



DIRE AVENGER EXARCH

APL
▼ 3MOVE
➔ 7"SAVE
🛡️ 3+WOUNDS
🔥 9

NAME	ATK	HIT	DMG	WR
🔥 Shuriken catapult	4	3+	3/4	Rending
🔥 Shuriken pistol	4	3+	3/4	Range 8", Rending
🔥 Twin shuriken catapult	4	3+	3/4	Ceaseless, Rending
➔ Diresword	5	3+	4/5	Lethal 5+, Rending
➔ Fists	4	3+	2/4	-
➔ Gun butts	3	4+	2/3	-
➔ Power weapon	5	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ▶

BLADES OF KHAINE, AELDARI, ASURYANI, LEADER, DIRE AVENGER, EXARCH

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DIRE AVENGER EXARCH

APL
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🛡️ 3+WOUNDS
🔥 9

Defence Tactics: Whenever this operative contests an objective marker or one of your mission markers, or whenever it's shooting an enemy operative that does, this operative's weapons have the Balanced weapon rule.

Exarch: This operative can perform two **Shoot** or two **Fight** actions during its activation.

Shimmershield: Whenever an operative is shooting a friendly **BLADES OF KHAINE** operative that's visible to and within 2" of this operative, ignore the Piercing weapon rule. This operative only has this rule if you select the shimmer shield weapon option.

DIRE AVENGER WARRIOR

APL
▼ 3MOVE
➔ 7"SAVE
🛡️ 4+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔥 Shuriken catapult	4	3+	3/4	Rending
➔ Fists	4	3+	2/4	-

Defence Tactics: Whenever this operative contests an objective marker or one of your mission markers, or whenever it's shooting an enemy operative that does, this operative's weapons have the Balanced weapon rule.

BLADES OF KHAINE, AELDARI, ASURYANI, DIRE AVENGER, WARRIOR

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HOWLING BANSHEE EXARCH

APL
▼ 3MOVE
➔ 7"SAVE
🛡️ 3+WOUNDS
🔥 9

NAME	ATK	HIT	DMG	WR
🔥 Shuriken pistol	4	3+	3/4	Range 8", Rending
🔥 Triskele (throw)	4	3+	2/3	Range 8", Rending, Torrent 2"
➔ Executioner	5	3+	3/7	Lethal 5+
➔ Mirrorswords	5	3+	4/6	Ceaseless, Lethal 5+
➔ Power weapon	5	3+	4/6	Lethal 5+
➔ Triskele (slice)	5	3+	4/5	Rending

Banshee Mask: Whenever this operative is fighting, worsen the Hit stat of the enemy operative's melee weapons by 1. This isn't cumulative with being injured.

Exarch: This operative can perform two **Shoot** or two **Fight** actions during its activation.

BLADES OF KHAINE, AELDARI, ASURYANI, LEADER, HOWLING BANSHEE, EXARCH

28



HOWLING BANSHEE WARRIOR



APL
3

MOVE
7"

SAVE
4+

WOUNDS
8

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

Banshee Mask: Whenever this operative is fighting, worsen the Hit stat of the enemy operative's melee weapons by 1. This isn't cumulative with being injured.

BLADES OF KHAINE, AELDARI, ASURYANI, HOWLING BANSHEE, WARRIOR

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STRIKING SCORPION EXARCH



APL
3

MOVE
7"

SAVE
3+

WOUNDS
9

NAME	ATK	HIT	DMG	WR
Shuriken pistol	4	3+	3/4	Range 8", Rending
Twin shuriken pistols	4	4+	3/4	Range 8", Ceaseless, Rending
Biting blade	5	3+	5/6	Rending
Scorpion's claw and chainsword	5	3+	4/6	Brutal, Lethal 5+
Twin chainswords	5	3+	4/5	Ceaseless, Rending

Mandiblasters: Whenever this operative performs the **Fight** action, at the start of the Roll Attack Dice step, you can use this rule. If you do, inflict 2 damage on the enemy operative in that sequence.

Exarch: This operative can perform two **Shoot** or two **Fight** actions during its activation.

