

# TRANSPORTS

## HOR

### THE NOMAD

The Nomad is a catch-all name for a modular truck with patterns and adaptations used all over the Imperium since the earliest days of space travel. It is so ubiquitous that it has even crept into the notoriously static Eldar language where it is used to refer to a vehicle which plays a similar role. Nomads are so rugged, efficient and easy to maintain that they can keep up with kill teams during long range operations, making them ideal transports.

### INDEX/CODEX

This supplement references several faction-based publications. Assume that all refer to the most current source, be it an index, codex or Chapter Approved.

### FACTION KEYWORDS

The **Nomad** always has the faction keyword of its owning faction and the keyword 'Nomad'. It does not gain a subfaction bonus (such as chapter tactics, regimental doctrines or craftworld)

### CREW

A Nomad is assumed to have sufficient basic crew to operate its weapons and drive it. However, each of the Nomad's weapons can be operated by an embarked model (one per weapon) using the model's BS and any battle honours they have that are tied to shooting.

### Leadership

A Nomad's leadership is assumed to be 5. If it is carrying any passengers, its leadership is equal to the highest leadership among them.

NOMAD									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nomad	9"	6+	5+	5	5	6	3	5*	4+
EQUIPMENT	- None								
RULES	- Explodes								
OPTIONS	- Modular Design Basics: A Nomad must have an Engine, a Drivetrain and a Chassis. - Advanced Design: A Nomad may take a single payload option, unless one of the above options states otherwise. - Kill Team Approved: Any friendly faction unit that could normally embark in a vehicle can embark in the Nomad; even friendly models not from the kill team for which it was purchased, though these models do not count toward its leadership and may not man its guns.								
TRANSPORT	The Nomad's base transport capacity is 6. Models which take up extra space in their codex/index take up that amount of space in the Nomad.								
KEYWORDS	Vehicle, Transport								

## Engine Options

Engine	Cost	Notes
Fast	8	Increase movement by 3"
Heavy	4	Increase Transport Capacity by 4.
Rugged	8	Increase Wounds by 2.

## Drivetrain Options

Drivetrain	Cost	Notes
Skimmer	14	Gains the Fly keyword and increase movement by 2"
Wheeled	4	Increase movement by 1"
Tracked	12	Increase Toughness by 1. Can mount an additional Payload option.
Walker	10	Can move and fire heavy weapons without penalty.

## Chassis Options

Chassis	Cost	Notes
Sleek	8	Increase movement by 2"
Armored	10	Improve Armor Save by 1.
Fighting Compartment	10	Gains the Open Topped rule.
Extended	6	May take an additional Payload option.

## Payload Options

Payload	Cost	Notes
Stabilized	10	This model does not suffer a penalty for moving and firing a heavy weapon.
Extended Passenger Bay	10	Increase transport capacity by 4
Turbofans	10	This vehicle advances 7" instead of 3"
Escape Failsafe	5	If this vehicle is destroyed, all crew and passengers disembark unharmed with no roll needed.
Auto-Simulacra	5	At the end of the shooting phase, roll 1d6 for this unit. On a 5+, it regains a wound lost earlier in the battle.
Close Combat Modification	10	This model's WS improves by 1 and it gains an extra attack.
Work Platform	5	An embarked model with the ability to repair a vehicle or heal a model may do so for any applicable model within 3" of the hull of this vehicle. That model may repair this vehicle.
Hardpoint	5	This model may mount a second weapon system. May only be taken once regardless of the number of Payload options the vehicle has.
Self-Destruct	2	At the end of the movement phase, as long as there is a single model from the same team that purchased this vehicle within 18", the player of that kill team may opt to detonate this vehicle. It is instantly destroyed and anyone inside it or within 3" takes a mortal wound.

## Weapon Options

A Nomad may always purchase a single weapon from its faction's relevant list below for the points listed in the owning factions index/codex/opus. If your kill team is not aligned with another faction (i.e. Rak'Gol, H'rud, etc), use the Astra Militarum list.

## Adeptus Astartes

Space Marines, Dark Angels, Blood Angels	Space Wolves	Deathwatch	Grey Knights
Combi Weapon*	Storm Bolter	Combi Weapon	Storm Bolter
Heavy Bolter	Heavy Bolter	Infernus Heavy Bolter	Psilencer
Heavy Flamer	Heavy Flamer	Storm Bolter	Psycannon
Storm Bolter	Hellfrost Cannon	Assault Cannon	Incinerator

\*Applies to all combi-weapons other than the combi-disintegrator. Nice try.

