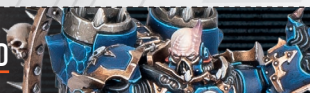




MURDERWING CHAOS LORD



APL **3** MOVE **6"** SAVE **3+** WOUNDS **15**

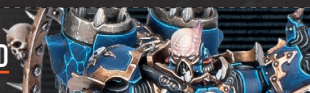
NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Lightning claw	5	3+	4/5	Lethal 5+, Rending
Power fist	4	3+	5/7	Brutal, Shock
Power weapon	5	3+	4/6	Lethal 5+
Relic lightning claws	5	3+	4/6	Ceaseless, Lethal 5+, Rending

RULES CONTINUE ON OTHER SIDE ►

MURDERWING®, CHAOS, HERETIC ASTARTES, LEADER, LORD

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MURDERWING CHAOS LORD



APL **3** MOVE **6"** SAVE **3+** WOUNDS **15**

Path to Damnation: This operative starts the battle with 1 Damnation point. Once per action, you can attempt to use one Boon of Damnation when it specifies (see right). If you do, roll one D6 and compare the result to the number of Damnation points this operative has; if the result is:

- **Higher:** Resolve the rule, then this operative gains 1 Damnation point.
- **Equal:** Do not resolve the rule.
- **Less:** Inflict damage on this operative equal to its number of Damnation points and do not resolve the rule.

If this operative has 6 Damnation points, resolve the rule without rolling. Note that you cannot make an attempt more than once per action, regardless of the D6 result.

Boons of Damnation: Boons of Damnation are as follows (resolved with a D6 roll, see opposite):

- When an attack dice inflicts damage of 3 or more on this operative, you can ignore an amount of damage equal to this operative's Damnation points.
- When this operative is fighting or retaliating and you strike with an attack dice, you can inflict an amount of additional damage equal to this operative's Damnation points.

MURDERWING CHAMPION



APL **3** MOVE **6"** SAVE **3+** WOUNDS **14**

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Power fist	4	3+	5/7	Brutal, Shock
Power weapon	5	3+	4/6	Lethal 5+

Chaos Champion: STRATEGIC GAMBIT. Remove your Challenge token from the enemy operative that has it (if any), then select one enemy operative to gain your Challenge token. Whenever this operative is fighting against or retaliating against an enemy operative that has your Challenge token, in the Select Weapons step, you can select one of the following weapon rules for this operative's melee weapons to have until the end of the sequence: Balanced, Brutal, Punishing, Severe, Shock.

RULES CONTINUE ON OTHER SIDE ►

MURDERWING®, CHAOS, HERETIC ASTARTES, CHAMPION

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MURDERWING CHAMPION

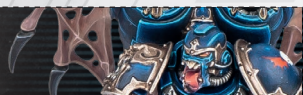


APL **3** MOVE **6"** SAVE **3+** WOUNDS **14**

Path to Glory: Whenever this operative incapacitates an enemy operative that has your Challenge token, you gain 1CP.



MURDERWING CURSECLAW



APL 3 MOVE 6" SAVE 3+ WOUNDS 14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Mutated claws	5	3+	4/5	Rending

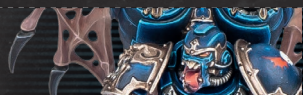
Frenzied Attack: If this operative is incapacitated during the **Fight** action, you can strike the enemy operative in that sequence with one of your unresolved successes before this operative is removed from the killzone.

RULES CONTINUE ON OTHER SIDE ►

MURDERWING®, CHAOS, HERETIC ASTARTES, CURSECLAW

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MURDERWING CURSECLAW



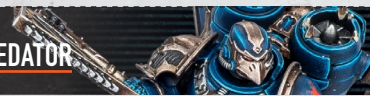
APL 3 MOVE 6" SAVE 3+ WOUNDS 14

SNATCH 1AP

► **BOOST** action. Select one enemy operative within this operative's **BOOST ZONE**. Both players roll one D6 and add their respective operative's Wounds stat to their result. If your result is higher, remove that enemy operative from the killzone and set it back up within this operative's **BOOST ZONE** or control range. It must be set up in a location it can be placed and cannot be set up further away from this operative than where it began. If that enemy operative is set up within this operative's control range, the **Fall Back** or **Reposition** action ends (allowing this operative to end that action within control range of enemy operatives).