BLADES OF KHAINE, AELDARI, ASURYANI, LEADER, STRIKING SCORPION, EXARCH

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STRIKING SCORPION WARRIOR



APL
3

MOVE
7"

SAVE
4+

WOUNDS
8

NAME	ATK	HIT	DMG	WR
Shuriken pistol	4	3+	3/4	Range 8", Rending
Chainsword	4	3+	4/5	Rending

Mandiblasters: Whenever this operative performs the **Fight** action, at the start of the Roll Attack Dice step, you can use this rule. If you do, inflict 2 damage on the enemy operative in that sequence.

BLADES OF KHAINE, AELDARI, ASURYANI, STRIKING SCORPION, WARRIOR

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NOTES:



BLADES OF KHAINE KILL TEAM

ARCHETYPES: SEE REVERSE

OPERATIVES

- ↘ 1 **BLADES OF KHAINE** operative selected from the following list:
- **DIRE AVENGER EXARCH** with one of the following options:
 - Shuriken catapult; fists
 - Twin shuriken catapult; gun buttsOr one option from each of the following:
 - Diresword or power weapon
 - Shuriken pistol or shimmershield
 - **HOWLING BANSHEE EXARCH** with one of the following options:
 - Mirrorswords
 - Shuriken pistol; executioner
 - Shuriken pistol; power weapon
 - Shuriken pistol; triskele
 - Triskele; power weapon

CONTINUES ON OTHER SIDE ▶

- **STRIKING SCORPION EXARCH** with one of the following options:
 - Shuriken pistol; biting blade
 - Shuriken pistol; scorpion's claw and chainsword
 - Twin shuriken pistols; twin chainswords

- ↘ 7 **BLADES OF KHAINE** operatives selected from the following list:

- **DIRE AVENGER WARRIOR**
- **HOWLING BANSHEE WARRIOR**
- **STRIKING SCORPION WARRIOR**

ARCHETYPES

Seek & Destroy, or the associated archetype of the most common Aspect keyword in your kill team (if two keywords are equally most common, you can choose one of those keywords). Aspect keywords and their associated archetypes are as follows:

- **DIRE AVENGER:** Security
- **HOWLING BANSHEE:** Recon
- **STRIKING SCORPION:** Infiltration

BLADES OF KHAINE FACTION RULE

ASPECT TECHNIQUES

Aspect Warriors are trained in myriad killing techniques, parrying blows and acrobatic movements. These are as breathtaking to behold as they are lethal to their foes.

Each **ASPECT TECHNIQUE** is in a category: Dire Avenger, Howling Banshee and Striking Scorpion. Each **ASPECT TECHNIQUE** can only be used with a friendly operative that has the matching Aspect keyword, and each will specify when it can be used and what its effects are. In addition:

- You cannot use more than one **ASPECT TECHNIQUE** per activation or counteraction.
- You cannot use each **ASPECT TECHNIQUE** more than once per turning point.
- If every friendly **BLADES OF KHAINE** operative selected for deployment has the same Aspect keyword (e.g. **STRIKING SCORPION**), you cannot use each **ASPECT TECHNIQUE** more than twice per turning point (instead of once).

ASPECT TECHNIQUE OPTIONS ARE PRESENTED ON THEIR OWN CARDS

BLADES OF KHAINE FACTION RULE

HOWLING BANSHEE ASPECT TECHNIQUE

THE WOE

Howling Banshees are woe given form. Emitting sonic screeches from their helms, they hurl themselves into the stunned foe, the lightning speed of their swordplay cutting through the enemy before a blow can be landed in return.

Use this **ASPECT TECHNIQUE** during a friendly **HOWLING BANSHEE** operative's activation, after it's performed the **Charge** action and incapacitated an enemy operative during the **Fight** action, and is no longer within control range of enemy operatives. That friendly operative can immediately perform a free **Charge** action using any remaining move distance it had from that first **Charge** action. That operative can perform two **Charge** actions during its activation to do so. The operative cannot have performed any other actions during this activation (but can do so after resolving this **ASPECT TECHNIQUE**).



