

CAMPAIGNS

HOR

Welcome to Kill Team Campaigns

Kill team is a game of unsung heroes doing their factions' dirty work. As wars are rarely decided by a single battle, so too will the overall success of a kill team hinge on its success over many missions. A campaign allows you and your colleagues to develop and further personalize your kill teams over the course of several games. You will be able to watch as your team progresses from green recruits, no different from their rank and file into hardened veterans who have faced the worst the galaxy can throw at them and lived.

Campaign Terminology

Team – A team is the selection of models you will be using to play a game against your opponent. A team can range in size from 200 to 400 points. Battle honours on units do not count toward this number.

Requisition – Requisition is the currency with which you will purchase new units and bestow battle honours on your existing units. To make things easier, Requisition is always measured in codex-equivalent points.

THREAT

Threat determines the lethality of one kill team compared to another. A team's rating is its total

points (including battle honours) /100 rounded up. Thus, a starting kill team will always rating of 3. A kill team's rating will determine bonus RP to help badly mauled or recently started kill teams catch up to the front-runners. A kill team's Threat rating should be rounded up to the nearest whole number. Thus, a starting kill team's Threat of 2.5 would be rounded up to 3.

Step 1 – Build a Team

Each player has 250 points with which to build their kill teams using the relevant opus. At this stage, battle honours may not be purchased.

Step 2 – Play a game

Now that you have your team, it's time to throw down. If your campaign is being played by multiple groups, then each should play the same scenario at the same time. You can select these missions randomly or follow a progression of missions. It helps if you have a storyline for your campaign as it will help inform your use of advanced rules and campaign templates should you choose to use them.

Step 3 – Determine Injuries

In the aftermath of your mission, you must determine the fate of your warriors that were put out of action. If your team leader dies, you will have to either requisition a new one or promote a Special model to replace it. The fate of a model depends on its battlefield role in your faction's opus.

Core Units

1-2 Dead! – This unit has either been killed outright, gone AWOL or its injuries are so extensive that it can no longer fight. Remove it from your roster.

3-6 Full Recovery – By luck, emergency surgery or high-quality drugs, this unit is fit for action in the next mission.

Special and Leader Units

D66: (to roll a d66, roll 2 dice, designating one as the 10's die and one as the 1's die)

11-13: **Dead!** This model was either killed outright, succumbed to injuries shortly after the battle or is too injured to fight on and must be evacuated or left behind. Remove this warrior from your roster.

14-16: **Permanent Injury.** This model's injuries are so severe that the warband's limited medical gear leaves this model incapacitated in some way. This is permanent and should be noted on the model's entry in your kill team roster.

- 1 -1 Movement
- 2 -1 WS
- 3 -1 BS
- 4 -1 Strength
- 5 -1 Toughness
- 6 -1 Attack

22-26: **Mauled.** The model will eventually make a full recovery but not before the next mission. Roll a d6 and consult the following table. This penalty will apply for the duration of your kill team's next mission.

1-2 Incapacitated – The model must sit out the next mission.

3-4 Winded – The model is heavily bandaged and its wounds are easily disturbed. The model suffers a -2 penalty to movement that is cumulative with moving through difficult terrain.

5-6 Wounded Pride – This model suffers a -2 penalty to leadership as it is assailed by self-doubt and other psychological demons.

31-66: **Full Recovery.** The model may participate in the next battle as normal.

Step 4 – Calculate & Spend Requisition

At the end of a mission, after determining injuries, look at the following table and award your team requisition for each of the criteria they fulfilled. You may then spend this requisition on equipment, units and battle honours.

Step 5 – Repeat Steps 1-4

A campaign can be as short as a few games or as long as weeks. The rest is up to you.

Building a Bigger Kill Team

Unless stated otherwise in the campaign rules, your kill team's roster may contain up to 400 points worth of fighters and upgrade equipment (Not counting battle honours). We realize this is woefully unfair to a starting kill team, but this is offset by the Underdog action below. Within a few missions, that starting team should be on an even footing with the advanced team.

Gaining Requisition

While some missions have special opportunities to gain more Requisition, this list of Requisition awards will be used in all missions unless otherwise noted.

Action	Req	Criteria
Took part	+20	Requisition award for taking part in a mission.
Victory	+10	Awarded to the kill team that scored the most victory points in the mission.
Stalemate	+5	Awarded to both players if the victory points were tied.
Assassin	+10	Awarded if the enemy team leader was removed as a casualty
Considerate Commander	+10	75% of the models on the team survived the mission.
Sweeping Advance	+5	Routed the opponent off the table.
First Blood	+5	Awarded to the player who caused the first casualty.
Linebreaker	+5	Awarded to any team that has a model in the opponent's deployment zone at the end of the game.
Mistakes Were Made	+10	Awarded to any player that lost 3 or more models by misadventure (overheated plasma weapons, falling off ledges, failing jumps, diving charges, etc).
Kayfabe	+10	Awarded by a player to an opponent who played their army "in character" or in the way that the models in that kill team would suggest. TL;DR: Did you roleplay your army on the table?
Underdog	x1.5	Awarded to the kill team with the lowest Threat rating. This is to allow weaker kill teams to catch up to stronger kill teams.

Tactical Reserves, Death and Dismissal

Over the course of a campaign, you may find that a dead team leader means you can no longer field your team as it was, or perphas you have tired of your kill team as it currently exists. You may at any time dismiss a member of your team or discard a piece of upgrade gear. Alternatively, you can put these into Tactical Reserves. Reserve units do not count toward your Threat. You may keep both wargear and units in your Tactical Reserves indefinitely, but you may never field a unit or a piece of wargear unless you meet all the criteria to field it normally and do not exceed the points maximum for the game you are playing.

Example: A tactical marine is upgraded to have a flamer. Later, it is upgraded to have a plasma gun and the flamer goes into Tactical Reserves. The flamer cannot then be given to another model unless that model is otherwise eligible to carry a flamer. If five more tactical marines are subsequently purchased, then one of them could carry that flamer from tactical reserves without having to pay the cost of the flamer.

If, instead, a mission goes badly and the original marine's kill team is cut down to two tactical marines, the upgraded plasmagun must also go into Tactical Reserves until someone is eligible to carry it again.

-A model that dies or is dismissed permanently is assumed to be lost with all wargear and battle honours.

-A model that is in Tactical Reserve may not receive new battle honours. It must participate in a mission to gain battle honours.

-Kill teams may purchase any units or wargear and place them in Tactical Reserves, but may not field them until eligible to do so.

-Weapons in tactical reserves take any form its new user needs it to. For example, a heavy flamer taken from a terminator can be given to a sternguard with no problem even though these weapons look radically different.

BATTLE HONOURS

Battle Honour Groups

Models may take battle honours based on their availability and type. All models have access to the General group as well as their own faction's battle honours if those rules are being used. Unless otherwise specified, each battle honour may be purchased only once per model subject to the following restrictions:

Type	Max Groups	Max Honours
Leader	4	No Maximum
Special	3	4
Special As Core*	2	3
Core	1	2

*Some factions have the option to take special choices as core if certain criteria are met. This applies to those models.

Gaining Battle Honours

A unit must have survived its last mission in order to gain a battle honour, even if it was removed as a casualty during that mission. A unit that dies permanently or is dismissed takes all of its accumulated battle honours with it.

Elite Units and Battle Honours

Battle honours can have a multiplicative effect on a unit's usefulness and while we want to see kill teams flourish, it is slightly unfair to players that use less elite teams. To offset this, units that meet one or more of the following criteria always pay 5 points more for battle honours. Note that, due to battle honours and/or other abilities gained in the course of a campaign, a model might meet these criteria after it is purchased. If this happens, it is considered an elite unit and must pay the extra 5 points for battle honours.

- 2+ Armour Save
- 3+ Invulnerable Save
- Unmodified Strength of 5+
- Unmodified Toughness of 5+
- 2+ Wounds with Fly Keyword
- 3+ Wounds
- Any aura ability other than Inspiring Presence
- Inflicts a hit roll penalty on opponents due to an ability on its datasheet.

