

ARCHETYPES: SEEK & DESTROY / INFILTRATE

Operatives

1 **SERVANTS OF THE DARK GODS LEADER** selected from the following list:

- **DARK ORATOR** equipped with either:

- Gun butt and autogun or lasgun

Or one of each selection from this list:

- Autopistol, laspistol, bolt pistol
- Chainsword, powersword

- **WARLORD** equipped with either:

- Gun butt and autogun, lasgun, or boltgun

Or one of each selection from this list:

- Autopistol, laspistol, bolt pistol, plasma pistol
- Chainsword, powersword, power fist

14 **SERVANTS OF THE DARK GODS** operatives chosen from the following list:

- **CULTIST WARRIOR** operative each equipped with either:

- Gun butt and autogun or lasgun
- Brutal melee weapon and autopistol or laspistol

- **CULTIST GUNNER** operative each equipped with:

- Gun butt and flamer or heavy stubber

- **CULTIST HEAVY GUNNER** operative each equipped with:

- Gun butt and grenade launcher, meltagun, or plasma gun

With the exception of **CULTIST WARRIOR** operatives, each operative above cannot be chosen more than twice.

DEDICATED SERVANTS

In the Select a Kill Team step of the battle you must choose one of the Chaos Gods for your operatives to be dedicated to. Each **LEADER** operative and **CULTIST WARRIOR** operative in the Kill Zone will receive blessings for their dedication.

- *Blessings of Khorne*

Increase the number of attacks of melee weapons the operative is equipped with by 1. Increase both damage characteristics of melee weapons the operative is equipped with by 1. Melee weapons the operative is equipped with gain the Ceaseless special rule.

- *Blessings of Slaanesh*

Add ▲ to the movement characteristic of the operative. The first time this operative moves over traversable terrain in each Turning Point it does not cost ● of movement to do so.

- *Blessings of Nurgle*

Increase the Wounds characteristic of this operative by 2. Whenever this operative would lose a wound, roll a D6: on a 6 it does not lose that wound.

- *Blessings of Tzeentch*

This operative gains an invulnerable saving throw of 5+. If the operative already has an invulnerable saving throw, increase it by 1. At the start of the Strategy Phase of the first Turning Point, you may swap this operative's position with another operative also blessed by Tzeentch.

WARLORD

M	APL	GA	DF	SV	W
3●	2	1	3	5+	8

NAME	A	BS/WS	D	SR	!
Autopistol	4	3+	2/3	Range ♥	-
Laspistol	4	3+	2/3	Range ♥	-
Bolt pistol	4	3+	3/4	Range ♥	-
Plasma pistol	4	3+	5/6	Range ♥, AP1	-
-Standard	4	3+	5/6	Rng ♥, AP2, Hot	-
-Overcharge					
Autogun	4	3+	2/3	-	-
Lasgun	4	3+	2/3	-	-
Gun butt	4	3+	2/3	-	-
Chainsword	5	3+	3/4	Balanced	-
Powersword	5	3+	4/6	Lethal 5+	-
Power fist	5	4+	5/7	Brutal	-

ABILITIES

- **Favoured by the Gods:** This operative has an invulnerable saving throw of 5+.
- **Dedicated Servants:** (see above)

SERVANTS OF THE DARK GODS, CHAOS, <CULT>, WARLORD, LEADER

SPECIALISM: COMBAT, STAUNCH

DARK ORATOR

M	APL	GA	DF	SV	W
3●	2	1	3	5+	8

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Range ♥	-
Laspistol	4	4+	2/3	Range ♥	-
Bolt pistol	4	4+	3/4	Range ♥	-
Autogun	4	4+	2/3	-	-
Lasgun	4	4+	2/3	-	-
Gun butt	3	4+	2/3	-	-
Chainsword	4	4+	3/4	Balanced	-
Powersword	4	4+	4/6	Lethal 5+	-

ABILITIES

- **Fiery Oration (1AP):** Select one friendly **SERVANTS OF THE DARK GODS** operative within ♥ and Visible to this operative. You may activate that operative as though it were your normal activation. Until the end of the Turning Point that operative and any operative that activates immediately after it, before enemy operatives activate, count as 1 APL higher for controlling objectives. Note this is not a modifier.
- **Favoured by the Gods:** This operative has an invulnerable saving throw of 5+.
- **Dedicated Servants:** (see above)

SERVANTS OF THE DARK GODS, CHAOS, <CULT>, DARK ORATOR, LEADER
SPECIALISM: STAUNCH

CULTIST GUNNER

M	APL	GA	DF	SV	W
3●	2	1	3	5+	7

NAME	A	BS/WS	D	SR	!
Flamer	5	2+	2/2	Rng ♥, Torrent ●	-
Heavy stubber	5	4+	3/4	Heavy, Ceaseless, Fusillade	-
Gun butt	3	4+	2/3	-	-

SERVANTS OF THE DARK GODS, CHAOS, <CULT>, CULTIST, GUNNER
SPECIALISM: MARKSMAN, SCOUT

CULTIST HEAVY GUNNER

M	APL	GA	DF	SV	W
3●	2	1	3	5+	7

NAME	A	BS/WS	D	SR	!
Meltagun	4	4+	6/3	Range ♥, AP2	MW4
Grenade launcher					
-Frag	4	4+	2/4	Blast ●	-
-Krak	4	4+	4/5	AP1	-
Plasma gun					
-Standard	4	4+	5/6	AP1	-
-Overcharge	4	4+	5/6	AP2, Hot	-
Gun butt	3	4+	2/3	-	-

