



LEGIONARY ASPIRING CHAMPION



APL

3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Tainted bolt pistol	4	3+	3/5	Range 8", Rending
Power fist	5	4+	5/7	Brutal
Power maul	5	3+	4/6	Shock
Power weapon	5	3+	4/6	Lethal 5+
Tainted chainsword	5	3+	4/5	Rending

In the Eyes of the Gods: Once during each of this operative's activations, if it incapacitates an enemy operative, add 1 to its APL stat until the end of that activation.

LEGIONARY®, CHAOS, HERETIC ASTARTES, LEADER, ASPIRING CHAMPION

32

LEGIONARY CHOSEN



APL

3

MOVE

6"

SAVE

3+

WOUNDS

15

NAME	ATK	HIT	DMG	WR
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Tainted bolt pistol	4	3+	3/5	Range 8", Rending
Daemon blade	5	3+	4/7	Lethal 5+

Daemonic Aura: Whenever an enemy operative performs the **Fall Back** action while within control range of this operative, you can use this rule. If you do, roll one D6: on a 3+, that enemy operative cannot perform that action during that activation/counteraction (the AP spent on it is refunded).

Soul Gorge: After this operative fights or retaliates, if it isn't incapacitated, but it incapacitated an enemy operative during that sequence, it regains up to D3+1 lost wounds.

LEGIONARY®, CHAOS, HERETIC ASTARTES, LEADER, CHOSEN

32

LEGIONARY ANOINTED



APL

3

MOVE

6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Daemonic claw	5	3+	4/5	Rending

Unleash Daemon: Once per battle, when this operative is activated, you can use this rule. If you do, until the end of the battle:

- This operative cannot perform the **Pick Up Marker** or mission actions (excluding **Operate Hatch**). If it's carrying a marker, it must immediately perform the **Place Marker** action for OAP (this takes precedence over all other rules).
- Normal and Critical Dmg of 4 or more inflicts 1 less damage on this operative. If this operative has the **NURGLE** keyword, you cannot reduce the damage of an attack dice by more than 1. In other words, you cannot use both rules to reduce Normal Dmg of 4 or more by 2.
- Its daemonic claw has the Ceaseless and Lethal 5+ weapon rules.

LEGIONARY®, CHAOS, HERETIC ASTARTES, ANOINTED

32

LEGIONARY BALEFIRE ACOLYTE



APL

3

MOVE

6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Fireblast	4	3+	3/4	PSYCHIC, Blast 2", 1" Devastating 1, Saturate
Life siphon	5	3+	3/3	PSYCHIC, Saturate, Siphon Life*
Fell dagger	5	3+	3/4	PSYCHIC, Rending, Siphon Life*

***Siphon Life:** When you select this weapon, you can use this rule. If you do, at the start of the Resolve Attack Dice step, select one friendly **LEGIONARY®** operative visible to and within 6" of this operative. For each attack dice you resolve during that step that inflicts damage, that friendly operative regains 1 lost wound, or D3 lost wounds if it was a critical success. You cannot use this weapon rule more than once per turn.

LEGIONARY®, CHAOS, HERETIC ASTARTES, PSYKER, BALEFIRE ACOLYTE

32



LEGIONARY BUTCHER



APL ▼3 MOVE 6" SAVE 3+ WOUNDS 14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Double-handed chainaxe	5	4+	5/7	Brutal

Devastating Onslaught:

- Whenever this operative is fighting or retaliating, enemy operatives cannot assist.
- At the end of each enemy operative's activation or counteraction, you can select one enemy operative within 2" of this operative. This operative can perform a free Charge action (you can change its order to Engage to do so), but it cannot move more than 2" and must end that move within control range of that selected operative.

LEGIONARY®, CHAOS, HERETIC ASTARTES, BUTCHER

(32)

LEGIONARY GUNNER



APL ▼3 MOVE 6" SAVE 3+ WOUNDS 14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2
Plasma gun (standard)	4	3+	4/6	Piercing 1
Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
Fists	4	3+	3/4	-

LEGIONARY®, CHAOS, HERETIC ASTARTES, GUNNER

(32)

