



## DIRE AVENGER EXARCH



APL **▼3** MOVE **7"** SAVE **3+** WOUNDS **9**

NAME	ATK	HIT	DMG	WR
Shuriken catapult	4	3+	3/4	Rending
Shuriken pistol	4	3+	3/4	Range 8", Rending
Twin shuriken catapult	4	3+	3/4	Ceaseless, Rending
Diresword	5	3+	4/5	Lethal 5+, Rending
Fists	4	3+	2/4	-
Gun butts	3	4+	2/3	-
Power weapon	5	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ▶

BLADES OF KHAINE®, AELDARI, ASURYANI, LEADER, DIRE AVENGER, EXARCH

(28)

## DIRE AVENGER EXARCH



APL **▼3** MOVE **7"** SAVE **3+** WOUNDS **9**

**Defence Tactics:** Whenever this operative contests an objective marker or one of your mission markers, or whenever it's shooting an enemy operative that does, this operative's weapons have the Balanced weapon rule.

**Exarch:** This operative can perform two **Shoot** or two **Fight** actions during its activation.

**Shimmershield:** Whenever an operative is shooting a friendly **BLADES OF KHAINE®** operative that's visible to and within 2" of this operative, ignore the Piercing weapon rule. This operative only has this rule if you select the shimmershield weapon option.

## DIRE AVENGER WARRIOR



APL **▼3** MOVE **7"** SAVE **4+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR
Shuriken catapult	4	3+	3/4	Rending
Fists	4	3+	2/4	-

**Defence Tactics:** Whenever this operative contests an objective marker or one of your mission markers, or whenever it's shooting an enemy operative that does, this operative's weapons have the Balanced weapon rule.

BLADES OF KHAINE®, AELDARI, ASURYANI, DIRE AVENGER, WARRIOR

(28)

## HOWLING BANSHEE EXARCH



APL **▼3** MOVE **7"** SAVE **3+** WOUNDS **9**

NAME	ATK	HIT	DMG	WR
Shuriken pistol	4	3+	3/4	Range 8", Rending
Triskele (throw)	4	3+	2/3	Range 8", Rending, Torrent 2"
Executioner	5	3+	3/7	Lethal 5+
Mirrorswords	5	3+	4/6	Ceaseless, Lethal 5+
Power weapon	5	3+	4/6	Lethal 5+
Triskele (slice)	5	3+	4/5	Rending

**Banshee Mask:** Whenever this operative is fighting, worsen the Hit stat of the enemy operative's melee weapons by 1. This isn't cumulative with being injured.

**Exarch:** This operative can perform two **Shoot** or two **Fight** actions during its activation.

BLADES OF KHAINE®, AELDARI, ASURYANI, LEADER, HOWLING BANSHEE, EXARCH

(28)



## HOWLING BANSHEE WARRIOR



APL **▼ 3** MOVE **7"** SAVE **4+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR
◆ Shuriken pistol	4	3+	3/4	Range 8", Rending
◆ Power weapon	4	3+	4/6	Lethal 5+

**Banshee Mask:** Whenever this operative is fighting, worsen the Hit stat of the enemy operative's melee weapons by 1. This isn't cumulative with being injured.

BLADES OF KHAINE®, AELDARI, ASURYANI, HOWLING BANSHEE, WARRIOR (28)

## STRIKING SCORPION EXARCH



APL **▼ 3** MOVE **7"** SAVE **3+** WOUNDS **9**

NAME	ATK	HIT	DMG	WR
◆ Shuriken pistol	4	3+	3/4	Range 8", Rending
◆ Twin shuriken pistols	4	4+	3/4	Range 8", Ceaseless, Rending
◆ Biting blade	5	3+	5/6	Rending
◆ Scorpion's claw and chainsword	5	3+	4/6	Brutal, Lethal 5+
◆ Twin chainswords	5	3+	4/5	Ceaseless, Rending

**Mandiblasters:** Whenever this operative performs the **Fight** action, at the start of the Roll Attack Dice step, you can use this rule. If you do, inflict 2 damage on the enemy operative in that sequence.