◆ This operative cannot perform this action normally. Instead, it performs this action during the **Fall Back** or **Reposition** action after setting up from a **BOOST**.

MURDERWING DEPREDATOR



APL 3 MOVE 6" SAVE 3+ WOUNDS 14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Great chainaxe	5	4+	5/7	Brutal

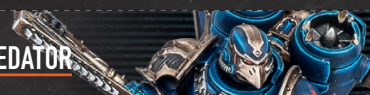
Horrifying Dismemberment: Whenever this operative incapacitates an enemy operative while fighting or retaliating, select one other enemy operative visible to and within 3" of either this operative or the incapacitated enemy operative. Subtract 1 from that enemy operative's APL stat until the end of its next activation.

RULES CONTINUE ON OTHER SIDE ►

MURDERWING®, CHAOS, HERETIC ASTARTES, DEPREDATOR

32

MURDERWING DEPREDATOR



APL 3 MOVE 6" SAVE 3+ WOUNDS 14

CARVING BLOW 1AP

► Inflict 2D3 damage on each other operative visible to and within 2" of this operative in an order of your choice (roll separately for each).

◆ This operative cannot perform this action while it has a **Conceal** order, or during the same activation in which it performed the **Slice from Above** action (see **Bladefins** faction equipment), the **Clawed Charge** action (see **Clawed Armour** faction equipment) or two **Fight** actions (and vice versa).



MURDERWING HUNTMASTER

APL
3MOVE
6"SAVE
3+WOUNDS
14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Power weapon	5	3+	4/6	Lethal 5+

Pinned Prey: Whenever an enemy operative would perform the **Fall Back** action while within control range of this operative, if no other enemy operatives are within this operative's control range, you can use this rule. If you do, roll two D6, or one D6 if that enemy operative has a higher Wounds stat than this operative. If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it).

STRIKE FROM ABOVE 1AP

BOOST action. Inflict 2D3+1 damage on one enemy operative within this operative's **BOOST ZONE**.

This operative cannot perform this action normally. Instead, it performs this action during the **Fall Back** or **Reposition** action after setting up from a **BOOST**.

MURDERWING, CHAOS, HERETIC ASTARTES, HUNTMASTER

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MURDERWING RAPTOR

APL
3MOVE
6"SAVE
3+WOUNDS
14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Chainsword	5	3+	4/5	-

Thrill of Flight: Whenever this operative does a **BOOST** during its activation:

- You can remove any changes to its APL stat.
- You can ignore any changes to its stats from being injured (including its weapons' stats) until the end of the activation.

MURDERWING, CHAOS, HERETIC ASTARTES, RAPTOR

32

MURDERWING SHRIEKER

APL
3MOVE
6"SAVE
3+WOUNDS
14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Chainsword	5	3+	4/5	-

Modified Vox-casters: Whenever an enemy operative is within 3" of this operative, your opponent must spend 1 additional AP for that enemy operative to perform the **Pick Up Marker** and mission actions.

Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of this operative. Note this isn't a change to the APL stat, so any changes are cumulative with this.

RULES CONTINUE ON OTHER SIDE ►

MURDERWING, CHAOS, HERETIC ASTARTES, SHRIEKER

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MURDERWING SHRIEKER

APL
3MOVE
6"SAVE
3+WOUNDS
14

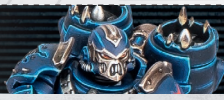
SHRIEK 1AP

Select one enemy operative that's visible to and within 6" of this operative. Alternatively, select one enemy operative within this operative's **BOOST ZONE** (at which point this becomes a **BOOST** action). If enemy operatives are within control range of this operative, you cannot select an enemy operative that isn't. Inflict D3 damage on the selected operative and subtract 1 from its APL stat until the end of its next activation.

