

KILL TEAM EXPANSION CAMPAIGNS

INTRODUCTION

Although it is great fun to fight individual battles, part of the challenge of Kill Team is to build your team into a force to be reckoned with. A campaign gives your soldiers the chance to gain Battle Honours, as well as you (the commander) the opportunity to recruit extra troops and upgrade your forces base.

To start a campaign you'll need at least two players, preferably three or more. New players can join the campaign later, and although they may be disadvantaged in the beginning the new players will find they gain resources at a faster rate when fighting more powerful forces.

CAMPAIGN TERMS

Before we begin the Campaign rules proper there are a number of 'terms' that you must become familiar with. Further details of the rules surrounding these terms can be found throughout the campaign rules:

Team

A 'team' is the selection of models you play a game with against your opponent. A team can range in size from between 200 and 400 points (depending on how upgraded your Base is).

Force

Your 'force' is your entire selection of models. Before you play a game, you must decide which models from your force will form your team that you will use during the game. You can have any amount of points worth of models in your force.

Base

Every player has a 'base'. A base could be an Ork Rok, a crashed Eldar ship, or even a pre-fab Astra Militarum fortification. It's often great fun to draw up a picture or story around what your base could be. This is where your soldiers regroup and rearm and where you receive supplies from your superiors. Over the course of the campaign you have the option to upgrade your base to further enhance your force.

Requisition Points (RP)

The 'currency' of these campaign rules. After a game you will be rewarded with RP that you can spend on all manner of things. Your RP carry over throughout the campaign, so make sure you keep track of the current total. All players start a Campaign with 0 RP.

Renown

This is your reputation as a commander. A player with a higher Renown has the ability to call his superiors for greater support during a campaign. All players start a Campaign with 0 Renown.

Battle Honour

A Battle Honour is the term used to represent an 'upgrade' given to a model by the player by spending RP. A Battle Honour can range from increasing a characteristic to giving it a new unique special rule.

Group

A Group consists of up to five Core models which gain Battle Honours together. Models may be added to an already formed Group but you have to roll to do so. See the Groups rules later.

BUILDING YOUR STARTING FORCE

At the start of the campaign, all players must build a starting force using the standard Kill Team rules. Every player gets 250 points to spend and must follow the Model Availability rules. Note any points left unspent are not carried over in any way.

FORCE AND TEAM ROSTERS

There are two rosters that you will need whilst playing a campaign: force and team. The force roster is available at the back of this document and allows you to list every model in your force as well as any base upgrades, RP and renown you have acquired. The team roster is not as important (but no less useful) and is available on the Kill Team download page. You will have to fill in (or edit) a new team roster before every game, but you must keep your force roster for the duration of the campaign so it's worth filling it in in pencil.

THE CAMPAIGN SEQUENCE

A Campaign follows a sequence of steps that every player in the campaign must complete before moving on to the next. A brief summary is presented here, but a more detailed look at each step will follow.

CAMPAIGN SEQUENCE

Step 1: Build a Team

All players build a team from models in their force, depending on their Base's level.

Step 2: Play a Game

Randomly roll for, or choose narratively, a mission from the Kill Team rules. Then play it!

Step 5: Determine Injuries

Determine the extent of injuries for each model that has been taken off as a casualty during the game.

Step 4: Determine RP and Renown

The game you've just played will determine the amount of Requisition Points you will receive and any adjustment to your Renown. Any gained RP is added to your current RP total.

Step 5: Spend RP

This is the time to spend your hard earned RP. Other players do not usually have to be present during this step, so it's a good idea to take your time in determining what to spend it on.

Once Step 5 has been completed by all players go back to Step 1 and start the sequence again. It's up to you when to end your campaign, but it's usually enjoyable to have a final battle where everyone can use their entire force for one final fight (see Play a Game below).

GROUPS

Team Leaders and Special models each act as individuals in all respects during a campaign. Core models, however, can be assigned into 'Groups'. When building your starting force you may group your Core models into as many Groups as you want, as long as no group is larger than 5 models. A Group's models must all come from the same team list entry (e.g. all Tactical Marines in the same Group); you may not mix different types of models.

Any new models you buy later in the campaign may either form new groups or join existing ones in your force (see New Recruits below).

Groups automatically gain Battle Honours together. For example, if a player purchases Rapid Reflexes and chooses a model within a Group to gain it, then all models in that Group gain the +1 increase to their Initiative. Models still roll for injury separately, on the Core Injury Chart. A Group counts as individual models during a battle (unless they are a Squad, see below), they are only 'grouped' in regards to the campaign rules.

New Recruits

You may add new recruits to existing Groups. If the Group is relatively inexperienced, you will have no difficulty in finding raw recruits to add to their numbers. But more experienced gnarled veterans are not so keen on letting novices join them! For each Group you wish to reinforce roll a D6, if the result equals or beats the number of Battle Honours the Group has then you may continue to purchase new recruits for that Group. If the result is less, then you may not buy new recruits during this step (you must roll again after the next game). As with other new recruits, you must pay their base cost and any options they take. A new recruit gains all Battle Honours his Group has acquired.

Team Building

When building your team during Step 1, you may only choose to take 'whole' Groups from your force. This means that if you do not have the points remaining to take an entire Group, then none of the Group may be taken.

SQUADS

Units with the Squad special rule use all the campaign rules for Groups as above. You may buy single model reinforcements for your Squad by dividing its initial cost by the number of models the unit starts with. You may not increase a Squad's number beyond its initial amount. If the Squad has Battle Honours, you will need to roll to see if you can buy new recruits in the same manner as for Groups above.

For example, if you wanted to buy a replacement model for a Cultist Squad you would divide the units base points cost (20) by its starting number of models (5). Which would make a replacement Cultist cost 4 points (not including any options). If that Cultist Squad already has two Battle Honours, you would need to roll a D6: on a 2 or more you may buy reinforcements, on a 1 you may not.

STEP 1: BUILD A TEAM

During this step all players must build a team using the Model Availability rules in their respective team lists. This team must be constructed out of available models in the player's force. The points level available depends on the current level of your base. At the start of the campaign this is 200 points but can be increased to up to 400 points.

Note that all wargear requirements are still in force when building a team for a campaign game. For example, you will still need to take at least five Tactical Marines before one may wield a Plasma Gun.

If it is impossible for a player to build a team using the Model Availability because he has no Team Leader in his force you must choose a Special model to fill its place. This 'field promoted' model gains the Inspiring Presence rule and counts as a Team Leader during the game in all respects. However, at the end of this game you receive one less RP to represent his lack of experience.

If you have no Core models in your force during this step your force is immediately disbanded! You must start a new force from the beginning and play your next game with a new team.

STEP 2: PLAY A GAME

Now you've built a team you need to play a game! This can be done in one of three ways depending on your campaign:

NON-RANDOM

To play a fair campaign it is often best to dictate which mission is played by all campaign players during the same step. This way all players play the same mission at once and no player is disadvantaged. If you are doing this a good idea is to list the order in which missions are played before the campaign begins. A fun way to do this is by using a storyline (see below).

RANDOM

If you can't decide which mission to play, each pair of opponents must roll on the Kill Team mission chart on page 9 of the Kill Team rules.

