

# KILL TEAM CAMPAIGNS

*A campaign ruleset designed to forge a narrative between Kill Team games.*

## INTRODUCTION

Although it is great fun to fight individual battles, part of the challenge of Kill Team is to build your team into a force to be reckoned with. A campaign gives your team the chance to gain experience and new skills, as well as the opportunity to recruit extra troops as its renown increases.



To start a campaign you'll need at least two players, preferably three or more. Players may have more than one team, but most people prefer to run one at a time, as this allows them to devote more of their attention to painting, modelling and playing with their favourite team.

You can start a campaign as soon as two players have recruited their team using the Kill Team rules. New players can join the campaign any time after that. Although the new teams will be less experienced they will soon learn new skills. Fighting other, more powerful, teams will allow them to develop more quickly.

### ROSTER SHEETS

These campaign rules have been designed with the Kill Team Roster Sheet in mind. You can find the roster sheet and other materials on the Heralds of Ruin blog site: [heralds-of-ruin.blogspot.co.uk](http://heralds-of-ruin.blogspot.co.uk)

## PLAYING A CAMPAIGN

To play a campaign game, the two players select a mission to fight (either roll one of the Kill Team Missions or a fight a narrative one you have created). At the end of each game the players work out how many Experience Points their models have earned and how many Requisition Points they have collected.

Model experience is expressed as Experience Points (or EXP) which models receive for taking part in a game. This is covered later in the Experience section. When a model has sufficient Experience Points they increase in Experience Level (or simply 'Level'). A new Level might improve a model's characteristics profile, adding to his WS, BS, Strength, etc. or he might gain a Skill such as Mighty Blow or Acrobat.

After each game you have the chance to acquire both Requisition Points and Unique Weapons. Requisition Points (or RP) can be used to recruit more models or buy new weapons, while Unique Weapons are rare pieces of equipment which any member of your force can wield. You may also get a chance to hire Legendary Heroes. All this is explained in the Requisition section later.

## TEAM POINTS

When you build your team, its 'Team Points' will be equal to the team's initial points total (usually 250 points). Once you have started the campaign, your Team Points will change after every game. Every time you buy or lose models, or add/sell wargear, your Team Points must be adjusted to reflect the overall points value of your team.

A model's Experience Level is always added to its points value. For example, a Tactical Marine (base points 14) with a Level of 3 would be worth 17 points (not including upgrades and options).

## REQUISITION POINTS

Requisition Points are a separate store of points that you can use to add new recruits, purchase new wargear, or recruit Legendary Heroes. You do not add your Requisition Points total to your Team Points, they are not counted until you spend them. Simply write your current RP total on your roster sheet and reduce/increase it as needed.

## GROUPS

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

Groups always gain EXP and roll for advancement together using the Core Advancement Chart, with all models in the Group gaining the same advance. Models roll for injury separately, on the Core Injury Chart. A Group still counts as individual models during a battle (unless they are a Squad, see below), they are only 'grouped' in regards to the campaign rules.

You may add new recruits to existing Groups. If the Group is relatively inexperienced, you will have no difficulty in finding raw recruits to add to their numbers. But more experienced gnarled veterans are not so keen on letting novices join them! Between each battle, roll 2D6: this represents the total amount of Levels currently available for hire. You can hire as many models as you wish, as long as their combined Level does not exceed your dice roll. For example, if you rolled 7, you could add a single warrior to a Group at Level 7, or two models to Groups at Level 3 and one to a Group at Level 1.

As with other new models, you must pay their base cost and any options they take. In addition you must add 1 point to their cost per Level of the Group. A new recruit gains all EXP and advancements his Group has acquired.



## SQUADS

Units with the Squad special rule use *all* the campaign rules for Groups as above, even if they are not Core – i.e. they roll on both the Core Injury Chart and Core Advancement Chart. You may buy single model reinforcements for your Squad by dividing its initial cost by the number of models the unit starts with. You may not increase a Squad's number beyond its initial amount.

For example, if you wanted to buy a replacement model for a Cultists Squad you would divide the units initial base points cost (20) by its starting number of models (5). Which would make a replacement Cultist cost 4 points (not including any options). Remember, you still pay the extra 1 point per level as stated in the Group rules above.

