



NEOPHYTE LEADER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 5+WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔥 Autogun	4	3+	2/3	-
🔥 Bolt pistol	4	3+	3/4	Range 8"
🔥 Master-crafted autopistol	4	3+	2/4	Range 8", Lethal 5+
🔥 Shotgun	4	2+	3/3	Range 6"
🔥 Web pistol	4	3+	3/4	Range 6", Severe, Stun
⚔️ Chainsword	4	3+	4/5	-
⚔️ Gun butt	3	4+	2/3	-
⚔️ Power maul	4	3+	4/6	Shock
⚔️ Power pick	4	3+	4/5	Rending

RULES CONTINUE ON OTHER SIDE ▶

WYRBLADE®, TYRANID, GENESTEALER CULT, NEOPHYTE, LEADER

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NEOPHYTE LEADER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 5+WOUNDS
🔥 8

Shadow Vector: Once per turning point, you can use the Slink Into Darkness or Coiled Serpent firefight play for OCP if the specified friendly **WYRBLADE®** operative is a **NEOPHYTE** visible to this operative.

KELERMORPH

APL
▼ 3MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 9

NAME	ATK	HIT	DMG	WR
🔥 Liberator autostubs (hypersense)	5	3+	3/4	Range 6", Saturate, Seek Light, Hypersense*
🔥 Liberator autostubs (long range)	4	4+	3/4	Piercing Crits 1, Rending
🔥 Liberator autostubs (short range)	5	3+	3/4	Range 8", Piercing 1, Rending
⚔️ Kelermorph knife	3	4+	3/4	Rending

***Hypersense:** Whenever this operative is shooting with this weapon profile, enemy operatives cannot be obscured.

Expert Gunslinger: This operative can perform two **Shoot** actions during its activation.

Heroic Inspiration: Whenever a friendly **WYRBLADE® NEOPHYTE** operative visible to and within 3" of this operative is shooting, fighting or retaliating, if this operative has incapacitated an enemy operative during this turning point, that friendly operative's weapons have the Severe weapon rule.

WYRBLADE®, TYRANID, GENESTEALER CULT, CULT AGENT, KELERMORPH

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LOCUS

APL
▼ 3MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 9

NAME	ATK	HIT	DMG	WR
🔥 Barbed tail	4	3+	3/4	Range 3", Silent
⚔️ Locus blades	5	3+	4/6	Lethal 5+

Expert Swordsman: This operative can perform two **Fight** actions during its activation. Whenever this operative ends the **Fight** action, if it's no longer within control range of enemy operatives, it can immediately perform a free **Charge** action (even if it's already performed the **Charge** action during that activation), but it cannot move more than 3" during that action. Doing so doesn't prevent it from performing the **Dash** action afterwards during that activation.

Quicksilver Strike: Once per turning point, after an enemy operative performs an action in which it moves or is set up, you can interrupt to use this rule. If you do, this operative can immediately perform a free **Charge** action (you can change its order to do so), but it cannot move more than 3", and it must end that move within control range of that enemy operative. If this isn't possible, the interruption is cancelled and this rule hasn't been used.

RULES CONTINUE ON OTHER SIDE ▶

WYRBLADE®, TYRANID, GENESTEALER CULT, CULT AGENT, LOCUS

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LOCUS

APL
▼ 3MOVE
➔ 6"SAVE
🛡️ 4+WOUNDS
🔥 9

Bladed Stance: Whenever this operative is fighting or retaliating, you can resolve one of your successes before the normal order. If you do, that success must be used to block.

NEOPHYTE GUNNER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔥 Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
🔥 Grenade launcher (frag)	4	4+	2/4	Blast 2"
🔥 Grenade launcher (krak)	4	4+	4/5	Piercing 1
🔥 Webber	4	3+	3/4	Range 12", Severe, Stun
➔ Gun butt	3	4+	2/3	-

