

# ZEPHYRIM ASSAULT SQUAD KILL TEAM

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

## OPERATIVES

- 1 **ZEPHYRIM SISTER SUPERIOR** operative equipped with one option from each of the following:
  - Inferno pistol (max one per kill team), plasma pistol (max one per kill team) or bolt pistol
  - Power weapon, chainsword, hallowed mace, anointed halberd or master-crafted power weapon
- 7 **ZEPHYRIM ASSAULT SQUAD** operatives selected from the following list:
  - **ZEPHYRIM RETRIBUTOR**
  - **ZEPHYRIM SISTER** equipped with one option from each of the following:
    - Inferno pistol (max one per kill team), plasma pistol (max one per kill team) or bolt pistol
    - Power weapon, chainsword, hallowed mace or anointed halberd
  - **ZEPHYRIM IMAGIFIER** equipped with a pennant pole and one of the following options:
    - Plasma pistol (max one per kill team) or bolt pistol

Other than **ZEPHYRIM SISTER** operatives, your kill team can only include each operative above once.

## ABILITY

Below, you will find a common ability of a **ZEPHYRIM ASSAULT SQUAD** kill team.

### GRAND RECITAL

*So deep and persistant is the Zephyrim's connection to the Emperor God of humanity that they often lose the ability to converse with the other warriors of their Order. In their state of unwavering rapture, they recite hymnals to the glory of the Emperor, not only with their voices, but also with their acts, souls and bodies. Manifesting their devotion makes their faith reverberates higher and higher!*

When selecting your kill team for the battle, select an Hymn to be active for it during the battle (reveal it to your opponent when you reveal your kill team). Then, at the start of the first **Strategy phase**, select one friendly **ZEPHYRIM ASSAULT SQUAD** operative to have the lead singer role for the battle. While a friendly operative has the lead singer role, it has the Inspired ability of the active Hymn.

Keep a Recital tally for your kill team for the battle. Add 1 to the tally as follows:

- The first time each friendly **ZEPHYRIM ASSAULT SQUAD** operative completes the Recital of an active Hymn during the battle.
- The first time a friendly lead singer role operative completes the Recital of an active Hymn during the battle (this is cumulative with the above).

Note that this means, for the purposes of your kill team's Recital tally during the battle, each friendly operative can only complete one Recital, and only one lead singer role can complete a Recital (even if you change the active Hymn or lead singer role during the battle. For example, as a result of the **ZEPHYRIM SISTER SUPERIOR** operative's Recital Lead ability).


When you add the fourth mark to your Recital tally:

- All friendly **ZEPHYRIM ASSAULT SQUAD** operatives have the Inspired ability of the active Hymn until the end of the battle.
- You gain 1 **Command Point**.

You cannot add marks to your Recital tally as a result of **GELLERPOX INFECTED** **MUTOID VERMIN** operatives. For example, performing a **Fall Back** action whilst within Engagement Range of only **MUTOID VERMIN** operatives does not complete a Comedy performance.

Hymn	Recital	Inspired ability
<b>Verse of Unfettered Piety</b>	The operative performs a <b>Fall Back</b> action.	This operative can perform the <b>Fall Back</b> action for one less action point (to a minimum of 1AP).
<b>Psalm of Righteous Smiting</b>	The operative <b>incapacitates</b> an enemy operative in combat by inflicting damage with two or less attack dice in the <b>Resolve Successful Hits</b> step.	Each time this operative fights in combat, in the <b>Resolve Successful Hits</b> step of that combat, if you did not retain any critical hits, you can strike or parry with one normal hit as if it were a critical hit.
<b>Catechism of Repugnance</b>	The operative <b>incapacitates</b> an enemy operative in a shooting attack by inflicting damage with two or more attack dice in the <b>Resolve Successful Hits</b> step.	Each time this operative makes a shooting attack, in the <b>Roll Attack Dice</b> step of that shooting attack, you can re-roll one of your attack dice.
<b>Refrain of Burning Wrath</b>	The operative performs a <b>Charge</b> action and ends the move within <b>6</b> of your opponent's drop zone.	This operative can move up to a distance equal to its Movement characteristic plus <b>3</b> for <b>Charge</b> actions, instead of plus <b>2</b> .
<b>Litany of Enduring Faith</b>	The operative loses wounds from a <b>shooting attack</b> made by an enemy operative.	Each time a shooting attack is made against this operative, in the <b>Roll Defence Dice</b> step of that shooting attack, before rolling your defence dice, if it is not in <b>Cover</b> , you can retain one as a successful normal save without rolling it.