Kill Team Battle Honours

The Specialist (25 Points)

Another kill team has been disbanded and one of their specialists has been added to your roster. Your band of tight-knit survivors will surely not be at all suspicious of this interloper.

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 (20 Points)

A member of your team has shown exceptional aptitude with a particular piece of equipment and you have decided to make sure to capitalize on it by laying out the resources to make sure that warrior is properly trained in its use.

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 (15 Points)

You have procured the services of one of the more exotic troop types available to your faction through a combination of cajoling, favors and outright threats. You can practically feel the envy of your faction's other kill teams.

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 (20 Points)

Kill teams tend to travel as lightly as possible, but you have made special arrangements to have exceptional medical care for your team members.

You can re-roll a result on the Injury Chart for a single model in your kill team after each battle.

Honed Veteran (10 Points)

One of the warriors on your kill team has shown exceptional ability to cross-train. To this end, you have given this warrior leave to hone skills in several areas.

Choose a model on your team. This model may take battle honours from one group beyond what their type allows them. You may purchase this battle honour multiple times but may never apply it to the same model twice.

Deadly Veteran (10 Points)

One of the warriors on your kill team has excelled in their role and you have given this warrior all the tools needed to become a peerless dealer of death.

Choose a model on your team. This model may take an additional battle honour beyond what their type allows them. You may purchase this battle honour multiple times but may never apply it to the same model twice.

Restorative Surgery (10 Points)

A warrior under your command has been maimed in the line of duty and the guilt of this has weighed on you for some time. Finally, you have the chance to get your warrior back into the fight, good as new.

Choose a model on your team. This model immediately recovers from one instance of permanent damage chosen when this battle honour is taken. This battle honour may be taken any number of times for the same model.

Leadership Honours

Strident Voice (10 Points)

Veteran leaders cultivate their communication skills, whether with reliable vox nets or just by being able to bellow louder than artillery, this leader gets its point across.

This model gains +1 to its Leadership characteristic.

Master Tactician (30 Points)

Often, the deadliest warrior on a kill team is not the most powerful, but the one that represents the greatest force multiplier.

This model's aura abilities are extended by 3".

Warplate (10 Points)

While the best gear tends to disappear into the higher ranks of a faction's larger army, kill teams are often able to hoard better equipment than their lowly membership might indicate.

(Leader only) This model gains an armour save of 3+.

Fire Mission (25 Points)

Some leaders specialize in directing the fire of their teams to greatest effect.

Friendly models within 6" of this model may re-roll hit rolls of 1 in the Shooting and Overwatch phases.

Tip of the Spear (25 Points)

This leader mercilessly drives its forces forward to destroy the foe.

Friendly models within 6" of this model may re-roll hit rolls of 1 in the Fight phase.

Precision Engagement (15 Points)

This leader believes that any problem can be solved by plentiful, accurate fire.

Friendly models within 6" of this model may re-roll wound rolls of 1 in the Shooting and Overwatch phases.

Get Stuck In (15 Points)

Leading from the front ensures that no one slacks off. This is as vitally important for kill teams as it is for full-scale armies.

Friendly models within 6" of this model may re-roll wound rolls of 1 in the Fight phase.

Psychic Honours

Open Mind (10 Points)

Kill team psykers tend to accumulate an array of abilities suited to their rarefied roles. They are careful to ensure that their superiors never know this, for no kill team operator wants to be volunteered for a full-scale battle.

(Psyker only) This model may choose one more psychic power, though it is still limited to what its profile says it can cast as well as the disciplines to which it normally has access.

Master Psyker (15 Points)

This psyker has mastered the art of stretching its powers to the breaking point.

(Psyker only) When this unit uses a power that would ordinarily radiate 3" from its target, it instead radiates 6".

Alpha Psyker (25 Points)

An alpha psyker is, by Imperial reckoning, the pinnacle of psychic power that is attainable through training. Only those born at this level of psychic talent can progress beyond it.

(Psyker only) This psyker may manifest an additional power in each friendly Psychic phase and attempt to deny an additional power in each enemy Psychic phase.

Power Surge (15 Points)

Battle psykers are taught to pace themselves to maintain an even weight of force throughout a battle. This psyker has figured out how to burn everything it has to ensure a critical power is manifested.

(psyker only) Once per friendly Psychic phase, the first time this model attempts to manifest a psychic ability, it may add +2 to the roll for each power it has the ability to manifest after the first. If it chooses to do this, it may not manifest any further psychic abilities this turn.

Mirror Psyker (15 Points)

Some psykers have an easier time mimicking the powers of others rather than manifesting their own. Many factions take a very dim view of this and tend to keep such individuals far from the eyes of their more puritanical elements.

(psyker only) If this model is successfully able to deny an enemy power that it does not know, in the next friendly psychic phase, it may attempt to manifest that power with a -2 to the manifest roll.

Battle Psyker (8 Points)

This psyker has been fighting in the shadows for a long time and is now fully coming into its power.

(psyker only) Choose a power this model knows. This model gains +1 to the roll to manifest that power. Not compatible with Brotherhood of Psykers or other gestalt psyker rules.

Strength Honours

Furious Charge (5 Points)

This warrior recklessly hurls itself into combat with the force of an avalanche.

In the fight sub-phase of any turn in which this model charged, resolve its attacks as though its Strength characteristic were 1 higher.

Mighty Blow (5 Points)

When this warrior attacks, armour cracks and enemy warriors are staggered.

This model may re-roll wound rolls of 1 in the Fight phase.

Blademaster (5 Points)

This warrior is a master of exploiting weaknesses in even the most cogent defenses of its enemies.

When attacking with a weapon that has an AP worse than -3, on the roll of a 6 to wound, its AP becomes -3 for that attack.

Earth Stance (10 Points)

Through hard experience, this warrior knows that when foes suddenly withdraw, it means that a firestorm is coming and has practiced for just such an eventuality.

If this model was in combat at the beginning of the enemy turn, during the subsequent enemy shooting phase, treat the AP of all ranged attacks targeting this model as 1 worse to a minimum of -.

Haymaker (8 Points)

The heaviest of close combat weapons are frequently hampered by inconsistent damage as they either overpenetrate or send their targets flying. This warrior has trained extensively to use such weapons to dolorous effect.

When this model makes an attack in close combat with a weapon that deals a random amount of damage, roll an additional die (of the same type as the weapon profile specifies, d3 or d6) and choose the highest.

Iron Jaw (10 Points)

Due to combat drugs, bloody-minded persistence or a casual disregard for damage that would cripple an ordinary soldier, this warrior has an elevated ability to take a kicking and drive on to finish the mission.

This model's Wounds characteristic improves by 1 to a maximum of 3 wounds.

Murdersprint (10 Points)

This cursed warrior's bloodlust is never fully sated. It will fight long past the bounds of sanity and endurance until every enemy is dead.

After all models have fought, you may declare that you are using this ability. If you do so, this model may pile in and fight again. After this round of attacks has been resolved, this model suffers d3 mortal wounds.

Unconventional Warfare Honours

Free Runner (5 Points)

This warrior has long since lost any mortal instinct for self preservation and can frequently be found diving off high structures onto bewildered foes or striking hard and then evading them through the urban jungle.

This model always passes the roll to climb, jump or diving charge. Furthermore, it gains a 3+ invulnerable save against falling damage.

Hammer of Wrath (5 Points)

Some warriors specialize in unexpected charges and use the full strength of their bodies as a weapon to stun and disorient their foes. This is one such warrior.

When this model successfully charges, before any blows have been struck, this model causes an automatic hit on its original charge target at its unmodified strength.

Lightning Assault (8 Points)

This warrior has developed deceptive speed and erratic movements while charging that make it very difficult to target with counter-fire.

This model has a 4+ Invulnerable save against wounds caused in the Overwatch step of the charge phase.

Recon (5 Points)

This warrior is at home in any terrain and has developed a sixth sense for traps or when hostile flora and fauna are nearby and hungry.