## DISBANDING TEAMS AND MODELS

You may disband your old team at the end of any game and start again with a new one. All the models in the original team and any wargear or other benefits they acquired are lost. You can also dismiss any model in your team at any time, treating him in exactly the same manner as if he rolled Dead! on the Injury Chart.



## POST BATTLE SEQUENCE

After a battle is over, both players work their way through the following sequence. You do not have to work through it all at once (try to do the first four parts straight after the battle – you may wish to consider further purchases later) but any dice rolls must be seen by either player or a neutral third party.

### POST BATTLE SEQUENCE

*Work your way through these 7 steps:*

#### 1. Injuries

Determine the extent of injuries for each model that has been taken off as a casualty at the end of the game. See the Injuries section on the next page.

#### 2. Allocate experience

Models gain experience for taking part in battles. See the Experience section for details.

#### 3. Roll on the Requisition chart

See the Requisition section for details.

#### 4. Make any Unique Weapon rolls

See the Unique Weapons section for how to create your item. These items are then equipped.

#### 5. Look for Legendary Heroes

If you want to hire any.

#### 6. Buy and Sell stuff

Purchase new models and buy/sell equipment. If you are using the optional HQ rules, this is the time to buy upgrades for your HQ.

#### 7. Update your Team Points total

You are now ready to fight again!

# INJURIES

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

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

## DEATH OF A MODEL

When a model rolls a Dead! result remove him from your roster. A dead models wargear can be salvaged by your team. You may sell any optional wargear (i.e. the wargear you paid extra for) it has before you remove the model from your roster, using the normal rules for selling wargear.

## LOSING YOUR TEAM LEADER

If your Team Leader is dead, you must choose the Special model with the highest Leadership value to become your Team Leader. He gains the Inspiring Presence rule and may choose Leadership Skills when he advances. If there is more than one model eligible to assume command, the model with the most EXP becomes the Team Leader. In the case of a tie randomise to decide. Note that you may still requisition a new, proper, Team Leader. If you do so the temporary Team Leader loses the Inspiring Presence rule and reverts back to normal, losing any Leadership skills he acquired.

## END GAME STUNNED MODELS

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

### CORE INJURY CHART

Core models roll a D6:

#### 1. Dead!

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

#### 2. Winded

The model is still recovering and has their Initiative halved during their next battle.

#### 3-6. Full Recovery

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

### SPECIAL INJURY CHART

Special and Leader models roll a D6:

#### 1. In Serious Trouble...

Roll again:

##### 1-2. Dead!

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

##### 3-4. Major Injury

The model has had limbs hacked and eyes gouged. The model gains the Fear special rule due to his scars, and rolls on this chart:

1-2. Chest: Toughness -1

3-4. Limbs: Attacks -1 (min. 1)

5-6. Head: Leadership -1

##### 5-6. Minor Injury

The model has scored a permanent physical injury during battle. Roll again:

1. Strength -1

2-3. Ballistic Skill -1

4-5. Weapon Skill -1

6. Initiative -1

#### 2. Beaten Up

Roll again:

##### 1. Madness

The model has seen and suffered too much and has gone crazy. The model gains the Rage and Fearless special rules. If the model has already succumbed to *Madness*, this counts as *Battered and Bruised* instead.

##### 2-3. Battered and Bruised

The model has had seven bells of hell kicked out of them and counts as moving through Difficult Terrain for the entire of their next battle.

##### 4-6. Winded

The model is still recovering and has their Initiative halved during their next battle.

#### 3-6. Full Recovery

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

# EXPERIENCE

As your models take part in battles, those who survive become more experienced, and improve their battle skills. This is represented in campaigns by Experience Points, or EXP.

Models earn EXP when they take part in a battle. Once they have enough points they gain an Experience Level (or simply Level). This takes the form of an increased characteristic or a new skill. Models who survive long enough may progress to become great heroes, with many skills that they have picked up during their long and glorious fighting career.

## EARNING EXPERIENCE

The EXP a model earns depends on what they achieve during a game, and what type the model is (Team Leader, Special or Core). At the end of every game add up how many EXP each model earns and add it to their current total:

### EXPERIENCE POINTS GAINED

#### All models

*Took Part:* If a model has taken part (regardless if he was a casualty) he gains +1 EXP.