LEGIONARY HEAVY GUNNER



APL ▼3 MOVE 6" SAVE 3+ WOUNDS 14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Heavy bolter (focused)	5	3+	4/5	Heavy (Reposition only), Piercing Crits 1
Heavy bolter (sweeping)	4	3+	4/5	Heavy (Reposition only), Piercing Crits 1, Torrent 1"
Missile launcher (frag)	4	3+	3/5	Blast 2", Heavy (Reposition only)
Missile launcher (krak)	4	3+	5/7	Heavy (Reposition only), Piercing 1
Reaper chaincannon (focused)	5	3+	3/4	Ceaseless, Heavy (Reposition only), Punishing
Reaper chaincannon (sweeping)	4	3+	3/4	Ceaseless, Heavy (Reposition only), Punishing, Torrent 2"
Fists	4	3+	3/4	-

LEGIONARY®, CHAOS, HERETIC ASTARTES, HEAVY GUNNER

(32)

LEGIONARY ICON BEARER



APL ▼3 MOVE 6" SAVE 3+ WOUNDS 14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Boltgun	4	3+	3/4	-
Chainsword	5	3+	4/5	-
Fists	4	3+	3/4	-

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.

Favoured of the Dark Gods: In the Ready step of each Strategy phase, if this operative controls an objective marker that isn't tainted, that objective marker is tainted for the battle and you gain 1CP. Note that if any operative (including enemy operatives) has tainted an objective marker, you cannot taint that objective marker.

LEGIONARY®, CHAOS, HERETIC ASTARTES, ICON BEARER

(32)



LEGIONARY SHRIVETALON



APL ▼3 MOVE 6" SAVE 3+ WOUNDS 14

NAME	ATK	HIT	DMG	WR
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💣 Bolt pistol	4	3+	3/4	Range 8"
🗡️ Flensing blades	5	3+	3/5	Lethal 5+

Vicious Reflexes: Whenever this operative is retaliating, you resolve the first attack dice (i.e. defender instead of attacker).

Horrifying Dismemberment: Whenever this operative incapacitates an enemy operative while fighting or retaliating, select one other enemy operative visible to and within 3" of either this operative or the incapacitated enemy operative. Subtract 1 from that enemy operative's APL stat until the end of its next activation.

RULES CONTINUE ON OTHER SIDE ►

LEGIONARY®, CHAOS, HERETIC ASTARTES, SHRIVETALON

(32)

LEGIONARY SHRIVETALON



APL ▼3 MOVE 6" SAVE 3+ WOUNDS 14

GRISLY MARK

2AP

- Place your Grisly marker within this operative's control range.
- Whenever an enemy operative is within 3" of your Grisly marker, your opponent must spend 1 additional AP for that enemy operative to perform the **Pick Up Marker** and mission actions.
 - Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of your Grisly marker. Note this isn't a change to the APL stat, so any changes are cumulative with this.
- ◆ This operative cannot perform this action more than once per battle, and cannot perform it while within control range of an enemy operative.

LEGIONARY WARRIOR



APL ▼3 MOVE 6" SAVE 3+ WOUNDS 14

NAME	ATK	HIT	DMG	WR
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💣 Bolt pistol	4	3+	3/4	Range 8"
💣 Boltgun	4	3+	3/4	-
🗡️ Chainsword	5	3+	4/5	-
➡️ Fists	4	3+	3/4	-

Infernal Pact: Once per battle, when a friendly **LEGIONARY® WARRIOR** operative is activated, you can use this rule. If you do, change that operative's Marks of Chaos keyword.

LEGIONARY®, CHAOS, HERETIC ASTARTES, WARRIOR

(32)

NOTES:



LEGIONARIES KILL TEAM

ARCHETYPES: SECURITY, SEEK & DESTROY

OPERATIVES

- ↳ 1 **LEGIONARY** operative selected from the following list:
 - **ASPIRING CHAMPION** with one option from each of the following:
 - Plasma pistol or tainted bolt pistol
 - Power fist, power maul, power weapon or tainted chainsword
 - **CHOSEN** with one of the following options:
 - Plasma pistol; daemon blade
 - Tainted bolt pistol; daemon blade
- ↳ 5 **LEGIONARY** operatives selected from the following list:
 - **ANOINTED**
 - **BALEFIRE ACOLYTE**
 - **BUTCHER**

CONTINUES ON OTHER SIDE ➤

- **GUNNER** with one of the following options:
 - Bolt pistol; flamer; fists
 - Bolt pistol; meltagun; fists
 - Bolt pistol; plasma gun; fists

- **HEAVY GUNNER** with one of the following options:

- Bolt pistol; heavy bolter; fists
- Bolt pistol; missile launcher; fists
- Bolt pistol; reaper chaincannon; fists

- **ICON BEARER** with one of the following options:

- Boltgun; fists
- Bolt pistol; chainsword

- **SHRIVETALON**

- **WARRIOR** with one of the following options:

- Boltgun; fists
- Bolt pistol; chainsword

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

LEGIONARY FACTION RULE

MARKS OF CHAOS

By making dark pacts with the Ruinous Powers, Legionaries may increase their own might. Yet such bargains rarely come without a cost.