WYRBLADE®, TYRANID, GENESTEALER CULT, NEOPHYTE, GUNNER

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NEOPHYTE HEAVY GUNNER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔥 Heavy stubber (focused)	5	4+	4/5	Heavy (Dash only)
🔥 Heavy stubber (sweeping)	4	4+	4/5	Heavy (Dash only), Torrent 1"
🔥 Mining laser	5	4+	5/6	Heavy (Dash only), Piercing 1
🔥 Seismic cannon (long-wave)	6	4+	2/2	Blast 1", Heavy (Dash only), Stun
🔥 Seismic cannon (short-wave)	4	3+	4/4	Range 6", Heavy (Dash only), Piercing Crits 1, Stun
➔ Gun butt	3	4+	2/3	-

RULES CONTINUE ON OTHER SIDE ►

WYRBLADE®, TYRANID, GENESTEALER CULT, NEOPHYTE, HEAVY GUNNER

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NEOPHYTE HEAVY GUNNER

APL
▼ 2MOVE
➔ 6"SAVE
🛡️ 5+WOUNDS
🔥 7

Heavy Weapon Bipod: Whenever this operative is shooting with a weapon from its datacard, if it hasn't moved during the activation, or if it's a counteraction, that weapon has the Ceaseless weapon rule; if the weapon already has that weapon rule (i.e. from the Cult Ambush faction rule), it has the Relentless weapon rule. Note this operative isn't restricted from moving after shooting.



NEOPHYTE ICON BEARER



APL **2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME	ATK	HIT	DMG	WR
Autogun	4	4+	2/3	-
Shotgun	4	3+	3/3	Range 6"
Gun butt	3	4+	2/3	-

Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

Overthrow the Oppressors: Once per turning point, when a ready friendly **WYRMBLADE** NEOPHYTE operative is incapacitated while visible to and within 6" of this operative, you can use this rule. If you do, before that operative is removed from the killzone, it can either perform one free **Shoot** action (you can change its order to do so), or you can use the A Plan Generations in the Making firefight play for OCP if that incapacitated operative is the specified friendly **WYRMBLADE** NEOPHYTE operative. It's then removed from the killzone as normal.

WYRMBLADE, TYRANID, GENESTEALER CULT, NEOPHYTE, ICON BEARER

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SANCTUS SNIPER



APL **3** MOVE **6"** SAVE **4+** WOUNDS **9**

NAME	ATK	HIT	DMG	WR
Sanctus sniper rifle (mobile)	4	3+	3/4	-
Sanctus sniper rifle (stationary)	4	2+	3/3	Devastating 3, Heavy (Dash only), Silent
Fists	4	3+	2/4	-

TARGET VULNERABILITY

1AP

▶ Until the end of this operative's activation, the stationary profile of its Sanctus sniper rifle has the Lethal 5+ weapon rule.

◆ This operative cannot perform this action while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ▶

WYRMBLADE, TYRANID, GENESTEALER CULT, CULT AGENT, SANCTUS, SNIPER

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SANCTUS SNIPER



APL **3** MOVE **6"** SAVE **4+** WOUNDS **9**

FAMILIAR'S SOULSIGHT

1AP

▶ Select one enemy operative visible to this operative. Until the end of the battle, or until this action is performed again by a friendly operative (whichever comes first), that enemy operative gains one of your Soulsight tokens. Whenever this operative is shooting an enemy operative that has one of your Soulsight tokens, all profiles of this operative's Sanctus sniper rifle have the Saturate weapon rule and that enemy operative cannot be obscured.

◆ This operative cannot perform this action while within control range of an enemy operative.

SANCTUS TALON



APL **3** MOVE **6"** SAVE **4+** WOUNDS **9**

NAME	ATK	HIT	DMG	WR
Sanctus bio-dagger	4	3+	3/6	Lethal 4+, Shock

Creeping Shadow: This operative can perform the **Charge** action while it has a Conceal order. Whenever this operative performs the **Fight** action, it can immediately perform a free **Dash** or **Fall Back** action afterwards (for the latter, it cannot move more than 3"), even if it's performed an action that prevents it from performing those actions.

RULES CONTINUE ON OTHER SIDE ▶

WYRMBLADE, TYRANID, GENESTEALER CULT, CULT AGENT, SANCTUS, TALON

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SANCTUS TALON



APL
▼ 3

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔥 9

ASSASSINATE

2AP

▶ Select one enemy operative this operative isn't visible to. Perform a free **Charge** action with this operative, but don't exceed its Move stat (i.e. don't add 2"), and it must end that move within control range of that enemy operative. Then immediately perform a free **Fight** action with this operative against that enemy operative. The first time you strike during that action, you can immediately resolve another of your successes as a strike (before your opponent).

