

## ARCHETYPE: SECURITY/SEEK AND DESTROY

# THARANATOI KILL TEAM

Below you will find a list of the operatives that make up a **THARANATOI** kill team, including, where relevant, any wargear those operatives must be equipped with.

## OPERATIVES

A **THARANATOI** kill team consists of 5 **THARANATOI** operatives.

5 **THARANATOI** operatives are selected from the following (Each TERMINATOR operative count as 2 selections):

- **ALLARUS TERMINATOR** equipped with Balistus Grenade Launcher and one of the following options:
  - Guardian Spear
  - Castellán Axe
- **AQUILON TERMINATOR** equipped with one of each of the following:
  - Solerite Power Fist
  - Solerite Power TalonAnd one of the following (max of one for each selection per kill team):
  - Twin Adrathic Destructor
  - Lastrum Storm Bolter
  - Infernus Firepike
- **SAGITTARUM GUARD** equipped with Adrastus Bolt Caliver, and fists.

**SAGITTARUM GUARD** operatives can be selected up to three times.


# ABILITIES

**THARANATOI** operatives in a **THARANATOI** kill team have the following abilities:

## SWORN GUARDIANS

When determining control of an objective marker, treat this operative's APL as being 1 higher. Note that this is not a modifier.

## GOD-STRIKE TELEPORTARIUM

During the Set Up Operatives step, you may set up **TERMINATOR** Operatives within  of your Drop Zone instead. If you do so, they must be given an Engage order.

## STRATEGIC PLOYS

If your faction is **THARANATOI**, you can use the following Strategic Ploys during a game.

### CASTE OF THE ELITE

2CP

Until the end of the Turning Point, each time a friendly **THARANATOI** operative is activated, increase its APL by 1.

### ANCIENT ARTIFICE

1CP


Until the end of the Turning Point, each time a Shooting Attack is made against a friendly **TERMINATOR** operative, that operative has a 4+ invulnerable save.

### SUPPORTING FIRE

2CP

Until the end of the Turning Point, if a friendly **SAGITTARUM GUARD** operative does not perform an action in which it moves during its activation, they can perform the following action:

#### **SUPPORTING FIRE (3AP):**

Select one enemy operative Visible to this operative. This operative then performs a free Shoot Action with this model's Adrastus Bolt Caliver against that model, and all enemy operatives Visible to this operative and within  of the initial target.

## TACTICAL PLOYS

If your faction is **THARANATOI**, you can use the following Tactical Ploys during a game.

### EVEN IN DEATH...

1CP

Use this Tactical Ploy when a ready friendly **THARANATOI** operative is incapacitated. That operative is not removed from the killzone until the end of your next activation.

### SWIFT AS WIND

1CP

Use this Tactical Ploy when a friendly **THARANATOI** operative is activated. Until the end of that operative's activation, add ○ to the distance that operative moves when performing the Dash action, in addition, when this operative moves over Traversable terrain, do not subtract ○ from its movement.

### SUPERIOR FIRE PATTERNS





1CP

Use this Tactical Ploy when a friendly **SAGITTARUM GUARD** operative is activated. Until the end of that operative's activation, when performing a Shoot Action, that shooting attack gains the No Cover special rule.

## CONCUSSION GRENADES

1CP

Use this Tactical Ploy when a friendly **ALLARUS TERMINATOR** operative is activated. Change the profile of Balistus Grenade Launchers to the following:

Name	A	BS/W S	D	SR	!
Balistus Grenade Launcher	5	2+	4/5	Rng  , AP1, Blast 	
Balistus Grenade Launcher (Concussion)	5	2+	2/2	Rng  , Blast  , Lethal 4+	Stun

## AQUILON TERMINATOR

*Its origins lie with the Cataphractii suits of the Space Marine Legions, but with far greater power capacity and customized neuro-fibre uplinks, it is said, redesigned by the mind of the Emperor himself. This allowed it to be fitted with additional power systems and capacitors, increasing its durability and maneuverability. Aquilon Pattern Terminators were given more advanced weaponry than their Astartes counterparts.*



M	APL	GA
3○	3	1
DF	SV	W
3	2+	20

NAME	A	BS/WS	D	SR	!
✕ Solerite Power Fist	5	2+	4/7	Lethal 5+, Brutal	-
✕ Solerite Power Talon	5	2+	4/5	Lethal 5+	Rending
⚙ Lastrum Storm Bolter	6	2+	3/5	Ceaseless, Fusillade	P1
⚙ Twin Adrathic Destructor	5	2+	5/6	AP1, Ceaseless	-
⚙ Infernus Firepike	6	2+	3/3	Rng●, Torrent○	-

### ABILITIES

**The Emperor's Chosen:** Other than the effects of Battle Scars, this operative cannot be injured. You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

**Auramite and Adamantium:** Once per Turning Point, when a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Defence characteristic of 4 for that shooting attack.