This model is never slowed by difficult terrain.

Dance of Death (10 Points)

After enough time in the line of fire, paranoid warriors will sometimes use desperate or experimental measures to escape overwhelming force. Your mileage may vary.

Once per mission, at the beginning of the Movement phase, declare that you are using this ability. Until the start of its next turn, this model gains the Fly keyword.

Counter Attack (5 Points)

Generally, a warrior wants to be the one charging. If this is impossible, the next best thing is surely to leap into an opponent that is charging you.

In the Fight phase of any enemy turn in which this model was successfully charged by one or more enemy models, this model gains +1 attack.

Wind Stance (10 Points)

Some warriors know they will never be the equal of the galaxy's most powerful fighters. As such, they concentrate on not getting hit, hoping they can hold out until help arrives or they can escape.

Announce the use of this ability at the beginning of the Fight phase. Until the end of the phase, all close combat attacks that target this model suffer a -2 penalty to hit to a max of being hit on a 6+. This model may not make any attacks in this fight phase. If a model uses this ability, the Taunt ability ceases to function.

Elusive (5 Points)

This warrior effortlessly shifts between levels of terrain, leaving its foes hopelessly outmaneuvered.

This model ignores vertical distance when moving.

Scout (5 Points)

An army is pulled forward by its scouts. A kill team pushes its scouts forward. – Codex Astartes

After the roll for first turn has taken place, but before the first turn, this model may make a free move (but not advance). This move may not take it within 9" of any enemy models.

Speed Honours

Fast Mover (5 Points)

This model gains +2" to its Movement characteristic.

Run and Gun (5 Points)

Few warriors would waste ammunition firing on the run, preferring to advance in bounding overwatch. This warrior kept trying until it worked.

This model may advance and fire rapid fire weapons or pistols with a -1 penalty to hit.

Bounding Charge (5 Points)

Warriors who often find themselves on the giving end of a combat charge tend to learn to excel in such conditions or die trying.

This model may re-roll either or both dice on a failed charge roll.

Dash (5 Points)

This warrior is adept at rushing from cover to cover in order to close in on objectives or just get out of danger.

When this model advances, it adds an additional d6" to its move (in addition to the normal 3"). If it uses this bonus movement, it may not charge, even if its datasheet says it can.

Water Stance (12 Points)

The Shas'Ar'Tol teaches that the enlightened warrior moves like water over the battlefield. As water is formless, so must the warrior react naturally and reflexively to changing battlefield situations. The actions of a formless opponent cannot be predicted.

If an enemy unit fell back from this unit, at the end of the enemy Movement phase, after all moves have been resolved, this model may move 4" in any direction, but may not end this move within 1" of any enemy units.

Flow Like Blood (10 Points)

As any veteran will attest, blood clings. It remains on you no matter what you do to get rid of it. This warrior has taken this to heart as it breaks off combat to create space for its allies to shoot before crashing back into the fray.

This model can charge after falling back from combat.

Gunfighter (10 Points)

This warrior has trained with its guns until they are extensions of its own body and can fire them almost unconsciously, remaining accurate under even the most stressful or hopeless of scenarios.

This model can shoot after falling back from combat.

Combat Honours

Combat Monster (5 Points)

Most warriors fight when they have to. This warrior longs for combat. Where other warriors can be heard grunting and screaming in battle, this warrior can be heard laughing or hurling insults, only truly happy when swinging a naked blade.

In any turn in which it has successfully charged, this model gains +1 Attack during the subsequent Fight phase.

Duelist (5 Points)

The duelist does not view a weapon as a tool, but a calling to be mastered.

This model may re-roll to hit rolls of 1 when in close combat.

Arsenal Of War (5 Points)

Exotic close combat weapons are rare. They tend to be slightly more common among veteran kill teams. This warrior carries two of them, switching fluidly from one to the other as the situation dictates.

This model may purchase another melee weapon to which it would normally have access on its datasheet. The weapon must be purchased separately. For example, a Lychguard may exchange its warscythe for a hyperphase sword and dispersion shield. With this battle honour, a Lychguard that already had a

hyperphase sword and dispersion shield could purchase a warscythe and use either weapon in the Fight phase.

Combat Master (15 Points)

The most puissant warriors eventually become armies unto themselves, wrong-footing and kiting large groups of enemies by themselves.

While in combat with 2 or more enemy models, this model gains +1 WS and +1 Attack.

Follow Up (10 Points)

Warriors that slog across the battlefield are often highly resentful when their foes run away at the slightest provocation. This warrior has learned how to catch these annoying flies.

Once per turn, when an enemy model falls back from close combat with this model, this model may make a single attack before the enemy model moves.

Fire Stance (10 Points)

This warrior is a whirlwind of violence in close combat, launching a barrage of attacks that make up in quantity what they lack in accuracy.

In the Fight phase, this model may make two extra attacks, but all of this model's attacks suffer a -1 penalty to hit.

Shooting Honours

Deadeye (5 Points)

With practice, this warrior is consistently able to out-shoot its peers.

This model may re-roll to hit rolls of 1 when shooting.

Disciplined Fire (5 Points)

No warrior ever had to worry about the close combat damage of a charging enemy that died before it reached them.

This unit hits on rolls of 5 or 6 when resolving overwatch.

Far Sight (8 Points)

Exceptional marksmen tend to disappear into larger forces. These individuals are often selected for kill team duty. Oh, here's one now.

Each time it shoots, this model may choose one of its ranged weapons and extend the range of that weapon by 6" until the end of the phase. If it chooses a weapon that hits automatically, the range is increased by 3" instead.

Mad Minute (10 Points)

By strategically firing or the crude expedient of carrying more ammo, this warrior knows that when it comes to firepower, more is more.

When this model shoots a weapon that has multiple (but not random) shots, it may shoot twice, but suffers a -1 penalty to hit rolls if it does so.

Master Blaster (5 Points)

Blast weapons are always a tactical risk, but this model seems to always hit its foes where the blast will catch most of them.

When shooting a weapon that has a random number of attacks, roll an additional die (of the same type as the weapon profile specifies, d3 or d6) and choose the highest.

Penetrating Shot (5 Points)

Warriors who specialize in low rate of fire, high damage weapons are usually superstitious, ascribing low damage shots to the various forces they perceive affect their lives. This warrior has made sacrifices to ensure every shot does damage.

When this model makes an attack with a ranged weapon that deals a random amount of damage, re-roll damage rolls of 1.

Point Blank (8 Points)

Firing a full-sized weapon while an opponent has physical access to it AND is trying to kill you is incredibly difficult and risky. Of course, it can also be the difference between life and death for a warrior with such a weapon.

At the beginning of each friendly Shooting phase, choose one of this model's Assault or Rapid Fire weapons. Until the end of the phase, that weapon's type changes to Pistol.

Skill Honours

Grenadier (5 Points)

Only the most veteran of kill teams make regular use of grenades. Only the most insane warriors on a kill team actually look forward to using them. These are the grenadiers and they have left sanity far, far behind.

This model increases the range of all thrown grenades to 12". Additionally, when purchasing grenades for this model, each grenade purchased counts as 2 which may not be transferred.

Heavy Weapon Specialist (8 Points)

Heavy weapons are notoriously difficult to move, hence their description as heavy. For a kill team, however, the extra difficulty of being able to easily displace such a weapon and still fire it cannot be overstated.

This model does not suffer the penalty for moving and firing with a heavy weapon.

Weapons Tech (8 Points)

There are as many weapons that can kill their users as there are warriors desperate enough to use them. Such weapons are difficult to maintain, but this fighter has figured out how to keep its weapons in top firing condition even in the hellish circumstances in which kill teams tend to operate.

When this model would be slain as a result of a weapon it is firing, roll a d6. On a 3+, the model is not slain and is treated as simply having rolled a miss for that shot.

Tactical Presence (5 Points)

Kill teams have plenty to worry about in the middle of a firefight and ransacking objectives typically ranks low on the list. That said, there are some warriors

who have raised looting to an art form and can effortlessly strip a crash site of valuables, maintaining a steady stream of fire all the while...