STORYLINE

Kill Team is best played within a narrative. By this we mean all of your games have a story, and all players are taking part in it. A storyline can be simple, but it can lead to some great moments within a game. As an example of a simple storyline, here is a quick two-player campaign:

Campaign Backstory

The world of Vardia is a bustling forge world, producing a great number of Adeptus Astartes war

machines. So when reports were received by Baal that rumours of a Chaos cult has started to emerge, a strike team of Blood Angels was sent immediately to quell the uprising. Unfortunately for the Blood Angels not all is as it seems...

Mission 1: Escalating Skirmish

The Blood Angels and Chaos forces meet on the surface of Vardia and things get hairy.

Mission 2: Raid

The Blood Angels have found the Chaos base and attempt to destroy it. But wait, they have found something even more insidious than a cult...

Mission 3: Doomsday Device

A portal! The Chaos forces are trying to summon in great hordes of daemons and it must be found and destroyed before the ritual is complete.

Mission 4: Last Stand

Whoever wins the last mission is the defender in this one. Either the Blood Angels are trying to destroy the portal, or Chaos is trying to activate it!

Mission 5: The End! (Custom Mission)

The final mission in a campaign is a great time to bring everyone's entire forces to bare and craft a unique story mission. Perhaps the Blood Angels have succeeded and the Chaos player has to deal with drop podding reinforcements as they escape? Or has the Chaos plot come to fruition and the Blood Angels have to fight a horde of daemons?!

STEP 3: DETERMINE INJURIES

During a game it doesn't matter whether a model is dead, unconscious, injured or just playing dead - in game terms a casualty is no longer capable of fighting, which is all that matters. When you are playing a campaign it matters a great deal what happens to models who are casualties! They might recover completely, have sustained injuries, or worst of all they might have died.

There are two separate Injury Charts, one for Core models, and one for Special and Team Leader models (called Special Injury Chart). A model that has been removed as a casualty, but did not flee the battlefield, will need to roll on their relevant Injury Chart below to see what has happened. If they fled the battlefield, they are assumed to have got away safely and will not need to roll.

DEATH OF A MODEL

When a model rolls a Dead! result remove him from your force roster, he has been slain! All his wargear is also lost (it has either been lost on the battlefield). However, if the slain model was in a Group you may give any optional wargear that the model had to another member of the same Group for free, replacing any wargear as if the model had bought the option itself. For example, a Tactical Marine with a Plasma Gun is heroically lost in battle, but he is in a Group so his Plasma Gun may be given to any model in that Group that is able to use it, replacing its boltgun.

STUNNED MODELS

If you are using the optional Injury rules, also use the following rule: In reality your models don't just disappear at the end of the game, so what happens to models that are left Stunned and helpless? The winning team is assumed to help their models recover. But if the losing player has Stunned models on the battlefield when the game ends, they must immediately roll a D6 for each. On a 3-6 the Stunned model has managed to recover and either runs away or hides until he can re-join his team. On a 1 or 2 however, the winning team has found him and he is treated as a casualty (and therefore must roll for Injury).

CORE INJURY CHART

Core models roll a D6:

1-2. Dead!

The model has been slain during the battle, limbs and bodily organs spewed across the battlefield. See left for rules on how to handle this.

3-6. Full Recovery

The model has simply been knocked unconscious or taken light wounds and has made a full recovery.

SPECIAL INJURY CHART

Special and Leader models roll a D6:

1. Grievously Injured

A permanent injury, roll a D6 again:

1-3. Dead!

The model has been killed! See left for rules on how to handle this.

4-6. Maimed

The model has his limbs hacked and eyes gouged. Roll a further D6 below to see what permanent penalty the model receives:

1. Toughness -1
2. Attacks -1 (to a min of 1)
3. Strength -1
4. Ballistic Skill -1
5. Weapon Skill -1
6. Initiative -1

2. Beaten Up

A temporary injury, roll a D6 again:

1-2. Incapacitated

The model may not be taken in your team during your next game. After you have played a game, you may use the model as normal.

3-4. Winded

The model is still recovering from their wounds and suffers a -2 penalty to any movement during its next game. For example an Infantry model would only move 4" during the Movement phase and may only charge 2D6-2".

5-6. Wounded Pride

During its next game the model loses any Inspiring Presence special rule it has and reduces his Leadership by 2.

3-6. Full Recovery

The model has simply been knocked unconscious or taken light wounds and has made a full recovery.

STEP 4: DETERMINE RP AND RENOWN

At the end of each battle, each player must determine how much RP he has acquired and what effect the battle has had on his renown as a commander. This is done as soon as a game is over so that players can confirm each other's calculations.

GAINING REQUISITION POINTS

Each player works his way through the following list of 'achievements'. If the achievement has been achieved by the player or one of the player's models then he adds the RP reward to his RP total. It is worth keeping a pad and paper next to your gaming table while playing a game to record this.

Achievements with a * next to the name may be achieved more than once, otherwise the achievement may only be gained once per player.

Took Part +10 RP
All players gain this achievement.

Victory! +5 RP
The winning player gains this achievement.

Stalemate +3 RP
Both players gain this achievement if the game was a draw.

Assassin +3 RP
One of your models caused the enemy's Team Leader to be taken off as a casualty (sweeping advance counts).

Heroic Duel +2 RP
One of your models has slain another in a challenge (both players may gain this if both challengers killed each other!)

Considerate Commander +2 RP
The player ends the game with three quarters or more of his models left standing.

First Blood +2 RP
The player who removes an enemy model as a casualty first during the game gains this achievement.

Slayer* +1 RP
One of your models kills 3 or more enemy models in a single phase.

Firestarter* +1 RP
One of your models caused 5 or more models to gain Burning counters in a single phase.

Always Outnumbered* +1 RP
One of your models charged at least 5 enemy models in the same phase on his own (no other friendly model charges the same models or are already in combat with them).

At The Brink* +1 RP
One of your models regroups within 6" of the board edge. Models with the ATSKNF special rule may not attain this.

Never Give Up, Never Surrender!* +1 RP
One of your models rolls a 2 to pass a Morale test when he can only pass on a 2.

Missions may describe additional ways of earning Requisition Points.

UNDERDOG BONUS

When a player fights against another player with a higher Renown, he might gain extra RP. For every three Renown higher your opponent is, you gain an extra RP at the end of the game. This is calculated before Renown is adjusted (see below). For example, if a player with a Renown of 2, fought a player with a Renown of 13 he would gain an extra 4 RP at the end of the battle.

RENOWN

Renown is a measure of a commander's reputation, the longer the campaign continues the higher a commander's Renown can become and the more supplies and reinforcements he can call. But if the commander fails his mission, he could lose Renown! At the end of the game the winner gains +2 Renown. The loser must roll a D6, on a 4+ he gains +1 Renown. On a 1-3 the failure is infamous and he *loses* 1 Renown (to a minimum of 0). If the game was a draw both players gain +1.

STEP 5: SPEND RP

This step is the longest and does not necessarily need to be worked through in the company of your fellow campaign players. Players can spend RP on the following three things:

Call for Reinforcements

Convert RP to points in order to buy more models or replace ones that have been killed in action.

Base Upgrades

Use RP to purchase additional components for your base, including comm towers, vehicle bays, etc.

Battle Honours

Spend RP to award models in your force Battle Honours that can increase characteristics or give them special rules.

A player can spend as much RP as he likes during this campaign step, as long as he doesn't spend more than he has of course! Note that many base upgrades and Battle Honours have pre-requisites to follow before you can purchase them. For further details see their relevant rules below.