**Exarch:** This operative can perform two **Shoot** or two **Fight** actions during its activation.

BLADES OF KHAINE®, AELDARI, ASURYANI, LEADER, STRIKING SCORPION, EXARCH (28)

## STRIKING SCORPION WARRIOR



APL **▼ 3** MOVE **7"** SAVE **4+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR
◆ Shuriken pistol	4	3+	3/4	Range 8", Rending
◆ Chainsword	4	3+	4/5	Rending

**Mandiblasters:** Whenever this operative performs the **Fight** action, at the start of the Roll Attack Dice step, you can use this rule. If you do, inflict 2 damage on the enemy operative in that sequence.

BLADES OF KHAINE®, AELDARI, ASURYANI, STRIKING SCORPION, WARRIOR (28)

## NOTES:

---



---



---



---



---



---



---



---



---



## BLADES OF KHAINE KILL TEAM

ARCHETYPES: SEE REVERSE

### OPERATIVES

- 1 **BLADES OF KHAINE** operative selected from the following list:

- **DIRE AVENGER EXARCH** with one of the following options:
  - Shuriken catapult; fists
  - Twin shuriken catapult; gun butts
 Or one option from each of the following:
  - Diresword or power weapon
  - Shuriken pistol or shimmershield
- **HOWLING BANSHEE EXARCH** with one of the following options:
  - Mirrorswords
  - Shuriken pistol; executioner
  - Shuriken pistol; power weapon
  - Shuriken pistol; triskele
  - Triskele; power weapon

CONTINUES ON OTHER SIDE ►

- **STRIKING SCORPION EXARCH** with one of the following options:
  - Shuriken pistol; biting blade
  - Shuriken pistol; scorpion's claw and chainsword
  - Twin shuriken pistols; twin chainswords

- 7 **BLADES OF KHAINE** operatives selected from the following list:

- **DIRE AVENGER WARRIOR**
- **HOWLING BANSHEE WARRIOR**
- **STRIKING SCORPION WARRIOR**

### ARCHETYPES

Seek & Destroy, or the associated archetype of the most common Aspect keyword in your kill team (if two keywords are equally most common, you can choose one of those keywords). Aspect keywords and their associated archetypes are as follows:

- **DIRE AVENGER**: Security
- **HOWLING BANSHEE**: Recon
- **STRIKING SCORPION**: Infiltration

## BLADES OF KHAINE FACTION RULE

### ASPECT TECHNIQUES

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

## BLADES OF KHAINE FACTION RULE

### HOWLING BANSHEE ASPECT TECHNIQUE

#### THE WOE

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**).



## BLADES OF KHAINE

### FACTION RULE

#### HOWLING BANSHEE ASPECT TECHNIQUE

##### RAIN OF TEARS

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.

## BLADES OF KHAINE

### FACTION RULE

#### HOWLING BANSHEE ASPECT TECHNIQUE

##### ACROBATIC

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.

## BLADES OF KHAINE

### FACTION RULE

#### HOWLING BANSHEE ASPECT TECHNIQUE

##### SCREAM-THAT-STEALS

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.

## BLADES OF KHAINE

### 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"



## BLADES OF KHAINE

### FACTION RULE

#### ◆ DIRE AVENGER ASPECT TECHNIQUE

##### THE SLICING HURRICANE

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

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.

## BLADES OF KHAINE

### FACTION RULE

#### ◆ DIRE AVENGER ASPECT TECHNIQUE

##### UNSTINTING, IMMOVABLE

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.



## BLADES OF KHAINE

### FACTION RULE

#### ◆ DIRE AVENGER ASPECT TECHNIQUE

##### RAGING HEAT OF THE DYING FLAME

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).

## BLADES OF KHAINE

### 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.

## BLADES OF KHAINE

### FACTION RULE

#### ◆ STRIKING SCORPION ASPECT TECHNIQUE

##### STRIKE AND FADE

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 while fighting or retaliating, 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.