This model counts as 3 models for the purposes of capturing objectives.

Ring General (5 Points)

In the helter skelter world of kill teams, the basic ability to secure an objective can fall by the wayside as warriors concentrate on staying alive and destroying their foes. This warrior has not forgotten the basics of its profession.

This model captures objectives as if it were 1" closer than it actually is.

Master Healer (5 Points)

Combat medics are worth their weight in gold on a long, dangerous mission. High quality combat medics are priceless. Such individuals are always in demand.

(Models that can restore wounds only) This model rolls an additional die when determining how many wounds are restored using its healing ability and chooses the best result.

Taunt (10 Points)

The factions of the galaxy are separated by many cultural barriers, most dramatically, language. This warrior has figured out how to call an enemy's parentage into question without ever having learned a word of that enemy's language.

Enemy units in combat with this model suffer -1 to their hit rolls if they target a model other than this model. If two or more models (friend and/or foe) in the same combat have this ability, then both abilities cease to function.

Faction-Specific Battle Honours

These battle Honours can only be taken by models belonging to a faction with the same keyword as the battle honour. Otherwise, they function as regular battle honours.

Adepta Sororitas

Honour	REQ COST	Effect
Endymion Grace	10	This model improves its invulnerable save by 1. This may be purchased multiple times to a maximum of a 3+.
Martyrdom of St Eligos	5	If this model loses its final wound, do not remove it. Instead, it may pile in and attack after all blows have been struck. After this has been resolved, remove the model as a casualty. This model may still roll to survive the battle.
Rivet Sister	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced.
Mistress of Trials	5	(Special and Leader only) This model may purchase an additional Trial.

Adeptus Arbites

Honour	REQ COST	Effect
Police Brutality	5	If this model is in the same close combat as one or more other friendly models, this model may re-roll failed to-hit rolls on the first round of combat.
Motorpool Duty	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.
Shotgun Artist	5	This model treats Shotguns as assault 3 instead of assault 2.

Adeptus Mechanicus

Honour	REQ COST	Effect
Mag-Lev Grace	10	(Leader Only) This model's Movement characteristic becomes 12 and it gains the Fly Keyword.
Interface Plugs	5	(Leader and Special only) this model may purchase an additional mechadendrite.
Site Defense Mode	10	When this model is within 3" of the center of an objective, if it rolls a 6 to hit with any of its ranged weapons, that weapon generates a bonus attack. These bonus attacks do not generate further bonus attacks.

Astra Militarum

Honour	REQ COST	Effect
Exemplary Officer	10	(Voice of Command only) This model may issue an additional order in each of its turns.
Souvenirs	3	This unit gains a close combat weapon equivalent to a war knife or chainsword.
Tactical Insertion	5	During deployment, you can set up this model in a high-altitude transport instead of placing it on the battlefield. At the end of any of your movement phases, this model can make a tactical insertion. Set it up anywhere on the battlefield that is more than 9" away from enemy models.
Learned Commander	10	(Leader Only) As long as this model is alive, if the opponent spends a tactical point, roll a d6. On a 5+, this model's team gains a tactical point.

Black Templars

Honour	REQ COST	Effect
War Strider	7	This unit adds 3" to its charge range and is not slowed by difficult terrain when charging.
Crusader	3	(Non-neophyte units only) This model may replace its chainsword with a power sword for 3 (additional) points.
Knight Brethren	7	(non-neophyte units only) This model gains a combat shield. It may not carry both a combat shield and a heavy weapon.
Crusader Seals	5	This model gains a 5+ save vs mortal wounds.

Blood Angels

Honour	REQ COST	Effect
Graceful Charge	7	This model may re-roll the dice when charging.
Blood Haze	8	This model consolidates 6" but must move the maximum distance possible toward the nearest enemy unit. If you don't want it to use this ability, you must roll a 3+ on a d6 when it is time to consolidate.
Death Trance	5	If this model currently has less than its starting number of wounds, it gains +1 attack. If it returns to its starting number of wounds, this bonus attack is lost.

Chaos Daemons

Honour	REQ COST	Effect
Heretic Support	15	(Kill Team Honour) Obliterators, Mutilators, Possessed and Warp Talons all become 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 taken by the opponent.
Speed of Darkness	5	This model takes no movement penalty for assaulting into terrain.
Warp Trickery	10	If an enemy model rolls a 1 to hit this model in close combat, roll a d6. On a 1-3, the attack is simply a miss. On a 4+, the attack has hit another enemy model in the same combat (determined randomly). If there are no other enemy models in the same combat, the attack is a miss.

Chaos Space Marines

Honour	REQ COST	Effect
Traitor's Fury	5	If this model rolls a 6 to-hit in close combat, resolve the attack at +2 Strength.
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.
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 -1 hit on every model (friend or foe) within 1" of this unit.
Baroque Armor	10	(Leader only) this unit gains a 2+ armour save.
Cloak and Dagger	10	This unit may, after it is deployed but before the roll to seize the initiative, make a free move before the game begins.
Hellforger	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.
Murderous Descent	10	When this model successfully charges an enemy model that is on a lower level, this model gains +1 attack and +1 Strength.

Dark Angels

Honour	REQ COST	Effect
Dread Disciple	5	(Infantry only) This model does not suffer the penalty for firing both components of a combi weapon.
Storm Disciple	8	(Infantry only) This model gains a combat shield.
Fire Disciple	3	(infantry with bolter only) This model may replace its bolter with a master-crafted bolter or power sword (purchased separately)

Dark Eldar/Drukhari

Honour	REQ COST	Effect
Chem Fiend	5	This model now has the Combat Drugs special rule.
Alchemancer	10	(Leader only) At the beginning of any friendly movement phase, this unit may switch the combat drugs of itself and any friendly unit with the combat drugs rule within the range of inspiring presence.
Toymaker	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.
Master Alchemancer	10	(Leader with Alchemancer only) This model may choose 2 combat drugs and may switch either or both when using the Alchemancer battle Honour.

Deathwatch

Honour	REQ COST	Effect
Tempestus Support	10	(Kill Team Honour) This kill team can now take Tempestus Scions and Tempestors as Core choices with all of their normal options.
Tactical Momentum	5	This model may re-roll its charge distance toward any model it hit with a ranged attack this turn.
Cybernetics	3	(Leader and special only) This model may purchase an extra augmetic.
Tactical Spacing	5	This model is considered to be in cover if there is another friendly model with this battle honour within 6", even in the open.

Eldar/Aeldari, Harlequins, Exodites

Honour	REQ COST	Effect
Song of Embers	6	(Psyker only) If this model fails a psychic test, it may voluntarily suffer a mortal wound to re-roll one or both dice.
Bonesong	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.
Song of the Phoenix	10	(Exarch only) once per mission, at the end of the Movement phase, this model may be chosen to either pile in and fight as though it were the Fight phase or shoot as though it were the Shooting phase.
Song of the Fates	15	Once per mission, this model may re-roll a single die that has already been re-rolled.

Genestealer Cults

Honour	REQ COST	Effect
Hive Support	15	(Kill Team Honour) Tyranid Warriors and Lictors are now available as Special unit choices with all their normal options and upgrades.
Contraband Weapons	10	(Kill Team Honour) Add plasmagun and meltagun to the special weapons list for neophyte squads.
Blackthumb	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.
Bad Intel	10	After deployment, but before either player has moved, you may switch this model with any other model on your team, even if this means putting this model in reserve. You may not switch this model with another unit that has this battle honour. A model may only be moved once as a result of using this battle honour.

Grey Knights

Honour	REQ COST	Effect
Psychic Might	10	This model may attempt to manifest an ability that its team has already manifested this turn.
Tempestus Support	10	(Kill Team Honour) This kill team can now take Tempestus Scions and Tempestors as Core choices with all of their normal options.
Master of Rites	3	(Leader and Special Only) this model may take an additional Rite.
Severing Might	5	If this model damages an enemy model, that enemy model loses the benefit of any friendly psychic powers currently affecting it and may not be chosen as a target for any friendly psychic powers until after this model's next friendly Fight phase.

