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.

Zealot: Each time this operative would lose a wound, roll one D6. On a 6, that wound is not lost.

UNIQUE ACTIONS

Assassin (1AP): Change this operative's order. This operative cannot perform this action while within Engagement Range of an enemy operative.

ELUCIDIAN STARSTRIDER●, IMPERIUM, DEATH CULT EXECUTIONER

LECTRO-MAESTER

Harboring a connection to the Motive Force, these Tech-Priests are followers of the Cult Mechanicus, able to generate a protective voltagheist field from the mechanism on their back. Lectro-Maester Larsen van der Grauss joined Vhane's explorations for the chance of esoteric discoveries.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☙ Voltaic pistol	4	4+	4/4	Rng ●	Rending, Splash 1
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Voltagheist Array: Each time a shooting attack is made against a friendly ELUCIDIAN STARSTRIDER● operative within 2● of this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

Missionary of the Martian Creed: Once per Turning Point, during this operative's activation, it can perform a mission action for one less action point (to a minimum of 0AP).

UNIQUE ACTIONS

Voltagheist Field (1AP): Until the end of the Turning Point, each time an enemy operative ends a move within ● of this operative, inflict D6 mortal wounds on that enemy operative. This operative cannot perform this action while within Engagement Range of an enemy operative, or if it has performed the **Voltagheist Charge** action during this Turning Point.

Voltagheist Charge (1AP): Until the end of the Turning Point, the voltaic pistol this operative is equipped with gains the Lethal 4+ special rule. This operative cannot perform this action while within Engagement Range of an enemy operative, or if it has performed the **Voltagheist Field** action during this Turning Point.

ELUCIDIAN STARSTRIDER●, IMPERIUM, ADEPTUS MECHANICUS, LECTRO-MAESTER

REJUVENAT ADEPT

These operatives are masters of healing and longevity. They provide pain-numbing agents and emergency surgery, even in the most horrific of environments. Rejuvenat Adept Sanistasia Minst took up with the Starstriders in her obsessive search for a panacea.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⦿ Laspistol	4	4+	2/3	Rng ●	-
✕ Scalpel claw	3	4+	3/4	-	Rending

ABILITIES

Normaliser Helm: While a friendly **ELUCIDIAN STARSTRIDER** operative is within ● of this operative, it is not treated as being injured (only ignore the modifier to its Movement characteristic as a result of being injured if it is activated within ● of this operative).

Battlefield Surgery: Once per Turning Point, the first time another friendly **ELUCIDIAN STARSTRIDER** operative would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That friendly operative is not incapacitated, has 3 wounds remaining, and if it was a shooting attack, any remaining attack dice are discarded. That friendly operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

Healing Serum (1AP): Select one friendly **ELUCIDIAN STARSTRIDER** operative Visible to and within ▲ of this operative. That operative regains D3+3 lost wounds. An operative cannot be selected for this if it was revived using the Battlefield Surgery ability during the same Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

ELUCIDIAN STARSTRIDER, IMPERIUM, MEDIC, REJUVENAT ADEPT



VOIDMASTER

Voidmasters lead squads of naval soldiery. Barking commands to ensure fire discipline, their adherence to Naval codes is unwavering. Voidmaster Nitsch and his squad were seconded to Vhane from the warship Vengeance, and his bravery under fire is legendary.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☠ Artificer shotgun	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Close range	4	2+	4/4	Rng ●	-
- Long range	4	4+	2/3	-	-
☠ Lasipistol	4	3+	2/3	Rng ●, Balanced	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Disciplinarian: While a friendly **VOIDSMAN** operative is within 2● of this operative, weapons that friendly operative is equipped with gain the Balanced special rule.

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

UNIQUE ACTIONS

Uncompromising Fire (1AP): Make a shooting attack with the lasipistol and make a shooting attack with the close range profile of the artificer shotgun 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 or while within Engagement Range of an enemy operative.

ELUCIDIAN STARSTRIDER●, IMPERIUM, NAVIS, VOIDMASTER



VOIDSMAN

Voidsmen commonly serve on warships, slaying any who threaten their vessel or its crew. Girded in baroque armour, they keep enemies at bay with las-fire. Among Voidmaster Nitsch's squad, the veteran Stromian Grell bears a rotor cannon by right of his consistent fire patterns.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☠ Lasgun	4	4+	2/3	-	-
☠ Rotor cannon	6	4+	3/4	Fusillade, Heavy	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

ELUCIDIAN STARSTRIDER●, IMPERIUM, NAVIS, VOIDSMAN



EQUIPMENT

ELUCIDIAN STARSTRIDERS operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

FLASH VISOR [1EP]

The operative gains the following ability for the battle:

Flash Visor: You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

CARAPACE ARMOUR [2EP]

VOIDSMAN or **VOIDMASTER** operative only. Improve the operative's Save characteristic to 4+ for the battle.



HOT-SHOT CAPACITOR PACK [2EP]

Add 1 to both Damage characteristics of lasguns and laspistols this operative is equipped with for the battle.

CONCUSSION GRENADE [2EP]

The operative can perform the following action during the battle:

CONCUSSION GRENADE 1AP



Select one point on the killzone within  of this operative. Roll one D6 for each operative within  of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

FRAG GRENADE [2EP]

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

Name	A	BS	D
Frag grenade	4	3+	2/3

Special Rules


Rng , Blast , Indirect, Limited

KRAK GRENADE [3EP]

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

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

Special Rules

Rng , AP1, Indirect, Limited

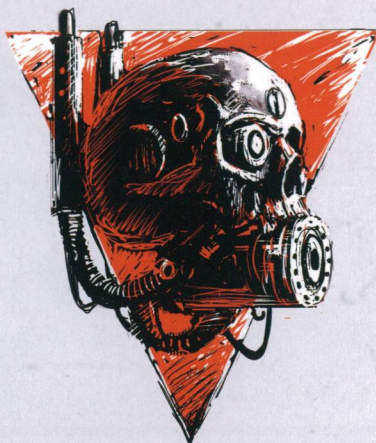


ELUCIDIAN STARSTRIDERS SPEC OPS RULES

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





BATTLE HONOURS

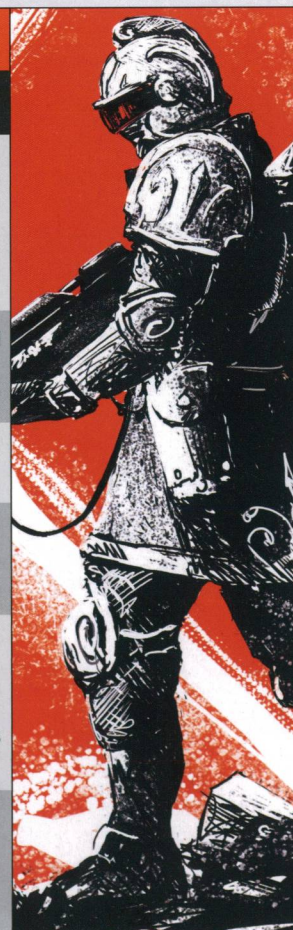
Each time an **ELUCIDIAN STARSTRIDER** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Elucidian Starstrider Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or 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).



ELUCIDIAN STARSTRIDER SPECIALIST

D6 Battle Honour

- 1 **Loyal to House Vhane:** Each time this operative fights in combat or makes a shooting attack, if it is within  of a friendly **ELUCIA VHANE** operative, in the Roll Attack Dice step of that combat or shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.
- 2 **Close-Quarters Composure:** Each time this operative makes a shooting attack against an enemy operative within  of it, ranged weapons it is equipped with have the No Cover special rule for that shooting attack.
- 3 **Voidmaster's Commendation:** Ranged weapons this operative is equipped with gain the Balanced special rule.
- 4 **Discretionary:** Once per battle, when this operative is activated, you can use the Daring Tactical Ploy (pg 52) without spending any Command points.
- 5 **Veteran of the Frontier:** Each time a shooting attack is made against this operative, if this operative is within  of an enemy operative and more than  from all other friendly operatives, in the Roll Defence Dice step of that shooting attack, you can retain one successful normal save as a critical save instead.
- 6 **Well Prepared:** In the Select Equipment step, when selecting equipment from your stash, you can select one item of equipment. Every operative with this Battle Honour that can be equipped with that item can do so for one less equipment point each (to a minimum of OEP).



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **ELUCIDIAN STARSTRIDER**, 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. ARCHEOTECH GRENADE [4EP]

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
Archeotech grenade	4	3+	2/2

Special Rules

Rng **◆**, Indirect, Lethal 4+, Limited

!

MW3

2. DECKSWEEPER [3EP]

VOIDSMAN operative only. Select a rotor cannon the operative is equipped with. That weapon gains the Relentless special rule for the battle.

3. MEDICAE SERVO UNIT [2EP]

REJUVENAT ADEPT operative only. The operative gains the following ability for the battle:

Medicae Servo Unit: For the purposes of this operative's **Healing Serum** action (pg 55), you can select one friendly **ELUCIDIAN STARSTRIDER** operative within **◆** of this operative (instead of Visible to and within **▲**).

4. AGGRESSION SERUM [2EP]

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

Aggression Serum: You can ignore any or all modifiers to this operative's Movement characteristic. In addition, the vicious bite this operative is equipped with gains the Relentless special rule for the battle.

5. RELIC VOLTAGHEIST GENERATOR [4EP]

LECTRO-MAESTER operative only. The operative gains the following ability for the battle:

Relic Voltagheist Generator: This operative has a 3+ invulnerable save.

6. SUPPORT UPLINK [1EP]

The operative gains the following ability for the battle:

Support Uplink: Each time you make a shooting attack with a Privateer Support Asset (pg 51), you can determine Line of Sight from this operative (even if it isn't a **NAVIS** or **ELUCIA VHANE** operative). If you do so, enemy operatives are not Obscured for that shooting attack.



STRATEGIC ASSETS

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

ENVOY STRATEGIUM

Elucia Vhane is able to access a complex cogitative comms relay, coordinating advance parties of envoys who coerce, bribe and negotiate with their contacts – all to her agenda.

You can use a Warrant of Trade ability (pg 50) up to four times per game, instead of up to three.

FLEET UPLINK BOOSTER

Amongst Vhane's 'consideration' for aiding the warship Vengeance was this arcane device, which she uses to coordinate her void-borne assets with strategic superiority.

Once per battle, for the purposes of selecting a ranged weapon for the Privateer Support Assets ability (pg 51), you can select one you selected in the previous Turning Point. In each Turning Point thereafter, follow the normal rules. For example, you could select archeotech beam in Turning Points 1 and 2. If you did so, you could not select it in Turning Point 3, but could in Turning Point 4.

FAMILY CHRONICLE

The Vhane Dynasty dates back to the 32nd Millennium. Elucia is determined that her deeds will outshine even her own family's rich history.

Each time your **ELUCIA VHANE** operative gains a rank, you can distribute a number of experience points across the other **ELUCIDIAN STARSTRIDER** operatives on your dataslate equal to the number of ranks that **ELUCIA VHANE** operative has, multiplied by two. For example, if your **ELUCIA VHANE** operative gains the Ace rank, you can distribute up to 6XP across the other operatives on your dataslate.

REQUISITIONS

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

NEGOTIATE

1RP

The Starstriders employ aggressive negotiation techniques to secure the appropriate remuneration.

Purchase this Requisition when you receive a commendation (e.g. for completing all of a Spec Op's operations). Select one of that commendation's bullet points, then select a bullet point from a different commendation your kill team could have access to (it cannot be the same reward as another bullet point from your received commendation and it cannot be one in which you gain Requisition points). Gain the rewards of the second selected bullet point instead of the first.

HAND-PICKED RETINUE

1RP

When deploying for missions personally, Elucia Vhane demands the most experienced soldiery her seconded Navis retainers can provide.

Purchase this Requisition before or after a game, if your dataslate includes an **ELUCIA VHANE** operative of Ace rank or higher. Add one **NAVIS** operative to your dataslate. That **NAVIS** operative starts with 6XP (select its Battle Honours accordingly).

TRADE

1RP

Though Elucia has left her family behind, she is not above using House Vhane's influence to trade, barter and haggle for what she needs as she embarks on her own rise to glory.

Purchase this Requisition before or after a game. Select one of the following:

- Remove one or more items of equipment (excluding rare equipment) from your stash, then add one or more items of equipment (excluding rare equipment) to your stash. The total points worth of the new equipment cannot exceed the points worth of the removed equipment.
- Remove one or more strategic assets from your base of operations, then add one or more strategic assets to your base of operations. You cannot add more than you removed, and you cannot exceed your asset capacity.

SPEC OPS

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

ELIMINATE OBSTACLE

An enemy is stalling Elucia Vhane's mercantile progress in the region and the predatory Rogue Trader devises a violent resolution to negotiations. The foe must be defeated entirely: politically, economically and militarily.

OPERATION 1: REMOVE SUPPORT

As the Starstriders discredit their enemy off the battlefield, they also take to it to cripple or remove the foe's key supporters, leaving the enemy's paymasters open to humiliation as well as elimination.

Complete five games in which you scored victory points from the 'Claim for House Vhane', 'Reputation to Maintain' and/or 'Challenge' Tac Op.

OPERATION 2: FINAL BLOW

With the foe's reputation languishing and their key supporters outmanoeuvred or assassinated, the Starstriders move to deliver the final blow.

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

COMMENDATION

- The friendly operative that scored you victory points from the 'Headhunter' Tac Op earns up to 5XP. This is not affected by a passed Casualty test.
- You can distribute up to 5XP across the other operatives on your dataslate. This is not affected by a passed Casualty test.
- After the battle, all friendly operatives pass Casualty and Recovery tests.

SPEC OPS BONUS

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

GLORY AND PROFIT

The Starstriders have narrowed down the location of an invaluable prize. Pinpointing its location and retrieving it will not only prove worthwhile to the Imperium and further the Starstriders' considerable influence, but bring personal glory to Vhane herself — and no small amount of profit.

OPERATION 1: INVESTIGATE SOURCES

The Starstriders move in to conduct their research. They must use all the ruthless means at their disposal to investigate and pinpoint the location of the prize.

Complete five games in which you scored victory points from the 'Investigate Motive Force', 'Upload Viral Code' and/or 'Plant Signal Beacon' Tac Op.

OPERATION 2: RETRIEVE PRIZE

The prize has been located, but others have caught the scent of opportunity too. The Starstriders must move to secure and extract it, staking their claim as 'rightful owners' in the process.

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

COMMENDATION

- You gain one Requisition point.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.
- A friendly **ELUCIA VHANE** or **LECTRO-MAESTER** operative earns up to 5XP. This is not affected by a passed Casualty test.

SPEC OPS BONUS

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



GELLERPOX INFECTED KILL TEAMS

Corrupted by a gruesome techno-organic affliction, the Gellerpox Infected are nightmarish meldings of flesh, machinery and rampant disease. Most of these hideous beings began as loyal servants of the God-Emperor. Those origins are long gone, however, wiped away by supernatural sickness and a compulsion to spread their infection across the stars.

The first known outbreak of the Gellerpox was recorded aboard the starship *New Dawn*. Captained by the Rogue Trader Elucia Vhane, this vessel had been charged with voyaging beyond the fringes of the Imperium to discover new worlds for Humanity to settle. Long was the journey, fraught with strange omens and disquieting sounds that echoed through the lower decks. Yet so possessed by her quest was Elucia Vhane that she ignored the exhaustion, despair and obsession spreading amongst those who maintained her ship's warp engine. Beneath Vhane's nose, a foul corruption spread through boilermen and enginarium decks alike – a plague of disturbed dreams and mechanical glitches. Bodies and souls twisted as the unholy influence of the entity possessing the ship's warp engines spread through those who had first maintained, and then began to worship it.

'WE ARE SENT TO SPREAD OUR GLORIOUS GIFTS.

**THOSE WILLING TO ACCEPT THE BOUNTIFUL
GELLERPOX MUST BOW BEFORE THE MACHINE AND
BE REBORN.**

**THOSE THAT REJECT THESE GREAT GIFTS SHALL
SURELY DIE.'**

- Vulgrar Thrice-Cursed, Twisted Lord
of the Gellerpox Infected

By the time the disaster had been discovered, it was beyond containment. Boilermen had mutated into grotesquely swollen abominations – mutant meldings of flesh and metal that lumbered into battle with static-laden roars or rumbling, furnace-like growls. Some had become hulking monsters of enormous size, their limbs distorted and their minds twisted toward the heretical worship of the Plague God Nurgle. They were led by Vulgrar Thrice-Cursed. Once the chief officer of the boilermen, he was now melded with his most trusted lieutenants into a true abomination with a blazing furnace in its gut. Though Vhane and her warriors fought as hard as they could – managing to avoid death themselves at the hands of these ghastly monsters – they could not prevent the infestation from spreading.

Since this initial outbreak, the gruesome Gellerpox has struck time and again across the Imperium of Man. Stemming from corrupted warp drives of Imperial void ships, the infection of disturbed nightmares and spiritual corruption soon gives rise to gross physical mutation and widespread infestation. Not only are crews affected, but also the vermin that skitter through the ducts and below decks, and even the fabric of the vessels themselves. When twisted trading craft or corrupted warships loom large in the skies above Imperial worlds, displaying gross techno-organic mutation and vomiting swarms of mutant parasites and groaning flesh-and-iron freaks from their holds, those below know that the Gellerpox has come for them.

At its height, an outbreak of the Gellerpox can even open a rent into the warp that allows Glitchlings to manifest. Similar to the plague mites of Nurgle, these odd little daemons wear metal masks and cause technology of every sort to sputter and fail in their presence. Yet they are but one of many strange and powerful assets in the arsenal of the Gellerpox Infected. Lurching mobs of mutants, huge and lumbering Nightmare Hulks and swarms of hideously mutated vermin all surge into the fight, spilling over and around one another in their eagerness to wreak havoc and spread their foul sickness.

Sometimes the Gellerpox Infected join larger Chaos warbands, planetary invasions and the like, though they are more often seen operating in smaller bands. Sometimes, a kill team may infiltrate a seemingly derelict ship in search of salvage, only to find themselves ambushed by gleeful Gellerpox Infected spilling from every hatch and grating. At other times the foul masters of the Gellerpox bands offer up their services as agents of sabotage and psychological warfare. Able to sneak deep behind enemy lines by exploiting localised warp rifts or stowing away aboard strangely-malfunctioning shuttles, they emerge to cause mayhem amidst the delicate machineries of their enemies' most vital strategic sites. Communications arrays, shield generators, vital cogitator engines and even medical facilities all falter and fail in the presence of the Gellerpox Infected. Then begins the spreading mutation. The rampant techno-organic plague transmits from victim to victim, even as guards are dragged down and torn apart by blaring mutants or drained of blood by hideous parasites. Soon enough, nothing remains of these vital sites but blazing wreckage, heaving masses of mutant flesh and piles of infected corpses.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Gellerpox Infected horrors as well as the title of your kill team, its quirks, base of operations and background. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites or use them as inspiration.

OPERATIVE NAMES

If you wish to create a name for one of your fiends, you can use the tables below, either by picking your favourite or rolling a D66 on one or both tables. To roll a D66, roll two D6s, one after the other – the first result is your 'tens' and the second is your 'units'. For example, a D66 roll where the first result is a 3 and the second is a 6 is a result of 36.

D66 FIRST NAME

11	Blorgh
12	Gulvog
13	Hurrgh
14	Vomex
15	Sloppit
16	Rancyk
21	Foulefang
22	Rotgut
23	Murrgh
24	Festur
25	Glorp
26	Bolhargh
31	Pestrus
32	Gruu
33	Retchus
34	Sputus
35	Skritter
36	Struggh
41	Glurk
42	Molg
43	Thraxxus
44	Byle
45	Drolgh
46	Ugholg
51	Glottus
52	Vulgh
53	Unctum
54	Wythergutt
55	Olghug
56	Vlorg
61	Festrum
62	Fylthing
63	Sputtergrug
64	Ghweeze
65	Rancus
66	Unglor

D66 SECOND NAME

11	Sputterlung
12	The Seep
13	Foulerott
14	Bubotus
15	The Lurker
16	Fylthspew
21	The Vile
22	Glitchbringer
23	Repugnos
24	Horrogh
25	Foulspew
26	Statikk
31	Darkynskreen
32	The Biter
33	Mouldguts
34	The Rotting
35	The Bloated
36	The Sevenblessed
41	Eurgh
42	Vomithrax
43	The Foetid
44	The Clammy
45	Dankspew
46	Rotgums
51	Manchewer
52	The Reek
53	The Spike
54	Nausus
55	Noxus
56	The Consumptor
61	Sparktooth
62	Burntwyre
63	The Unclean
64	The Foulspawned
65	Shamblerot
66	Revultus

KILL TEAM NAMES

The festering bands of Gellerpox Infected comprise plague-stricken and mutated fiends from twisted vermin to nightmarish hulks made out of flesh, cable and rotting brain matter. They possess nothing approaching a military structure. Instead, they rally around the largest and most hideous of their number – typically one who has clung to their sanity and purpose while undergoing the transformations inflicted by the Gellerpox. In terms of their name, few amongst the infected truly retain the wit to think of themselves in such terms.

This does not mean these kill teams don't have names, of course! Some, such as Thrice-Cursed and his followers, might be known for the name of their leader – Vulgrar's Infected, perhaps, or the Thrice-Cursed Fiends. It might be that only their leader and the handful of coherent mutants amongst their ranks know this name, but they will ensure it is renowned and feared amongst their foes soon enough. Others are likely to be named by those who face them in battle, and who view them as monsters akin to those from the most fevered nightmares. As such, you might call your kill team something like the Nightmare Crawlers, or the Things in the Dark.

There is also their service to Nurgle to draw upon for fun naming suggestions. Being creatures of the Plague God they may be known as the Glopsome Horrors, the Filthbringers, the Rotted Souls or similar. Equally, with their effect upon technology being so pronounced, you could call them something like the Glitchfingers or the Sparking Gloomlings.

SQUAD QUIRK

D6 TACTICS

- 1 **Gruesome Glee:** These horrible beings delight in their work, capering and cackling as they spread corruption.
- 2 **Nightmare Shroud:** The mere presence of this kill team sows fear and hideous waking dreams throughout the enemy's ranks.
- 3 **Prey Upon The Weak:** This kill team pick on weaker prey, singling out and closing in upon their screaming victims.
- 4 **Tech-hunger:** These monsters do not settle for simply sending enemy technologies haywire, but actively halt to crunch up and swallow fallen wargear with relish.
- 5 **Foul Stench:** The reek that wafts from the dank folds of these bloated fiends could be classified as a weapon in its own right.
- 6 **Droning Chant:** As they lumber and lurch towards their victims, this kill team chants static-laden praise to Nurgle the Plague God.

BACKGROUND

D6 CHARACTER

- 1 **Vulgrar's Crew:** This kill team are amongst the original infected who served as boilermen under Vulgrar Thrice-Cursed.
- 2 **Care Corrupted:** This nightmare band arose from their medicae sickbeds gruesomely changed for the worse...
- 3 **From Dark Dreams:** The congealing nightmares of countless terrified sufferers spawned the horrors of this kill team, fashioning in flesh the terrors they fled from in sleep.
- 4 **The Neglected:** This kill team were once crew serfs and labourers who toiled unnoticed and unrewarded in the depths of Imperial ships and manufactora, until their despair brought gruesome corruption.
- 5 **Sudden Outbreak:** The blessings of Nurgle are capricious. They spread swiftly to claim the members of this nightmarish band, whose hearts had originally possessed only the slightest hints of spiritual rot.
- 6 **From the Pits:** They should have purged the infected bodies of this kill team in flame; instead they flung them into a plague pit to fester and bloom anew...

BASE OF OPERATIONS

D6 LOCATION

- 1 **Stolen Shuttle:** This warband of Gellerpox Infected lurch from one infestation to the next aboard stolen shuttle craft, their victims not realising the peril these vessels contain until it is too late.
- 2 **Plague Ship:** The Gellerpox has taken this entire void ship and all of its crew. The vessel appears from the warp as a harbinger of corruption.
- 3 **It Came From the Vents:** This band of horrors squirm and slither through vents and ducts, many of which shouldn't be wide enough to accept their impossible bulk.
- 4 **From the Beyond:** Conjured by infected nightmares, this kill team simply shambling into being from the shadows where and when they please.
- 5 **Festerhole:** It is from a deep and reeking sump that these monsters emerge, and to where they drag their screaming victims after battle.
- 6 **Tainted Shrine:** This kill team worship Nurgle by claiming and befouling the holy places of others' gods, covering them in filth and ruining their sacred technologies.

ARCHETYPE: SECURITY / SEEK AND DESTROY

GELLERPOX INFECTED KILL TEAM

Below you will find a list of the operatives that make up a **GELLERPOX INFECTED** kill team, including, where relevant, any wargear those operatives must be equipped with. Note that, unlike other kill teams, you do not select your operatives from a list; instead, this kill team's operatives are specified.