# STRATEGIC PLOYS

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

## ENLIGHTENED REFLEX

1CP



### *Strategic Ploy*

Until the end of the **Turning Point**, friendly **ZEPHYRIM ASSAULT SQUAD**  operatives can perform **Shoot** actions during **Normal Move** actions (any remaining increments of movement can be used after performing the **Shoot** action). You cannot select a **heavy bolter** for those **shooting attacks**.

## CROUCHING STANCE

1+

### *Strategic Ploy*


Until the end of the **Turning Point** or until it makes a **shooting attack**, each friendly **ZEPHYRIM ASSAULT SQUAD**  operative has a crouching stance. For the purposes of determining **Line of Sight**, while a friendly operative with a crouching stance is within  $\triangle_1$  of a terrain feature and more than  from the **active operative**, the active operative always treats that friendly operative as having a **Conceal** order, regardless of any other rules (e.g. **Vantage Point**).

**The Balance Dataslate:** This Strategic Ploy costs 1 additional Command point for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

## PIOUS AFTERIMAGE

1CP


### *Strategic Ploy*

Until the end of the **Turning Point**, each time a friendly **ZEPHYRIM ASSAULT SQUAD**  operative performs an **action** in which it moves, it is a holy afterimage until the end of the **Turning Point**. Each time a **shooting attack** is made against a friendly operative that is a holy afterimage, in the **Roll Defence Dice** step of that shooting attack, you can re-roll one of your defence dice.

## THE EMPEROR GUIDES MY ARMS

1CP

### *Strategic Ploy*

Until the end of the **Turning Point**, each time a friendly **ZEPHYRIM ASSAULT SQUAD**  operative fights in combat, once in the **Resolve Successful Hits** step of that combat, when your opponent strikes with a normal hit, you can roll one D6. If the result is equal to or less than the **Weapon Skill** characteristic of the enemy operative's selected melee weapon, treat that strike as a parry instead (the **Brutal** special rule has no effect for that parry).

# TACTICAL PLOYS

If your faction is **ZEPHYRIM ASSAULT SQUAD** 🧑‍🦯, you can use the following Tactical Ploys during a game.

## HOLY RAGE

1CP

### *Tactical Ploy*

Use this Tactical Ploy in the **Resolve Successful Hits** step of a combat, after a friendly **ZEPHYRIM ASSAULT SQUAD** 🧑‍🦯 operative that performed a **Charge** action during this activation strikes with a critical hit. You can immediately select one of your remaining attack dice and strike with it.

## SWOOPING STRIKE

1CP

### *Tactical Ploy*

Use this Tactical Ploy in the **Resolve Successful Hits** step of a combat, after an active friendly **ZEPHYRIM ASSAULT SQUAD** 🧑‍🦯 operative strikes. Immediately end that combat and that friendly operative can perform a **Fall Back** action for 1AP, even if it has performed an action during that activation that prevents it from performing a **Fall Back** action (e.g. a **Charge** action).

## HAIL OF IRON FALLBACK

1CP

### *Tactical Ploy*

Use this Tactical Ploy after rolling your attack dice for a **shooting attack** made by a friendly **ZEPHYRIM ASSAULT SQUAD** 🧑‍🦯 operative in an activation in which it performed a **Fall Back** action. You can re-roll any or all of your attack dice for that shooting attack.