Hrud

Honour	REQ COST	Effect
Master of Shinies	10	This model gains a 2+ Invulnerable Save vs wounds inflicted by the Warpstone Weapons special rule.
Nightrunner	10	This model may advance while hiding.
Climbing Claws	10	This model can move along any horizontal or vertical surface, including ceilings, make sure you carefully mark its position. It automatically passes the roll to climb or jump.

Motor Runner	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.
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Inquisition

Honour	REQ COST	Effect
Lessons Learned	10	(leader and special only) If this model puts an enemy model out of action in close combat, roll a d6. On a 6+, this kill team gains a bonus tactical point.
Radical	5	(Leader and special only) this model may purchase an additional Malefica
Desperado	10	This model improves its BS by 1 to a max of 2+ when firing pistols.
By This Seal...	10	(Leader only) Once per mission, at the beginning of the Fight phase, you may declare the use of this ability. All friendly units within 6" gain +1 attack until the end of the phase.

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

Honour	REQ COST	Effect
Venom-Shaped	10	This model always wounds non-vehicle models on a 3+.
Swooping Charge	5	This unit always passes the test to perform a diving charge and furthermore gains +2 attacks 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, poxwalkers, etc).
Metal Shaper	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.

Necrons

Honour	REQ COST	Effect
Dispersion Matrix	5	This model gains a 5+ invulnerable save.
Pariah Scarab Cloud	10	(Leader only) Enemy units within 3" suffer a -1 penalty to leadership. This model may attempt to deny any number of psychic powers subject to the normal rules of WH40k as though it were a psyker.
Cryptek Protocols	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.
Nemesor Intellect	15	(Leader only) This model gains the use of My Will Be Done. If it already had this ability, it gains a second use of it.

Orks

Honour	REQ COST	Effect
Brutal Strike	10	When this model rolls a 6 to wound in close combat, that attack does a mortal wound in addition to its normal damage.
Mek Mind	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn. If it already has the ability to repair vehicles, it may roll 2d3 and take the highest.
Kustom Job	3	(Leader and special only) This model may purchase an additional kustom bit.

Dumb Luck	3	In the Shooting phase, this model always hits on a natural die roll of 6.
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Rak'Gol

Honour	REQ COST	Effect
Berzerker Implants	10	This unit gains +2 attacks whenever it is outnumbered
Machine Savant	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.

Renegades & Heretics

Honour	REQ COST	Effect
Rapturous End	3	Whenever this unit is put out of action in close combat, it deals d3-1 automatic hits at Str 4, AP -, Dmg 1 to the unit that put it out of action. This unit still gets to roll to survive the battle.
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 Honour) 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	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.

Rogue Traders

Honour	REQ COST	Effect
Veteran Explorer	15	(Leader only) Choose 1 of the following: Master At Arms, Aid the Machine, Zealot & War Hymns, Master of Whispers or Master of Shuttles. The Rogue Trader Officer gains this rule.
Repressed Psyker	15	(Leader only) This model gains the Psyker keyword and may choose a single power from the Telepathica discipline. This model may attempt to cast and/or deny a single power each turn.
Desperado	10	(Leader only) This model improves its BS by 1 to a max of 2+ when firing pistols.
Grotesque Wealth	10	(Leader only) At the start of any mission in which this model participates, this kill team gains d3 tactical points.

Space Marines

Honour	REQ COST	Effect
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.
Veteran Trainer	2	(Non-Jump units with 3+ saves only) This unit loses its 3+ armor save and gains a 4+ armor save, the Camo Cloaks and Concealed Positions special rules. These units may not subsequently take jump packs, though it can take a bike. It always counts as having a camo cloak.
Master of Rites	3	(Leader and Special Only) this model may take an additional Rite.
Iron Skull	15	This model gains a wound.
Laurel of Defiance	10	This model gains +1 Attack and Strength while within 3" of the center of an objective.

Space Wolves

Honour	REQ COST	Effect
Slip the Leash	5	Whenever this model is charged, it may make a single attack at its basic strength before any blows are struck
Packsworn	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".
Witchward Talisman	5	When this model is targeted by an enemy psychic power, roll a d6. On a 1-3, the power goes off as normal. On a 4+, the power is cancelled and this ability ceases to function for the rest of the mission.
Acute Senses	5	At the end of the enemy Movement phase, this model may choose to shoot an enemy unit that was placed within 12" of this model during the enemy Movement phase. If it does so, it shoots with -1 to hit rolls.

Tau Empire

Honour	REQ COST	Effect
Close Combat Upgrade	10	(Battlesuit only) This unit now possesses either a power sword, power mace, power axe or power lance.
Earth Caste Repair Drone	15	Instead of firing a weapon in the shooting phase, this model may elect to restore d3 wounds to a friendly vehicle from its own faction. This may be done if this model advanced. A vehicle may only benefit from this ability once per turn.
Independent Marker Module	6	This model gains a Markerlight that may be fired along with the rest of its weapons.
Seeker Racks	12	(non-stealth battlesuits only) This model gains 2 seeker missiles each mission that may not be transferred.
Emergency Shield Power	8	Declare that you are using this ability at the end of the Movement Phase. This model's invulnerable save improves by 1 to a maximum of 3+, but it cannot shoot in the ensuing Shooting phase. This will remain in effect until the start of the next friendly turn.

Tyranids

Honour	REQ COST	Effect
Hive Node	10	(Non-synapse units only) This unit radiates synapse to a range of 6".
Leaping	3	(Gaunt units only) This unit piles in 4".
Rite of Severing	5	This unit is not subject to instinctive behavior, though it can still benefit from synapse.
Ripper Host	20	Each time this model loses a wound, place a ripper swarm as close as possible to it. If the ripper swarm can only be placed in combat, it is in combat and may fight after all other units have been chosen to fight. This ripper swarm is destroyed at the end of the mission. Do not roll for its fate.
Ovipositor	20	Once per round, when this model puts an enemy model out of action in the Fight phase, roll a d6. On a 5+, replace the slain model with a ripper swarm under your control. It may do nothing for the rest of this turn. If the ripper is placed within 1" of an enemy model, then your opponent may allocate attacks to it as normal if he/she has any remaining. This ripper swarm is destroyed at the end of the mission. Do not roll for its fate.

Optional Rule: Battlefield Support

Battlefield support is a special kind of battle honour that can be purchased between missions that represents the kill team's larger army helping them out when needed. Regardless of its type, a kill team may only call in battlefield support once per mission. When purchasing battlefield support, a kill team may purchase any number of any type of support and they will be available until used. With the exception of the recon drone, a kill team need not declare the use of battlefield support at the beginning of the game but may choose what type of support to deploy based on those it has available once the game has begun.

Care Package Support

All care packages must fit on a 40mm (terminator) base and are T5, 5 wound models with a 3+ armor save. Once deployed, they cannot move and are hit automatically in close combat. You can choose to deploy a care package at the end of any friendly movement phase. It can be set up anywhere on the battlefield more than 9" from any enemy unit.

Equipment	REQ COST	Effect
Ammo Drop	15	Friendly units within 3" of this marker re-roll to-hit rolls of 1 when shooting.
Field Autosurgeon	20	A friendly model within 2" of this marker may use it to recover a wound lost in battle. After 5 such uses, the autosurgeon ceases to function and is removed from the battlefield.
Shield Projector	15	All units (friend or foe) within 3" of this marker gain a 5+ invulnerable save.
Grenade Cache	15	Choose a type of grenade when deploying this care package—frag or krak. Any unit, friend or foe, within 2" of the marker may, at any point in their turn, take a single grenade which is lost at the end of the battle if not used. Units using grenades which are not normally available to their faction may use them at a -1 to hit.

Turret Support

All turrets must fit on a 60mm (Dreadnought/Monster) base and are T5, 5 wound models with a 3+ armor save and a BS of 4+. Once deployed, they cannot move and are hit automatically in close combat. You can choose to deploy a care package at the end of any friendly movement phase. It can be set up anywhere on the battlefield more than 9" from any enemy unit.

