



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 ►

WYRMBLADE®, 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 **WYRMBLADE®** 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 **WYRMBLADE®** **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.

WYRMBLADE®, 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 that activation/counteraction 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 ►

WYRMBLADE®, TYRANID, GENESTEALER CULT, CULT AGENT, LOCUS

32



LOCUS



APL
▼ 3

MOVE
➡ 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
▼ 2

MOVE
➡ 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	-

WYRMBLADE®, TYRANID, GENESTEALER CULT, NEOPHYTE, GUNNER

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NEOPHYTE HEAVY GUNNER



APL
▼ 2

MOVE
➡ 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 ►

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

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NEOPHYTE HEAVY GUNNER



APL
▼ 2

MOVE
➡ 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

32



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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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).



WYRMLADE👹 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 **WYRMLADE👹 CULT AGENT** or **WYRMLADE👹 LEADER** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **WYRMLADE👹 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.

WYRMLADE👹 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 **WYRMLADE👹 NEOPHYTE** operative is incapacitated. It can perform a free mission action before it's removed from the killzone.

WYRMLADE👹 FACTION EQUIPMENT

BLASTING CHARGES

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

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

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

WR

Range 4", Blast 1", Saturate

WYRMLADE👹 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 **WYRMLADE👹 NEOPHYTE** operatives have the following melee weapon:

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



WYRMLADE FACTION EQUIPMENT

EXPLOSIVE TRAPS

Wyrmlade operatives make frequent use of booby traps and mines in the execution of their ambushes.

This equipment allows you to select two mines (see universal equipment). You cannot also select that equipment as normal (i.e. to give you three), and friendly **WYRMLADE** operatives are ignored for your mines' effects (i.e. they cannot trigger or take damage from them). This takes precedence over the normal mines rules.

WYRMLADE FACTION EQUIPMENT

SPOTLIGHTS

Wyrmlade Neophytes bear mining lumen and flashlights, using these devices to sweep the shadows and reveal concealed foes.

Whenever a friendly **WYRMLADE** operative is shooting, the target cannot be obscured if it's visible to and within 6" of a friendly **WYRMLADE NEOPHYTE** operative that isn't within control range of enemy operatives.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".



UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it 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 within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
🔥 Frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
🔥 Krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

► The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTHKYN SALVAGER 🌀 **FLY**, **MANDRAKE** 🌀 **SHADOW PASSAGE**).

► Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶

SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:

NOTES:



WYRMLBLADE: 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

UPDATE 1.0

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**.

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

3

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



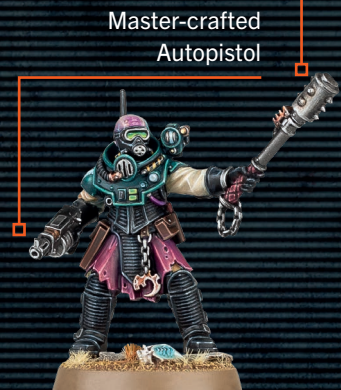
Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

NEOPHYTE LEADER

Power pick



Power maul



Bolt pistol

Chainsword



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



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