BLADES OF KHAINE

FACTION RULE



HOWLING BANSHEE ASPECT TECHNIQUE

RAIN OF TEARS

Howling Banshees dive in and out of combat with infuriating speed and agility, making it almost impossible for those few who survive their most brutal attacks to strike in return.

Use this **ASPECT TECHNIQUE** when a friendly **HOWLING BANSHEE** operative is fighting, after you strike with a critical success, if the enemy operative isn't incapacitated. 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.

BLADES OF KHAINE

FACTION RULE



HOWLING BANSHEE ASPECT TECHNIQUE

ACROBATIC

When Howling Banshees traverse the battlefield, little slows them down. With effortless grace they leap and flip over intervening obstacles, landing with peerless poise and balance to drive their blades into the foe.

Use this **ASPECT TECHNIQUE** when a friendly **HOWLING BANSHEE** operative performs an action in which it moves. Until the end of the action, that operative:

- Can ignore all vertical distances whenever it drops and climbs.
- Can move through enemy operatives, move within control range of them, and during the **Charge** action can leave their control range (it must still end the move following all requirements for that move).
- Cannot move more than its Move stat if it's the **Charge** action.

BLADES OF KHAINE

FACTION RULE



HOWLING BANSHEE ASPECT TECHNIQUE

SCREAM-THAT-STEALS

Any hope the foe has of retaining the upper hand over a Howling Banshee is lost the moment the leaping Aspect Warrior activates their Banshee mask. Their senses overwhelmed, the enemy are all but helpless against the merciless melee attacks that follow.

Use this **ASPECT TECHNIQUE** when a friendly **HOWLING BANSHEE** operative is fighting or retaliating, at the start of the Resolve Attack Dice step. You can resolve one of your successes before the normal order. If you do, that success must be used to block.

BLADES OF KHAINE

FACTION RULE



HOWLING BANSHEE ASPECT TECHNIQUE

SHRIEK-THAT-KILLS

Those Howling Banshees who have learned how to focus their vocal chords correctly can emit a shriek so piercing and deafening that it can not only stun a foe, but liquefy their brain.

Use this **ASPECT TECHNIQUE** when a friendly **HOWLING BANSHEE** operative is performing the **Shoot** action. Until the end of that action, that operative can use the following ranged weapon:

NAME	ATK	HIT	DMG
 Shriek-that-kills	5	3+	1/2

WR

Range 6", Saturate, Seek Light, Stun, Torrent 1"



BLADES OF KHAINE FACTION RULE

DIRE AVENGER ASPECT TECHNIQUE

THE SLICING HURRICANE

Trained to embrace supreme tactical flexibility, Dire Avengers are capable of unleashing clouds of razor-sharp shuriken while moving to secure ground or slipping out of reach of the foe.

Use this **ASPECT TECHNIQUE** when a friendly **DIRE AVENGER** operative is performing the **Reposition** action. That operative can perform the **Shoot** action during that action (it must do so in a location it can be placed, and any remaining move distance it had from that **Reposition** action can be used after it does so). You must select its shuriken catapult, shuriken pistol or twin shuriken catapult for that **Shoot** action.

BLADES OF KHAINE FACTION RULE

DIRE AVENGER ASPECT TECHNIQUE

DEATH OF A THOUSAND BLADES

Dire Avengers can unleash great deluges of monomolecular shuriken from their weapons. These lethal volleys echo the Death of a Thousand Blades – the punishment that Khaine meted out upon traitors, cheats and others he deemed unworthy of a clean kill.

Use this **ASPECT TECHNIQUE** when a friendly **DIRE AVENGER** operative is performing the **Shoot** action and you select a shuriken catapult or twin shuriken catapult. Until the end of that action, that weapon has the Torrent 2" weapon rule, but you cannot select more than one secondary target.

BLADES OF KHAINE FACTION RULE

DIRE AVENGER ASPECT TECHNIQUE

VIGILANCE OF THE AVENGER

The noble warrior who is tasked with punishing the unjust and the criminal must be ever vigilant. Their eyes must be keen and their aim must be true.

Use this **ASPECT TECHNIQUE** when a friendly **DIRE AVENGER** operative is performing the **Shoot** action and you select a shuriken catapult or twin shuriken catapult. Until the end of that action, that weapon has the Lethal 5+ weapon rule.