Equipment	REQ COST	Effect
Defensive Turret	30	Armed with the equivalent of a Twin Heavy Bolter.
Recon Drone	20	When rolling to seize the initiative, add +1 to the roll. After surveying, the drone crashes (deploys like any support drop) and becomes a defensive turret armed with a Storm Bolter.

Artillery Support

Artillery support takes the form of a marker no larger than a 25mm base (small infantry). Unlike other markers, these can be placed anywhere on the table 1" away from any models. The kill team's larger faction can't actually shell the area without drawing attention to what the kill team is doing, but more limited, tactical support is available.

Equipment	REQ COST	Effect
Cluster Munition	20	This marker remains in play for the whole game. For any model that moves within 3" of the marker, roll a d6. On a 1 or 2, nothing happens. On a 3+, that model takes an automatic Strength 5 hit with no AP that does 1 damage. Models within 3" of the marker when it is placed will not trigger the munition.
Illumination Barrage	20	This marker remains in play for the whole game. This marker causes all models (friend or foe) within 3" to lose any benefits from cover.
Blind Barrage	10	This marker remains in play until the start of the owning player's next turn. All points within 3" of the marker block line of sight through that area. Models can draw LoS in and out, but never through.

Optional Rule: Base Camp

We assume that kill teams return to their factions at the end of a mission, but what if they are truly operating on the fringe or don't even have a faction to return to? The base camp rules reflect the improving facilities of your kill team as they acquire more loot to make their missions easier.

Base campaign kill teams start with 200 points and a level 1 base. These facilities are reflected with in-

Lv	Base Size	Req Cost	Base Size (")	Max Points	Max Facilities
1	Base Camp	Free	8x8	200	2
2	Forward Base	25	10x10	250	4
3	Main Base	50	12x12	300	6
4	Command Center	75	14x14	350	7
5	Stronghold	100	16x16	400	8

Level: This is a simple way of keeping track of how powerful your base is.

Req Cost: This is the cost to build up a base. A base can only be increased one level between missions and no skipping steps!

Base Size: This is the area, in inches, where the owning player has absolute control of the terrain his base sits upon. During base raid missions, the owning player may place as little or as much terrain as he or she likes in this area.

Max Points: This is the maximum number of points the owning player can have on his or her kill team. Note that this just lets you bring more troops, you still have to spend requisition to buy them. Battle

game benefits, but if your base camp is ever attacked, they will be reflected by actual models and abilities to use on a table. The size of the base camp can be increased, thus increasing the number of models that kill team can support and bring to the table. This does not give you free troops, but it increases the point cap for you to buy troops and equipment over 200 points according to the following table:

honours do not count against this maximum, nor do points spent on the base camp.

Max Facilities: Facilities are upgrades that change how your base functions in base raid missions and also, frequently in other missions. This is the absolute maximum number of facilities a base can have. You can scrap a facility at any time if you want to build a different one, though the points you paid for the old one are gone. Unless specified otherwise, a base can only have a single one of any kind of facility. The points spent on your base do not count against your kill team total, though they do count against your threat.

Base Facilities – These facilities assume a human/aeldari and occasionally ork perspective. A Tyranid harem might be a nutrient chamber and a Necron medical facility might be a scarab hive. Be creative.

Facility	Req Cost	Benefit
Vehicle Bay	50	Allows the use of a transport vehicle.
Defensive Turret	25	Place a Turret (see turret support above) in your deployment zone in each mission.
Comms Relay	25	In any mission where you must roll to determine the nature of a piece of terrain or item, you may add + 1 or -1 to that roll after seeing the result of the original roll.
Medical Facility	30	You can re-roll a single result on the injury chart for a model in your team after a mission.
War Room	25	Adds 1 to the roll to seize the initiative.
Shield Projector	25	Place a Shield Projector in your deployment zone (see support drops)
Tanglewire	25	You gain 3 6" lengths of tanglewire.
Tunnel Access	30	D3 infantry models of your choice can choose to deploy anywhere on the table that is more than 9" from your opponent's deployment zone. If your opponent has a similar ability, roll off to determine who places first and then place in turns.
Guard Barracks	25	You may spend up to 50 points on core models that are automatically added to your team when you defend your base. These are separate points you must spend over what you paid for this facility.
Orbital Comms Array	50	Increase your team's Special Model availability by 1. You can purchase this 3 up to 3 times.
Comfortable Living Space	25	Choose a model in your kill team that must fight its next mission with a penalty or who must sit that battle out. On a d6 roll of 4+, that model can fight as though it had rolled 'full recovery' in the next mission.
Meditation Chamber	25	One psyker in your kill team may re-roll its first psychic test that results in perils of the warp in a mission.
Scavenger Enclave	30	Choose a single model in your kill team that rolled the Dead! result after a mission and roll a d6. On a 4+, that model's upgrade weapons are returned to your kill team.
Distillery	15	You may re-roll your first failed rout test in a mission.
Camp Followers	25	Choose a model before the mission starts. For each wound this model takes, roll a d6. On the roll of a 6+, that wound is ignored (roll once for each wound in the case of attacks that cause multiple wounds).
Firing Range	30	Choose a unit that can take an upgrade weapon that is tied to the number of other models of that type you have (i.e. tactical marines can take a special or heavy weapon for every 5 models on your team) and increase that number by 1. You may purchase this facility up to 3 times.
Explosives Magazine	40	Fighters on this kill team that get grenades for free now go into battle with an extra, non-transferable grenade of each type that they normally carry. This grenade is lost at the end of each mission if not used (and replenished for the next mission).
Training Pod	25	Choose a model before the mission starts. This model may ignore a single Battlezone rule for the duration of the mission. If Battlezone rules are not being used, this model may re-roll the die to advance for the duration of the mission.
Auto-Simulacra	25	(Requires vehicle bay) Choose a vehicle with permanent damage and roll a d6. On a 3+, that vehicle may ignore one instance of permanent damage for the duration of the next mission.

Optional Rule: Personal Renown

Elite leaders and operators gain grim reputations in the world of kill team and mere rumor of the presence of a famous combatant or deadly assassin can end a stalemate or turn the tide for a team. Though it takes a bit of extra record keeping, knowing the exact achievements of your warriors can be exceptionally rewarding. These rules and achievements apply to Leader and Special units only. Each time one of these models achieves one of the below, mark of a point. When that model hits a new threshold, it gains the listed ability. Unless stated otherwise, all abilities are cumulative. If an action meets the criteria for more than one achievement, the fighter marks a point for both.

Over time, the reputation of these warriors takes on a life of its own, creating impostors and legends alike. As soon as a fighter reaches the second tier of any achievement, it may re-roll the injury dice to see if it survives a battle when put out of action.

Killer

Some fighters get to the top riding a wave of bodies. Mark a point each time this model puts an enemy model out of action in close combat.

Threshold	Effect
0-10	No benefit.
11-25	Rampage - When outnumbered in close combat, this model gains +2 attacks.
26-39	Furious Charge - In any turn in which it charged, this model gains +1 Strength
40+	Duelist - Improve WS by 1.

Deadeye

These operators specialize in ranged death, either silently from afar or close and loud. Mark off a point each time this model puts an enemy model out of action with a ranged weapon that does not hit automatically.

Threshold	Effect
0-10	No benefit.
11-25	Flex Fire - Each time this model fires, it can choose to either take no penalty for suppressive fire or ignore cover with its ranged weapon.
26-39	Desperado - When this model rolls a 6 to hit, it deals a mortal wound along with its normal damage.
40+	Gun Saint - Improve BS by 1.

Pyromaniac

The only warmth these maniacal fighters know is the residual heat from their flamers. Mark off a point each time this model puts an enemy model out of action with a weapon that hits automatically.