CALL FOR REINFORCEMENTS

A player can spend his RP in order to convert them to regular points to buy additional models or new wargear for existing ones. For every 1 RP a player uses in order to Call for Reinforcements he gains 5 points worth to spend. You do this at the same time for all of your purchases (work out what you want before you spend RP). Any remaining points at the end of this campaign step are lost.

For example, a player wants to buy his Space Marine Sergeant a power sword (15 pts) and replace a slain Tactical Marine (14 pts), so he uses 6 RP in order to gain the 29 points he needs. He then has 1 point left, which is lost (possibly due to Adeptus Ministorum errors).

New Recruits

You can recruit new models to your force using your converted points in the same way as when you first built your team. You must still abide by any wargear restrictions placed upon you when buying new models but do not have to follow any Model Availability rules at this time.

For example, a Space Marine player has converted 20 points. If he wishes, he can spend these points on adding a Tactical Marine to his team (14 points) and equipping him with a flamer (5 points), he would then have 1 point remaining. The Space Marine player would still need to follow the Tactical Marine wargear limit of a maximum of one weapon option (in this case a flamer) for every five Tactical Marines in his force.

You do not have to follow any team restrictions when you recruit new models, such as the 1-3 limit for Space Marine Bikes. These restrictions only apply to when you build your team during step 1 of the campaign sequence. In fact you can recruit multiple Team Leaders to your force if you wish, but may only use one of them at a time during a game.

Upgrades and Wargear

Any model may purchase upgrades and wargear from its entry options using your converted points, as long as you follow any restrictions as normal (see New Recruits above). When purchasing new wargear for models that already have purchased wargear things get a little trickier:

For example, the Space Marine Sergeant has the option to take items from the *Melee Weapons* and *Ranged Weapons* lists. These lists instruct the player to 'replace his chainsword and/or bolt pistol', and obviously a model that has a power sword and plasma pistol cannot do that! To work around this a little common sense is in order; the Sergeant may replace his power sword with any weapons in the *Melee Weapons* list and plasma pistol with any weapons in the *Ranged Weapons* list. In either case you may pay the difference to 'upgrade' your weapons (so a power fist upgraded from a power sword would cost 10 pts). You do not gain any points from 'selling' a higher pointed item to get a lower one, those points are lost!

After all wargear has been bought, the model must still follow the restrictions in his model entry (so you can't have a pair of lightning claws *and* a plasma pistol). In all cases of confusion speak with the rest of your campaign group to determine the correct way of replacing old wargear.

BASE UPGRADES

Most kill teams operate on the front (or even behind enemy) lines, away from the massive resources of the main army's home base. Your base represents your commander's centre of operations from where they conduct the missions from. During a campaign you can spend Requisition Points to upgrade your base, commission resources from your faction, and gain bonuses that affect your team during a game.

Although armies such as the Tyranids do not technically have an 'base' and do not use things like satellites and scanners, the names below are simply guidelines and you can call the benefit it provides anything you want. Perhaps the Recon Satellite could become 'Recon Pylon' if you are playing a Necron team, or 'Webway Looking Glass' if you're playing as Eldar. Maybe the Officer Training upgrade could be 'Progressive Biomass' for Tyranids or 'Big'un Skool' for Orks.

Each player may only choose a base upgrade once, you may not buy multiples of the same one. If a player disbands his team he loses all HQ upgrades as well.

Many base upgraded also have a list of required upgrades – this is a list of base upgrades you must have already bought before you are allowed to buy that upgrade. An example of this would be the Officer Training upgrade. Before you are allowed to buy this upgrade, you must have first bought both the Forward Base and Training Facilities upgrades.

Base Level Upgrades

In addition to the normal base upgrade list, a player can take the following base level upgrades in order to increase the available points limit they have when building a team before a game. These upgrades must be bought in order, and each have a Renown (Ren) value that you must have before you can take the upgrade. All players start the campaign with a level 1 base.

LV	UPGRADE	RP	REN	TEAM
1	Base Camp	0	0+	200 pts
2	Forward Base	5	2+	250 pts
3	Main Base	10	5+	300 pts
4	Command Centre	15	10+	350 pts
5	Stronghold	20	15+	400 pts

UPGRADE	RP	REQUIRED	BENEFIT
Comms Relay	5	-	You gain a Comms Relay (see the 40k rulebook) to place in your deployment zone during your deployment.
Defensive Turret	5	-	During your deployment you may place a Gun Emplacement within your deployment zone. This emplacement has a twin-linked heavy bolter and may fire on its own at BS2. It is always in control of the owning player and may not be used by the enemy.
Medical Facilities	10	Forward Base	You can re-roll a result on the Injury Chart for a single model in your team after a battle (this stacks with the Medic Battle Honour).
Officer Training	5	Main Base, Training Facilities	If a Team Leader dies during the campaign and you have this base upgrade, you may immediately choose one Special model in your force to be promoted to a Team Leader. This is similar to the 'field promotion' rule in Build a Team but the change is permanent and the model does not receive a -1 RP penalty.
Psi Shield Upgrade	2	Shield Projector	Any model within 3" of a Shield Counter (see Shield Projector) adds a +1 modifier to Deny the Witch tests.
Recon Satellite	5	Comms Relay	When rolling to Seize the Initiative, add 1 to the roll.
Scout Training	5	Main Base, Training Facilities	In games using the standard deployment rules, D3 models in your team may be placed using the Infiltrate rule (roll before the game).
Shield Projector	5	-	During your deployment you may place a 25mm Shield Counter anywhere in your deployment zone. Models within 3" of this counter count as having a 5+ invulnerable save.
Tanglewire	5	-	You gain three 6" lengths of Tanglewire (see rulebook) to place during your deployment – this may be done anywhere on the table except in the enemy deployment zone.
Target Designator	5	Comms Relay	Once per game you may place a Target Counter next to a single enemy model. You may 'spend' this counter in order to allow a single friendly model to shoot this model as if it has a BS of 5.
Training Facilities	10	Main Base	Increase your team's Special model availability by 1.
Vehicle Hanger	10	Forward Base	You may take a single Transport Vehicle in your force (see Kill Team Expansion: Transports).

