

BLADES OF KHAINE

STRATEGY PLOYS

FOREWARNED

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).

RUTHLESS POISE

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

KHAINE'S VENGEANCE

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

DANCE OF DEATH

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).

FIREFIGHT PLOYS

BLADEWIND

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

STARFALL

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

FADING LIGHT

Use this firefight ploy during a friendly **BLADES OF KHAINE** 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.

CONTEMPT

Use this firefight ploy when a friendly **BLADES OF KHAINE** operative is retaliating or an enemy operative is shooting it, after your opponent rolls their attack dice, but before rerolls. 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).

OPERATIVES

ARCHETYPE: SEEK AND DESTROY*

*ARCHETYPE

This kill team can use the **Seek and Destroy** archetype or an archetype determined by the most common Aspect keyword of its operatives (if two keywords are equally the 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

- 1 **BLADES OF KHAINE** operative selected from the following list:
- **DIRE AVENGER EXARCH** equipped 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
 - Shimmershield or shuriken pistol
- **HOWLING BANSHEE EXARCH** equipped with one of the following:
 - Mirrorswords
 - Shuriken pistol; executioner
 - Shuriken pistol; power weapon
 - Shuriken pistol, triskele;
 - Triskele; power weapon
 - **STRIKING SCORPION EXARCH** equipped with one of the following:
 - 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**

FACTION RULES

ASPECT TECHNIQUES

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).

FACTION EQUIPMENT

RUNE OF PROPHECY

Once per battle, after rolling off to decide initiative, you can add D3 to, or subtract D3 from, your result.

RUNE OF SHIELDING

Once per battle, when an attack dice inflicts Normal Dmg on a friendly **BLADES OF KHAINE** operative, you can ignore that inflicted damage.

RUNE OF FORESIGHT

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.

WRAITHBONE TALISMAN

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.

STRIKING SCORPIONS - ASPECT TECHNIQUES

PATIENT STALK, SUDDEN BLOW

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.

STRIKE AND FADE

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.

SCORPION'S EYE

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.

MERCILESS STRIKES

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.

ONE WITH THE GLOOM

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".

STRIKING SCORPION EXARCH	APL 3	MV 7"	SV 3+	W 9
	A	HT	D	WR
⊕ Shuriken pistol	4	3+	3/4	Rng 8", Rending
⊕ Twin shuriken pistols	4	4+	3/4	Rng 8", Ceaseless, Rending
X Biting blade	5	3+	5/6	Rending
X Scorpion's claw and chainsword	5	3+	4/6	Brutal, Lethal 5+
X Twin chainswords	5	3+	4/5	Ceaseless, Rending

Exarch: Can perform two **Fight** or two **Shoot** actions during its activation.

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

STRIKING SCORPION WARRIOR	APL 3	MV 7"	SV 4+	W 8
	A	HT	D	WR
⊕ Shuriken pistol	4	3+	3/4	Rng 8", Rending
X Chainsword	4	3+	4/5	Rending

Mandiblasters: (see **STRIKING SCORPION EXARCH** above).

BLADES OF KHAINE

DIRE AVENGERS - ASPECT TECHNIQUES

THE SLICING HURRICANE

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.

DEATH OF A THOUSAND BLADES

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.

VIGILANCE OF THE AVENGER

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.

UNSTINTING, IMMOVABLE

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.

RAGING HEAT OF THE DYING FLAME

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).

DIRE AVENGER EXARCH	APL 3	MV 7"	SV 3+	W 9
A HT D WR				
⊕ Shuriken catapult	4	3+	3/4	Rending
⊕ Shuriken pistol	4	3+	3/4	Rng 8", Rending
⊕ Twin shuriken catapult	4	3+	3/4	Ceaseless, Rending
X Diresword	5	3+	4/5	Lethal 5+, Rending
X Fists	4	3+	2/4	-
X Gun butts	3	4+	2/3	-
X Power weapon	5	3+	4/6	Lethal 5+

Exarch: Can perform two **Fight** or two **Shoot** actions during its activation.

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.

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	MV 7"	SV 4+	W 8
A HT D WR				
⊕ Shuriken catapult	4	3+	3/4	Rending
X 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.

HOWLING BANSHEES - ASPECT TECHNIQUES

THE WOE

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**).

RAIN OF TEARS

Use this **ASPECT TECHNIQUE** when a friendly **HOWLING BANSHEE** operative is fighting, after you strike with a critical success, if the enemy operative isn't incapacitated. End that sequence (any remaining attack dice are discarded) and immediately perform a free **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 **Fall Back** action.

SHRIEK-THAT-KILLS

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:

A HT D WR				
⊕ Shriek-that-kills	5	3+	1/2	Rng 6", Saturate, Seek Light, Stun, Torrent 1"

ACROBATIC

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.

SCREAM-THAT-KILLS

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.

HOWLING BANSHEE EXARCH	APL 3	MV 7"	SV 3+	W 9
A HT D WR				
⊕ Shuriken pistol	4	3+	3/4	Rng 8", Rending
⊕ Triskele	4	3+	2/3	Rng 8", Rending, Torrent 2"
X Executioner	5	3+	3/7	Lethal 5+
X Mirrorswords	5	3+	4/6	Ceaseless, Lethal 5+
X Power weapon	5	3+	4/6	Lethal 5+
X Triskele	5	3+	4/5	Rending

Exarch: Can perform two **Fight** or two **Shoot** actions during its activation.

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.

HOWLING BANSHEE WARRIOR	APL 3	MV 7"	SV 4+	W 8
A HT D WR				
⊕ Shuriken pistol	4	3+	3/4	Rng 8", Rending
X 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.