

KILL TEAM EXPANSION

TRANSPORTS

INTRODUCTION

Transports are a great way to add narrative to a game of Kill Team, you can imagine your tooled up team driving flat out into enemy territory under a hail of fire and disembarking on an important enemy objective.

However, these rules are definitely meant to be optional - Transports add a lot more complexity to games of Kill Team, so it is recommended that only players with a few games under their belt play with these rules. To use Transports, use all the normal rules for vehicles and Transports found in the Warhammer 40,000 rulebook along with the additional rules found here.



GENERAL RULES

CHOOSING YOUR TRANSPORTS

To determine how many Transports you may take when building your team, total up how many Infantry models your team has and divide the number by 10 (rounding up). This number is the maximum number of Transports you may take.

A team may take any vehicle with the Transport unit type from its relevant Codex (usually noted at the start of the team list), as long as it is not a Flyer. You may not take vehicles with a total Armour Value of more than 34 or a Hull Point value of more than 3. E.g, an Astra Militarum team may take a Chimera as its total AV equals 32, less than 34: 12+10+10. The vehicle may take any option listed in its Codex entry, as long as this doesn't increase its total AV to over 34.

The exception to the rules above are Drop Pods, as these are synonymous with Kill Team missions. Although Drop Pods have a total armour value of 36, you are allowed to use them in Kill Team.

Transports may be used in single, non-campaign games if both players are happy to do so. If both players are using Transports in a single game, increase the points limit from 250 to 300 to accommodate the expense. If only one player is using a Transport, he has to find the points from the usual 250!

Campaign games have different rules to follow when requisitioning Transports, see the Campaign Rules section later.

TRANSPORT CAPACITY

Transports may carry a number of models up to its Transport Capacity; these models do not have to be in the same unit. For example, a Rhino may carry a total of 10 models regardless if the 10 models are in the same unit. The models may embark and disembark separately (unless they're in a Squad, in which case they act together). All models in your team count any friendly Transports as their Dedicated Transport.

FIRING POINTS

Any model embarked in a Transport may fire out of its firing points, and may target different units. If the Transport is charged, embarked models may fire Overwatch through its firing points as normal (they all fire together, as described in the Kill Team rules). You may only fire Overwatch out of the firing points once per turn.

MISSION OBJECTIVES

Transports may not claim or contest objectives, or play any part in a mission (e.g. hold a hostage or pick up Relics). A Transport may not carry models that are carrying mission 'objectives' such as Relics, markers, etc. Models within the Transport must disembark before they can play any part in a mission (such as discovering a Doomsday Device).

SHOOTING

The Transport does not have to fire all of its weapons at the same unit.

VEHICLE DAMAGE

Follow the 'Effect of Damage on Passengers' rules in the Warhammer 40,000 rulebook as normal, with all models counting as one unit with regards to taking Leadership tests. In addition, any hit on passengers suffered by the effects of an Explodes! result have the 'Flamer' rule found in the Kill Team rules. This does not extend to those hit by the 'external radius' of the explosion (which represents lethal debris rather than the fireball). A model that shot at the Transport in the turn it was destroyed may declare a charge at any of its occupants.

NEW RULES

As Kill Team is a skirmish sized game, more complex rules may be introduced in regards to vehicles - adding depth and greater tactics. Following are a number of additional rules to use when playing with Transports.

UN-CONCEALABLE

Transports are big vehicles that are difficult to hide, even in the close proximities of a Kill Team battlefield. Any cover save a Transport receives takes a -1 penalty unless more than 50% of the vehicle is obscured. For example, if a Transport has a 4+ cover save from being obscured by a section of ruin, this is reduced to a 5+ *unless* the ruin obscures more than half of the vehicles facing.

DODGE

If an un-Immobilised Transport comes under fire, the driver can swerve and jink to avoid taking damage. This is done exactly as if it had the Jink special rule, but the Transport only receives a 5+ cover save. A Transport that already has the Jink rule gains a 4+ as normal. Models may not embark or disembark from a Transport that Dodged/Jinked during the previous turn.