BLADES OF KHAINE FACTION RULE

DIRE AVENGER ASPECT TECHNIQUE

UNSTINTING, IMMOVABLE

Dire Avengers wear armour fashioned from psycho-sensitive thermoplas scales that are reactive to impact. When suffering a blow, the armour stiffens to spread the energy across the wearer. On top of this flexible suit, these Aspect Warriors wear bone-like plates over the most vulnerable areas of their body.

Use this **ASPECT TECHNIQUE** when an operative is shooting a friendly **DIRE AVENGER** operative, and you've rolled two or more fails. You can discard one of them to retain the other as a normal success instead.



BLADES OF KHAINE

FACTION RULE

DIRE AVENGER ASPECT TECHNIQUE

RAGING HEAT OF THE DYING FLAME

The flames upon shrines of Asuryan possess a searing heat and never burn out, even if they dwindle. Thus does the Dire Avenger strive to imitate these flames, equally dangerous to the foe regardless of the injuries they sustain.

Use this **ASPECT TECHNIQUE** during a friendly **DIRE AVENGER** operative's activation. Until the start of that operative's next activation, you can ignore any changes to its stats from being injured (including its weapons' stats).

BLADES OF KHAINE

FACTION RULE

STRIKING SCORPION ASPECT TECHNIQUE

PATIENT STALK, SUDDEN BLOW

Carefully concealed in cover or in shadows, Striking Scorpions stalk their oblivious prey, manoeuvring around their targets in complete silence to select the optimum position to launch their killing strike.

Use this **ASPECT TECHNIQUE** when a friendly **STRIKING SCORPION** operative that has a Conceal order performs the **Reposition** action. During that action, that operative can move within control range of enemy operatives (it cannot end the move there), and you can inflict D3+2 damage on one enemy operative it moved within control range of after it's moved.

BLADES OF KHAINE

FACTION RULE

STRIKING SCORPION ASPECT TECHNIQUE

STRIKE AND FADE

Masters of the hit and run attack, Striking Scorpions withdraw from combat as suddenly as they strike, disappearing into shadow like murderous spirits.

Use this **ASPECT TECHNIQUE** when a friendly **STRIKING SCORPION** operative incapacitates an enemy operative while fighting or retaliating, and is no longer within 3" of enemy operatives. Change that friendly operative's order to Conceal and it can immediately perform a free **Dash** action, even if it's performed an action that prevents it from performing the **Dash** action.

BLADES OF KHAINE

FACTION RULE

STRIKING SCORPION ASPECT TECHNIQUE

SCORPION'S EYE

A Striking Scorpion's shuriken pistol has a viewfinder psychically linked to its bearer. With it, the Aspect Warrior can see through multiple spectra as well as swiftly identify friend from foe.

Use this **ASPECT TECHNIQUE** when a friendly **STRIKING SCORPION** operative is performing the **Shoot** action and you select a shuriken pistol. Until the end of that action, that weapon has the Seek Light weapon rule.



BLADES OF KHAINE

FACTION RULE

STRIKING SCORPION ASPECT TECHNIQUE

MERCILESS STRIKES

When Striking Scorpions launch their assault, they attack with relentless ferocity, landing blow after blow to grant the enemy no moment or reprieve.

Use this **ASPECT TECHNIQUE** when a friendly **STRIKING SCORPION** operative is fighting, the first time you strike with a critical success during that sequence. Until the end of that sequence, that operative's melee weapon has the Shock weapon rule.

BLADES OF KHAINE

FACTION RULE

STRIKING SCORPION ASPECT TECHNIQUE

ONE WITH THE GLOOM

Years of strict training render Striking Scorpions capable of blending uncannily with the shadows, waiting for the perfect moment to attack their unsuspecting foes with terrifying accuracy.

Use this **ASPECT TECHNIQUE** during a friendly **STRIKING SCORPION** operative's activation. Until the start of its next activation, while that operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

BLADES OF KHAINE

MARKER/TOKEN GUIDE



Wraithbone
Talisman token



Rune of
Shielding token



Rune of
Prophecy
token

BLADES OF KHAINE

STRATEGY PLOY

FOREWARNED

Aspect Warriors go to battle armed with the foresight of their Craftworld's seers.