This operative cannot perform this action while it has a **Conceal** order. If you're selecting an enemy operative within this operative's **BOOST ZONE**, this operative cannot perform this action normally. Instead, it performs this action during the **Fall Back** or **Reposition** action after setting up from a **BOOST**.



MURDERWING SKYSEAR



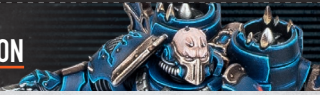
APL **3** MOVE **6"** SAVE **3+** WOUNDS **14**

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2
Plasma gun (standard)	4	3+	4/6	Piercing 1
Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
Fists	4	3+	3/4	-

MURDERWING, CHAOS, HERETIC ASTARTES, SKYSEAR

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MURDERWING WARP TALON



APL **3** MOVE **6"** SAVE **3+** WOUNDS **14**

NAME	ATK	HIT	DMG	WR
Lightning claws	5	3+	4/5	Ceaseless, Lethal 5+, Rending

Slice the Veil: When setting up this operative before the battle, you can set it up in the warp instead: place it to one side instead of in the killzone. In the first Firefight phase, when this operative is activated, place one of your Warp markers wholly within your territory, then expend this operative.

In the second Firefight phase, when this operative is activated, set it up with an order of your choice in a location it can be placed either wholly within your drop zone, or wholly within your territory contesting your Warp marker. Continue its activation as normal, but during that activation it cannot perform more than two actions and cannot use more than 4" of move distance. Until the Ready step of the next Strategy phase, this operative is obscured to operatives more than 3" from it.

Whenever this operative is in the warp, it cannot be the ready friendly MURDERWING operative for the Malicious Narcissism firefight ploy.

MURDERWING, CHAOS, HERETIC ASTARTES, WARP TALON

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NOTES:

NOTES:



MURDERWING KILL TEAM

ARCHETYPE: RECON, SEEK & DESTROY

OPERATIVES

▾ 1 **MURDERWING** **CHAOS LORD** operative with one option from each of the following:

- Bolt pistol or plasma pistol*
- Lightning claw, power fist or power weapon

Or the following option:

- Relic lightning claws

▾ 5 **MURDERWING** operatives selected from the following list:

- **CHAMPION** with one option from each of the following:
 - Plasma pistol* or bolt pistol
 - Power fist or power weapon
- **CURSECLAW**
- **DEPREDATOR**
- **HUNTMASTER**
- **RAPTOR** with one of the following options:
 - Bolt pistol; chainsword
 - Plasma pistol*; chainsword
- **SHRIEKER**
- **SKYSEAR** with one of the following options:
 - Flamer; bolt pistol; fists
 - Meltagun*; bolt pistol; fists
 - Plasma gun*; bolt pistol; fists
- **WARP TALON**

Other than **RAPTOR** operatives, your kill team can only include each operative on this list once.

* You cannot select more than two operatives with these weapons combined.

RULE CONTINUES ON OTHER SIDE ▶

MURDERWING FACTION RULE

JUMP PACK

Armour-mounted propulsion systems enable these warriors to traverse the battlefield in bounding, jet-assisted leaps.

Whenever a friendly **MURDERWING** operative is performing the **Charge**, **Fall Back** or **Reposition** action during its activation, at the start of any straight-line increment, as long as no part of its base is underneath Vantage terrain, it can do a **BOOST** for that increment. If it does, don't move it for that increment. Instead, remove it from the killzone and set it back up wholly within x'' horizontally of its original location. X is a distance of your choice (rounded up to the nearest inch, as per the **Reposition** action), but it's added to the total move distance used for that action (in other words, move plus **BOOST** cannot exceed the action's move allowance). If it would **BOOST** during the **Charge** action, don't add the additional 2" to its move allowance.