## Forces of the Imperium

Astra Militarum*, Adeptus Ministorum	Adeptus Mechanicus	Inquisition, Sisters of Silence, Adeptus Custodes
Heavy Stubber	Cognis Flamer	Storm Bolter
Autocannon	Cognis Heavy Stubber	Psycannon
Multilaser	Heavy Arc Rifle	Incinerator
Heavy Flamer	Heavy Phosphor Blaster	Heavy Bolter
Hot-Shot Volleygun	Plasma Caliver	Combi Weapon

\*Includes Lost and the Damned, Rogue Traders, Adeptus Astra Telepathica, Adeptus Arbites.

## Forces of Chaos

Heretic Astartes, Chaos Daemons	Death Guard	Thousand Sons
Reaper Autocannon	Blight Launcher	Warpflamer
Havoc Launcher	Combi Bolter	Soulreaper Cannon
Heavy Bolter	Plaguespitter	Havoc Launcher
Heavy Flamer	Heavy Bolter	Heavy Bolter
Combi Weapon*	Autocannon	Heavy Flamer
Magma Cutter	Havoc Launcher	Autocannon

\*Includes combi-bolter.

## Perfidious Xenos

Aeldari, Harlequins	Drukhari	T'au & Kroot
Dragon's Breath Flamer	Blaster	2 Markerlights
Scatter Laser	Haywire Blaster	Burst Cannon
Shuriken Cannon	Shredder	Flamer
Fusion Gun	Liquifier Gun	Ion Rifle
Neuro Disruptor	Splinter Cannon	Plasma Rifle

## Xenos Devourers

Necrons	Orks	Tyranids	Genestealer Cults
Gauss Cannon	Twin Big Shoota	Barbed Strangler	Heavy Stubber
Particle Beamer	Supa Shoota	Bio-Plasma	Heavy Flamer
Rod of Covenant	Grotzooka	Deathspitter (either)	Autocannon
Staff of Light	Skorcha	Devourer (either)	Mining Laser
Tesla Cannon	Kustom Mega-Blasta	Flamespurt	Seismic Cannon

## Optional Rule: Transport Battle Honours

If you are playing in a campaign, then you may purchase battle honours for the Nomad just as you would for any other member of your kill team. Note that your Nomad may not purchase the same battle honour more than once, nor may it purchase battle honours from the Campaigns supplement.

Option	Req Cost	Honour
<b>Defensive Firmpoints</b>	10	This model gains 2 firmpoints which can mount weapons that cost 8 points or less. Weapons with a points cost of zero have a points cost of 2 each.
<b>Armour Plating</b>	10	Armour save improves by 1 to a max of 3+
<b>Rugged</b>	5	This model is never slowed by terrain.
<b>Obfuscation</b>	5	This model gains the equivalent of Smoke Launchers.
<b>Stable Ride</b>	15	This model's weapons ignore the -1 penalty for moving and firing a heavy weapon.
<b>Venerable</b>	15	Each time this model would lose a wound, roll a d6. On a 6+, the wound is not lost.
<b>Veteran Gunners</b>	15	Improve the WS or BS of this model by 1.
<b>Vengeful Spirit</b>	15	Improve this model's Attacks characteristic by 1.
<b>Flechette Banks</b>	10	When this model completes a successful charge, roll a d6. On a 4+, the charge target takes a mortal wound.
<b>Torque</b>	10	This model's Strength characteristic improves by 1.
<b>Spikey Bitz</b>	7	Improve this model's WS by 1.
<b>Rite of Bonding</b>	10	This model counts as part of your faction for rules that affect your sub-faction (such as chapter tactics, regimental doctrines, etc)
<b>Comms Node</b>	15	A single friendly model embarked on this model may extend one of its aura abilities from the model's hull.
<b>Enhanced Passenger Compartment</b>	10	Models which count as two models for transport space now count as one model when embarking on this model. Models which count as three models now count as two models when embarking on this model.
<b>Thunder Thighs</b>	5	Increase this model's transport capacity by 2.
<b>Psychic Nexus</b>	5	A single psyker embarked on this model may attempt to deny the witch as though it was on the table. Measure all distances to and from the hull of this model.
<b>Spider Walker</b>	10	(Walkers only) this model may move into the upper floors of ruins. It may never take a cover save unless it is on the lowest level of the table.
<b>Force Field</b>	15	This model has a 5+ invulnerable save.
<b>Assault Ramp</b>	10	Infantry models suffer no penalty for climbing or moving through terrain on the turn in which they disembark from this vehicle.
<b>Arcane Composition</b>	10	This model gains a 5+ save against mortal wounds.
<b>Reinforced Frame</b>	10	This model's Wounds characteristic improves by 1.
<b>Comprehensive Repairs</b>	15	You may remove one of the effects of Damaged! on this model. You may purchase this battle honour multiple times and it does not count against your Threat.

