

WYRMBLADE

STRATEGY PLOYS

THE DAY IS AT HAND

Whenever a friendly **WYRMBLADE** operative is activated, if its order is changed from Conceal to Engage, until the end of that activation:

- Its ranged weapons have the Rending weapon rule.
- Add 1 to the Atk stat of its melee weapons (to a maximum of 5).

CROSSFIRE

Whenever a friendly **WYRMBLADE** operative is shooting an operative that another friendly **WYRMBLADE** operative has already shot during this turning point, that friendly operative's ranged weapons have the Accurate 1 weapon rule.

ONE WITH THE SHADOWS

Whenever an operative is shooting a friendly **WYRMBLADE** operative that has a Conceal order, if Light terrain is intervening, that friendly operative is obscured (unless the intervening Light terrain is within 1" of either operative).

DIVERT AND DISAPPEAR

Up to three friendly **WYRMBLADE** operatives can immediately perform a free **Dash** or **Charge** action in an order of your choice (choose separately for each, and for the latter, it cannot move more than 3"). If a **WYRMBLADE CULT AGENT** operative is selected for this ploy, it counts as two operatives, and it can perform a free **Fall Back** action instead (it cannot move more than 3"); if it does, subtract 1 from its APL stat until the end of its next activation.

FIREFIGHT PLOYS

SLINK INTO DARKNESS

Use this firefight ploy at the end of a friendly **WYRMBLADE** operative's activation. If that operative has an Engage order, change it to Conceal. You cannot use this ploy for each friendly operative more than once per battle.

COILED SERPENT

Use this firefight ploy when a friendly **WYRMBLADE** operative is shooting or fighting, after rolling your attack dice. If that friendly operative's order was changed from Conceal to Engage at the start of that activation and this is the first time it's performed either the **Shoot** or **Fight** action during that activation, you can retain one of your normal successes as a critical success instead. Note this ploy cannot come into effect more than once per activation (you cannot use it during both the **Shoot** and **Fight** action in the same activation).

UNQUESTIONING LOYALTY

Use this firefight ploy when a friendly **WYRMBLADE CULT AGENT** or **WYRMBLADE LEADER** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **WYRMBLADE NEOPHYTE** operative (excluding **LEADER**) visible to and within 3" of that first friendly operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

A PLAN GENERATIONS IN THE MAKING

Use this firefight ploy when a friendly **WYRMBLADE NEOPHYTE** operative is incapacitated. It can perform a free mission action before it's removed from the killzone.

FACTION RULES

FAMILIAR TERRITORY

When setting up a **WYRMBLADE** kill team before the battle, one third of your kill team can be set up in **HIDING**: place them to one side instead of in the killzone. **CULT AGENT** operatives cannot be set up in **HIDING**.

In the Firefight phase, friendly **WYRMBLADE** operatives set up in **HIDING** are activated as normal. When you do, you can either expend that operative or have it emerge. If it emerges, set it up in the killzone in a location it can be placed as follows (it's no longer set up in **HIDING**):

- Wholly within 6" of your drop zone.
- More than 6" from enemy operatives.
- With an order of your choice.

The operative is treated as performing the **Reposition** action (spend the AP accordingly), then continue its activation as normal. If the operative is a **WARRIOR**, ignore its **Group Activation** rule. Friendly operatives still in **HIDING** at the end of the second turning point are incapacitated.

CULT AGENT

Whenever an operative is shooting a friendly **WYRMBLADE CULT AGENT** operative:

- Ignore the Piercing and Saturate weapon rules.
- If you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

CULT AMBUSH

Whenever a friendly **WYRMBLADE** operative is shooting or fighting during its activation, if its order was changed from Conceal to Engage at the start of that activation, or it wasn't visible to enemy operatives at the start of that activation, that friendly operative's weapons have the Ceaseless weapon rule.

FACTION EQUIPMENT

BLASTING CHARGES

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

	A	HT	D	WR
⊕ Blasting charge	4	4+	3/5	Rng 4", Blast 1", Saturate

CULT KNIVES

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

	A	HT	D	WR
✕ Cult knife	3	4+	3/4	-

EXPLOSIVE TRAPS

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.

SPOTLIGHTS

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.