◆ This operative cannot perform this action while it has an Engage order, or while within control range of an enemy operative.

FAMILIAR'S SOULSIGHT

1AP

▶ Select one enemy operative visible to this operative. Until the end of the battle, or until this action is performed again by a friendly operative (whichever comes first), that enemy operative gains one of your Soulsight tokens. Whenever this operative is fighting or retaliating against an enemy operative that has one of your Soulsight tokens, its Sanctus bio-dagger has the Brutal and Balanced weapon rules.

◆ This operative cannot perform this action while within control range of an enemy operative.

NEOPHYTE WARRIOR



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔫 Autogun	4	4+	2/3	-
🔫 Shotgun	4	3+	3/3	Range 6"
🔫 Gun butt	3	4+	2/3	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **WYRMBLADE** **WARRIOR** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

WYRMBLADE, TYRANID, GENESTEALER CULT, NEOPHYTE, WARRIOR

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NOTES:

NOTES:



WYRMLADE KILL TEAM

ARCHETYPE: INFILTRATION, SEEK & DESTROY

OPERATIVES

➤ 1 **WYRMLADE** **NEOPHYTE LEADER** operative with one of the following options:

- Autogun; gun butt
- Shotgun; gun butt

Or one option from each of the following:

- Bolt pistol, master-crafted autopistol or web pistol
- Chainsword, power maul or power pick

➤ 13 **WYRMLADE** operatives selected from the following list:

- **KELERMORPH***
- **LOCUS***
- **GUNNER** with flamer and gun butt
- **GUNNER** with grenade launcher and gun butt
- **GUNNER** with webber and gun butt
- **HEAVY GUNNER** with heavy stubber and gun butt

CONTINUES ON OTHER SIDE ▶

- **HEAVY GUNNER** with mining laser and gun butt
- **HEAVY GUNNER** with seismic cannon and gun butt
- **ICON BEARER** with one of the following options:
 - Autogun; gun butt
 - Shotgun; gun butt
- **SANCTUS SNIPER***
- **SANCTUS TALON***
- **WARRIOR** with one of the following options:
 - Autogun; gun butt
 - Shotgun; gun butt

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

* These operatives count as two selections each.

WYRMLADE FACTION RULE

FAMILIAR TERRITORY

Genestealer Cults infiltrate all stratas of Imperial society, accumulating knowledge of transit routes, passageways and hidden tunnels by which they may outmanoeuvre their foes.

When setting up a **WYRMLADE** kill team before the battle, one third of your kill team can be set up in **HIDING**: place them to one side instead of in the killzone. **CULT AGENT** operatives cannot be set up in **HIDING**.

In the Firefight phase, friendly **WYRMLADE** operatives set up in **HIDING** are activated as normal. When you do, you can either expend that operative or have it emerge. If it emerges, set it up in the killzone in a location it can be placed as follows (it's no longer set up in **HIDING**):

- Wholly within 6" of your drop zone.
- More than 6" from enemy operatives.
- With an order of your choice.

CONTINUES ON OTHER SIDE ▶

The operative is treated as performing the **Reposition** action (spend the AP accordingly), then continue its activation as normal. If the operative is a **WARRIOR**, ignore its **Group Activation** rule. Friendly operatives still in **HIDING** at the end of the second turning point are incapacitated.



WYRMLADE FACTION RULE

CULT AGENT

The Patriarch's chosen agents are seeded throughout the Cult's forces, providing guidance and motivation to the faithful.

Whenever an operative is shooting a friendly **WYRMLADE** **CULT AGENT** operative:

- Ignore the Piercing and Saturate weapon rules.
- If you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

WYRMLADE FACTION RULE

CULT AMBUSH

When the Day of Ascension arrives, the Cult strike as one, catching their foes unawares with lethal ambushes and surprise assaults.