OPERATIVES

- 1 **VULGRAR THRICE-CURSED**
- 1 **BLOATSPAWN**
- 1 **FLESHSCREAMER**
- 1 **LUMBERGHAST**
- 1 **GELLERPOX MUTANT** equipped with frag grenade; heavy axe
- 2 **GELLERPOX MUTANTS** equipped with frag grenade; improvised weapon & mutated limb
- 4 **GLITCHLINGS**

VULGRAR THRICE-CURSED can only be added to your roster or dataslate once.

'WE COME FROM THE DARK, A-WRITHE, A-SQUIRM. WE LURCH AND WE LIMP, WE LEER AND WE GROAN. FIRES FILL OUR BELLIES AND ROT FILLS OUR BRAINS, AND FEAR FILLS THE ONES THAT WE HUNT IN THE GLOOM. RUN, RUN, YOU SHAN'T ESCAPE. WE'RE COMING. . . '

- Chant of the Gibberslop Butcher

TAC OPS

If your faction is **GELLERPOX INFECTED**, you can use the Gellerpox Infected Tac Ops listed below, as specified in the mission sequence.

RAMPANT NIGHTMARE

Gellerpox Infected – Faction Tac Op 1

Reveal this Tac Op in the Target Reveal step of any Turning Point. Start a Rampant Nightmare tally for your kill team, adding 1 to the tally each time an enemy operative loses a wound as a result of one of your **NIGHTMARE HULK** operatives within that enemy operative's Engagement Range.

- If your Rampant Nightmare tally is 30 or more, you score 1VP.
- If your Rampant Nightmare tally is 50 or more, you score 1VP.

PESTILENT HOSTS

Gellerpox Infected – Faction Tac Op 2

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 Pestilent Host tokens underneath the operative as close as possible to the centre of its base. At the end of each Turning Point, add each Pestilent Host token that friendly **GELLERPOX INFECTED** operatives control to your Pestilent Host token pool.

- If the total number of Pestilent Host tokens in your pool is equal to or more than a third of the number of enemy operatives selected for deployment, you score 1VP.
- If the total number of Pestilent Host tokens in your pool is equal to or more than two thirds of the number of enemy operatives selected for deployment, you score 1VP.

TECH INFECTION

Gellerpox Infected – Faction Tac Op 3

You must Reveal this Tac Op when a friendly operative performs the **Tech Infection** action (below).

- If 3 or more objective markers are tech infected by your kill team, you score 1VP.
- If 4 or more objective markers are tech infected by your kill team, you score 1VP.

Friendly **GELLERPOX INFECTED** operatives can perform the following mission action:

TECH INFECTION

1AP

An operative can perform this action while it controls an objective marker that has not been tech infected by your kill team. If it does so, that objective marker has been tech infected by your kill team.



ABILITIES

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

TECHNO-CURSE

Technological devices rebel in the presence of these ghoulish apparitions, their machine spirits recoiling in horror and spitting angry sparks as they fight to escape the Gellerpox.

While an enemy operative is within ■ of friendly operatives with this ability or within ◆ of friendly **GLITCHLING** operatives with this ability, subtract 1 from the Attacks characteristic of ranged weapons that enemy operative is equipped with.

REVOLTINGLY RESILIENT

So decayed and mutated are the bodies and minds of these creatures that survival means little to them, and pain even less. They will not stop until utterly dismembered and burned to ash.

Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.



STRATEGIC PLOYS

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


BLESSINGS OF POX 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **GELLERPOX INFECTED** operative, at the end of the Roll Defence Dice step of that shooting attack, if the total results of your discarded failed saves is 7 or more, you can retain one failed save as a successful normal save instead.


BLESSINGS OF INFECTION 1CP

Until the end of the Turning Point, each time a friendly **GELLERPOX INFECTED** operative fights in combat, at the end of the Roll Attack Dice step of that combat, if the total results of your discarded failed hits is 3 or more, you can retain one failed hit as a successful normal hit instead.

DRAWN TO THE HUM 1+CP

Select one objective marker. Each friendly **GELLERPOX INFECTED** operative within  of it can immediately perform a free **Dash** action, but must finish that move closer to it. This Strategic Ploy costs 1 additional Command point for each previous time you have used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time etc.).

RUST EMANATIONS 1CP

Until the end of the Turning Point, while an enemy operative is within Engagement Range of friendly **GELLERPOX INFECTED** operatives (excluding **MUTOID VERMIN** operatives), that enemy operative is treated as being injured, regardless of any rules that say they cannot be injured. Only subtract  from their Movement characteristic as a result of being injured if they are activated within Engagement Range of that friendly operative.

TACTICAL PLOYS

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

POLLUTE STOCKPILE 1CP


Use this Tactical Ploy at the start of the Select Equipment step. Select one item of equipment from your opponent's faction army list, then select one of the following effects:

- Your opponent must spend one additional equipment point each time they select that item of equipment for the battle.
- Your opponent can only select that item of equipment for the battle a maximum of once.

BARGE 1CP

Use this Tactical Ploy when a friendly **NIGHTMARE HULK** operative is activated. Until the end of the activation, that operative can move around, across and over other operatives (and their bases) as if they were not there, and can perform **Charge** and **Normal Move** actions while within Engagement Range of enemy operatives, but must finish moves following all requirements specified by that move, and cannot finish moves on top of other operatives (or their bases).

PUTRESCENT DEMISE 1CP

Use this Tactical Ploy when a friendly **GELLERPOX INFECTED** operative (excluding a **MUTOID VERMIN** operative) is incapacitated. Inflict 1 mortal wound (or D3 mortal wounds if that friendly operative is a **NIGHTMARE HULK** operative) on each enemy operative Visible to and within  of that friendly operative.

FRIGHTENING ONSLAUGHT 1CP

Use this Tactical Ploy after a friendly **NIGHTMARE HULK** operative performs a **Fight** action. If that operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with it again (this does not cost any action points and you do not have to select the same target).

VULGRAR THRICE-CURSED

Once, this hulking horror was the master of the New Dawn's boilermen. Now, he and others like him have become bloated monsters, melded with those who trusted them and the tainted machines that were once in their care.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	19

NAME	A	BS/WS	D	SR	!
Pyregut	6	2+	3/3	Rng ●, Torrent ●	-
Fleshmelded weapons	5	3+	4/5	Engineered*	-

ABILITIES

Revoltingly Resilient, Techno-curse (pg 68)

Thrice-Cursed Hulk: Light terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

Lead the Infection: In the Generate Command Points step of each Strategy phase, if this operative is within ● of an objective marker it has not tainted, it taints that objective marker and you gain 1CP.

***Engineered:** When this operative is selected for deployment, select up to two of the following improvements for this weapon to gain for the battle:

- Add 1 to the Normal Damage.
- Add 1 to the Critical Damage.
- Gain the Balanced special rule.
- Gain the Brutal special rule.
- Gain the Lethal 5+ special rule.
- Gain the Rending critical hit rule.

GELLERPOX INFECTED ●, CHAOS, NURGLE, NIGHTMARE HULK, LEADER, VULGRAR THRICE-CURSED



BLOATSPAWN

Said to be things born out of darkest nightmare, Bloatspawn drip watery slime with every thudding step. Their writhing masses of tentacles grasp and tear at everything around them, dragging wailing victims into the foetid prisons of their bloated bodies.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	18

NAME	A	BS/WS	D	SR	!
Mutant tentacles	6	4+	3/4	Rng ■, Fusillade	-
Mutant claw & tentacles	Each time this weapon is selected to fight in combat with, select one of the profiles below to use:				
- Grasp and slash	6	4+	3/4	-	-
- Writhing swipe	3	4+	3/4	Swipe*	-

ABILITIES

Revoltingly Resilient, Techno-curse (pg 68)

Nightmare Hulk: Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so. Light terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

Tentacled Grasp: Each time an enemy operative would perform a **Fall Back** action while within Engagement Range of this operative, roll one D6, adding 1 to the result if that enemy operative has a Wounds

characteristic of 8 or less. On a 4+, that enemy operative cannot **Fall Back**, but the action points subtracted are not refunded.

***Swipe:** Each time after this operative fights in combat with this profile, if it has not been incapacitated, you can fight in combat with this weapon profile against another enemy operative within Engagement Range of it that it has not fought during the action. Note that this means each enemy operative within this operative's Engagement Range can only be fought once per action.

GELLERPOX INFECTED ●, CHAOS, NURGLE, NIGHTMARE HULK, BLOATSPAWN



FLESHSCREAMER

Clutching implements of brutal butchery, the chorus of dozens of wailing mouths accompanies Fleshscramers into the fight. Ever-ravenous to fill their many maws with rotting flesh and sparking machinery, they wade into the foe like nightmares given form.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	18

NAME	A	BS/WS	D	SR	!
✂ Mutant fist & cleaver	Each time this weapon is selected to fight in combat with, select one of the profiles below to use:				
- Bash and slash	5	4+	5/6	-	-
- Lopping blow	1	3+	8/9	Lethal 5+	-

ABILITIES

Revoltingly Resilient, Techno-curse (pg 68)

Nightmare Hulk: Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so. Light terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

Horrifying Shrieking: Each time an enemy operative would perform a mission action or the **Pick Up** action while within ● of this operative, one additional action point must be subtracted for that enemy operative to perform that action. When determining control of an objective marker this operative is within ○ of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

GELLERPOX INFECTED ●, CHAOS, NURGLE, NIGHTMARE HULK, FLESHSCREAMER



LUMBERGHAST

These Nightmare Hulks bear gruesome signs of verminous corruption. Insectile limbs and heads sprout from their mutant bodies, twitching with their own ghastly life. It is death to stand before such a resilient monster, for they attack with febrile savagery.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	18

NAME	A	BS/WS	D	SR	!
✂ Mutant claw	4	4+	6/7	Brutal	-

ABILITIES

Revoltingly Resilient, Techno-curse (pg 68)

Nightmare Hulk: Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so. Light terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

UNIQUE ACTIONS

Spiked Charge (1AP): Perform a free **Charge** action with this operative. When it finishes that action, each enemy operative within its Engagement Range suffers D3 mortal wounds (roll separately for each).

GELLERPOX INFECTED ●, CHAOS, NURGLE, NIGHTMARE HULK, LUMBERGHAST



GELLERPOX MUTANT

The Gellerpox works nightmare changes upon its victims, deadening their nerves and twisting their bodies into gross and dangerous new forms. Melded with lumps of malfunctioning technology and stolen metalwork, they lurch into the fight with static-laced groans.



M	APL	GA
2 ●	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⚡ Frag grenade	4	3+	2/3	Rng ●, Blast ●, Indirect, Limited	-
⚔ Heavy axe	3	4+	4/5	Brutal	-
⚔ Improvised weapon & mutated limb	4	4+	2/3	Relentless	-

ABILITIES

Revoltngly Resilient, Techno-curse (pg 68)

Gellercaust Masks: 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, each time an attack dice would inflict Critical Damage on this operative, you can choose for that attack dice to inflict Normal Damage instead.

GELLERPOX INFECTED ●, CHAOS, NURGLE, GELLERPOX MUTANT



GLITCHLING

These deviant plague mites caper and giggle as they infest enemy lines. They delight in the technological mayhem their presence spreads, and are all too happy to bury their victims in a clawing, biting mass for the glory of Grandfather Nurgle.



M	APL	GA
3 ●	2	2

DF	SV	W
2	5+	3

NAME	A	BS/WS	D	SR	!
⚡ Diseased effluence	4	4+	1/2	Rng ●	-
⚔ Diseased nippers	3	4+	1/2	-	-

ABILITIES

Revoltngly Resilient, Techno-curse (pg 68)

Daemonic: This operative has a 5+ invulnerable save.

Small: This operative cannot be equipped with equipment. 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).

UNIQUE ACTIONS

GELLERPOX INFECTED ●, CHAOS, NURGLE, GLITCHLING



EQUIPMENT

If your faction is **GELLERPOX INFECTED**, you can select equipment from this list, as specified in the mission sequence. Instead of equipping operatives with it, however, this equipment is **MUTOID VERMIN** operatives you have for the battle. Note it is still equipment, e.g. in narrative play it must be added to your stash. Each item of equipment can only be selected a maximum of four times for each battle.

CURSEMITE [2/3EP]

You gain a **CURSEMITE** operative for the battle. The first time you select this equipment for each battle, it costs 3EP; otherwise, it costs 2EP.

EYESTINGER SWARM [2/3EP]

You gain an **EYESTINGER SWARM** operative for the battle. The first time you select this equipment for each battle, it costs 3EP; otherwise, it costs 2EP.

SLUDGE-GRUB [2/3EP]

You gain a **SLUDGE-GRUB** operative for the battle. The first time you select this equipment for each battle, it costs 3EP; otherwise, it costs 2EP.

The datacards for these operatives are presented over the following pages. Opposite you will find a common ability of **MUTOID VERMIN** operatives.

MUTOID VERMIN

Swollen to huge size and afforded gruesome lethality by the Gellerpox, shipboard vermin fight alongside their masters.

This operative can only perform universal actions (excluding the **Pick Up** action), and can perform the **Fall Back** action for one less action point (to a minimum of 1AP). It cannot perform any other actions.

All other operatives can perform the **Fall Back** action for one less action point (to a minimum of 1AP) if they are only within Engagement Range of enemy **MUTOID VERMIN** operatives.

This operative cannot control objective markers or tokens and cannot score you or your opponent victory points (it is ignored for these purposes, e.g. when determining a condition for a Tac Op).

This operative cannot be equipped with equipment. It is not added to your roster or dataslate, therefore in narrative play, it cannot earn (or lose) experience and does not take Casualty tests.



CURSEMITE

These revolting creatures were once simple fleas, of the sort that infest every pilgrim's robes and labourer's shift. Grown monstrous, they can spring through the air as fast as a bullet from an autogun, and drain a grown Human of blood in moments.



M	APL	GA
3 ●	2	2

DF	SV	W
2	5+	2

NAME	A	BS/WS	D	SR	!
✕ Bloodsucking proboscis	2	4+	2/3	Feast*	Rending

ABILITIES

Mutoid Vermin (pg 73)

***Feast:** Each time this operative fights in combat with this weapon against an enemy operative that has fewer than its starting number of wounds, this weapon gains the following improvements for that combat:

- Add 1 to its Attacks characteristic.
- Gain the Lethal 5+ special rule.

UNIQUE ACTIONS

GELLERPOX INFECTED ●, CHAOS, NURGLE, MUTOID VERMIN, FLY, CURSEMITE

EYESTINGER SWARM

The shrill whine of insectile wings warns of the approach of the Eyestinger Swarms. Not only are these freakish insects dangerous in their own right, but they also lay their eggs in their victims' eyes, where they swiftly gestate and burst forth in fresh swarms.



M	APL	GA
3 ●	2	2

DF	SV	W
2	5+	2

NAME	A	BS/WS	D	SR	!
☉ Swarm	5	6+	0/0	Rng ●, No Cover	Stun
✕ Sting	5	5+	1/2	-	Stun

ABILITIES

Mutoid Vermin (pg 73)

UNIQUE ACTIONS

GELLERPOX INFECTED ●, CHAOS, NURGLE, MUTOID VERMIN, FLY, EYESTINGER SWARM

SLUDGE-GRUB

Fatted with pus and slime, these noxious worms can spit gobbets of corrosive bile over great distances to blind and maim their prey. Should they get close, they latch on with savage tenacity and force their victims to tear and burst them, dousing the foe in acidic filth.



M APL GA

2 2 2

DF SV W

2 5+ 2

NAME	A	BS/WS	D	SR	!
⚡ Acid spit	4	4+	2/2	Rng ⚡, AP1	Splash 1
✂ Fanged maw	2	4+	1/3	-	-

ABILITIES

Mutoid Vermin (pg 73)

Caustic Demise: If this operative is incapacitated, roll one D6 for each enemy operative Visible to and within ○ of it: on a 4+, that enemy operative suffers 1 mortal wound.

UNIQUE ACTIONS

GELLERPOX INFECTED ⚡, CHAOS, NURGLE, MUTOID VERMIN, SLUDGE-GRUB



GELLERPOX INFECTED SPEC OPS RULES

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GELLERPOX INFECTED • SPEC OPS RULES • BATTLE HONOURS



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

BATTLE HONOURS

Each time a **GELLERPOX INFECTED** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Gellerpox Infected 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).



GELLERPOX INFECTED SPECIALIST

D6	Battle Honour
1	Repulsive Resilience: For the purposes of the Revoltingly Resilient ability (pg 68), you can re-roll results of 1 for this operative.
2	Obstinate Gifts: You can ignore any or all modifiers to this operative's Movement and APL characteristics.
3	Twisted Talon: If this operative is a GLITCHLING , melee weapons this operative is equipped with gain the Lethal 5+ special rule. Otherwise, melee weapons this operative is equipped with gain the Brutal special rule.
4	Fly Swarm: Each time a shooting attack is made against this operative by an enemy operative more than  from it, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice results of 1.
5	Repugnant Stench: Each time an enemy operative is activated within  of this operative, that enemy operative is treated as being injured for the purposes of its Movement characteristic.
6	Freakish Follower: If this operative is ready, it can be activated to fulfil the Group Activation requirements of another friendly GELLERPOX INFECTED operative it could not normally be group activated with (e.g. even if it is not of the same type, and even if it has a Group Activation characteristic of 1).



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **GELLERPOX INFECTED**, 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. VERMIN INFESTATION [1EP]

The operative can perform the following action during the battle:

VERMIN INFESTATION 1AP

Select one friendly **MUTOID VERMIN** operative that is incapacitated and removed from the killzone. Set it up again with all of its wounds remaining, Visible to and within ■ of this operative. This operative can only perform this action once per battle.

2. TOXIC PUS [1EP]

The operative gains the following ability for the battle:

Toxic Pus: Each time this operative loses a wound, roll one D6 for each enemy operative within its Engagement Range. On a 6, that enemy operative suffers 1 mortal wound.

3. UNREAL AURA [1/2EP]

If the operative is a **NIGHTMARE HULK**, this equipment costs 2EP; otherwise, it costs 1EP. The operative gains the following ability for the battle.

Unreal Aura: This operative has a 5+ invulnerable save.

4. SCRAPCODE EMANATOR [2EP]

The operative gains the following ability for the battle:

Scrapcode Emanator: Each time an enemy operative within ■ of this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, your opponent must re-roll one of their successful critical hits.

5. FLESH HUNGER [1/3EP]

The operative gains the following ability for the battle. If the operative is a **NIGHTMARE HULK**, this equipment costs 3EP; otherwise, it costs 1EP.

Flesh Hunger: Each time an enemy operative is incapacitated by this operative while within its Engagement Range, this operative regains D3 lost wounds.

6. MUTOID PHEROMONES [1EP]

The operative gains the following ability for the battle:

Mutoid Pheromones: While a friendly **MUTOID VERMIN** operative is within ■ of this operative, improve the Weapon Skill and Ballistic Skill characteristics of weapons that friendly operative is equipped with by 1.



STRATEGIC ASSETS

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

VERMIN NEST

Once they have infested an area, the foul vermin that accompany the Gellerpox Infected to battle surge forth in seemingly endless swarms.

Select one **MUTOID VERMIN** operative (pg 73). Until this strategic asset is removed from your base of operations, that operative is treated as being in your stash in an unlimited quantity.


POSSESSED COGITATOR

The mere presence of the infernal entity that roils and sparks within this tainted technology drives the hulking behemoths of the Gellerpox Infected to new heights of destruction.

Friendly **NIGHTMARE HULK** operatives gain 2XP for incapacitating any enemy operatives in a battle, instead of 1XP.

PULSATING PLAGUENODE

This foul mingling of diseased flesh and vox technology broadcasts a fortifying blend of scrapcode and infected energies to the servants of the Gellerpox.

Each time a friendly **GELLERPOX INFECTED** operative (excluding a **MUTOID VERMIN** operative) within  of your drop zone fights in combat or a shooting attack is made against it, in the Resolve Successful Hits step of that combat or shooting attack, you can change the result of one D6 rolled for the Revoltingly Resilient ability (pg 68) to a 6.

REQUISITIONS

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

COMMUNION WITH THE ENTITY 1RP

The Gellerpox Infected are known to rest their heads upon whatever warp core or geller field generator first spawned their outbreak. Such acts would strip the sanity of those not infected, but to those in the grip of the Gellerpox, it is a soothing succour.

Purchase this Requisition after the battle. In the Update Dataslates step, after rolling a Recovery test for a friendly **GELLERPOX INFECTED** operative that was Rested for that game. Change the result of that Recovery test to a 6. You can only use this Requisition once per game.

BENEDICTION OF CHAOS 1RP

The mutations of Chaos are as varied as they are strange, ranging from writhing tentacles and fanged maws to layers of bloated flab that absorb enemies' blows.

Purchase this Requisition before or after a game. Select one **NIGHTMARE HULK** operative of Veteran rank or higher from your dataslate and change one of its Battle Honours (it must be a Battle Honour it could have).

TECHNO-VIRAL SHOCKWAVE 1RP

Rolling waves of supernatural static and technophagic viral strains roll out across the region, crippling enemy infrastructure and vital strategic assets.

Purchase this Requisition at the start of a game. Select one of your opponent's strategic assets from their base of operations. They cannot use that strategic asset during this game.

SPEC OPS

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

SPREAD THE POX

With their enemies well dug in, the Gellerpox Infected are left to rage and groan, unable to reach the main strength of their cowering prey. However, through the proper application of the gruesome gifts that Nurgle gave them, they may be able to turn the situation to their advantage and spread their plague far and wide.

OPERATION 1: PROPAGATE INFECTION

Through the multiplication of mutoid vermin and corruption of technology, the Gellerpox Infected can spread infection deep into enemy territory.

Complete five games in which you scored victory points from the 'Pestilent Hosts' and/or 'Tech Infection' Tac Op.

OPERATION 2: INFECTION UNLEASHED

With the enemy battling the corruption and pestilence multiplying within, the Gellerpox Infected press forward with a full attack to sweep away their foes.

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

COMMENDATION

- You can use the 'Equipment Drop' Requisition twice without spending any Requisition points.
- You can select one friendly operative that scored you victory points from the 'Rout' Tac Op to earn 5XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

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

PESTILENCE EX MACHINA

ALL too often do the enemies of the Gellerpox Infected rely upon the powers of their technological marvels to save them – be it shield generators, power plants, communication hubs or super-cogitators. Yet if the taint of Nurgle can be spread to such devices, unbridled horrors soon follow.

OPERATION 1: THE INCISION

Brutal, all-out assaults begin. A putrid battering ram of infected smash their way through the enemy to reach the technologies they hold so dear.

Complete five games in which you scored victory points from the 'Rampant Nightmare', 'Rout' and/or 'Execution' Tac Op.

OPERATION 2: THE SEEDING

With the foe's defences rent open, a tendril of corruption can worm its way into the heart of the sacred machine.

Complete a game in which you scored victory points from the 'Upload Viral Code' and/or 'Plant Signal Beacon' Tac Op.

COMMENDATION

- You gain two Requisition points.
- You can distribute up to 5XP 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 'Demolition' Spec Op.

WARPCOVEN KILL TEAMS

Many are the dark and terrible secrets of the galaxy, and the Thousand Sons seek to learn them all. Gathering Warpcovens of sorcerous Acolytes, relentless Rubricae and degenerate mutants, the devious gene-sons of Magnus the Red delve ever deeper into the arcane and the forbidden. Employing sorcery and savagery alike, they sweep aside those who stand in their way.

Though the Sorcerers of the Thousand Sons often lead entire warbands into battle, at other times they may gather hand-picked Warpcovens to aid them in the completion of enigmatic and esoteric missions. At the heart of every Warpcoven is its arcane master. When unleashed in the midst of raging battle, the unholy magicks of a Thousand Sons Sorcerer are terrifying to behold. When such a potent warpcrafter focuses their powers upon a mere handful of enemy operatives, their impact is more terrifying still. What use are guns, blades and explosive charges against one who can alter the flow of time, transform physical objects, mutate flesh, twist a warrior's perceptions or unleash the full fury of the untrammelled warp to destroy everything in its path?

If those who faced Thousand Sons Warpcovens had only to deal with one such foe, they would already be overmatched, yet many Warpcovens count several warrior mystics amongst their numbers. Sometimes these are a master and his Acolytes. On other occasions, the Sorcerers of a Warpcoven may be rivals and vie with one another to unleash the greatest horrors upon their enemies to earn the twisted boons of Tzeentch. For the Sorcerers themselves, these internecine machinations are often more important than the battles they fight. For their enemies, it matters little whether the Sorcerers work with or against one another – either way, the bombardment of witchery unleashed across the killzone is catastrophically magnified, with dwindling chances of survival.