Threshold	Effect
0-10	No benefit.
11-25	Flamer Tan – When rolling for the number of shots, treat all rolls of 1 and 2 as 3's.
26-39	Promethium Blood – When rolling for the number of shots, roll 2 dice and discard the lowest.
40+	Say Hello To Mr Yellow – Re-roll 1's to wound with weapons that hit automatically.

Heist

Never have so few stolen so much from so many. Mark a point each time this fighter captures an objective.

Threshold	Effect
0-5	No benefit. Try harder.
6-15	Scout - This model adds +3" to its advances
16-30	Vanguard - This model is never slowed by terrain or climbing
30+	Speartip - Improve this model's Movement by 2.

From the Brink

Leaders who can inspire their warriors are worth their weight in gold. When a team succeeds a rout check using this model's leadership, mark off a point on this achievement. Team leaders that make their fighters completely immune to morale cannot get this achievement.

Threshold	Effect
0-5	No benefit.
6-15	Prized Commander - Friendly models within 6" of this model may re-roll to hit rolls of 1.
16-30	Venerated Commander - Friendly models within 6" of this model may re-roll to wound rolls of 1.
30+	Beloved Commander - Friendly models within 6" of this model gain +1 attack.

Hard Charger

Getting there is half the battle. Warriors that complete a successful charge (if not a successful fight phase) may mark off a point for this achievement.

Threshold	Effect
0-10	No benefit.
11-25	Fleet – This model may re-roll its charge distance.
26-39	Blitz – This model gains a 2+ invulnerable save against wounds caused by overwatch.
40+	Leaper – This model gains the Fly keyword when charging and is never slowed by terrain.

Demolitions

Some fighters have a real knack for breaking things. Mark a point each time this model destroys an immobile target such as a base support or turret.

Threshold	Effect
0-5	No benefit.
6-15	Improvised Explosives – This model can throw grenades 4" further.
16-30	Fire in the Hole – This model counts as being equipped with a non-transferable melta bomb.
30+	Jamie Wants Big Boom – This model counts as being equipped with a non-transferable demo charge.

First Blood

Many fighters fight because they're naturally good at it. Then there are the warriors who fight for glory. They will stop at nothing to get as many kills as they can in as short a time as possible. Mark a point every time this model scores first blood.

Threshold	Effect
0-5	No benefit.
6-15	First to the Fray – This model may make a free advance after deployment but before the first turn of the game.
16-30	Hunter – This model is always aware of hiding enemy models, but does not reveal them to the rest of its kill team (it wants the glory, after all)
30+	Seeker – This model counts as having the Fly keyword during its movement and is never slowed by terrain.

Defender

It is the job of kill teams to undertake to the objective and complete it, but sometimes objectives need to be defended. This model excels at defense and protecting objectives. Mark a point for every round this model holds an objective uncontested.

Threshold	Effect
0-15	No benefit.
16-30	Camper – This model gains a 5+ invulnerable save when in cover.
31-45	Guardian – This model resolves its overwatch at 5+
45+	Sentinel – This model can continue firing overwatch at every model that charges it even if it has been based by a charging enemy model already. If it is pulled into a combat during pile in, this has no effect.

Optional Rule: Cooperative Campaign Battle Honours

There exists a single cooperative campaign at the time of this writing: The Karnemak Incident. Cooperative campaigns pit kill teams against impossible odds and they have commensurately powerful battle honours. While you *can* use these battle honours in normal games of Kill Team, be warned, they can destabilize the campaign.

Kill Team Battle Honours

Honour	REQ COST	Effect
Understudy	30	You may field a second team leader. If this team leader unlocks new units as core, then you may purchase new units as their new role, but existing units in your kill team will always keep their old role. You may only have a single understudy at any given time.
Wonder Weapon	40	Immediately generate a Legendary Weapon. This weapon can be given to anyone. If the model bearing the weapon dies, roll a d6. On a 3+, the weapon is returned to the kill team. Otherwise, it is removed along with the dead fighter.
Repressed Psyker	30	(Non-Psykers only) This model gains the Psyker keyword and may manifest one power in its turn and deny one power in its opponent's turn. It can choose to know <i>Smite</i> or a Power from the Intercidius Discipline (Below)

Leader-Only Battle Honours

Honour	REQ COST	Effect
Eternal Warrior	15	This model gains +1 to the non-save roll to discard a wound (i.e. Disgustingly Resilient, Venerable, etc). This may not be improved beyond needing a 4+ to negate a wound, no matter how clever your logic.
Hateful Rhetoric	40	Friendly models in range of this model's Inspiring Presence gain +1 attack on any turn that they charge.
Vengeful Defense	40	Friendly models in range of this model's Inspiring Presence gain +1 attack on any turn in which they have been charged.
Coup De Main	40	Friendly models in range of this model's Inspiring Presence gain +1 Strength on any turn that they charge.
Crucible of War	15	This model gains a Warlord Ability. If it already has a warlord ability, it may choose another. This ability must be from a list that this model normally has Access to.
Boss is Watching	20	If a friendly model within the range of this model's Inspiring Presence suffers a wound, roll a d6. On a 6+, that wound is discarded.
Rising Anger	15	This model gains an additional attack for every wound that it has lost. If a wound is restored later in the battle, this model loses the bonus attack it received for that wound.
Everywhere At Once	20	Once per mission, during the movement phase when this ability is invoked, increase this model's movement to 24". This model may not advance, but may shoot and charge after doing so, even if it had to fall back as part of this move.

Universal Battle Honours

Honour	REQ COST	Effect
Trigger Happy	15	Choose one of this model's ranged weapons that is not a grenade and does not have a random number of shots increases the number associated with its type each time it shoots. i.e. Assault 1 to assault 2, rapid fire 1 to rapid fire 2.
Battle Surgeon	10	When this model attempts to revive another model, it may re-roll the die to do so. Furthermore, when successful, it always heals an extra wound.
Open Mind	15	(Psyker Only) This model may choose another power from a discipline they normally do not have Access to. This does not affect the number of powers which they can manifest. This does not change any keywords associated with the power.
Commando	15	This model improves its BS by 1 to a max of 2+.
Virtuoso	15	This model improves its WS by 1 to a max of 2+.
Hard to Kill	20	This model improves its Wounds by 1.
Lightning Attack	20	This model improves its Attacks by 1.
Brawler	15	This model improves its Strength by 1.
Dead 'Ard	20	This model improves its Toughness by 1.
Weapon Master	10	This model does not suffer to-hit penalties caused by weapons it wields.
Circle of Death	10	If this model hits with 2 or more attacks in close combat, it may make an additional attack this turn.
Warknife	3	This model gains the equivalent of a chainsword or warknife.
Sharpshooter	10	This model may target characters even if they are not the closest enemy model.
Vicious Assault	20	This model gains +1 Attack.

Faction-Specific Battle Honours

Adeptus Arbites

Honour	REQ COST	Effect
Open Choke	5	This model may fire its Arbites Shotgun in close combat as though it were a pistol.
Handler	5	This model gains the Handler keyword.

Adeptus Astartes & Heretic Astartes

Honour	REQ COST	Effect
Voice of the Legion	20	In the Shooting phase, this model and all friendly models within 6" that are firing boltguns (Including bolt rifles, special issue bolters, master crafted bolters and the bolter component of a combi-weapon) become Rapid Fire 2 for the duration of the Shooting phase.
Power Weapon	10	This model gains a Power Maul, Power Sword or Power Axe.
Sword Saint	5	This model may apply any parries it has to ranged attacks directed at it.

Adeptus Mechanicus

Honour	REQ COST	Effect
Luminen Shock	10	At the beginning of the Fight phase, this model may take a mortal wound. If it does so, models that attack it in close combat suffer a -1 penalty to do so.
Guardian Protocol	3	This model gains the equivalent of a chainsword.
Power Weapon	10	This model gains a Power Maul, Power Sword or Powe Axe.

Adepta Sororitas

Honour	REQ COST	Effect
Sebastian's Word	20	In the Shooting phase, this model and all friendly models within 6" that are firing boltguns (Including Bolt Rifles and the bolter component of a combi-weapon) treat them as Rapid Fire 2 rather than Rapid Fire 1. They may not assault after doing this.
Power Weapon	10	This model gains a Power Maul, Power Sword or Power Axe.