## BLADES OF KHAINE

### FACTION RULE

#### ◆ STRIKING SCORPION ASPECT TECHNIQUE

##### SCORPION'S EYE

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.



## BLADES OF KHAINE® FACTION RULE

### STRIKING SCORPION ASPECT TECHNIQUE

#### MERCILESS STRIKES

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.

## BLADES OF KHAINE® 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

## BLADES OF KHAINE® STRATEGY PLOY

### FOREWARNED

Aspect Warriors go to battle armed with the foresight of their Craftworld's seers.

Whenever an operative is shooting a ready friendly **BLADES OF KHAINE®** operative, you can re-roll any of your defence dice results of one result (e.g. results of 2).



## BLADES OF KHAINE® STRATEGY PLOY

### RUTHLESS POISE

Centuries of combat experience coupled with lightning reactions and exceptional grace render Aspect Warriors utterly lethal.

Whenever a friendly BLADES OF KHAINE® operative is fighting a ready enemy operative, that friendly operative's melee weapons have the Ceaseless weapon rule.

## BLADES OF KHAINE® STRATEGY PLOY

### KHAINE'S VENGEANCE

The Aspect Warriors draw upon the Bloody-Handed God's merciless example to dispatch their foes.

Whenever a friendly BLADES OF KHAINE® operative is shooting an expended enemy operative, that friendly operative's ranged weapons have the Ceaseless weapon rule.

## BLADES OF KHAINE® STRATEGY PLOY

### DANCE OF DEATH

Lithe, acrobatic and utterly deadly, Aeldari Aspect Warriors exchange tactical positions with flawless grace.

Select two friendly BLADES OF KHAINE® operatives visible to and within 6" of each other. Remove them both from the killzone and set them back up in each other's previous locations (in other words, swap their positions).

## BLADES OF KHAINE® FIREFIGHT PLOY

### BLADEWIND

Aspect Warriors strike with speed and precision, their shining blades scything through the foe in a storm of steel.

Use this firefight ploy during a friendly BLADES OF KHAINE® operative's activation. During that activation, that operative can perform two Fight actions.



## BLADES OF KHAINE SKULL FIREFIGHT PLOY

### STARFALL

With punishing fusillades of accurate shuriken fire do the Aspect Warriors fell their enemies.

Use this firefight ploy during a friendly **BLADES OF KHAINE SKULL** operative's activation. During that activation, that operative can perform two **Shoot** actions.

## BLADES OF KHAINE SKULL FIREFIGHT PLOY

### FADING LIGHT

The Aspect Warrior slips away into darkness, leaving their foe striking at nothing but shadow.

Use this firefight ploy during a friendly **BLADES OF KHAINE SKULL** operative's activation, before or after it performs an action. During that activation, that operative can perform the **Fall Back** action for 1 less AP.

## BLADES OF KHAINE SKULL FIREFIGHT PLOY

### CONTEMPT

The martial superiority of the Aeldari species is expressed by their Aspect Warriors, who dance through incoming fire and heavy strikes with contemptuous ease.

Use this firefight ploy when a friendly **BLADES OF KHAINE SKULL** operative is retaliating or an enemy operative is shooting it, after your opponent rolls their attack dice, but before re-rolls. Until the end of the sequence, your opponent cannot re-roll their attack dice (if your opponent declared the use of any firefight ploys during that sequence that would allow them to re-roll, that ploy is cancelled and the CP spent on it is refunded).

## BLADES OF KHAINE SKULL 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.



## BLADES OF KHAINE® 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.

## BLADES OF KHAINE® 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.

## BLADES OF KHAINE® 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.

## 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** or **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.

## 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.

# 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**

**NOTES:**



# BLADES OF KHAINE: 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

JUNE '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.

### STRIKING SCORPION ASPECT TECHNIQUES, STRIKE AND FADE

First sentence changed to read:

'Use this **ASPECT TECHNIQUE** when a friendly **STRIKING SCORPION** operative incapacitates an enemy operative **while fighting or retaliating**, and is no longer within 3" of enemy operatives.'

## RULES COMMENTARY

JUNE '25

This section provides clarification on ambiguous and complex rules interactions.