Each Warpcoven also counts amongst its ranks an array of thralls and lackeys either eager to see their masters' wills done, or else mindlessly obedient to them. The greatest of these servants are the Rubricae. Once, each was a proud and noble Thousand Sons Legionnaire with a voice and mind of their own. Now, their souls linger eternal, but nothing remains of their bodies but ensorcelled dust trapped within sealed suits of battle armour. Devoid of purpose, save that determined by their masters, Rubricae are miserable gheists bound to serve their legion's Sorcerers.

Near mindless the Rubricae may be, but they also make exceptionally powerful and resilient servants. Rubricae march tirelessly into battle with no notion of fear or fatigue. Their already formidable power armour is rendered all the more survivable by its wearer's discorporated state. Nothing but the near-total destruction of their armoured forms can bring the Rubricae's advance to a halt, and even then the spirit of the damned Legionnaire clings on. Should their ensorcelled battleplate be ritually restored it will animate again, a deathless servant to its masters.

Frighteningly strong, swift and agile, Rubricae also wield an array of ensorcelled weaponry. Their inferno boltguns fire shells that blaze with metaphysical energy and detonate in sprays of mutagenic warpfire. Their warpflamers belch roiling clouds of transmutation across the foe, not only burning away armour and flesh but also triggering rampant mutation, temporal flux and countless other horrible and maddening effects. Perhaps the most fearsome of all, their soulreaper cannons spit hails of arcane ammunition, sowing gruesome corruption through those not torn apart by the sheer weight of fire.

Not all the lackeys of the Warpcoven are unliving and unthinking automata. Mutant Tzaangor also fight at the whims of the Thousand Sons' Sorcerers, bringing their bestial might and inhuman zeal to bear. These bizarre avian beastmen serve the Thousand Sons willingly, only too glad to further the cause of mighty Tzeentch by fighting alongside his chosen Traitor Legion. The monstrous appearance of the Tzaangor belies their intelligence and cunning, both of which make them extremely useful operatives upon the battlefield. Where the Rubricae must be directly commanded by their sorcerous masters, the Tzaangor can be given their orders and then be left to complete them by their own initiative. Of course, the bestial aspect of the Tzaangor is not simply for show – at close quarters they are deadly foes, hacking and slashing with vicious blades, carving ritual symbols into their victims' flesh.

**'THOSE WHO CLAIM TO STAND UPON THE SIDE OF
ENLIGHTENMENT AND UNFETTERED WISDOM WOULD DO
WELL NOT TO IMPEDE US. YET THE DISMAL TRUTH OF
OUR TIME IS THAT WE EXIST IN AN ERA OF STULTIFYING
IGNORANCE WHEREIN BELLIGERENCE AND STUPIDITY ARE
MISTAKEN FOR COURAGE AND HONOUR ON A DAILY BASIS.
IN SUCH TIMES, WE ARE ONLY TOO HAPPY TO ENLIGHTEN
OUR FOES, AND RELIEVE THEM OF THE BURDEN OF THEIR
MORTAL WOES.'**

- T'kemtoch the Seer, Magister
of the Ninth Eye Warpcover



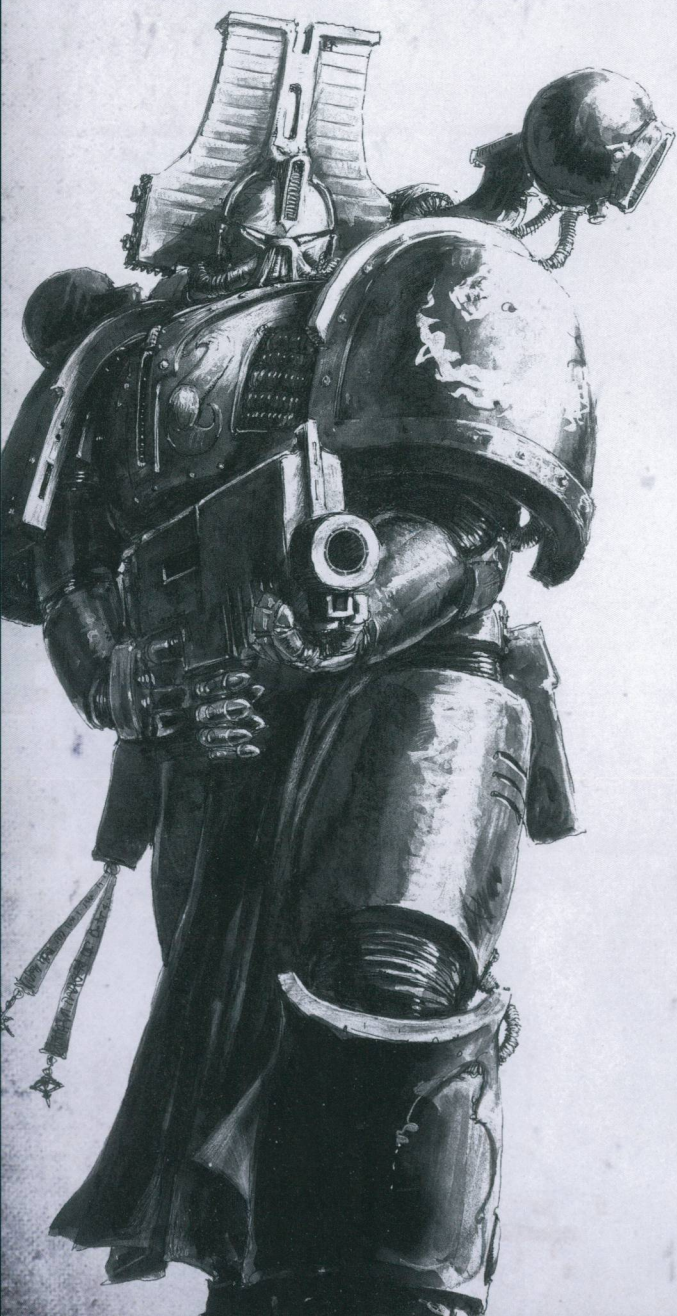
NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Thousand Sons warriors as well as the title of your kill team, its quirks, base of operations and background. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites or use them as inspiration.

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OPERATIVES

If you wish to create a name for one of your Thousand Sons warriors, roll a D66 on one or both tables opposite, or pick your favourite. To roll a D66, roll two D6s, one after the other – the first result is your 'tens' and the second is your 'units'. For example, a D66 roll where the first result is a 3 and the second is a 6 is a result of 36.



D66 FIRST NAME

11	Phosis
12	Amonhep
13	Basteq
14	Apophitar
15	Thotek
16	Kalophis
21	Phael
22	Imhoden
23	Ankhu
24	Naratt
25	Kahotep
26	Khadeth
31	Revuel
32	Tolbek
33	Onoris
34	Gilameht
35	Amon
36	Sanakht
41	Sektoth
42	Az'mekh
43	Zah'mat
44	Ultak'h
45	Daedopphet
46	Azhek
51	Azhtar
52	Iskandar
53	Mhotep
54	Hedara
55	Amarhotep
56	Hakor
61	Myrakh
62	Aarthrat
63	Thotmas
64	Merhet
65	Kasaikrah
66	Kahzmut

D66 SECOND NAME

11	T'Kor
12	Basth
13	Takar
14	Kallisar
15	Rhan
16	P'Tra
21	Manahkmor
22	Shen
23	Apophontar
24	H'Kett
25	Maat
26	Anen
31	Khayon
32	Manutec
33	Qu'rastis
34	Uthizzar
35	Toron
36	Daast
41	Sum
42	Qezremah
43	Arvida
44	Temekh
45	Aktera
46	Bekti
51	Metenh
52	Thothmet
53	Pashet
54	Kashtoh
55	Harpakrut
56	Amen'ket
61	Ammon
62	Z'kar
63	Kh'nem
64	As'rahk
65	Hata'kah
66	Takham

KILL TEAM NAME

Thousand Sons Warpcovens go by many names and none. Some are named for the Sorcerers who lead them and control the Rubricae of the team. If you would like to use your Sorcerer's name as a part of your kill team name, generate a name randomly or choose one from the operative name generator tables. If you do this, you could combine the name with some of the kill team name table results below. For example, Apophitar's Ghosts, the Coven of Tolbek Shen or Phosis' Sckolastical Infernum. It is far from required that you use these tables to name your kill team. You can roll or choose your favourite elements from them, or you can use them as inspiration for a name of your own invention.

D6	NAME	D6	NAME
1	Infernal	1	Sons
2	Sckolastical	2	Infernum
3	Coil(s)	3	Magicka
4	Serpent(s)	4	of Magnus
5	Coven	5	of Fire
6	Ghost(s)	6	Corvidiads

SQUAD QUIRK

D6	MYSTERIOUS BOON
1	Aetheric Coroneae: This Warpcoven advances into battle wreathed in spectral soul-fire.
2	One Will: Like puppets marching to a single beat, this Warpcoven acts with eerie coordination.
3	Single-minded: The warriors of this Warpcoven show no concern for their own safety, shrugging off incoming fire as they advance relentlessly upon their objective.
4	Ancient Dust: The Rubricae of this Warpcoven have begun to lose their grip upon reality, and they occasionally pause or wander as though lost.
5	Superior: The leaders of this Warpcoven look down upon their foes from towering heights of dark wisdom and arrogance.
6	Ghosts of the Warp: So saturated with sorcery are these warriors that they flicker in and out of reality, pale shades one moment, solid and deadly the next.

BACKGROUND

D6 PATH OF FATE

- Heralds of Madness:** This Warpcoven seeks to drive its enemies insane, burning away their wits amidst the fires of magic and mutation.
- Seekers After Sorcery:** These warriors were gathered to quest after arcane treasures, going to whatever ends they must to acquire them for their sorcerous masters.
- Arch-coven:** This kill team consists of an exceptional gathering of psychically gifted warriors.
- Relentless Destroyers:** This Warpcoven comprises a hardened core of automaton-like warriors, armed for the extermination of all who stand against them.
- Warriors Out of Time:** Trapped on a daemon world or caught in the warp for millennia, these verdigris warriors have emerged like risen ghosts to continue the Long War.
- Daemonologists:** This Warpcoven's every action is ritual, its every deed calculated to facilitate the summoning of Tzeentch's daemonic servants.

BASE OF OPERATIONS

D6 LOCATION

- Cursed Moon:** This floating rock has spent too long close to the corrupting influence of the warp and is now tainted to its core.
- Warp Gate:** This Warpcoven control a warp gate. Powered by malefic energy, it can be used by the Thousand Sons to travel the galaxy in service of their god.
- Forbidden Library:** The Thousand Sons have long learned that if something is 'forbidden', then it likely contains something of great value. A whole library of forbidden treasures will hold all manner of arcane secrets.
- Corrupted Asylum:** The line between genius and insanity is a fine one indeed, and there is much wisdom hidden in the ravings of the now long-dead detainees for a Sorcerer with mind to claim it.
- Empyric Sub-realm:** Many Heretic Astartes have made a home for themselves in the warp. Few enemies can interrupt a Sorcerer conducting a ritual or studying ancient lore in such a place.
- Ancient Ruin:** Over the centuries, countless civilisations have lived and died across the galaxy. Parts of them remain on many worlds, their discoveries ripe for the seizing.

ARCHETYPE: RECON* / SECURITY*

WARPCOVEN KILL TEAM

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

OPERATIVES

- 1 **SORCERER** operative equipped with a force stave and one of the following:
 - Inferno bolt pistol
 - Prosperine khopesh
 - Warpflame pistol (max one per kill team)
- 10 **WARPCOVEN** operatives selected from the following list (**ARCANA ASTARTES** operatives count as two selections):
 - **SORCERER** equipped with a force stave and one of the following:
 - Inferno bolt pistol
 - Prosperine khopesh
 - Warpflame pistol (max one per kill team)
 - **RUBRIC MARINE GUNNER** equipped with fists and a warpflamer
 - **RUBRIC MARINE GUNNER** equipped with fists and one of the following options:
 - Soulreaper cannon
 - Warpflamer
 - **RUBRIC MARINE ICON BEARER**
 - **RUBRIC MARINE WARRIOR**
 - **TZAANGOR CHAMPION** equipped with one of the following options:
 - Tzaangor greataxe
 - Tzaangor greatblade
 - **TZAANGOR FIGHTER** equipped with one of the following options:
 - Autopistol; chainsword
 - Tzaangor blades
 - **TZAANGOR HORN BEARER**
 - **TZAANGOR ICON BEARER**

Other than **SORCERER**, **RUBRIC MARINE WARRIOR** and **TZAANGOR FIGHTER** operatives, your kill team can only include each operative above once.

This kill team can include up to three **SORCERER** operatives.

You cannot select a second **GUNNER** operative until your kill team includes four **RUBRIC MARINE** operatives.

In the Select a Kill Team step of the mission sequence, you must select one friendly **SORCERER** operative to gain the **LEADER** keyword for the battle.

*If your kill team includes four or more **ARCANA ASTARTES** operatives, this kill team has the Security archetype. If your kill team includes five or more **TZAANGOR** operatives, this kill team has the Recon archetype.

TAC OPS

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

SCRY SECRET

Warpcoven – Faction Tac Op 1


Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives to be holding a secret.

- If a friendly operative performs the **Scry Secret** action, you score 1VP.
- At the end of the battle, if a friendly operative has performed the **Scry Secret** action and has not been incapacitated, you score 1VP.

Friendly **SORCERER** operatives can perform the following mission action:

SCRY SECRET

1AP

Psychic action. An operative can perform this action while within  of the enemy operative holding a secret. An operative cannot perform this action while within Engagement Range of an enemy operative. Your kill team can only perform this action once.

SORCEROUS RITUAL

Warpcoven – Faction Tac Op 2




Reveal this Tac Op when a friendly operative performs the **Sorcerous Ritual** action.

- If a friendly operative performs the **Sorcerous Ritual** action in two or more Turning Points, you score 1VP.
- If a friendly operative performs the **Sorcerous Ritual** action in three or more Turning Points, you score 1VP.

Friendly **SORCERER** operatives can perform the following mission action:


SORCEROUS RITUAL

1AP

Psychic action. An operative can perform this action while within  of a ritual site. An operative cannot perform this action while within  of an enemy operative. A ritual site is the centre of the killzone or an objective marker that is more than  from your drop zone. Once a friendly operative performs this action, friendly operatives can only perform this action again at the same ritual site.

GRAND PLAN

Warpcoven – Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives and an objective marker that is more than  from their killzone edge (they cannot select an objective marker that can be removed during the battle).

- If that enemy operative is incapacitated, you score 1VP.
- If you control that objective marker at the end of any Turning Point, you score 1VP.



ABILITY

Below you will find a common ability of the **WARPCOVEN** kill team.

BOONS OF TZEENTCH

Boons of Tzeentch are Chaos blessings available to **WARPCOVEN** operatives. When a **SORCERER** operative is added to your roster or dataslate, it gains one Boon of Tzeentch – select or randomly determine one for it to gain, as described below.

When an operative gains a Boon of Tzeentch by any other means (e.g. Boon and Mutation Battle Honours, page 94), roll one D6: on a 1-2, randomly determine one for it to gain; on a 3+, select or randomly determine one for it to gain. An operative can never have the same boon more than once (if randomly determined and neither order of results would determine a unique boon, roll again). Make a note of each operative's Boons of Tzeentch on your roster or dataslate.

When you select a boon for a **SORCERER** operative to gain, you can select one from any of the categories on the right, but you cannot select one a **SORCERER** operative on your roster or dataslate already has. When you randomly determine a boon for a **SORCERER** operative to gain, roll two D3, selecting one result to determine the category of boon and the other result to determine the boon.

When you select a boon for a **TZAANGOR** operative to gain, you must select one from the Mutation category, but you cannot select one a **TZAANGOR** operative on your roster or dataslate already has. When you randomly determine a boon for a **TZAANGOR** operative to gain, roll one D3 to determine the boon from the Mutation category.

Mutation

1. Warp Swell: Add 1 to the Normal Damage characteristic of melee weapons this operative is equipped with.

2. Mutant Appendage: Once per Turning Point, during this operative's activation, it can perform a mission action or the **Pick Up** action for one less AP (to a minimum of OAP).

3. Avian Talons: Each time this operative fights in combat, if it performed a **Charge** action during this activation, 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.

Fate

1. Patron of Destiny: Once per Turning Point, when this operative is fighting in combat or making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any Command points. Each time you do so, roll one D6: on a 1-3, this operative loses this ability for the rest of the battle.

2. Incorporeal Sight: Ranged weapons this operative is equipped with (excluding ranged weapons from a psychic power) gain the Lethal 5+ and No Cover special rules.

3. Time-walker

- Add 1 to the Attacks characteristic of melee weapons this operative is equipped with.
- Add ▲ to this operative's Movement characteristic.

Aetheric

1. Immaterial Flight: This operative gains the **FLY** keyword.

2. Crystalline: Improve this operative's Save characteristic by 1.

3. Empyric Ward: This operative has a 4+ invulnerable save.

PSYCHIC POWERS

When a **WARPCOVEN** **SORCERER** operative is added to your roster or dataslate, you must select one of the following psychic disciplines for it to study: Destiny, Tempyric or Warfire. That operative knows the psychic powers associated with that discipline.

Each time a friendly **SORCERER** operative performs the **Manifest Psychic Power** action (pg 89), select one psychic power it knows to be resolved. You can only select each psychic power a maximum of once per Turning Point.

Destiny Discipline

WEAVE FATE

Select one friendly **WARPCOVEN** operative Visible to this operative. Until the end of the Turning Point, each time a shooting attack is made against that operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.

TWIST DESTINY

Select one enemy operative Visible to this operative. Until the end of the Turning Point:

- Each time that enemy operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that shooting attack, your opponent cannot re-roll their attack dice.
- That enemy operative ignores all positive modifiers to its APL.

DOOMBOLT

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

Name	A	BS	D
------	---	----	---

Doombolt 4 3+ 3/3

Special Rules

Lethal 5+

!

MW2

Tempyric Discipline

EPHEMERAL INSTABILITY

Until the end of the Turning Point, subtract ○ from the distance that enemy operatives can move when performing **Charge** and **Dash** actions.

TEMPORAL MANIPULATION

Select one friendly **WARPCOVEN** operative Visible to and within ◆ of this operative. That operative regains 2D3 lost wounds.

FLUXBLAST

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

Name	A	BS	D
------	---	----	---

Fluxblast 4 3+ 3/4

Special Rules

Blast ○

!

Rending

Warfire Discipline

WARP PORTAL

Select one friendly **WARPCOVEN** operative Visible to and within ■ of this operative that has not performed an action in which it moved during this Turning Point. Remove it from the killzone and set it back up again within ◆ of this operative and not within Engagement Range of an enemy operative. That friendly operative cannot perform actions in which it moves during this Turning Point.

INFERNAL FIRE

Select one enemy operative Visible to this operative. Until the end of the Turning Point, each time a friendly **WARPCOVEN** operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.

FIRESTORM

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

Name	A	BS	D
------	---	----	---

Firestorm 5 4+ 2/2

Special Rules

Barrage, Blast ▲, Indirect

STRATEGIC PLOYS

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

EXALTED ASTARTES 1CP

Until the end of the Turning Point, each time a friendly **SORCERER** operative is activated:

- If it does not perform a **Shoot** action during that activation, it can perform two **Fight** actions during that activation.
- If it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation, but it must select different ranged weapons for those shooting attacks. Ranged weapons from a **WARPCOVEN** psychic power (pg 87) are eligible weapons for this.

PSYCHIC DOMINION 1CP

Until the end of the Turning Point, friendly **SORCERER** operatives can perform the **Manifest Psychic Power** action (pg 89) twice during their activations.

SLOW AND PURPOSEFUL 1CP

Until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative makes a shooting attack, if it has not performed a **Charge**, **Fall Back** or **Normal Move** action during this Turning Point, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

SAVAGE HERD 1CP

Until the end of the Turning Point, each time a friendly **TZAANGOR** operative fights in combat, before rolling your attack dice for that combat, you can retain one as a successful normal hit without rolling it. If another friendly **TZAANGOR** operative is supporting them in that combat, you can retain one as a successful critical hit instead.


TACTICAL PLOYS

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


CAPRICIOUS PLAN 1CP

Use this Tactical Ploy at the end of a friendly **SORCERER** operative's activation. You can immediately perform a free **Dash** action with that operative and change its order.

PSYCHIC CABAL 1CP

Use this Tactical Ploy when you would select a psychic power to be resolved by a friendly **SORCERER** operative as a result of performing the **Manifest Psychic Power** action (pg 89). You can select a psychic power from a discipline another friendly **SORCERER** operative within  of this operative has studied.

MUTANT HERD 1CP

Use this Tactical Ploy at the start of a friendly **TZAANGOR** operative's activation. Select one other ready friendly **TZAANGOR** operative Visible to and within  of that operative that is eligible to be activated. After that operative's activation, activate that other operative before your opponent activates any operatives or performs an **Overwatch** action.

SCHEMES OF CHANGE 1CP

Use this Tactical Ploy at the start of the Target Reveal step of the Strategy phase, or when you activate a ready friendly **WARPCOVEN** operative. Discard one of your Tac Ops (any victory points scored from it are lost) and randomly determine a new Tac Op from those remaining in your Tac Ops deck.

SORCERER

Sorcerers are the leaders of the Thousand Sons Legion. They control forces of Rubric Marines, having yoked them to their will. Sorcerers direct them like puppeteers as bulwarks against their foes, channelling dark magics of manipulation through their own psychically attuned weapons.



M	APL	CA
3 ●	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
☉ Inferno bolt pistol	4	3+	3/4	Rng ●, AP1	-
☉ Warpflame pistol	5	2+	2/4	Rng ●, AP1, Torrent ▲	-
✕ Force stave	4	3+	4/6	-	Stun
✕ Prosperine khopesh	4	3+	4/6	Lethal 5+	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

Rubric Command: Once per Turning Point, when a friendly RUBRIC MARINE operative Visible to and within ■ of this operative is activated, you can add 1 to that friendly operative's APL.

Relentless: If this operative is equipped with a force stave and a Prosperine khopesh, those melee weapons gain the Relentless special rule for this operative.

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a WARPCOVEN ● psychic power, as specified on page 87. This operative cannot perform this action while within Engagement Range of an enemy operative.

WARPCOVEN ●, CHAOS, ARCANA ASTARTES, <GREAT CULT>, PSYKER, SORCERER



RUBRIC MARINE GUNNER

With their armour's servos infused with sorcery, the spirit within a Rubric Marine's shell easily hefts the heaviest of arcane weapons. Their soulreaper cannons shoot streams of shells alight with magical power, while their warpflamers unleash gouts of iridescent fire.



M	APL	CA
3 ●	2	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Soulreaper cannon	6	3+	3/4	AP1, Fusillade	-
☉ Warpflamer	5	2+	2/4	Rng ●, AP1, Torrent ●	-
✕ Fists	3	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All is Dust:

- Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.
- This operative cannot move more than 3 ● during its activation.

UNIQUE ACTIONS

WARPCOVEN ●, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, GUNNER



RUBRIC MARINE ICON BEARER

Rubric Marines and their masters ultimately serve the schemes of the Chaos God Tzeentch. Some of these arcane warriors bear sorcerous icons of the Changer of the Ways that crawl with coruscating energy, which the Sorcerers can draw upon to enhance their power.



M	APL	GA
3 ●	2	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Inferno boltgun	4	3+	3/4	AP1	-
✕ Fists	3	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All is Dust:

- Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.
- This operative cannot move more than 3 ● during its activation.

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).

Icon of Flame: Once per Turning Point, a friendly **SORCERER** operative within ● of this operative can perform a free **Manifest Psychic Power** action (pg 89) during that **SORCERER** operative's activation.

WARPCOVEN ●, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, ICON BEARER



RUBRIC MARINE WARRIOR

Rubric Marine Warriors are animated suits of power armour inhabited by the bound souls of their former occupants. With ruinous proficiency, they steadily fire bursts of eldritch shells from their inferno boltguns, advancing upon their psychic masters' enemies.



M	APL	GA
3 ●	2	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Inferno boltgun	4	3+	3/4	AP1	-
✕ Fists	3	3+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

All is Dust:

- Each time a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Save characteristic of 2+ for that shooting attack.
- This operative cannot move more than 3 ● during its activation.

UNIQUE ACTIONS

WARPCOVEN ●, CHAOS, ARCANA ASTARTES, <GREAT CULT>, RUBRIC MARINE, WARRIOR



TZAANGOR CHAMPION

These ferocious Tzaangor wield enormous two-handed blades or axes that can cleave enemy warriors in two. It takes fighters with great skill as well as aggression to carry such formidable weapons, and they cause as much terror as they do casualties.



