

The Karnemak Incident

A Cooperative Campaign by Master Antaeus/Rhett Bricker v 2.1

From the memoirs of Abrocor Silanius, Stratego to Lord General Judex Gage, 3rd commander of Imperial Forces during the Espenæs Crusade.

The Karnemak incident. The Incident at Black Sword. The most bizarre event in a 60 year crusade. We were engaged in fleet/ground operations against the enemy over the hive world of Zagris Tertius. We had just landed a huge force planetside, including over a million men and a score of tank companies. That was when the Hulk appeared. Imperial designation 'Obelisk of Cataclysm' was on our augurs for 9.9 standard minutes and in that time, all of our vox traffic turned into a horrendous howling and baying. 9.9 minutes is a blink of an eye in void combat and the ships in orbit saw little destabilization at the command and control breakdown, but the situation on the ground must have been quite different. When the hulk disappeared, we were unable to re-establish vox connection with ground forces and surface augurs showed that all forces were in severe disarray. 12 hours, 28 standard minutes later, a single vox signal came through.'

My name is Inquisitor Baldasar Drakeholm. Zagris Tertius is hereby declared Perditus et Fatalis. You are to immediately and emphatically destroy any transport currently undertaking from the surface of this world. The fleet is to perform an emergency translation to fallback point 322 zeta for consolidation.

'That was all we got. No one knew what fallback point 322 zeta was, but someone had uploaded it to the navigation cogitators. I won't say what happened there, but from that day forth, every ship had a contingent of Imperial Inquisition operating in the open on board and over a hundred agents that I know of deployed with our ground forces over the course of the campaign.'

The Karnemak Incident is a cooperative campaign for Heralds of Ruin Kill Team. Two or more teams will battle their way through hordes of undead to warn high command.

Campaign Special Rules:

Long Range Operations – At the start of the campaign, no Kill Team may be more than 200 points. Kill teams will not take anything they cannot easily carry or use, so any VP not spent between games are lost.

Total Infrastructure Breakdown – There are no transports or vehicles allowed in the Karnemak Incident campaign unless otherwise specified. Since there is no base to return to, the maximum kill team size over the course of the campaign is automatically 500 points of bitter, embattled, professional survivors. Grenades and ammo used in fights are replaced automatically; this is factored into the VP reward for taking part in a battle.

Bound by Circumstance – Models from different kill teams treat each other as Battle Brothers, this is done to ease playing, even if the alliance is absurd.

Help is Not Coming – Unless otherwise specified, no model may deep strike and no model may infiltrate more than 18" from his or her deployment zone. The rules for Cult Ambush and Return to Shadows are replaced with Scout and Move Through Cover. Any special rule that removes a model from the table (vanish, skyleap, etc) is suspended. **The only way to be removed from the table is to leave via an exit zone, mission rule or as a casualty.**

Eye of the Gods – Abilities which escalate during games (chaos boons, combat drugs, etc) always reset between missions.

Survive and Scavenge – Kill Teams are constantly finding survivors, hold-outs and scavenging discarded equipment along their way. In this way, they may replace losses and even improve equipment during the campaign, though unless stated otherwise, they may never purchase any kind of vehicle.

Exit Zones – Several missions mention exit zones. An exit zone can either be a 3x5 area or larger and will usually be described in the table diagram. A model touching an exit zone may leave the table at the start of any player phase and will count as having survived the battle.

Harder Campaign – Think you're a badass? Have an unstoppable kill team? Cool. You can increase the difficulty by adding a d6 to each player's spawn roll. This means more undead and a higher chance of ascended undead.

Opus Changes For Karnemak

In playtesting, we found that certain armies have a little more trouble than others, particularly in later missions. These changes level the playing field for the different factions:

Squads – Survivors (of all factions) are easily found on Zagris. To represent this, squads with even a single surviving member regenerate d3 models between games at no cost. This is in addition to the d3 that Tyranid models get for their units.

Adepta Sororitas – After turn 6 in any mission, this faction may re-use a single Act of Faith.

AdMech – After turn 6 in any mission, this faction may re-use a single Canticle of the Omnissiah OR a Doctrina Imperative.

Astra Militarum – This faction ignores the restrictions on vehicles for the Scout Sentinel.

Deathwatch – After turn 6 in any mission, this faction may change its Mission Tactics one time.

Orks – Orks never suffer a penalty for suppressive fire and their fire is automatically suppressive.

Karnemak Undead Special Rules

Unholy Constitution – A model with this special rule has the Feel No Pain (5+), Fearless and non-flammable USRs. When targeted with a psychic power, the undead always roll 2 dice to Deny the Witch. (non-flammable was given for speed and ease of play). Undead do not use the optional injury rules, though you may do so for the kill teams if you wish.

Tactically Careless – A model with this special rule can never claim a cover save. Note that some forms of ascended undead do not have this rule. If an undead model is charged, all undead within 2” of the charged model will attempt to pile in to make base to base contact. If they will not reach base to base with the model that initially charged, then they do not move.

Undead Behavior – A unit with this special rule is moved using the following rules during the enemy turn:

1. **Spawn** – At the beginning of the undead turn, each player rolls dice as detailed by the mission and places that many undead in a spawn zone determined by rolling a further d6. They can be placed anywhere within the spawn zone as long as they all fit. If no more undead will fit, then generate d3 ascended undead in their place. For each double rolled by a player during the Spawn phase, in addition to the undead spawned normally, an ascended undead has also appeared on the battlefield. Ascended undead have their own rules for deployment noted below.

D6 Roll	Ascended Undead	D6 Roll	Ascended Undead
1	Mother	4	Retch
2	Brute	5	Banshee
3	Stalker	6	Roll twice, re-rolling 6's.

2. **Swarm** – Move the undead closest to a player-controlled model. Each model will move by the shortest possible route toward the nearest player-controlled model. Unless stated otherwise, undead units move 8” per turn (to represent a pell-mell rush to get to that delicious living flesh as well as a run move). They are not slowed by difficult terrain, though they will move around dangerous terrain and obstacles more than ½ high (note this typically means that undead will not leap through windows) by the shortest route that will take them into contact with a player-controlled model. Undead will always pass the roll to climb and will not jump. Undead will never run off ledges trying to get to player-controlled models. Then move on to the next closest undead unit, repeating these steps until all undead units have moved.
3. **Shoot** – Choose the undead unit with ranged weapons that are in range, line of sight and closest to a player-controlled unit. Once this is resolved, move to the next closest undead unit with a ranged attack and repeat these steps. Repeat this step until all units with ranged weapons have shot. Undead do not get a run move; that is factored into their base movement above.
4. **Feast** – After all undead models have shot, roll 2d6. This is the maximum charge distance for all undead on the table. Charging undead ignore penalties for terrain and do not require line of sight. If any make contact, resolve the assault as normal, following the steps in the Warhammer 40,000 Rulebook. Undead will always pass the roll to climb and will not jump. Undead will never run off ledges trying to get to player-controlled models. If living models flee from undead, the undead do not consolidate; they're feasting on the living. Note that no undead unit may charge on the turn that it was placed.

Fleeing – If living models break from combat, they run 2d6” directly away from the unit they were in combat with, the controlling player chooses the direction in which they flee. Units may always test to regroup; there is nowhere to run.

Ascended Deployment – To deploy an ascended undead, place a marker in the center of the table and scatter it 4d6” (following the small arrow in the event of a hit). If this would cause a mishap or put the ascended undead off the table, reduce the scatter distance until the marker can be placed safely. Replace the marker with the ascended undead. The ascended undead will now follow the Undead Behavior rules, and may move (but not charge; see above), the turn it deploys.

The Shambling Hordes

Level 1 – Restless Undead

These shambling abominations shuffle forward uncertainly, knowing only that they want to taste the flesh of the living.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Restless Undead	2	0	3	3	1	2	1	5	-

Unit Composition 1 Restless Undead | Infantry

Wargear
1 Distended Claw

Special Rules
Unholy Constitution
Tactically Careless
Undead Behavior

Level 2 – Cursed

More whole and purposeful than their restless brethren, these undead have a hateful fire in their dead eyes.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Cursed Undead	3	0	4	3	1	3	2	7	-

Unit Composition 1 Cursed Undead | Infantry

Wargear
2 Distended Claws (extra attack already included in profile.)

Special Rules
Unholy Constitution
Tactically Careless
Undead Behavior

Level 3 – Ravenous Undead

Clearly made from the bodies of Zagris's defenders and former guardsmen alike, they mutter words they knew in life.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Ravenous Undead	4	0	4	4	1	4	2	8	-

Unit Composition 1 Ravenous Undead | Infantry

Wargear
2 Rending Claws (Extra attack already included in profile)

Special Rules
Unholy Constitution
Tactically Careless
Undead Behavior

Level 4 – Forsaken Undead

Monstrous, corded undead made large by feasting on the living; they are almost impossible to kill and hit like mag trains.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Forsaken Undead	5	0	5	4	1	4	3	10	-

Unit Composition: 1 Forsaken Undead | Infantry

Wargear
2 Rending Claws (Extra attack already included in profile)

Special Rules
Unholy Constitution
Tactically Careless
Undead Behavior

Ascended Undead

Mother

'We always knew when the mothers was comin'. The risen always got so quiet, and respectful like they was waiting for her to say something. Course they never did. The hardest part was how they looked. Always a beautiful young woman. – Stojan Dhariwal, Karnemak Survivor.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Mother	4	0	4	5	2	3	2	10	-

Unit Composition 1 Mother | Infantry, Character

Wargear
2 Rending Claws (extra attack already included in profile)

Special Rules
Unholy Constitution
Aura of Undeath
Undead Behavior
Ascended Deployment

Aura of Undeath – All undead units within 18” of a Mother add 1 to their Feel No Pain rolls.

Brute

'The first time we fought a brute, it came through a ferrocrete wall and punched the Chimera off it's right track. The Enginseer says it took 53 standard seconds to kill with over 40 lasrifles and a multi. His report never mentioned the 14 boys fresh from replacement detachment that it tore apart. –Sgt Josué Serviora, 33rd Antarok Royals

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Brute	6	0	6	6	4	2	3	10	4+

Unit Composition 1 Brute | Infantry, Character

Wargear
2 Brute Claws (extra attack already in profile)

Special Rules
Unholy Constitution
Tactically Careless
Undead Behavior

Retch

'The primary indicator of a retch is coughing or vomiting sounds. Their distended bellies may look disgusting, but the effects of their corrosive vomit are noticeably more so. Oh, watch out. When they die, their bodies undergo a kind of pyrosis. Basically, they explode.' – Roald Scayle, Ordo Xenos Acolyte.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Retch	4	3	4	4	2	3	2	10	-

Unit Composition 1 Retch | Infantry, Character

Wargear
2 Rending Claws (extra attack already included in profile)
Retch Vomit
Vile Chemistry

Special Rules
Unholy Constitution
Stealth
Undead Behavior
Ascended Deployment

Vile Chemistry – If a Retch is removed as a casualty, place a 3” blast template over its final position. All player-controlled models under or touching the template take a single hit at Strength 4, AP-. Undead appear to enjoy the sensation.

Stalker

Yes, sir. I said undead xeno-forms; the whole sump is full of them. Sneaky buggers had gotten through our las-nets and spider turrets by removing their own legs and then re-growing them after eating our sentries. It was not a great day to be in the 808th, sir. – Testimony of Corporal-Adjutant Davin Solazzo at the court martial of Captain Karys Fikret, R Co, 808th Merican Fusiliers.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Stalker	5	0	4	4	2	5	4	10	-

Unit Composition 1 Stalker | Beast, Character

Wargear
2 Rending Claws (Extra attack already included in profile)

Special Rules
Unholy Constitution
Undead Behavior
Freakish Reflexes
Voracious Predation
Ascended Deployment

Freakish Reflexes – The Stalker has a cover save of 4+ while in the open and 3+ while in cover. Moreover, once per player turn, when the Stalker is shot at, after resolving the shots, move the Stalker Unit 2d6” toward the nearest player-controlled unit following the rules for Swarm. If this brings it in contact with that unit, it is considered to have charged.

