

LEGIONARIES

STRATEGY PLOYS

BLOOD FOR THE BLOOD GOD

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

IMPLACABLE

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).

QUICKSILVER SPEED

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.

FICKLE FATES

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.

FIREFIGHT PLOYS

UNENDING BLOODSHED

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.

MALIGNANT AURA

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.

SICKENING CAPTIVATION

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.

MUTABILITY AND CHANGE

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, but it cannot perform the same action more than once during that activation.. 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).

OPERATIVES

ARCHETYPE: SECURITY / SEEK AND DESTROY

1 **LEGIONARY** operative selected from the following list:

- **ASPIRING CHAMPION** with one of each of the following
 - Plasma pistol or tainted bolt pistol
 - Power maul, power fist, power weapon or tainted chainsword
- **CHOSEN** with a Daemon blade and one option from the following:
 - Plasma pistol or tainted bolt pistol

5 **LEGIONARY** operatives selected from the following list:

- **ANOINTED**
- **BUTCHER**
- **BALEFIRE ACOLYTE**
- **GUNNER** with bolt pistol, fists and one of the following options:
 - Flamer, meltagun or plasma gun
- **HEAVY GUNNER** with fists, bolt pistol and one of the following:
 - Heavy bolter, missile launcher, or reaper chaincannon
- **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 above once.

FACTION RULES

MARKS OF CHAOS

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.

KHORNE

Wrathful Onslaught

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

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.

SLAANESH

Unnatural Agility

Add 1" to this operative's Move stat.

TZEENTCH

Empyrean Guidance

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

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.

ASTARTES

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.

FACTION EQUIPMENT

WARDED ARMOUR

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

MALEFIC BLADES

Friendly **LEGIONARY** operatives have the following melee weapon for the battle:

	A	HT	D	WR
X Malefic blade	5	3+	3/4	-

TAINTED ROUNDS

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.

CHAOS TALISMANS

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).

LEGIONARIES

ASPIRING CHAMPION		APL 3	MV 6"	SV 3+	W 15
A HT D WR					
⊕ Plasma pistol					
- Standard	4	3+	3/5	Rng 8", Piercing 1	
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1	
⊕ Tainted bolt pistol	4	3+	3/5	Rng 8", Rending	
X Power fist	5	4+	5/7	Brutal	
X Power maul	5	3+	4/6	Shock	
X Power weapon	5	3+	4/6	Lethal 5+	
X 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.

CHOSEN		APL 3	MV 6"	SV 3+	W 15
A HT D WR					
⊕ Plasma pistol					
- Standard	4	3+	3/5	Rng 8", Piercing 1	
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1	
⊕ Tainted bolt pistol	4	3+	3/5	Rng 8", Rending	
X 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.

ANointed		APL 3	MV 6"	SV 3+	W 14
A HT D WR					
⊕ Bolt pistol	4	3+	3/4	Rng 8"	
X 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 0AP (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.

BALEFIRE Acolyte		APL 3	MV 6"	SV 3+	W 14
A HT D WR					
⊕ Bolt pistol	4	3+	3/4	Rng 8"	
⊕ Fireblast	4	3+	3/4	PSYCHIC, Blast 2", 1" Devastating 1, Saturate	
⊕ Life siphon	5	3+	3/3	PSYCHIC, Saturate, Siphon Life*	
X 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 turning point.

BUTCHER		APL 3	MV 6"	SV 3+	W 14
A HT D WR					
⊕ Bolt pistol	4	3+	3/4	Rng 8"	
X 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 an 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.

GUNNER		APL 3	MV 6"	SV 3+	W 14
A HT D WR					
⊕ Bolt pistol	4	3+	3/4	Rng 8"	
⊕ Flamer	4	2+	3/3	Rng 8", Saturate, Torrent 2"	
⊕ Meltagun	4	3+	6/3	Rng 6", Devastating 4, Piercing 2	
⊕ Plasma gun					
- Standard	4	3+	4/6	Piercing 1	
- Supercharge	4	3+	5/6	Hot, Lethal 5+, Piercing 1	
X Fists	4	3+	3/4	-	

HEAVY GUNNER		APL 3	MV 6"	SV 3+	W 14
A HT D WR					
⊕ Bolt pistol	4	3+	3/4	Rng 8"	
⊕ Heavy bolter					
- Focused	5	3+	4/5	Heavy (Reposition only), Piercing Crits 1	
- 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)	
- Krak	4	3+	5/7	Heavy (Reposition only), Piercing 1	
⊕ Reaper chaincannon					
- Focused	5	3+	3/4	Ceaseless, Heavy (Reposition only), Punishing	
- Sweeping	4	3+	3/4	Ceaseless, Heavy (Reposition only), Punishing, Torrent 2"	
X Fists	4	3+	3/4	-	

ICON BEARER		APL 3	MV 6"	SV 3+	W 14
A HT D WR					
⊕ Bolt pistol	4	3+	3/4	Rng 8"	
⊕ Boltgun	4	3+	3/4	-	
X Chainsword	5	3+	4/5	-	
X 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.

SHRIVETALON		APL 3	MV 6"	SV 3+	W 14
A HT D WR					
⊕ Bolt pistol	4	3+	3/4	Rng 8"	
X 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.

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 can only perform this action once per battle, and cannot perform it while within control range of an enemy operative.		

WARRIOR		APL 3	MV 6"	SV 3+	W 14
A HT D WR					
⊕ Bolt pistol	4	3+	3/4	Rng 8"	
⊕ Boltgun	4	3+	3/4	-	
X Chainsword	5	3+	4/5	-	
X 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.