BATTLE HONOURS

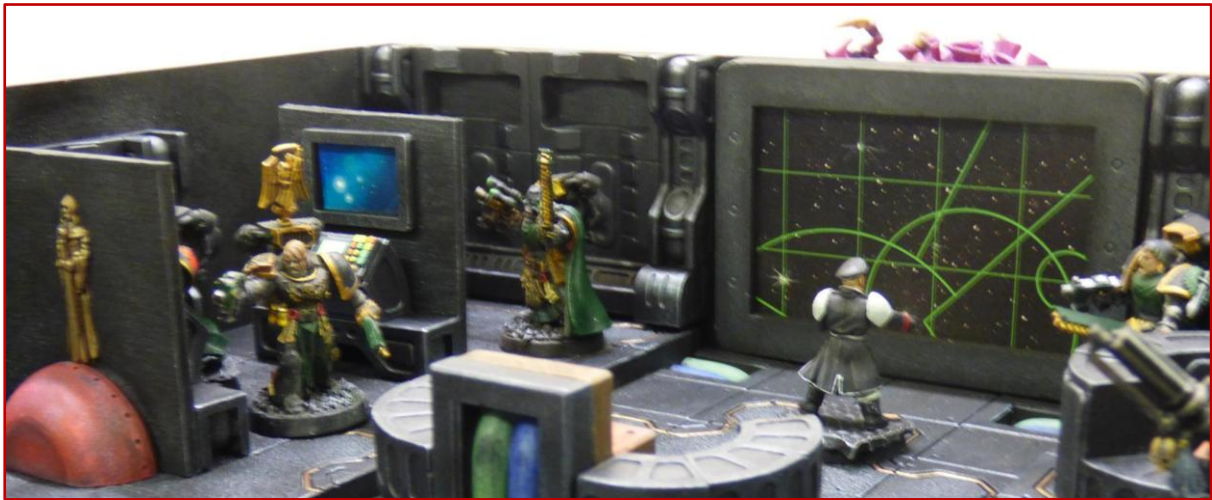
Battle Honours are bonuses that can range from giving a model an increase to his characteristic to allowing him to re-roll Pinning and Fear tests. A Battle Honour may be taken by a force as many times as you like, but a single model may never gain a Battle Honour more than once. Some Battle Honours will require the player to have a certain amount of Renown in order to take them as listed under 'Ren'. Battle Honours may also have further prerequisites and restrictions which will be detailed in their 'Benefit' description.

When you buy a Battle Honour you will need to decide which single model in your force the upgrade affects. You may only upgrade a particular model once between games. For example, if you buy the +1 Ballistic Skill honour you need to decide which model will gain the +1 to their Ballistic Skill. This increase is permanent, but if the model rolls a Dead! result for campaign Injury then the upgrade is removed as well – you may never transfer an upgrade to another model. If the model is in a Group, all models in the Group gain the Battle Honour (see Groups previously).

BATTLE HONOUR	RP	REN	BENEFIT
+1 Attacks	15	5+	<i>Team Leaders and Special models only.</i> Permanently Increases characteristic.
+1 Ballistic Skill	10	-	Permanently Increases characteristic.
+1 Initiative	10	-	Permanently Increases characteristic.
+1 Leadership	10	-	Permanently Increases characteristic.
+1 Weapon Skill	10	-	Permanently Increases characteristic.
+1 Wounds	20	10+	<i>Team Leaders and Special models only.</i> Permanently Increases characteristic.
Catfall	5	-	The model halves the distance fallen when calculating the Strength of a hit caused by falling.
Cerebral Conditioning	5	-	The model may re-roll failed Pinning and Fear tests.
Combat Finesse	5	-	When wielding a Close Combat Weapon, Chainsword or Combat Knife the weapon gains the Rending special rule.
Combat Master	10	5+	<i>Team Leaders and Special models only.</i> The minimum roll an enemy needs To Hit when attacking a Combat Master in close combat is 4+ (never a 3+).
Counter Attack	5	5+	The model gains the Counter Attack special rule.
Covering Fire	10	5+	The model may Overwatch if a friendly model within 6" is declared as a charge target instead of just 3".
Critical Reserves	10	5+	<i>Psykers only.</i> At the start of its Psychic phase the Psyker may choose to generate an additional Warp Charge point: Take a Toughness test. If the Psyker fails this test he takes a Wound with no saves of any kind allowed and does not gain the bonus Warp Charge point.
Dauntless	5	-	<i>Team Leaders only.</i> The model gains the Adamantium Will special rule, and will also provide the rule to any friendly models within its Inspiring Presence radius.
Diver	5	-	A model with this skill that has Gone to Ground can choose to make an Initiative test in its movement phase. If passed, the model gets back up and may act normally.
Drop and Roll	5	-	The model gains the Non-flammable special rule.
Firing Charge	5	-	The model may fire a Rapid Fire weapon and still charge in the following Assault Phase, though it does not get any bonus Attacks for charging if it does so.
Free Runner	5	-	When jumping during a Run or Charge move, Initiative tests are automatically passed.
Furious Charge	5	-	The model gains the Furious Charge special rule.
Grenadier	5	-	The model increases the range of all 'shooting' grenades from 8" to 12".
Hammer of Wrath	5	-	The model gains the Hammer of Wrath special rule.
Heavy Weapon Specialist	10	5+	The model gains the Slow and Purposeful special rule when equipped with a Heavy type weapon, but may never charge if it has fired a Heavy weapon in the previous Shooting phase.
Hip Shooter	5	-	A model may Run in the same phase as they shoot a weapon, but may only fire Snap Shots during that phase.
Impetuous	5	-	The model may roll 2D6 for consolidation and choose the highest result.

Continues on next page...

BATTLE HONOUR	RP	REN	BENEFIT
Intimidating	5	5+	<i>Team Leaders only.</i> Any enemy model within 12" of the model may not use its Leader's Inspiring Presence.
Lightning Assault	5	5+	The model has a 2+ invulnerable save against wounds caused in the Overwatch step of the Charge sub-phase.
Medic	10	5+	<i>Team Leaders only.</i> You can re-roll a result on the Injury Chart for a single model in your team after a battle.
Mighty Blow	10	-	<i>Team Leaders and Special models only.</i> The model may make choose to make a Mighty Blow in close combat. If he does, the model reduces his total Attacks by half (rounding up, including all bonuses), but these attacks gain +2S and the Strikedown special rule.
Never Tell Me the Odds	5	-	<i>Team Leaders and Special models only.</i> If the model is in close combat with an enemy side that outnumberes its side by at least 2 to 1, it gains +1 WS during that phase.
Open Mind	15	10+	<i>Psykers only.</i> At the start of a battle the Psyker may take an additional Psychic Power from his list of available powers. Note this does not increases its Mastery Level.
Parry	5	5+	<i>Team Leaders and Special models only.</i> You may force one enemy in base contact with the model to re-roll one of his successful attacks every turn.
Pyromaster	5	-	Any Initiative Tests to test for Burning caused by this model suffer a -1 penalty.
Sprinter	5	-	When the model Runs, they may move up to 9".
Sure Climber	5	-	The model may re-roll the Initiative test when jumping or climbing.
Tactician	5	5+	<i>Team Leaders only.</i> The radius of the model's Inspiring Presence is increased a further 6".



WALKERS & ARTILLERY

Some Kill Teams have access to Vehicle (Walker) and Artillery unit types, both of these have addition rules found here during a campaign.

BATTLE HONOURS

Models with the Artillery unit type may receive Battle Honours as normal in the same way as Groups. The artillery weapon itself never gains

special rules or increases its characteristics, only its crew gains the honour (but this in turn may affect the gun during a game – e.g. increased BS).

Walkers may not gain any of the normal Battle Honours above, but may be chosen as recipients of the following Walker only Battle Honours:

WALKER BATTLE HONOUR	RP	REN	BENEFIT
+1 Attacks	20	10+	Permanently Increases characteristic.
+1 Ballistic Skill	15	5+	Permanently Increases characteristic.
+1 Initiative	15	5+	Permanently Increases characteristic.
+1 Weapon Skill	15	5+	Permanently Increases characteristic.
Enhanced Optics	5	-	The Walker gains the Night Vision rule and is immune to the Blind rule.
It Will Not Die	15	10+	The Walker gains the It Will Not Die special rule.
Move Through Cover	10	5+	The Walker gains the Move Through Cover special rule.
Repair	5	-	*See below, you may choose this multiple times.
Tank Hunter	5	-	The Walker gains the Tank Hunter special rule.
Unyielding Will	5	-	The Walker gains the Adamantium Will special rule, and will also provide the rule to any friendly models within 6".