#### Team Leader and Special models

*Assassin:* If a model removes the enemy Team Leader as a casualty it gains +1 EXP.

#### Team Leader models:

*Winner:* The Team Leader of the winning Team gains +1 EXP.

Some missions have different objectives and consequently models can earn experience in slightly different ways. Where models can earn extra EXP from missions, it will be defined.

## EXPERIENCE LEVELS

Everyone starts at Experience Level 0. As models earn more EXP they may get to a certain amount where they advance an Experience Level. A new Experience Level allows a model to roll on the advance chart. The table below will detail how much EXP is needed for a model to advance a Level (or 'Level Up').

When the accumulated experience reaches an experience level milestone, the team may make an advance roll. The roll(s) must be taken immediately after the game in which the advance was earned, while both players are present to witness the result. The maximum level for a model is 20.

### EXPERIENCE POINTS TO LEVEL

Level	EXP	Level	EXP
1	2	11	36
2	4	12	41
3	6	13	46
4	9	14	51
5	12	15	56
6	15	16	62
7	19	17	68
8	23	18	74
9	27	19	80
10	31	20	86

## ADVANCE ROLLS

Once a model reaches a new Experience Level, make an advance roll straight after the battle so both players can witness the result. Core models roll on the Core Advancement Chart, whereas Team Leaders and Special models roll on the Special Advancement Chart.

### CORE ADVANCEMENT CHART

*Core models Roll 2D6:*

- 2-4.** +1 Initiative.
- 5.** +1 Strength.
- 6-7.** Choose either +1 BS or +1 WS.
- 8.** +1 Leadership
- 9.** +1 Attack
- 10.** +1 Toughness

#### **11-12. The lad's got talent!**

See next page. If the model has the Squad special rule re-roll this result.

### SPECIAL ADVANCEMENT CHART

*Leader and Special models roll 2D6:*

- 2-4.** Pick a new skill.
- 5.** +1 Attack.
- 6.** +1 Strength.
- 7.** Choose either +1 WS or +1 BS.
- 8.** Roll again:  
1-3. +1 Initiative  
4-6. +1 Leadership.
- 9.** Roll again:  
1-3. +1 Wound  
4-6. +1 Toughness.
- 10-12.** Pick a new skill.



## THE LAD'S GOT TALENT!

If a model rolls The Lad's Got Talent! result, it changes from Core to Special. The model leaves a Group if it was in one. Move the model from the Core section of the roster sheet to the Special section. The model keeps all wargear and rules, and may immediately make one roll on the Special Advancement Chart. The remaining members of the Group, if any, roll again for the advance that they have earned, re-rolling any results of 11-12. The newly promoted model must still abide by any wargear restrictions its entry dictates, but does not count towards the Model Allowance restrictions for Special models. *If the model has the Squad special rule re-roll this result.*

## UNDERDOGS

When a team fights against an enemy team with a higher Team Points value, its models earn extra EXP as shown on the table below. The higher the opposing teams points the more EXP the underdog earns.

### UNDERDOG BONUS EXP

Point Difference	EXP Bonus
0-50	None
51-75	+1
76-100	+2
101-150	+3
151-300	+4
301+	+5

## CHARACTERISTIC MAXIMUMS

Core models never add more than +1 point to any of their initial characteristics, Special and Team Leader models may never add more than +2. No characteristic may be increased to more than 10. If the dice roll indicates an increase in a characteristic which has already reached its maximum, roll again until an un-increased characteristic is rolled.

## SKILLS

There are two types of specialist skill: Combat and Shooting. Each has a separate list shown on the following pages. When your model first gains a new skill, they must specialise in one of these types. You may only choose a specific skill *once* for the same model, and once you have chosen a skill type you may not choose a skill from the other list. If there are no skills left, roll again on the advance chart. If you wish, you may choose a skill from the General Skills list instead. Any model can choose a General skill, regardless of specialisation.

Team Leaders may take skills from the Leadership Skills List. Models with the Psyker special rule may take skills from the Psyker Skills list.

