DRAGON MASTER CLANBLADE



APL	MOVE	SAVE	WOUNDS
4	12"	3+	24

NAME	ATK	HIT	DMG	WR
Solar carbine	4	3+	3/3	Devastating 1
Drakesteed fangs & talons	6	3+	3/5	Brutal
Moonblades	5	3+	4/6	Lethal 5+

Scaleshield: Whenever an operative is shooting this operative, and no attack dice are retained as critical successes, worsen the *x* of the Piercing weapon rule by 1 (if any). Note that Piercing 1 would therefore be ignored.

Clanblade Upgrades: When this operative is selected for the battle, select up to two different Clanblade Upgrade rules (see Faction Rules) to be added to its datacard for the battle.

EXODITE DRAGON MASTER, AELDARI, MOUNTED, CLANBLADE — 75x42

DRAGON MASTER LEYSTALKER



APL	MOVE	SAVE	WOUNDS
4	12"	3+	24

NAME	ATK	HIT	DMG	WR
Long rifle (mobile)	4	3+	3/3	Devastating 1
Long rifle (stationary)	4	2+	3/3	Devastating 3, Aimed*
Drakesteed fangs & talons	6	3+	3/5	Brutal
Hunting blade	3	3+	3/5	Lethal 5+

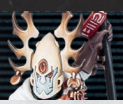
***Aimed:** This operative cannot use this weapon during an activation in which it moved more than 3", and it cannot move more than 3" during an activation in which it used this weapon. This weapon rule has no effect on preventing the **Guard** action.

Implacable Darkscale: You can ignore any changes to this operative's drakesteed fangs & talons weapon's Hit stat from being injured.

Leystalker Upgrades: When this operative is selected for the battle, select up to two different Leystalker Upgrade rules (see Faction Rules) to be added to its datacard for the battle.

EXODITE DRAGON MASTER, AELDARI, MOUNTED, LEYSTALKER — 75x42

DRAGON MASTER STONESINGER



APL	MOVE	SAVE	WOUNDS
4	12"	3+	24

NAME	ATK	HIT	DMG	WR
Solar carbine	4	3+	3/3	Devastating 1
Venomcrest spit	4	3+	3/4	Range 8", Severe, Torrent 2"
Drakesteed fangs & talons	6	3+	3/5	Brutal
Stone stave	4	3+	3/5	**PSYCHIC**, Lethal 5+, Shock, Stun

Stonesinger Upgrades: When this operative is selected for the battle, select up to two different Stonesinger Upgrade rules (see Faction Rules) to be added to its datacard for the battle.

RULES CONTINUE ON OTHER SIDE ▶

EXODITE DRAGON MASTER, AELDARI, MOUNTED, PSYKER, STONESINGER — 75x42

DRAGON MASTER STONESINGER



APL	MOVE	SAVE	WOUNDS
4	12"	3+	24

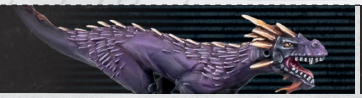
SONG OF RENEWAL — 1AP

▶ **PSYCHIC**. Select one friendly EXODITE DRAGON MASTER operative visible to this operative. That operative regains up to 2D3 lost wounds.

▶ **PSYCHIC**. Alternatively, each friendly EXODITE DRAGON MASTER operative can regain up to D3 lost wounds.

◆ This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

DRAKOLITHE



APL	MOVE	SAVE	WOUNDS
2	8"	5+	7

NAME	ATK	HIT	DMG	WR
Fangs & talons	4	3+	3/4	Rending

Preternatural Evasion: Whenever this operative performs the **Charge**, **Fall Back** or **Reposition** action, if it ends that action more than 2" from its previous location, it has **SPEED 4+;** if it ends more than 5" from its previous location, it has **SPEED 7+** instead. Whenever this operative ends its activation, if it didn't gain **SPEED 4+** or **SPEED 7+** during that activation, it has **SPEED 3-**. Note that it's the distance from the previous location, not the distance moved (in other words it cannot just circle back to its previous location and gain high **SPEED**).

Beast: This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight**, **Guard**, **Pick Up Marker**, **Place Marker**, **Reposition** and mission actions. This operative cannot perform the **Pick Up Marker**, **Place Marker** or mission actions unless there's a friendly **LEYSTALKER** operative that isn't incapacitated. It cannot use any weapons that aren't on its datacard.

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EXODITE DRAGON MASTERS KILL TEAM

ARCHETYPE: RECON, SEEK & DESTROY

OPERATIVES

- 1 EXODITE DRAGON MASTER **CLANBLADE** operative
- 1 EXODITE DRAGON MASTER **LEYSTALKER** operative
- 1 EXODITE DRAGON MASTER **STONESINGER** operative
- 2 EXODITE DRAGON MASTER **DRAKOLITHE** operatives

EXODITE DRAGON MASTER

FACTION RULE

DRAKESTEED AGILITY

Dragon Masters guide their drakesteeds in rushing charges or banking turns to home in on their prey.

EXODITE DRAGON MASTER **MOUNTED** operatives cannot perform the **Charge**, **Dash**, **Fall Back** or **Reposition** actions; instead they can perform the **Sprint** and **Turn** unique actions.