Whenever you select a **LEGIONARY** operative for the battle, you must select one of the following keywords for it to have for that battle: **KHORNE**, **NURGLE**, **SLAANESH**, **TZEENTCH**, **UNDIVIDED**. Each operative's keyword can be different, but a **BALEFIRE ACOLYTE** operative cannot have the **KHORNE** keyword.

Friendly **LEGIONARY** operatives have an additional rule determined by this keyword. In addition, **LEGIONARY** ploys have additional benefits for operatives with the relevant keyword.

MARK OF CHAOS OPTIONS ARE PRESENTED ON THEIR OWN CARDS

LEGIONARY FACTION RULE

MARKS OF CHAOS

KHORNE

Wrathful Onslaught

This operative's melee weapons have the Severe weapon rule.





LEGIONARY[◆] FACTION RULE

MARKS OF CHAOS

NURGLE

Disgusting Vigour

Whenever Normal Dmg of 3 or more is inflicted on this operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.



LEGIONARY[◆] FACTION RULE

MARKS OF CHAOS

SLAANESH

Unnatural Agility

Add 1" to this operative's Move stat.



LEGIONARY[◆] FACTION RULE

MARKS OF CHAOS

TZEENTCH

Empyreal Guidance

This operative's ranged weapons have the Severe weapon rule.



LEGIONARY[◆] FACTION RULE

MARKS OF CHAOS

UNDIVIDED

Vicious Reavers

Whenever this operative is shooting against, fighting against or retaliating against an enemy operative within 6" of it, this operative's weapons have the Ceaseless weapon rule.





LEGIONARY[®] FACTION RULE

ASTARTES

These genetically modified superhumans are made for one purpose: war.

During each friendly LEGIONARY[®] operative's activation, it can perform either two Shoot actions or two Fight actions. If it's two Shoot actions, a bolt pistol, boltgun or tainted bolt pistol must be selected for at least one of them.

Each friendly LEGIONARY[®] operative can counteract regardless of its order.

LEGIONARY[®] MARKER/TOKEN GUIDE



Mark of Chaos
Khorne token



Mark of Chaos
Nurgle token



Mark of Chaos
Tzeentch token



Mark of Chaos
Slaanesh token



Mark of Chaos
Undivided
token



Unleash
Daemon token



Tainted Rounds
token



Warded
Armour token



Grisly marker

LEGIONARY[®] STRATEGY PLOY

BLOOD FOR THE BLOOD GOD

Bloodthirsty, battle-hungry and filled with unbridled fury, Legionaries strike with rage-fuelled might.

Whenever a friendly LEGIONARY[®] operative (excluding KHORNE) is fighting, the first time you strike during that sequence, inflict 1 additional damage (to a maximum of 7).

Add 1 to both Dmg stats of friendly LEGIONARY[®] KHORNE operatives' melee weapons (to a maximum of 7).

LEGIONARY[®] STRATEGY PLOY

IMPLACABLE

Empowered by their transhuman might and the gifts of their daemonic patrons, Legionaries are monstrously resilient.

Whenever an operative is shooting a friendly LEGIONARY[®] operative, weapons with the Piercing 1 weapon rule have the Piercing Crits 1 weapon rule instead.

You can ignore any changes to the stats of friendly LEGIONARY[®] NURGLE operatives from being injured (including their weapons' stats).



LEGIONARY[◆] STRATEGY PLOY

QUICKSILVER SPEED

Some amongst the Heretic Astartes are possessed of a fleetness of foot and inhuman agility with which they beguile and confound the foe.

Whenever a friendly **LEGIONARY[◆]** operative that performed an action in which it moved during this turning point is fighting, worsen the Hit stat of the enemy operative's melee weapons by 1.