INJURY & REINFORCEMENTS

Models with the Artillery unit type never roll for Injury against the gun. However if members of the crew were removed as a casualty during game, they must still roll – but must do so on the Core Injury Chart even if they're Special models. Crew members may be replaced as per the rules for replacing Group members. The Artillery unit entry will have the cost of replacement crew under 'Replacement Crew'. If after the Determine Injuries campaign step the gun has no crew, the whole unit is dead.

Walkers do not roll on an Injury Chart as normal, but roll on the Walker Injury Chart below instead if the model suffered a Wrecked or Explodes! result during game. Reduce the die roll by 1 if the vehicle rolled an Explodes! result.

REPAIRING WALKERS

A Walker can take the Repair Battle Honour as explained above. Unlike normal Battle Honours, Repair may be taken as many times as you like (even during the same campaign step). You do not have to write this Battle Honour on your roster. For each Repair nettle honour a Walker receives, remove one Permanent Damage result (you choose) that it had previously rolled on the Walker Injury Chart.

WALKER INJURY CHART

Walker models roll a D6:

0. Lost!

The Walker has been blown up beyond repair! Remove the model from your force.

1. Permanent Damage

The model has had part blown from its shell, roll a D6 again to see what permanent penalty the model receives:

- 1-2. The damage is too severe, the model counts as Lost!
3. Strength -1
4. Ballistic Skill -1
5. Weapon Skill -1
6. Initiative -1

2. Temporary Instability

In the Walkers next game, at the start of every Movement phase, roll a D6. On a 1 the model counts as being Shaken for the rest of that turn. After this game the Walker returns to normal.

3-6. Successful Repair

The wreck of the walker has managed to be fully repaired back to working order.

LEGENDARY WEAPONS

OPTIONAL RULES

The galaxy is colossal and ancient and even on the most remote of planets can be found treasure beyond any Rogue Trader's dreams, if you know where to look...

The following Legendary Weapons rules are fun, optional rules that you can add to your campaign if all players agree. Not only are they rewards for players who do well during a campaign, but they can add fun games that all players can join in with.

HOW TO FIND WEAPONS

Legendary Weapons are difficult to find, and only the most famous commanders can hope to acquire one (let alone keep it from the hungry eyes of Mechanicum). For every 5 Renown a player has, he may try and acquire a Legendary Weapon once.

For example, once you reach a Renown value of 5 you may attempt to search for a Legendary Weapon once – this does not necessarily mean you gain it! If, however, you had 10 Renown but have not yet tried to find a weapon during the campaign, you may search for a Legendary Weapon twice!

To initiate a search for a Legendary Weapon you must inform your fellow players before the next campaign games are organised. Depending on how many players want to search for a Legendary Weapon at the same time determines which mission you will play during your next game:

PLAYERS	LEGENDARY WEAPON MISSION
1	Break-in
2	Capture the Prize
3+	Treasure Hunt

If there is only one player looking for a Legendary Weapon then that player *must* play the Break-in mission during his next game (you do not roll randomly), with his opponent determined normally. If there are two players looking for a Legendary Weapon they *must* play the Capture the Prize mission against each other. If there are three or more players wanting to find a weapon you must play the Treasure Hunt mission – in this mission every player that is looking for a Legendary Weapon must take part, but other

players may still join in if they wish (they just won't find a weapon if they win).

STORYLINE CAMPAIGNS

If you are playing games that follow a storyline you do not need to use these missions. Simply include elements of the mission in to your story games (or craft up a custom mission of your own). As long as locating a Legendary Weapon fits your story, then you can't go wrong.

MISSION 1: BREAK-IN

You have found the location of a Legendary Weapon – it is in the enemy's base! Whether the enemy chooses not to use it, or it doesn't know what it is, is inconsequential – you must steal it!

The Break-in mission uses all the rules for the Raid mission, with the following changes:

- The attacker is always the player who is looking for the Legendary Weapon.
- The defender must secretly note down which one of his three Base Supports is the 'vault'.
- If the vault is destroyed place a Legendary Weapon counter where it was. The Legendary Weapon counter works in exactly the same way as *The Relic* (see the Eternal War missions in the 40k rulebook).
- If the attacker is in control of the Legendary Weapon counter at the end of the game he successfully finds the Legendary Weapon.

MISSION 2: CAPTURE THE PRIZE

Two teams have scrambled to this battlefield in search of a legendary artefact, but only one will leave with it.

The Capture the Prize mission uses all the rules for the Doomsday Device mission, with the following changes:

- Replace all references of 'Doomsday Device' with 'Legendary Weapon'.
- At the end of the game if a single player has models within 3" of the Legendary Weapon he wins the game and finds the weapon. If both or neither players have models within 3" then the game is a draw and no one gets it!

MISSION 3: TREASURE HUNT

Rumours abound of an ancient weapon of great power, and control of this powerful artefact could well change the fortunes of the ongoing conflict. Multiple ambitious commanders all converge on its location, ready to fight to the death against all who would threaten their recovery of this legendary weapon.

Playing a 3+ Player Mission

The Treasure Hunt mission has been built for 3+ players playing together and has a few changes to the normal order of things.

This mission is best played on a 6'x4' board (due to the amount of players). To map out deployment zones measure 18" from each of the four corners. If there are more than four players, reduce this distance to 12" and add two more deployment zones starting in the centre of each of the long board edges.

To determine deployment each player rolls a D6, re-rolling ties. Whoever rolls highest can decide which deployment zone they wish to set up in and deploys his team. The remaining players take it in turns to choose their deployment zones and deploy their teams, starting with the player who rolled the second highest score, and so on.

To determine first turn each player rolls a dice, re-rolling ties. Whoever rolls highest takes the first player turn, with play proceeding clockwise (by deployment zone) from that point onwards. Players cannot attempt to Seize the Initiative in this mission.

For the purposes of this mission, each game turn comprises 3+ player turns – one for each player. Once the final player has had his turn the game turn ends and a new one begins as normal.

If a player fails his Rout Test he must remove all his models from the board (they do not count as being killed in terms of Injury) but the game does not end automatically.

During the Assault phase of each player turn, only resolve combats that include one or more models belonging to the player whose turn it is. If that player's models are involved in a multiple combat, resolve the entire multiple combat as normal, regardless of how many players are involved in it.

Mission Objective

Place an objective marker in the centre of the battlefield to represent the Legendary Weapon. Then set up terrain as normal. Note that in this mission, no impassable or dangerous terrain can be deployed within 6" the centre of the board, though you can place a hill or other suitably imposing terrain piece in the centre for a more cinematic feel.

At the end of the game if a single player has models within 3" of the Legendary Weapon he wins the game and finds the weapon. If more or no players have models within 3" then the game is a draw and no one gets it! *Alternatively players within 3" may re-roll to see who gets the weapon, but this is particularly anti-climactic!*

GENERATE YOUR WEAPON

Once the victor of the mission has been determined, you must now find out what spoils he has found! Every Legendary Weapon is randomly generated using the following method:

Step 1: Characteristics

To begin generating your shiny new weapon, you must determine whether the weapon is ranged or melee and what strength and AP it has.