M **APL** **GA**
3 ● 2 1

DF **SV** **W**
3 6+ 8

NAME	A	BS/WS	D	SR	!
✕ Tzaangor greataxe	4	3+	4/5	Brutal, Lethal 5+	-
✕ Tzaangor greatblade	4	3+	4/5	Lethal 5+	Reap 1

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Savage Assault (1AP): Perform a free **Fight** action with this operative. After completing that action's fight sequence, if this operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with this operative again (you do not have to select the same target).

WARPCOVEN, CHAOS, TZAANGOR, CHAMPION



TZAANGOR FIGHTER

Tzaangor fighters are mutated fusions of avian beasts and corrupted Humans. In thrall to Tzeentch, they serve the Thousand Sons as bestial shock troops, attacking with savage blows from ritual blades and tearing flesh with their jagged beaks.



M **APL** **GA**
3 ● 2 1

DF **SV** **W**
3 6+ 8

NAME	A	BS/WS	D	SR	!
⦿ Autopistol	4	4+	2/3	Rng ●	-
✕ Chainsword	4	4+	4/5	-	-
✕ Tzaangor blades	4	4+	4/5	Relentless	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

-

WARPCOVEN, CHAOS, TZAANGOR, FIGHTER



TZAANGOR HORN BEARER

Often, a member of a Tzaangor flock will carry a daemonically mawed instrument, the piercing blasts of which stir its fellow creatures into a bestial frenzy. Their shrill cries echo and their horns clatter together as they vie to be first into the fray to hack their victims apart.



M	APL	GA
3 ●	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✕ Dagger	4	4+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

UNIQUE ACTIONS

Brayhorn (1AP): Until the end of the Turning Point, add ▲ to the Movement characteristic of friendly TZAANGOR operatives.

WARPCOVEN ●, CHAOS, TZAANGOR, HORN BEARER



TZAANGOR ICON BEARER

Driven by a desire to accumulate arcane knowledge, Tzaangor hope to use such a prize to gain even more favour with Tzeentch. Particularly fervent Tzaangor carry sinuous icons and banners they believe draw their deity's gaze and mutative blessings.



M	APL	GA
3 ●	2	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
✕ Dagger	4	4+	3/4	-	-

ABILITIES

Favoured by Change: This operative has a 5+ invulnerable save.

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.

UNIQUE ACTIONS

Herd Banner (1AP): Until the end of the Turning Point, while a friendly TZAANGOR operative is within ■ of this operative, that friendly operative is invigorated by the herd banner. While an operative is invigorated by the herd banner, improve its invulnerable save by 1.

WARPCOVEN ●, CHAOS, TZAANGOR, ICON BEARER



EQUIPMENT

WARPCOVEN 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.

GARGOYLE BAYONET [2EP]

RUBRIC MARINE operative only. The operative is equipped with the following melee weapon for the battle:

Name	A	BS	D
Gargoyle bayonet	3	3+	4/4

HIGH CAPACITY MAGAZINE [1/3EP]

Select one autopistol, inferno bolt pistol or inferno boltgun the operative is equipped with. That weapon gains the Ceaseless special rule for the battle. If you selected an autopistol, this equipment costs 1EP; otherwise, it costs 3EP.

OCCULT TALISMAN [2EP]

The operative gains the following ability for the battle:

Occult Talisman: Each time this operative would lose a wound as a result of a mortal wound or a shooting attack from a psychic power, roll one D6: on a 5+, that wound is not lost.

ENSORCELLED ROUNDS [2EP]

TZAANGOR FIGHTER operative only. Select one autopistol the operative is equipped with. Add 1 to that weapon's Damage characteristics for the battle.

SORCEROUS SCROLL+ [4EP]

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

Sorcerous Scroll: When this operative gains this ability, select one psychic power from a discipline this operative has not studied (pg 87). Once in the battle, when this operative performs the **Manifest Psychic Power** action (pg 89), if it is not within Engagement Range of an enemy operative, you can select that psychic power to be resolved for that action.

ARCANE ROBES [2EP]

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

Arcane Robes: Once per battle, when Critical Damage would be inflicted upon this operative, you can use this ability. If you do so, that attack dice inflicts Normal Damage instead.

GILDED HORNS [1EP]

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

Gilded Horns: Each time this operative fights in combat, if it performed a **Charge** action during that activation, in the Roll Attack Dice step of that combat, you can retain one of your attack dice results of 5+ that is a successful hit as a critical hit.



WARPCOVEN SPEC OPS RULES

94



WARPCOVEN • SPEC OPS RULES • BATTLE HONOURS

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

BATTLE HONOURS

Each time a **WARPCOVEN** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Warpcoven Specialist tables 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).


SORCERER SPECIALIST

D3	Battle Honour
1	Boon: This operative gains one Boon of Tzeentch (pg 86).
2	Studious: Select one psychic power from a discipline this operative has not studied (pg 87). This operative knows that psychic power.
3	Rubic Affinity: Select one friendly RUBRIC MARINE operative from your dataslate. For the purposes of this SORCERER operative's Rubric Command ability, you can add 1 to that friendly operative's APL if it is activated within  of this operative (instead of ). If that friendly RUBRIC MARINE operative is removed from your dataslate, you can select another.

RUBRIC MARINE SPECIALIST

D3	Battle Honour
1	Warded: The first time an attack dice would inflict damage on this operative in each battle, halve the damage inflicted (rounding up).
2	Unwavering: This operative has a 4+ invulnerable save.
3	Automata: <ul style="list-style-type: none"> Each time this operative is activated, you can ignore any or all modifiers to its APL. This operative is not affected by the Stun critical hit rule.

TZAANGOR SPECIALIST

D3	Battle Honour
1	Avian Mobility: <ul style="list-style-type: none"> You can ignore any or all modifiers to this operative's Movement characteristic. Each time this operative climbs or drops, you can ignore the first vertical distance of  it travels for that climb or drop.
2	Mutation: This operative gains one Boon of Tzeentch (pg 86).
3	Savage: Weapons this operative is equipped with gain the Rending critical hit rule.


'ALL MUST CHANGE, FOREVER, IN ALL WAYS, AT ALL TIMES. ALL MUST BURN IN THE LEAPING FIRES OF THE CHANGER OF THE WAYS. UNLEASH THE POTENTIAL TRAPPED BY FLESH AND BONE, BY METAL AND STONE AND AIR. SET LOOSE THE BOUNDLESS MUTATION AND GLORY IN ITS INFINITE FORMS!'

- Azmoth, High Mutator of the Warpcoven of The Twisted Sigil

RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **WARPCOVEN**, 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. OCULUS [1/2EP]

Select an autopistol or inferno bolt pistol the operative is equipped with. Remove its Rng  special rule for the battle. If you selected an autopistol, this equipment costs 1EP; if you selected an inferno bolt pistol, this equipment costs 2EP.

2. ANIMATE AVIANS [3EP]

The operative gains the following ability for the battle:

Animate Avians: While an enemy operative is within Engagement Range of this operative, subtract 1 from the Attacks characteristic of melee weapons that enemy operative is equipped with.

3. WITCHFIRE MANTLE [3EP]

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

Witchfire Mantle: Each time this operative makes a shooting attack with a ranged weapon from a psychic power (pg 87), in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

4. AEONGLOSS [3EP]

The operative gains the following ability for the battle:

Aeongloss: Once per battle, when this operative is activated, you can use this ability. If you do so, add 1 to this operative's APL.

5. FLUXHELM [3EP]


SORCERER operative only. The operative gains one Boon of Tzeentch (pg 86) for the battle (that boon is removed at the end of the battle). It must be randomly determined.

6. CHANGEBLADE [3EP]

The operative can perform the following action during the battle:

CHANGEBLADE

1AP

Select one friendly **TZAANGOR** operative Visible to and within  of this operative and roll one D6:

- On a 1-2, that operative suffers 1 mortal wound.
- On a 3-4, until the end of the battle, improve the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons that operative is equipped with by 1.
- On a 5-6, that operative gains 3 wounds. This can take it above its Wounds characteristic (any wounds gained above its Wounds characteristic are removed at the end of the battle).

Each friendly operative can only be selected for this action once. This operative cannot perform this action while within Engagement Range of an enemy operative.



STRATEGIC ASSETS

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

REBINDING ALTAR

Upon this altar, following perilous rituals and unholy offerings, rent and ruined plates of Rubricae armour are made whole, and the damned echoes of their imprisoned wearers are conjured back to serve again.

Each time you roll one D6 to determine a Battle Scar (see the Kill Team Core Book) for a friendly **RUBRIC MARINE** operative, you can treat all results (excluding Slain) as Cerebral Affliction.

DIVINE ORRERY

This complex set of darkly esoteric equipment reads the strands of fate, alignments of planets and the falling sands of time to give the kill team knowledge of a key moment in their future.

At the start of the battle, secretly make a note of a specific Turning Point other than the first (e.g. Turning Point 3). When rolling off to determine initiative for that Turning Point, roll a D3 and add the result to your score. If you re-roll your dice for this roll off, you must also re-roll the D3.

HERDSTONE

This nexus of change serves as a focal point for the Tzaangors' worship of Tzeentch. In return, it ignites ever-changing mutations within select Beastmen.

After selecting your kill team for each battle, you can select one friendly **TZAANGOR** operative selected for deployment that does not already have any Boons of Tzeentch (pg 86). That operative gains one Boon of Tzeentch for the battle (that boon is removed at the end of the battle).

REQUISITIONS

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

BESEECH THE CHANGER OF THE WAYS 1RP

The Thousand Sons are ever seeking new favours from their divine patron, willing to do almost anything to win his blessings – but Tzeentch is fickle, and not every gift he gives is as beneficial as it appears...

Purchase this Requisition before or after a game. Remove one Boon of Tzeentch (pg 86) from one friendly **WARPCOVEN** operative. That operative then gains one Boon of Tzeentch.

LORE STUDY 1RP

The Sorcerer delves into ancient and forbidden tomes, refocusing their efforts on a new discipline of powerful sorcery.

Purchase this Requisition before or after a game. Select a new **WARPCOVEN** psychic power discipline (pg 89) for one friendly **WARPCOVEN** **SORCERER** operative to study; that operative knows the psychic powers associated with that discipline instead. If that operative has the Studious Battle Honour (pg 94), you can also select a different psychic power for that Battle Honour in addition to, or instead of, selecting a new discipline to study.

PURSUIT OF THE ARCANES 1RP

All manner of ancient artefacts and strange curios are articles for study and collection. For Tzaangor they are precious treasures; for the Thousand Sons of the Legion they are potential sources of power.

Purchase this Requisition when you add an item of rare equipment to your stash, or when you increase your asset capacity by one. Select one friendly **WARPCOVEN** operative (excluding a **RUBRIC MARINE** operative) to gain 2XP.

SPEC OPS

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

LABYRINTHINE PLANS

A series of key spells and rituals, their purpose bizarre and labyrinthine, must be performed to bring about a future that serves the Thousand Sons and their interests.

OPERATION 1: STRANDS

The kill team manipulate the strands of fate, the ripples causing a key moment to occur in their futures.

Complete five games in which you scored victory points from the 'Sorcerous Ritual', 'Triangulate' and/or 'Plant Signal Beacon' Tac Op.

OPERATION 2: DESTINY'S MOMENT

The moment of destiny arrives, a seemingly inconsequential event that will echo into the future.

Complete a game in which you scored victory points from a randomly generated Tac Op. To randomly generate a Tac Op, draw and select the first card of your Tac Op deck (discard the second, then proceed selecting Tac Ops as normal). A Tac Op randomly generated from the Schemes of Change Tactical Ploy (pg 88) is also a valid Tac Op for this operation.

COMMENDATION:

- You gain two Requisition points.
- You can distribute up to 5XP across the operatives on your dataslate.
- You can use the 'Beseech the Changer of the Ways' Requisition once without spending any Requisition points. When determining that Boon of Tzeentch, you can select or randomly generate it.

SPEC OPS BONUS:

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

ARCANE ARTEFACT

Whether it be an ancient tome of lore, a strange relic or a seemingly trivial trinket, the Thousand Sons know of a powerful arcane artefact hidden within the area. The kill team must discover its location from those unknowing of its true power, then claim it for themselves.

OPERATION 1: DISCERN LOCATION

The kill team use all manner of subterfuge and tricks to discern the location of the arcane artefact they seek.

Complete five games in which you scored victory points from the 'Scry Secret', 'Rob and Ransack' and/or 'Interloper' Tac Op.

OPERATION 2: EXTRACT ARTEFACT

With the location of the arcane artefact now known, the kill team must hold the enemy at bay for it to be extracted from its repository.

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

COMMENDATION:

- You gain one Requisition point.
- You can add one item of rare equipment to your stash.
- The friendly operative that scored you victory points from the 'Sorcerous Ritual' Tac Op earns 5XP. This is not affected by a passed Casualty test.

SPEC OPS BONUS:

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

HUNTER CLADE KILL TEAMS

To the techno-zealots of the Adeptus Mechanicus, the galaxy is a complex mechanism, its workings the creation of their Machine God. They see the acquisition of knowledge as holy work, and task their cybernetically altered Skitarii servants with carrying it out – no matter the cost in blood spilled.

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The Adeptus Mechanicus is an ancient and powerful institution of Mankind, whose roots lie much further back in time than the Imperium itself. Under archaic accords, the Tech-Priests who rule it have a monopoly on Human technology. It is they who create and maintain the weapons, armour and ships on which the Imperium's vast armies depend. Their rad-soaked and smog-choked forge worlds reverberate with the din of industry night and day. They also echo with monotonous chants and transmissions of binharic psalms in praise of the Machine God. The Tech-Priests believe their deity to be the font of all knowledge and a being whose power they see as investing all technology. Sadly, Mankind's technological zenith is in the myth-shrouded past, and only fragments now remain.

To defend their forge worlds and undertake vast crusades to uncover remnants of Mankind's ancient technology, the Tech-Priests marshal huge armies of the augmented soldiery known as Skitarii. Like their masters, Skitarii are Human at their core, but they are no longer fully so, having been dismembered and rebuilt with mechanical improvements. Much of their flesh is replaced with circuitry, bio-plastic and metal, and they are implanted with systems that guarantee their utter obedience to commands. The Adeptus Mechanicus make extensive use of these cybernetic zealots in asymmetric and small-scale warfare, as much as committing entire cohorts of them to war.

Hunter Clades are amongst the specialised formations the Tech-Priests dispatch on holy missions. They include Skitarii Rangers and Vanguard, Sicarian Ruststalkers and Infiltrators, and are led by an Alpha or Princeps. Though they have primary missions, completing these requires them to be able to perform all manner of other functions. They might have to sneak through layered enemy defences, plant explosives as a distraction, seize archeotech in their quarry's possession or fight their way through numerous foes. Under such clandestine parameters, the Skitarii fashioned as Sicarians are amongst the most effective of the Tech-Priests' warriors. Much of their flesh is given over to bionics

that enable them to swiftly cover ground, resist enemy assaults and – in the case of Infiltrators – batter their opponents' senses and scanners with waves of disorienting static. Ruststalkers, on the other hand, are calculating assassins able to whip out of hiding, dismember their targets with thrumming transonic weapons and disappear again.

Adeptus Mechanicus kill teams perform numerous roles. Some are forged specifically by the Tech-Priests for particular missions and are programmed to carry them out with logical perfection. Others are assembled as and when the need arises, and they are mechanically optimised and programmed for whichever tasks they are expected to perform. Some are deployed on explorator missions, either alone or in multi-team groups. Their task is to seek out new territories to claim for the Omnissiah – one of the Machine God's aspects – and eliminate those who taint it with their presence. Others are dispatched to discover lost archeotech, artefacts and relics from heretic, alien-held or dead worlds, or planets long lost to the Imperium.

The Tech-Priests hold on to technology with an iron grip. They are merciless when dealing with those who would tamper with or taint any Imperial machines. Such devices are seen as blessed, the knowledge of their creation a gift of the Omnissiah. Thus, Adeptus Mechanicus Hunter Clades are also sent to assassinate the hereteks of the Dark Mechanicum, tech-dissidents who teach false testaments about the Machine God and dare challenge the Omnissiah's wisdom.

In carrying out their missions of holy writ, Hunter Clade operatives are furnished with some of the most arcane weapons in the Imperium. Radium weapons are so volatile they eventually kill their wielders, their bullet cylinders so thoroughly drenched in radium that a volley of rounds can cause a localised rad-storm. Galvanic rifles, meanwhile, are precision tools that fire advanced servitor-bullets. When these rounds strike a foe, they cause all of the potential energy of that target to burn out in a killing blast of electric force.

**'DETECTING A SEVEN-POINT-THREE PER CENT OPERATIONAL
WEAKNESS IN LEFT FLANK OF ENEMY DEFENSIVE FORMATION. DIRECT
ALL FIRE ON THE FOLLOWING TARGETING COORDINATES FOR OPTIMAL
TACTICAL EXPLOITATION . . .'**

- Vanguard Alpha Dorox-0.4343



NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Adeptus Mechanicus warriors as well as the title of your kill team, its quirks, base of operations and background. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites or use them as inspiration.

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OPERATIVE NAMES

Skitarii typically have entirely functional names, though some tech-magi may give some of their favoured units more personal names if they are so inclined. To name your Skitarii, use either of the two tables below. You can roll on the charts or choose your favourite combination of names from them. You can also use them as inspiration for names of your own making.

Table 1

D6	FIRST ELEMENT
1	Lho
2	Sy-gex
3	Protos-Reductus
4	O9
5	Mu
6	8-

D6	SECOND ELEMENT
1	-XXVII
2	-6e20F
3	-089
4	323Mk12
5	-998/56c
6	-1111

Table 2

D6	FIRST ELEMENT
1	Rhy
2	Dos
3	Exitor-Dho
4	Delpha
5	Decima
6	Zhu

D6	SECOND ELEMENT
1	Gedd-38f
2	-511
3	-888.88
4	-66.75/Mk98
5	-1010
6	-0.44/K

KILL TEAM NAME

When they form kill teams, the tech-magi of the Adeptus Mechanicus have an official designation that is highly functional, such as Hunter Clade 93756. However, for all their affinity with the machine, Tech-Priests are still human at their core and can be vain, eccentric and ambitious. Thus, unofficially, many Hunter Clades are given all manner of monikers. You can use any of the tables below to name your kill team. They are not intended to be rolled together, but can be if you prefer.

Table 1

D6	FIRST COMPONENT
1	Rust
2	Cog
3	Night
4	Purgation
5	Nemesis
6	Circuit

D6	SECOND COMPONENT
1	Ghosts
2	Hackers
3	Stalkers
4	Hunters
5	Linkage
6	Purgers

Table 2

D6	RESULT
1	00183
2	55332
3	93845
4	12985
5	03845
6	76427

Table 3

D6	RESULT
1	Resolution Zero
2	Cog-Circuit-Theta 2-7
3	Nullifier Axiom
4	Circuit Prima
5	Nemesis Linkage 8-2-4
6	Actuator Alpha

SQUAD QUIRK

D6 UNSANCTIONED DIVERGENCE

- 1 **Acquisitive:** Offer unto the Omnissiah his due, regardless of the obstacles that stand in your way or the false priorities imposed by those of the flesh.
- 2 **Requiring Re-sanctification:** Skitarii too long in the field become corrupted by fragments of scrap data that can make them sluggish or unpredictable.
- 3 **Pursuing Auto-perfection:** Whether it be a blade thrust or the pull of a carbine's trigger, a deed must be repeated ad infinitum until it attains the perfection of worship.
- 4 **Mercilessly Decisive:** Logic dictates that the enemy must be annihilated regardless of the cost, and to you, logic is all.
- 5 **Secretive:** Behind screens of stealth technology and auspex-obfuscation, your hidden holy works proceed apace.
- 6 **Beyond the Crux Mechanicus:** Your warriors are now so blessed that they are more machine than flesh, and all the more resilient for it.

BACKGROUND

D6 DESIGNATION

- 1 **Explorator Team:** The members of this kill team are conquerors who use the light of knowledge to drive back the shadow of ignorance amidst a galaxy of darkness and superstition.
- 2 **Archeotech Hunters:** These warriors hunt down ancient lore and holy technologies, such as archeotech troves and sacred STCs, claiming it from the heretics and aliens who hold it.
- 3 **Campaign Veterans:** These are surviving Skitarii from a long-fought conflict, meshing like cogs to form a deadly machine. Their experience makes them able hunters.
- 4 **Titan Guards:** These Skitarii are blessed garrison guardians of a mighty god-engine, hunting down those who would dare threaten their sacred charge.
- 5 **Infiltrator Team:** This is a fast-moving band of elite hunters who are experts in infiltrating enemy positions to claim the heads of their targets.
- 6 **Rad-zone Corps:** These hunters bathe the battlefield in purifying radiation, seeking to fashion a promised land in which only true servants of the Omnissiah can endure.

BASE OF OPERATIONS

D6 LOCATION

- 1 **Armoury-vault:** Buried deep below the ground, an armoury-vault is an ideal place for a kill team to resupply and to amass its collected archeo-relics.
- 2 **Forge-temple:** At a forge-temple, a kill team can venerate the Machine God and equally receive newly produced weaponry.
- 3 **Servitor Repair-works:** Though not a glorious dedication to the Machine God like other edifices of the Adeptus Mechanicus, servitor repair-works will surely see restored any kill team that uses it as a base.
- 4 **Cogitator Shrine:** When not at war, the warriors of this kill team are spiritually replenished being in the mere presence of a cogitator shrine.
- 5 **Archaeopter Wing:** The kill team is delivered swiftly to its missions by its wing of Archaeopter Transvectors.
- 6 **Skorpius Duneriders:** The kill team crosses even the most hazardous of terrain in its column of implacable Skorpius Duneriders.

'TRANSMIT THE CANTICLE OF UNMAKING WITH EVERY SHOT. EXTOL THE RITE OF PROOF WITH EVERY KILL. INTONE THE CYCLIC PSALM OF REPETITION.'

- Decima-088, Skitarii Vanguard Shocktrooper



ARCHETYPE: RECON / SEEK AND DESTROY

HUNTER CLADE KILL TEAM

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

OPERATIVES

➤ 1 **HUNTER CLADE** operative selected from the following list:

- **SKITARII RANGER ALPHA** equipped with one of the following:

- Galvanic rifle; gun butt
- Master-crafted radium pistol; power weapon

Or one option from each of the following:

- Arc pistol or phosphor blast pistol
- Arc maul or taser goad

- **SKITARII VANGUARD ALPHA** equipped with one of the following:

- Radium carbine; gun butt
- Master-crafted radium pistol; power weapon

Or one option from each of the following:

- Arc pistol or phosphor blast pistol
- Arc maul or taser goad

- **SICARIAN RUSTSTALKER PRINCEPS**

- **SICARIAN INFILTRATOR PRINCEPS** equipped with one option from each of the following:
 - Flechette blaster or stubcarbine
 - Power weapon or taser goad

➤ 9 **HUNTER CLADE** operatives selected from the following list:

- **SKITARII RANGER MARKSMAN**
- **SKITARII RANGER DIKTAT**
- **SKITARII RANGER GUNNER** equipped with a gun butt and one of the following:
 - Arc rifle, plasma caliver or transuranic arquebus
- **SKITARII RANGER SURVEYOR**
- **SKITARII VANGUARD SHOCKTROOPER**
- **SKITARII VANGUARD DIKTAT**
- **SKITARII VANGUARD GUNNER** equipped with a gun butt and one of the following:
 - Arc rifle, plasma caliver or transuranic arquebus
- **SKITARII VANGUARD SURVEYOR**
- **SICARIAN RUSTSTALKER ASSASSIN** equipped with one of the following:
 - Chordclaw and transonic razor or transonic blades
- **SICARIAN INFILTRATOR TRACKER** equipped with one option from each of the following:
 - Flechette blaster or stubcarbine
 - Power weapon or taser goad

Your kill team must include more **SKITARII RANGER** and **SKITARII VANGUARD** operatives than it does **SICARIAN** operatives.

Your kill team can only include up to two **GUNNER** operatives, unless it contains three or fewer **SICARIAN** operatives, in which case it can include up to three **GUNNER** operatives. Each **GUNNER** operative must be equipped with different ranged weapons.

Your kill team can only include up to one **DIKTAT** and one **SURVEYOR** operative.

'IF THE OMNISSIAH HAD NEED, HE WOULD GRANT ME BACK MY FRAGILE SKIN TO FEEL THE ENEMY'S BLOWS. HE WOULD RESTORE MY BLOOD TO ITS THIN ORGANIC STATE, THAT IT MIGHT FLOW UNDER THEIR ASSAULT. HE WOULD RETURN MY FEEBLE PITY FOR THOSE I CUT DOWN. HE REQUIRES NONE OF IT.'

- Decima-088, Skitarii Ranger Alpha

TAC OPS

If your faction is **HUNTER CLADE**, you can use the Hunter Clade Tac Ops listed below, as specified in the mission sequence.