Whenever an operative is shooting a friendly **LEGIONARY[◆] SLAANESH** operative more than 6" from it that performed an action in which it moved during this turning point, worsen the Hit stat of the enemy operative's weapons by 1.

In all cases for this ploy, this isn't cumulative with being injured.

LEGIONARY[◆] STRATEGY PLOY

FICKLE FATES

With superhuman reactions, a Heretic Astartes warrior can use even fractional glimpses of future events to devastating effect.

Whenever a friendly **LEGIONARY[◆]** operative is shooting a ready enemy operative, that friendly operative's ranged weapons have the Balanced weapon rule.

Whenever an operative is shooting a ready friendly **LEGIONARY[◆] TZEENTCH** operative, in the Roll Defence Dice step, if you retain any critical successes, you can retain one of your fails as a normal success instead of discarding it.

LEGIONARY[◆] FIREFIGHT PLOY

UNENDING BLOODSHED

Even when on the verge of death, the devotees of Khorne spend their last vestiges of energy to kill in the Blood God's name.

Use this firefight ploy when a friendly **LEGIONARY[◆] KHORNE** operative is incapacitated while fighting or retaliating. You can strike the enemy operative in that sequence with one of your unresolved successes before it's removed from the killzone.

LEGIONARY[◆] FIREFIGHT PLOY

MUTABILITY AND CHANGE

Tzeentch bestows upon his most devoted followers all manner of bizarre mutations, some of which may even prove beneficial.

Use this firefight ploy when a friendly **LEGIONARY[◆] TZEENTCH** operative is activated. Until the end of that operative's activation, add 1 to its APL stat. If it's a **WARRIOR** operative, that operative's Marks of Chaos keyword cannot be changed during this turning point (see Infernal Pact additional rule).



LEGIONARY[•] FIREFIGHT PLOY

MALIGNANT AURA

Those who swear themselves to Nurgle may be granted his favour. Some are even able to project an miasmic aura of decay.

Use this firefight ploy when a friendly **LEGIONARY[•] NURGLE** operative is performing the **Shoot** action, when you select a valid target. Until the end of that action, whenever that friendly operative is shooting an enemy operative within 3" of it (i.e. including secondary targets, if any), that friendly operative's ranged weapons have the Piercing 1 weapon rule.

LEGIONARY[•] FIREFIGHT PLOY

SICKENING CAPTIVATION

Slaanesh bestows upon the loyal the power to nauseate their foes, using dazzling speed, sickening perfumed auras and horrific sonic projections.

Use this firefight ploy during a friendly **LEGIONARY[•] SLAANESH** operative's activation, before or after it performs an action. Select one enemy operative visible to and within 4" of that friendly operative. Until the end of that enemy operative's next activation, subtract 1 from its APL stat.

LEGIONARY[•] FACTION EQUIPMENT

WARDED ARMOUR

Daubed with profane icons, emblazoned with infernal scripture and blessed by the Ruinous Powers, this power armour possesses unholy resilience.

STRATEGIC GAMBIT. Select one friendly **LEGIONARY[•]** operative. Until the Ready step of the next Strategy phase, change that operative's Save stat to 2+.

LEGIONARY[•] FACTION EQUIPMENT

TAINTED ROUNDS

Subjected to fell rituals, these bolt rounds are infused with corruption.

Once per turning point, when a friendly **LEGIONARY[•]** operative is performing the **Shoot** action and you select a bolt pistol or boltgun, you can use this rule. If you do, until the end of that action, that weapon has the Rending weapon rule.



LEGIONARY[◆] FACTION EQUIPMENT

CHAOS TALISMANS

Those who carry the talismans of the Ruinous Powers may be granted great gifts, though they invariably come at a price.

STRATEGIC GAMBIT. Select one Marks of Chaos keyword. Once during each of their activations, when a friendly LEGIONARY[◆] operative that has that keyword is shooting, fighting or retaliating, if you roll two or more fails, you can inflict D3 damage on that friendly operative to discard one of them and retain the other as a normal success instead. Note that if it's the Shoot action and that damage incapacitates that friendly operative, the action doesn't end (continue the sequence with your successful attack dice).

LEGIONARY[◆] FACTION EQUIPMENT

MALEFIC BLADES

Redolent with daemonic energies, this blade hungers for blood.

Friendly LEGIONARY[◆] operatives have the following melee weapon for the battle:

NAME	ATK	HIT	DMG
Malefic blade	5	3+	3/4

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".



UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

■■■ Frag grenade

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

■■■ Krak grenade

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

► The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTKYN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).

► Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE

SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
 - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
 - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
 - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:

NOTES:



LEGIONARIES: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

JULY '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

STRATEGY PLOYS, FICKLE FATES

First paragraph changed to read:

'Whenever a friendly **LEGIONARY** operative is shooting a ready enemy operative, that friendly operative's ranged weapons have the **Balanced** weapon rule.
if the weapon already has that weapon rule (e.g. reaper chancannon), it has the Relentless weapon rule.'

STRATEGY PLOYS, BLOOD FOR THE BLOOD GOD

Relevant part of first paragraph changed to read:

'[...] inflict 1 additional damage **(to a maximum of 7).**'

Relevant part of second paragraph changed to read:

'**LEGIONARY** **KHORNE** operatives' melee weapons **(to a maximum of 7).**'

STRATEGY PLOYS, IMPLENABLE

'**NURGLE**' keyword moved to other paragraph and paragraphs reordered.

PREVIOUS ERRATAS

STRATEGY PLOYS, IMPLACABLE

Second paragraph changed to read:

'Whenever an operative is shooting a friendly **LEGIONARY** or **NURGLE** operative, weapons with the Piercing 1 weapon rule have the Piercing Crits 1 weapon rule instead.'

STRATEGY PLOYS, QUICKSILVER SPEED

First two paragraphs changed to read:

'Whenever a friendly **LEGIONARY** operative that performed an action in which it moved during this turning point is fighting or retaliating, worsen the Hit stat of the enemy operative's melee weapons by 1.

Whenever an operative is shooting a friendly **LEGIONARY** or **SLAANESH** operative more than 6" from it that performed an action in which it moved during this turning point, worsen the Hit stat of the enemy operative's weapons by 1.'

STRATEGY PLOYS, FICKLE FATES

Relevant part of first paragraph changed to read:

'[...] that friendly operative's ranged weapons have the Ceaseless weapon rule; [...]'

FIREFIGHT PLOYS, MUTABILITY AND CHANGE

Additional text added to end of paragraph:

'If it's a **WARRIOR** operative, that operative's Marks of Chaos keyword cannot be changed during this turning point (see Infernal Pact additional rule).'

CHOSEN OPERATIVE, SOUL GORGE

Changed to read:

'After this operative fights or retaliates, if it isn't incapacitated, but it incapacitated an enemy operative or inflicted Critical Dmg during that sequence, it regains up to D3+1 lost wounds.'

ANOINTED OPERATIVE, UNLEASH DAEMON

Additional text added to end of second bullet point:

'If this operative has the **NURGLE** keyword, you cannot reduce the damage of an attack dice by more than 1. In other words, you cannot use both rules to reduce Normal Dmg of 4 or more by 2.'

BALEFIRE ACOLYTE OPERATIVE, SIPHON LIFE WEAPON RULE

Changed to read:

'When you select this weapon, you can use this rule. If you do, at the start of the Resolve Attack Dice step, you can select one friendly **LEGIONARY** operative visible to and within 6" of this operative. For each attack dice you resolve during that step that inflicts damage, that friendly operative regains 1 lost wound, or D3 lost wounds if it was a critical success. You cannot use this weapon rule more than once per turning point.'

ICON BEARER OPERATIVE, FAVOURED OF THE DARK GODS

Changed to read:

'In the Ready step of each Strategy phase, if this operative controls an objective marker that isn't tainted, that objective marker is tainted for the battle and you gain 1CP. Note that if any operative (including enemy operatives) has tainted an objective marker, you cannot taint that objective marker.'

WARRIOR OPERATIVE, INFERNAL PACT

Changed to read:

'Once per battle, when a friendly **LEGIONARY** or **WARRIOR** operative is activated, you can use this rule. If you do, change that operative's Marks of Chaos keyword.'

LEGIONARY OPERATIVES

Legionary kill teams are bitter veterans who possess centuries of combat experience. Some are little more than ravening killers who desire only to reave, slaughter and despoil. Others are devoted worshippers of the Dark Gods, seeking to conduct fell rituals in the hope of pleasing their infernal patrons and attaining greater power.