Whenever an operative is shooting a ready friendly **BLADES OF KHAINE** operative, you can re-roll any of your defence dice results of one result (e.g. results of 2).



BLADES OF KHAINE STRATEGY PLOY

RUTHLESS POISE

Centuries of combat experience coupled with lightning reactions and exceptional grace render Aspect Warriors utterly lethal.

Whenever a friendly **BLADES OF KHAINE ** operative is fighting a ready enemy operative, that friendly operative's melee weapons have the Ceaseless weapon rule.

BLADES OF KHAINE STRATEGY PLOY

KHAINE'S VENGEANCE

The Aspect Warriors draw upon the Bloody-Handed God's merciless example to dispatch their foes.

Whenever a friendly **BLADES OF KHAINE ** operative is shooting an expended enemy operative, that friendly operative's ranged weapons have the Ceaseless weapon rule.

BLADES OF KHAINE STRATEGY PLOY

DANCE OF DEATH

Lithe, acrobatic and utterly deadly, Aeldari Aspect Warriors exchange tactical positions with flawless grace.

Select two friendly **BLADES OF KHAINE ** operatives visible to and within 6" of each other. Remove them both from the killzone and set them back up in each other's previous locations (in other words, swap their positions).

BLADES OF KHAINE FIREFIGHT PLOY

BLADEWIND

Aspect Warriors strike with speed and precision, their shining blades scything through the foe in a storm of steel.

Use this firefight ploy during a friendly **BLADES OF KHAINE ** operative's activation. During that activation, that operative can perform two **Fight** actions.



BLADES OF KHAINE FIREFIGHT PLOY

STARFALL

With punishing fusillades of accurate shuriken fire do the Aspect Warriors fell their enemies.

Use this firefight ploy during a friendly **BLADES OF KHAINE** operative's activation. During that activation, that operative can perform two **Shoot** actions.

BLADES OF KHAINE FIREFIGHT PLOY

FADING LIGHT

The Aspect Warrior slips away into darkness, leaving their foe striking at nothing but shadow.

Use this firefight ploy during a friendly **BLADES OF KHAINE** operative's activation, before or after it performs an action. During that activation, that operative can perform the **Fall Back** action for 1 less AP.

BLADES OF KHAINE FIREFIGHT PLOY

CONTEMPT

The martial superiority of the Aeldari species is expressed by their Aspect Warriors, who dance through incoming fire and heavy strikes with contemptuous ease.

Use this firefight ploy when a friendly **BLADES OF KHAINE** operative is retaliating or an enemy operative is shooting it, after your opponent rolls their attack dice, but before re-rolls. Until the end of the sequence, your opponent cannot re-roll their attack dice (if your opponent declared the use of any firefight ploys during that sequence that would allow them to re-roll, that ploy is cancelled and the CP spent on it is refunded).

BLADES OF KHAINE FACTION EQUIPMENT

RUNE OF PROPHECY

Affixed to an Aspect Warrior's armour by a powerful seer, this warp-charged rune provides the bearer with a sliver of its creator's prophetic vision.

Once per battle, after rolling off to decide initiative, you can add D3 to, or subtract D3 from, your result.



BLADES OF KHAINE: 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

OCTOBER '25

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**.

HOWLING BANSHEE ASPECT TECHNIQUES, SHRIEK-THAT-KILLS, WEAPON PROFILE

Atk stat changed to '5'.

HOWLING BANSHEE ASPECT TECHNIQUES, RAIN OF TEARS

Relevant parts changed to read:

'[...] after you strike with a critical success, **if the enemy operative isn't incapacitated**. End that sequence (any remaining attack dice are discarded) and immediately perform a free **Dash or 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 **Dash or Fall Back** action.'

PREVIOUS ERRATAS

STRIKING SCORPION ASPECT TECHNIQUES, ONE WITH THE GLOOM

Second sentence changed to read:

'Until the start of its next activation, while that operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. **Seek**, Vantage terrain) **except being within 2"**.'