'THE MAGI OF THE FORGE-TEMPLES ARE THE BLESSED INTERMEDIARIES. THEY ARE SANCTIFIED IN THE AUGURS OF THE MACHINE GOD BY THEIR KNOWLEDGE. IN PURE AND LOGICAL BENEDICTION DO THEY GRANT US THE WORD OF THE OMNISSIAH. FUELLED WITH THE GRACE OF THE MOTIVE FORCE ARE WE WHO ARE THE CHOSEN INSTRUMENTS OF RETRIBUTION - THE TEETH OF THE COG.'


- Excerpt from Benediction
Binharic of the Omnisiah



RELENTLESS PURSUIT

Hunter Clade - Faction Tac Op 1

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

- At the end of any Turning Point, if there are no enemy operatives in the killzone more than  from friendly operatives, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

CALCULATED ERADICATION

Hunter Clade - Faction Tac Op 2

Reveal this Tac Op when a Doctrina Imperative (pg 104) first becomes active for your kill team.


- At the end of any Turning Point, if an Imperative is active for your kill team, and the total wounds lost by enemy operatives during that Turning Point is greater than that lost by friendly operatives, you score 1VP.
- At the end of any Turning Point, if a different Imperative is active for your kill team, and the total wounds lost by enemy operatives during that Turning Point is greater than that lost by friendly operatives, you score 1VP.

Designer's Note: After revealing this Tac Op, we recommend keeping a tally of wounds lost by each kill team during each Turning Point.

ASSASSINATION ORDER

Hunter Clade - Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives.

- If that enemy operative is incapacitated before the fourth Turning Point, you score 1VP.
- If the first condition is achieved by a friendly **HUNTER CLADE** operative within  of that enemy operative, you score 1VP.

ABILITY

On this page you will find a common ability of the **HUNTER CLADE** kill team.

DOCTRINA IMPERATIVES

In the Strategy phase of the first Turning Point, when it is your turn to use a Strategic Ploy or pass, you must select one Doctrina Imperative below to become active for your kill team instead. That Imperative is active until the end of the battle, or until you change it to a different Imperative, whichever comes first.

Protector Imperative

Optimisation: Each time a friendly **HUNTER CLADE** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, before any other re-rolls, if you rolled two or more failed hits, you can re-roll one of your attack dice.

Deprecation: Each time a friendly **HUNTER CLADE** operative fights in combat, in the Roll Attack Dice step of that combat, before any other re-rolls, you must re-roll one of your critical hits (if any).


Conqueror Imperative

Optimisation: Each time a friendly **HUNTER CLADE** operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.

Deprecation: Each time a friendly **HUNTER CLADE** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, before any other re-rolls, you must re-roll one of your critical hits (if any).

Bulwark Imperative


Optimisation: Each time a shooting attack is made against a friendly **HUNTER CLADE** operative, in the Roll Defence Dice step of that shooting attack, before any other rules take effect, if you rolled two or more failed saves, you can re-roll one of your defence dice.

Deprecation: Subtract  from the Movement characteristic of friendly **HUNTER CLADE** operatives.

In the Strategy phase of a subsequent Turning Point, when it is your turn to use a Strategic Ploy or pass, you can select one different Imperative below to become active for your kill team instead. That Imperative is active until the end of the battle (you cannot change your active Imperative again).

Each Imperative has an Optimisation and a Deprecation effect. Both are in effect while that Imperative is active for your kill team.

Aggressor Imperative

Optimisation: Add  to the Movement characteristic of friendly **HUNTER CLADE** operatives.

Deprecation: Each time a shooting attack is made against a friendly **HUNTER CLADE** operative, defence dice cannot be automatically retained as a result of Cover (they must be rolled instead).

Equalised Imperative

Optimisation: No effect.

Deprecation: No effect.





STRATEGIC PLOYS

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

MARTIAL PROTOCOL 1CP

Until the end of the Turning Point:


- Each time a friendly **HUNTER CLADE** **VANGUARD** operative that is within  of an objective marker or within  of your opponent's drop zone makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.
- Each time a friendly **HUNTER CLADE** **RANGER** operative that has not moved during the Turning Point makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

ACCELERANT AGENTS 1CP


Until the end of the Turning Point, each time a friendly **HUNTER CLADE** **RUSTSTALKER** operative is activated:

- It can perform a free **Fight** action during that activation.
- It can perform two **Fight** actions during that activation.

NEUROSTATIC INTERFERENCE 1CP

Until the end of the Turning Point, while an enemy operative is within  of a friendly **HUNTER CLADE** **INFILTRATOR** operative, each time that enemy operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

CALCULATED APPROACH 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **HUNTER CLADE** operative that is more than  from enemy operatives, 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.

TACTICAL PLOYS

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

PURSUERS 1CP



Use this Tactical Ploy in the Scouting step of the mission sequence, when you resolve your scouting option.

- If you selected the Recon option, you can also perform a free **Dash** action with up to two friendly **HUNTER CLADE** **RANGER** operatives that are wholly within your drop zone.
- If you selected the Infiltrate option, during the first Turning Point, you can also change the order of up to two ready friendly **HUNTER CLADE** **RANGER** operatives when each of them are activated.

COMMAND OVERRIDE 1CP

Use this Tactical Ploy when a ready friendly **HUNTER CLADE** operative is activated. Select one Doctrina Imperative (pg 104) that is not active for your kill team. Until the end of the Turning Point, that Imperative is treated as being active for that operative instead of the current active Imperative.

CONCEALED POSITION 1CP

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence. Select one friendly **HUNTER CLADE** **INFILTRATOR** operative. That operative can be set up with a Conceal order anywhere in the killzone that is within  of Heavy terrain and more than  from enemy operatives and the enemy drop zone. That operative cannot have its order changed during the first Turning Point as a result of the Infiltrate option in the Scouting step. You can only use this Tactical Ploy once.

MOTIVE FORCE VITALITY 1CP

Use this Tactical Ploy when a ready friendly **HUNTER CLADE** operative is activated. That operative regains D3 lost wounds.

SKITARII RANGER ALPHA

Ranger Alphas are the most dedicated of their kind, relied upon to formulate reconnaissance and hunting parameters, and to lead their Hunter Clade in gruelling duties.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⦿ Arc pistol	4	2+	4/5	Rng ●, AP1	Stun
⦿ Galvanic rifle	4	2+	3/4	Heavy	P1
⦿ Master-crafted radium pistol	4	2+	2/4	Rng ●, Balanced	Rending
⦿ Phosphor blast pistol	4	2+	4/5	Rng ●, Blast ▲, No Cover	-
✕ Arc maul	4	4+	4/5	-	Stun
✕ Gun butt	3	4+	2/3	-	-
✕ Power weapon	4	4+	4/6	Lethal 5+	-
✕ Taser goad	4	4+	3/4	Lethal 5+	Stun

ABILITIES

Control Edict: Once per Turning Point, when a ready friendly **HUNTER CLADE** operative is activated within ■ of this operative, you can select another ready friendly **HUNTER CLADE** operative within ■ of this operative that is eligible to be activated. After that first friendly operative has been activated, you can immediately activate that other friendly operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, LEADER, SKITARII, RANGER, ALPHA



SKITARII RANGER DIKTAT

The enhanced data-tethers carried by these Skitarii enable them to communicate directly with their Tech-Priest masters. It is a great honour indeed to be chosen to carry one, as it is seen as the mouthpiece of the Tech-Priests, who are said to be prophets of the Machine God himself.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⦿ Galvanic rifle	4	3+	3/4	Heavy	P1
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Enhanced Data-tether (1AP): Select one friendly **HUNTER CLADE** operative Visible to and within ● of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, DIKTAT



SKITARII RANGER GUNNER

In the hunt for the most dangerous of heretekks or xenos aggressors, a forge world's ruling Tech-Priests may issue high-performing Hunter Clade Rangers with advanced weaponry. Strange, esoteric technologies power such armaments, rendering them lethal indeed to the Rangers' foes.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚡ Arc rifle	4	3+	4/5	AP1	Stun
⚡ Plasma caliver	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	-
⚡ Transuranic arquebus	4	2+	5/3	AP1, Heavy, Unwieldy	MW3
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

HUNTER CLADE ●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, GUNNER



SKITARII RANGER MARKSMAN

Skitarii Ranger Marksmen hunt the foes of the Machine God relentlessly, and their bionically enhanced stamina is legendary. They pursue like patient predators, inexorably tracking their prey before taking the killing shot with their long rifles of ancient design.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚡ Galvanic rifle	4	3+	3/4	Heavy	P1
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

HUNTER CLADE ●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, MARKSMAN



SKITARII RANGER SURVEYOR

The omnispex wielded by these Skitarii is a device fitted with a Raptor-class machine spirit. This can glean all kinds of data from a killzone and from a Hunter Clade's enemies. Not only is it useful for the kill team in battle, but such information is a fine devotion to the Machine God in itself.



M	APL	CA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Galvanic rifle	4	3+	3/4	Heavy	P1
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Omnispex (1AP): Select one friendly **HUNTER CLADE** operative Visible to and within of this operative, then select one enemy operative. Until the end of the Turning Point, each time that friendly operative makes a shooting attack, for that shooting attack:

- Areas of smoke have no effect when determining Line of Sight to that enemy operative.
- That enemy operative is not Obscured.
- If that enemy operative is the target, that friendly operative's ranged weapons have the No Cover special rule.

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

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, RANGER, SURVEYOR



SKITARII VANGUARD ALPHA

Skitarii Alphas have passed a point called the Crux Mechanicus. With bodies more machine than flesh, they enact Tech-Priest overseers' orders like holy commands.



M	APL	CA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Arc pistol	4	2+	4/5	Rng , AP1	Stun
☉ Master-crafted radium pistol	4	2+	2/4	Rng , Balanced	Rending
☉ Phosphor blast pistol	4	2+	4/5	Rng , Blast , No Cover	-
☉ Radium carbine	4	2+	2/4	-	Rending
✕ Arc maul	4	4+	4/5	-	Stun
✕ Gun butt	3	4+	2/3	-	-
✕ Power weapon	4	4+	4/6	Lethal 5+	-
✕ Taser goad	4	4+	3/4	Lethal 5+	Stun

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within of friendly operatives with this ability).

Control Edict: Once per Turning Point, when a ready friendly **HUNTER CLADE** operative is activated within of this operative, you can select another ready friendly **HUNTER CLADE** operative within of this operative that is eligible to be activated. After that first friendly operative has been activated, you can immediately activate that other friendly operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, LEADER, SKITARII, VANGUARD, ALPHA



SKITARII VANGUARD DIKTAT

To be a Diktat among Skitarii is to be obeyed without question, due to their direct link with the Tech-Priests. Hunter Clades receiving word from their masters through these warriors are filled with zealous conviction, willing to drive through unimaginable terrors to find and slay their quarry.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Radium carbine	4	3+	2/4	-	Rendering
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ● of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ● from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ● of friendly operatives with this ability).

UNIQUE ACTIONS

Enhanced Data-tether (1AP): Select one friendly **HUNTER CLADE** operative Visible to and within ● of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, DIKTAT



SKITARII VANGUARD GUNNER

These Skitarii wield some of the most dangerous man-portable weapons in a forge world's arsenal – to the carrier as well as the Omnissiah's enemies. To have survived long enough to join a Hunter Clade while carrying this kind of weapon shows the Machine God's favour.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Arc rifle	4	3+	4/5	AP1	Stun
☉ Plasma caliver	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	-
☉ Transuranic arquebus	4	2+	5/3	AP1, Heavy, Unwieldy	MW3
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ● of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ● from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ● of friendly operatives with this ability).

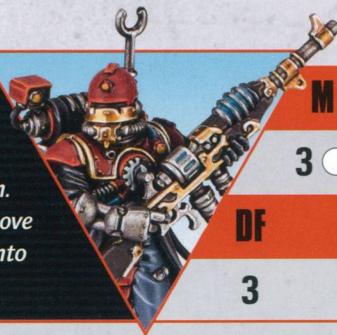
UNIQUE ACTIONS

HUNTER CLADE, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, GUNNER



SKITARII VANGUARD SHOCKTROOPER

So much radiation pours from these Skitarii and their ammunition that they contaminate the air around them. Showing toughness, resilience and dauntless bravery above others of their kind, Vanguard Shocktroopers advance into the fray, securing key positions for their Hunter Clade.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Radium carbine	4	3+	2/4	-	Rending
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ● of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ● from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ● of friendly operatives with this ability).

UNIQUE ACTIONS

HUNTER CLADE●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, SHOCKTROOPER



SKITARII VANGUARD SURVEYOR

The omnispex's machine spirit can read heat emissions, data signatures and biological waveforms, even at extreme range. Should it be kept focused for an extended period, it will reveal the enemy's weaknesses. This is perfect for Hunter Clades, whose primary purpose is to eliminate key targets.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Radium carbine	4	3+	2/4	-	Rending
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Rad-Saturation: While an enemy operative is Visible to and within ● of friendly operatives with this ability, that enemy operative is treated as being injured (only subtract ● from that enemy operative's Movement characteristic as a result of it being injured if it is activated, Visible to and within ● of friendly operatives with this ability).

UNIQUE ACTIONS

Omnispex (1AP): Select one friendly HUNTER CLADE● operative Visible to and within ■ of this operative, then select one enemy operative. Until the end of the Turning Point, each time that friendly operative makes a shooting attack, for that shooting attack:

- Areas of smoke have no effect when determining Line of Sight to that enemy operative.
- That enemy operative is not Obscured.
- If that enemy operative is the target, that friendly operative's ranged weapons have the No Cover special rule.

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

HUNTER CLADE●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, VANGUARD, SURVEYOR



SICARIAN RUSTSTALKER PRINCEPS

Excelling in assassination missions and surprise attacks, Princes lead their Ruststalkers in the hunt for any their Tech-Priest masters have marked for death. In their lives, Princes have claimed many foes in the most hazardous of environments.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 11

NAME	A	BS/WS	D	SR	!
✕ Chordclaw and transonic blades	5	2+	4/6	Balanced	Rending

ABILITIES

Wasteland Stalkers: 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

HUNTER CLADE ●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, LEADER, SICARIAN, RUSTSTALKER, PRINCEPS



SICARIAN RUSTSTALKER ASSASSIN

Ruststalker Assassins fall upon their foes in a stabbing, slashing frenzy, unleashing a blur of attacks. They are selected for kill team duties due to their level of dogged determination to hunt quarries to the death, above and beyond others of their kind.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 10

NAME	A	BS/WS	D	SR	!
✕ Chordclaw and transonic razor	5	3+	4/5	Balanced	-
✕ Transonic blades	5	3+	4/6	-	Rending

ABILITIES

Wasteland Stalkers: 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

HUNTER CLADE ●, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, SICARIAN, RUSTSTALKER, ASSASSIN



SICARIAN INFILTRATOR PRINCEPS

Sicarian Infiltrator Princeps have a greater detachment from emotion than even others of their kind. No hunting mission is too dangerous for them, and no assassination task too harrowing.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	11

NAME	A	BS/WS	D	SR	!
☉ Flechette blaster	5	2+	2/3	Rng ♦, Fusillade, Relentless	-
☉ Stubcarbine	4	2+	3/4	Ceaseless	-
✕ Power weapon	4	3+	4/6	Lethal 5+	-
✕ Taser goad	4	3+	3/4	Lethal 5+	Stun

ABILITIES

Data Prehensiles: Once per Turning Point, during this operative's activation, it can perform a mission action for one less AP (to a minimum of 0AP). This is not cumulative with the Servo-skull equipment (pg 113).

UNIQUE ACTIONS

HUNTER CLADE ♦, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, LEADER, SICARIAN, INFILTRATOR, PRINCEPS



SICARIAN INFILTRATOR TRACKER

Experts in penetrating enemy strongholds, Sicarian Infiltrator Trackers emit a white noise that attacks their foes' sensoriums with a painful neurostatic bombardment.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
☉ Flechette blaster	5	3+	2/3	Rng ♦, Fusillade, Relentless	-
☉ Stubcarbine	4	3+	3/4	Ceaseless	-
✕ Power weapon	4	3+	4/6	Lethal 5+	-
✕ Taser goad	4	3+	3/4	Lethal 5+	Stun

ABILITIES

UNIQUE ACTIONS

HUNTER CLADE ♦, IMPERIUM, ADEPTUS MECHANICUS, <FORGE WORLD>, SKITARII, SICARIAN, INFILTRATOR, TRACKER



EQUIPMENT

HUNTER CLADE 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.

UPLINKED VID-FEED [1EP]

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

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

SERVO-SKULL+ [2EP]

The operative gains the following ability for the battle:

Servo-skull: Once per Turning Point, during this operative's activation, it can perform a mission action for one less AP (to a minimum of OAP).

MECHADENDRITES+ [2EP]

The operative gains the following ability for the battle:

Mechadendrite: Once per Turning Point, during this operative's activation, it can perform the **Pick Up** action for one less AP (to a minimum of OAP).

CENSE BEARER [2EP]

The operative gains the following ability for the battle:

Cense Bearer: Each time a friendly **HUNTER CLADE** operative within 1" of this operative is activated, you can ignore any or all modifiers to that friendly operative's Movement characteristic for that activation (excluding the modifier from the Bulwark Imperative, pg 104).

COMMAND UPLINK+ [4EP]

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

COMMAND UPLINK 2AP

Add 1CP to your pool. This operative cannot perform this action while within 1" of an enemy operative.

ENRICHED ROUNDS [2EP]

Select one radium carbine or master-crafted radium pistol the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.

OPTIMISED GAIT [1EP]

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

Optimised Gait: Each time this operative is activated, it can ignore the first distance of 1" it travels for a climb, drop or traverse during that activation.

REFRACTOR FIELD+ [3EP]

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

Refractor Field: This operative has a 4+ invulnerable save.

HUNTER CLADE SPEC OPS RULES

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

BATTLE HONOURS

Each time a **HUNTER CLADE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Hunter Clade 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).



HUNTER CLADE SPECIALIST

D6 Battle Honour

- | | |
|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Fixated: The first time you roll attack dice for this operative in each battle, if you do not roll any critical hits, you can select one successful normal hit to be retained as a critical hit instead. That retained hit cannot cause any further critical hits to be retained (e.g. as a result of the Rending critical hit rule). |
| 2 | Faith in the Machine: Each time this operative is activated, you can ignore any or all modifiers to its APL. |
| 3 | Blessed Components: You can re-roll Recovery tests taken for this operative. |
| 4 | Enhanced Bionics: Each time this operative would lose a wound, roll one D6: on a 6, that wound is not lost. |
| 5 | Consecrated Cybernetics: At the start of each Firefight phase, roll one D6 for this operative: on a 4+, this operative is not affected by the Deprecation effect of your active Imperative (pg 104). |
| 6 | Autonomic Cortex: Once per battle, when this operative is activated, you can use the Command Override Tactical Ploy (pg 105) without spending any Command points. |



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **HUNTER CLADE**, 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. THORIUM ROUNDS [2EP]

Select a master-crafted radium pistol the operative is equipped with. It gains the following improvements for the battle:

- Lethal 5+ special rule.
- Add 1 to its Normal Damage characteristic. This is not cumulative with the Enriched Rounds equipment (pg 113).


2. TECHNODERMIC WEAVE [3EP]

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

3. AUTO-REPAIR APPENDAGE [2EP]

Each time the operative is activated, you can use the Motive Force Vitality Tactical Ploy (pg 105) without spending any Command points.

4. AMPLIFIED DATA EMITTER [3EP]

DIKTAT operative only. Each time the operative performs the **Enhanced Data-tether** action, you can select any friendly **HUNTER CLADE** operative in the killzone (instead of one Visible to and within  of it).


5. OMNISPECTRAL ANALYSER [3EP]

SURVEYOR operative only. For the battle, for the purposes of the operative's **Omnispex** action, add the following bullet point to the list of effects for the shooting attack specified by that action:

- That friendly operative's ranged weapons have the Relentless special rule.

6. ARC GRENADE [3EP]

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

Name	A	BS	D
Arc grenade	4	3+	3/4
Special Rules			
Rng  , AP1, Indirect, Limited			
!			
Stun			




STRATEGIC ASSETS

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

ELECTROMAGNETIC SPECTRA-STORM

Before battle, the Skitarii of this kill team chant a binharic psalm. This triggers a microrelease of their own motive force, which interacts with chemicals in the air to create a shimmering veil of flashes, obscuring them from view.

During the first Turning Point, when determining if a friendly **HUNTER CLADE** operative is in an enemy operative's Line of Sight, if that friendly operative is more than  from that enemy operative, that friendly operative is treated as being in Cover.

REPAIR REPOSITORY

This large, archaic device has a mysterious provenance and is made of components that cannot be replaced. Provided a wounded operative is patient enough, the repository will repair any damage to their bionics.

Once after each battle, before rolling a Recovery test for a friendly **HUNTER CLADE** operative, if that operative was Rested, you can automatically pass that Recovery test.

DATA AUGUR

This kill team's base of operations is fitted with sophisticated data-gathering systems. Additionally, they have remote access to augur feeds on allied stations, providing a detailed understanding of the surrounding area, which is essential on their hunts.

When determining your Tac Ops for each battle, you can select two from one draw, instead of one. Note that you can still only select a total of three Tac Ops for each battle.

REQUISITIONS

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

ARCHEOTECH VAULT

1RP

The headquarters of this kill team's Tech-Priest masters contains a vault of rare and powerful equipment. These can be assigned to designated units who have earned the right to carry such artefacts.

Purchase this Requisition before or after a game. Remove one item of rare equipment from your stash and add a different item of rare equipment to your stash. You cannot purchase this Requisition if you do not have any rare equipment in your stash.

RECYCLED

ORP

A damaged or ineffective operative is decommissioned and their bionics used for parts.

Purchase this Requisition when a **HUNTER CLADE** operative is removed from your dataslate. Add up the number of ranks that operative had (e.g. a Grizzled operative has 4 ranks) and subtract the number of Battle Scars that operative had. You gain a number of Requisition points equal to the difference.

MARK ASSIGNED

1RP

Hunter Clades are expert assassins, often deployed to hunt their targets relentlessly in order to eliminate them, thus removing a crucial element of the enemy's war effort.

Purchase this Requisition before or after a game. Select one operative type (e.g. Kommando Snipa Boy, Marksman Pathfinder etc.) to be marked for your kill team, and make a note of it in the Notes section of your dataslate. Each time a friendly **HUNTER CLADE** operative fights in combat or makes a shooting attack, if the target is marked for your kill team, you can re-roll one of your attack dice. If an enemy operative marked for your kill team is incapacitated by a friendly **HUNTER CLADE** operative, that friendly operative gains 2XP and that enemy operative is no longer marked for your kill team. You cannot use this Requisition if you already have an operative marked for your kill team, but you can choose for an operative to be no longer marked for your kill team in order to use this Requisition.

SPEC OPS

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

DAUNTLESS PURSUIT

With a machine-like focus, the kill team relentlessly pursues their quarry, giving chase across killzone after killzone until the enemy can run no more.

OPERATION 1: PURSUIT

The kill team gives chase to their enemies, engaging in back-to-back battles. With their Machine God-given stamina and focus, they aim to outlast the enemy with their gruelling tactics.

Complete five games in which you scored victory points from the 'Overrun', 'Rout' and/or 'Relentless Pursuit' Tac Op.

OPERATION 2: EXECUTION

The enemy has nowhere left to run. Your kill team advances to complete its assassination order.

Complete a game in which you scored victory points from the 'Calculated Eradication' or 'Execution' Tac Op.

COMMENDATION:

- You gain one Requisition point.
- You can distribute up to 5XP across the operatives on your dataslate.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS:

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

EXPEDITIOUS ASSASSINATIONS

The command ark has uploaded numerous targets to the noosphere. The kill team must hunt down and assassinate each as quickly as possible before seeking extraction.

OPERATION 1: ASSASSINATIONS

Various enemy targets must be tracked and assassinated as quickly as possible before word of the Hunter Clade's objective spreads and the Skitarii can be contained or evaded.

Complete five games in which you scored victory points from the 'Headhunter' and/or 'Assassination Order' Tac Op.

OPERATION 2: SIGNAL LANDER FOR EXTRACTION

The enemy is reacting to your presence and your mission is now at an end. With your kill team's communications with HQ blocked, they must secure a landing zone and guide in their source of extraction in a more primitive fashion.

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

COMMENDATION:

- You gain one Requisition point.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS:

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

**'THIS IS IT! EXACTLY AS WE WERE TOLD, ENFORCER ROTATION WON'T
COMPLETE FOR ANOTHER SIX MICROCYCLES. NOW, GASKIN! RAISE
THE ICON AND SIGNAL THE ATTACK - THE UPRISING BEGINS HERE!'**

- Xalian Tarn, leader of the Coiled Serpent



WYRMBLADE KILL TEAMS

Genestealer Cults are insidious broods of Human-xenos hybrids that spread unnoticed on Imperial worlds, sometimes for generations. They infiltrate the Imperium's social, industrial and military fabric, and their elite Wyrmlblade kill teams squirm undetected into perfect ambush sites. When their Day of Ascension dawns, their uprising is nigh on unstoppable.