RULE CONTINUES ON OTHER SIDE ▶

That operative must be set up in a location it can be placed and cannot be set up with any part of its base underneath Vantage terrain. In addition, unless it's the **Charge** action, it cannot be set up within control range of an enemy operative. It can continue moving after a **BOOST** if it has any move distance remaining and the action allows it.

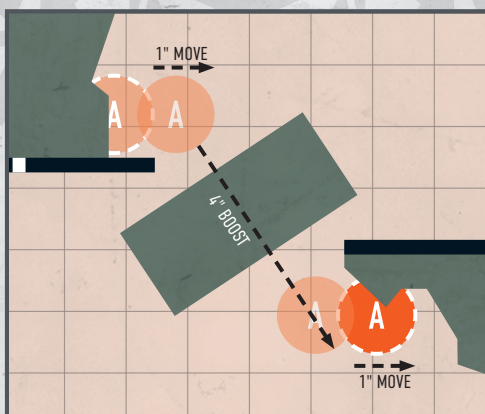
In a killzone that uses the close quarters rules, e.g. Killzone: Tomb World, the x'' cannot be measured over or through Wall terrain, and that operative cannot be set up on the other side of an access point – in other words, it cannot **BOOST** through an open hatchway.



MURDERWING FACTION RULE

JUMP PACK EXAMPLE

In this example, the **MURDERWING** operative (A) does a **BOOST** for the second increment of movement. It moves as normal during the first and third increments, as it cannot **BOOST** from or to a location underneath Vantage terrain.



MURDERWING FACTION RULE

BOOST ACTIONS

Murderwings are experts in aerial combat, lashing out at flailing prey as they soar overhead on columns of flame.

Some actions are known as **BOOST** actions. These are actions performed during other actions when a **BOOST** is used. Each operative cannot perform more than one **BOOST** action per activation/counteraction.

Most **BOOST** actions affect enemy operatives within a friendly **MURDERWING** operative's **BOOST ZONE**. This is the horizontal area between a friendly **MURDERWING** operative's current location and the location from which it used **BOOST**. A marker the same size as the operative's base can be temporarily placed to help determine this. Enemy operatives with any part of their base underneath Vantage terrain are not within friendly **MURDERWING** operatives' **BOOST ZONES**.

MURDERWING FACTION RULE

BOOST ACTIONS EXAMPLE

In this example, the top operative (C) is within the **MURDERWING** operative's (A) **BOOST ZONE**. The bottom operative (B) is not, as its base is underneath Vantage terrain.



MURDERWING FACTION RULE

ASTARTES

These genetically modified superhumans are made for one purpose: war.

During each friendly **MURDERWING** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions, a bolt pistol must be selected for at least one of them.

Each friendly **MURDERWING** operative can counteract regardless of its order.



MURDERWING MARKER/TOKEN GUIDE



Damnation
Points



Warp
marker



Challenge
Token



Warp Fuel
token





Vox-casters
token

MURDERWING STRATEGY PLOY

PREDATORS ABOVE


Murderwings excel when striking from above, using their mobility and jet-assisted might to massacre their enemies.

Whenever a friendly **MURDERWING**  operative is at least 2" higher than the killzone floor, its weapons have the Balanced weapon rule. Whenever a friendly **MURDERWING**  operative does a **BOOST**, its weapons have the Balanced weapon rule until the end of that activation.

MURDERWING STRATEGY PLOY

CULL THE WEAK

Opportunistic predators all, the warriors of a Murderwing seek to single out and pick off the most vulnerable prey.


Whenever a friendly **MURDERWING**  operative is shooting or fighting, its weapons have the Punishing weapon rule if any of the following are true for the operative that friendly operative is shooting or fighting against:

- It's at least 2" lower than that friendly operative.
- Its APL stat is less than normal.
- It was wounded at the start of the activation/counteraction.

MURDERWING STRATEGY PLOY

NIGHTMARE ON HIGH

So swift and elusive are the Murderwing, that even the most skilled of sharpshooters struggle to hit them as they soar above.


