

# BLADES OF KHAINE


## FACTION RULE

### ASPECT TECHNIQUES

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Aspect Warriors are trained in myriad killing techniques, parrying blows and acrobatic movements. These are as breathtaking to behold as they are lethal to their foes.

Each **ASPECT TECHNIQUE** is in a category: Dire Avenger, Howling Banshee and Striking Scorpion. Each **ASPECT TECHNIQUE** can only be used with a friendly operative that has the matching Aspect keyword, and each will specify when it can be used and what its effects are. In addition:

- You cannot use more than one **ASPECT TECHNIQUE** per activation or counteraction.
- You cannot use each **ASPECT TECHNIQUE** more than once per turning point.
- If every friendly **BLADES OF KHAINE ** operative selected for deployment has the same Aspect keyword (e.g. **STRIKING SCORPION**), you cannot use each **ASPECT TECHNIQUE** more than twice per turning point (instead of once).

**ASPECT TECHNIQUE OPTIONS ARE PRESENTED ON THEIR OWN CARDS**

## FACTION RULE



### HOWLING BANSHEE ASPECT TECHNIQUE

#### THE WOE

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Howling Banshees are woe given form. Emitting sonic screeches from their helms, they hurl themselves into the stunned foe, the lightning speed of their swordplay cutting through the enemy before a blow can be landed in return.

Use this **ASPECT TECHNIQUE** during a friendly **HOWLING BANSHEE** operative's activation, after it's performed the **Charge** action and incapacitated an enemy operative during the **Fight** action, and is no longer within control range of enemy operatives. That friendly operative can immediately perform a free **Charge** action using any remaining move distance it had from that first **Charge** action. That operative can perform two **Charge** actions during its activation to do so. The operative cannot have performed any other actions during this activation (but can do so after resolving this **ASPECT TECHNIQUE**).

## FACTION RULE



### HOWLING BANSHEE ASPECT TECHNIQUE

#### RAIN OF TEARS

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Howling Banshees dive in and out of combat with infuriating speed and agility, making it almost impossible for those few who survive their most brutal attacks to strike in return.

Use this **ASPECT TECHNIQUE** when a friendly **HOWLING BANSHEE** operative is fighting, after you strike with a critical success. End that sequence (any remaining attack dice are discarded) and immediately perform a free **Dash** or **Fall Back** action up to 3" with that operative (then the **Fight** action ends). That operative can do so even if it's performed an action that prevents it from performing the **Dash** or **Fall Back** action.

## FACTION RULE



### HOWLING BANSHEE ASPECT TECHNIQUE

#### ACROBATIC

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When Howling Banshees traverse the battlefield, little slows them down. With effortless grace they leap and flip over intervening obstacles, landing with peerless poise and balance to drive their blades into the foe.

Use this **ASPECT TECHNIQUE** when a friendly **HOWLING BANSHEE** operative performs an action in which it moves. Until the end of the action, that operative:

- Can ignore all vertical distances whenever it drops and climbs.
- Can move through enemy operatives, move within control range of them, and during the **Charge** action can leave their control range (it must still end the move following all requirements for that move).
- Cannot move more than its Move stat if it's the **Charge** action.

## FACTION RULE



### HOWLING BANSHEE ASPECT TECHNIQUE

#### SCREAM-THAT-STEALS

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Any hope the foe has of retaining the upper hand over a Howling Banshee is lost the moment the leaping Aspect Warrior activates their Banshee mask. Their senses overwhelmed, the enemy are all but helpless against the merciless melee attacks that follow.

Use this **ASPECT TECHNIQUE** when a friendly **HOWLING BANSHEE** operative is fighting or retaliating, at the start of the Resolve Attack Dice step. You can resolve one of your successes before the normal order. If you do, that success must be used to block.

## FACTION RULE




**HOWLING BANSHEE**  
**ASPECT TECHNIQUE**

### SHRIEK-THAT-KILLS

Those Howling Banshees who have learned how to focus their vocal chords correctly can emit a shriek so piercing and deafening that it can not only stun a foe, but liquefy their brain.

Use this **ASPECT TECHNIQUE** when a friendly **HOWLING BANSHEE** operative is performing the **Shoot** action. Until the end of that action, that operative can use the following ranged weapon:

NAME	ATK	HIT	DMG
 Shriek-that-kills	6	3+	1/2

**WR**

Range 6", Saturate, Seek Light, Stun, Torrent 1"

## FACTION RULE



### DIRE AVENGER ASPECT TECHNIQUE

#### THE SLICING HURRICANE

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Trained to embrace supreme tactical flexibility, Dire Avengers are capable of unleashing clouds of razor-sharp shuriken while moving to secure ground or slipping out of reach of the foe.

Use this **ASPECT TECHNIQUE** when a friendly **DIRE AVENGER** operative is performing the **Reposition** action. That operative 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 **Reposition** action can be used after it does so). You must select its shuriken catapult, shuriken pistol or twin shuriken catapult for that **Shoot** action.