Genestealer Cults can lurk like a hidden cancer wherever the teeming masses of Humanity congregate – among nomad clans of feral tribes, within the bowels of vast industrial complexes and particularly in the crowded hive cities raised on innumerable Imperial worlds. Each cult is a labyrinthine network of fanatics, all bound by a shared genetic and psychic lineage and willing to go to any lengths – including sacrificing their own lives – to see the cult's goals achieved. All cleave to the belief that they will be delivered from their Imperial oppressors and freed from lives of pain, poverty and drudgery when the Day of Ascension arrives, and the devoted cultists are joined by their saviours: the Star Children. In truth, these 'saviours' are the horrifying xenos Tyranids, whose hive fleets come not to liberate, but to feed on all – the cultists included.

Genestealers are amongst the most effective vanguard organisms of the Tyranid hive fleets so far uncovered by the Imperium. If even a single Genestealer reaches an inhabited planet, they will discretely parasitise on a population centre. They do this by gifting individuals with the so-called 'Genestealer's Kiss', forcibly injecting genetic material into unwilling Humans. This creates a hypnotic bond between the now-hybrids and the Genestealer, engendering a fierce drive to protect, aid and even worship the xenos creature. This unswerving loyalty and adoration passes from hybrids to their offspring. Among cycles of infection and breeding, generation after generation of Neophyte Hybrids are born. These men and women are fusions of Human and xenos flesh, devoted to the original Genestealer known as the Patriarch.

Neophyte Hybrids can pass for Humans if they act with care, infesting fringe workforces, labour gangs, security details and countless more roles. Passing themselves off as loyal Imperial subjects, all the while their true loyalty is to the cult. They work to arm their brother and sister cultists and pave the way for the Day of Ascension, even if it is years or even centuries away. The loyalties of Imperial officials are obtained through bribery or coercion, and suspicions of xenos taint are silenced. Sabotage, assassination and information gathering are also conducted. To accomplish these goals, the cult fosters elite cells of its faithful – specialist broods of infiltrators, misshapen shock troops, agitants and propagandists – to disseminate mistrust and fear among the world's Imperial institutions.

When the uprising finally occurs and the cult's existence is revealed, these elite broods of xenos-tainted fanatics continue

to target the world's defences. They trigger enemy arsenals to detonate, contaminate food and water supplies, plant concealed bombs along transitways to waylay transports and falsify orders to scatter the foe or lead them into ambushes of much larger warbands of the cult.

The most talented Neophyte Hybrids may be selected for roles in Wyrmlblade kill teams by the cult's Magus. This individual – part prophet, wonder-worker, political mastermind and spiritual puppeteer – is an extension of the psychic will of the cult's Patriarch. The Magus often dispatches Wyrmlblade broods to particularly deep-rooted obstacles in the cult's plans. Ammunition stockpiles far behind enemy lines, chemical storage facilities deep underground, priority assassination targets at the highest echelons of power, data-stacks containing security logs or defensive protocols, cipher-protected vox arrays – all are viable targets for a well-prepared Wyrmlblade brood.

Wyrmlblade kill teams become intimately familiar with their intended killzone's layout months – sometimes years – in advance of their mission. Some of the hybrids selected for the group may have inside knowledge and unsuspecting contacts. They scout every access point, oil every rusted grate and pick the locks of vital hatches. On the few occasions their operatives have been caught on vid-capture by devices not already deactivated by other cult cells, they have been witnessed springing from dense nests of pipework. Others drop from macroducts and evaporate into the shadows afterwards.

Where a mission requires highly specialised skills, a cult's leaders may proclaim its goals will be met through exceptional and prominent members of their congregation. The Locus is a gene-bred bodyguard whose place is usually close by the cult's most-esteemed leaders. They are patient creatures, biding their time until the cult's foes are in reach and they erupt in a sudden whirlwind of motion and slicing blades. The Sanctus, meanwhile, is an assassin. They join Wyrmlblade broods when a key enemy must be eliminated with finesse and subtlety, or when the target is afforded significant protection by arcane force fields or bodyguards too numerous for the Neophytes to overwhelm alone. In contrast with the usually hidden Sanctus, a Kelermorph's deeds are seen by their adoring comrades. The sight of these dashing, nomadic gunslingers leaping across roofs and blazing away with their pistols is one of legend, and they have become inspirational folk heroes to their kind.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Genestealer Cult's warrior-hybrids as well as the title of your kill team, its quirks, base of operations and background. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites or use them as inspiration.

OPERATIVE NAMES

If you wish to create a name for one of your brood-warriors, you can use the tables below, either by picking your favourite or rolling a D66 on one or both tables. To roll a D66, roll two D6s, one after the other – the first result is your 'tens' and the second is your 'units'. For example, a D66 roll where the first result is a 3 and the second is a 6 is a result of 36.

D66 FIRST NAME

11	Gannar
12	Dhrax
13	Yohrick
14	Kol
15	Hastun
16	Sayben
21	Hollan
22	Narek
23	Rauss
24	Basc
25	Davon
26	Zask
31	Nasser
32	Seimon
33	Jacobiah
34	Skir
35	Ghaslin
36	Foyle
41	Kreen
42	Judh
43	Mordecai
44	Isaak
45	Michon
46	Jerec
51	Aldren
52	Madrax
53	Vyrion
54	Hollun
55	Steen
56	Pike
61	Mallick
62	Groust
63	Eldric
64	Yorl
65	Xandus
66	Crasker

D66 SURNAME

11	Druchmann
12	Kreel
13	Desh
14	Cavorla
15	Krauss
16	Gardlinger
21	Zorbech
22	Stennvar
23	Varnway
24	Starn
25	Baumgart
26	Drisso
31	Sammer
32	Helm
33	Tarnright
34	Valka
35	Kelbrech
36	Kheiser
41	Madrach
42	Venner
43	Novek
44	Svodnor
45	Black
46	Barchus
51	Matterzhok
52	Onderghast
53	Trace
54	Lhaska
55	Rezzekh
56	Carleon
61	Drevender
62	Seifer
63	Vreel
64	Xyben
65	Gorl
66	Arnalt

KILL TEAM NAME

The name of Wyrmlblade broods is normally a closely guarded secret, employed as a covert identifier in cult communications in case the snooping agents of the oppressors are intercepting their messages. Such names tend to express exaltation of the monstrous Patriarch, act as a blessing on the brood's missions, echo the legendary deeds of the kill team or reflect the sinister nicknames given to them by their enemies. If you wish to generate a name for your kill team, you can roll on one or both of the tables below, or simply let them inspire you.

Table 1

D6	NAME
1	The Enlightened
2	The Patient
3	Genekin
4	The Hidden
5	Proselytisers
6	Sire's Martyrs

Table 2

D6	NAME
1	Coil of Redemption
2	Hierobrood
3	From Below
4	Of the True Faith
5	Shadowcell
6	Most Humble

SQUAD QUIRK

D6	GENE DEVIANCE
1	Deep-dwellers: These warriors have lived underground for so long that they can sense nearby enemies merely by feeling the tremors of the earth beneath their feet.
2	Rabid Evangelists: These warriors are zealous followers of the Star Children, and in battle they proclaim their faith with wide-eyed, spittle flecked intensity.
3	Creeping Killers: These warriors stalk the shadows, seeking unwary victims to drag into the darkness.
4	Blessed: Aberrations in the xenos gene have caused these warriors to develop a variety of unsettling minor mutations. They mark them as holy amongst the cult but must be kept hidden from the authorities at all costs.
5	Twisted Physiologies: Aberrations in the xenos gene have caused these warriors to develop minor mutations that must be kept hidden from the authorities.
6	Inhuman Cruelty: These warriors delight in tormenting those they see as their erstwhile oppressors.

BACKGROUND

D6 SACRED CELL

- 1 Scavenger Cell:** The members of this kill team are looters, stripping priceless ammunition, weapons and supplies for the cult from the bodies of the dead.
- 2 Tunnel Skulkers:** These cultists are close-combat specialists who use demolition charges and mining tools to clear subterranean zones.
- 3 Iconoclast Cell:** These operatives are spreaders of the True Faith who aim to destroy or deface their enemy's religious iconography in order to better honour the Star Children.
- 4 Snatcher Cell:** This hand-picked squad is tasked with abducting high-profile enemy leaders so that they may be granted the Genestealer's Kiss.
- 5 Snare Setters:** These cultists are combat engineers who set improvised booby traps, mines and razor-wire snares across contested ground.
- 6 Veterans of the First Cycle:** These warriors are amongst the few survivors from the cult's first cycle of hybrids – hardened killers who have honed their survival skills over many years.

BASE OF OPERATIONS

D6 CULT HIDEOUT

- 1 Goliath Trucks:** Commandeering a rugged, industrial vehicle, the brood secret all their weapons and tools of usurpation in concealed lockers, moving quickly from one mission to the next disguised as lowly labourers.
- 2 Dirtcycles:** The brood traverse dangerous terrain and outpace chasing Enforcers on dirtcycles, carrying everything they need to bring down the works of the oppressor in panniers and saddlebags.
- 3 Abandoned Mine Annex:** Over generations, hundreds of the cult's members have toiled in a vast labyrinth of mines. Over time, this hidden shaft has been outfitted to provide the perfect lair for a specialist brood.
- 4 Tectonic Fragdrill:** The brood have managed to steal an immense mining vehicle, which they control remotely. Directing it to delve beneath their enemies, the brood crawl along roughly-bored tunnels in the drill's wake, penetrating supposedly secure defences.
- 5 Beneath the Oppressors' Noses:** Having wormed their way into factorum work gangs and outpost security details, the brood organise their missions from within, covertly living as loyal Imperial subjects.
- 6 Macro Sewer Network:** Inured to the stench, the brood occupy a maze-like nest of sewer tunnels or else a dense pipe network carrying chemicals or power cabling. Hidden from sight, they use these ready-made transitways to outmanoeuvre their enemies.

ARCHETYPE: INFILTRATION / SEEK AND DESTROY

WYRMBLADE KILL TEAM

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

OPERATIVES

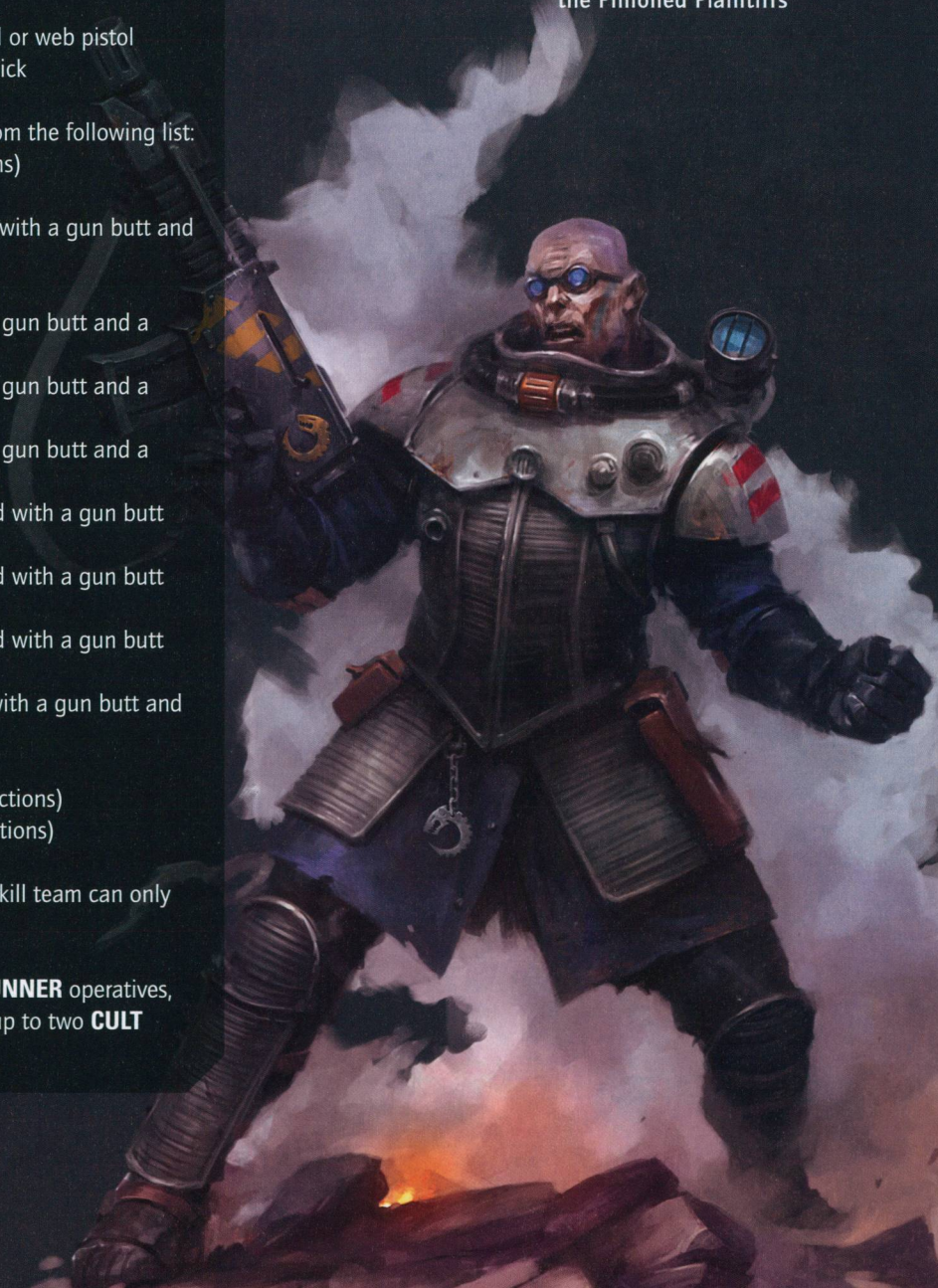
- ▶ 1 **NEOPHYTE LEADER** operative equipped with one of the following options:
 - Autogun; gun butt
 - Shotgun; gun buttOr one option from each of the following:
 - Master-crafted autopistol, bolt pistol or web pistol
 - Chainsword, power maul or power pick
- ▶ 13 **WYRMBLADE** operatives selected from the following list:
 - **KELERMORPH** (counts as two selections)
 - **LOCUS** (counts as two selections)
 - **NEOPHYTE BROOD-ADEPT** equipped with a gun butt and one of the following options:
 - Autogun or shotgun
 - **NEOPHYTE GUNNER** equipped with a gun butt and a flamer
 - **NEOPHYTE GUNNER** equipped with a gun butt and a grenade launcher
 - **NEOPHYTE GUNNER** equipped with a gun butt and a webber
 - **NEOPHYTE HEAVY GUNNER** equipped with a gun butt and a heavy stubber
 - **NEOPHYTE HEAVY GUNNER** equipped with a gun butt and a mining laser
 - **NEOPHYTE HEAVY GUNNER** equipped with a gun butt and a seismic cannon
 - **NEOPHYTE ICON BEARER** equipped with a gun butt and one of the following options:
 - Autogun or shotgun
 - **SANCTUS SNIPER** (counts as two selections)
 - **SANCTUS TALON** (counts as two selections)

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

Your kill team can only include up to two **GUNNER** operatives, up to two **HEAVY GUNNER** operatives and up to two **CULT AGENT** operatives.

'THE DAY OF ASCENSION IS AT LAST IN SIGHT. WE ARE BLESSED WITH A CHANCE TO SECURE ITS COMING. THOSE WHO FALL TODAY FALL AS SAINTED MARTYRS. THOSE WHO SURVIVE WILL WITNESS THE PATRIARCH'S ANGELIC KIN DESCEND FROM THE STARS, ARMS WIDE.'

- Greytha Selbrech, leader of the Pinioned Plaintiffs





TAC OPS

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

NOWHERE UNREACHABLE

Wyrmlade – Faction Tac Op 1

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent places one of your Location tokens anywhere in the killzone that is more than  from their drop zone.

- At the end of any Turning Point, if a friendly operative is within  of that location token, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

PERFECT AMBUSH

Wyrmlade – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of any Turning Point before the fourth. Keep a tally of wounds lost by each player's operatives during that Turning Point. At the end of that Turning Point:

- If the total wounds lost by enemy operatives during that Turning Point is greater than that lost by friendly operatives during that Turning Point, you score 1VP.
- If the total wounds lost by enemy operatives during that Turning Point as a result of friendly **CULT AGENT** operatives (shooting attacks they make or combats they fight in) is greater than the total number of wounds lost by friendly operatives during that Turning Point, you score 1VP.

MARK FOR ASSASSINATION


Wyrmlade – Faction Tac Op 3

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

- If an enemy operative with a Marked token is incapacitated, you score 1VP.
- If another enemy operative with a Marked token is incapacitated, you score 1VP.

Friendly **NEOPHYTE** operatives can perform the following mission action:

MARK FOR ASSASSINATION 1AP

An operative can perform this action while an enemy operative with a Group Activation characteristic of 1 is Visible to and within  of it. That enemy operative gains a Marked token. An operative cannot perform this action while within Engagement Range of an enemy operative, or if another friendly operative has performed this action during this Turning Point.



ABILITIES

Below you will find common actions and abilities of a **WYRMBLADE** kill team.

CULT AMBUSH

Just as Genestealer Cults bide their time in darkness, striking when the Day of Ascension dawns, so too do their most experienced broods when stalking the enemy. The cultists move in the shadows, setting up the perfect ambush. When the time comes and the signal is given, they strike with coordination, precision and zealous devotion.

During the first Turning Point, when this operative is activated, you can change its order.

The first time this operative performs either a **Fight** or **Shoot** action in each of its activations, if its order was changed from Conceal to Engage during that activation, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

PRETERNATURAL ASSASSIN

The most elite operatives available to a gene-sect's leaders, these cult agents are honed killers. They are intimately familiar with the murderous tools of their craft – weapons and specialist gear they have carefully maintained and employed for years in the cult's service. They are able to strike hard and fast from the shadows, eliminate their targets without mercy and vanish again before their victim's stunned comrades can react.

This operative cannot be equipped with equipment.

This operative has a 4+ invulnerable save.

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, you can do one of the following:

- Retain one additional dice as a successful normal save as a result of Cover.
- Retain one dice as a successful critical save instead of a normal save as a result of Cover.

STRATEGIC PLOYS

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

METICULOUS PLAN

1CP

Until the end of the Turning Point, each time a friendly **NEOPHYTE** operative is activated, if it has a Conceal order, it can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP). You can only use this Strategic Ploy once.

ONE WITH THE SHADOWS

1CP

Until the end of the Turning Point, when determining Line of Sight from an enemy operative to a friendly **WYRMBLADE** operative, if that friendly **WYRMBLADE** operative has a Conceal order, Light terrain is Obscuring.

WRITHING INGRESS

1CP

Place one of your Ingress tokens within ▲ of a terrain feature no more than ▲ thick. Until the end of the battle, friendly **WYRMBLADE** operatives can move through that terrain feature as if it were not there, so long as they do so within ▲ of that token. You can only use this Strategic Ploy once.

CROSSFIRE

1CP

Until the end of the Turning Point:

- Each time after a friendly **WYRMBLADE** operative makes a shooting attack, if the target has not been incapacitated and does not have a Crossfire token, the target gains a Crossfire token until the end of the Turning Point.
- Each time a friendly **WYRMBLADE** operative makes a shooting attack, if the target has a Crossfire token, in the Roll Attack Dice step of that shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.

TACTICAL PLOYS

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

COILED SERPENT

1CP

Use this Tactical Ploy when a friendly **WYRMBLADE** operative is activated and its order is changed from Conceal to Engage. The first time that operative performs either a **Fight** or **Shoot** action during that activation, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your successful normal hits as a critical hit instead.

HIDING

1CP

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence, when you would set up operatives. Select up to two friendly **NEOPHYTE** operatives to be set up hiding instead. In the Firefight phase of the first Turning Point:

- Friendly operatives hiding have a Group Activation characteristic of 1, are considered to be within the killzone for activation purposes and can be activated as normal.
- When a friendly operative hiding is activated for the first time, set it up with an order of your choice anywhere in the killzone within **1** of your drop zone and more than **1** from enemy operatives. That operative is treated as having performed a **Normal Move** action (subtract action points accordingly), then continue its activation as normal.
- Any hiding operatives not activated by the end of the first Turning Point are incapacitated.

You can only use this Tactical Ploy once.

SLINK INTO DARKNESS

1CP

Use this Tactical Ploy at the end of a friendly **WYRMBLADE** operative's activation. If that operative has an Engage order, change it to a Conceal order. You can only use this Tactical Ploy for each friendly operative once.

UNQUESTIONING LOYALTY

1CP

Use this Tactical Ploy when a friendly **WYRMBLADE** **LEADER** or **CULT AGENT** operative is selected as the target for combat. Select one other friendly **LOCUS** or **NEOPHYTE** operative (excluding a **LEADER** operative) within **1** of that friendly operative to intervene.

- If that intervening friendly operative is not within Engagement Range of an enemy operative, you can interrupt that combat to perform a free **Charge** action with it, but it must finish that move within Engagement Range of the enemy operative fighting in that combat.
- If that intervening friendly operative is within Engagement Range of that enemy operative, it becomes the target for that combat.

125

WYRMBLADE • TACTICAL PLOYS



NEOPHYTE LEADER

Often a clandestine veteran of an Imperial martial or security institution, the leaders of Wyrmlade broods are accomplished guerrilla commanders. Highly skilled in unorthodox strikes and coordinating multipronged assaults, the gene-sect's agents defer to their experience.



M **APL** **GA**

3 2 1

DF **SV** **W**

3 5+ 8

NAME	A	BS/WS	D	SR	!
Autogun	4	3+	2/3	-	-
Bolt pistol	4	3+	3/4	Rng	-
Master-crafted autopistol	4	3+	2/3	Rng, Balanced, Lethal 5+	-
Shotgun	4	2+	3/3	Rng	-
Web pistol	4	2+	2/2	Rng	Stun
Chainsword	4	3+	4/5	Ceaseless	-
Gun butt	3	4+	2/3	-	-
Power maul	4	3+	4/5	-	Stun
Power pick	4	3+	4/5	-	Rending

ABILITIES

Cult Ambush (pg 124)

Shadow Vector: Once per Turning Point, you can use either the Coiled Serpent or Slink Into Darkness Tactical Ploy (pg 125) without spending any Command points if a friendly **NEOPHYTE** operative Visible to this operative is the friendly **WYRMBLADE** operative for that play.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, LEADER

KELERMORPH

The Kelermorph is a third generation cult hybrid, bred to exploit the hopes of the downtrodden and embody their kin's desire for rebellion. They are seen as inspirational folk heroes, and it is often on Wyrmlade missions that their legend as agile, gunslinging revolutionaries is forged.



M **APL** **GA**

3 3 1

DF **SV** **W**

3 4+ 9

NAME	A	BS/WS	D	SR	!
Liberator autostubs	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Long range	4	4+	3/4	-	P1, Rending
- Short range	5	2+	3/4	Rng	P1, Rending
Kelermorph knife	3	3+	3/4	-	Rending

ABILITIES

Cult Ambush, **Preternatural Assassin** (pg 124)

Heroic Inspiration: If this operative incapacitates an enemy operative, until the end of the Turning Point, it is a Heroic Inspiration. Each time a friendly **WYRMBLADE** **NEOPHYTE** operative fights in combat or makes a shooting attack, if this operative is a Heroic Inspiration and is Visible to and within of the friendly operative, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your attack dice results of 5+ that is a successful normal hit as a critical hit instead.

Expert Gunslinger: This operative can perform two **Shoot** actions during each of its activations.

UNIQUE ACTIONS

Hypersense (1AP): The next time this operative performs a **Shoot** action during this activation, for that shooting attack, the short range profile of its liberator autostubs gains the Indirect and No Cover special rules but loses the P1 and Rending critical hit rules.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, KELERMORPH

NEOPHYTE BROOD-ADEPT

Brood-Adepts are amongst the most experienced guerrilla fighters of a cult's Neophyte Hybrids. They are veteran agitators and insurgents, deeply indoctrinated in the cult's creed. They form the backbone of the elite Wyrmlade broods sent deep into the oppressors' territory.