Whenever an operative is shooting a friendly **MURDERWING**  operative that's at least 2" higher than the killzone floor, or that did a **BOOST** during this turning point, you can re-roll one of your defence dice.



MURDERWING STRATEGY PLOY

INSTIL FEAR




Such is the savagery and horror of the Murderwing, that even the boldest of combatants find their hearts gripped by paralysing fear.

Whenever a friendly **MURDERWING**  operative is fighting, Normal Dmg of 3 or more inflicts 1 less damage on it.

MURDERWING FIREFIGHT PLOY

MALICIOUS NARCISSISM


The Murderwing wait until fear is at its zenith before striking.

Use this firefight ploy when it's your turn to activate with a friendly operative, if only one friendly **MURDERWING**  operative is ready. Until the end of the turning point, whenever you have less ready friendly operatives than your opponent, you can skip your activations (in other words, you can delay that friendly **MURDERWING**  operative's activation until your opponent has only one ready operative). Note that you cannot counteract until that friendly **MURDERWING**  operative is expended.

MURDERWING FIREFIGHT PLOY

MURDEROUS DESCENT


Descending from lofty perches, Murderwings ambush unwary prey.

Use this firefight ploy when an enemy operative ends the **Charge**, **Dash**, **Fall Back** or **Reposition** action within 3" horizontally and more than 2" lower than a friendly **MURDERWING**  operative (or in close quarters, within 2" and that enemy operative must be in a different room to where it started that action). Interrupt that enemy operative's activation/counteraction and immediately perform a free **Charge** action with that friendly operative. It must end that action within control range of that enemy operative. If this isn't possible, the interruption is cancelled and this rule hasn't been used.

MURDERWING FIREFIGHT PLOY

LONG FORGOTTEN HONOUR

Debased traitors all, Murderwings retain no codes of martial honour.


Use this firefight ploy when a friendly **MURDERWING**  operative is fighting or retaliating, when you resolve a critical success. Instead of striking or blocking, end that sequence (any remaining attack dice are discarded) and immediately perform a free **Fall Back** action up to 3" with that operative (then the **Fight** action ends). That operative can do so even if it's performed an action that prevents it from performing the **Fall Back** action.



MURDERWING FIREFIGHT PLOY

WINGS OF DARKNESS


Warp-corrupted jump packs lend their wearers terrifying speed.

Use this firefight ploy when a friendly **MURDERWING**  operative is performing the **Fall Back** or **Reposition** action, when it does a **BOOST**. That operative can be set up an additional 3" away during that **BOOST** (adding this to the permitted move distance), but it cannot perform the **Shoot**, **Fight** or **Carving Blow** (see **DEPREDATOR** operative) action until the next turning point. You cannot use this ploy during the first turning point.

MURDERWING FACTION EQUIPMENT

BLADEFINS

Corrupted power armour and warp-infused jump packs bristle with metallic spikes and scything blades with which to rend the flesh of unsuspecting prey.

Friendly **MURDERWING**  operatives can perform the following unique action:

SLICE FROM ABOVE 1AP


► **BOOST** action. Inflict D3+1 damage on one enemy operative within this operative's **BOOST ZONE**.

◆ An operative cannot perform this action normally. Instead it performs this action during the **Fall Back** or **Reposition** action after setting up from a **BOOST**.

MURDERWING FACTION EQUIPMENT

CLAWED ARMOUR

Snaring claws and sharpened spurs protrude from the grotesque power armour of these predatory warriors.

Friendly **MURDERWING**  operatives can perform the following unique action:

CLAWED CHARGE OAP


► **BOOST** action. Inflict 1 damage on one enemy operative within this operative's control range, then the **Charge** action ends.

◆ An operative cannot perform this action normally. Instead, it performs this action during the **Charge** action after setting up from a **BOOST**.