Fist roll for weapon category: On a 1-3 the weapon is a Melee weapon (i.e has '-' range and the Melee rule), on a 4+ the weapon is a Ranged weapon. If the weapon is Ranged you will need to roll on the following chart to determine its type and range.

D6	TYPE	RANGE
1-2	Pistol	12"
3-4	Assault 1	18"
5	Rapid Fire	24"
6	Heavy 1	36"

Now roll for the Strength of the weapon on the following chart, the result will be different depending on whether the weapon is a Melee or Ranged weapon.

D6	MELEE	RANGED
1-2	User	4
3-4	+1	5
5	+2	6
6	x2	7

The final roll for generating characteristics is the weapon's AP. Simply roll D6-1, this is the AP value of the weapon. A result of 0 is equal to AP 1.

Step 2: Traits

Roll on the following chart to determine the weapon's rarity. The rarer it is, the more traits it will have.

D3	RARITY	TRAITS
1	Rare	1
2	Artefact	2
3	Relic	3

The rarity of your Legendary Weapon determines how many traits your weapon has. Roll on the chart below to find out what special rules the weapon has: roll once for Rare weapons, twice for Artefact weapons, and three times for Relics. If you roll a result twice roll again.

To roll on the chart, roll a D36. What this means is you must roll a D3 first to find the 'tens' number, then a D6 to find the units. For example rolling a 2 on the D3 then a 3 on the D6 would equal a result of 23.

Step 3: Name It!

The final task is to name your weapon. Give it something suitably epic like Axe of the Necrontyr, Baal's Redemption or The Emperor's Pointy Stick.

WIELDING THE WEAPON

You can give the Legendary Weapon to any Team Leader or Special model in your force and can swap it freely between these models in-between games. A Legendary Weapon does not replace any weapons the model has.

If a model with a Legendary Weapon rolls a Dead! result on the Injury Chart, the artefact has a chance to be lost. If the team with the weapon has won this game, they may recover the weapon without risk - the Legendary Weapon may then be given to any model in their force. If the team has lost their game however, roll a D6 - on a 4+ you have recovered the weapon (as above), on a 1-3 the weapon is lost forever!

D36	MELEE WEAPON	RANGED WEAPON
11	<i>Specialist Weapon</i>	<i>Gets Hot</i>
12	<i>Unwieldy</i>	<i>Inaccurate</i> : When firing this weapon, reduce the model's BS by 1 (to a minimum of 1).
13	<i>Two-handed</i>	<i>Salvo</i> : The weapon replaces its type with Salvo 2/3 (the range stays the same)
14	<i>Strikedown</i>	<i>Pinning</i>
15	<i>Concussive</i>	<i>Graviton</i> (replaces the weapons Strength with *)
16	Model gains <i>Rampage</i>	<i>Scatter Shot</i> : The weapon increases its number of shots to D3. Re-roll this result if the weapon is Pistol, Rapid Fire or Salvo
21	<i>Blind</i>	<i>Blind</i>
22	<i>Shred</i>	<i>Shred</i>
23	<i>Rending</i> (re-roll if AP1 or 2)	<i>Rending</i> (re-roll if AP1 or 2)
24	<i>Poisoned</i> (4+). Better this value by 1 if multiple Poisoned results are rolled.	<i>Poisoned</i> (4+). Better this value by 1 if multiple Poisoned results are rolled
25	<i>Biting</i> : Better the AP of the weapon by 1 (for example, AP3 to AP2). Re-roll if AP1.	<i>Flamer</i> : The weapon becomes a Template weapon (replace its Range). If the weapon is Heavy it also gains the <i>Torrent</i> rule. Re-roll this result if weapon is Rapid Fire, Salvo or <i>Blast</i>
26	<i>Master-crafted</i>	<i>Master-crafted</i>
31	Model gains <i>Rage</i>	<i>Twin-linked</i>
32	<i>Soul Blaze</i>	<i>Soul Blaze</i>
33	Model gains <i>Preferred Enemy</i> (chose one faction)	Model gains <i>Preferred Enemy</i> (chose one faction)
34	<i>Fleshbane</i>	<i>Fleshbane</i>
35	<i>Slam</i> : Instead of attacking normally a model with this weapon may place a Blast marker in base contact with itself (not touching friendly models). Any models under that Blast marker are hit automatically with the Strength and AP of this weapon	<i>Blast</i> (re-roll if <i>Flamer</i>)
36	<i>Instant Death</i>	<i>Instant Death</i>

LEGENDARY HEROES

OPTIONAL RULES

This chapter introduces optional rules for including Legendary Heroes in to your campaign games. Before your campaign starts, discuss with the rest of the players whether you want to use these rules or not. Legendary Heroes only provide their services to teams that have the required need and resources. Legendary Heroes do not even have to be heroic soldiers; they can also be mighty war machines (such as the dreadnought Davian Thule) or illustrious units (such as the Legion of the Damned).

HIRING LEGENDARY HEROES

After a battle, once you have completed the Determine RP step, you can hire Legendary Heroes. A player may hire one Legendary Hero for every 5 Renown he has – if this number drops due to losing a game, the hero won't leave (you just can't look for any more).

Each Legendary Hero is unique, as such only one player may hire a specific Legendary Hero at any one time – first come first served! If more than one player wants to hire the same Legendary Hero at the same time (i.e. after the same battle), the player with the least Renown will get it. If there is a tie, randomise who receives the Hero.

Only certain races will be able to use each Legendary Hero, this will be shown in the model's 'May Hire' section. If your race isn't shown, you cannot hire the Hero.

When a player recruits a Legendary Hero, you must pay its Hire Fee. This is the amount of RP you must pay to hire its services. Once RP has been paid, the Legendary Hero joins your force.

ARMIES OF THE IMPERIUM

When a Legendary Hero entry states 'Armies of the Imperium' it refers to the following team lists and any team list expansions it has:

Adepta Sororitas	Adeptus Arbites
Astra Militarum	Blood Angels
Dark Angels	Deathwatch
Grey Knights	Inquisition
Space Marines	Space Wolves

USING LEGENDARY HEROES

Once a Legendary Hero has been hired for your force, you may add him to your team during the Build Your Team campaign step in the same way as any other model in your force. All Legendary Heroes have a points cost noted in their entry which you have to use when building your team. Note that a Legendary Hero will not count towards the Model Availability of your team, and you may take as many Legendary Heroes in your team as you have in your force.

HERO UPKEEP FEES

After each battle a Hero fights, excluding the first, the hiring player must pay its Upkeep Fee if he wants him to remain with the force. The Upkeep Fee represents the supplies needed to keep the services of the Hero. If the Legendary Hero is killed, or you no longer require his services, you don't have to pay any upkeep!

These costs are indicated in the entries for each Legendary Hero. The RP paid to Legendary Heroes comes from the RP pool as normal. If you don't have enough RP to pay the Upkeep Fee for the Legendary Hero, or want to spend it on other things, he leaves the force.

HERO INJURIES

If a Legendary Hero is removed as a casualty during the game, roll for his injuries on the Core Injury Chart. A Hero who dies is removed from your force and may never be hired by any player during the campaign – he is dead!

HERO BATTLE HONOURS

Legendary Heroes may not gain Battle Honours nor have their profile/wargear adjusted in any way.

LEGENDARY SQUADS

You may also come across a type of Legendary Hero with the Squad special rule. Simply use all the rules on this page as normal, with all rules relating to units with the Squad special rule. Legendary Squads may never buy reinforcements.