STRIKING SCORPION ASPECT TECHNIQUES, STRIKE AND FADE

First sentence changed to read:

'Use this **ASPECT TECHNIQUE** when a friendly **STRIKING SCORPION** operative incapacitates an enemy operative **while fighting or retaliating**, and is no longer within 3" of enemy operatives.'

DIRE AVENGER EXARCH & DIRE AVENGER WARRIOR OPERATIVES, DEFENCE TACTICS RULE

Relevant part changed to read:

'[...] this operative's weapons have the **Balanced** weapon rule.'

FIREFIGHT PLOYS, FADING LIGHT

First sentence changed to read:

'Use this firefight ploy during a friendly **BLADES OF KHAINES** operative's activation, **before or after it performs an action**.'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *If I use the Rain of Tears Howling Banshee **ASPECT TECHNIQUE** but am prevented from performing a free **Fall Back** action as a result of my opponent's rules (e.g. **NEMESIS CLAW** Chain Snare), what happens?*

A: The **ASPECT TECHNIQUE** is still used. The fight sequence ends, but that **BLADES OF KHAINES** **HOWLING BANSHEE** operative remains in its current location.

Q: *If I use the Strike and Fade Striking Scorpion **ASPECT TECHNIQUE**, could an opponent interrupt my activation (e.g. as a result of the **Guard** action) before I change that **BLADES OF KHAINES** **STRIKING SCORPION** operative's order to Conceal?*

A: No, but they can interrupt before that **STRIKING SCORPION** operative performs the free **Dash** action.

Q: *If an operative is able to perform two **Shoot** actions in an activation and uses the Slicing Hurricane Dire Avenger **ASPECT TECHNIQUE**, can it perform both **Shoot** actions during the same **Reposition** action?*

A: Yes.

BLADES OF KHAINE OPERATIVES

2

Athletic, graceful and utterly lethal, the Aeldari warriors that comprise Blades of Khaine kill teams come together to undertake missions of utmost importance on behalf of their craftworlds. They are dispatched to sever specific strands of fate, ensuring that terrible events they have foreseen never come to pass.



STRIKING SCORPION EXARCH

These sinister figures are even more skilled than the Aspect Warriors they lead. With the gigantic chainsword known as the biting blade, a Striking Scorpion Exarch can cleave their foes in two with a single swing, and use their scorpion's claw to tear open Space Marine power armour with ease.

STRIKING SCORPION WARRIOR

With limitless patience, after stalking their prey for hours or waiting in position for days, Striking Scorpions burst from concealment. With chainswords whirring and mandiblasters spitting needles of white fire, the Aspect Warriors' emerald green armour is soon streaked red.

'WHAT DISASTERS HAVE THEY AVERTED? HOW MANY AELDARI LIVES HAVE THEY SAVED? HOW MANY FOES OF OURS HAVE THEY DOOMED TO OBLIVION? ACROSS ALL THE CRAFTWORLDS WE CANNOT BE SURE. I KNOW THIS, HOWEVER, WITHOUT A SHADOW OF DOUBT. WERE IT NOT FOR THE BLADES OF KHAINE, THE ASURYANI WOULD BE NO MORE. THE WARRIORS THAT I HAVE COMMANDED ALONE HAVE PREVENTED MULTIPLE INCURSIONS INTO THE WEBWAY THAT WOULD HAVE SEVERED VITAL TIES TO EXODITE WORLDS AND HARLEQUIN TROUPES. I CAN ONLY IMAGINE WHAT OTHERS HAVE DONE FOR OUR PEOPLE.'

- Farseer Liurth, of Lugganath Craftworld



DIRE AVENGER EXARCH

These warriors are masters of their Aspect and devoted to their craftworld. In keeping with the tactical flexibility of their Aspect, all are master marksmen and bladesmen, as at ease shredding foes with volleys of razor-sharp shuriken as they are duelling enemy heroes in single combat.

DIRE AVENGER WARRIOR

These operatives are famed for being as deadly on the attack as they are immovable in the defence, and are regarded as being the most tactically flexible of all the Aspects. They use their shuriken catapults to create an impenetrable storm of monomolecular blades.