SPRINT 0AP

- Move the active operative to a location it can be placed. This must be directly forwards or backwards in one or more straight-line increments, and increments are always rounded up to the nearest inch. It cannot move more than 9" forwards or 3" backwards per activation, and it cannot move more than 12" per turning point.
- Before or after one of the increments, you can pivot the active operative up to 45°. This doesn't use any of its movement allowance, and it can then continue its movement with any remaining move distance.
- The active operative cannot climb or finish the move on Vantage terrain higher than 2" from the killzone floor. It can move through operatives and it treats terrain parts less than 2" tall as Accessible terrain. Whenever it moves through an equipment terrain feature, remove that terrain feature from the battle.
- An operative cannot perform this action while counteracting. For the purposes of your opponent's rules, mission rules and killzone rules, this action is treated as the **Reposition** action, or the **Charge** action if the active operative ends the action within control range of an enemy operative. An operative cannot perform this action while it has a Conceal order if it would end the action within control range of an enemy operative.

RULE CONTINUES ON OTHER SIDE ▶

TURN 1AP

- Pivot the active operative up to 45°. This doesn't use any of its movement allowance.
- An operative cannot perform this action while counteracting. For the purposes of your opponent's rules, mission rules and killzone rules, this action is treated as the **Dash** action, or the **Charge** action if the active operative ends the action within control range of an enemy operative. An operative cannot perform this action while it has a Conceal order if it would end the action within control range of an enemy operative.

RULE CONTINUES ON OTHER SIDE ▶

EXODITE DRAGON MASTER

FACTION RULE

DRACONIC CAVALRY TACTICS

Dragon Master triads send forth their Drakolithes to flush out the prey before surging from ambush. The riders' drakesteeds possess acute hunting instincts, while from their elevated positions the Exodites can strike down prey who seek to stay out of reach.

When setting up an EXODITE DRAGON MASTER kill team before the battle, the first third of your kill team must be friendly **DRAKOLITHE** operatives set up as normal. Each friendly EXODITE DRAGON MASTER **MOUNTED** operative thereafter must be set up in reserve: place it to one side instead of in the killzone.

In the first Firefight phase, each friendly EXODITE DRAGON MASTER **MOUNTED** operative set up in reserve is activated as normal. When it is, set it up in a location it can be placed on the killzone floor with its base touching your killzone edge (it's no longer in reserve). The operative is treated as performing the **Turn** action (spend the AP accordingly), then continue its activation as normal.

RULE CONTINUES ON OTHER SIDE ▶

Each friendly EXODITE DRAGON MASTER **MOUNTED** operative is activated twice per turning point (it's only expended after the second activation). You cannot spend more than 3AP for it per activation, or more than its APL stat per turning point.

Each friendly EXODITE DRAGON MASTER **MOUNTED** operative cannot be in cover from or obscured by Light terrain, terrain parts less than 2" tall or terrain that's not wholly intervening. Whenever a friendly EXODITE DRAGON MASTER **MOUNTED** operative would perform the **Fight** action, the distance requirements of its control range can be changed to 1" horizontally and 4" vertically until the end of that action.

EXODITE DRAGON MASTER

FACTION RULE

MERCURIAL SPEED

Controlled breeding and harsh environments have granted drakesteeds powerful muscles. At their master's command, they can switch from poised stillness to breakneck lunges too fast for the eye to follow.

Each friendly EXODITE DRAGON MASTER operative has a **SPEED** that has three levels: **SPEED 3-**, **SPEED 4+** and **SPEED 7+**. An operative can only have one **SPEED** level at a time, and it starts the battle with **SPEED 3-**.

An EXODITE DRAGON MASTER **MOUNTED** operative has **SPEED 3-** if either of the following are true:

- It ends the **Sprint** action and it either moved backwards or less than 4" forwards.
- It ends its activation without performing the **Sprint** action.

An EXODITE DRAGON MASTER **MOUNTED** operative has **SPEED 4+** if it ends the **Sprint** action and moved 4" or more during that action, or **SPEED 7+** instead if it moved 7" or more during that action.

Whenever an operative is shooting a friendly EXODITE DRAGON MASTER operative, if that friendly operative has **SPEED 4+**, you can retain one of your defence dice as a normal success without rolling it; if it has **SPEED 7+**, you can retain one as a critical success instead.

EXODITE DRAGON MASTER **DRAKOLITHE** operatives' **SPEED** changes as described on their datacard.

EXODITE DRAGON MASTER

CLANBLADE UPGRADE

MOONSONG CULL

The mythic weapons after which moonblades are named were said to sing louder with every soul thread they severed. Some Clanblades emulate this haunting dirge, surging from prey to prey with the screams and arterial sprays of their foes ever in their wake.

Once during each of this operative's activations, after it's performed the **Sprint** action forwards and incapacitated an enemy operative during the **Fight** action, if it's no longer within control range of enemy operatives, you can use this rule. If you do, it can immediately perform a free **Sprint** action forwards using any remaining move distance it had from that first **Sprint** action, but it cannot pivot during that free action. That operative can perform two **Sprint** actions during its activation to do so, and its **SPEED** is measured by the distance moved during both **Sprint** actions combined. The operative cannot have performed any other actions between those actions.

EXODITE DRAGON MASTER

CLANBLADE UPGRADE

SPECTRAL NIMBUS

Those Clanblades fated to endure the deadliest trials master their control of the scaleshield's energies. They become skilled in imbuing their own psychic gifts through its haptic controls, projecting a warding nimbus of empyric energy that can cast aside what should be the most grievous of wounds.