## Optional Rule: Faction-Specific Transport Battle Honours

These Battle Honours will help make the Nomad feel more like it belongs to the faction for which it was purchased. You may note, as with other battle honours that not all factions have been assigned battle honours equally. Future updates may include new ones as I think of them. Note that a Nomad may only ever have one battle honour with the word 'Crew' in it.

### Adeptus Arbites

Option	Req Cost	Honour
Tactical Ambulance	10	A friendly Arbites Medic within 6" of this model may re-roll failed attempts to revive fallen units and can attempt to recover wounds for two different models instead of one.
Water Cannon	10	When this model shoots in the Shooting phase, you may choose a visible enemy model within 18". Roll a die and add 2. If the total is greater than that model's Strength characteristic, it is pushed d6" directly away from this model. You may use this on a model that is within 1" of this model.
Sigil of the Pax Imperia	12	Models with the Imperium keyword that attack this model suffer a -1 to their hit rolls.

### Adepta Sororitas

Option	Req Cost	Honour
Progenium Crew	10	This model's BS improves by 1.
Gilded Reliquary	5	This model gains a 5+ invulnerable save.
Cherub Eyrie	9	Each time you spend a command point on a model within 6" of this vehicle, roll a d6. On a 5+, you gain that command point back.

### Adeptus Ministorum

Option	Req Cost	Honour
Demagogue's Pulpit	10	Friendly units within 6" of this model add one to their Attacks characteristic during any round in which this model successfully charges.
Laud Hailers	10	Enemy units within 6" of this model may not fire overwatch.

## Adeptus Mechanicus

Option	Req Cost	Honour
Manipulators	8	This model may be upgraded to have up to two Arc Claws which must be purchased separately. Improve this model's WS by 1.
Hard-Wired Crew	10	Improve this model's BS by 1.
Persecutor Auspex Array	12	If this model did not move in the Movement phase, choose a unit within 6" of this model. That model's BS is improved by 1 to a max of 3+ for this Shooting phase.

## Astra Militarum

Option	Req Cost	Honour
Veteran Crew	10	Improve this model's BS by 1.
Ammo Stockpile	8	A friendly infantry unit within 2" of this model may re-roll the number of shots for any weapon they are carrying that has a random number of shots.
Pintle Mount	2	This model gains a firmpoint for which it may mount either a heavy stubber or storm bolter.
Master Vox	10	An embarked officer may issue orders from this model to any friendly unit with a voxcaster that is within 18".

## Black Templars

Option	Req Cost	Honour
Crusader Seals	8	Friendly models that started the Movement phase within 6" of this vehicle advance an extra 2" this turn.
War Chantry	8	Friendly units that disembarked from this model this turn may re-roll wound rolls of 1 until the end of this turn.
Disciple Crew	10	Improve this model's BS by 1.

## Blood Angels

Option	Req Cost	Honour
Lucifer Engines	3	When this model advances, it advances 6" instead of 3"
Blooded Crew	10	Improve this model's BS by 1.
Artificer Hull	15	Improve this model's Armour Save by 1.



## Chaos Daemons

Option	Req Cost	Honour
Possessed	10	At the beginning of each of your movement phases, roll a d6. On a 4+, this model regains d3 wounds lost in earlier in the battle. If it ever has to roll on the Damaged! table, its opponent may roll twice and choose the result.
Scything Blades	8	When this model successfully charges, roll a d6. On a 4+, one of the enemy models charged takes a mortal wound.
Living Vessel	10	This model may fall back and still shoot.

## Chaos Space Marines (Death Guard, Thousand Sons)

Option	Req Cost	Honour
Hellforged Crew	9	Improve this model's WS and attacks by 1. Its close combat attacks deal 2 damage instead of 1.
Chosen Crew	10	Improve this model's BS by 1.
Daemonforge	8	Once per game, this model may re-roll all wound rolls until the end of the turn.