## GAME ACHIEVEMENTS (OPTIONAL)

In addition to the EXP table above, your campaign group may decide to use the *optional* table below as well. This optional table will take some in-game record keeping, but adds a few fun, flavourful achievements for you to try and get during your games. Note that an achievement may only be 'attained' once per battle – first come, first served! Note that if a model in a Group gains an achievement, the Group as a whole gains the EXP as normal. These are not designed to be serious, so please don't abuse them just to gain EXP!

### GAME ACHIEVEMENT LIST

#### Heroic Duel

A model that wins a challenge gains +1 EXP.

#### Last Man Standing

If a model is your only model left on the table at the end of the game it gains +1 EXP.

#### Butcher:

If a model kills 3 or more models in a single phase he gains +1 EXP.

#### It Burns!

A model that tries to aid a Burning model but aggravate the flames instead gains +1 EXP.

#### Always Outnumbered

A model that charges at least 5 models in the same phase on his own (no other friendly model charges the same models or are already in combat with them) gains +1 EXP.

#### At The Brink

A model that regroups within 6" of the board edge gains +1 EXP. Models with the ATSKNF special rule may not attain this.

#### Never Give Up, Never Surrender!

A model that *needs* to roll a 2 to pass a Morale test and does gains +1 EXP.

#### Super Charged

A model that *needs* to roll a 12 for charge distance and does gains +1 EXP.

#### Oops... BOOM!

A model that causes at least 3 casualties with a blast from the Gest Hot rule gains +1 EXP.

#### Better Late Than... Never Mind

A model that arrives from reserve on turn 5 but is killed during the same game turn gains +1 EXP.

#### Barman

The first player to buy their opponent a beer during the game gains +1 EXP to their Team Leader.

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## GENERAL SKILLS

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**Sprint**

When the model Runs, they may move up to 9".

**Acrobat**

The model may re-roll the Initiative test when jumping or climbing.

**Free Runner**

When jumping during a Run or Charge move, Initiative tests are automatically passed.

**Dive**

A model with this skill that has Gone to Ground can choose to make an Initiative test in its movement phase. If passed, the model gets back up and may act normally.

**Drop and Roll**

The model is an expert at putting out flames. He automatically passes Initiative tests for Flamer weapons, and is automatically successful at putting out Burning models.

**Tenacity**

The model gains the Feel No Pain special rule if it is within 3" of an objective or Marker.

**Ambusher**

If the model already has the Outflank special rule, he also gains the Acute Senses special rule and may re-roll any Reserve roll he makes.

**Target Priority**

The model gains Preferred Enemy against any model currently within 3" of an objective or Marker.

**Catfall**

The model halves the distance fallen when calculating the Strength of a hit caused by falling.

**Cerebral Conditioning**

The model may re-roll failed Morale test and automatically passes Fear tests.

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## COMBAT SKILLS

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**Never Tell Me the Odds**

The model is adept at fighting outnumbering opponents. If the model is in close combat with an enemy side that outnumbers its side, it gains +1 WS during that phase.

**Knife Expert**

The model may re-roll to hit rolls of 1 when using a basic close combat weapon (includes chainswords and combat knives).

**Combat Master**

Few can match the combat ability of this model. The minimum roll an enemy needs To Hit when attacking a Combat Master in close combat is 4+.

**Combat Finesse**

At the start of the Charge sub-phase, if the model is in combat it may move up to its Initiative value in inches – the model must stay engaged in combat (although it doesn't have to stay in base contact with the enemy it was originally engaged with – this can lead to enemy models leaving combat, in which case they may immediately consolidate).

**Hammer of Wrath**

The model gains the Hammer of Wrath special rule.

**Counter Attack**

The model gains the Counter Attack special rule.

**Dodge**

The model has a natural ability to avoid being hit, and gains a 5+ invulnerable save against wounds caused in close combat.

**Impetuous**

The model may roll 2D6 for consolidation and choose the highest result.

**Parry**

The model is adept at knocking aside an enemy's attacks. You may force one enemy in base contact with the model to re-roll one of his successful attacks every turn.

**Mighty Blow**

The model may choose to make a Mighty Blow in close combat. If he does, the model reduces his total Attacks by half (including all bonuses, to a minimum of 1), but these attacks gain +2 Strength and the Strikedown special rule.