M	APL	GA
3 ●	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⚙ Autogun	4	4+	2/3	-	-
⚙ Shotgun	4	3+	3/3	Rng ●	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 124)

UNIQUE ACTIONS

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, BROOD-ADEPT



NEOPHYTE GUNNER

Especially powerful weapons purloined from defence militias, acquired via criminal contacts or even built in weapons shops are issued to a Wyrmlade brood's most capable Gunners. These warriors gladly lay down salvos on the move to protect their comrades and slay the cult's foes.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⚙ Flamer	5	2+	2/2	Rng ●, Torrent ●	-
⚙ Grenade launcher	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use				
- Frag	4	4+	2/4	Blast ●	-
- Krak	4	4+	4/5	AP1	-
⚙ Webber	5	3+	2/2	Rng ●, Lethal 5+	Stun
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 124)

UNIQUE ACTIONS

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, GUNNER



NEOPHYTE HEAVY GUNNER

Powerfully built Neophytes are granted the honour of bearing deadly, repurposed mining tools or weapons too hefty for normal Humans to carry. Their heavy firepower supports Wyrmlade missions by laying low the biggest threats.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☠ Heavy stubber	5	4+	3/4	Ceaseless, Fusillade, Heavy	-
☠ Mining laser	5	4+	5/6	AP1, Heavy	-
☠ Seismic cannon	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use				
- Long-wave	6	4+	2/2	Blast ▲, Heavy	Stun
- Short-wave	4	3+	4/4	Rng ◆, Heavy	P1, Stun
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 124)

UNIQUE ACTIONS

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, HEAVY GUNNER

NEOPHYTE ICON BEARER

As strong in faith as their genetic inheritance makes them in body, Icon Bearers carry their holy sigils low until the time comes to raise them and signal the attack. Honoured wardens of their brood's holy icon, they inspire their brothers and sisters to feats of great sacrifice.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☠ Autogun	4	4+	2/3	-	-
☠ Shotgun	4	3+	3/3	Rng ◆	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Cult Ambush (pg 124)

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).

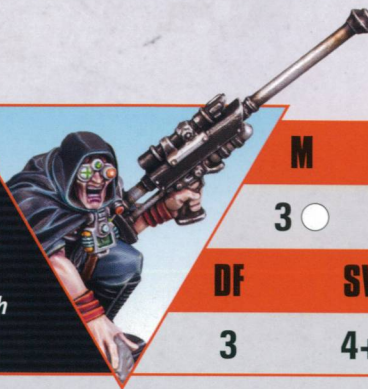
UNIQUE ACTIONS

Signal the Strike (1AP): Until the end of the Turning Point, for the purposes of the Cult Ambush ability (pg 124), if this operative is Visible to and within ■ of the friendly operative performing the **Fight** or **Shoot** action, you can re-roll any or all of your attack dice instead (rather than attack dice results of one result). This operative cannot perform this action while within Engagement Range of an enemy operative.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, NEOPHYTE, ICON BEARER

SANCTUS SNIPER

Fixed by the assassin's tri-lens goggles and centred in the cross hairs of their calibrated rifle, the target of a Sanctus Sniper is doomed. The Sanctus' aim is further refined by their Soulsight Familiar, through which the cult's Patriarch directs the killer.



M	APL	CA
3	3	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
☞ Sanctus sniper rifle	4	2+	3/3	Heavy, Silent	MW3
✕ Fists	3	3+	2/4	-	-

ABILITIES

Cult Ambush, Preternatural Assassin (pg 124)

UNIQUE ACTIONS

Target Vulnerability (1AP): Until the end of the activation, the Sanctus sniper rifle this operative is equipped with gains the Lethal 5+ special rule.

UNIQUE ACTIONS

Familiar's Soulsight (1AP): Select one enemy operative. Until end of the Turning Point, each time this operative makes a shooting attack against that enemy operative:

- The Sanctus sniper rifle this operative is equipped with gains the No Cover special rule for that shooting attack.
- That enemy operative cannot be Obscured for that shooting attack.
- Areas of smoke cannot prevent that enemy operative from being Visible for that shooting attack.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, SANCTUS, SNIPER



SANCTUS TALON

Some Sanctuses wield atrophic blades, each grown within bubbling pools containing the liquefied psychic essences of slain cultists. Clutching these weapons, a Sanctus will track its target for days, squeezing its multijointed limbs through narrow spaces while following its victim's psychic spoor.



M	APL	CA
3	3	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
✕ Sanctus bio-dagger	4	2+	3/6	Lethal 4+	Stun

ABILITIES

Cult Ambush, Preternatural Assassin (pg 124)

Creeping Shadow: This operative can perform a **Charge** action while it has a Conceal order. Each time after this operative fights in combat, it can perform a free **Dash** action, regardless of any other actions it has performed during this activation, and even if it is within Engagement Range of an enemy operative (but it cannot finish that move within Engagement Range of an enemy operative).

UNIQUE ACTIONS

Familiar's Soulsight (1AP): Select one enemy operative. Until the end of the Turning Point, each time this operative fights in combat with that enemy operative, the Sanctus bio-dagger this operative is equipped with gains the Brutal and Balanced special rules for that combat.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, SANCTUS, TALON



LOCUS

Concealing a powerful, xenos-mutated form beneath heavy robes and a sinisterly still exterior, a Locus can erupt into a flurry of attacks in the blink of an eye. Often appointed by the cult's Magus to protect a kill team's leader, these genebred bodyguards are also their master's eyes and ears.



M	APL	GA
3 ●	3	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
☼ Barbed tail	4	3+	3/4	Rng ■, Silent	-
✕ Locus blades	5	2+	4/6	Lethal 5+	-

ABILITIES

Cult Ambush, Preternatural Assassin (pg 124)

Duellist: 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.

Expert Swordsman: This operative can perform two **Fight** actions during each of its activations. Each time after this operative fights in combat, it can perform a free **Charge** action (even if it has done so during this activation), but can only move up to ■.

UNIQUE ACTIONS

Quicksilver Strike (1AP): Once this Turning Point, when an enemy operative is performing a **Normal Move** or **Dash** action and moves within ■ of this operative, you can interrupt that action to perform a free **Charge** action with this operative (it must finish that move within Engagement Range of that enemy operative, and if this operative has a Conceal order, change it to an Engage order to do so). If you do so, that enemy operative's action ends without finishing their move, and you must then perform a free **Fight** action with this operative against that enemy operative. This action is treated as a **Fight** action for the purposes of action restrictions.

WYRMBLADE, TYRANIDS, GENESTEALER CULTS, <CULT>, CULT AGENT, LOCUS



EQUIPMENT

WYRMBLADE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

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

BLASTING CHARGE [3EP]

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

Name	A	BS	D
Blasting charge	4	3+	3/4

Special Rules

Rng , Blast , Indirect, Limited


FLASH VISOR [1EP]

The operative gains the following ability for the battle:

Flash Visor: Each time this operative is activated, you can ignore any or all modifiers to its APL.

SPOTLIGHT [3EP]

The operative gains the following ability for the battle:

Spotlight: While an enemy operative is Visible to and within  of a friendly operative with this ability, that enemy operative cannot be Obscured.

CULT TALISMAN [2EP]




The operative gains the following ability for the battle:

Cult Talisman: Once per battle, when a shooting attack is made against this operative, in the Resolve Successful Saves step of that shooting attack, you can change one of your retained normal saves to a critical save.

CLIMBING EQUIPMENT [1EP]

The operative gains the following ability for the battle:

Climbing Equipment:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3  it travels is counted as  for that climb.
- This operative does not need to be within  of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

CULT KNIFE [1EP]

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

Name	A	WS	D
Cult knife	4	4+	2/3

WYRMBLADE SPEC OPS RULES

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

BATTLE HONOURS

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



WYRMBLADE SPECIALIST

D6	Battle Honour
1	Scurry: While this operative has a Conceal order, add ▲ to its Movement characteristic.
2	Elusive: Each time this operative is activated, if it is within Engagement Range of only one enemy operative, roll one D6: on a 4+, it can perform the Fall Back action for one less action point during that activation (to a minimum of OAP).
3	Mercurial: Each time a shooting attack is made against this operative by an enemy operative more than ◆ away, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.
4	Prowler: For the purposes of this operative performing mission actions, it only needs to be within the required range of an objective marker or token (it does not need to control it).
5	Stalker: You can use the Slink Into Darkness Tactical Ploy (pg 125) for this operative twice, instead of once.
6	Clandestine: 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.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **WYRMBLADE**, 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. SPLINTERWYRM KNIFE [2EP]

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

Name	A	WS	D
Splinterwyrms Knife	4	3+	3/5

Special Rules

Rending

2. GENE-BREW [2EP]

Add 2 to the operative's Wounds characteristic for the battle. In addition, it gains the following ability for the battle:

Gene-brew: This operative ignores the effects of the Heavy special rule

3. ICHOR-INFUSED AMMUNITION [1/2EP]

Select an autogun, heavy stubber or shotgun the operative is equipped with. It gains the Lethal 5+ special rule for the battle. If you selected a heavy stubber, this equipment costs 2EP, otherwise, it costs 1EP.

4. SHADOWLEAP CLOAK [2EP]


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

5. SIRE-BLESSED ICON [3EP]

ICON BEARER operative only. When the operative is equipped with this item for the battle, add 1CP to your pool. In addition, improve the operative's Save characteristic by 1 for the battle.

6. NEURAL SHROUD [3EP]

The operative gains the following ability for the battle:

Neural Shroud: While this operative is more than  from the active operative, it is in Cover.

STRATEGIC ASSETS

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

ALCHEMICAL CRYO-DISPENSARY

Stockpiled by the cult's Biophagus – a sinister master of alchemy and gene-manipulation – within this collection's ampoules, flasks and vials are concoctions of gene-spliced stimulants, xenotropic enhancers and synthetic flesh. Keyed to the cult's hybrid biosignatures, these chemicals can prove potent restoratives and aid in hyper-rapid healing.

After the battle, in the Update Dataslates step, you can re-roll one Casualty test or one Recovery test.

WYRMBORE NETWORK

Within easy reach of the kill team's lair are a dizzying number of concealed tunnels, macropipes, mine shafts and industrial ducts. These provide a ready means of secretive ingress to numerous locations, allowing the kill team's operatives to squirm their way into key areas unobserved.

In the Set Up Operatives step of the mission sequence, you can use the Hiding Tactical Ploy (pg 125) without spending any Command points, and can select an additional friendly **NEOPHYTE** operative to be hiding.

INSURGENT DEAD DROP

Near the kill team's hideout is a secret location employed by a covert cell of insurgents. The other cell provides intelligence, local rumour, details on changing security patterns and a host of other vital information, leaving encrypted or psychically imprinted messages at the dead drop for the kill team's eyes only.

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

REQUISITIONS

If your faction is **WYRMBLADE**, you can use the following Requisitions in addition to those presented in other sources.

HONOURED BY THE CULT

2RP

It is a great honour for the leader of a Wyrmlade brood to be assigned a highly placed agent of the cult for their holy missions. Such dispensation is viewed as a blessing of their work and a high appraisal of their worth to their gene-sire.

Purchase this Requisition before or after a game. Add one **CULT AGENT** operative to your dataslate. That operative starts with a number of experience points equal to the lowest experience points of the rank of a selected friendly **NEOPHYTE LEADER** operative from your dataslate (select its Battle Honours accordingly). For example, if you selected a **NEOPHYTE LEADER** operative that had 20XP, the new **CULT AGENT** operative would have 16XP.

SPIRITUAL AID

1RP

Using their telepathic powers, the cult's Magus employs the gestalt consciousness emanating from their Patriarch to reach out to their distant clandestine cells, providing both mystical and spiritual aid, and fortifying their minds and bodies in times of need for the good of the cult.

Purchase this Requisition after a battle. In the Update Dataslates step of that game, friendly **WYRMBLADE** operatives are not limited to a maximum of 3XP from a passed Casualty test. In addition, when determining their Battle Scars:

- They are treated as having one less Battle Scar for the purposes of modifying the result.
- They are unaffected by the Cerebral Affliction Battle Scar.

PROFICIENT PLANNING

2RP

No amount of specialist training or vaunted wonder-weapons can ever equal the sheer lethality of a masterful operation, properly conceived and cunningly executed by the blessed of the brood.

Purchase this Requisition before or after a game, if your kill team is currently conducting a Spec Op. Add a number of planning points to your dataslate (make a note of it in the Notes section) equal to the number of ranks of a selected friendly **NEOPHYTE LEADER** operative. For example, Ace rank would equal 3 planning points. In each game of that Spec Ops campaign, in the Select a Kill Team step of the mission sequence, you can spend one (and only one) planning point you have to add 1CP to your pool (subtract 1 from your total planning points accordingly). Once you complete your Spec Op, remove all planning points from your dataslate. While conducting a Spec Op, you can only purchase this Requisition once.

SPEC OPS

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

WYRMBLADE ASSASSINATION

The cult has identified a key enemy target, one who stands in the way of its leaders' sinister preparations. The enemy have established a series of protection protocols and layers of subtle defences to keep the target safe that must be bypassed before the oppressor's head can be taken.

OPERATION 1: INSIDIOUS EVASION

The kill team must clandestinely work their way into position, bypassing defences to set up their assassination.

Complete five games in which you scored victory points from the 'Interloper', 'Capture Hostage & Infiltrate' and/or 'Behind Enemy Lines' Tac Op.

OPERATION 2: ELIMINATE OPPRESSOR

Once in position, the target must be marked for the brood to strike a zealous blow for the rebellion.

Complete a game in which you scored victory points from the 'Mark for Assassination' Tac Op.

COMMENDATION

- You can select one friendly operative that incapacitated an enemy operative to score you victory points from the 'Mark for Assassination' Tac Op to earn up to 5XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.
- You gain one Requisition point.

SPEC OPS BONUS

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

CLANDESTINE WARFARE

Anarchy and subversive sabotage can cripple the enemy, especially when conducted from the shadows. The foe must be left reeling and confused as the cult's brood-warriors escape the sites of their attacks, returning to their brothers and sisters with any information they have gleaned.

OPERATION 1: SHADOW ENGAGEMENTS

The kill team must conduct a series of strikes, appearing from the shadows then returning to them before the enemy can properly react.

Complete five games in which you scored victory points from Wyrmlade Tac Ops (pg 123).

OPERATION 2: RETURN TO THE CULT

With their mission successful, the kill team must evade the enemy's desperate searches for the culprits, returning to their cult as heroes.


Complete a game in which, at the end of the battle, one or more friendly operatives are wholly within your opponent's drop zone and more than ■ from enemy operatives.

COMMENDATION

- You can distribute up to 5XP across the operatives on your dataslate. This is not affected by a passed Casualty test.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

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



**'STRIKE NOT WHERE YOUR ENEMY EXPECTS
YOUR BLADE TO FALL, NOR EVEN WHERE LOGIC
DICTATES. STRIKE INSTEAD WHERE YOUR
BLOW WILL HAVE THE GREATEST MEANING.
LEAVE YOUR LESSON WRIT LARGE IN BLOOD
UPON THE FIELD OF BATTLE.'**

- Extract from the Teachings of Cegorach

VOID-DANCER TROUPES KILL TEAMS

Even amongst the agile Aeldari, the Harlequins of the Void-dancer Troupes display an almost preternatural level of dexterity and skill. Performance and war merge in their actions, precisely directed to shape the fate of their race.

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Harlequins are warrior-acrobats whose motives can be as enigmatic to their own kind as they are to generals of the Imperium. Forming a distinct culture within the Aeldari, they appear to straddle the strict asceticism of the Asuryani and the unbridled cruelty of their Drukhar kin. No Aeldari is born a Harlequin, and strange tales persist concerning exactly how this metamorphosis occurs. To become one means erasing all that has come before and assuming a new role – a process known as the *theyldh*. This role informs every facet of the Harlequin's personality, becoming their adopted 'true' self.

Harlequins are devotees of Cegorach, the Laughing God of the Aeldari. In their performances, they subtly depict him as cryptic, mocking and sinister. Striving to emulate these traits, Harlequins are capricious in their dealings even with each other. Like all Aeldari, the Harlequins of Void-dancer Troupes loathe and fear the Chaos God Slaanesh, for that fell entity was born from their race's collective psyche and thirsts for their souls. Harlequins escape her thirst through the worship of Cegorach. When they die, their soul is snatched up by the Laughing God and spirited away into the webway, where Slaanesh cannot devour it. Though methods vary from group to group, all Harlequins endeavour to thwart the schemes of the Dark Gods of Chaos. Their performances for their Aeldari kin keep alive the myths of their race, retelling tales of tragedy and hope in acts of ritualised dance, light and sound.

Almost all Harlequins are part of a masque – a hierarchy that embodies aspects of a theatrical company, extended family and warrior lodge. Masques comprise smaller groups known as troupes, with each masque centred on three distinct troupes – that of the Light, the Dark and the Twilight. Uniquely, the elite Void-dancer Troupes often consist of a mixture of Harlequins from these troupes. The Light is associated with bold heroes and swift action, while the Dark corresponds to nefarious villains and violent endings. The Harlequins of Twilight see transition in everything, often seeming obsessive in their attention to nuance until the precise moment their true genius reveals itself. Despite such differences, the Harlequins of Void-dancer Troupes fight and perform with incredible synchronicity.

Every performance the Harlequins make to the rest of their kind has a battlefield equivalent known as its *saedath* – a strategic battle plan with deep allegorical importance. There are

innumerable *saedath* that Void-dancer Troupes can use on their missions, whether they need to disrupt enemy communications, reconnoitre an area or assassinate a high-value enemy target. Many are specific to the unconventional, single-unit warfare that Void-dancer Troupes specialise in, with origins in mythic tales of small bands of heroes embarking on dangerous quests.

The work of the Void-dancer Troupes is often part of grander performances, with results that may not manifest for centuries. Thanks to their decisive actions – following paths foreseen by their Shadowseers – Void-dancer Troupes can prevent wars that would otherwise drown an Exodite world or craftworld in blood. Alternatively, they can lay the groundwork for armies of Harlequins and other Aeldari to achieve victories that would not be possible otherwise. Often these deeds will be inexplicable to witnesses and victims, the after-effects rippling out into the future for centuries to come and creating different timelines. The Symphony of the Shimmering Prism once stole into the depths of an Imperial hive world, evading enforcers, gangs and cultists. Barely leaving a trace, they slew a humble Imperial priest and her small retinue of faithful acolytes. Unbeknownst to any Humans involved in this event – including the priest – had she lived her deeds would have inadvertently led the world to be consumed by a daemonic invasion.

Void-dancer Troupes comprise elite and nimble warriors, whose natural Aeldari speed is augmented by hard training, rehearsals and anti-gravitic flip belts. It is the holo-suits the Harlequins wear that render their appearance so brilliant and confusing to the eye; a holo-suit shatters the wearer's outline into fractal, polychromatic forms as they move, making each Harlequin resemble an insubstantial blur of psychedelic colour. Along with their masks – said to shift in a cascade of disorienting visages to further terrify or stall their foes – all Harlequins wear the holo-suit, even those highly experienced warrior-acrobats who occupy specialised roles within the troupe.

Death Jesters play the role of Death in the ritualised performances, their dark humour manifesting in wry chuckles as they kill from afar as easily as they do up close. Shadowseers are manipulative and deceptive psykers. They take the role of Fate in their troupe's theatrics and weave strands of warp power to secure the fulfilment of ancient prophecy, revealing that the devotees of Cegorach had always held the upper hand.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Void-dancer Troupe's Harlequins as well as the title of your kill team, its quirks, base of operations and background. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites or use them as inspiration.

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OPERATIVE NAMES

If you wish to create a name for one of your Harlequin operatives, you can use the tables opposite, either by picking your favourite or rolling D6 twice (once on a Dramatic Mantle column and once on a Ritual Persona column). If you so wish, you can invert the options. You will find that some names fit well with the Light, Dark or Twilight. Aeldari myth is complex enough that on occasion a warrior of the Dark, for example, may well utilise 'The Sun' as a part of their name. Some Harlequins particularly enjoy the irony in that. Note that you can choose other styles of name as you so wish. For example, a particularly important yet mysterious Shadowseer is Sylandri Veilwalker, a name that still has all manner of mythical connotations, and Veilwalker might additionally have a dramatic mantle and ritual persona.

D6 DRAMATIC MANTLE

1	The Sun
2	The Star
3	The Shadow
4	The Void
5	The Redtide
6	The Sky

D6 DRAMATIC MANTLE

1	The Moon
2	The Highborn
3	The Leering
4	The Bladed
5	The Gleeful
6	The Trueborn

D6 DRAMATIC MANTLE

1	The Hidden
2	The Black
3	The Golden
4	The Comet
5	The Shimmering
6	The Dawn

D6 RITUAL PERSONA

1	King
2	Queen
3	Prince
4	Knave
5	Judge
6	Witch

D6 RITUAL PERSONA

1	Executioner
2	Seer
3	Ghoul
4	Crone
5	Herald
6	Assassin

D6 RITUAL PERSONA

1	Princess
2	Lord
3	Lady
4	Knight
5	Hunter
6	Maiden

KILL TEAM NAMES

The names of Harlequin Void-dancer Troupes are often chosen by the cast itself, and, as with everything that Harlequins do, are deeply theatrical and allude to mythological tales and characters. Whilst some Void-dancer Troupes select names of particular significance to their Grand Masque or preferred *saedath*, others are nothing more than whatever they feel slips from the tongue most smoothly. It is not uncommon for Void-dancer Troupe names to change over time according to the whims of their members.

To use the kill team name tables opposite, first roll once on either of the two Ritual Gathering columns, and then roll once on either of the two Legendary Portrayal columns.

D6 RITUAL GATHERING

1	Players of the
2	Swords of the
3	Ensemble of the
4	Spears of the
5	Cast of the
6	Band of the

D6 RITUAL GATHERING

1	Company of the
2	Assembly of the
3	Coterie of the
4	Kiss of the
5	Symphony of the
6	Harmony of the

D6 LEGENDARY PORTRAYAL

1	Glittering Tide
2	Jape Most Dark
3	Crimson Sun
4	Swooping Falcon
5	Never-ending Dream
6	Shimmering Prism

D6 LEGENDARY PORTRAYAL

1	Crystal Stage
2	Healer's Lament
3	Azure Moon
4	Crone's Talon
5	End of Days
6	Blinding Serpent

BACKGROUND

D6 THE CAST

- 1 **The Swords of Khaine:** These warriors honour Khaine by hurling themselves into close-quarters battle with wrathful arrogance.
- 2 **Webway Wanderers:** The members of this kill team are nomadic warriors who wander the webway according to the whims of Cegorach, and slay those who threaten his labyrinth realm.
- 3 **The Solitary:** Sundered from their masque by death or a lonely narrative, these Harlequins dance the steps of their *saedath* alone.
- 4 **Fate's Messengers:** These Harlequins have come together to deliver a particular message or lesson, or to protect the bearer of such a missive.
- 5 **Sinister Killers:** The Players of this kill team bear the most horrific weapons available to them and aim to spread terror and panic with their every deed.
- 6 **Guardians of the Black Library:** This kill team consists of Harlequins sworn to protect the Black Library and eliminate threats to that shadowy repository of lore.

BASE OF OPERATIONS

D6 LOCATION

- 1 **Webway Spur:** This kill team has chosen a secluded part of the webway – far from prying eyes and dangers – in which to make their base.
- 2 **The Black Library:** These Harlequins call the fabled Black Library itself home, and bring relics, artefacts and lore they discover on their missions back to this trove of knowledge.
- 3 **Fated Craftworld:** The missions these Harlequins undertake are inextricably linked to one of the Asuryani craftworlds, where they reside once each quest is completed.
- 4 **Dark Corner of Commorragh:** This kill team has secured for itself a part of the Dark City of the Drukhari. In Commorragh they rest, rearm and prepare as the screams of tortured slaves echo through the air.
- 5 **Corsair Vessel:** Aeldari Corsairs ply the stars the length and breadth of the galaxy. The Harlequins of this kill team have sought passage aboard one of their voidships, the captain providing them with board.
- 6 **Starweavers:** This kill team possess a number of Starweaver transports with which to traverse the worlds they operate on.

SQUAD QUIRK

D6 TACTICS

- 1 **Bringers of Terror:** These Harlequins delight in utilising their skills, wargear and characters' personas to utterly terrify their enemies.
- 2 **Like Shadows in the Dark:** This kill team are elusive experts in maximising the benefits of cover and darkness, and are almost impossible to pin down by the foe.
- 3 **Come Hither, Behold Thy Destroyers:** Proud performers all, wearing sinister smiles and with arms unfolded wide, the Harlequins of this kill team invite their foes to look upon them in awe before they attack.
- 4 **Swift as the Wind:** Even by the standards of their kind, the Players of this kill team are remarkably agile and athletic.
- 5 **Cruelly Mocking:** As part of the roles they play, these Harlequins bait their enemies mercilessly, pouring scorn on their endeavours.
- 6 **Starlight Stride:** These warriors are always on the move. With feet that waltz through the air with incredible swiftness, their every motion is a brilliantly choreographed combination of martial prowess and elegant dance.