STEP ON IT!

To represent the limited manoeuvrability of a fast moving vehicle, a Transport that is moving over 6" in its Movement phase can only make a single pivot on the spot of up to 90 degrees - however

this pivot may be made at any point during its move.

MOVING FLAT OUT

Before a Transport makes a Flat Out move, it may make a single pivot on the spot of up to 90 degrees. Thereafter, it must make its Flat Out move directly forwards in a straight line.

BATTLEFIELD REPAIRS

Any model with access to their Armoury may take a 'Tool Kit' for 5 points allowing them to make a battlefield repair. During their shooting phase, a model with a Tool Kit may try and repair a single friendly vehicle they are touching or are embarked upon instead of making a shooting attack. Roll a D6. On a 6 you may either restore a Hull Point or repair an Immobilised result suffered earlier in the battle, this is effective immediately.



CAMPAIGN RULES

REQUISITIONING TRANSPORTS

Only players that have the 'Vehicle Hanger' base upgrade may buy a Transport when playing a campaign. Players that have this upgrade may buy a Transport for their force during the Spend RP step using the method in 'Choosing Your Transports' earlier, this is done in the same way as buying new recruits. Transports may buy new weapons and options as the campaign progresses in the same manner as normal models.

STORYLINE GAMES

Of course, both players can agree that a Transport may be used temporarily during a thematic mission of your own creation without cost! This could also a good plot point to introduce new players into a running campaign – both giving them an underdog advantage and a thematic device to create a story from. For example, the new team has just drop podded in from an orbiting strike cruiser.

MAINTENANCE FEES

After each battle the Transport is used, excluding the first, you *must* pay its Maintenance Fee before the next battle. The Maintenance Fee represents the cost of fuel, repairs to the vehicle, etc. If you do not pay the fee, the Transport is immediately removed from your force. If the Transport is lost, or you no longer want it, you don't have to pay the Maintenance Fee.

A Transport vehicle's Maintenance Fee must be paid from a player's pool of RP, and is calculated by taking its total points value (including any options) and dividing it by twenty, rounding up. For example, a Space Marine Rhino with a Dozer Blade costs a total of 40 points - this vehicle has a Maintenance Fee of 2 RP.

BATTLE HONOURS

Transports may not gain any of the normal Battle Honours, but may be chosen as recipients of the Transport only Battle Honours on the right.

TRANSPORT DAMAGE

Transports do not roll on an Injury Chart, but roll on the Transport Damage Chart on the right instead if the model suffered a Wrecked or Explodes! result during a game. Reduce the die roll by 1 if the vehicle rolled an Explodes! result.

REPAIRING TRANSPORTS

A Transport 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 Battle Honour a model receives, remove one Permanent Damage result (you choose) that it had previously rolled on the Transport Damage Chart.

TRANSPORT BATTLE HONOURS

HONOUR	RP	REN	BENEFIT
Infra-sensor	5	-	The model and all embarked models gain the Night Vision rule.
Roomy	5	10+	The model increases its Transport Capacity by 2.
Off-roader	5	10+	The model automatically passes Dangerous Terrain tests.
Repair	5	-	*See above, you may choose this multiple times.
Assault Refit	10	15+	The model gains the Assault Vehicle special rule.
Unyielding Machine Spirit	5	-	The model gains the Adamantium Will special rule.

TRANSPORT DAMAGE CHART

Transport models roll a D6:

0. Lost!

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

1. Permanent Damage

Roll a D6 again to see what permanent penalty the model receives:

- 1-2. *Ruin* - The Transport counts as Lost!
3. *Hull* - HP is reduced by 1.
4. *Armour* - All Armour Values are reduced by 1.
5. *Engine* - May never make a Flat Out move.
6. *Crew* - Reduce BS by 1.

2. Disgruntled Machine Spirit

In the Transport's 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 Transport returns to normal.

3-6. Successful Repair

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