SERVANTS OF THE DARK GODS, CHAOS, <CULT>, CULTIST, HEAVY GUNNER
SPECIALISM: MARKSMAN, SCOUT

CULTIST WARRIOR

M	APL	GA	DF	SV	W
3●	2	2	3	5+	7

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Range ♠	-
Laspistol	4	4+	2/3	Range ♠	-
Autogun	4	4+	2/3	-	-
Lasgun	4	4+	2/3	-	-
Gun butt	3	4+	2/3	-	-
Brutal melee weapon	4	4+	2/3	-	-

ABILITIES

- **Dedicated Servants:** (see above)

SERVANTS OF THE DARK GODS, CHAOS, <CULT>, CULTIST, WARRIOR

SPECIALISM: COMBAT, MARKSMAN, SCOUT

Strategic Ploys

ZEALOUS FERVOR 1CP

As long as at least one friendly **SERVANTS OF THE DARK GODS** operative is incapacitated, until the end of the Turning Point, whenever a friendly **SERVANTS OF THE DARK GODS** operative loses a wound, roll a D6: on a 6, that wound is not lost. If that friendly **SERVANTS OF THE DARK GODS** operative is blessed by Nurgle, that wound is not lost on a roll of 5+ instead.

FIGHT LIKE THE GODS ARE WATCHING 1CP

Until the end of the Turning Point, each time a friendly **SERVANTS OF THE DARK GODS** shoots or fights in combat, if you retain any critical hits you can turn a failed hit into a successful hit.

GIVE THE GODS BLOOD 1CP

Until the end of the Turning Point, each time a friendly **SERVANTS OF THE DARK GODS** operative is incapacitated it may do one of the following:

- If it is within ● of an objective marker, it may perform a free **Mission** action.
- If it is within ▲ of an enemy operative, it may perform a free **Fight** action. It is not considered incapacitated or wounded for this **Fight** action.
- If it is within ◆ of an enemy operative, but not within ▲ of an enemy operative, it may perform a free **Shoot** action against any enemy operatives within ◆.
- If it is within ■ of another friendly **SERVANTS OF THE DARK GODS**

operative, heal that friendly operative 1D3 wounds.

Tactical Ploys

APOTHEOSIS 1CP

Use this Tactical Ploy at the start or end of any Turning Point where at least half of the total number of operatives in the Killzone are incapacitated. Remove your **LEADER** from the Killzone and replace that operative with a **BLOODLETTER FIGHTER** (Compendium pg. 90) if it is blessed by Khorne; a **DAEMONETTE FIGHTER** (Compendium pg. 92) if it is blessed by Slaanesh; a **PLAGUEBEARER FIGHTER** (Compendium pg. 94) if it is blessed by Nurgle; a **PINK HORROR FIGHTER** (Compendium pg. 96) if it is blessed by Tzeentch. If your **LEADER** is already removed from the Killzone then you must choose a friendly **SERVANTS OF THE DARK GODS** operative with the most amount of wounds remaining from among blessed operatives. The removed operative is considered incapacitated for all relevant rules, but not incapacitated by your opponent or any actions by enemy operatives. The **DAEMON** operative has full wounds, regardless of how many wounds remained on the removed operative and is not blessed.

STRIKE FROM WITHIN 1CP

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence. Select one friendly **CHAOS CULTIST** operative. That operative can be set up with a Conceal order anywhere in the Killzone that is within ▲ of Heavy terrain and more than ◆ from enemy operatives and the enemy drop zone.

PROFANE INTERVENTION 1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a combat or shooting attack, when an attack dice would inflict

EQUIPMENT

SERVANTS OF THE DARK GODS operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Each operative can be equipped with no more than one of each item. Items marked with a + can be selected a maximum of once.



SACRIFICIAL DAGGER+ [3EP]

The operative gains the following ability for the battle:

Sacrificial Offering: Once per Turning Point, when this operative incapacitates an enemy operative in combat, this operative can regain up to 4 lost wounds.

FRAG GRENADE [2EP]


The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules			
Range  , Limited, Blast  , Indirect			

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle:

damage on a friendly **SERVANTS OF THE DARK GODS** operative. Ignore the damage inflicted by that attack dice.

Name	A	BS	D
Krak grenade	4	3+	4/5
Special Rules			
Range  , Limited, AP1, Indirect			


PLEASURE BARBS [2EP]

The operative gains the following ability for the battle:

Pleasure Barbs: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice. If the result of that re-roll is a 1, this operative suffers 1 mortal wound.

GRISLY TROPHY+ [3EP]

The operative gains the following ability for the battle:

Grisly Trophy: While this operative is Visible to and within  of an enemy operative, subtract 1 from the Attacks characteristic of ranged and melee weapons that enemy operative is equipped with.

Tac Ops

They Care Not From Whence the Blood Flows

Servants of the Dark Gods - Faction Tac Op 1

Reveal this Tac Op in the Target Reveal step of the first Turning Point.

- If at the end of the Battle, if at least half of all enemy operatives (rounding up) are incapacitated, you score 1VP.
- If at the end of the Battle, if at least half of all friendly **SERVANTS OF THE DARK GODS** operatives (rounding up) are incapacitated, you score 1VP.

Rise Up, Ye Starving Masses

Servants of the Dark Gods - Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point.

- If you control three or more objectives in any Turning Point, you score 1VP.
- If you have at least one operative in each quadrant of the Killzone and within ■ of the center of the Killzone at the end of any Turning Point, you score 1VP.

Sadistic Fervor

Servants of the Dark Gods - Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of any Turning Point.

- If at least two enemy operatives are Injured in a Turning Point, you score 1VP.
- If you accomplish the first condition in a subsequent Turning Point, you score 1VP.