Voracious Predation – If the Stalker is able to massacre a unit, it consolidates 2d6” toward the nearest player-controlled model. If it makes contact with that model, it is considered to have charged, though the combat will be resolved in the subsequent turn. The Stalker is allowed to charge on the turn that it spawns and never suffers from assaulting into cover.

Banshee

I don't care what you heard, Guardsman. It ain't a banshee. How do I know? 'Cuz you ain't got a nosebleed. 'Cuz you're still standin' up and maggin' yer meat flaps at me. Now, pay attention. The bolt carrier seats in the receiver like so... – Primus Sergeant Mattheson, 3rd Recon section, Krolak 94th.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Banshee	4	0	4	5	2	3	2	10	-

Unit Composition 1 Banshee | Infantry, Character

Wargear
2 Rending Claws (extra attack already included in profile).

Special Rules
Unholy Constitution
Dolorous Wail
Undead Behavior
Ascended Deployment

Dolorous Wail – All player-controlled units within 18” of a Banshee treat their WS, BS, I and Ld as being one lower than normal.

Weapons of the Undead

Weapon	Range	STR	AP	Type
Distended Claw	-	User	-	Melee
Rending Claw	-	User	5	Melee, Rending
Brute Claw	-	+1	3	Melee, Rending, Unstoppable, Hammer of Wrath
Retch Vomit	12”	1	D6	Assault d6, Poisoned (3+) Armorbane
Cult Staff	-	+1	-	Melee

Unstoppable – A model armed with Brute Claws can smash through walls as though they did not exist and treats all walls and obstacles as clear terrain unless they are impassable.

Running The Campaign

Later on in this document, you will find the missions. Run them in order just as you would any other campaign.

Spawn Zone – A spawn zone is a 3x5 area in which undead are placed. They can be placed anywhere in the 3x5 area by whomever is placing them. A spawn zone counts as an objective for abilities which are triggered by objectives.

Exit Zone – A model may leave the table (and survive) at the beginning of any player phase in which it is touching an exit zone. It can leave even if it is falling back, pinned or locked in combat. If it is part of a unit, only one model from the unit needs to be touching the exit zone. An exit zone counts as an objective for abilities which are triggered by objectives.

Marker – There are several kinds of markers, none should be larger than 3"x3". To interact with a marker (other than to shoot it) a model must be in base to base with the marker. A marker is an objective for abilities which are triggered by objectives.

Guide Lines – Guide lines are to help you place spawn zones and markers and to help establish deployment zones.

Huge Kill Teams – 500 points max can mean a lot of models for some factions.

A Note From Master Antaeus -

Different gamers have different access to space and resources and you have not been forgotten in this.

Extra things you will need: During playtesting, we found that 3x5 note cards work well for spawn zones. You can write the number of the spawn zone on it and missions are written on the assumption that you will have them available. We also noticed that we would need a huge amount of undead models. If you don't happen to have that many models on hand, I recommend Twilight Creation's Bag 'o' Zombies. It's 100 zombies for around 12 USD and at the time of writing, had the Prime stamp on Amazon. If this is not possible, I recommend cutting a wooden dowel into 1" tall pieces and labeling them with a felt-tip permanent marker. With a steady supply of cannon fodder, the aforementioned 3x5 cards and a few terminator-based models to represent brutes and a final boss, you can play through this whole campaign with your normal terrain and kill teams.

Ascended Undead: If you don't have bespoke models for ascended undead, just use one of whatever you were using

for common undead and put a piece of 3x5 note card underneath it.

Finally, this game alternatively takes place on both 6x4 tables and 4x4 tables. You can truncate the 6x4 missions to 4x4, but do bear in mind they have not been playtested at these sizes.

Playtest Notes – You might notice a lot of these missions end 'when all players agree'. In playtesting, we found that often, there would be one or two models stuck deep in combats they would never fight their way out or be rescued. This is intentional and very much forges a narrative of a few desperate or unlucky combatants going down swinging and if they manage to survive, it's all the more compelling.

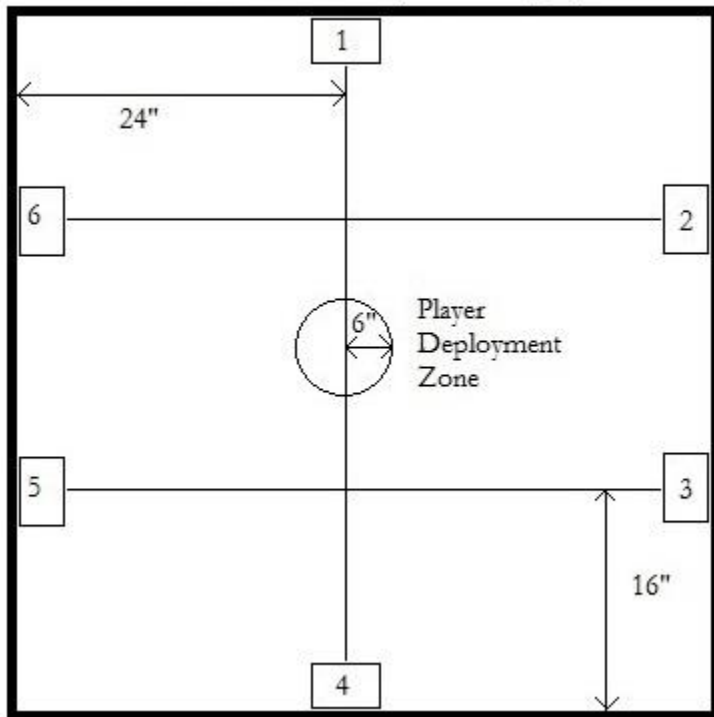
Campaign RP, Renown and Battle Honors – This is a campaign and is all about the struggles of heroes against impossible odds. This campaign deals exclusively in Codex-Equivalent Points (alternatively called Victory Points) rather than RP and any reference to points will refer to that. Each mission will include a rubric for VPs as well as its own mission rewards, if applicable. VPs are tracked and awarded for each individual player, so you will never have to split awards. Unless specified otherwise, any given criteria can only be met once (i.e. if you kill 15 ascended undead, you only get the award once). Each mission awards a flat 2 Renown. A new Battle Honors table can be found at the end of this document and completely replaces the one in the Campaigns expansion for Heralds of Ruin Kill Team.

Rescuing Models – Some VP awards refer to rescuing a model from close combat. This means either successfully rolling to countercharge or charging an enemy model that is engaged in an ongoing combat with a friendly model.

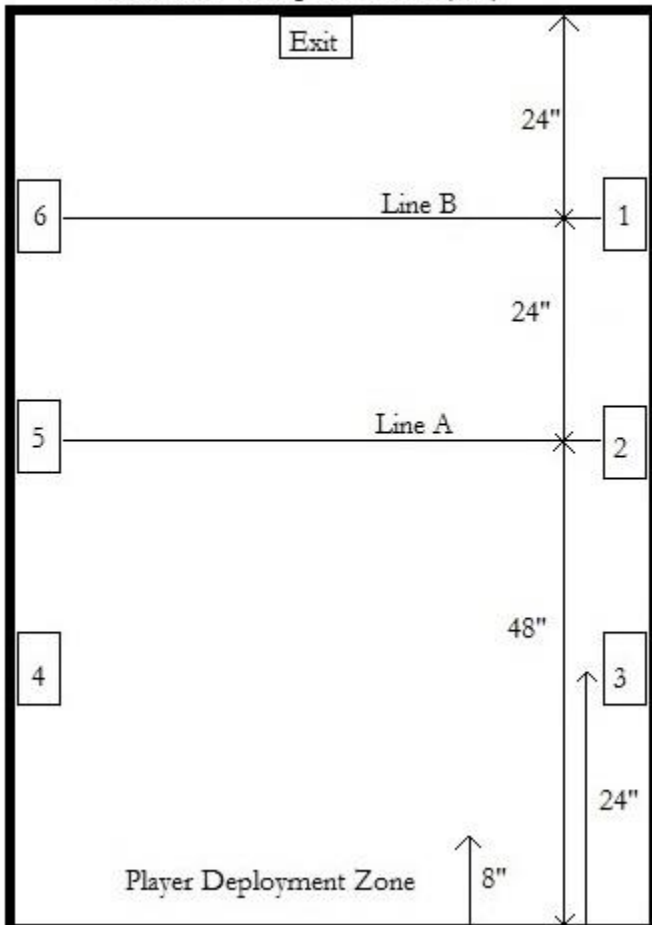
Mission Diagrams

The following are setup and deployment diagrams for each mission.

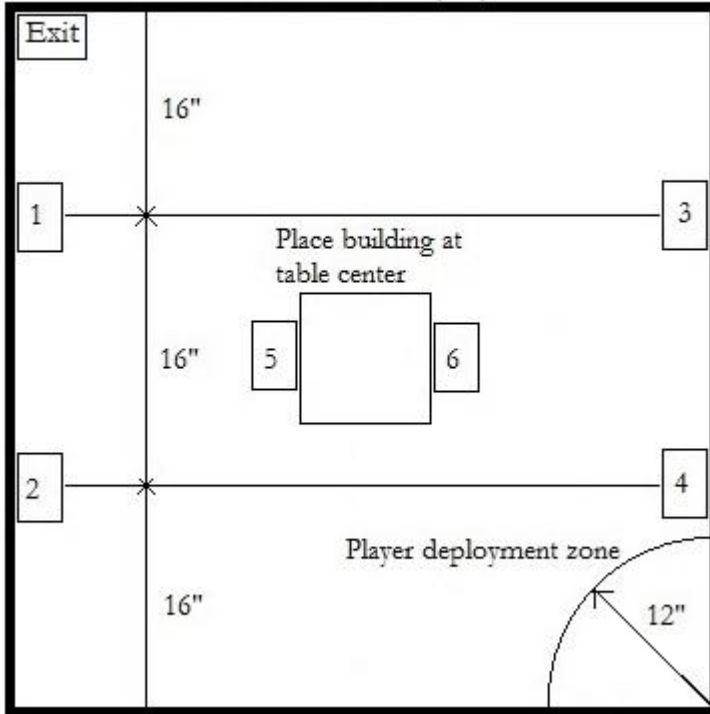
Mission 1 - A Meeting of Minds (4x4)



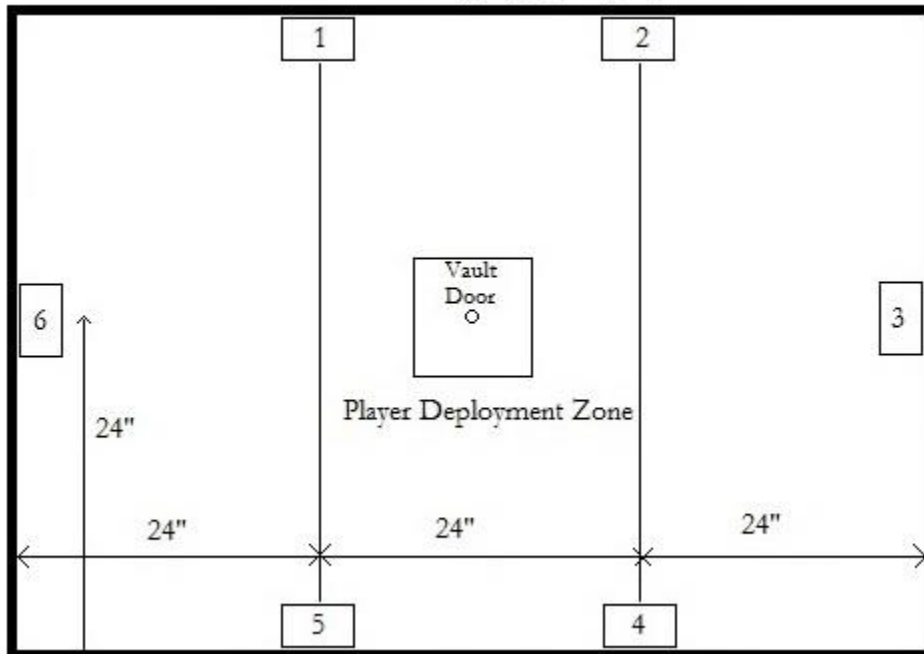
Mission 2 - Escape Corridor (6x4)