HANDAL SOLOKAN

30 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Handal Solokan	4	4	3	3	2	4	2	9	4+	Infantry (Character)

Once a respectable Rogue Trader and holder of the Warrant of Trade, Solokan is now a hunted man by the Inquisition. Deemed a Heretic for trading with unsanctioned alien races, Solokan has been hitchhiking passage from whoever will take him towards the outer rim of the galaxy, where he hopes he can live out his days away from Inquisitorial eyes. Unfortunately Solokan has a habit of ending up in the wrong place at the wrong time and ending up having to barter refuge with aliens of all kinds to shy away from the Inquisition's grasp.

HIRE FEE: 5 RP
UPKEEP FEE: 1 RP
MAY HIRE: Armies of the Imperium, Tau Empire

WARGEAR:

- The Serpent's Tongue
- Custom Pulse Pistol
- Talisman of Iyanden
- Refractor Field
- Carapace Armour
- Frag, Krak and Psyk-out Grenades

SPECIAL RULES:

- Stubborn
- Suspicious
- Flee!

Suspicious: Solokan is permanently suspicious. If Solokan is unengaged and within 6" of a friendly model at the start of his movement phase roll a d6. On a 2+ he acts fine, but on a 1 he may not move during that phase (he is too busy watching).

Flee! Solokan has become adept at running away when he deems fortune isn't going his way. Solokan rolls 3D6 for his fall back distance.

The Serpent's Tongue: One of the few weapons Solokan has 'legally' traded, The Serpent's Tongue is a knife originally of Dark Eldar design and hums with vile intent. The Serpent's Tongue has the following profile:

	Range	S	AP	Type
The Serpent's Tongue	-	User	3	Melee, Fleshbane

Custom Pulse Pistol: Solokan has heavily modified and overcharged a Tau Pulse Pistol so that it fires somewhat like a shotgun. The Custom Pulse Pistol has the following profile:

	Range	S	AP	Type
Custom Pulse Pistol	Template	5	5	Pistol, Pinning

Talisman of Iyanden: Stolen from the field of battle, Solokan has embedded a Spirit Stone within a talisman in the hopes it would deflect the Inquisition's gaze. It does nothing of the sort of course, but does seem to provide some small manner of prescience... Solokan may re-roll his armour save, and all Eldar models gain the Hatred (Solokan) special rule.

VETHRFOLNIR

55 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Vethrfolnir	5	4	4	4	2	4	2	9	3+	Infantry (Character)

Vethrfolnir is the lone survivor of his pack, the rest killed on the planet of Carna during the Vardia campaign against Chaos. His pack destroyed, Vethrfolnir has become a Lone Wolf. Wandering the galaxy, he has vowed to hunt down the Chaos Lord Fahltac – the Sorcerer of Tzeentch that destroyed the rest of his pack with lethal warp lightning. Acquiring a number of artefacts during his quest, he has become adept at hunting down psykers and resisting the effects of their warp powers.

HIRE FEE: 10 RP
UPKEEP FEE: 2 RP
MAY HIRE: Armies of the Imperium

Warpbane: Vethrfolnir acquired his axe Warpbane during his service in the Deathwatch. Warpbane counts as a Power Axe with the Master-crafted special rule. It

also always wounds any model with the Psyker or Daemon rule on a 2+.

WARGEAR:

- Warpbane
- Bolt Pistol
- Power Armour
- Frag & Krak Grenades

SPECIAL RULES:

- Fearless
- Counter-Attack
- Acute Senses
- Hatred (Psyker)
- Adamantium Will

ALTARIEL

40 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Altariel	4	5	3	3	2	5	1	9	5+	Infantry (Character)

Altariel hails originally from the Alaitoc craftworld, but has walking the Path of the Outcast for centuries. Altariel is contacted by the Farseer's of her race very occasionally, and when they do it is usually only when an item of great importance needs recovering. Although rarely seen by their rescuer, Altariel comes to the aid of non-Eldar races if it aids her in her current mission. A key enemy commander could suddenly drop dead of a head wound, or the enemies key supply chain would be broken without cause.

HIRE FEE: 7 RP

UPKEEP FEE: 1 RP

MAY HIRE: Armies of the Imperium, Eldar, Dark Eldar, Tau Empire, Necrons

WARGEAR:

- Ranger Long Rifle
- Shuriken Pistol
- Mesh Armour
- Holo-field

SPECIAL RULES:

- Ancient Doom
- Battle Focus
- Fleet
- Infiltrate
- Scouts
- Shrouded
- Pathfinder
- Preferred Enemy (Target)

Holo-field: Altariel activates her Holo-field when she needs to keep her objective out of sight of the enemy. At the start of any Shooting phase Altariel may choose one model within 24", this model has the Shrouded special rule until Altariel's next turn.

Pathfinder: May ignore both difficult and dangerous terrain.

Preferred Enemy (Target): Choose one enemy model at the start of the battle. Altariel gains the Preferred Enemy special rule against that model for the rest of the game.

DAVIAN THULE

100 Points

	WS	BS	S	FA	SA	RA	I	A	HP	Unit Type
Davian Thule	5	4	6	12	12	10	4	2	3	Vehicle (Walker, Character)

Davian Thule was once a mighty Captain of the Blood Raven space marine chapter, but he and his men were at the forefront of a Tyranid swarm that invaded the planet Calderis. Holding the line at the cost of many of his men, Davian Thule was mortally wounded in the attack. Entombed within the shell of a Dreadnought, Thule took part in the following Typhon campaign and was thought lost when the planet was the victim of an Exterminatus to try and close a warp rift. However, protected by his impervious Dreadnought armour Thule weathered the planet-killing bombardment and fled into the warp rift – where he roams, appearing when he is needed the most.

HIRE FEE: 20 RP

UPKEEP FEE: 4 RP

MAY HIRE: Armies of the Imperium

WARGEAR:

- Power Fist with built-in Storm Bolter
- Assault Cannon
- Smoke Launchers

SPECIAL RULES:

- Hatred (Tyranids)
- Hatred (Chaos Space Marines)
- Hatred (Daemons)
- Damaged

Damaged: Thule was massively damaged during his flight into the warp, and although he has had many battlefield repairs his machine spirit isn't quite what it used to be, with any major damage crippling his systems. If Thule suffers a glancing hit, he also suffers the effects of Shaken.

KALKTAR POR

35 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Kalktar Por	4	3	3	3	2	3	2	8	6+	Infantry (Character)

Kalktar is a Kroot mercenary, selling his services to the highest bidder. Although usually found on missions within the jungles of death planets, Kalktar has been known to accept contracts in hive cities, where his second-to-none tracking abilities can be transferred. A rarity among his kin, Kalktar has developed some basic psychic abilities.

HIRE FEE: 5 RP

UPKEEP FEE: 1 RP

MAY HIRE: Armies of the Imperium, Eldar, Dark Eldar, Tau Empire, Necrons

WARGEAR:

- Shredder Pistol
- Combat Knife
- Kroot Armour

SPECIAL RULES:

- Outflank
- Acute Senses
- Move Through Cover
- Stealth (Forests)
- Psyker (Master Level 1)
- Master Tracker

PSYKER: Kalktar always has the Divination powers Perfect Timing and Scrier's Gaze.