MURDERWING FACTION EQUIPMENT

WARP FUEL

Immersion within the warp has mutated this warrior's body, transforming their blood into high-octane fuel that burns through veins and arteries, powering muscles and jet engines alike.


Once per turning point, when an enemy operative ends the **Fall Back** action during its activation, if at least one friendly **MURDERWING**  operative was within its control range at the start of that action, you can use this rule. One of those friendly operatives can immediately perform a free **Reposition** or **Charge** action, but cannot use more than 3" of move distance. Note that if the enemy operative doesn't perform the **Fall Back** action during its own activation, this has no effect.



MURDERWING FACTION EQUIPMENT

VOX-CASTERS

Vox-speakers wrought into the panels of corrupted power armour enhance the roar of engines and the animal cries of predatory warriors, overwhelming the senses of stunned prey.

Once per turning point, one friendly **MURDERWING**  operative can perform the following unique action:

VOX-CRY

1 AP

▶ Each enemy operative within 3" of this operative takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while it has a Conceal order.

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MURDERWING: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

MARCH '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

FACTION RULES, JUMP PACK

Additional text added to end of first paragraph:

'If it would **BOOST** during the **Charge** action, don't add the additional 2" to its move allowance.'

FIREFIGHT PLOYS, MALICIOUS NARCISSISM

Second sentence changed to read:

'Until the end of the turning point, **whenever you have less ready friendly operatives than your opponent**, you can skip your activations (in other words, you can delay that friendly **MURDERWING** operative's activation **until your opponent has only one ready operative**).'

CHAOS LORD OPERATIVE, BOONS OF DAMNATION

Relevant part of second bullet point changed to read:

'When this operative is fighting or retaliating and you strike **with an attack dice**, you can...'

DEPREDATOR OPERATIVE, CARVING BLOW ACTION

Condition changed to read:

'~~For the purposes of action restrictions and the Astartes faction rule, this action is treated as a Fight action.~~ This operative cannot perform this action while it has a Conceal order, or during the same activation in which it performed the **Slice from Above** action (see **Bladefins** faction equipment), **the Clawed Charge** action (see **Clawed Armour** faction equipment) or **two Fight** actions (and vice versa).'

PREVIOUS ERRATAS

FIREFIGHT PLOYS, MURDEROUS DESCENT

First sentence changed to read:

'Use this firefight ploy when an enemy operative ends the **Charge**, **Dash**, **Fall Back** or **Reposition** action within 3" horizontally and more than 2" lower than a friendly **MURDERWING** operative (or in close quarters, within 2" and that enemy operative must be in a different room to where it started that action).'

MURDERWING OPERATIVES

CHAOS LORD



Many Chaos Lords revel in the thrill of airborne combat, relishing the terror they induce in their prey. Those who lead Murderwings do so by example, descending at the head of the assault to bludgeon and carve their victims apart with power weapons, lightning claws and power fists.

CHAMPION



Murderwing Champions achieve dominance over their allies through intimidation and bloodshed. They are formidable warriors who demonstrate their prowess by seeking out, engaging and slaughtering enemy leaders and heroes, thereby reinforcing their own authority.

HUNTMASTER



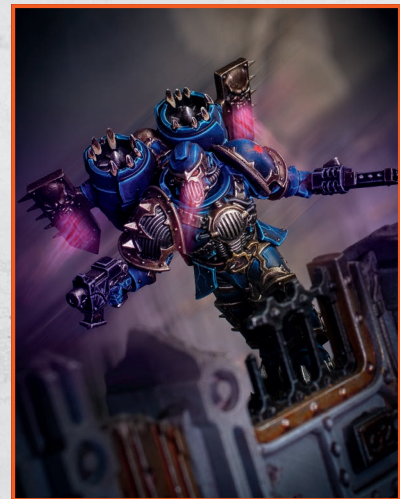
The Huntmaster is a precision killer who singles out targets before plummeting from the skies to impale them with his power glaive. Oftentimes, victims are left to writhe upon the tip of his spear and watch as their allies are torn apart.