Aeldarii (Includes Corsairs and Exodites)

Honour	REQ COST	Effect
Hail of Death	5	This model gains a Shuriken Catapult in addition to its normal weapons.
Shadow Step	10	This model may move (but not advance) before the start of the first turn.

Astra Militarum

Honour	REQ COST	Effect
Grav Chambers	5	This model's Lasgun, Laspistol, Hot-Shot Lasgun or Hot-Shot Laspistol re-roll failed wounds.
Veteran Kill Team Officer	15	Orders issued by this model now affect models with the Astra Militarum keyword rather than the <regiment> keyword.

Black Templars

Honour	REQ COST	Effect
Crusader's Fury	10	When an enemy model attacks this model in the fight phase and rolls a 1, this model deals an automatic strength 4 hit to the enemy model that missed.

Chaos Daemons

Honour	REQ COST	Effect
Warp Strike	10	When this model charges, it may move through walls, floors, ceilings, other models and obstacles. It can charge over impassable terrain, though it must clear the terrain with its movement. Finally, when it makes this charge, it may be placed in any position it had movement to reach within 1" of its charge target.

Chaos Space Marines

Honour	REQ COST	Effect
Murderous Descent	5	If this model rolls 9 or more for its charge roll, it gains +1 Strength and +1 attack in the fight phase in a round that it charges.

Deathwatch

Honour	REQ COST	Effect
Tactical Cohesion	5	This model may move in any direction when consolidating.
Follow the Leader	15	(Leader only) Choose a set of chapter tactics for this model. Once chosen, they may not be changed. Friendly models within this model's Inspiring Presence may use those chapter tactics if applicable.

Drukharii

Honour	REQ COST	Effect
Vampiric Resistance	15	If this model has put an enemy model out of action, it becomes Vampiric until the beginning of its owner's next turn. Each time a Vampiric model suffers a wound, roll a d6. On a roll of 5+, the wound is discarded. This ability is compatible with Eternal Warrior.
A Thousand Cuts	5	Each time this model rolls a 6 to hit in the Fight phase, it may make an additional attack.
Power Weapon	10	This model gains a Power Maul, Power Sword or Powe Axe.
Gift of Vitriol	5	If this model rolls a 6 to hit with a splinter weapon, that hit wounds automatically; there is no need to roll. If you wish to roll, you may, but the wound is still successful.

Genestealer Cults

Honour	REQ COST	Effect
Cult Reinforcements	30	(Kill Team Honour) You may re-roll the die to determine whether core models that were taken out of action die at the end of the mission.
Telepathic Guidance	15	(Leader only) When consolidating after a combat, all friendly models within this model's Inspiring Presence consolidates 6" and may do so in any direction.
Power Weapon	10	This model gains a Power Maul, Power Sword or Powe Axe.

Grey Knights

Honour	REQ COST	Effect
Psybolt Ammunition	5	This model adds 1 to the strength of its storm bolter attacks.
Dread Knight	10	This model automatically inflicts maximum damage with its force weapon.

Inquisition

Honour	REQ COST	Effect
Legate Investigator	30	(Special models only) This model gains +1 Wound and improves its WS or BS (choose when bestowing this battle honour, after which it cannot be changed).
Militant	10	(Special Only) This model may take an assault cannon, lascannon or sniper rifle.

Necrons

Honour	REQ COST	Effect
Power Matrix	15	(Leader Only) All Necron Infantry models within 12" of this model may fire twice. If you choose to do this, this model takes a mortal wound at the end of the shooting phase. If this kills this model, it may roll to animate as normal.
Destroyer Blades	10	This model gains a Power Maul, Power Sword or Power Axe.

Orks

Honour	REQ COST	Effect
Make it Rain	20	(Leader Only) All Ork units within 6" firing Shootas or Sluggas may shoot twice in the shooting phase. If they choose to do this, they may not shoot in the next shooting phase.
Warpath	30	(Leader only) All boyz within this model's Inspiring Presence gain +1 attack. This does not stack with itself (such as if you had an understudy).
Battle-Growth	30	(non-nobz) this model gains the Nob keyword and gains a wound and an attack. It retains whatever wargear and battlefield role it had from before.

Renegades & Heretics

Honour	REQ COST	Effect
Gang Fighter	3	This model gains +1 attack if it is base contact with another model that matches all of its keywords.
Power Weapon	10	This model gains a Power Maul, Power Sword or Power Axe.

Rogue Traders

Honour	REQ COST	Effect
Pistolier	20	Each time it shoots, this model may fire all of its pistol weapons twice.

Tau Empire

Honour	REQ COST	Effect
Surgical Firepower	20	This model may count all its weapons as pistol weapons rather than their normal type.
Favored of the Shas'Ar'Tol	20	This model gains the Master of War ability. If it already had this ability, it gains a second use of that ability.

Tyranids

Honour	REQ COST	Effect
Storm of Living Ammunition	25	(Leader or special only) At the beginning of the shooting phase, this model may designate a friendly hormagaunt or termagant within 6". That model is slain outright. All friendly termagants within 6" of that model's final position may shoot twice during this shooting phase. This sacrificed model may roll as normal to survive the battle.
Whirlwind of Claws and Teeth	25	(Leader or special only) At the beginning of the fight phase, this model may designate a friendly hormagaunt or termagant within 6". That model is slain outright. All friendly hormagaunts and termagants within 6" of that model's final position gain +2 attacks for that phase.

New Psychic Discipline – The Intercidious Discipline

This discipline is meant to reflect a burgeoning psyker barely in control of its abilities.

D3	Power	DESCRIPTION
1	Daemonic Scream	Warp charge value: 5. Until the start of its next psychic phase, this model counts as being armed with a Heavy Flamer, but roll 2d6 and choose the highest when generating its number of shots. If this power is successfully manifested, this model immediately suffers a single Strength 4, AP -2 hit that does 1 point of damage.
2	Nightmare Strength	Warp charge value: 5. Roll a d3 and increase this model's Strength, Toughness and Attacks by that number until the start of its next psychic phase. If this power is successfully manifested, the psyker takes a hit with a strength equal to 3+ the number rolled with an AP of -2 that does 1 point of damage.
3	Unholy Guidance	Warp charge value: 5. Until the start of its next psychic phase, this model re-rolls all of its failed hit, wound and save rolls. If this power is successfully manifested, this model takes a mortal wound at the start of its next psychic phase.

Optional Rule: Zone Mortalis Battle Honours

These battle Honours have been designed with the extended rules for Zone Mortalis in mind.

Leader & Special Battle Honours

Honour	REQ COST	Effect
Slicer	15	This model can open locked doors on a d6 roll of 4+. If it fails, it may not try again to open that door. It must meet all other criteria for opening a door.
Tactical Spacing	10	This model may open a door from 3" away, rather than 1".
Mortalis Veteran	7	When this model triggers a catastrophic damage roll, you may re-roll the die, but the second result stands.
Kool-Aid Charge	13	This model may declare a charge

Universal Battle Honours

Honour	REQ COST	Effect
Void-Hardened Armour	5	This model is immune to certain effects of Zone Mortalis. This model may also re-roll armour saves against weapons that have a random number of shots.
Assault Shield	3	This model may re-roll armour saves against weapons with Strength 5 or less. A model with this upgrade may not use a heavy weapon or advance while it is using a boarding shield. At the beginning of any phase, this model may drop its shield in which case it loses this ability (and its restrictions) for the rest of the mission.
Combat Engineer	10	This model may re-roll hits and wounds vs structures such as walls and doors.
Void Flyer	10	This model may re-roll the die to see if they take a mortal wound while flying in Zone Mortalis.
Melta Cutter	8	This model may forego all of its attacks in the Fight phase to make a single attack with this weapon against a Wall or airlock within 1".

Melee Weapons						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Melta Cutter	-	Melee	9	-4	D3	May only be used on structures.