# BLADES OF KHAINE

## FACTION RULE



### DIRE AVENGER ASPECT TECHNIQUE

## DEATH OF A THOUSAND BLADES

Dire Avengers can unleash great deluges of monomolecular shuriken from their weapons. These lethal volleys echo the Death of a Thousand Blades – the punishment that Khaine meted out upon traitors, cheats and others he deemed unworthy of a clean kill.

Use this **ASPECT TECHNIQUE** when a friendly **DIRE AVENGER** operative is performing the **Shoot** action and you select a shuriken catapult or twin shuriken catapult. Until the end of that action, that weapon has the Torrent 2" weapon rule, but you cannot select more than one secondary target.



# BLADES OF KHAINE

## FACTION RULE



### DIRE AVENGER ASPECT TECHNIQUE

#### VIGILANCE OF THE AVENGER

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The noble warrior who is tasked with punishing the unjust and the criminal must be ever vigilant. Their eyes must be keen and their aim must be true.

Use this **ASPECT TECHNIQUE** when a friendly **DIRE AVENGER** operative is performing the **Shoot** action and you select a shuriken catapult or twin shuriken catapult. Until the end of that action, that weapon has the Lethal 5+ weapon rule.

## FACTION RULE



### DIRE AVENGER ASPECT TECHNIQUE

#### UNSTINTING, IMMOVABLE

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Dire Avengers wear armour fashioned from psycho-sensitive thermoplas scales that are reactive to impact. When suffering a blow, the armour stiffens to spread the energy across the wearer. On top of this flexible suit, these Aspect Warriors wear bone-like plates over the most vulnerable areas of their body.

Use this **ASPECT TECHNIQUE** when an operative is shooting a friendly **DIRE AVENGER** operative, and you've rolled two or more fails. You can discard one of them to retain the other as a normal success instead.

## FACTION RULE



### DIRE AVENGER ASPECT TECHNIQUE

#### RAGING HEAT OF THE DYING FLAME

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The flames upon shrines of Asuryan possess a searing heat and never burn out, even if they dwindle. Thus does the Dire Avenger strive to imitate these flames, equally dangerous to the foe regardless of the injuries they sustain.

Use this **ASPECT TECHNIQUE** during a friendly **DIRE AVENGER** operative's activation. Until the start of that operative's next activation, you can ignore any changes to its stats from being injured (including its weapons' stats).



## FACTION RULE



### STRIKING SCORPION ASPECT TECHNIQUE

#### PATIENT STALK, SUDDEN BLOW

Carefully concealed in cover or in shadows, Striking Scorpions stalk their oblivious prey, manoeuvring around their targets in complete silence to select the optimum position to launch their killing strike.

Use this **ASPECT TECHNIQUE** when a friendly **STRIKING SCORPION** operative that has a Conceal order performs the **Reposition** action. During that action, that operative can move within control range of enemy operatives (it cannot end the move there), and you can inflict D3+2 damage on one enemy operative it moved within control range of after it's moved.

## FACTION RULE



### STRIKING SCORPION ASPECT TECHNIQUE

#### STRIKE AND FADE

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Masters of the hit and run attack, Striking Scorpions withdraw from combat as suddenly as they strike, disappearing into shadow like murderous spirits.

Use this **ASPECT TECHNIQUE** when a friendly **STRIKING SCORPION** operative incapacitates an enemy operative during the **Fight** action, and is no longer within 3" of enemy operatives. Change that friendly operative's order to Conceal and it can immediately perform a free **Dash** action, even if it's performed an action that prevents it from performing the **Dash** action.

## FACTION RULE



### STRIKING SCORPION ASPECT TECHNIQUE

#### SCORPION'S EYE

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A Striking Scorpion's shuriken pistol has a viewfinder psychically linked to its bearer. With it, the Aspect Warrior can see through multiple spectra as well as swiftly identify friend from foe.

Use this **ASPECT TECHNIQUE** when a friendly **STRIKING SCORPION** operative is performing the **Shoot** action and you select a shuriken pistol. Until the end of that action, that weapon has the Seek Light weapon rule.

## FACTION RULE



### STRIKING SCORPION ASPECT TECHNIQUE

#### MERCILESS STRIKES

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When Striking Scorpions launch their assault, they attack with relentless ferocity, landing blow after blow to grant the enemy no moment or reprieve.

Use this **ASPECT TECHNIQUE** when a friendly **STRIKING SCORPION** operative is fighting, the first time you strike with a critical success during that sequence. Until the end of that sequence, that operative's melee weapon has the Shock weapon rule.

## FACTION RULE



### STRIKING SCORPION ASPECT TECHNIQUE

#### ONE WITH THE GLOOM

Years of strict training render Striking Scorpions capable of blending uncannily with the shadows, waiting for the perfect moment to attack their unsuspecting foes with terrifying accuracy.

Use this **ASPECT TECHNIQUE** during a friendly **STRIKING SCORPION** operative's activation. Until the start of its next activation, while that operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".



# BLADES OF KHAINE

## MARKER/TOKEN GUIDE



Wraithbone  
Talisman token



Rune of  
Shielding token



Rune of  
Prophecy  
token