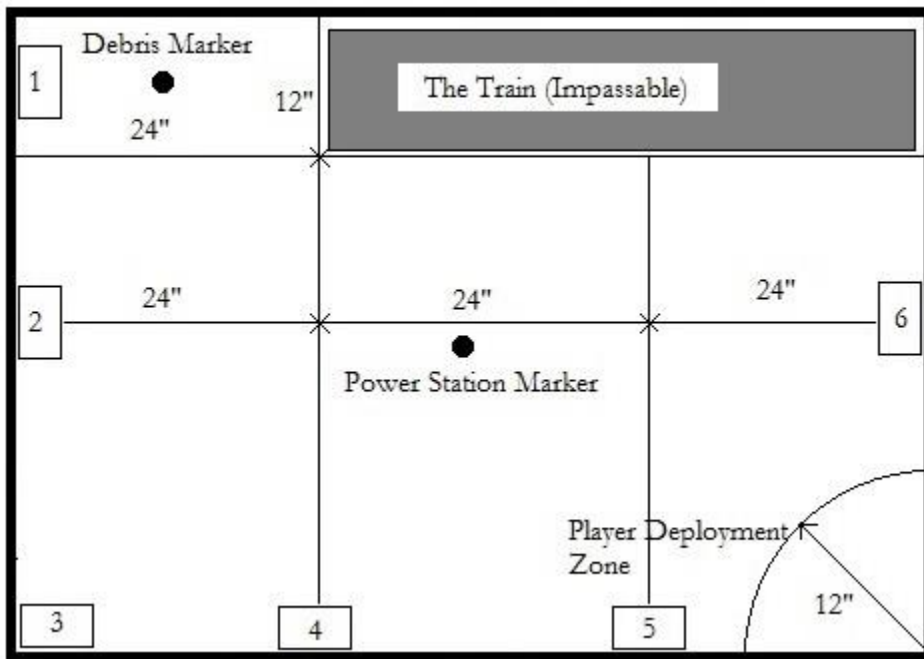
Mission 3 - Crisis Cult (4x4)



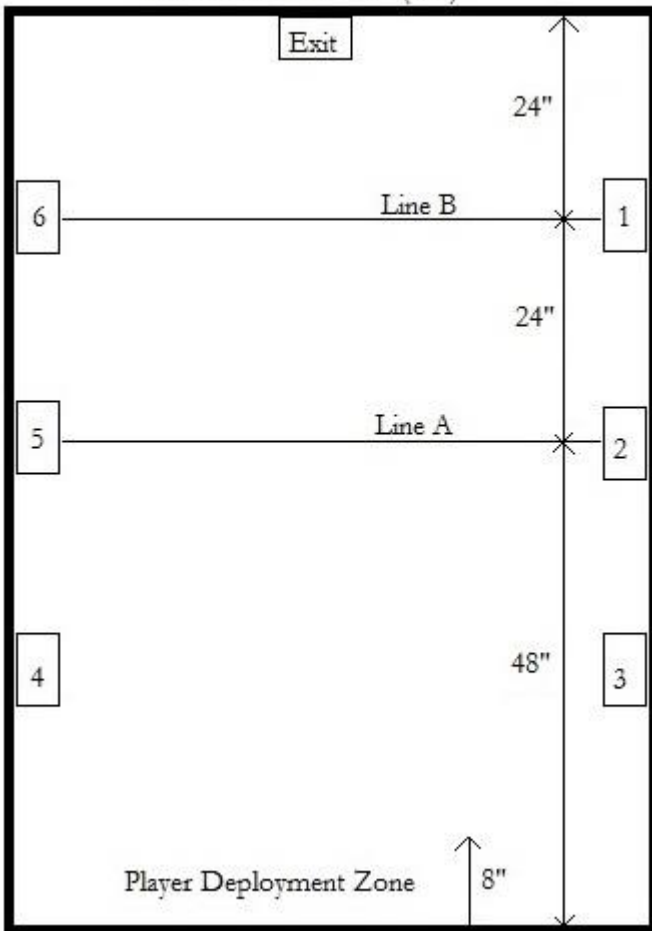
Mission 4 - Shopping Spree (6x4)



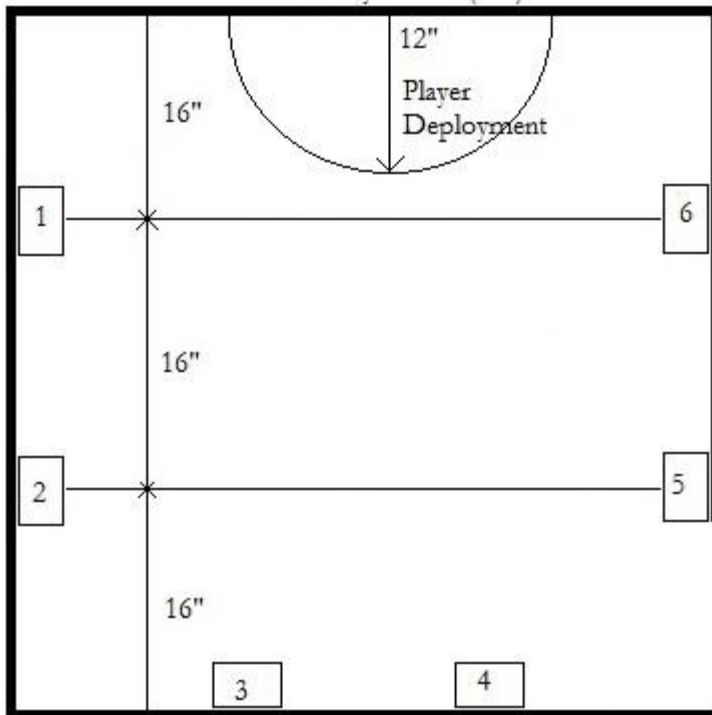
Mission 5 - Night Train to Karnemak (6x4)



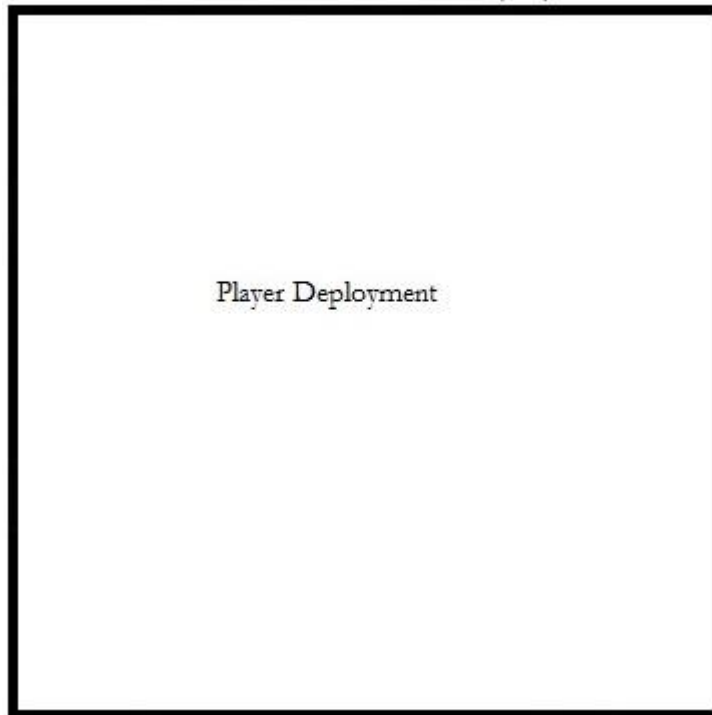
Mission 6 - Survivors (6x4)



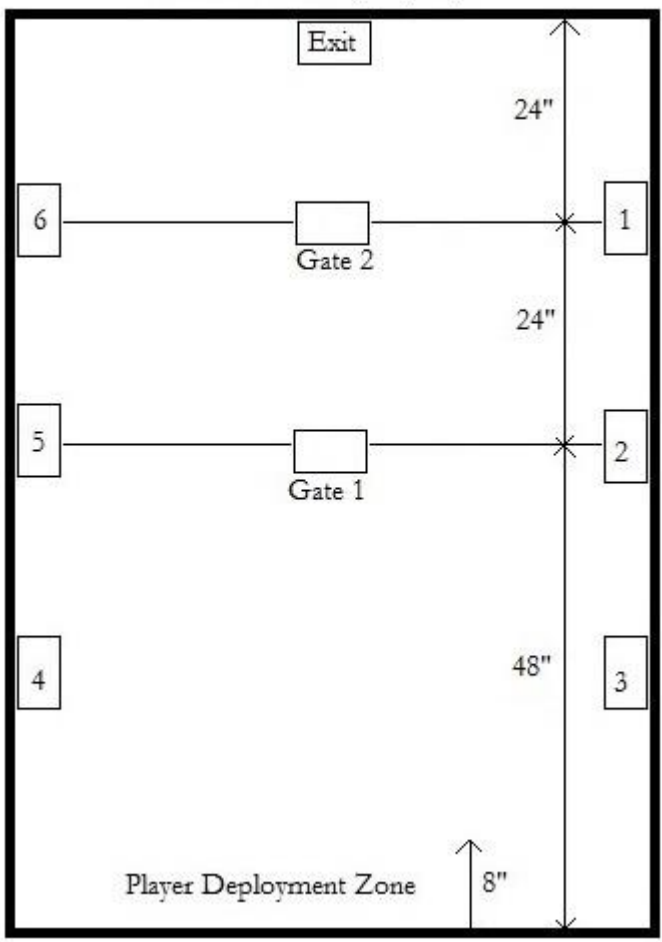
Mission 7 - City Center (4x4)



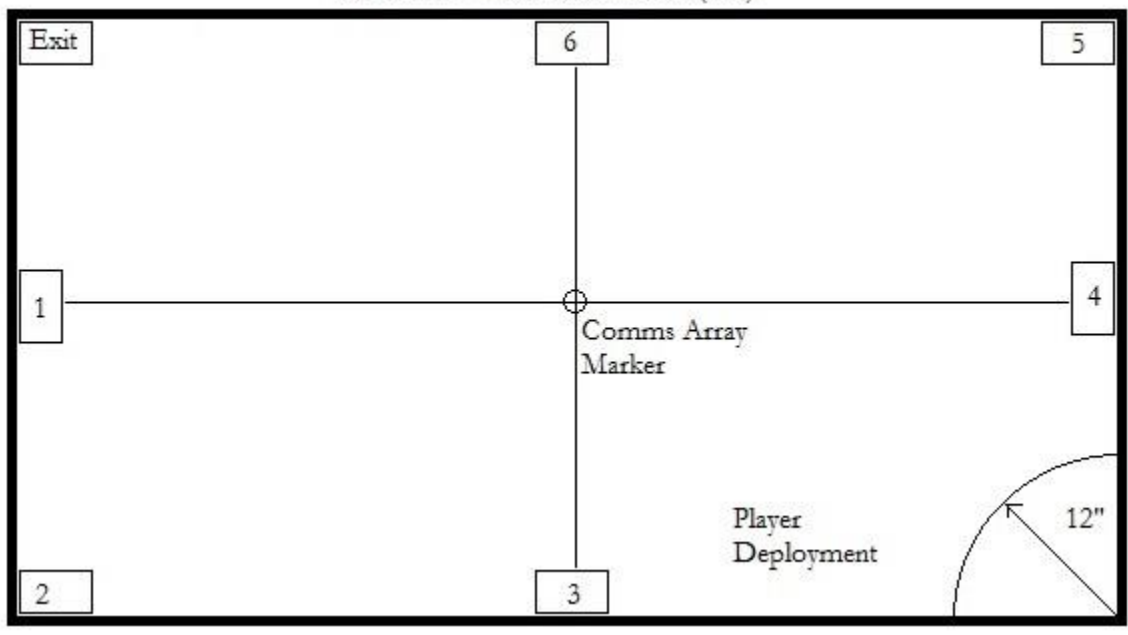
Mission 8 - Elevator Action (4x4)



