

BLADES OF KHAINE

FACTION EQUIPMENT

RUNE OF PROPHECY

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

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

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FACTION EQUIPMENT

RUNE OF SHIELDING

Shimmering with empyric energy, this rune flares brightly when it suffers impact from an enemy weapon, turning aside bullet, bolt or blade.

Once per battle, when an attack dice inflicts Normal Dmg on a friendly **BLADES OF KHAINE**  operative, you can ignore that inflicted damage.

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FACTION EQUIPMENT

RUNE OF FORESIGHT

The bearer foresees the battle to come, anticipating the movements of the foe and positioning their warriors with uncanny guile.

When this equipment is revealed, roll one D3. In the Strategy phase of the turning point equal to the result, you gain 1 additional CP.

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FACTION EQUIPMENT

WRAITHBONE TALISMAN

Grown from living wraithbone material, this talisman lends the bearer strength and determination in the midst of battle.

Once per turning point, when a friendly **BLADES OF KHAINE☠** 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.