OPERATIVES

ARCHETYPE: INFILTRATION / SEEK AND DESTROY

1 **WYRMBLADE NEOPHYTE LEADER** with one of the following options:

- Gun butt and either autogun or shotgun

Or one option from each of the following:

- Bolt pistol, master-crafted autopistol or web pistol
- Chainsword, power maul or power pick

13 **WYRMBLADE** operatives selected from the following list:

- **KELERMORPH***
- **LOCUS***
- **GUNNER** with flamer and gun butt
- **GUNNER** with grenade launcher and gun butt
- **GUNNER** with webber and gun butt
- **HEAVY GUNNER** with heavy stubber and gun butt
- **HEAVY GUNNER** with mining laser and gun butt

- **HEAVY GUNNER** with seismic cannon and gun butt
- **ICON BEARER** with gun butt and one of the following options:
 - Autogun or shotgun
- **SANCTUS SNIPER***
- **SANCTUS TALON***
- **WARRIOR** with gun butt and one of the following options:
 - Autogun or shotgun

*These are **CULT AGENT** operatives and count as two selections each.

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **GUNNER** operatives, up to two **HEAVY GUNNER** operatives and up to two **CULT AGENT** operatives.

WYRMBLADE

LEADER	APL 2	MV 6"	SV 5+	W 8
A HT D WR				
⊕ Autogun	4	3+	2/3	-
⊕ Bolt pistol	4	3+	3/4 Rng 8"	
⊕ Master-crafted autopistol	4	3+	2/4 Rng 8", Lethal 5+	
⊕ Shotgun	4	2+	3/3 Rng 6"	
⊕ Web pistol	4	3+	3/4 Rng 6", Severe, Stun	
X Chainsword	4	3+	4/5	-
X Gun butt	3	4+	2/3	-
X Power maul	4	3+	4/6 Shock	
X Power pick	4	3+	4/5 Rending	

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

KELERMORPH	APL 3	MV 6"	SV 4+	W 9
A HT D WR				
⊕ Liberator autostubs				
- Hypersense	5	3+	3/4 Rng 6", Saturate, Seek Light, Hypersense*	
- Long range	4	4+	3/4 Piercing Crits 1, Rending	
- Short range	5	3+	3/4 Rng 8", Piercing 1, Rending	
X 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	APL 3	MV 6"	SV 4+	W 9
A HT D WR				
⊕ Barbed tail	4	3+	3/4 Rng 3", Silent	
X 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.

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.

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.

NEOPHYTE GUNNER	APL 2	MV 6"	SV 5+	W 7
A HT D WR				
⊕ Flamer	4	2+	3/3 Rng 8", Saturate, Torrent 2"	
⊕ Grenade launcher				
- Frag	4	4+	2/4 Blast 2"	
- Krak	4	4+	4/5 Piercing 1	
⊕ Webber	4	3+	3/4 Rng 12", Severe, Stun	
X Gun butt	3	4+	2/3	-

NEOPHYTE HEAVY GUNNER	APL 2	MV 6"	SV 5+	W 7
A HT D WR				
⊕ Heavy stubber				
- Focused	5	4+	4/5 Heavy (Dash only)	
- 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	
- Shot-wave	4	3+	4/4 Rng 6", Heavy (Dash only), Piercing Crits 1, Stun	
X Gun butt	3	4+	2/3	-

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 2	MV 6"	SV 5+	W 7
A HT D WR				
⊕ Autogun	4	4+	2/3	-
⊕ Shotgun	4	3+	3/3 Rng 6"	
X 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 play for OCP if that incapacitated operative is the specified friendly **WYRMBLADE NEOPHYTE** operative. It's then removed from the killzone as normal.

SANCTUS SNIPER	APL 3	MV 6"	SV 4+	W 9
A HT D WR				
⊕ Sanctus sniper rifle				
- Mobile	4	3+	3/4	-
- Stationary	4	2+	3/3 Devastating 3, Heavy (Dash only), Silent	
X 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.

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 3	MV 6"	SV 4+	W 9
A HT D WR				
X 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.

ASSASSINATE 1AP

- 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 2	MV 6"	SV 5+	W 7
A HT D WR				
⊕ Autogun	4	4+	2/3	-
⊕ Shotgun	4	3+	3/3 Rng 6"	
X 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).