HOWLING BANSHEE EXARCH

Not only do the skills in elegant swordplay displayed by a Howling Banshee Exarch exceed those of the warriors she leads, but so harrowing and biting are her cries that their echoing reverberations haunt those who hear them long after the screams have died away.

HOWLING BANSHEE WARRIOR

The piercing, psychosonic scream that precedes the assault of these bone-armoured operatives renders those who hear it all but helpless. These shock waves buy the Howling Banshees time enough to strike, each one taking a head with a sweep of their glittering power weapon.

'IT HAS BEEN OUR WAY FOR MILLENNIA TO SACRIFICE OUR PRESENT SO THAT WE MAY HAVE A FUTURE. MY BANSHEE SISTERS AND I KNOW THAT OUR EVERY BATTLE MAY BE OUR LAST. WE FACE THAT TRUTH WITHOUT FEAR, FOR THROUGH OUR EFFORTS MAY MORE OF OUR PEOPLE LIVE AND SEE BRIGHTER TIMES FOR THE AELDARI. ONE DAY THE STARS WILL ONCE MORE BOW TO OUR RACE, AND THAT OUTCOME WILL BE ACHIEVED ONE BATTLE, ONE KILL AT A TIME.'

- Osinell Ciaradh, Howling Banshee of Biel-Tan Craftworld

BLADES OF KHAINE KILL TEAM

4

BLADES OF KHAINE » KILL TEAM SELECTION



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

OPERATIVES

↳ 1 **BLADES OF KHAINE** operative selected from the following list:

- **DIRE AVENGER EXARCH** with one of the following options:
 - Shuriken catapult; fists
 - Twin shuriken catapult; gun buttsOr one option from each of the following:
 - Diresword or power weapon
 - Shuriken pistol or shimmershield
- **HOWLING BANSHEE EXARCH** with one of the following options:
 - Mirrorswords
 - Shuriken pistol; executioner
 - Shuriken pistol; power weapon
 - Shuriken pistol; triskele
 - Triskele; power weapon
- **STRIKING SCORPION EXARCH** with one of the following options:
 - Shuriken pistol; biting blade
 - Shuriken pistol; scorpion's claw & chainsword
 - Twin shuriken pistols; twin chainswords

↳ 7 **BLADES OF KHAINE** operatives selected from the following list:

- **DIRE AVENGER WARRIOR**
- **HOWLING BANSHEE WARRIOR**
- **STRIKING SCORPION WARRIOR**

'WE AELDARI HAVE FALLEN FAR. THOSE NOT OF OUR RACE WHO HAVE HEARD OUR STORY MIGHT EVEN PITY US, IF THEY DON'T HOLD US IN CONTEMPT FOR OUR OWN FOLLY. I SPIT ON THEIR SCORN. OUR TIME IS FAR FROM OVER. WE HAVE BEEN MASTERS OF WAR SINCE OUR ENEMIES' FOREBEARS WERE BUT AMOEBAE DRIFTING AIMLESSLY IN BARREN SEAS. THE GALAXY ONCE SHOOK IN AWE UPON THE MENTION OF OUR NAME, AND IT SHALL DO SO AGAIN.'

- Maur Saim-Ingrelli, Striking Scorpions Exarch of the Onyx Claw Shrine, Biel-Tan Craftworld

ARCHETYPES



SEEK & DESTROY

Or the associated archetype of the most common Aspect keyword in your kill team (if two keywords are equally most common, you can choose one of those keywords). Aspect keywords and their associated archetypes are as follows:



SECURITY

DIRE AVENGER



RECON

HOWLING BANSHEE



INFILTRATION

STRIKING SCORPION

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

DIRE AVENGER EXARCH

Power weapon

Shimmershield



DIRE AVENGER WARRIOR

Shuriken catapult



HOWLING BANSHEE EXARCH

Mirrorswords



HOWLING BANSHEE WARRIOR

Shuriken pistol

Power weapon



STRIKING SCORPION EXARCH

Scorpion's claw & chainsword



STRIKING SCORPION WARRIOR

Chainsword

Shuriken pistol