## SWIFT MOVE

1CP


### *Tactical Ploy*



Use this Tactical Ploy when a friendly **ZEPHYRIM ASSAULT SQUAD** 🧑‍🦯 operative is activated. Until the end of its activation, that operative can perform **Dash** and **Charge** actions while within Engagement Range of enemy operatives.

# ACTS OF FAITH

Each time a friendly **ZEPHYRIM ASSAULT SQUAD**  **ZEPHYRIM IMAGIFIER** operative performs the **Miracle of Faith** action, select one act of faith from the list below to be resolved. You can only select each act of faith a maximum of once per Turning Point.

## BLINDING AURA

Select one friendly **ZEPHYRIM ASSAULT SQUAD**  operative Visible to this operative. Until the end of the Turning Point:

- For the purposes of determining Line of Sight, while that operative is more than  from the active operative, it is in Cover.
- Enemy operatives cannot end a **Charge** action within Engagement Range of that operative unless they began that action within  of it, or they would also end that action within Engagement Range of another friendly operative from your kill team.

## MENTAL DISTURBANCE

Select one ready enemy operative Visible to this operative and roll one D6. Until the end of the Turning Point, that enemy operative is treated as having a Group Activation characteristic of 1, and cannot be activated or perform actions until it is the last enemy operative to be activated, or a number of enemy operatives have been activated equal to the result of the D6 (whichever comes first).

## SMITE

Select one enemy operative within this operative's Line of Sight. Both players roll six D6. Pair your dice with your opponent's dice based on matching results. For each matching pair, that enemy operative suffers 1 mortal wound. For example, if you roll 6, 5, 5, 4, 2, 1 and your opponent rolls 6, 5, 4, 4, 3, 1 that enemy operative would suffer 4 mortal wounds.

# TAC OPS

If your faction is **ZEPHYRIM ASSAULT SQUAD** 🧟, you can use the Zephyrim Assault Squad Tac Ops listed below, as specified in the [mission sequence](#).

## GLORIOUS PERFORMANCE

### *Zephyrim Assault Squad – Faction Tac Op 1*

If you are using the [Grand Recital](#) ability, reveal this Tac Op in the [Target Reveal](#) step of the first [Turning Point](#).

- If your Recital tally is four or more, you score 1VP.
- If your Recital tally is six or more, you score 1VP.

## INSPIRING ZEAL

### *Zephyrim Assault Squad – Faction Tac Op 2*

You can reveal this Tac Op when a friendly **ZEPHYRIM ASSAULT SQUAD** 🧟 operative [incapacitates](#) an enemy operative. At the end of the battle:

- If that friendly operative has incapacitated more enemy operatives than each other friendly **ZEPHYRIM ASSAULT SQUAD** 🧟 operative has during the battle, you score 1VP.
- If that friendly operative is wholly within your opponent's drop zone, you score 1VP.

## GRAND HYMNAL

### *Zephyrim Assault Squad – Faction Tac Op 3*

You can reveal this Tac Op in the [Target Reveal](#) step of any [Turning Point](#). When this Tac Op is revealed, start a Grand Hymnal tally, adding one to the tally the first time each different [Recital](#) is completed by any friendly **ZEPHYRIM ASSAULT SQUAD** 🧟 operative. Note that it does not have to be the active Hymn's Recital.

- If your Grand Hymnal tally is five, you score 1VP.
- If you achieve the first condition before the fourth Turning Point, you score 1VP.

# EQUIPMENT

**ZEPHYRIM ASSAULT SQUAD** operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a <sup>+</sup> can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

## SANCTIFIED BOLT ROUNDS [3/4EP]

Select one bolt pistol or heavy bolter the operative is equipped with. That weapon gains the MW1 critical hit rule for the battle. If you selected a heavy bolter, this equipment costs 4EP; otherwise, it costs 3EP.

