



WYRMBLADE

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 **WYRMBLADE**  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 **WYRMBLADE**  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.


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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

WYRMBLADE  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.

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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 **WYRMBLADE ** 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.