Once per turning point, when this operative is fighting or retaliating, after your opponent rolls their attack dice, but before re-rolls, you can use this rule. If you do, your opponent cannot retain attack dice results of less than 6 as critical successes during that sequence (e.g. as a result of the Lethal, Rending or Severe weapon rules).

EXODITE DRAGON MASTER

CLANBLADE UPGRADE

FOCUSED REFLECTION

With preternatural reactions and expert tilts of their scaleshield, the Clanblade is capable of angling the refracted energy of an honourless foe's shots right back at them.

Whenever an enemy operative is shooting this operative while within 6" of it, if you allocate one or more critical successes to block your opponent's attack dice, you can use this rule. If you do, after the action, before incapacitated operatives are removed (including this one, if relevant), inflict 1 damage on that enemy operative for each critical success allocated this way.

EXODITE DRAGON MASTER

CLANBLADE UPGRADE

SPEARTIP OF THE CLAN

It is the Clanblade's ritual role amongst their triad to lead the charge into their prey. The most storied exemplars hit their targets like a celestial lance, speed itself honed as much as any weapon in their arsenal.

Whenever this operative is fighting:

- If it has **SPEED 4+**, the first time you strike with a normal success during that sequence, inflict 1 additional damage.
- If it has **SPEED 7+**, add 1 to the Normal Dmg stat of melee weapons on its datacard.

EXODITE DRAGON MASTER

CLANBLADE UPGRADE

BLADED STANCE

Clanblades sharpen their martial skills by hunting some of the most dangerous dragons. These are creatures of such speed and strength that only those with reactions swift enough to blunt and deflect their first strike ever survive the encounter.

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

EXODITE DRAGON MASTER

LEYSTALKER UPGRADE

NOMAD EXECUTIONER

Those who think to outmanoeuvre hunting groups of Dragon Masters are rapidly tracked down by the triads' exceptionally dexterous marksmen. Leystalkers unlimber, load, aim and fire their long rifles in single, graceful movements on the move, already seeking out their next target before the first victim falls.

Whenever this operative is performing the **Sprint** action, it 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 **Sprint** action can be used after it does so). Note that as the **Shoot** action occurs before the **Sprint** action ends, for that **Shoot** action, this operative's **SPEED** is whatever it had before beginning the **Sprint** action.

EXODITE DRAGON MASTER

LEYSTALKER UPGRADE

ELUSIVE PHANTASM

Leystalkers are constantly on the move. They scout the triad's hunting ground, seek the foe's position and test their strengths, all while slipping through the enemy's clutches again and again. Their skills have led a number of the Exodites' foes to believe them some kind of insubstantial spirit. While the enemy's paranoia grows, a Leystalker is already drawing a bead on them from yet another unexpected angle.

At the end of each Firefight phase, if this operative isn't within control range of enemy operatives, it can perform a free **Sprint** or **Turn** action, but it cannot move more than 3" during that action and its **SPEED** remains the same. Note that it must still have the necessary amount of movement allowance remaining this turning point.

EXODITE DRAGON MASTER

LEYSTALKER UPGRADE

FATED SHOT

Some Leystalkers read hidden paths in a world's ley lines for more than themselves. They trace the route of a precision shot so that it lances through gusting fumes and lashing vegetation, whispering safely past allies and into the most vulnerable spot of a foe's defences.

Once per turning point, when this operative performs the **Shoot** action and you select a profile of its long rifle, you can use this rule. If you do, select one of the following rules for it to have until the end of that sequence:

- Enemy operatives cannot be obscured.
- Having other friendly **EXODITE DRAGON MASTER** operatives within an enemy operative's control range doesn't prevent that enemy operative from being selected as a valid target.

EXODITE DRAGON MASTER

LEYSTALKER UPGRADE

NEXUS SENTINEL

Where lines of power converge – whether the vivid leys of an Exodite world or the muted energies of natural flows – Leystalkers can access sensory perceptions of incredible breadth and acuity. Few enemies can approach such a site held by a Leystalker without detection.

Once per turning point, this operative can perform the **Guard** action during its activation regardless of the killzone if it has **SPEED 3-** (see close quarters rules, *Kill Team Core Book*).

Whenever this operative performs a point-blank shot as a result of the **Guard** action, don't worsen the Hit stat of its weapons as a result of performing a point-blank shot.

EXODITE DRAGON MASTER

LEYSTALKER UPGRADE

GLOAMING MANTLE

Masters of merging with their environment and invoking the cloaking energies of hidden ley lines, Leystalkers can fade from the scrutiny of those attempting to hunt them as if mantling themselves in a supernatural gloaming.

Whenever an operative is shooting this operative from more than 8" away, if you cannot retain any cover saves, you can retain one of your defence dice as a normal success without rolling it; if you can retain any cover saves, you can retain one cover save as a critical success instead.

EXODITE DRAGON MASTER

STONESINGER UPGRADE

WAILS OF THE WORLD

A keening lament emitted by a Stonesinger signals their abhorrence of the foe. It rises in a reverberating wail until the air around the enemy and the ground beneath them shudder. Those without the agility to retain their footing risk being claimed by sudden crevasses, struck by tumbling rocks or mired in viscous flows of formerly solid matter.

WAILS OF THE WORLD 1AP

▶ **PSYCHIC**. Select one enemy operative visible to this operative. Subtract 2" from the Move stat of that operative and each other enemy operative within 2" of it until the end of their next activations respectively (this isn't cumulative with being injured). **MOUNTED** operatives are unaffected.