ARCHETYPE: INFILTRATION / RECON / SEEK AND DESTROY

VOID-DANCER TROUPE KILL TEAM

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

OPERATIVES

- 1 **LEAD PLAYER** operative equipped with one option from each of the following:
 - Fusion pistol (max one per kill team), neuro disruptor (max one per kill team) or shuriken pistol
 - Blade, caress, embrace, kiss or power weapon
- 7 **VOID-DANCER TROUPE** operatives selected from the following list:
 - **DEATH JESTER**
 - **PLAYER** equipped with one option from each of the following:
 - Fusion pistol (max one per kill team), neuro disruptor (max one per kill team) or shuriken pistol
 - Blade, caress, embrace or kiss
 - **SHADOWSEER** equipped with a miststave and one of the following options:
 - Neuro disruptor (max one per kill team) or shuriken pistol

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

'THERE WERE SO FEW OF THEM. NO TANKS, NO ARTILLERY, JUST THIS . . . HANDFUL . . . OF XENOS. WE EXPECTED AN EASY FIGHT. THEN THE MADNESS STARTED TO SPREAD; MEN BEGAN TO SCREAM, TO TURN UPON ONE ANOTHER. THE THINGS I SAW . . . EVEN NOW I CANNOT TRUST MY OWN MIND. EXECUTE ME, I BEG YOU. MAYBE THAT WILL FINALLY WIPE AWAY THE NIGHTMARES.'

- Tribunal testimony of Sergeant Gastor, Cadian 654th



TAC OPS

If your faction is **VOID-DANCER TROUPE**, you can use the Void-dancer Troupe Tac Ops listed below, as specified in the mission sequence.

MYTHIC PLAY

Void-dancer Troupe – Faction Tac Op 1

If you are using the Saedath ability (pg 142), reveal this Tac Op in the Target Reveal step of the first Turning Point.

- If your Performance tally is four or more, you score 1VP.
- If your Performance tally is six or more, you score 1VP.

HERO'S PATH

Void-dancer Troupe – Faction Tac Op 2

You can reveal this Tac Op when a friendly **VOID-DANCER TROUPE** operative incapacitates an enemy operative. At the end of the battle:

- If that friendly operative has incapacitated more enemy operatives than each other friendly **VOID-DANCER TROUPE** operative has during the battle, you score 1VP.
- If that friendly operative is wholly within your opponent's drop zone, you score 1VP.

GRAND ACT

Void-dancer Troupe – Faction Tac Op 3

You can reveal this Tac Op in the Target Reveal step of any Turning Point. When this Tac Op is revealed, start a Grand Act tally, adding one to the tally the first time each different Performance (pg 142) is completed by any friendly **VOID-DANCER TROUPE** operative. Note that it does not have to be the active Allegory's Performance.

- If your Grand Act tally is five, you score 1VP.
- If you achieve the first condition before the fourth Turning Point, you score 1VP.



ABILITY

Below you will find a common ability of a **VOID-DANCER TROUPE** kill team.

SAEDATH

The saedath are the Harlequins' battle plans. Each is an elaborate scheme designed around, and named for, stories from the Aeldari's expansive mythology. Battle itself then becomes a performance of a symbolic and spiritually significant tale, in which every Harlequin involved plays a specific and pivotal role.

When selecting your kill team for the battle, select an Allegory (see table below) to be active for it during the battle (reveal it to your opponent when you reveal your kill team). Then, at the start of the first Strategy phase, select one friendly **VOID-DANCER TROUPE** operative to have the pivotal role for the battle. While a friendly operative has the pivotal role, it has the Accolade ability of the active Allegory.

Keep a Performance tally for your kill team for the battle. Add 1 to the tally as follows:

- The first time each friendly **VOID-DANCER TROUPE** operative completes the Performance of an active Allegory during the battle.




- The first time a friendly pivotal role operative completes the Performance of an active Allegory during the battle (this is cumulative with the above).

Note that this means, for the purposes of your kill team's Performance tally during the battle, each friendly operative can only complete one Performance, and only one pivotal role can complete a Performance (even if you change the active Allegory or pivotal role during the battle. For example, as a result of the **LEAD PLAYER** operative's Performance Lead ability).

When you add the fourth mark to your Performance tally:

- All friendly **VOID-DANCER TROUPE** operatives have the Accolade ability of the active Allegory until the end of the battle.
- You gain 1 CP.
- In the Generate Command points step of each Turning Point, you generate one additional Command point.

SAEDATH

Allegory	Performance	Accolade
Comedy	The operative performs a Fall Back action.	This operative can perform the Fall Back action for one less action point (to a minimum of 1AP).
Epic	The operative incapacitates an enemy operative in combat by inflicting damage with two or less attack dice in the Resolve Successful Hits step.	Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, if you did not retain any critical hits, you can strike or parry with one normal hit as if it were a critical hit.
Melodrama	The operative incapacitates an enemy operative in a shooting attack by inflicting damage with two or more attack dice in the Resolve Successful Hits step.	Each time this operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.
Odyssey	The operative performs a Charge action and ends the move within  of your opponent's drop zone.	This operative can move up to a distance equal to its Movement characteristic plus  for Charge actions, instead of plus  .
Tragedy	The operative loses wounds from a shooting attack made by an enemy operative.	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 not in Cover, you can retain one as a successful normal save without rolling it.

STRATEGIC PLOYS

If your faction is **VOID-DANCER TROUPE**, you can use the following Strategic Ploys during a game.

BETWEEN COLOURS 1CP

Until the end of the Turning Point, friendly **VOID-DANCER TROUPE** operatives can perform **Shoot** actions during **Normal Move** actions (any remaining increments of movement can be used after performing the **Shoot** action). You cannot select a shrieker cannon (pg 146) for those shooting attacks.

DOMINO FIELD 1CP

Until the end of the Turning Point or until it makes a shooting attack, each friendly **VOID-DANCER TROUPE** operative has a domino field. For the purposes of determining Line of Sight, while a friendly operative with a domino field is within ▲ of a terrain feature and more than ◆ from the active operative, the active operative always treats that friendly operative as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

PRISMATIC BLUR 1CP

Until the end of the Turning Point, each time a friendly **VOID-DANCER TROUPE** operative performs an action in which it moves, it is a prismatic blur until the end of the Turning Point. Each time a shooting attack is made against a friendly operative that is a prismatic blur, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

CEGORACH'S JEST 1CP

Until the end of the Turning Point, each time a friendly **VOID-DANCER TROUPE** operative fights in combat, once in the Resolve Successful Hits step of that combat, when your opponent strikes with a hit, you can roll one D6. If the result is equal to or less than the Weapon Skill characteristic of the enemy operative's selected melee weapon, treat that strike as a parry instead (the Brutal special rule has no effect for that parry).

TACTICAL PLOYS

If your faction is **VOID-DANCER TROUPE**, you can use the following Tactical Ploys during a game.

MURDEROUS ENTRANCE 1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a combat, after a friendly **VOID-DANCER TROUPE** operative that performed a **Charge** action during this activation strikes with a critical hit. You can immediately select one of your remaining attack dice and strike with it.

THE CURTAIN FALLS 1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a combat, after an active friendly **VOID-DANCER TROUPE** operative strikes. Immediately end that combat and that friendly operative can perform a **Fall Back** action for 1AP, even if it has performed an action during that activation that prevents it from performing a **Fall Back** action (e.g. a **Charge** action).

RUTHLESS DERISION 1CP

Use this Tactical Ploy after rolling your attack dice for a shooting attack made by a friendly **VOID-DANCER TROUPE** operative in an activation in which it performed a **Fall Back** action. You can re-roll any or all of your attack dice for that shooting attack.

CAPRICIOUS ROLE 1CP

Use this Tactical Ploy when a friendly **VOID-DANCER TROUPE** operative is activated. Until the end of its activation, that operative can perform **Dash** and **Charge** actions while within Engagement Range of enemy operatives.

PSYCHIC POWERS



Each time a friendly **VOID-DANCER TROUPE** **SHADOWSEER** operative performs the **Manifest Psychic Power** action (pg 147), select one psychic power from the list below to be resolved. You can only select each psychic power a maximum of once per Turning Point.

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VOID-DANCER TROUPE • PSYCHIC POWERS

VEIL OF TEARS

Select one friendly **VOID-DANCER TROUPE** operative Visible to this operative. Until the end of the Turning Point:

- For the purposes of determining Line of Sight, while that operative is more than  from the active operative, it is in Cover.
- Enemy operatives cannot end a **Charge** action within Engagement Range of that operative unless they began that action within  of it, or they would also end that action within Engagement Range of another friendly operative from your kill team.

FOG OF DREAMS

Select one ready enemy operative Visible to this operative and roll one D6. Until the end of the Turning Point, that enemy operative is treated as having a Group Activation characteristic of 1, and cannot be activated or perform actions until it is the last enemy operative to be activated, or a number of enemy operatives have been activated equal to the result of the D6 (whichever comes first).

MIRROR OF MINDS

Select one enemy operative within this operative's Line of Sight. Both players roll six D6. Pair your dice with your opponent's dice based on matching results. For each matching pair, that enemy operative suffers 1 mortal wound. For example, if you roll 6, 5, 5, 4, 2, 1 and your opponent rolls 6, 5, 4, 4, 3, 1, that enemy operative would suffer 4 mortal wounds.



LEAD PLAYER

Choreographers of conflict, Lead Players are experienced Harlequins clad in extravagant garb. They direct their warriors' reactions to the fates of battle and ensure their comrades' performances in the theatre of war is as perfect as it can be.



M **APL** **CA**

3 ● 3 1

DF **SV** **W**

3 6+ 9

NAME	A	BS/WS	D	SR	!
⚙ Fusion pistol	4	2+	5/3	Rng ■, AP2	MW3
⚙ Neuro disruptor	4	2+	4/5	Rng ■, AP1	Stun
⚙ Shuriken pistol	4	2+	3/4	Rng ■	Rending
✕ Blade	5	2+	4/5	Balanced	-
✕ Caress	5	2+	4/5	-	Rending
✕ Embrace	5	2+	4/5	Brutal	-
✕ Kiss	5	2+	3/7	-	-
✕ Power weapon	5	2+	4/6	Lethal 5+	-

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

Performance Lead: Once per battle, in the Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can use this ability instead. If you do so, select a different Allegory to be active for your kill team (pg 142). You can also select a different operative for the pivotal role. The new pivotal role would therefore have the Accolade ability of the new active Allegory instead. Your Performance tally remains unchanged (therefore if the tally was four or more, all friendly **VOID-DANCER TROUPE** operatives have the Accolade ability of the new active Allegory instead).

UNIQUE ACTIONS

VOID-DANCER TROUPE, AELDARI, HARLEQUINS, <MASQUE>, LEADER, FLY, LEAD PLAYER



DEATH JESTER

The arrival of a Death Jester in a killzone is announced by a hissing storm of shrieker cannon fire. Enemy infantry are torn apart as the weapon's gene-toxins cause them to combust horrifically from within. Adding insult to injury, the Death Jester ensures every demise is cruelly ironic.



M	APL	GA
3	3	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
☉ Shrieker cannon	5	3+	4/5	Fusillade, Heavy, Humbling Cruelty*	Rending
✕ Shrieker blade	4	3+	3/4	-	Reap 2

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

***Humbling Cruelty:** Each time a friendly operative makes a shooting attack with this weapon, in the Resolve Successful Hits step of that shooting attack, if the target loses any wounds, the target is injured until the end of the Turning Point.

UNIQUE ACTIONS

Shrieking Harvest (2AP): Perform a free **Shoot** action with this operative using the shrieker cannon it is equipped with. The shrieker cannon has the Torrent special rule instead of the Fusillade special rule for that shooting attack.

VOID-DANCER TROUPE AELDARI, HARLEQUINS, <MASQUE>, FLY, DEATH JESTER



PLAYER

Harlequin Players perform with breathtaking skill, whether their stage is a wraithbone-and-glass amphitheatre bathed in crystalline light or the firelit hell of the battlefield. They tumble, sprint and leap, with every trigger squeeze and blade slash bringing orchestrated death to the enemy.



M	APL	GA
3	3	1

DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
☉ Fusion pistol	4	3+	5/3	Rng AP2	MW3
☉ Neuro disruptor	4	3+	4/5	Rng AP1	Stun
☉ Shuriken pistol	4	3+	3/4	Rng AP1	Rending
✕ Blade	5	3+	4/5	Balanced	-
✕ Caress	5	3+	4/5	-	Rending
✕ Embrace	5	3+	4/5	Brutal	-
✕ Kiss	5	3+	3/7	-	-

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

UNIQUE ACTIONS

VOID-DANCER TROUPE AELDARI, HARLEQUINS, <MASQUE>, FLY, PLAYER



SHADOWSEER

Shadowseers can blind foes and drive them mad with their psychic powers. As they obscure their allies with illusions, they fire hallucinogenic grenades that cause disorientation or death. In close combat, Shadowseers' miststaves scramble the perceptions of those they hit.



M	APL	GA
3 ●	3	1

DF	SV	W
3	6+	9

NAME	A	BS/WS	D	SR	!
⚙️ Neuro disruptor	4	3+	4/5	Rng 📶, AP1	Stun
⚙️ Shuriken pistol	4	3+	3/4	Rng 📶	Rending
✂️ Miststave	4	3+	4/5	-	Stun

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a **VOID-DANCER TROUPE** psychic power, as specified on page 144. This operative can perform this action twice during its activation, but cannot perform it while within Engagement Range of an enemy operative.

UNIQUE ACTIONS

Hallucinogen Grenade (1AP): Select one point on the killzone within 📶 of this operative. Roll one D6 for each operative within ● of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL; in addition, on a 6, that operative suffers 1 mortal wound. This operative can only perform this action once per battle, and cannot perform this action while within Engagement Range of an enemy operative.

VOID-DANCER TROUPE 📶, AELDARI, HARLEQUINS, <MASQUE>, FLY, SHADOWSEER



EQUIPMENT

VOID-DANCER TROUPE 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.

SHRIEKER TOXIN ROUNDS [3/4EP]

Select one shuriken pistol or shrieker cannon the operative is equipped with. That weapon gains the MW1 critical hit rule for the battle. If you selected a shrieker cannon, this equipment costs 4EP; otherwise, it costs 3EP.

DEATH MASK+ [3EP]

This operative gains the following ability for the battle:

Death Mask: If this operative is incapacitated, at the end of that activation, you gain 1CP.

ACCELERATED MONOFILAMENT WIRE [3EP]

Select one embrace the operative is equipped with. That weapon gains the Reap 1 critical hit rule and Lethal 5+ special rule for the battle.

SUPERTENSILE MONOFILAMENT WIRE [3EP]

Select one kiss the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.



WRAITHBONE TALISMAN [3EP]

The operative gains the following ability for the battle:

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

PRISMATIC GRENADE [3EP]

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


Name	A	BS	D
Prismatic grenade	4	3+	3/4
Special Rules			
Rng  , Blast  , Indirect, Limited			
!			
Stun			

PURE PSYCHOCRYSTALS+ [3EP]

Select one neuro disruptor the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle.

SUPPORT GRIP+ [1EP]

DEATH JESTER operative only. Remove the Heavy special rule from the shrieker cannon that operative is equipped with for the battle. That weapon gains the following special rule for the battle instead:

Cumbersome: An operative cannot move more than 3  in the same activation in which it performs a **Shoot** action with this ranged weapon.

VOID-DANCER TROUPE SPEC OPS RULES

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

BATTLE HONOURS

Each time a **VOID-DANCER TROUPE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Void-dancer Troupe 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).

VOID-DANCER TROUPE SPECIALIST	
D6	Battle Honour
1	Whimsical: Each time this operative is activated, you can use the Capricious Role Tactical Ploy (pg 143) for this operative without spending any Command points.
2	Well Versed: Once per battle, you can use a VOID-DANCER TROUPE Tactical Ploy (pg 143) without spending any Command points if this operative is the VOID-DANCER TROUPE operative specified by that Tactical Ploy.
3	Martial Artistry: Each time this operative fights in combat, at the end of the Roll Attack Dice step of that combat, if you have retained more normal hits than your opponent has, you can change one of your retained successful normal hits to a critical hit instead.
4	Dazzling Spectacle: Each time this operative performs a Fight action in an activation in which it has already performed a Shoot action, or performs a Shoot action in an activation in which it has already performed a Fight action, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).
5	Virtuoso: Once per battle, this operative can perform two Shoot actions with a shuriken pistol or two Fight actions during its activation.
6	Pre-eminent: Once per battle, if an operative with this Battle Honour is the first friendly operative to be activated during the Turning Point, you can use this Battle Honour. If you do so, until the end of the Turning Point, weapons that operative is equipped with gain the Lethal 5+ special rule. Note that you can only use this Battle Honour once per battle (even if more than one friendly operative has this Battle Honour).



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **VOID-DANCER TROUPE**, 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. HIDDEN GUISE [1EP]

The operative gains the following ability for the battle:

Hidden Guise: Once per battle, at the start of the Strategy phase, you can select this operative to have the pivotal role instead (pg 142).

2. CRYSTAL SHARD [3EP]

The operative gains the following ability for the battle:

Crystal Shard: Once per battle, when a shooting attack is made against this operative, at the start of the Roll Defence Dice step of that shooting attack, you can use this ability. If you do so, until the end of the Turning Point, this operative has a 3+ invulnerable save.

3. SHIMMERCLONE [3EP]

The operative gains the following ability for the battle:

Shimmerclone: Once per battle, in the Resolve Successful Hits step of a combat or shooting attack, when damage would be inflicted on this operative from an attack dice, you can use this ability. If you do so, ignore the damage inflicted from that attack dice.

4. FALCON'S FEATHER [3EP]

The operative gains the following ability for the battle:

Falcon's Feather: At the start of each Firefight phase after the first, if this operative is not within Line of Sight of every enemy operative, it can perform a free **Dash** action.

5. MOCKING PANOPLY [2EP]

The operative gains the following ability for the battle:

Mocking Panoply: Each time this operative moves, you can roll one D6 for each enemy operative it moved within ○ of during that move. On a 5+, that enemy operative suffers D3 mortal wounds.

6. RAIMENT OF MIRRORS [2EP]

The operative gains the following ability for the battle:

Raiment of Mirrors: Each time this operative fights in combat, or a shooting attack is made against it by an enemy operative within ♦ of it, in the Roll Attack Dice step of that combat or shooting attack, your opponent's attack dice results of 1-3 are failed hits.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **VOID-DANCER TROUPE**, 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.

WEBWAY PORTAL

The troupe have the means to access the webway wherever they are, making small cuts in reality that exist for mere seconds that they can slip in and out of at will.

In the Set Up Operatives step, you can set up one friendly **VOID-DANCER TROUPE** operative in the webway instead. In the Firefight phase of the first Turning Point, that operative is considered to be within the killzone for activation purposes and must be activated as normal. When it is, set it up as specified by the Set Up Operatives step (usually with an order of your choice wholly within your drop zone, unless the mission specifies otherwise), then continue its activation as normal.

SHRINE OF MEDITATION

Fate is of great consequence to the Harlequins, their every action intended to alter the future as they see fit. Within a meditation shrine, they can ponder the paths ahead of them, selecting the best courses of action and mentally rehearsing their every step.

In the Select Drop Zone step, after rolling off to determine who decides Attacker and Defender, you can re-roll your dice.

LORETROVE

The troupe have access to vast resources of Aeldari lore from which to pluck the choicest saedath for the battles to come. They will always choose the perfect story to tell.

At the start of each battle, add 1 to your Performance tally (pg 142).

SPEC OPS

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

REQUISITIONS

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

GRAND ROLE

1RP

A Harlequin performing a central role is a spectacle both glorious and frightening to behold, their movements lithe, lightning fast and deadly.

Purchase this Requisition before a game, when your kill team is assigned to a Spec Op. Select one friendly **VOID-DANCER TROUPE** operative from your dataslate to take on a grand role. Until that Spec Op ends:

- You cannot purchase this Requisition again.
- You must select the grand role operative for the pivotal role (pg 142).
- When all friendly **VOID-DANCER TROUPE** operatives gain the Accolade ability of the active Allegory (i.e. if you have a Performance tally of four or more, pg 142), you can select one additional Accolade ability for the grand role operative to gain until the end of the battle.

THE ROLE OF THE FALLEN

1RP

Death and suffering is an integral part of Aeldari history and myth. Those Harlequins who act as victims of the Fall, or who play the roles of the slain in their race's allegorical tales, are revered for their bravery as much as feared by their fellows.

Purchase this Requisition if your kill team is currently conducting a Spec Op, after a game in which a friendly **VOID-DANCER TROUPE** operative was incapacitated but passed its Casualty test. Until that Spec Op ends:

- You cannot purchase this Requisition again.
- In the Update Dataslates step of each subsequent game, if this operative was incapacitated, it earns 1XP (this is not limited by a passed Casualty test or the Cerebral Affliction Battle Scar in the Kill Team Core Book).

EMISSARIES OF THE LAUGHING GOD 1RP

When not at war, Harlequins visit their kin across the entire Aeldari diaspora. Not only do they conduct grand, mesmerising performances and retell ancient tales, but they also serve as diplomats and mediators, brokering support, forming alliances and gaining safe harbour.

Purchase this Requisition in the Update Dataslates step of a game. You can re-roll any or all Recovery tests made for **VOID-DANCER TROUPE** operatives on your dataslate that were Rested for that game.

DANCE ALONG THE THREADS OF FATE

To the ignorant and unenlightened, the Harlequins are seemingly agents of capricious bedlam and carnage. This could not be farther from the truth. Indeed, each Harlequin is playing a role in seeing ancient prophecy fulfilled. Each of their deeds is choreographed and rehearsed to an unimaginable degree.

OPERATION 1: INTRICATE STEPS

A series of critical moments must be realised for the prophecy to reach its moment of complete fulfilment.

Determine three Tac Ops as if you were selecting them for a battle, but do so with a 24 card Tac Op deck (each Tac Op from every archetype, excluding faction Tac Ops). Complete five games in which you scored victory points from any or all of those Tac Ops.

OPERATION 2: PROPHECY FULFILLED

The final thread of fate has been traversed, and a moment ordained in myth lies before the kill team.

Determine one Tac Op from the remaining 18 cards in the Tac Op deck built for Operation 1 (note that three were selected for Operation 1 and three were discarded). To do so, draw two cards from the deck and select one of them. Complete a game in which you scored victory points from that Tac Op.

COMMENDATION

- You gain three Requisition points.
- After the battle, all friendly operatives pass Casualty and Recovery tests.

SPEC OPS BONUS

When your kill team is assigned to this Spec Op, select any one Spec Op from the Kill Team Core Book. For the purposes of a mission's Spec Ops bonus, this Spec Op is considered to be that Spec Op.

THE GRANDEST OF TALES

Some saedath are so complex that no single battle can see them drawn to conclusion. These epic tales span across multiple wars and conflict zones, each clash one piece of an elaborate puzzle the Harlequins seek to complete.

OPERATION 1: MANY ACTS, EACH BUT A SINGLE STEP

Every battle fought is an act finished – a pivotal moment in a story of not only spiritual significance, but of monumental importance to the goals of the Harlequins in the 41st Millennium.

Complete at least six games, select every Allegory to be active at least once (pg 142) and complete a Performance for every Allegory while it is active.

COMMENDATION

- You gain one Requisition point.
- You can distribute up to 5XP across the operatives on your dataslate.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

None.



IN A GALAXY AT WAR, ELITE OPERATIVES MUST FACE NEW AND DEADLY CHALLENGES ACROSS MYRIAD BATTLEFIELDS.

The War in the Shadows Escalates.

Amidst ruined cityscapes, carnivorous jungles and hidden strongholds, new kill teams join the fray. From the gruesome Gellerpox Infected and noble Elucidian Starstriders to the capricious Void-dancer Troupes of the Harlequins and the enigmatic Warpcovens of the Thousand Sons, each band of warriors brings their own method of war to every desperate battle.

Those battles grow more varied and deadly all the time. Expert assassins and saboteurs slip through patrols of enemy sentries, hoping to complete their bloody tasks and slip away before they are detected. Bands of grizzled warriors faced with impossible odds choose to make their last stand, taking as many of the foe as they can with them to the grave. No matter the mission or the horrors they face, the operatives of countless kill teams stand ready to do their duty, or die in the attempt.

Inside you will find:

- Three mission packs to add exciting aspects to your Kill Team battles, including 6 Sentries missions, 6 Multiplayer missions for three and four players and 3 nail-biting Last Stand missions.
- A wealth of inspiring background. Will you choose the noble Elucidian Starstriders or the gruesome Gellerpox Infected, the insidious Warpcoven, relentless Hunter-Clade, fanatical Wyrmlblade or enigmatic Void-dancer Troupe kill teams? Or will you be so inspired that you collect them all?
- Rules for fielding these kill teams, including datacards, Spec Ops rules and a host of other content to help you dominate the killzone and crush your foes underfoot.
- Stunning miniatures photography showcasing incredible Kill Team 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.*