Whenever a friendly **WYRMLADE** operative is shooting or fighting during its activation, if its order was changed from Conceal to Engage at the start of that activation, or it wasn't visible to enemy operatives at the start of that activation, that friendly operative's weapons have the Ceaseless weapon rule.

WYRMLADE STRATEGY PLOY

THE DAY IS AT HAND

When the moment is right, the Cult strikes. Swift and brutal ambushes allow for high lethality, even with improvised weapons.

Whenever a friendly **WYRMLADE** operative is activated, if its order is changed from Conceal to Engage, until the end of that activation:

- Its ranged weapons have the Rending weapon rule.
- Add 1 to the Atk stat of its melee weapons (to a maximum of 5).

WYRMLADE STRATEGY PLOY

CROSSFIRE

The Cult's operatives surround their foes before opening fire and catching their targets in a lethal crossfire.

Whenever a friendly **WYRMLADE** operative is shooting an operative that another friendly **WYRMLADE** operative has already shot during this turning point, that first friendly operative's ranged weapons have the Accurate 1 weapon rule.



WYRMLADE STRATEGY PLOY

ONE WITH THE SHADOWS

Wyrmlade operatives know the battlefield like the backs of their clawed hands, stalking the shadows and using terrain to their own advantage.

Whenever an operative is shooting a friendly **WYRMLADE**  operative that has a Conceal order, if Light terrain is intervening, that friendly operative is obscured (unless the intervening Light terrain is within 1" of either operative).

WYRMLADE STRATEGY PLOY

DIVERT AND DISAPPEAR

The Cult's agents direct their zealous underlings with great cunning by throwing them into the fray or drawing them back, using the resultant chaos to place themselves in advantageous positions.

Up to three friendly **WYRMLADE**  operatives can immediately perform a free **Dash** or **Charge** action in an order of your choice (choose separately for each, and for the latter, it cannot move more than 3"). If a **WYRMLADE**  **CULT AGENT** operative is selected for this ploy, it counts as two operatives, and it can perform a free **Fall Back** action instead (it cannot move more than 3"); if it does, subtract 1 from its APL stat until the end of its next activation.

WYRMLADE FIREFIGHT PLOY

SLINK INTO DARKNESS

As swiftly as their ambush is launched, Wyrmlade operatives fade away once more, scrambling into access tunnels and shadowy hiding places in preparation for the next wave.

Use this firefight ploy at the end of a friendly **WYRMLADE**  operative's activation. If that operative has an Engage order, change it to Conceal. You cannot use this ploy for each friendly operative more than once per battle.

WYRMLADE FIREFIGHT PLOY

COILED SERPENT

When the ambush occurs, it does so with lightning speed and precise coordination, obliterating its targets in a hail of firepower or slashing blades.

Use this firefight ploy when a friendly **WYRMLADE**  operative is shooting or fighting, after rolling your attack dice. If that friendly operative's order was changed from Conceal to Engage at the start of that activation and this is the first time it's performed either the **Shoot** or **Fight** action during that activation, you can retain one of your normal successes as a critical success instead. Note this ploy cannot come into effect more than once per activation (you cannot use it during both the **Shoot** and **Fight** action in the same activation).



WYRMBLADE FIREFIGHT PLOY

UNQUESTIONING LOYALTY

Neophytes frequently sacrifice themselves for the cause, leaping in front of bullets and blades intended for the Cult's leaders and heroes.

Use this firefight ploy when a friendly **WYRMBLADE  CULT AGENT** or **WYRMBLADE  LEADER** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **WYRMBLADE  NEOPHYTE** operative (excluding **LEADER**) visible to and within 3" of that first friendly operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

WYRMBLADE FIREFIGHT PLOY

A PLAN GENERATIONS IN THE MAKING

The Cult will allow no interference in the execution of their plan. The Day of Ascension must occur. Even the mortally wounded will expend the last of their energy to ensure success.

Use this firefight ploy when a friendly **WYRMBLADE  NEOPHYTE** operative is incapacitated. It can perform a free mission action before it's removed from the killzone.

WYRMBLADE FACTION EQUIPMENT

BLASTING CHARGES

Mining equipment becomes deadly weaponry in the hands of the Wyrmlade.