RULE CONTINUES ON OTHER SIDE ▶

▶ Roll 2D3 separately for each of those operatives: inflict damage on that operative equal to the difference between the result and their new Move stat (this takes precedence over stats not changing during an action). **MOUNTED** operatives are unaffected.

◆ This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

EXODITE DRAGON MASTER

STONESINGER UPGRADE

CLEANSING OF THE PALE MOON

The Stonesinger weaves a psychic skirl of purification. Toxins are purged and anguish is soothed as the long-lost Maiden Moon is invoked.

CLEANSING OF THE PALE MOON — 1AP

- **PSYCHIC**. Select one friendly **EXODITE DRAGON MASTER** operative visible to this operative. Remove one rules effect or stat change your opponent has applied to it (e.g. Poison token, -1APL, cannot be activated or perform actions, etc.) This cannot allow it to regain lost wounds, remove mission pack rules or ignore the effects of being injured.
- This operative cannot perform this action while within control range of an enemy operative. Note that unlike this operative's other unique action upgrades, it can perform this action more than once per turning point.

EXODITE DRAGON MASTER

STONESINGER UPGRADE

SOW THE SEEDS

Quickening the slow rhythms of plant life, unnaturally motile vines and roots burst forth, marking sites as under the Stonesinger's dominance.

Once per turning point, during this operative's activation, before or after it performs an action, you can use this rule. If you do, select one objective marker it controls. Until this operative is incapacitated, until you use this rule again or until an enemy operative controls that marker (whichever comes first), this operative is treated as contesting that marker with an APL of 1 and controlling it for the purposes of mission actions and victory conditions (even if it's not within this operative's control range). Note that this could allow this operative to perform a mission action that would require it to control that marker.

EXODITE DRAGON MASTER

STONESINGER UPGRADE

WIND'S GRACE

With swirling zephyrs, the psyker blurs their allies' forms to shield them.

WIND'S GRACE — 1AP

- **PSYCHIC**. Select one friendly **EXODITE DRAGON MASTER** operative visible to this operative. Until the start of this operative's first activation in the next turning point, until it's incapacitated or until it performs this action again (whichever comes first), that selected operative's **SPEED** is one higher (i.e. if it would have **SPEED 3-**, it has **SPEED 4+;** if it would have **SPEED 4+**, it has **SPEED 7+**).
- This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

EXODITE DRAGON MASTER

FIREFIGHT PLOY

RIDING MASTERY

Dragon Masters' command of their drakesteeds is paired with the exceptional dexterity and athleticism of their own species. In defence of their clan's future, Dragon Masters can perform incredible feats of manoeuvre while surging through hostile territory.

Use this firefight ploy when a friendly **EXODITE DRAGON MASTER** **MOUNTED** operative performs the **Sprint** action during its activation. During that action, that operative can perform the **Pick Up Marker**, **Place Marker** or a mission action (you can determine control during that action to do so), and any remaining move distance it had from that **Sprint** action can be used after it does so.

EXODITE DRAGON MASTER

MARKER/TOKEN GUIDE



Remaining Actions


Sow the Seeds



Speed (**SPEED 3-** indicated by no token)


Spectral Nimbus


Wails of the World


Wind's Grace


Song of Renewal


Fated Shot


Nexus Sentinel


Dragonscale Mesh


Clan Talismans


Lileathan Crystal Matrices

EXODITE DRAGON MASTER

FACTION EQUIPMENT

SPIRIT STONES

Spirit stones carrying the souls of a former triad are priceless artefacts whose occupants provide wisdom to their living peers. Should the bearer of such treasures fall in battle, their comrades fight all the harder to recover their stone and those of the long departed. Such a collection of the clan's most powerful souls cannot be allowed to slip into the enemy's profane clutches.

Whenever a friendly **EXODITE DRAGON MASTER** **MOUNTED** operative is incapacitated, you gain 1CP.

EXODITE DRAGON MASTER

STRATEGY PLOY

WIND-SWIFT PRECISION

Dragon Masters are superior mounted marksmen. At high speed, they intuitively exploit slivers of calm amidst their drakesteeds' gait to deliver pinpoint shots into stunned foes.

Whenever a friendly **EXODITE DRAGON MASTER** operative is shooting, if it has **SPEED 4+**, its ranged weapons have the Balanced weapon rule.

EXODITE DRAGON MASTER

STRATEGY PLOY

DRACONIC FURY

In rapid hit-and-run lunges or daring thrusts through enemy lines, the poise and balance of Exodites and their dragons at speed are legendary.

Whenever a friendly **EXODITE DRAGON MASTER** operative is fighting:

- If it has **SPEED 4+**, its melee weapons have the Balanced weapon rule.
- If it has **SPEED 7+**, its melee weapons have the Ceaseless weapon rule.

EXODITE DRAGON MASTER

STRATEGY PLOY

SINUOUS FLUX

Dragon Masters on the hunt are frighteningly evasive predators. The expert riders, as well as their reptilian mounts and hunting beasts, weave and coil to elude the foe's attacks.

Whenever an enemy operative is shooting a friendly **EXODITE DRAGON MASTER** operative more than 6" from it, if that friendly operative has **SPEED 4+** or **SPEED 7+**, your opponent cannot re-roll their attack dice.