**Q:** If I use the Rain of Tears Howling Banshee **ASPECT TECHNIQUE** but am prevented from performing a free Fall Back action as a result of my opponent's rules (e.g. **NEMESIS CLAW** or **Chain Snare**), what happens?

**A:** The **ASPECT TECHNIQUE** is still used. The fight sequence ends, but that **BLADES OF KHAINE** **HOWLING BANSHEE** operative remains in its current location.

**Q:** If I use the Strike and Fade Striking Scorpion **ASPECT TECHNIQUE**, could an opponent interrupt my activation (e.g. as a result of the **Guard** action) before I change that **BLADES OF KHAINE** **STRIKING SCORPION** operative's order to Conceal?

**A:** No, but they can interrupt before that **STRIKING SCORPION** operative performs the free **Dash** action.

## PREVIOUS ERRATAS

### STRIKING SCORPION ASPECT TECHNIQUES, ONE WITH THE GLOOM

Second sentence changed to read:

'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"**.'

### DIRE AVENGER EXARCH & DIRE AVENGER WARRIOR OPERATIVES, DEFENCE TACTICS RULE

Relevant part changed to read:

'[...] this operative's weapons have the **Balanced** weapon rule.'

### FIREFIGHT PLOYS, FADING LIGHT

First sentence changed to read:

'Use this firefight ploy during a friendly **BLADES OF KHAINE** operative's activation, **before or after** it performs an action.'

## PREVIOUS RULES COMMENTARIES

**Q:** If an operative is able to perform two **Shoot** actions in an activation and uses the *Slicing Hurricane* Dire Avenger **ASPECT TECHNIQUE**, can it perform both **Shoot** actions during the same **Reposition** action?

**A:** Yes.

# BLADES OF KHAINE OPERATIVES

2

Athletic, graceful and utterly lethal, the Aeldari warriors that comprise Blades of Khaine kill teams come together to undertake missions of utmost importance on behalf of their craftworlds. They are dispatched to sever specific strands of fate, ensuring that terrible events they have foreseen never come to pass.



## STRIKING SCORPION EXARCH

These sinister figures are even more skilled than the Aspect Warriors they lead. With the gigantic chainsword known as the biting blade, a Striking Scorpion Exarch can cleave their foes in two with a single swing, and use their scorpion's claw to tear open Space Marine power armour with ease.

## STRIKING SCORPION WARRIOR

With limitless patience, after stalking their prey for hours or waiting in position for days, Striking Scorpions burst from concealment. With chainswords whirring and mandiblasters spitting needles of white fire, the Aspect Warriors' emerald green armour is soon streaked red.

'WHAT DISASTERS HAVE THEY AVERTED? HOW MANY AEldari LIVES HAVE THEY SAVED? HOW MANY FOES OF OURS HAVE THEY DOOMED TO OBLIVION? ACROSS ALL THE CRAFTWORLDS WE CANNOT BE SURE. I KNOW THIS, HOWEVER, WITHOUT A SHADOW OF DOUBT. WERE IT NOT FOR THE BLADES OF KHAINE, THE ASURYANI WOULD BE NO MORE. THE WARRIORS THAT I HAVE COMMANDED ALONE HAVE PREVENTED MULTIPLE INCURSIONS INTO THE WEBWAY THAT WOULD HAVE SEVERED VITAL TIES TO EXODITE WORLDS AND HARLEQUIN TROUPES. I CAN ONLY IMAGINE WHAT OTHERS HAVE DONE FOR OUR PEOPLE.'

- Farseer Liurth, of Lugganath Craftworld



## DIRE AVENGER EXARCH

These warriors are masters of their Aspect and devoted to their craftworld. In keeping with the tactical flexibility of their Aspect, all are master marksmen and bladesmen, as at ease shredding foes with volleys of razor-sharp shuriken as they are duelling enemy heroes in single combat.

## DIRE AVENGER WARRIOR

These operatives are famed for being as deadly on the attack as they are immovable in the defence, and are regarded as being the most tactically flexible of all the Aspects. They use their shuriken catapults to create an impenetrable storm of monomolecular blades.