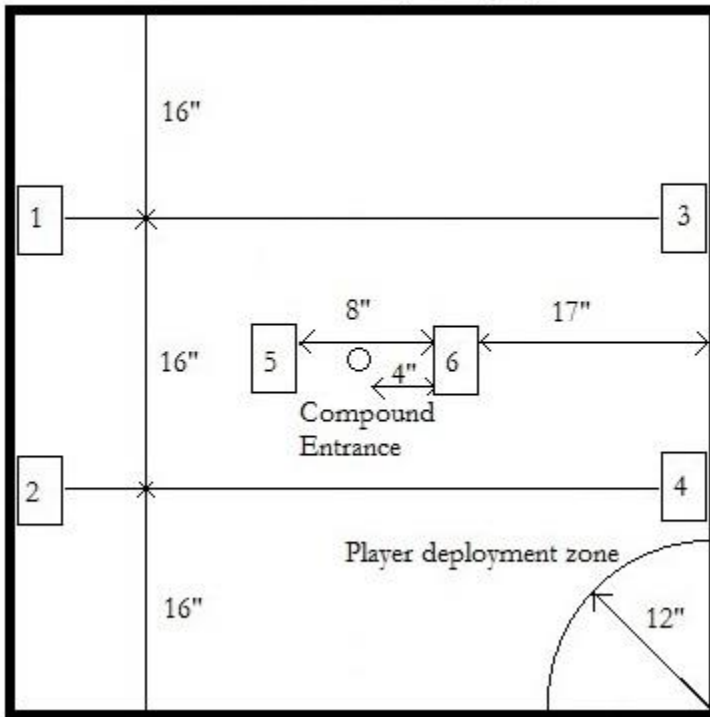
Mission 9 - The Spire (6x4)



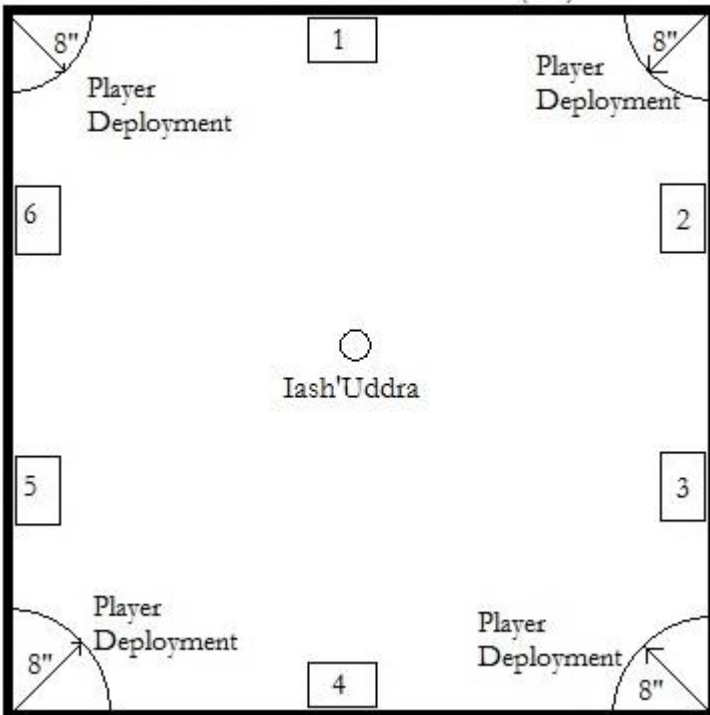
Mission 10 - Perditus et Fatalis (6x4)



Mission 11 - Cult Compound (4x4)



Mission 12 - The Endless Swarm (4x4)



Mission 1 – A Meeting of Minds

Two kill teams meet under in the pale moonlight. Are they exchanging prisoners? Wounded? Insults? History will never know. Before they can even begin to conduct their business, the restless dead attack. The kill teams must escape, but which way?

Deployment – Both kill teams deploy within 6” of the center of the table.

First Turn – The Undead will have first turn. During this mission, roll 2d6 instead of 3d6 when generating undead.

Undead – All undead in the first mission are Restless Undead. Roll 2d6 when spawning undead.

The Way Out – Models must search spawn zones to see if they lead out of the ruins. A model touching a spawn zone On a 1-5, nothing happens. On a 6, flip the spawn zone over or replace it with a exit zone card; undead cannot spawn here anymore (re-roll the location of spawns in that zone). If 5 of the spawn zones have been searched, the 6th is automatically the way out and is treated as if it had rolled a 6 even if no player-controlled models are touching it.

Ending the Game – The game can end whenever the players agree that it should end after at least one model has left the table through the exit zone.

VP Awards

Action	VP
Took Part	30
Killed 5+ Ascended Undead	5
Killed one or more Ascended Undead on the turn after it spawned	5
No one left behind	15
Each spawn zone checked	5 ea
Rescued a model belonging to another kill team from combat.	10

Mission Rewards

In Over Their Heads – The kill teams all gain the Critical Personnel battle honor for free after this mission.

Mission 2 – Escape Corridor

Still bound together by wretched fate, kill team forward operators believe they have found a corridor back to a safe house. All you have to do is cross an area swarming with vengeful dead.

Deployment – Both teams deploy within 8” of the short table edge opposite the exit zone.

First Turn – The kill teams will have the first turn.

Undead – All undead spawned start as Restless Undead. After a single model has passed the mid-point on the table (A in the diagram), all undead on the table and subsequently spawned are Cursed Undead. When any model passes the second line (B) 18” from the short edge containing the exit zone, all undead on the table and subsequently spawned are Ravenous Undead. Roll 3d6 when spawning undead.

Ending the Game – The game can end whenever the players agree that it should end after at least one model has left the table through the exit zone.

VP Awards

Action	VP
Took Part	30
Killed 5+ Ascended Undead	+5
Killed one or more Ascended Undead on the turn after it spawned	+5
No one left behind	+15
Blocked a spawn zone such that no undead could spawn	+10
Rescued a model belonging to another kill team from combat.	+5
Crossed line B in the same or the turn after you crossed line A.	+10

Mission Rewards

Deadly Veterans – Choose three units that do not have the Deadly Veterans special rule and give them 40 VP worth of battle honors for free. These units now have the Deadly Veterans special rule.

Mission 3 – Crisis Cult

From your safe house, you notice an acolyte of some obscure Imperial sect walking through the droning hordes of undead. They seem to ignore him. Intrigued, you gather your kill teams and follow him to a cult base deep in the heart of the city. You know there is some kind of leader inside and the body of an Imperial Inquisitor is hung outside for all to see. This should be interesting.

A Note on Terrain – You can set up your terrain however you want, but the mission logic does not work without a central building that is approximately 8”x 8” at the center of the board. You might have to tweak the Cult Leader rule if you are playing without buildings.

Deployment – Both kill teams deploy within 12” of the lower right-hand corner of the table as shown in the diagram.

First Turn – Since they are the attackers in a raid scenario, the first turn goes to the players.

Ending the Game – The game ends whenever the players agree, but cannot end if the cult leader has not been killed.

Cultists – Each round, one cultist will spawn alongside the undead each time they spawn. Whilst within 12” of

one or more cultists, all undead are considered one level more powerful (Restless -> Cursed -> Ravenous -> Forsaken). Cultists follow all the rules for Undead Behavior.

Cult Leader – The cult leader is not deployed until a model enters the building in the center of the table. The cult leader may only be targeted by a model that is inside or touching the building in the center. The cult leader will not leave the building for any reason. When the cult leader is deployed, immediately roll 2d6 for each spawn zone near the central building, place that many undead into each respective spawn zone, then move them as though during the swarm phase. They, and only they, may assault the turn they spawn.

Undead – All undead spawned are Restless Undead. After the cult leader is deployed, all undead on the table and all subsequently spawned become Cursed Undead (modified by the presence of a cultist, of course). Roll 3d6 to spawn undead.

Center of the Horde – A cultist may not be targeted in shooting as long as there are any undead within 4” of it.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Cultist	3	3	3	3	3	3	1	8	5+
Cult Leader	4	3	3	4	4	4	2	10	4+

Composition: 1 Cultist | Infantry

Wargear
Cult Staff (Cultist only)
Flak Armor (Cultist only)
Carapace Armor (Leader only)
Power axe (Leader only)
Laspistol (leader only)
Rosarius (leader only)

Special Rules
Center of the Horde
Undead Behavior
Stealth
Fearless

VP Rewards

Action	VP
Took Part	40
Killed 5+ Cultists	10
No one left behind	15
Killed the Cult Leader the same round that it spawned	10
Rescued a model belonging to another kill team from combat.	5

Mission Rewards

Rosarius – Whichever player removes the final wound from the Cult Leader gets Inquisitor Drakeholm’s Rosarius which can be given to any fighter and provides a 4+ invulnerable save.

Adaptable Survivors – After this mission, all Kill Teams get The Specialist Kill Team Battle Honor for free.

Mission 4 – Shopping Spree

The Kill teams manage to recover Inquisitor Drakeholm's effects. Among them is a servo-skull which has a message with the details of the undead plague embedded in its cogitators. It contains the location of a powerful backup-transmission array left over from the dark age of technology and the initial founding of Zagris's primary hive, Karnemak. The undead seem to be getting stronger and with no word from orbit or any other faction planetside, it seems your only choice is to warn your leadership of the Inquisitor's last message. There is a mag-lev train that can cross the ocean to get you to Karnemak, but the tracks are damaged and teeming with powerful undead. The teams decide to raid a nearby Arbites lock-up facility for its wealth of confiscated xeno-tech, weapons and equipment before heading into a major population center. Fortunately, there are numerous escape hatches and tunnels leading to elsewhere in the area.

Deployment – All fighters must deploy in the central building.

Undead – All undead spawned are Restless Undead. When a player accumulates 50 VP, all undead on the table and all those subsequently spawned are Cursed. When a player accumulates 100 VP, all undead on the table and those subsequently spawned become Ravenous. Roll 4d6 when spawning undead.

First Turn – The undead will have the first turn.

Ending the Game – The game may end at the start of any player turn after the first as kill teams have already established escape routes. The game will also end immediately if the door to the vault loses its final wound. Finally, the game will end when any player's VP pool maxes out at 150.

The Vaults – Any number of team members can be assigned to search the vaults. These models are not deployed and will never be on the table. At the end of each player turn, each model searching the vaults adds 5 VP to the pool. Then roll a die for each model searching; on a 5+, that model will add a further 5 VP to the pool. Each player will keep his or her own pool. Stockpiling equipment/bio-matter/components is difficult, careful work and models who are searching the vaults will not take part in the fight, so choose carefully! The rest of the teams will defend the vault door which is located at the center of the table.

Models searching the vaults do not have to roll for bonus VP (to give slower comrades a chance to catch up) but will always generate 5 each turn.

If no models are assigned to the vaults, then a kill team can round up a few shell-shocked survivors to search who will generate 5 VP per turn, with no rolls for extra.

The Vault Door – The formerly impregnable outer doors have been slightly damaged by the teams' initial efforts to open them. The entrance is a **Toughness 5 structure with 3 Wounds, Eternal Warrior and a 4+ armor save** that is immobile and hit automatically in close combat. It counts as a living, player controlled model for the purposes of undead targeting and attacking it.

A note on the table – Much like mission 3, there should be a fortified structure to defend at the center of the table.

VP Rewards

Action	VP
Took Part	40
Killed 5+ Ascended Undead	5
Cleared all undead from the table at least once	10
No one left behind	15
Completed the Mission using less than 5 models to search	5
Rescued a model belonging to another kill team from combat.	5

Mission Rewards

Aftermath – Any VP gained by fighters during this mission can be used to purchase reinforcements, battle honors or new equipment. Also, this will be the only opportunity the kill teams will have to purchase transports and vehicles. Any kill team (even ones that do not normally have access to a transport) may purchase a Nomad (described below).

In Over Their Heads – The kill teams all gain the Critical Personnel battle honor for free after this mission.

Mission 5 – Night Train to Karnemak.

Run, run, run with the railroad,

Get out of their sight.

When the engine turns,

Then you gotta move on,

And you gotta move on at night. – Ancient Terran Ballad

The teams, now armed to the teeth, set out for the world's primary hive, Karnemak. The city is a continent away, but there is a mass-conveyor train used to move the world's enormous migrant worker population and their equipment between the hives. Arriving at the station, the teams note that the train is powered down and there is debris on the mag-track. Worse, the remains of the station are crawling with undead.

Deployment – Teams are deployed within 12” of the lower right corner of the table.

First Turn – The kill teams will have the first turn.

Ending the Game – The game ends immediately once the debris is cleared *and* the train is powered up.