DEPREDATOR



An indiscriminate murderer, the Depredator wields a great chainaxe, hurling himself into the thick of the fighting and scything down multiple foes with each brutal swing of his giant, two-handed weapon.

SHRIEKER



Obsessed with causing heart-stopping fear, Shriekers adorn their baroque armour with loud hailer and vox-casters that amplify their bloodcurdling screams as they plummet into the midst of the enemy.

The operatives that comprise Murderwing kill teams are sadistic killers whose various obsessions are reflected in the mutations they possess, the armour they wear and the weapons they bear to battle. Relentless hunters all, they combine their skills to ensure that their chosen prey does not escape their clutches.

CURSECLAW



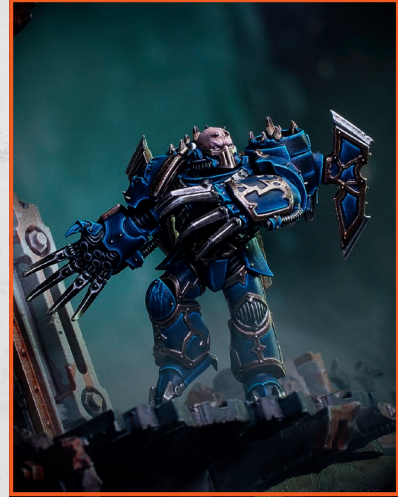
Having embraced fully their feral nature, Curseclaws are horrifically mutated creatures driven by instinct. They fight and kill in a frenzied fashion with clawed hands and feet.

SKYSEAR



Preferring to obliterate their foes in gouts of flame or beams of heat energy, Skysears use their mobility to manoeuvre themselves into ideal killing positions.

WARP TALON



Feral in the extreme, Warp Talons are unleashed like hunting dogs. Their empirically-attuned senses enable them to track and ambush their prey with unerring accuracy and ferocity.

RAPTOR



Despised by their allies for their preening arrogance, Raptors are nonetheless appreciated by many Chaos Lords for their combat skills. They possess a well-earned reputation for sadism, seeking not only to tear their foes apart, but also to ensure they are terrified into complete submission before the final blow is struck.

'LET THEM SCURRY AWAY LIKE VERMIN. THEY WILL ONLY MAKE THE KILL MORE PLEASING TO INFLICT.'

- Androx Smale, Huntmaster of Harrok's Teeth

MURDERWING KILL TEAM



Below you will find a list of the operatives that make up a **MURDERWING** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **MURDERWING** **CHAOS LORD** operative with one option from each of the following:
 - Bolt pistol or plasma pistol*
 - Lightning claw, power fist or power weaponOr the following option:
 - Relic lightning claws
- 5 **MURDERWING** operatives selected from the following list:
 - **CHAMPION** with one option from each of the following:
 - Plasma pistol* or bolt pistol
 - Power fist or power weapon
 - **CURSECLAW**
 - **DEPREDATOR**
 - **HUNTMASTER**
 - **RAPTOR** with one of the following options:
 - Bolt pistol; chainsword
 - Plasma pistol*; chainsword
 - **SHRIEKER**
 - **SKYSEAR** with one of the following options:
 - Flamer; bolt pistol; fists
 - Meltagun*; bolt pistol; fists
 - Plasma gun*; bolt pistol; fists
 - **WARP TALON**

Other than **RAPTOR** operatives, your kill team can only include each operative on this list once.

* You cannot select more than two operatives with these weapons combined.