Once per turning point, a friendly **WYRMBLADE  NEOPHYTE** operative can use the following ranged weapon:

NAME	ATK	HIT	DMG
 Blasting charge	4	4+	3/5

WR

Range 4", Blast 1", Saturate

WYRMBLADE FACTION EQUIPMENT

CULT KNIVES

The agents of the Cult bear many bladed implements. Some mere tools, others ritual in significance, yet all equally lethal in their hands.

Friendly **WYRMBLADE  NEOPHYTE** operatives have the following melee weapon:

NAME	ATK	HIT	DMG
 Cult knife	3	4+	3/4



WYRMLADE: 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

NOVEMBER '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](#).

LOCUS OPERATIVE, QUICKSILVER STRIKE RULE

Relevant part of first sentence deleted:

'Once per turning point, after an enemy operative performs an action in which it moves or is set up, you can interrupt [that activation/counteraction](#) to use this rule.'

RULES COMMENTARY

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

Q: *If an operative performs an action in which it moves or is set up outside of the Firefight phase, can a **WYRMLADE** **LOCUS** still interrupt with its Quicksilver Strike rule?*

A: Yes.

PREVIOUS ERRATAS

FIREFIGHT PLOYS, UNQUESTIONING LOYALTY

Additional text added to end of first paragraph:

'If it's the **Shoot** action, [that other operative is only in cover or obscured if the original target was.](#)'

WYRMBLADE OPERATIVES

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.

NEOPHYTE LEADER

Often a clandestine veteran of an Imperial martial or security institution, the leaders of Wyrmlblade broods are accomplished guerrilla commanders. Highly skilled in unorthodox strikes and coordinating multipronged assaults, the gene-sect's agents defer to their experience.

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 Wyrmlblade missions that their legend as agile, gunslinging revolutionaries is forged.

NEOPHYTE WARRIOR

Warriors 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 Wyrmlblade broods sent deep into the oppressors' territory.

NEOPHYTE GUNNER

Especially powerful weapons purloined from defence militias, acquired via criminal contacts or even built in weapons shops are issued to a Wyrmlblade brood's most capable Gunners. These warriors gladly lay down salvos on the move to protect their comrades and slay the cult's foes.

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 Wyrmlblade missions by laying low the biggest threats.

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.

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.

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.

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 gene-bred bodyguards are also their master's eyes and ears.

'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

WYRMBLADE KILL TEAM

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WYRMBLADE » KILL TEAM SELECTION



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

OPERATIVES

➤ 1 **WYRMBLADE** **NEOPHYTE LEADER** operative with one of the following options:

- Autogun; gun butt
- Shotgun; gun butt

Or one option from each of the following:

- Bolt pistol, master-crafted autopistol or web pistol
- Chainsword, power maul or power pick

➤ 13 **WYRMBLADE** operatives selected from the following list:

- **KELERMORPH***
- **LOCUS***
- **GUNNER** with flamer and gun butt
- **GUNNER** with grenade launcher and gun butt
- **GUNNER** with webber and gun butt
- **HEAVY GUNNER** with heavy stubber and gun butt
- **HEAVY GUNNER** with mining laser and gun butt
- **HEAVY GUNNER** with seismic cannon and gun butt
- **ICON BEARER** with one of the following options:
 - Autogun; gun butt
 - Shotgun; gun butt
- **SANCTUS SNIPER***
- **SANCTUS TALON***
- **WARRIOR** with one of the following options:
 - Autogun; gun butt
 - Shotgun; gun butt

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

* These operatives count as two selections each.

ARCHETYPES



INFILTRATION



SEEK &
DESTROY

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

NEOPHYTE LEADER

Power pick



Power maul



Bolt pistol

Chainsword



KELERMORPH

Liberator autostubs



LOCUS

Locus blades

Barbed tail



GUNNER

Flamer

Grenade launcher

Webber



HEAVY GUNNER

Heavy stubber

Seismic cannon

Mining laser



ICON BEARER

Autogun



SANCTUS SNIPER

Sanctus sniper rifle



SANCTUS TALON

Sanctus bio-dagger



WARRIOR

Shotgun

Autogun