## MARTYRDOM AMULET<sup>+</sup> [3EP]

This operative gains the following ability for the battle:

**Death Mask:** If this operative is incapacitated, at the end of that activation, you gain 1CP.

## ENCASED SACRED RELIC [3EP]

Select one hallowed mace the operative is equipped with. That weapon gains the Reap 1 critical hit rule and Lethal 5+ special rule for the battle.

## HOLY WATER ASPERSION [3EP]

Select one anointed halberd the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.



## PURITY SEAL [3EP]

The operative gains the following ability for the battle:

**Purity Seal:** 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 without spending any Command Points.

## HOLY GRENADE [3EP]

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

Name	A	BS/WS	D
 Prismatic grenade	4	3+	3/4
<b>Special Rules</b>	<b>!</b>		
Rng  , Limited, Blast  , Indirect	Stun		

## MASTER-CRAFTED PLASMA PISTOL<sup>+</sup> [3EP]

Select one plasma pistol the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle.

SUPPORT GRIP<sup>+</sup> [1EP]

**ZEPHYRIM RETRIBUTOR** operative only. Remove the Heavy special rule from the heavy bolter that operative is equipped with for the battle. That weapon gains the following special rule for the battle instead:

**Cumbersome:** An operative cannot move more than 3 **2** in the same activation in which it performs a **Shoot** action with this ranged weapon.



# DATA CARDS

## ZEPHYRIM SISTER SUPERIOR

Deeply engulfed in the rapture of their connection to their God, the Zephyrim Sister Superior leads her squad to deliver the wrath of the Emperor to the hearts of His foes.

M

APL

GA

DF

SV

W

Base

3 ②

3












1

3

6+

9


25mm

Name	A	BS/WS	D	Special Rules	!
 Inferno pistol	4	2+	5/3	Rng  AP2	MW3
 Plasma pistol	4	2+	4/5	Rng  AP1	Stun
 Bolt pistol	4	2+	3/4	Rng 	Rending
 Power weapon	5	2+	4/5	Balanced	-
 Chainsword	5	2+	4/5	-	Rending
 Hallowed mace	5	2+	4/5	Brutal	-
 Anointed halberd	5	2+	3/7	-	-
 Master-crafted power weapon	5	2+	4/6	Lethal 5+	-

### ABILITIES

**Armor of Faith:** This operative has a 4+ invulnerable save.

**Jump pack:** This operative has the FLY keyword for the purposes of moving around, across and over other operatives. However, each time this operative is climbing or dropping, treat the total vertical distance as ②.


**Recital Lead:** Once per battle, in the Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can use this ability instead. If you do so, select a different Hymn to be active for your kill team. You can also select a different operative for the lead singer role. The new lead singer role would therefore have the Inspired ability of the new active Hymn instead. Your Recital tally remains unchanged (therefore if the tally was four or more, all friendly **ZEPHYRIM ASSAULT SQUAD**  operatives have the Inspired ability of the new active Hymn instead).

### UNIQUE ACTIONS

-

### DATA CARD-RELATED

Sanctified Bolt Rounds , Encased Sacred Relic , Holy Water Aspersion ,  
Master-crafted Plasma Pistol

**ZEPHYRIM ASSAULT SQUAD**  , IMPERIUM, ADEPTA SORORITAS, <ORDER>  
 LEADER, ZEPHYRIM SISTER SUPERIOR



## ZEPHYRIM RETRIBUTOR

Few Zephyrim sisters are able to balance the weight of the heavy bolter while flying at high speed on the battlefield, but those that can deliver a tempest of holy fire in the ranks of their enemies.

**M****APL****GA****DF****SV****W****Base**

3②

3

1

3

6+

9

25mm

Name	A	BS/WS	D	Special Rules	!
 Heavy bolter	5	3+	4/5	<u>Fusillade</u> , <u>Heavy</u> , <u>Divine Judgement</u> *	<u>Rending</u>
 Heavy bolter flail	4	3+	3/4	-	<u>Reap 2</u>

### ABILITIES

**Armor of Faith:** This operative has a 4+ invulnerable save.

**Jump pack:** This operative has the FLY keyword for the purposes of moving around, across and over other operatives. However, each time this operative is climbing or dropping, treat the total vertical distance as ②.


