



WYRMLADE: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

NOVEMBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in [blue](#), while amended text for balance updates are shown in [magenta](#).

LOCUS OPERATIVE, QUICKSILVER STRIKE RULE

Relevant part of first sentence deleted:

'Once per turning point, after an enemy operative performs an action in which it moves or is set up, you can interrupt [that activation/counteraction](#) to use this rule.'

RULES COMMENTARY

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

Q: *If an operative performs an action in which it moves or is set up outside of the Firefight phase, can a **WYRMLADE** **LOCUS** still interrupt with its Quicksilver Strike rule?*

A: Yes.

PREVIOUS ERRATAS

FIREFIGHT PLOYS, UNQUESTIONING LOYALTY

Additional text added to end of first paragraph:

'If it's the **Shoot** action, [that other operative is only in cover or obscured if the original target was.](#)'

WYRMBLADE OPERATIVES

Genestealer Cults are insidious broods of Human-xenos hybrids that spread unnoticed on Imperial worlds, sometimes for generations. They infiltrate the Imperium's social, industrial and military fabric, and their elite Wyrmlblade kill teams squirm undetected into perfect ambush sites.

NEOPHYTE LEADER

Often a clandestine veteran of an Imperial martial or security institution, the leaders of Wyrmlblade broods are accomplished guerrilla commanders. Highly skilled in unorthodox strikes and coordinating multipronged assaults, the gene-sect's agents defer to their experience.

KELERMORPH

The Kelermorph is a third generation cult hybrid, bred to exploit the hopes of the downtrodden and embody their kin's desire for rebellion. They are seen as inspirational folk heroes, and it is often on Wyrmlblade missions that their legend as agile, gunslinging revolutionaries is forged.

NEOPHYTE WARRIOR

Warriors are amongst the most experienced guerrilla fighters of a cult's Neophyte Hybrids. They are veteran agitators and insurgents, deeply indoctrinated in the cult's creed. They form the backbone of the elite Wyrmlblade broods sent deep into the oppressors' territory.

NEOPHYTE GUNNER

Especially powerful weapons purloined from defence militias, acquired via criminal contacts or even built in weapons shops are issued to a Wyrmlblade brood's most capable Gunners. These warriors gladly lay down salvos on the move to protect their comrades and slay the cult's foes.

NEOPHYTE HEAVY GUNNER

Powerfully built Neophytes are granted the honour of bearing deadly, repurposed mining tools or weapons too hefty for normal Humans to carry. Their heavy firepower supports Wyrmlblade missions by laying low the biggest threats.

NEOPHYTE ICON BEARER

As strong in faith as their genetic inheritance makes them in body, Icon Bearers carry their holy sigils low until the time comes to raise them and signal the attack. Honoured wardens of their brood's holy icon, they inspire their brothers and sisters to feats of great sacrifice.

SANCTUS SNIPER

Fixed by the assassin's tri-lens goggles and centred in the cross hairs of their calibrated rifle, the target of a Sanctus Sniper is doomed. The Sanctus' aim is further refined by their Soulsight Familiar, through which the cult's Patriarch directs the killer.

SANCTUS TALON

Some Sanctuses wield atrophic blades, each grown within bubbling pools containing the liquefied psychic essences of slain cultists. Clutching these weapons, a Sanctus will track its target for days, squeezing its multijointed limbs through narrow spaces while following its victim's psychic spoor.

LOCUS

Concealing a powerful, xenos-mutated form beneath heavy robes and a sinisterly still exterior, a Locus can erupt into a flurry of attacks in the blink of an eye. Often appointed by the cult's Magus to protect a kill team's leader, these gene-bred bodyguards are also their master's eyes and ears.

'THE DAY OF ASCENSION IS AT LAST IN SIGHT. WE ARE BLESSED WITH A CHANCE TO SECURE ITS COMING. THOSE WHO FALL TODAY FALL AS SAINTED MARTYRS. THOSE WHO SURVIVE WILL WITNESS THE PATRIARCH'S ANGELIC KIN DESCEND FROM THE STARS, ARMS WIDE.'

- Greytha Selbrech,
leader of the Pinioned Plaintiffs

WYRMBLADE KILL TEAM

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WYRMBLADE » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **WYRMBLADE** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

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

- Autogun; gun butt
- Shotgun; gun butt

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 one of the following options:
 - Autogun; gun butt
 - Shotgun; gun butt
- **SANCTUS SNIPER***
- **SANCTUS TALON***
- **WARRIOR** with one of the following options:
 - Autogun; gun butt
 - Shotgun; gun butt

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.

* These operatives count as two selections each.

ARCHETYPES



INFILTRATION

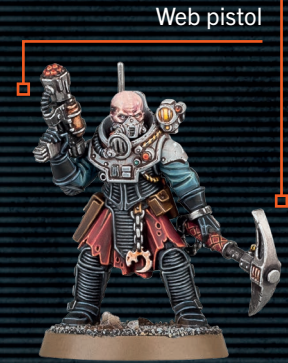


SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

NEOPHYTE LEADER

Power pick



Power maul



Bolt pistol

Chainsword



KELERMORPH

Liberator autostubs



LOCUS

Locus blades

Barbed tail



GUNNER

Flamer

Grenade launcher

Webber



HEAVY GUNNER

Heavy stubber

Seismic cannon

Mining laser



ICON BEARER

Autogun



SANCTUS SNIPER

Sanctus sniper rifle



SANCTUS TALON

Sanctus bio-dagger



WARRIOR

Shotgun

Autogun