Shredder Pistol: This is a projectile weapon that fires long, sharp crystalline shards that impale their target and explode. The Shredder Pistol has the following profile:

	Range	S	AP	Type
Shredder Pistol	12"	5	-	Pistol, Twin-linked, Detonate*

*Detonate: If a model is taken out as a casualty due to a hit from the Shredder Pistol, place a blast template where it died. Everything under the template suffers a S5 AP- hit.

Master Tracker: Before deployment you may choose up to two of your models to 'follow' Kalktar. These models are not deployed as normal, but instead arrive from Reserve with Kalktar up to 3" away from him. In addition, Kalktar may always shoot and charge 'hidden' models.

DAKNOTH THE SLAYER

55 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Daknoth	5	4	4	4	2	5	2	9	3+	Infantry (Character)

Daknoth is a mighty champion of Chaos who boasted loudly that he was the greatest warrior in the galaxy. Slaanesh heard his shout and cursed Daknoth to hunt and prove himself against other great warriors for all eternity. Daknoth travels the four corners of the galaxy, travelling with different warbands in order to seek out and challenge the champions of every race.

HIRE FEE: 10 RP

UPKEEP FEE: 2 RP

MAY HIRE: Chaos Space Marines, Chaos Daemons

WARGEAR:

- Power Armour
- Frag & Krak Grenades
- Bolt Pistol
- Helfang
- Aura of Dark Glory

SPECIAL RULES:

- Champion of Chaos
- Fearless
- Mark of Slaanesh
- Champion Duellist

Helfang: Daknoth won Helfang in a duel with the Lord of the Doom Scrier warband. After slaying him, Daknoth was offered the role as Lord of the warband, which he refused in order to continue his eternal hunt. Helfang has the following profile:

	Range	S	AP	Type
Helfang	-	User	2	Melee

Champion Duellist: Daknoth may re-roll any failed To Hit rolls whilst taking part in a challenge. In addition, when Daknoth slays a Team Leader in a challenge he may re-roll his roll on the Chaos Boon table.

KOVHURT DEADEYE

25 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Kovhurt	4	4	3	4	2	2	2	8	6+	Infantry (Character)

Kovhurt is a rarity among Orks (some might say outcast) in that he can shoot straight. But his gifts at such un-Ork things like aimin' and sneakin' have made him unpopular with his Ork peers. Kovhurt finds himself regularly shunned by one mob, only to become quickly accepted by another for his lethal skills.

HIRE FEE: 5 RP

UPKEEP FEE: 1 RP

MAY HIRE: Orks

WARGEAR:

- Kustom Snypa
- Choppa
- Stikkbomb

SPECIAL RULES:

- Furious Charge
- Mob Rule
- 'Ere We Go!
- Infiltrate
- Move Through Cover
- Stealth
- Deadeye

Kustom Snypa: Kovhurt has bashed together a custom slugga made from Imperial Sniper Rifle parts to make him shoot betta' - with added orkiness of course. The Kustom Snypa has the following profile:

	Range	S	AP	Type
Kustom Snypa	36"	X	6	Assault 1, Sniper, Rending

Deadeye: Kovhurt is an exceptional marksman, even by normal non-ork standards. He gains the Precision Shots rule and may re-roll any To Hit rolls of 1 when shooting.

LEGION OF THE DAMNED

75 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Legionnaire	4	4	4	4	1	4	2	10	3+	Infantry

The Legion of the Damned are a legendary and mysterious force of Adeptus Astartes. Holding the forms of ghostly and ethereal Space Marines plated in black power armour adorned with death imagery, they unexpectedly appear from nowhere to help Imperial forces in times of great need.

HIRE FEE: 15 RP

UPKEEP FEE: 2 RP

MAY HIRE: Armies of the Imperium

WARGEAR:

- Boltgun
- Bolt Pistol
- Power Armour
- Frag & Krak Grenades

SPECIAL RULES:

- Aid Unlooked For
- Fear
- Fearless
- Flaming Projectiles
- Slow and Purposeful
- Unyielding Spectres
- Squad (3 Legionnaires)
- Where Needed Most

Where Needed Most: Legion of the Damned appear where they are required most. If the Legion of the Damned has been hired by a player, but another player with a lower Renown value wants to hire them instead, they will always leave the current player in order to be hired by the more needing one.

FIO'UI JAK'RAH

45 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Jak'rah	2	3	4	3	2	2	1	8	3+	Infantry (Character)

Fio'ui Jak'rah is a member of the Tau earth caste, brilliant engineer and inspired inventor. Although members of the earth caste do not usually take part in combat operations, Jak'rah has always liked to take a hands-on approach to testing her weapons and equipment. She is also probably the only one who knows how to work their complex mechanisms... Although not well suited to combat, Jak'rah has equipped herself with highly advanced weapon and defence systems that should keep her alive during a fight.

HIRE FEE: 7 RP
UPKEEP FEE: 1 RP
MAY HIRE: Tau Empire

WARGEAR:

- XV05-02 Armour
- MV62 Shield Generator
- WP8X Pulse Pistol

SPECIAL RULES:

- Fleet
- Hit & Run
- Night Vision

XV05-02 Armour: Created by Jak'rah, the XV05-02 is a highly experimental suit of light-weight personal armour. Less bulky than a Battlesuit, it provides the wearer with the same amount of protection and a degree of their manoeuvrability. The model has a 3+ armour save and the Fleet, Hit & Run and Night Vision special rules (included in her profile above).

MV62 Shield Generator: The MV62 is a high strength shield generator that has the ability to be extended out from its wearer, covering a wider area. The MV62 confers a 4+ invulnerable save to Jak'rah. At the start of Jak'rah's movement phase you may choose to extend the shield area. If you do this any model within 3" of Jak'rah also gains a 4+ invulnerable save. When the shield is extended, if Jak'rah or any models within 3" roll a 1 on their invulnerable saving throw the shield creates feedback and Jak'rah immediately suffers a S3 AP- hit.

WP8X Pulse Pistol: Jak'rah's custom-made, high powered Pulse Pistol has the following profile:

	Range	S	AP	Type
WP8X Pulse Pistol	18"	7	3	Pistol, Gets Hot

NOTICE: These are just some examples of Legendary Heroes that you can play in your Campaign. Feel free to come up with some others with your gaming group, and post them (and their story, of course) to the Kill Team Facebook group. Your hero might even end up in this very document!

CAMPAIGN FORCE ROSTER

FORCE DETAILS:

Name:	
Faction:	
Player:	

Renown:	
Unspent RP:	
No. of Games:	

BASE:

Upgrades:	
-----------	--

Base Level:	
Team Pts:	

MODELS:

[illegible]

GROUP NAME:

WS	BS	S	T	W	I	A	Ld	Sv	Type	Battle Honours:		
Model Name:										Model Wargear:		Pts

GROUP NAME:

WS	BS	S	T	W	I	A	Ld	Sv	Type	Battle Honours:		
Model Name:										Model Wargear:		Pts

GROUP NAME:

WS	BS	S	T	W	I	A	Ld	Sv	Type	Battle Honours:		
Model Name:										Model Wargear:		Pts

GROUP NAME:

WS	BS	S	T	W	I	A	Ld	Sv	Type	Battle Honours:		
Model Name:										Model Wargear:		Pts

GROUP NAME:

WS	BS	S	T	W	I	A	Ld	Sv	Type	Battle Honours:		
Model Name:										Model Wargear:		Pts