## Aeldari (Craftworlds, Harlequins, Ynnari)

Option	Req Cost	Honour
Battle Focus	7	This model may advance and still fire all of its weapons.
Pathsworn Crew	10	Improve this model's BS by 1.
Void Dancer	10	This model gains the Fly Keyword, if it already had the Fly keyword, it gains a 5+ invulnerable save.

## Dark Angels

Option	Req Cost	Honour
Vengeful Crew	10	Improve this model's BS by 1.
Rites of Shrouding	10	Enemy units that target this model from farther away than 12" suffer a -1 to their hit rolls.
Coolant Tanks	10	Each time a friendly unit within 3" of this model is slain as a result of firing its own weapon, roll a d6. On a 4+, the model is not killed and the shot is treated as a miss.
Plasma Capacitor	5+	This vehicle may trade one of its existing weapons for a plasma cannon, paying the difference in points from the existing weapon.



## Drukharrii

Option	Req Cost	Honour
Wych Crew	8	Improve this model's WS by 1 and it may be equipped with Hydra Gauntlets, Razorflails or a Shardnet and Impaler purchased separately. Add 1 to this model's Attacks.
Kaballite Crew	10	Improve this model's BS by 1.
Arena Weapons	6	A wych model equipped with Hydra Gauntlets, Razorflails, or a Shardnet and Impaler may switch their current upgrade weapon for another from this list at the beginning of the shooting phase if it is within 3" of this model.
Shock Prow	2	This model gains a Shock Prow.

## Deathwatch

Option	Req Cost	Honour
Special Issue Ammo	5	The bolter weapons on this model's storm bolters, combi weapons and infernus bolter may all use the Special Issue Ammo rule in the codex/index Deathwatch rules.
Blacksworn Crew	10	Improve this model's BS by 1.
Death Blossom	10	Any assault cannons on this model improve their AP to -2.

## Orks (Feral Orks, Grot Rebels)

Option	Req Cost	Honour
Deff Krew	10	Improve this model's WS and attacks by 1.
Grot Sponson	3	May be purchased up to four times. This model gains a sponson that hits at BS4+ and is the equivalent of a shoota.
Runnin' Boards	10	When this model advances, it may drag along up to 8 models that were within 2" of its hull when the vehicle started moving. Models which take up more than one space in a transport count as that many models when using this rule. The models are considered to advance along with this model and are left touching its hull when it reaches its final position.
Ork Fire Drill	7	When this model loses its final wound, all models automatically disembark safely and it automatically passes the roll to not explode. It can be repaired as normal between games.

## Inquisition

Option	Req Cost	Honour
Acolyte Crew	8	This model gains the Hot Lead or Cold Steel special rule.
Relic Systems	10	This model does not suffer the penalty for moving and firing heavy weapons.
Psychic Bulwark	7	All models within 6", friend or foe gain +1 to manifest psychic powers.

## Necromunda Gangs

Option	Req Cost	Honour
Tagged	6	Friendly models that start their charge within 6" of this model add +1" to their charge range. It is highly recommended that you cover your Nomad with suitable graffiti.
Heavy Crew	10	Improve this model's BS by 1.
Turnbull Bus	9	Increase this model's transport capacity by 4.
Come out to Plaaaaay!	10	Models disembarking from this vehicle do so at a range of 5", rather than 3.

## Necrons

Option	Req Cost	Honour
Quantum Shielding	7	When this model takes multiple wounds from a single attack, you may use quantum shielding. Reduce the multiple wounds to 1 and this ability ceases to function for the rest of the mission.
Canoptek Hive	10	At the beginning of each friendly Movement phased, this model regains a wound lost earlier in the battle. If this model has to roll on the Damaged! table, roll twice and choose the result.
Immortal Crew	10	Improve this model's BS by 1.

## Rogue Traders

Option	Req Cost	Honour
Houseguard Crew	10	This model gains the Hot Lead or Cold Steel special rule.
Custom Piece	10	Improve this model's armour save by 1.
Dynastic Heraldry	9	If a Rogue Trader Officer is embarked on this model, any of his aura abilities extend 3" from the hull.
Explorer Vehicle	8	This model gains the Void-Hardened armour special rule.

## Space Marines

Option	Req Cost	Honour
Scout Crew	10	Improve this model's BS by 1.
Astartes Arms	7	This model may take another weapon system.
Ceramite Armour	10	Improve this model's armour save by 1.
Grav Plates	8	Once per game, at the beginning of the Movement phase, this model gains the Fly keyword and its Movement characteristic increases by 4" until the end of the player turn.