Powering the Train – Only one model touching the power station may attempt to power up the train in lieu of making a shooting attack. Roll a d6 and add the number of previous attempts to power the train. If the total equals 10 or more, then the train is powered. If the model attempting to power on the train has an ability which lets them repair vehicles, they may re-roll the die to do so.

Clearing the Debris – The debris can be represented by a counter or a 3x5 card (or an actual stack of debris). It is a **Toughness 6 structure with 8 wounds, Eternal Warrior and a 4+ armor save**. It can be shot, but only shooting that originates from within 12” of the marker will affect it. Models attacking a structure in assault are never locked in combat and are free to move away in their movement phase (even if it's just to charge it again).

Undead – The undead here are automatically Cursed Undead. After either objective is reached, all undead on the table and all those spawned thereafter are automatically Ravenous Undead. Roll 4d6 when spawning undead.

The Station – The station is a labyrinthine maze of access ducts and corridors and is prime hunting ground for the undead. For this mission, all undead may charge on the turn that they spawn.

VP Awards

Action	VP
Took Part	40
Killed 5+ Ascended Undead	5
No one left behind	15
Completed both mission objectives within 1 turn of each other.	10
Rescued a model belonging to another kill team from combat.	5
Killed all undead that assaulted on the turn they spawned at least once.	10

Mission Rewards

Deadly Veterans – Choose three units that do not have the Deadly Veterans special rule and give them 40 VP worth of battle honors for free. These units now have the Deadly Veterans special rule.

Adaptable Survivors – After this mission, all Kill Teams get The Specialist Kill Team Battle Honor for free.

Mission 6 – Survivors

The mass conveyor pulls into the Karnemak Embarkation Promenade only to discover a group of survivors have gathered in the station after seeing it power up. At the very least, they have important information about the local area and what might be found there. The teams quickly strike a deal: in exchange for safe passage to a more remote platform, the survivors will tell what they know. Oh, you're also rescuing Imperial citizens if that matters to you. Alternatively, you could use them as cannon fodder, covering your escape into the city center. Whether the kill teams intend to impregnate, sacrifice or eat the survivors, the reward is the same.

Survivors – Each player gets control of 5 survivors alongside their kill teams. The survivors can be transported, but take up two spaces each as they are civilians with children, belongings and wounded.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Survivor	2	2	3	3	1	3	1	5	-

Composition: 1 Survivor | Infantry

Wargear
Lasgun
Close Combat Weapon

Special Rules
A Galaxy of Nightmares
Bulky

A Galaxy of Nightmares – Civilians are not known for their ability to blithely face down the horrors of the galaxy with nothing but a flask of amasec and endless supply of gallows humor to protect them. A survivor will attempt to flee at the end of every assault phase, even if it (somehow) won combat.

Deployment – Kill teams will deploy along with their survivors 8" from the short board edge opposite the exit zone.

Undead – All undead are Cursed Undead. When any model has moved across the line designated as A (or is halfway across the board), all undead currently on the table and all that are subsequently spawned are upgraded to Ravenous Undead. When a single model has crossed the line designated as B, all undead currently on the table and all that are subsequently spawned are upgraded to Forsaken Undead. Roll 4d6 when generating undead.

First Turn – Owing to the sluggishness with which the survivors react, the undead will have the first turn.

Ending the Game – The game can end whenever the players agree that it should end after at least one model has reached the exit zone and left the table.

VP Awards

Action	VP
Took Part	40
Killed 5+ Ascended Undead	5
No one left behind	15
Each Survivor that made it off the board	25 ea
Each Survivor that spent the game in a transport	5 ea

Mission Rewards

Lad's Got Talent – After this mission, all kill teams gain the Understudy battle honor for free.

Adaptable Survivors – After this mission, all Kill Teams get The Specialist Kill Team Battle Honor for free.

Mission 7 – City Center

The kill teams arrive at the base of the spire; the center of government on Zagris and its seat of power. Nothing has been heard from fleets or from the local government, so you must assume that the spire is infested with the undead. You hack the controls to summon the freight elevator, but this powers up the area you currently occupy, drawing wave after wave of some of the most difficult undead you have faced yet. It is impossible to tell the state of the offices and apartments at the top of the spire, but the kill teams are ready for anything.

Deployment – Kill teams will deploy within 12” of the center of one side as shown on the mission diagram. After the elevator arrives, this area is considered the exit zone.

First Turn – Since the kill teams are defending their position, the undead will have the first turn.

Undead – All undead are Ravenous Undead. Roll 5d6 when spawning undead.

The Elevator – The elevator will arrive at the end of the 8th player turn, so they will be able to exit at the beginning of the 9th.

The Tunnels – Karnemak is a claustrophobic hive city riddled with tunnels and ruins and is prime hunting ground for the undead. For this mission, all undead may charge on the turn that they spawn.

Collapse the Tunnels – Unlike in other scenarios, fighters can attempt to collapse tunnels. Each tunnel is an immobile Toughness 5 structure with 2 wounds, a 3+ armor save and the Eternal Warrior USR. It can be shot, but only if the shooter is within 12”. Alternatively, a fighter may expend a single grenade of any type to collapse the spawn point on a d6 roll of 3+. At the start of the undead turn, roll a d6 for each collapsed spawn zone. On a 5+, the undead find a way through and that spawn zone is open again, and may spawn further undead.

VP Awards

Action	VP
Took Part	40
Killed 5+ Ascended Undead	5
No one left behind	15
Collapsed a spawn zone and that model not put out of action	15

Mission Rewards

Victory or Death – While not exactly a reward, after this mission, there are no reinforcements coming. New recruits and equipment may not be purchased after this mission, though gained VP may be spent on battle honors. Units with the ability to repair vehicles may make 5 attempts to do so, choosing which repairs to make on their vehicle (including bringing it from 0 to 1 hull point) and may even attempt to repair their allies’ vehicles.

Deadly Veterans – Choose three units that do not have the Deadly Veterans special rule and give them 40 VP worth of battle honors for free. These units now have the Deadly Veterans special rule.

Mission 8 – Elevator Action

The kill teams are now spirebound on a fast-moving freight elevator, but the noise and activity they are creating has undead leaping onto the platform from nearly every level they pass. Most of the undead splatter on the platform, but many are lucky and fall on equipment or just have good enough timing to land safely on the platform. Quarters are tight and with few obstacles to move around, the kill teams shoot and assault frantically to stem the tide of undeath before they are overwhelmed.

Deployment – Kill teams may deploy anywhere on the table. There is no escape.

Terrain – Unlike normal kill team games, the elevator should be largely devoid of buildings. Vehicle hulks, shipping containers, boxes and power loaders are all appropriate terrain, but there should be no buildings or ruins.

Undead – Only the toughest undead survive landing on the platform. All undead are Ravenous Undead. There are no spawn zones in this mission. After rolling for spawns, choose one undead from the group and scatter them 3d6” from the table center, reducing the distance by the minimum necessary for them to land safely. Then place the rest of that group around them as though they were a unit arriving from deep strike. They will move on the turn they arrive, but may not assault. Once they land, they follow all the rules for Undead behavior. Roll 5d6 when spawning undead. Each undead turn, in addition to the ones that spawn by rolling doubles, one ascended undead (rolled randomly, re-rolling 6’s) will spawn.

First Turn – The undead will have the first turn.

Ending the Game – The game ends when the elevator reaches the platform and all undead have been (re)killed. At the beginning of each kill team turn, roll a d6 and add the number of times you have made this roll to the total (so +1 on the second turn, +2 on the third turn, etc). If the total is 10 or more, the elevator has arrived. No more undead will spawn, but all remaining on the platform must be killed for the game to end.

VP Awards

Action	VP
Took Part	40
Killed 5+ Ascended Undead	5
No one left behind	15
Cleared the elevator at least once	15

Mission Rewards

Victory or Death – While not exactly a reward, after this mission, there are no reinforcements coming. New recruits and equipment may not be purchased after this mission, though gained VP may be spent on battle honors. Units with the ability to repair vehicles may make 5 attempts to do so, choosing which repairs to make on their vehicle (including bringing it from 0 to 1 hull point) and may even attempt to repair their allies’ vehicles.

Deadly Veterans – Choose three units that do not have the Deadly Veterans special rule and give them 40 VP worth of battle honors for free. These units now have the Deadly Veterans special rule.

Mission 9 – The Spire

The air is thin five kilometers off the surface of Zagris Tertius. As the teams step out onto the open freight gantry, they see that the security gates have all been triggered for this area, though all automated defenses have been torn to pieces by the undead. The teams must defeat the security gates to gain access to the comms array, but some fighters swear that they can hear... music?

Deployment – Kill teams deploy at the bottom of the table as shown in the mission diagram.

Undead – All undead are Ravenous Undead. When the teams breach the first gate, all undead on the table and all subsequently spawned become Forsaken Undead. Undead will not run around a gate, but must run through it. When spawning undead, roll 5d6.

First Turn – The kill teams will have the first turn.

Gates – If you have walls you can put across your table, then excellent. A gate is an area 3x5” placed with its long edge facing the short edge of the table. A gate is a structure with toughness 6, 10 wounds, Eternal Warrior and a 4+ armor save. It can be shot, but only if the shooting model is within 12”. Models assaulting a gate are never considered to be locked in combat with it and are free to move away in their movement phase (even if only to charge it again). No model may move past or go around a gate and it is impassable until it is breached. If there are no actual walls, we assume there is an energy barrier or wall of brown noise keeping the teams in place. Forge the narrative!

Split Spawn Zones – Some spawn zones lie on both sides of a wall. When generating undead, the player generating must choose which side of the wall to put them on. Undead may be split and those which are placed on the inaccessible side of a wall will move toward the nearest gate to wait for it to be breached. This creates a choice: do you fight the undead now, or attempt to destroy them once the wall is breached? Choose wisely.

Ending the Game – The game ends when all players agree to end it. Any models left on the table are considered casualties and must be rolled for in the normal way.

VP Awards

Action	VP
Took Part	40
Killed 5+ Ascended Undead	5
No one left behind	15
Removed all of either gate's wounds in a single round	10
Removed all of both gates wounds in a single round (does not have to be the same round)	10

Mission Rewards

Baroque Noble Weaponry – Searching through the corpses and detritus left by fleeing nobles and their entourages, the kill teams find all manner of baroque and destructive armaments only a few of which are of any value, but these few are beautiful instruments of death. To represent this, each kill team gains the Wonder Weapon battle honor for free, but may generate two weapons and choose which one they want to keep. These weapons can be given to anyone.

Victory or Death – While not exactly a reward, after this mission, there are no reinforcements coming. New recruits and equipment may not be purchased after this mission, though gained VP may be spent on battle honors. Units with the ability to repair vehicles may make 5 attempts to do so, choosing which repairs to make on their vehicle (including bringing it from 0 to 1 hull point) and may even attempt to repair their allies' vehicles.

Mission 10 – Perditus et Fatalis

The kill teams exit the elevator and breach several heavy blast doors headed for the governor's quarters in the original hive skeleton. The last blast door crashes open into a full-blown masquerade ball attended by Karnemak's decadent nobles who have sealed themselves off from their dying world and thrown party after party to distract themselves. Men and women of the hive's highest levels are aghast at the kill teams' blood and gore-spattered armor and heavy weapons, carrying wounded and driving mud-caked vehicles through white, parianite halls. The teams' activity has also opened a path for the undead on the spire to reach these quarters and it isn't long before the screams of the nobles join the moans of the undead. Even for loyalist kill teams, after 10 hours of desperate, life and death battle so close to their goal, it's difficult to care about the fate of Karnemak's elite. Some of the nobles have entreated your team for help, pledging their fortunes and most prized possessions.. It is up to you whether or not you accept.

Deployment – Kill teams are deployed within 8" of either short table edge.

Undead – All undead are Ravenous Undead. Once the signal is sent, all undead on the table and all subsequently spawned are Forsaken Undead. When spawning undead, roll 5d6.

First Turn – Kill teams will take the first turn.

Sending the Signal – the signal array should be placed in the center of the table. Only one model at a time can attempt to send the message. At the beginning of the

assault phase, a model in base to base with the comms array marker may roll a d6 and add the number of times this has been attempted. If the total equals 12, the signal is sent. If the model sending the message has an ability which allows them to repair vehicles, you may re-roll the die.