EXODITE DRAGON MASTER

STRATEGY PLOY

RIDE THEM DOWN

Drakesteeds are large and ferocious beasts, utterly deadly when their slashing talons and rending fangs are magnified by crushing impact.

Once during each friendly **EXODITE DRAGON MASTER** **MOUNTED** operative's activation, whenever it ends its move during the **Sprint** action:

- If it moved 4" or more during that action, you can inflict 1 damage on one enemy operative within its control range.
- If it moved 7" or more during that action, or it's a **CLANBLADE** operative, you can inflict D3 damage on one enemy operative within its control range instead.

EXODITE DRAGON MASTER

FIREFIGHT PLOY

SURVIVALIST SPIRIT

Dragon Masters have endured long lives of gruelling trials. Their deep reserves of spiritual resilience harden them against many hurts.

Use this firefight ploy during a friendly **EXODITE DRAGON MASTER** **MOUNTED** operative's activation or counteraction, before or after it performs an action. Until the start of its next activation, you can ignore any changes to that operative's weapon stats from being injured.

EXODITE DRAGON MASTER

FIREFIGHT PLOY

LEAP

The preternatural agility and corded muscles of drakesteeds enable them to rapidly reposition in a single, nimble motion.

Use this firefight ploy when a friendly **EXODITE DRAGON MASTER** **MOUNTED** operative performs the **Sprint** action. Instead of moving that operative, remove it from the killzone and set it back up in a location it can be placed within 1" horizontally of its original location. This distance cannot be measured through terrain features more than 2" tall, and that operative cannot be set up on Vantage terrain higher than 2" from the killzone floor. That operative is treated as having moved 3" for the purposes of its movement allowance and has **SPEED 3-**.

EXODITE DRAGON MASTER

FIREFIGHT PLOY

FERAL HUNGER

With the scent of blood and fear in the air, the Exodites will willingly unleash their carnivorous dragons' most vicious and feral instincts.

Use this firefight ploy after rolling your attack dice for a friendly **EXODITE DRAGON MASTER** operative, if it's fighting against a wounded enemy operative with its Drakesteed fangs & talons or fangs & talons. You can re-roll any of your attack dice.

EXODITE DRAGON MASTER

STONESINGER UPGRADE

EARTHEN WRATH

A Stonesinger's eldritch gesture can command eruptions of rocky shards or liquefy once solid ground to engulf the foe.

This operative has the following ranged weapon:

NAME	ATK	HIT	DMG
Earthen Wrath	4	3+	4/3

WR

Devastating 2, Saturate, Earthen Wrath*

***Earthen Wrath:** If the target is in cover, this weapon has the Lethal 5+ weapon rule.

EXODITE DRAGON MASTER

FACTION EQUIPMENT

DRAGONSCALE MESH

These unique suits of mesh armour incorporate the glittering, crystalline scales of elder dragons and can withstand even esoteric assaults.

Once per turning point, when an operative is shooting a friendly **EXODITE DRAGON MASTER** **MOUNTED** operative, in the Roll Defence Dice step, you can retain one of your normal successes as a critical success instead.

EXODITE DRAGON MASTER

FACTION EQUIPMENT

CLAN TALISMANS

Potent talismans may invoke celestial myths, bear the blessings of clan lords, or carry arcane technology and psychic sigils. Such tokens instil a resolve to fight for the clan with exquisite grace and finesse.

Once per turning point, when a friendly **EXODITE DRAGON MASTER** **MOUNTED** operative is shooting, fighting or retaliating, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.

EXODITE DRAGON MASTER

FACTION EQUIPMENT

LILEATHAN CRYSTAL MATRICES

Exceptionally rare crystals from the hardest to reach maiden worlds focus the shots of the Exodites' laser weaponry into searing beams.

Once per turning point, when a friendly **EXODITE DRAGON MASTER** operative is performing the **Shoot** action and you select a solar carbine or a profile of its long rifle, you can use this rule. If you do, until the end of that activation, that weapon has the Piercing 1 weapon rule.

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EXODITE DRAGON MASTERS: 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 '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, DRAKESTEED AGILITY, SPRINT ACTION

Additional text added to end of condition:
'An operative cannot perform this action while it has a Conceal order if it would end the action within control range of an enemy operative.'

FACTION RULES, DRAKESTEED AGILITY, TURN ACTION

Additional text added to end of condition:
'An operative cannot perform this action while it has a Conceal order if it would end the action within control range of an enemy operative.'

RULES COMMENTARY — OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *Can an operative move both forwards and backwards during one* **Sprint** *action?*

A: No.

Q: *Can I move 4 or more very small increments to have a higher* **SPEED** *while physically moving the model less than 1"?*

A: No.

Q: *Can a* **MOUNTED** *operative use the Protected rule of a Portable Barricade?*

A: No.

Q: *During a* **Sprint** *action, is equipment terrain removed during the action, allowing the operative to be placed in the location the equipment terrain occupied?*

A: Yes.

Q: *If an enemy operative makes a* **MOUNTED** *operative perform a* **Dash** *action (e.g.* **NEMESIS CLAW** **VENTRILOKAR** *Disconcerting Mimicry), what happens?*

A: Resolve the **Dash** as a **Turn** action (with your opponent specifying how the pivot occurs).