ARCHETYPES



RECON



SEEK & DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

CHAOS LORD



WARP TALON



SKYSEAR



CHAMPION

Plasma pistol



Power weapon

CURSECLAW



Mutated claws

HUNTMASTER

Power weapon



DEPREDATOR

Great chainaxe



SHRIEKER

Chainsword



Bolt pistol

RAPTORS

Bolt pistol



Chainsword

DESIGNER'S COMMENTARY

The Murderwing kill team have some of the best mobility in the game thanks to their Jump Pack faction rule. It allows them to boost around the killzone, which is similar to flying except they cannot have Vantage terrain above them. A boost allows Murderwing operatives to move over terrain and other operatives effortlessly, so you can get up onto Vantage terrain, ambush an enemy from the other side of a building, or charge down someone hiding behind other operatives. This movement potential is very powerful. It enables you to reach locations others normally couldn't, and gives you the capability to set up fights your opponent can't. As a melee team, this is key to their success – safely concealing your operatives out of the enemy's reach, while the foe is still within your own. Then you can control the flow of battle, hunting the enemy down and engaging when it suits you.

This type of playstyle not only fits the hawkish nature of Chaos Space Marine Raptors, it's critical to getting the best out of them. It can be tempting to boost forward as fast as possible and get into a brawl, but the Murderwing aren't the most durable team, so you could lose momentum as the game goes on. Similarly, you'll miss out on some of the unique tricks the team has at its disposal.

These tricks are for disrupting the enemy, picking them off and whittling them down. Once you've flayed their bodies and frayed their nerves, you can close in for the killing blow! Many of these tricks are categorised as Boost actions – actions you can do after a boost, usually against someone the operative boosted over. The Huntmaster's Strike From Above action and the Bladefins and Clawed Armour equipment all deal small but unavoidable damage. The Curseclaw's Snatch action can move enemy operatives off objective markers or into the clutches of your Murderwing, and the Shrieker's namesake action can damage enemies and reduce their APL. These require careful set up, so think about the correct positioning the turning point before.

More unique rules exist in their firefight ploys. Malicious Narcissism allows a sole remaining ready operative to pass activations, preventing teams with more operatives from out-activating you. This is great if a vital objective must be secured at the end of a turning point, or a powerful enemy operative is waiting to counterattack. Furthermore, Murderous Descent is a great ambush ploy, perfect against aggressive enemies that want to close you down. The threat of this ploy can often be enough to keep your opponent back, so it's utilised even when you don't actually spend CP on it.

As mentioned previously, the Murderwing kill team don't have an abundance of durability outside of their Wounds stat and 3+ Save stat. Therefore, don't be afraid to be patient with at least some of your operatives – you have the mobility to pounce later, and the aforementioned actions to whittle your opponent down. The Instil Fear strategy ploy gives your operatives some melee durability, but only when fighting (not when retaliating). The Nightmare on High strategy ploy gives you a defence dice re-roll, but only when the operative is on Vantage terrain or has boosted that turning point, so you'll need to make sure these conditions are met to improve your durability.

This kill team is led by a Chaos Lord – a very powerful operative, and rightly so! They have a unique rule called Damnation's Path that represents the dangerous relationship with Chaos: power is on offer, but at what cost? Whenever the operative is involved with shooting, fighting or retaliating, you can attempt to bargain with the Chaos Gods for some extra damage or durability. The more you do, the better the rewards, but the risk of things going wrong equally rises – Chaos is fickle after all. It means this operative has a mini resource-management system you'll have to master; you'll want them active enough to power up the



rule, but not too active that it backfires. Sometimes you'll need to decide if you're willing to push your luck for truly terrifying power!

The Warp Talon has a rule called Slice the Veil that allows it to set up off the table. You then place a marker down in the first turning point, and in the second the Warp Talon can move onto the killzone via that marker (or your drop zone if needed). This means it's safely waiting in the warp, ready to pounce on anything that comes too close. Your opponent will know where the marker is, so they can plan around it accordingly, but this still gives you great area control in the second turning point – handy if there are important VPs around that area. The Warp Talon will also be obscured for the rest of the turning point unless the enemy gets within 3", so it gets some extra durability to survive after it bursts out of the warp.

All in all, the Murderwing are a mobile elite team with some unique rules that define them. Putting it all together to maximise these rules is a fun challenge, and when you succeed, the Murderwing will be rightly feared as the terror troops they are!