Ending the Game – The game ends once the signal has been sent and both players agree to end it. After the signal has been sent, place an exit zone centered on the short table edge opposite the deployment edge.

Noble Survivors – Each player gets control of 5 noble survivors alongside their kill teams. The survivors can be transported but take up two spaces each as they are civilians with servitors, retainers and large amounts of luggage.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Noble Survivor	4	4	3	3	1	3	1	6	4+

Composition: 1 Survivor | Infantry

Wargear
Power Sword
Bolt Pistol

Special Rules
Ignorant Bravado

Ignorant Bravado – Karnemak's nobility courageous enough to attempt to leave are foolhardy in the extreme. They are terrible at taking orders and, even in the middle of the nightmare they find themselves play games of brinkmanship with each other and members of the kill teams. Noble Survivors are Fearless and will always consolidate toward the nearest undead foe.

VP Awards

Action	VP
Took Part	50
Killed 5+ Ascended Undead	5
No one left behind	15
Each survivor who left via exit zone	25 ea

Mission Rewards

Armed to the Teeth – With a chance to stop, rest and re-arm, VP may now be spent on new equipment and recruits (rescuing survivors, raiding for parts, etc).

In Over Their Heads – The kill teams all gain the Critical Personnel battle honor for free after this mission.

Mission 11 – Cult Compound

Stealing one of the few functioning flyers left on the landing slab and giving its pilot-servitor the appropriate motivation to help, the kill teams make their escape from Karnemak. Below, the teeming hordes of undead swarm over the bones of the city while above, ships can be seen leaving orbit one by one. The team leaders know that their factions will never accept them back, stained as they are with the taint of undeath. Before a morale crisis can set in, the flyer's pilot announces that he has picked up vox signals. The cult of undeath you initially fought is planning to leave the world once there are no fleets in orbit to stop them. The team leaders decide this can never happen to another world and resolve to either stop them or discover their secrets on behalf of their own factions. Following the signal, the kill teams set down on a small island in a toxic sea and make their way to the signal's source overland.

Deployment – Kill teams will deploy within 12” of the corner of the table as shown in the scenario diagram.

Undead – This is the heart of the infection. All undead are Forsaken undead. Once a model enters the central compound, an ascended undead will be generated alongside all spawned groups in their spawn zones (roll on the ascended undead table). This is in addition to any ascended undead generated by rolling doubles. When spawning undead, roll 5d6. In this mission, undead can charge on the turn that they spawn.

First Turn – As this is a raid, the first turn goes to the kill teams.

Doorway to Oblivion – The door to the compound is a toughness 6 structure with 4 wounds and a 4+ invulnerable save. It can be shot, but the shooter must be

within 12”. The doorway should be placed in the center of the table in the middle of a building. Once the door has been destroyed, replace it with a 3”x5” exit zone centered where the door was.

Ending the Game – The game ends at the beginning of any phase in which both players agree, but cannot end until the door has been destroyed and at least one model has exited the table via the exit zone.

Victory or Death – See Mission 7.

Deadly Veterans – After this mission, choose 3 units who survived the battle and do not already have the Deadly Veterans special rule. These units gain the Deadly Veterans USR and 40 VP with which to purchase battle honors.

Mission 12 – The Endless Swarm

The kill teams make their way inside the compound, ready for anything. Corpses are strewn everywhere, clogging some corridors so thickly that they have to be cleared by grenades. The kill teams enter the main labs only to find nothing but a single maddened cultist tending to the glowing liquid being pumped into the atmosphere. He stops his insane ranting and turns to face the kill teams. The initial assessment was wrong—he is not tending the tanks, he is pumping his own being into the tanks through tubes in his chest! His eyes glow a gold so bright that they can be seen through any obstruction. Sickeningly, his mortal form warps, unable to contain whatever is within. A word, repeated over and over pounds into the heads of every fighter. Iash'Uddra... Every warrior knows that this will be the fight of their lives.

Deployment – Kill teams deploy within 8” of any corner (the map shows only 2 corners, but putting a deployment zone in . Place Iash'Uddra in the center of the table.

Undead – All undead are Forsaken Undead. Roll 6d6 when spawning undead. In this mission, undead can charge on the turn that they spawn.

First Turn – The undead will have the first turn.

Ending the Game – The game ends when Iash'Uddra loses its final wound.

Saviors of Zagris – All kill team members who participated in this campaign gain the Saviors of Zagris Special rule and must bear the campaign badge of Zagris somewhere on their model. The badge is a pair of crossed spears, pointing up behind a skull. On the skull's forehead should be the letter Z.

Kill team members lose all battle honors, equipment and upgrades purchased for them during this campaign. The team's roster is reset to whatever points total their local community plays. During games, if both players have even a single model on the table with this special rule (and the campaign badge), each may re-roll a single die once during the game.

Iash'Uddra, the Endless Swarm

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Iash'Uddra	9	5	10	6	6	4	5	10	3+

Composition: Iash'Uddra | Infantry (Monstrous Creature, 40mm base)

Wargear
Writhing Tentacles (counts as a single CCW)
Disjointed Necrodermis
Soul Spear

Special Rules
Eternal Warrior
Unholy Constitution
The Endless Swarm
Nightmare Gaze

Nightmare Gaze – To look on Iash'Uddra is to look upon reality gone mad. Iash'Uddra has the Fear USR. Units within 6" of Iash'Uddra lose the following rules: Fearless, Stubborn, Zealot, And They Shall Know No Fear, Inspiring Presence.

Disjointed Necrodermis – Iash'Uddra has a 3+ armor save and a 4+ invulnerable save. Each time Iash'Uddra takes a wound, every player-controlled model within 6" takes an automatic strength 4, AP – hit.

The Endless Swarm – Iash'Uddra is deployed in the center of the table. Iash'Uddra acts first in any undead turn. First, no matter its current position, scatter Iash'Uddra 4d6" from the center of the table, reducing the distance if this would put it off the table. Mark Iash'Uddra's final position and move all models (living and undead) 6" directly away from Iash'Uddra. Any model so moved takes an automatic strength 4, AP- hit. If Iash'Uddra does not land within 6" of any player-controlled model, it regains a wound lost earlier in the battle.

Iash'Uddra then shoots the nearest player-controlled model within 18". If there are no player-controlled models within 18" of Iash'Uddra when it shoots, then Iash'Uddra does not shoot and gains a wound lost earlier in battle instead. Iash'Uddra does not require line of sight and extends a metallic tentacle like a spear with the following profile:

Weapon	Range	STR	AP	Type
Soul Spear	18"	10	2	Assault 1, Ignores Cover, Vortex*

*Since the Soul Spear is not a blast weapon, if it does an unsaved wound, place a 3" vortex template where it was. If it fails to cause a wound or the wound is saved, no template is placed.

Iash'Uddra then attempts to assault the nearest player-controlled model within 12", ignoring line of sight and terrain. Iash'Uddra does not have to charge the model it shot at or test to redirect its charge. If there is no player controlled model within 12", Iash'Uddra does not attempt to assault and regains a wound lost earlier in battle, instead. At this point, you would start generating and moving undead.

It's over. With the death of Iash'Uddra, vox traffic resumes as normal and efforts to rally a resistance against the undead are underway within hours. Within days, the major forces return and it's back to business as usual, skulking through the shadows from warzone to warzone, carrying out the orders of your leadership. But every so often, you catch sight of another kill team vet with scars that look just like your own. Whether enemies or friends, there is always a shared understanding that the memories of that fateful night in Karnemak are the only remains, the only evidence of what happened at Black Sword after all forces involved carefully scrubbed its existence from the galaxies' histories.

Your comrades, the warriors with whom you fought and bled eventually drift away; back to regular forces, to found kill teams of their own, or victims of a galaxy full of nightmares. The bonds you forged in 12 hours transcend any mortal understanding, reaching unbreakable chains across time and space, until all of you have found peace. Such are the bonds of warriors. Such was the incident at Black Sword.

Battle Honors

These Battle Honors completely replace those found in the Heralds of Ruin Kill Team Campaign Expansion. Unless otherwise specified, each battle honor can be taken a single time by a unit.

Kill Team Battle Honors – These honors affect the composition and playing of the kill team. So long as a single member of the team remains, the team will retain these battle honors.

Honor	Ren	VP	Effect
The Specialist	6+	35	The kill team increases its Special unit availability by 1. The new specialist must be purchased separately. This may be purchased any number of times.
Additional Training	4+	30	The Kill Team may designate a unit with an upgrade restriction (i.e. 1 in 5 tactical marines may take a special or heavy weapon) and increase that number by 1. The weapon or upgrade itself must be purchased separately. This may be purchased any number of times, but only once for any given unit type (i.e. tactical marine, terminator).
Critical Personnel	2+	30	The Kill Team may designate a unit type of which it may only recruit a certain number of units (i.e. Sternguard Veterans). Increase this number by 1. This may be purchased any number of times, including more than once for the same unit type. This does not increase the number of units from Special that a kill team may take and the models must be purchased separately.
Medical Gear	5+	30	You can re-roll a result on the Injury Chart for a single model in your kill team after each battle.
Wonder Weapon	10+	35	Roll to generate a legendary weapon. Even if you hate it, the VP is still spent. You may purchase this any number of times, but a maximum of once between each mission.
Understudy	7+	50	Choose a model. That model gains the Inspiring Presence special rule and is considered a team leader. It retains any wargear it has and its type changes to leader. If a leader of this type unlocks certain units within your opus (use common sense) then these units are unlocked and it is the player's choice whether any current members of the kill team change types. A team can only have one Understudy at a time. If that model dies, the battle honor is lost.

Leader Battle Honors (Unless specified otherwise, these USRs only affect the model for which they are purchased)

Honor	Ren	VP	Effect
Alpha Psyker	5+	35	(Psykers only) +1 Mastery Level (means you can choose two powers and attempt to manifest both)
Tactician	-	25	Extends radius of Inspiring Presence by 3"
Hateful Rhetoric	7+	50	Bestows Rage within radius of Inspiring Presence
Vengeful Defense	7+	50	Bestows Counter Attack within radius of Inspiring Presence
Coup De Main	7+	50	Bestows Furious Charge within radius of Inspiring Presence
Exquisite Warplate	3+	15	Improves armor save by 1 to a max of 3+
Implacable	5+	15	This model gains the Feel No Pain (5+) USR.
Born Survivor	7+	25	This model gains the Eternal Warrior USR.
Master Psyker	10+	25	(Psykers only) When this unit uses a Blessing or Malediction that confers an effect, the effect is extended from 3" to 6".

Special and Leader Battle Honors (Unless specified otherwise, these USRs only affect the model for which they are purchased)

Honor	Ren	VP	Effect
Parry	5+	10	This model may force a single enemy model in base contact to re-roll up to two successful attack rolls.
Combat Master	-	15	When in combat with 2 or more enemy models, this model gains +1 WS and the Rampage USR for that fight sub-phase.
Blademaster	-	10	When attacking with a normal CCW, this model's attacks gain the Rending USR.
Flows Like Water	4+	20	This model gains the Hit and Run USR.

