


# WYRMBLADE

## FACTION EQUIPMENT

### BLASTING CHARGES

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

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

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

### WR

Range 4", Blast 1", Saturate


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### 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 **WYRMBLADE ** **NEOPHYTE** operatives have the following melee weapon:

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

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## EXPLOSIVE TRAPS

Wyrmlblade 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 **WYRMBLADE**  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.

# WYRMBLADE💀 FACTION EQUIPMENT

## SPOTLIGHTS

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

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