Q: *Is a* **MOUNTED** *operative in cover or obscured if it requires multiple pieces of terrain to meet the conditions for Draconic Cavalry Tactics?*

A: No. For a **MOUNTED** operative to be in cover or obscured, there must be one terrain feature that's wholly intervening, and some part of it that is wholly intervening must be both Heavy and 2" tall or higher. That part must be within its control range for cover, or not within either operative's control range for obscured.

Q: *Can an operative be set up on the other side of a Hatchway or Breach as a result of the Leap firefight ploy?*

A: No.

Q: *Can I set up an operative with any orientation using the Leap firefight ploy?*

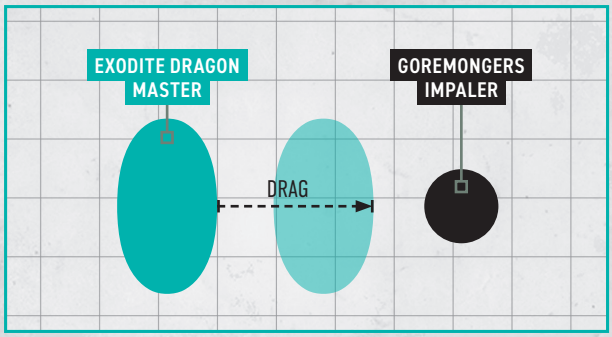
A: Yes, so long as any part of its base is within 1" of the operative's previous location.

Q: *If an opponent uses the* **XV26 STEALTH BATTLESUIT** *Vectored Retro-thrusters firefight ploy at the end of my operative's* **Sprint** *action, can I continue the* **Sprint** *action after their* **Fall Back** *action has been completed?*

A: Yes, but you cannot end that **Sprint** action within control range of enemy operatives. Note that a subsequent **Turn** action might still allow it to end within that enemy operative's control range later in that activation.

Q: *Can a* **MOUNTED** *operative be rotated by an opponent moving it (e.g.* **HEARTHKYN SALVAGERS DÔZR** *Knux-Smash,* **GOREMONGERS IMPALER** **Drag)?*

A: No, it must keep its same facing for that move.



Q: *If a* **MOUNTED** *operative is moved by an opponent's rule (e.g.* **HEARTHKYN SALVAGERS DÔZR** *Knux-Smash,* **GOREMONGERS IMPALER** **Drag), does this count as part of the maximum distance it can move each turning point?*

A: No.

Q: *Can a* **MOUNTED** *operative move through Ceiling terrain?*

A: No.

Q: *What happens if terrain or other operatives prevent my model from pivoting?*

A: Most things are ignored, allowing you to freely pivot. An operative's base can pivot through other operatives and hazardous areas. Its base can also pivot through terrain parts no more than 2" tall (excluding Wall terrain). If parts of the model other than its base (e.g. tail, weapons) would prevent it from pivoting by being stopped by terrain around its base (but not above it), ignore them during the pivot. An operative must still end the action in a location it can be placed though, so pivoting through areas, operatives and terrain in this manner just allows it to manoeuvre, not be placed there as its final location.

Q: *When I determine visibility for a* **MOUNTED** *operative, should it be from the head of the rider or the mount?*

A: Either – you can choose.

Q: *Can* **MOUNTED** *operatives be wholly within areas of smoke (e.g. smoke grenades from universal equipment)?*

A: No, even if there are multiple areas of smoke combined.

Q: *If a* **MOUNTED** *operative moves through razor wire universal equipment, does it count as 'crossing over' for that equipment (i.e. do you treat the distance as an additional 1")?*

A: Yes.

Q: *In Killzone: Tomb World, can* **MOUNTED** *operatives use a teleport pad to teleport?*

A: No.

Q: *In Killzone: Tomb World, if an operative teleports and a* **MOUNTED** *operative is on the teleport pad it would teleport to, what happens?*

A: Move the **MOUNTED** operative the minimum distance possible to allow the other operative to be the only operative on the teleport pad.

Q: *In a Descent killzone, can* **MOUNTED** *operatives use Entryway markers to move between killzones?*

A: Yes. In this instance they can climb when performing the **Sprint** action (taking precedence over the normal rules), using 3" of their movement allowance (although this 3" wouldn't be counted when determining their **SPEED**).

Q: *In Killzone: Bheta Decima, can* **MOUNTED** *operatives climb gantry and thermometric condenser terrain features?*

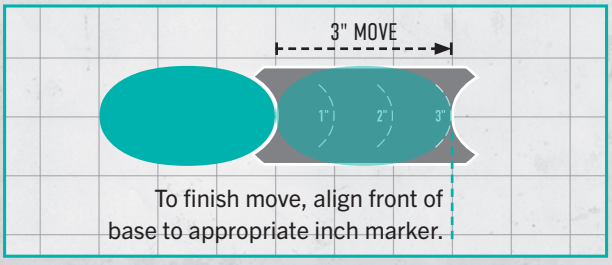
A: Yes, taking precedence over the Drakesteed Agility faction rule, but the **EXODITE DRAGON MASTER** kill team is not recommended to be used in that killzone.

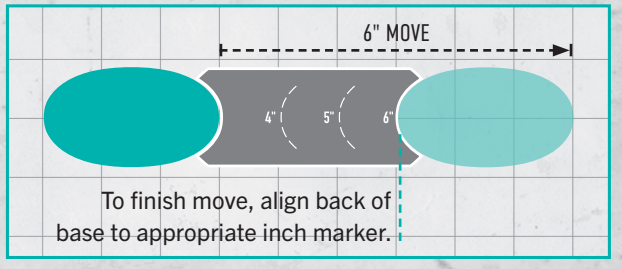
Q: *How does moving directly forwards or backwards work during the* **Sprint** *action?*

A: The operative cannot move sideways or diagonally; its base must remain parallel to the direction of movement. Movement templates are provided as a guide and some examples are shown below.