**Lightning Assault**

The model has a 2+ invulnerable save against wounds caused in the Overwatch step of the Charge sub-phase.

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## SHOOTING SKILLS

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### Firing Charge

The model may fire a Rapid Fire weapon and still charge in the following Assault Phase, though it does not get any bonus Attacks for charging if it does so.

### Sniper Artist

If the model shoots a weapon with the Sniper special rule it may re-roll To Hit rolls of 1.

### Heavy Weapon Specialist

The model gains the Slow and Purposeful special rule when equipped with a Heavy type weapon, but may never charge if it has fired a Heavy weapon in the previous Shooting phase.

### Crack Shot

Any ranged weapon the model uses counts the enemy's cover save as 1 lower, except for when using Heavy type weapons (they are still too cumbersome to aim accurately).

### Eagle Eyes

The model is adept at reacting quickly to new threats. Any ranged weapon the model has gains the Interceptor special rule.

### Hip Shooter

A model may Run in the same phase as they shoot a weapon, but may only fire Snap Shots during that phase.

### Ranged Expert

This model has been expertly taught in long ranged warfare. Any ranged weapon the model uses increases its maximum range by 3".

### Grenadier

The model increases the range of all 'shooting' grenades from 8" to 12".

### Pistolier

The model may re-roll any to hit rolls of 1 when using Pistol type weapons.

### Covering Fire

When the model fires with a Pinning weapon, the target must re-roll passed Leadership tests when testing whether it is pinned.

### Point Black Shot

If shooting at a target 6" or less away the model gains +1 BS for that shot.

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## LEADERSHIP SKILLS

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### Medic

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

### Intimidating

Any enemy model within 12" of the model may not use its Leader's Inspiring Presence.

### Deceitful

Immediately after both players have deployed their teams the owning player may redeploy one Core Group or single Special model anywhere within his own deployment zone.

### Tactician

The radius of the model's Inspiring Presence is increased a further 6".

### Master of Manoeuvre

You may choose one Core Group or single Special model in your team to gain the Outflank special rule at the start of every battle, for the duration of the game.

### Dauntless

The model gains the Adamantium Will special rule, and will also provide the rule to any friendly models within its Inspiring Presence radius.

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## PSYKER SKILLS

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### Additional Psychic Power

At the start of a battle the Psyker may take an additional Psychic Power from his list of available powers.

### Concentrated Mind

The Psyker is conditioned to resist the lure of the warp. When the Psyker suffers a Perils of the Warp roll a d6. On a 5+ it is ignored, and the model does not take a Wound.

### The Power Within

The Psyker may adjust one of the dice used to make a Psychic Test by 1. However a natural double 1 or 6 will still cause Perils of the Warp.

### Critical Reserves

At the start of its Movement phase the Psyker may choose to generate an additional Warp Charge: Take a Toughness test. If the Psyker fails this test he takes a Wound with no saves of any kind allowed and does not gain the bonus Warp Charge.

# WALKERS AND ARTILLERY

Some Kill Teams have access to Vehicle (Walker) and Artillery unit types, these both have additional special rules found here.

## EXPERIENCE

Models with the Artillery or Vehicle (Walker) unit types gain EXP as normal, but only make an advance roll when they reach *even* number levels – so Level 2, 4, 6, etc. Artillery models roll for advancement and gain EXP in exactly the same way as Squads. The artillery weapon never gains special rules or increases its characteristics (only its crew may 'advance'). A Walker rolls on the following chart when it reaches an even Experience Level:

### WALKER ADVANCEMENT CHART

Walker models roll D6:

1. +1 Initiative.
2. +1 Strength.
3. Choose either +1 BS or +1 WS.
4. +1 Attack
- 5-6. Choose a new Walker skill (see below).

## WALKER SKILLS

Walkers may only ever take skills from below:

### Repair Damage

The Walker removes one Permanent Damage result (you choose) that it had previously rolled on the Walker Injury Chart. You may choose this Skill multiple times in contradiction to the normal Skill rules. You do not have to write this Skill on your roster either.

### It Will Not Die

The Walker gains the It Will Not Die special rule.