LEGIONARY CHOSEN

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Chosen are amongst the most experienced and dedicated Heretic Astartes. They are favoured within their bitter brotherhoods, wearing baroque armour and equipped with the finest wargear. They are more hard-bitten and callous than even others of their kind.

LEGIONARY ASPIRING CHAMPION

Aspiring Champions are the strongest and most merciless of their brothers. These blood-soaked warriors enforce their will through brutal acts of might, seeking to become favoured of the gods.

LEGIONARY WARRIOR

Heretic Astartes are post-human warriors with the natural strength, speed, resilience and mental acuity of such beings. Now they have turned against the Imperium.

LEGIONARY GUNNER

Armed with flamers, Heretic Astartes burn through swathes of light enemy infantry. With meltaguns they destroy armoured bunkers and with plasma guns they pose a threat to the heaviest enemy troops.

LEGIONARY HEAVY GUNNER

Heretic Astartes bearing heavy weapons provide devastating anti-infantry and anti-armour firepower, dominating large swathes of any killzone.

LEGIONARY ANOINTED

Some Heretic Astartes thirst for power at any cost, and offer themselves wholly to Chaos. They become willing hosts to the immaterial creatures of the warp. This is a slow and painful process, and those in the early stages are known as Anointed due to their mutations.





LEGIONARY BUTCHER

Bloodthirsty madmen, Butchers are Heretic Astartes that fight without subtlety of any kind in combat. They deal furious strikes with their enormous chain axes, which can carve enemies to pieces.

LEGIONARY SHRIVETALON

Inflicting pain and torture becomes a near addiction for some Heretic Astartes. Those who embrace this propensity become known as Shrivetalons, and they stalk the battlefield looking for enemies to torment.

LEGIONARY ICON BEARER

Many Heretic Astartes kill teams include Icon Bearers – warriors bearing totems, banners or standards dedicated to the glory of the Dark Gods.

LEGIONARY BALEFIRE ACOLYTE

Balefire Acolytes are psykers blessed by the Chaos Gods with the dark power of the empyrean, which they turn indiscriminately upon the foe. Many also carry blades made even deadlier thanks to the power of the warp they are infused with.

'WE HAVE THE EYE OF THE GODS. WE HAVE THE EYE OF THE DESPOILER. NONE CAN STAND AGAINST US, THOUGH SOME CHOOSE TO. I WILL NEVER TIRE OF WATCHING THE LIFE FLOW FROM THEIR EYES AS I DRIVE MY BLADE THROUGH THEIR HEART.'

- Vrekhon Harst of the Black Legion

LEGIONARIES KILL TEAM



Below you will find a list of the operatives that make up a **LEGIONARY** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ✓ 1 **LEGIONARY** operative selected from the following list:
 - **ASPIRING CHAMPION** with one option from each of the following:
 - Plasma pistol or tainted bolt pistol
 - Power fist, power maul, power weapon or tainted chainsword
 - **CHOSEN** with one of the following options:
 - Plasma pistol; daemon blade
 - Tainted bolt pistol; daemon blade

- ✓ 5 **LEGIONARY** operatives selected from the following list:
 - **ANOINTED**
 - **BALEFIRE ACOLYTE**
 - **BUTCHER**
 - **ICON BEARER** with one of the following options:
 - Boltgun; fists
 - Bolt pistol; chainsword
 - **SHRIVETALON**
 - **WARRIOR** with one of the following options:
 - Boltgun; fists
 - Bolt pistol; chainsword
 - **GUNNER** with one of the following options:
 - Bolt pistol; flamer; fists
 - Bolt pistol; meltagun; fists
 - Bolt pistol; plasma gun; fists
 - **HEAVY GUNNER** with one of the following options:
 - Bolt pistol; heavy bolter; fists
 - Bolt pistol; missile launcher; fists
 - Bolt pistol; reaper chaincannon; fists

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

ARCHETYPES



SECURITY



SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

ASPIRING CHAMPION



CHOSEN



BALEFIRE ACOLYTE



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



ANOINTED

Daemonic claw



Bolt pistol

SHRIVETALON

Flensing blades



BUTCHER

Double-handed chainaxe



GUNNER

Flamer



Meltagun



Plasma gun



HEAVY GUNNER

Heavy bolter



Reaper chaincannon



Missile launcher



ICON BEARER

Bolt pistol



Chainsword

Boltgun



WARRIOR

Boltgun



Chainsword



Bolt pistol