## Space Wolves

Option	Req Cost	Honour
Trophy Shields	7	When this model takes multiple wounds from a single attack, you may use quantum shielding. Reduce the multiple wounds to 1 and this ability ceases to function for the rest of the mission.
Bondsmen Crew	10	Improve this model's BS by 1.
Iron Reaver	8	This model may make a free move (without advance) before the roll to go first. It must end this move more than 9" from any enemy models.

## Tau Empire & Kroot

Option	Req Cost	Honour
Gue'Vesa Crew	10	Improve this model's BS by 1.
Drone Ports	5	This model may carry drones without them taking up any transport space. Aura abilities they have still function.
Kroot Larder	10	At the end of a friendly Movement phase, roll 3d6. For any die that rolls 5+, one Kroot within 6", regains a wound lost earlier in the battle.
Mont'Ka Refit	7	This model may take an extra weapon system. Cannot be taken with Kauyon Refit.
Kauyon Refit	10	Enemy models targeting this model from farther away than 12" suffer -1 to their hit rolls. Cannot be taken with Mont'Ka refit.

## Talons of the Emperor

Option	Req Cost	Honour
Gilded Plate	10	Improve this model's Armour Save by 1.
Exalted Crew	10	Improve this model's BS by 1.
Displacement Matrix	10	Once per game, instead of moving this model, you may remove this model from the table and set it up again within 18" of its original position. It may not be placed in impassable terrain or within 1" of any friendly or enemy model. This counts as this model's movement.

## Tyranids

Option	Req Cost	Honour
Ectomorphic Ichor	10	Friendly models that disembark from this model in the Movement phase have a 5+ invulnerable save until the end of the friendly turn and a 6+ invulnerable save through the subsequent enemy turn.
Tentacled Horror	10	Enemy models attacking this model in close combat suffer -1 to their hit rolls. Improve this model's Attacks by 1.
Barbed Appendages	10	Improve the damage and AP of this model's close combat attacks by 1 each.
Monster	2	This model replaces the Vehicle keyword with the Monster keyword and the Explodes rule with the Death Throes rule.

# Campaign Rule: Repairing The Nomad

The basic Kill Team rules assume you are playing a one-off game.

## Nomad Survives the Mission:

After the mission, if the Nomad had any wounds remaining, it automatically regains d3 lost wounds. If your kill team includes a vehicle facility and/or a model that can repair vehicles, it automatically regains a further d3 wounds. Finally, if you do not purchase any battle honours for it between missions, it regains d3 more wounds at the start of the next mission.

## Nomad Does Not Survive the Mission:

If the Nomad was destroyed during the mission, roll a d6 and add 1 to the roll if you won the mission, then consult the table at right.

## Damaged!

Roll 2d6 and consult the following table to generate the damage effect(s) on the Nomad.

2 – **Extensive Damage:** roll three times on this table, re-rolling any further results of 2.

3 – **Crippled Power Plant:** This model loses 1 point of Strength and lowers its transport capacity by 3.

4 – **Damaged Drivetrain:** This model loses 3" of Movement and lowers its transport capacity by 3.

5 – **Smashed Control Surfaces:** This model loses 1 point of WS and 1 Attack.

6 – **Cracked Armour:** This model's armour save is now one worse.

7 – **Damaged Systems:** This model's Payload ceases to function. If it has more than one, determine randomly which one is affected.

8 – **Broken Frame:** Lower this model's Wounds characteristic by 2.

9 – **Bad Alignment:** This model's WS and BS are each reduced by 1.

10 – **Exposed Components:** From now on, each time this model suffers one or more wounds from an attack, roll a d6. On a 1 or 2, it suffers one more wound.

11 – **Fragile:** At the beginning of each mission, this model suffers d3 mortal wounds.

12 – **Gremlins:** This model suffers no immediate damage. At the beginning of any of your turns, your opponent may spend a tactical point to force you to roll on this table, re-rolling any result of 2 or 12. If an 11 is rolled, this model takes d3 mortal wounds immediately. The damage roll disappears at the end of the mission, but the vehicle will still have Gremlins.

1-2: **Totaled!:** The Nomad is wrecked to such a degree that a salvage operation could compromise your greater mission. You must bid goodbye to your faithful steed and strike it from your roster.

3-4: **Damaged!:** The damage is bad, but not catastrophic. Roll on the Damaged! table found below, apply the damage and then treat the maimed Nomad as Nomad Survives the Mission above.

5-6: **Superficial Damage:** The damage is easily fixed by even the unskilled among your number. Treat this as Nomad Survives the Mission above.