### UNIQUE ACTIONS

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THARANATOI, IMPERIUM, ADEPTUS CUSTODES, TERMINATOR, AQUILON TERMINATOR

COMBAT

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## ALLARUS TERMINATOR

*Driven by magnatonic generator-shrines, articulated with leonus-class actuators, and fashioned from layered auramite and adamantium, Allarus armour is a marvel of craftsmanship. Coupled with the protective blessings of the Emperor, Allarus Terminator plate is arguably the most effective man-portable combat armour in the entire Imperium.*



M	APL	GA
3○	3	1
DF	SV	W
3	2+	20

NAME	A	BS/WS	D	SR	!
⚙ Castellán Axe	5	2+	3/5	-	P1
✕ Castellán Axe	4	2+	6/8	Lethal 5+	Rending
⚙ Guardian Spear	5	2+	3/5	-	P1
✕ Guardian Spear	5	2+	5/7	Lethal 5+	-
⚙ Balistus Grenade Launcher	5	2+	4/5	Rng●, AP1, Blast▲	No Cover

### ABILITIES

**The Emperor's Chosen:** Other than the effects of Battle Scars, this operative cannot be injured. You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

**Auramite and Adamantium:** Once per Turning Point, when a shooting attack is made against this operative, if the ranged weapon has a Normal Damage characteristic of 3 or less, this operative is treated as having a Defence characteristic of 4 for that shooting attack.

### UNIQUE ACTIONS

**Saturation Fire (1AP):** Select one enemy operative Visible to and within ● of this operative. Perform a free Shooting Action against it with this model's Balistus Grenade Launcher. You cannot perform this action if you have already made a Shooting Attack with that weapon this Turning Point.

THARANATOI, IMPERIUM, ADEPTUS CUSTODES, TERMINATOR, ALLARUS TERMINATOR

COMBAT

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## SAGITTARUM GUARD

Among the least common type of Custodes warrior, these warriors fulfill a vital role in battle, the Sagittarum Guard attacks foes over a distance, often with devastating heavy weapons. On Terra they maintained checkpoints and constant vigils over the external regions of the Palace complex. In this role they were renowned to recall any face, movement pattern, and speech.



M	APL	GA
3○	3	1
DF	SV	W
3	2+	18

NAME	A	BS/WS	D	SR	I
✕ Fists	4	2+	3/4	-	-
⚙ Adrastus Bolt Caliver	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Bolt Volley	6	2+	4/5	AP1, Fusillade	
- Adrathic Disintegration Beam	4	2+	5/5	Rng●, AP2, Recharging*	MW2

### ABILITIES

**The Emperor's Chosen:** Other than the effects of Battle Scars, this operative cannot be injured. You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

**Recharging\*:** After performing a Shooting Action with this weapon, you may not use it during the next Turning Point, or to perform an Overwatch Action during the current Turning Point.

### UNIQUE ACTIONS

**Elimination Protocols (1AP):** Select one enemy operative Visible to and within ● of this operative. Perform a free Shooting Action with both the Adrastus Bolt Caliver's Bolt Volley and Adrathic Disintegration Beam. You may only perform this action if you have not performed a Shooting Attack earlier this Turning Point.

THARANATOI, IMPERIUM, ADEPTUS CUSTODES, SAGITTARUM GUARD

COMBAT

STAUNCH

MARKSMAN

SCOUT

# EQUIPMENT

**THARANATOI** operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with \* can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

## OATH PARCHMENT [3EP]

The operative gains the following ability for the battle:

**Oath Parchment:** Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any CP.

## MISERICORDIA [2EP]

The operative gains the following ability for the battle:

**Misericordia:** Each time after this operative fights in combat, you can use this ability. If you do so, roll one D6: on a 3+, the enemy operative that fought it in that combat suffers 2 mortal wounds.

## ANCIENT MACHINE SPIRIT [3EP]

Select one Adrasite this operative is equipped with. Add 1 to that weapon's Damage characteristics for the battle. (An Adrasite weapon is any weapon with "Adrasite" or "Adrathic" in its name.)

## ENHANCED TARGETING ALGORITHMS [2EP]

This operative gains the following ability for the battle:

**Enhanced Targeting Algorithms:** Each time this operative performs an **Overwatch** action, for that action's shooting attack, do not worsen the Ballistic Skill characteristic of its ranged weapons as a result of performing an **Overwatch** action.

## ARAE-SHRIKE [3EP]

This operative gains the following ability:

**Arae-Shrike:** While an enemy operative is Visible to and within ■ of this operative, worsen the Ballistic Skill and Weapon Skill characteristics of ranged and melee weapons respectively that enemy operative is equipped with as if it were injured.

## EAGLE'S EYE\* [4EP]

The operative gains the following ability:

**Eagle's Eye:** Once per game, when an enemy operative moves within Engagement Range of this operative, this operative may immediately perform a free Fight Action. (this does not count as an activation)



# TAC OPS

If your faction is **THARANATOI**, you can use the **THARANATOI** Tac Ops listed below, as specified in the mission sequence.

## FACTION TAC OP 1: AT SPEAR'S LENGTH

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

- If an enemy operative more than ■ from your Drop Zone is incapacitated by a friendly **THARANATOI** operative within your Drop Zone, you score 1 VP.
- If at the end of the third Turning Point, no enemy operative has ended their activation inside your drop zone, you score 1 VP.

## FACTION TAC OP 2: CRUSH THEIR RESISTANCE

You can reveal this Tac Op in the Target Reveal Step of any Turning Point.

- At the end of any Turning Point, if you incapacitated more enemy operatives than your opponent, you score 1 VP.
- If at the end of the game, there are no enemy operatives remaining - or the opponent concedes, you score 1 VP.

## FACTION TAC OP 3: THE EMPEROR'S VENGEANCE

After selecting this Tac Op, secretly select one objective marker that is more than ■ away from your Drop Zone to be your secret objective. Reveal this Tac Op at the end of the battle.

- If you took control of the secret objective after your opponent controlled it during the previous Turning Point, you score 1 VP.
- If you controlled the secret objective at the end of more Turning Points than your opponent, you score 1 VP.