NEOPHYTE LEADER

	APL	MOVE	SAVE	WOUNDS
	▽ 2	➤ 6"	🛡 5+	🩸 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 ▶

NEOPHYTE LEADER

APL	MOVE	SAVE	WOUNDS
▼ 2	🢂 6"	🛡 5+	🔺 8

Shadow Vector: Once per turning point, you can use the Slink Into Darkness or Coiled Serpent firefight ploy for 0CP if the specified friendly **WYRMBLADE✦** operative is a **NEOPHYTE** visible to this operative.

KELERMORPH

	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.

LOCUS

	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.

WYRMBLADE⦿, TYRANID, GENESTEALER CULT, CULT AGENT, LOCUS

LOCUS

APL	MOVE	SAVE	WOUNDS
3	6"	4+	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	MOVE	SAVE	WOUNDS
	▽ 2	6"	5+	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	-

NEOPHYTE HEAVY GUNNER

	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	-

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

NEOPHYTE HEAVY GUNNER

APL	MOVE	SAVE	WOUNDS
2	6"	5+	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	MOVE	SAVE	WOUNDS
	▽ 2	🠖 6"	🛡 5+	◆ 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 ploy 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

SANCTUS SNIPER

		APL	MOVE	SAVE	WOUNDS
		▽ 3	6"	4+	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.

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

SANCTUS SNIPER

APL	MOVE	SAVE	WOUNDS
3	6"	4+	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	MOVE	SAVE	WOUNDS
	▽ 3	6"	4+	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.

SANCTUS TALON

APL	MOVE	SAVE	WOUNDS
3	6"	4+	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	MOVE	SAVE	WOUNDS
	2	6"	5+	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