To use the 1-3" sprint template, place it around the front of the operative's base. Move the operative directly forwards until the front of its base reaches the appropriate distance.
To move backwards, use the back of the operative's base.

To use the 4-6" sprint template, place it around the front of the operative's base. Move the operative directly forwards until the back of its base reaches the appropriate distance.





Q: *What is the specific point I can pivot a* **MOUNTED** *operative from?*

A: The front, centre or back of its base. Pivot templates are provided as a guide and some examples are shown below.

To use the centre pivot template, place one of its black corners at the very front (or back) of the operative's base so its straight edge is in line with the centre pivot point. Rotate the operative along the inner curve of the template from the centre pivot point. The very front (or back) of its base cannot rotate past the 45° mark.

To use the front/back pivot template, place one of its black corners at the very front (or back) of the operative's base so its straight edge is in line with the front/back pivot point. Rotate the operative along the inner curve of the template from the front/back pivot point. The very front (or back) of its base cannot rotate past the 45° mark.

Q: *What happens if parts of my model (excluding the base) like the tail or weapons prevent my model from moving?*

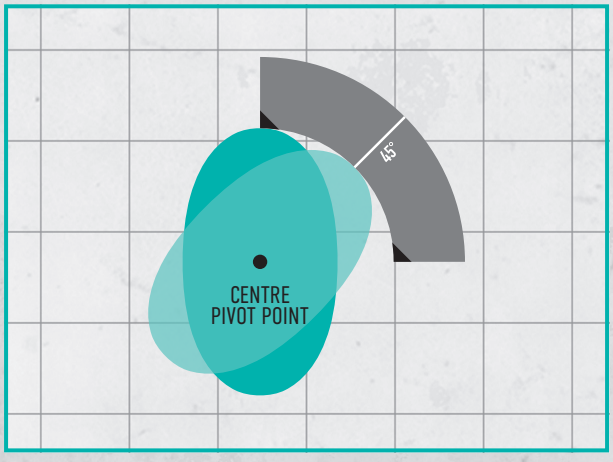
A: As above, just ignore them during the move. An operative must still end the action in a location it can be placed though, so moving through areas, operatives and terrain in this manner just allows it to manoeuvre, not be placed there as its final location.

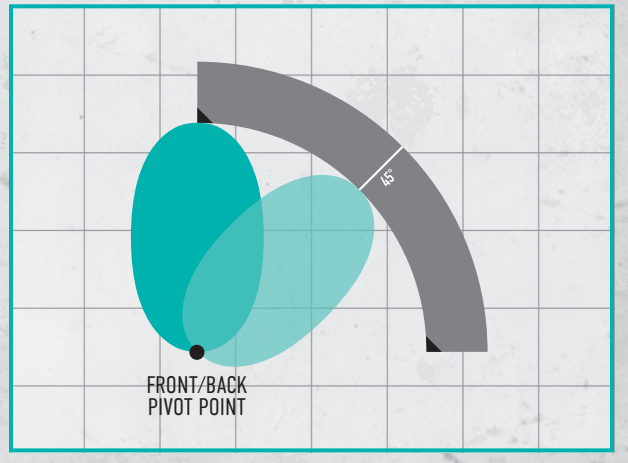
Q: *When using the Cleansing of the Pale Moon action to remove a rules effect where multiple identical tokens can be given to an operative (e.g.* **HEARTHKYN SALVAGER** *Grudge), do I remove all of those tokens or one?*

A: All of those tokens.

Q: *How does the Cleansing of the Pale Moon action interact with rules that apply an effect to operatives only while they are within a specific area (e.g.* **DEATH KORPS** *Gas Bombardment)?*

A: Cleansing of the Pale Moon has no effect in these scenarios.





DRAGON MASTER OPERATIVES

CLANBLADE



At one ritual vertex of a Dragon Master triad are Clanblades. Fighting from atop ferocious redmaw drakesteeds, they are close-quarters masters who wield powered swords and axes in a ceremonial pairing known as moonblades. Clanblades champion the final and most physically dangerous stage of the hunt, when a prey is cornered and its every deadly movement must be anticipated, countered and exploited. Expert at reading the skills and power of their prey, they direct the rest of the triad in advantageous attack angles before charging in to personally strike down the deadliest foe.

STONESINGER



Stonesingers are powerful Exodite psykers who ride venom-spitting drakesteeds. They are renowned for their ability to contact the souls within a world spirit through the network's psychocrystalline menhirs, and possess an eldritch connection with the energy that suffuses their environment. Stonesingers unleash this in elemental manifestations, conjuring howling storms and geomantic fluxes, or rupturing armour, flesh and bone with thrumming songs of wrath and ruin. They can equally invoke geysers of restorative energy capable of healing fellow Dragon Masters, or call forth thrashing vines and thorny growths of grasping tendrils.

The ceremonial positions at the heart of a Dragon Master kill team are bonded in a harmony of martial, spiritual and strategic skills. When bound together, these clan champions form a deadly trinary. Bolstered by the strength and speed of their ferocious drakesteeds, alongside the keen senses of their Drakolithes, no prey can long evade them.