## HOWLING BANSHEE EXARCH

Not only do the skills in elegant swordplay displayed by a Howling Banshee Exarch exceed those of the warriors she leads, but so harrowing and biting are her cries that their echoing reverberations haunt those who hear them long after the screams have died away.

## HOWLING BANSHEE WARRIOR

The piercing, psychosonic scream that precedes the assault of these bone-armoured operatives renders those who hear it all but helpless. These shock waves buy the Howling Banshees time enough to strike, each one taking a head with a sweep of their glittering power weapon.

**'IT HAS BEEN OUR WAY FOR MILLENNIA TO SACRIFICE OUR PRESENT SO THAT WE MAY HAVE A FUTURE. MY BANSHEE SISTERS AND I KNOW THAT OUR EVERY BATTLE MAY BE OUR LAST. WE FACE THAT TRUTH WITHOUT FEAR, FOR THROUGH OUR EFFORTS MAY MORE OF OUR PEOPLE LIVE AND SEE BRIGHTER TIMES FOR THE AELDARI. ONE DAY THE STARS WILL ONCE MORE BOW TO OUR RACE, AND THAT OUTCOME WILL BE ACHIEVED ONE BATTLE, ONE KILL AT A TIME.'**

- Osinell Ciaradh, Howling Banshee of Biel-Tan Craftworld

# BLADES OF KHAINE KILL TEAM



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

## OPERATIVES

- ↳ 1 **BLADES OF KHAINE** operative selected from the following list:
  - **DIRE AVENGER EXARCH** with one of the following options:
    - Shuriken catapult; fists
    - Twin shuriken catapult; gun butts
  - Or one option from each of the following:
    - Diresword or power weapon
    - Shuriken pistol or shimmershield
- **HOWLING BANSHEE EXARCH** with one of the following options:
  - Mirrorswords
  - Shuriken pistol; executioner
  - Shuriken pistol; power weapon
  - Shuriken pistol; triskele
  - Triskele; power weapon
- **STRIKING SCORPION EXARCH** with one of the following options:
  - Shuriken pistol; biting blade
  - Shuriken pistol; scorpion's claw & chainsword
  - Twin shuriken pistols; twin chainswords

- ↳ 7 **BLADES OF KHAINE** operatives selected from the following list:
  - **DIRE AVENGER WARRIOR**
  - **HOWLING BANSHEE WARRIOR**
  - **STRIKING SCORPION WARRIOR**

**'WE AELDARI HAVE FALLEN FAR. THOSE NOT OF OUR RACE WHO HAVE HEARD OUR STORY MIGHT EVEN PITY US, IF THEY DON'T HOLD US IN CONTEMPT FOR OUR OWN FOLLY. I SPIT ON THEIR SCORN. OUR TIME IS FAR FROM OVER. WE HAVE BEEN MASTERS OF WAR SINCE OUR ENEMIES' FOREBEARS WERE BUT AMOEBAE DRIFTING AIMLESSLY IN BARREN SEAS. THE GALAXY ONCE SHOOK IN AWE UPON THE MENTION OF OUR NAME, AND IT SHALL DO SO AGAIN.'**

- Maur Saim-Ingrelli, Striking Scorpions Exarch of the Onyx Claw Shrine, Biel-Tan Craftworld

## ARCHETYPES



SEEK &  
DESTROY

Or the associated archetype of the most common Aspect keyword in your kill team (if two keywords are equally most common, you can choose one of those keywords). Aspect keywords and their associated archetypes are as follows:



SECURITY



RECON



INFILTRATION  
STRIKING  
SCORPION

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

The newest version of these rules can be found online.  
Scan the QR code or visit [warhammer-community.com](http://warhammer-community.com).



### DIRE AVENGER EXARCH



### DIRE AVENGER WARRIOR



### HOWLING BANSHEE EXARCH



### HOWLING BANSHEE WARRIOR



### STRIKING SCORPION EXARCH



### STRIKING SCORPION WARRIOR