Universal Battle Honors (Unless specified otherwise, these USRs only affect the model for which they are purchased)

Honor	Ren	VP	Effect
Born in the Saddle	3+	10	This model gains the Skilled Rider USR.
Furious Charge	-	10	This model gains the Furious Charge USR.
Counter Attack	-	10	This model gains the Counter Attack USR.
Hammer Of Wrath	-	5	This model gains the Hammer of Wrath USR or does d3 HoW hits if it already had Hammer of Wrath.
Grenadier	-	10	This model increases the range of all thrown grenades from 8" to 12" and gets two grenades for every one grenade purchased for it which may not be transferred.
Free Runner	-	10	When jumping during a Run or Charge move, initiative tests are automatically passed.
Fleet	-	10	This model gains the Fleet USR.
Recon	-	10	This model gains the Move Through Cover USR.
Disciplined Fire	-	10	This unit resolves its overwatch at BS 2
Covering Fire	5+	10	This unit may fire overwatch if a friendly model within 6" gets charged instead of 3. It also automatically passes the roll to do so.
Firing Charge	-	15	This model treats one rapid fire weapon as Assault 2.
Drop and Roll	-	5	This model gains the non-flammable special rule.
Trigger Happy	-	15	One of this model's non-template, non-blast weapons may fire an additional shot.
Heavy Weapon Specialist	5+	10	This model gains the Relentless USR.
Combat Monster	-	5	This model gains the Crusader USR.
Pyromaster	-	10	When using a flame weapon, this model may re-roll all To-Wound rolls of 1. Furthermore, it adds +1 to the number of automatic hits when using the Wall of Death rule.
Lightning Assault	-	10	This model has a 2+ Invulnerable save against wounds caused in the Overwatch step of the Charge Sub-phase.
Hardened Fighter	-	5	This model re-rolls failed pinning and fear tests.
Critical Reserves	5+	10	(Psyker only) A psyker with this battle honor may, once per mission, generate d3 additional warp charge dice.
Open Mind	10+	20	A psyker with this battle honor may choose one more psychic power.
Mighty Blow	-	20	This model gains +1 to wound rolls in close combat.
Resilient	-	20	This model counts its Toughness as 1 higher for the purposes of wounding, but not toughness checks or instant death.
Duelist	-	15	This model gains +1 WS
Deadeye	-	15	This model gains +1 BS
Iron Jaw	-	25	This model gains +1 Wound
Blooded Reflexes	-	15	This model gains +1 Initiative
Vicious Assault	-	25	This model gains +1 Attack
Dominant Fire	-	15	This model may use suppressive fire with no penalty to BS.
Strident Voice	-	15	This model gains +1 Leadership
Weapons Tech	-	15	This model gains a 2+ invulnerable save vs wounds caused by weapons with the Gets Hot USR.

Squad Battle Honors (Applies to the unit for which it was purchased only. Squads may only take Battle Honors from this list)

Honor	Ren	VP	Effect
Fire Discipline	-	15	This unit resolves its overwatch at BS2 unless jinking.
Close Order Drill	-	15	Models from this unit gain +1 WS if they are in base contact with at least one other model from this unit.
Crusaders	-	15	Models from this unit gain the Crusader USR.
Recon	-	15	Models from this unit gain the Move Through Cover USR.
Sure Climbers	-	10	Models from this unit may re-roll initiative tests to climb.
Band of Brothers	-	15	As long as at least one member of this unit was not put out of action, the unit automatically regenerates a single member between missions.
Lightning Assault	-	20	Models from this unit have a 2+ invulnerable save vs wounds caused in the Overwatch step of the Charge Sub-phase.
Hardened Fighters	-	5	Models from this unit re-roll failed pinning and fear tests.
Fleet	-	10	Models from this unit gain Fleet.
Marksmen	-	15	Models from this unit gain +1 BS
Skilled Warriors	-	15	Models from this unit gain +1 WS

Support Drops – These take the form of a marker no larger than 3” across that deep strikes onto the field from reserves. It takes up no space and once used, does not replenish between missions but can be re-purchased. Once purchased, the support drop remains available until used. Only one support drop may be used per kill team per game. Unlike other units, reserves rolls for support drops can be made starting turn 1.

Equipment	VP	Effect
Ammo Drop	15	Friendly units within 3” of this marker re-roll to-hit rolls of 1 when shooting. It is T6, 2 wounds and has a 3+ armor save.
Defensive Turret	20	Marker that has the equivalent of a Twin-Linked Heavy Bolter that fires at BS2. It counts as a friendly model and may be assaulted, shot, etc. It is T6, 2 wounds and has a 3+ armor save.
Medical Drop	20	Friendly units within 3” of this marker gain Feel No Pain 5+. It is T6, 2 wounds and has a 3+ armor save.
Shield Projector	15	Friendly units within 3” of this marker gain a 5+ invulnerable save. It is T6, 2 wounds and has a 3+ armor save.
Cluster Munition	10	Enemy models that move within 3” of this marker take an automatic Strength 5 hit on a 3+.
Recon Drone	15	When rolling to seize the initiative, add +1 to the roll. After surveying, the drone crashes and becomes a Toughness 4 gun emplacement with 2 wounds, a 3+ armor save and the equivalent of a Storm bolter that can be fired at BS 2. It is T5, 2 wounds and has a 3+ armor save.

Transport and Walker Battle Honors

Honor	Ren	VP	Effect
Gunnery Training	-	20	This unit gains +1 BS
Weapon Training	-	15	(walkers only) This unit gains +1 WS
Capacity Refit	-	10	(Transports only) This unit's transport capacity increases by 2.
Repair	-	15	Repairs one instance of permanent damage (may be taken multiple times)
Laconic Crew	-	5	This model gains Adamantium Will
Attack Training	-	10	(Walkers only) This unit gains +1 Attack
Initiative Training	-	10	(Walkers only) This unit gains +1 Initiative
Enhanced Optics	-	10	This unit and any models it is transporting have the Night Vision USR
Rough Terrain Refit	-	10	This unit re-rolls failed dangerous terrain rolls.
Tank Hunter	-	20	This unit gains the Tank Hunter USR

Faction-Specific Battle Honors

These battle honors can only be taken by the faction listed directly above them. Some have multiple faction battle honors, if yours doesn't, that sucks. VP costs with a / always indicate that the first cost is for single-unit models and the second is the cost for squads.

Adepta Sororitas

Honor	VP	Effect
Endymion Grace	10	This model gains +1 to its invulnerable saves to a max of 3+.
Sarissa	5	If this unit is not armed with an extra CCW, its close combat attacks gain the Shred USR.
Rhapsody of St Valefar	15	Once per game, at the start of a friendly movement phase, this model may invoke the Rhapsody of Valefar. This model counts as having rolled Warp Surge on the perils of the warp table. This effect lasts until the start of this model's next movement phase at which time, the model takes d3 wounds with no saves of any kind allowed (negates feel no pain).
Pilgrimage of St Eligos	10	If this model is removed as a casualty in close combat, it may attack again at initiative step 0 of the current fight sub-phase.

Adeptus Arbites

Honor	VP	Effect
Police Brutality	5/15	If this model is in the same close combat as one or more other friendly models, this model gains the Hatred USR.
Takedown	3	If this model rolls a 6 to hit in close combat, it causes a single automatic wound (don't roll) that negates feel no pain, but not armor saves.
Motorpool Duty	15	

Adeptus Mechanicus

Honor	VP	Effect
Mag-Lev Grace	15	(Leader Only) This unit's type changes to Infantry (Jet Pack).
Wetware Upgrade	5	(Non-Learning models only) this model loses the Non-Learning special rule.
Noospheric Integration	10	This model is now subject to both Doctrina Imperatives and Canticles of the Omnisiah special rules. This battle honor may be given to the Nomad.

Astra Militarum

Honor	VP	Effect
Assault Collimators	3/10	This unit's lasguns and/or laspistols gain the Shred USR when firing at less than 12".
Grav Chambers	3	This unit's hotshot lasguns and/or hotshot laspistols gain the Shred USR.
Exemplary Officer	10	(Leader nly) This unit gains the Voice of Command and Officer special rule. If it already had these rules, it may issue an additional order each turn.
Souvenirs	2/5	This unit gains a laspistol and close combat weapon (for each of its members)
Clarion Call To Arms	15	(Leader only) This unit's Inspiring Presence range becomes equal to that of its Clarion Vox net. It may issue orders in this radius as well.
Beloved Leader	10	(Leader only) Look Out, Sir! rolls taken for this unit are successful on a 2+.

Black Templars

Honor	VP	Effect
War Strider	10	This unit adds 3" to its charge range and gains the Move Through Cover USR when charging.
Sword Brother	5	This unit gains an extra attack if using a close combat weapon (i.e. a basic CCW; not a power weapon)
Voice of the Legion	20	(Special and Leader models only) This unit and all friendly models armed with boltguns, bolters (including combi-bolters firing as bolters and bolters using special ammunition) or bolt pistols within 6" of this unit who have not moved in the movement phase may double the shots they are normally allowed to fire in this shooting phase. They may not assault in the subsequent assault phase.

Blood Angels

Honor	VP	Effect
Graceful Charge	5	This model may use its jump pack in both the movement and assault phases.
Voice of the Legion	20	(Special and Leader models only) This unit and all friendly models armed with boltguns, bolters (including combi-bolters firing as bolters and bolters using special ammunition) or bolt pistols within 6" of this unit who have not moved in the movement phase may double the shots they are normally allowed to fire in this shooting phase. They may not assault in the subsequent assault phase.
Angel of Mercy	20	(Special and Leader only) This model gains Feel No Pain (5+) and confers this rule to all friendly Blood Angels within 3". If this battle honor is given to a Sanguinary Priest, the range of its conferred Feel No Pain is increased to 9".
A Thousand Campaigns	2	This unit gains a close combat weapon.

Chaos Daemons

Honor	VP	Effect
Warp Strike	10/10	(Core Units Only) Units with this ability may deep strike when playing in the Karnemak Campaign. Furthermore, units with this special rule may assault the turn they arrive from deep strike.
Traitor Support	15	(Kill Team Honor) All Chaos Space Marine Special choices that have the Daemon USR are now Special choices for this kill team.
Wretched Defiler	15	If this model moves away from or is removed as a casualty from an objective it controls, the objective still counts as being under control of this model's side until it is actually held by the opponent.
Speed of Darkness	5	This model takes no penalty for assaulting into terrain and counts as having offensive grenades (that can never be thrown).

Chaos Space Marines

Honor	VP	Effect
Traitor's Fury	5	If this model rolls a 6 to-hit in close combat, resolve the attack at +2 Strength.
Mad Minute	5	This model may fire an extra shot using a non-template, non-blast ranged weapon, but may not fire overwatch in the subsequent enemy turn nor fire that ranged weapon in its next shooting phase. It can, however, fire any other ranged weapons it has. Cannot be used with Obliterator Weapons.
Obliterator Virus	35	(Leader and Special only) This model gains +1 Wound and the Relentless and Bulky USRs. If it could not purchase heavy weapons before, it may now.
Repressed Psyker	7	(Special and Leader only) This model gains the Psyker USR (mastery level 1) if it didn't have it before, subject to the same choice of powers as a Chaos Acolyte.
Wretched Defiler	3	If this model moves away from or is removed as a casualty from an objective it controls, the objective still counts as being under control of this model's side until it is actually held by the opponent.
Orgy Of Destruction	20	(Obliterators and Mutilators only) Choose an Obliterator or Mutilator weapon. This model may fire an extra shot or make two extra attacks, as applicable with this weapon when using it.
Plasma Discharge	15	(Obliterators and Mutilators only) Once per round in close combat, in place of making one attack, this unit may cause an automatic Strength 4, AP - hit on every model (friend or foe) in base contact with this unit.
Baroque Armor	20	(Units with power armor only) this Unit gains a 2+ armor save.
Murderous Descent	5	(Jump units only) this unit may use its jump pack in both the movement and assault phases.
Cloak and Dagger	5	This unit gains the Infiltrate USR.

Dark Angels

Honor	VP	Effect
Grim Focus	5	This unit resolves its Overwatch at BS3 unless jinking.
Plasma Blessing	5	This unit can opt to fire a plasma weapon at Str 6, AP3 (the rest of its profile remains unchanged). If it does so, this unit ignore the gets hot rule.
Voice of the Legion	20	(Special and Leader models only) This unit and all friendly models armed with boltguns, bolters (including combi-bolters firing as bolters and bolters using special ammunition) or bolt pistols within 6" of this unit who have not moved in the movement phase may double the shots they are normally allowed to fire in this shooting phase. They may not assault in the subsequent assault phase.

Dark Eldar

Honor	VP	Effect
Vampiric Resistance	10	Whenever this model puts an enemy model out of action (shooting or close combat), it improves its Feel No Pain by 1 to a maximum of 3+ (cumulative with Power From Pain) until the beginning of the next player turn.
Chem Fiend	10	This model now has the Combat Drugs special rule.
Alchemancer	15	(Leader only) When rolling for combat drugs at the beginning of a mission, so long as this model is part of the team, two dice may be rolled for combat drugs, keeping whichever the controlling player chooses.
Toymaker	15	This model may repair vehicles as if it had the Blessings of the Ommissiah special rule.
Master Alchemancer	15	(Leader with Alchemancer only) When rolling for combat drugs at the beginning of a mission, so long as his model is part of the team, two dice may be rolled for combat drugs, keeping both.