LEYSTALKER



Leystalkers are keen-eyed and ever-watchful. They divine the complex routes that lead their fellow Dragon Masters to their prey via hidden paths and subtle strategies. Exemplars of their clan's renowned preparedness, Leystalkers direct their intelligent darkscale drakesteeds onto new routes to outflank and outwit their foe should they attempt to escape. They are also masterful snipers; once an unknowing target is in the sights of their expertly crafted long rifle, a Leystalker's kill shot is delivered with unnatural precision. They are also capable of firing with reflexive accuracy at speeds that would daunt other marksmen.

DRAKOLITHES



These scaled, coursing beasts are used by Dragon Masters to help hunt elusive targets. They also protect Exodites from foes attempting to swarm them, intercepting and counterattacking with savage ferocity. Drakolithes chase down escaping targets, ambush outflanking enemies and use exceptional senses of sight, smell and predatory focus to detect prey attempting to lie low.

EXODITE DRAGON MASTERS KILL TEAM

Below you will find a list of the operatives that make up an **EXODITE DRAGON MASTER** kill team. Note that you don't select your operatives from a list. This kill team's operatives are specified.

OPERATIVES

- 1 **EXODITE DRAGON MASTER** **CLANBLADE** operative
- 1 **EXODITE DRAGON MASTER** **LEYSTALKER** operative
- 1 **EXODITE DRAGON MASTER** **STONESINGER** operative
- 2 **EXODITE DRAGON MASTER** **DRAKOLITHE** operatives

ARCHETYPES

RECON

SEEK & DESTROY

'EVERY LIVING THING HAS DEFENCES AGAINST FOREIGN MATTER. OUR WORLD IS NO DIFFERENT. SWAMP MIRES ENGULF, SPORES POISON, DRAGONS TRAMPLE AND TEAR. WE OF THE CLANS KILL WITH ANCIENT FINESSE AND SKILL. *YOU* ARE FOREIGN MATTER, POLLUTING CONTAMINANTS, AND YOU WILL BE CUT OUT OF THIS WORLD UNTIL NO TRACE REMAINS TO TAINT IT.'

- only communication received by garrison of Brantakh's Landing before colony was wiped out

CLANBLADE



STONESINGER



LEYSTALKER



DRAKOLITHE



DESIGNER'S COMMENTARY

The history of the Exodites is long and storied, and finally the Exodite Dragon Masters kill team brings these great warriors and their ferocious mounts to the tabletop.

The Exodite Dragon Masters represent the most elite element of Kill Team yet. Each of the dragon riders is an individual force of war, with specialisations to tackle any foe, and stats and skills that put them into the highest tier of operatives present in the game. They also work together as a synergistic triumvirate to become even more threatening. However, alongside their elite nature, they must also manage having fewer core operatives than any other kill team, and working with the movement of cavalry which – though blisteringly fast – is directional and fixed. To win with this team, you'll have to cleverly get the most value out of each Dragon Master and the duo of swift Drakolithes without losing operatives too early, as each loss feels exponentially more difficult to recover from with so few operatives on the board.

Your first faction rule, Draconic Cavalry Tactics, covers the base function of how the dragons operate within Kill Team: how the Dragon Masters rush onto the field, how the drakesteeds interact with cover, doubled activations and the increased height for fighting. The Drakesteed Agility faction rule then covers how these great beasts are able to move through the killzone. With a free Sprint action during each activation, the Exodites can clear huge distances of the killzone during each turning point, and can clamber over and barge through small terrain without hindrance. In exchange, to use this rush of movement to the best advantage, they are almost always locked to travelling forwards in direct lines. However, they'll be rewarded with the greater benefits of the Mercurial Speed faction rule, which helps operatives at higher levels of Speed to evade incoming fire. Such pace is also the key to unlocking a number of the Dragon Masters' ploys and additional rules. As an extra element of this team, each of the Dragon Master mounted operatives can choose two upgrades from a suite of five each battle, helping you tailor your team to fight against any foe.

Within the Exodite Dragon Master kill team's strategy ploys, proper management of each operative's Speed grants access to options of offensive re-rolls with Wind-Swift Precision and Draconic Fury, the ability to directly knock over enemies on the charge with Ride them Down, and a way to more safely close the distance on enemy operatives with Sinuous Flux. As standouts among their firefight ploys, Leap will help ensure you never find yourself stuck from the restricted movement of the drakesteeds, while Feral Hunger will let you unleash the full fury of the dragons, allowing a complete re-roll of any of their attack dice when fighting a wounded enemy.

Among your operatives, the Clanblade serves as the speartip: a ferocious melee-focused operative willing to be first in the fight and engage large numbers of the foe. In contrast, the Leystalker sticks to the fringes where possible, taking opportunistic shots with its long rifle, while the nimble Drakolithes expand the presence of the team. Finally, the Stonesinger serves as a powerful psychic support operative, with a toolbox of defensive, utility and offensive spells to bring to any engagement.

To find victory with the Exodite Dragon Masters, you'll have to learn which upgrades will best serve you in each mission and against each opponent. You'll need to find a balance between explosive longer moves and defensive placement, managing each operative's pace so that they're able to activate Speed-based rules at the moment of greatest effect. Staying flexible will be critical to unlocking the fearsome power of this team.