**\*Divine Judgement:** Each time a friendly operative makes a shooting attack with this weapon, in the Resolve Successful Hits step of that shooting attack, if the target loses any wounds, the target is injured until the end of the Turning Point.

### UNIQUE ACTIONS

**Holy Fire Tempest (2AP):** Perform a free Shoot action with this operative using the heavy bolter it is equipped with. The heavy bolter has the Torrent ② special rule instead of the Fusillade special rule for that shooting attack.

### DATACARD-RELATED

Sanctified Bolt Rounds , Support Grip











ZEPHYRIM ASSAULT SQUAD , IMPERIUM, ADEPTA SORORITAS, <ORDER>, ZEPHYRIM RETRIBUTOR



## ZEPHYRIM SISTER

The appearance of the Zephyrim sisters on a battlefield, storming down on the wicked, is a sight that galvanizes the defenders of humankind.

**M****APL****GA****DF****SV****W****Base****3** **3****1****3****6+****8****25mm**

Name	A	BS/WS	D	Special Rules	!
 Inferno pistol	4	3+	5/3	Rng  , AP2	MW3
 Plasma pistol	4	3+	4/5	Rng  , AP1	Stun
 Bolt pistol	4	3+	3/4	Rng 	Rending
 Power weapon	5	3+	4/5	Balanced	-
 Chainsword	5	3+	4/5	-	Rending
 Hallowed mace	5	3+	4/5	Brutal	-
 Anointed halberd	5	3+	3/7	-	-

### ABILITIES

**Armor of Faith:** This operative has a 4+ invulnerable save.


**Jump pack:** This operative has the FLY keyword for the purposes of moving around, across and over other operatives. However, each time this operative is climbing or dropping, treat the total vertical distance as **2**.

### UNIQUE ACTIONS

-

### DATACARD-RELATED

Sanctified Bolt Rounds , Encased Sacred Relic , Holy Water Aspersion ,  
Master-crafted Plasma Pistol

**ZEPHYRIM ASSAULT SQUAD** , **IMPERIUM**, **ADEPTA SORORITAS**, **<ORDER>**,  
**ZEPHYRIM SISTER**



## ZEPHYRIM IMAGIFIER

Holding the penant of their order, the Zephyrim Imagifier is a light in the darkness, making their faith materializes in miracles.

**M****APL****GA****DF****SV****W****Base**

3②

3


1

3

6+

9

25mm


Name	A	BS/WS	D	Special Rules	!
 Plasma pistol	4	3+	4/5	Rng  , AP1	Stun
 Bolt pistol	4	3+	3/4	Rng 	Rending
 Pennant pole	4	3+	4/5	-	Stun


### ABILITIES

**Armor of Faith:** This operative has a 4+ invulnerable save.

**Jump pack:** This operative has the FLY keyword for the purposes of moving around, across and over other operatives. However, each time this operative is climbing or dropping, treat the total vertical distance as ②.


### UNIQUE ACTIONS

**Miracle of Faith (1AP):** Psychic action. Resolve a **ZEPHYRIM ASSAULT SQUAD**  act of faith, as specified [here](#). This operative can perform this action twice during its activation, but cannot perform it while within Engagement Range of an enemy operative.

**Hallucinogen Grenade (1AP):** Select one point on the killzone within  of this operative. Roll one D6 for each operative within ② of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL; in addition, on a 6, that operative suffers 1 mortal wound. This operative can only perform this action once per battle, and cannot perform this action while within Engagement Range of an enemy operative.

### DATACARD-RELATED

Sanctified Bolt Rounds , Master-crafted Plasma Pistol

**ZEPHYRIM ASSAULT SQUAD** , **IMPERIUM, ADEPTA SORORITAS, <ORDER>, PSYKER, ZEPHYRIM IMAGIFIER**