Deathwatch

Honor	VP	Effect
Preysight	5	When shooting any kind of bolter, including with special ammunition, this unit does not need line of sight to its shooting target, albeit at -1 BS.
Tempestus Support	10	(Kill Team Honor) This kill team can now take Tempestus Scions and Tempestors as Core choices with all of their normal options.
Tactical Spacing	5	Enemy models attempting to target this model with suppressive fire suffer an additional -1 to hit.

Eldar, Harlequins, Corsairs, Exodite

Honor	VP	Effect
Elusive Specter	10	(units without heavy aspect armor only) An enemy wishing to charge this unit incurs a -2" penalty to its charge distance if this unit ran in the shooting phase.
Rite of Awakening	20	(Wraith units only) This model loses the Non-Learning special rule.
Bonesinger	15	This model may repair vehicles as if it had the Blessings of the Ommissiah special rule.

Genestealer Cults

Honor	VP	Effect
Hive Support	15	(Kill Team Honor) Tyranid Warriors, Shrikes and Lictors (still can't deep strike) are now available as Special unit choices with all their normal options and upgrades.
Contraband Weapons	15	(Kill Team Honor) Add plasmagun and meltagun to the special weapons list for neophyte squads.
Blackthumb	15	This model may repair vehicles as if it had the Blessings of the Ommissiah special rule.

Grey Knights

Honor	VP	Effect
Psychic Might	25	This model now has a Psychic Conduit token.
Tempestus Support	10	(Kill Team Honor) This kill team can now take Tempestus Scions and Tempestors as Core choices with all of their normal options.

Hrud

Honor	VP	Effect
Master of Shinies	10	This model gains a 2+ Invulnerable Save vs the Warpstone Weapons special rule.
Wallrunner	10	This model can move along any horizontal or vertical surface, including ceilings, make sure you carefully mark its position.
Motor Runner	15	This model may repair vehicles as if it had the Blessings of the Ommissiah special rule.

Inquisition

Honor	VP	Effect
Lessons Learned	5/15	Once this unit has put an enemy out of action, it gains preferred enemy against that kill team until the end of the battle.
Labyrinthine Mind	15	(Leader Only) At the beginning of any friendly shooting phase, this model may designate up to two friendly models within 6" to gain the Interceptor USR until the start of the next friendly shooting phase.
Special Condition Rosette	10	This model gains the Fear USR. Friendly models within 3" of this model automatically pass fear tests.

Kroot (applies to those taken as part of Tau Empire)

Honor	VP	Effect
Venom-Shaped	10/20	This unit's close combat attacks gain the Poisoned (4+) USR.
Swooping Charge	5/10	This unit always passes the Initiative test to perform a diving charge and furthermore gains +2 initiative when it does so.
Fast Metabolism	10	If this model put one or more enemy units out of action, it regains a wound lost earlier in the mission. For ease of play, this functions even if this model killed an enemy that even a Kroot would clearly not eat (Necrons, plague zombies, etc).
Metal Shaper	15	This model may repair vehicles as if it had the Blessings of the Ommissiah special rule.

Necrons

Honor	VP	Effect
Dispersion Matrix	15	This model gains a 5+ invulnerable save.
Pariah Scarab Cloud	10	(Leader only) Enemy units within 3" suffer a -2 penalty to leadership. This model counts as a Psyker with a psychic hood and mastery level 4 for the purposes of denying the witch.
Cryptek Protocols	15	This model may repair vehicles as if it had the Blessings of the Ommissiah special rule.

Orks

Honor	VP	Effect
Good Skrum	5/15	(first VP cost is for single-model units, second is for squads) Every time this unit is charged, even in an ongoing combat, it triggers this unit's Furious Charge and they get +1 Strength in the subsequent Fight Sub-Phase.
Brutal Charge	5/15	This unit gains the Hatred USR. This is not conferred.
Mek Mind	15	(Special or Leader only) This model may repair vehicles as if it had the Blessings of the Ommissiah special rule. If this unit already has a similar ability, then it gains +1 to the roll to do so.
Kustom Armor	8	(Leader Only) This model has a 3+ armor save.

Rak'Gol

Honor	VP	Effect
Murderous Genome	5/15	(first VP cost is for single-model units, second is for squads) This unit gains the Rampage USR.
Machine Savant	15	This model may repair vehicles as if it had the Blessings of the Ommissiah special rule.

Renegades & Heretics

Honor	VP	Effect
Rapturous End	5/10	Whenever a model from this unit is put out of action in close combat, it deals d3 automatic hits at Str 4, AP - to the unit that put it out of action. This also applies to sweeping advances, in which case each model swept will generate d3 automatic hits. This unit still gets to roll to survive the battle.
Horrorific Stimulants	10	(Renegade Infantry and Mutant Rabble only) This unit gains Zealot, Furious Charge and Rage. At the end of each friendly player turn, roll a d6 for each squad with this battle "honor". On a 5+, one model of the opponent's choice is removed as a casualty with no saves of any kind allowed. If this triggers Rapturous End, the owning player determines which enemy unit takes the free hits.
Wretched Defiler	10	If this model moves away from or is removed as a casualty from an objective it controls, the objective still counts as being under control of this model's side until it is actually held by the opponent.
Blood Pact Support	10	(Kill Team Honor) Add Tempestus Scions to the core choices for this kill team. They are considered to be from this faction and have access to all of their standard options.
Heretek	15	This model may repair vehicles as if it had the Blessings of the Omnissiah special rule.

Rogue Traders

Honor	VP	Effect
Master & Commander	20	Choose 1 of the following: Master At Arms, Aid the Machine, Zealot & War Hymns, Master of Whispers or Master of Shuttles. The Rogue Trader Captain gains this rule.
Repressed Psyker	35	(Leader only) This model gains the Psyker USR (Mastery Level 1) and may choose from Enfeeble, Misfortune, Flame Breath, Telekine Dome or Hallucinate.
Mounted	5/15	(Excludes Servitors and Lifters) Change this unit's type to Cavalry. The unit must be modeled appropriately.
Desperado	10	(Leader Only) This model may, in its shooting phase, shoot up to 4 pistols at the same or different targets, but may not fire overwatch in its opponent's next shooting phase, nor may it fire any of those pistols in its own next shooting phase.

Space Marines

Honor	VP	Effect
Voice of the Legion	20	(Special and Leader models only) This unit and all friendly models armed with boltguns, bolters (including combi-bolters firing as bolters and bolters using special ammunition) or bolt pistols within 6" of this unit who have not moved in the movement phase may double the shots they are normally allowed to fire in this shooting phase. They may not assault in the subsequent assault phase.
A Thousand Campaigns	2	This unit gains a close combat weapon.
Oath of Battle	10	(Leader only) This unit may generate a Warlord Trait from any list they would normally be able to generate a trait from, except for the Strategic list.
Tactical Momentum	10	(Non-Bulky Infantry only) This model may run after shooting or shoot after running. The weapon this model shoots cannot be a heavy weapon.
Tactical Spacing	5	Enemy models attempting to target this model with suppressive fire suffer an additional -1 to hit.
Scout Rush	5	(Units with Scout Armor only) When an enemy unit shoots at this unit, if it survives the attack, this unit immediately moves d6".
Veteran Trainer	2	(Non-Jump units in power armor only) This unit loses its power armor, gains a suit of scout armor as well as the Scout, Infiltrate and Move Through Cover USRs. This battle honor may be taken at the start of the campaign. These units may not subsequently take jump packs, though they can take bikes.

Space Wolves

Honor	VP	Effect
The Wolf Unleashed	10	Whenever this model is charged, even in ongoing combat, any abilities which are triggered by this model charging (berserk charge, etc) are triggered as though this unit had charged (including the +1 attack for charging). This supersedes the bonus for counter-attack.
Voice of the Legion	20	(Special and Leader models only) This unit and all friendly models armed with boltguns, bolters (including combi-bolters firing as bolters and bolters using special ammunition) or bolt pistols within 6" of this unit who have not moved in the movement phase may double the shots they are normally allowed to fire in this shooting phase. They may not assault in the subsequent assault phase.
Pack Brother	5	This unit automatically passes the roll to pile in when an ally is charged. Furthermore, the distance at which this unit may join is extended to 6".

Tau Empire

Honor	VP	Effect
Surgical Firepower	15	(Special and Leader units only) In place of a single close combat attack, this model may fire one of its ranged weapons in close combat at -1 to hit. This is in addition to overwatch.
Power Weapon	20	(Battlesuit only) This unit now possesses either a power sword, power mace, power axe or power lance.
Earth Caste Repair Drone	15	This model may repair vehicles as if it had the Blessings of the Ommissiah special rule.

Tyranids

Honor	VP	Effect
Hive Node	10	(Non-synapse units only) This unit radiates synapse to a range of 6".
Cult Support	15	(Kill Team Honor) Genestealer Cult Hybrids, Neophytes, Acolyte Hybrids and Neophyte Weapons Teams are now available as core choices with all of their normal options. They are made fearless by Synapse.
Leaping	10	(Gaunt units only) This unit adds 3" to its charges.
Rite of Severing	4/8	This unit gains +4 leadership for the purposes of Instinctive Behavior only.

The Nomad

The Nomad is a local name for a modular truck with patterns and adaptations used all over the Imperium. Its controls are deliberately simple and its quiescent machine spirit will put up with much abuse before acting up.

Unit	BS	Front	Side	Rear	Hull
Nomad	3	10	10	10	2

30 Points | 1 Nomad | Type: Vehicle, Transport, Open-Topped

Wargear
None

Special Rules
Survivor Crew
Transport Capacity: 10

Survivor Crew – When you purchase a Nomad, it is assumed to be crewed by survivors who have been appropriately motivated to help. They will never leave the vehicle for any reason. If it explodes or is otherwise destroyed, they will remain with the wreck/smoking crater and will not take further part in the battle. They can be bought battle honors from the Vehicle battle honors section.

Options

May choose one of...	Points Cost
Tactical Variant (Loses Open-Topped, +1 hull point, gains a single access point at the rear as well as two fire points on each side.	10
Overcharged Engine (gains Fast type)	10
Heavy (always fires as if stationary, can only move combat speed, cannot move flat out)	10
All Terrain (gains the Move Through Cover USR)	10

May mount one of these on its turret hardpoint...	
Heavy Bolter	5
Heavy Flamer	10
Multilaser	10
Autocannon	10
May make that weapon Twin-Linked	+5
May purchase up to 3 of the following	
Heavy Stubber	5
Flamers	5
May purchase a single front hull-mounted weapon from...	
Heavy Bolter	10
Heavy Flamer	10
Heavy Stubber	5
May take up to one of the following:	
Armored Chassis (+1 hull point, -4 transport capacity)	10
Cargo Variant (+4 to transport capacity)	15

Change Log

1.2

- Formatting & Text
- Lowered generation on mission 1
- Lowered VP gains from missions.
- Added exit zone to mission 3.
- Lowered rewards from mission 4
- Added special models to mission 4.
- Added Team Leader to mission 5.
- Added Deadly Veterans.

1.2

- Changed wording for Hardened
- Kill Team in mission 6

1.3

- Added Hardened Kill teams
- Added Deadly Veterans
- Corrected mission logic in 7 and 8.
- Added difficulty
- Made ascended undead harder to kill.
- Upped max kill team points to 500.
- Added spawning dice to each mission.
- Turned deployment zone into exit zone in mission 7.
- Made ascended undead into characters.
- Addressed Chaos Boons between missions.
- Changed Crushing Claws to Brute Claws
- Added explosion back to retch
- Added spawn-charge for Stalker.

2.0

- Added clarification to running missions.
- Added VP rewards to missions
- Created new battle honors from ground up.
- Added clarity and space to missions.
- Changed ascended undead spawning distance from 5d6 to 4d6.
- Allowed undead to charge on mission 5.
- Added survivors to mission 10.
- Added Nomad.

2.1

- Implemented logic fixes

2.2

- Changed RP to VP.
- Updated undead behavior
- Added more battle honors.
- Added more options to Nomad.