### Unyielding Will

The Walker gains the Adamantium Will special rule, and will also provide the rule to any friendly models within 6".

### Move Through Cover

The Walker is upgraded with advanced stabilisers or anti-gravity plates – it gains the Move Through Cover special rule.

### Enhanced Optics

The Walker gains the Night Vision rule and is immune to the Blind special rule.

### Tank Hunters

The walker gains the Tank Hunters special rule.



## INJURY AND REINFORCEMENTS

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

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

### WALKER INJURY CHART

Roll a D6. Explodes! results reduce by 1.

#### 0. Lost!

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

#### 1. Permanent Damage

Roll again:

- 1-2. The damage is too severe, the model counts as Lost!
3. May not Run.
4. Reduce BS by 1 (min. 1).
5. Reduce WS by 1 (min. 1).
6. Reduce I by 1 (min. 1)

#### 2. Temporary Instability

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

#### 3-6. Successful Repair

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



# REQUISITION

At the end of each battle, each player must roll on the requisition chart. This is done as soon as a game is over so that players can witness each other's rolls. Roll 2D6 and consult the chart below, the winning team may re-roll a single D6 if the player wishes:

## REQUISITION CHART

*Roll 2D6, the winning team may re-roll one D6.*

### 2-3. Nothing!

Your Team has fled as quickly as possible from the battlefield. You walk away from the battle with nothing.

### 4. Shrine

You have found a hidden shrine to the Emperor, and either pray or defile it (depending on your deistic persuasion). You may choose whether you go first or second in your next game. Also, add 10 Requisition Points.

### 5. Looted the Battlefield

You scour the field of battle for any trinkets you can either use or modify. Add 15 Requisition Points.

### 6-7. Requisition Increase

Your superiors have granted you extra supplies. Add 20 Requisition Points.

### 8. Reinforcements Arrive

Your requested reinforcements have finally arrived. Add 30 Requisition Points.

### 9. Captured Prisoner

Choose one of your opponents' models that rolled a Dead! result during the previous Injury step, you have captured him instead! You may offer the prisoner back to your opponent for any amount of RP. If your opponent agrees on the price he gives you the RP out of his bank and the prisoner returns to his force. If he disagrees the prisoner remains Dead! Also, add 30 Requisition Points.

### 10. Eureka Moment

Your Team Leader has learned a valuable tactic during this game, and gains an extra +1 EXP. Also, add 30 Requisition Points.

### 11-12. Unique Weapon

You have found a Unique Weapon in the ruins! You gain 20 Requisition Points, and roll for Unique Weapon using the rules on the next page.

Once you have rolled on the Requisition Chart you can now spend any Requisition Points (or RP) you have on your team. Any unused points are left in the RP 'pool' for future use. You can use RP to add new recruits, purchase new wargear, recruit Legendary Heroes, or purchase HQ upgrades.

## NEW RECRUITS

You can recruit new models to your team using Requisition Points in the same way as when you first built your team. You must still abide by any restrictions placed upon you when buying new models such as Model Availability and Wargear restrictions.

*A Space Marine player has 25 Requisition Points. If he wishes, he can spend these points on adding a Tactical Marine to his team (14 points) and equipping him with a Flamer (5 points), he would then have 6 Requisition Points left. The Space Marine player would still need to follow any restrictions for buying models, such as Model Availability (max 20 Core models) and max 1 weapon option for every 5 Tactical Marines. If you are adding the model to a Group, remember to add 1 RP to its cost for every Level the group has.*

## SELLING WARGEAR

A player may trade in optional wargear at the same time he buys new ones. After all, as team's become more powerful they often abandon their earlier armament in favour of something better. However, the second-hand value of wargear is not high due to the considerable wear and tear inflicted on it by your models. You can sell your wargear for half its original points cost (rounding down), this value is added to your Requisition Points. As soon as you sell a model's weapon he reverts back to his default equipment – i.e. what he originally exchanged the optional weapon for. You may not sell default equipment. Adjust the model's points value accordingly.

*A Space Marine player wants to sell a Plasma Gun from a Tactical Marine. If he does this, he gets 7 points added to his Requisition Points and the model with the Plasma Gun now reverts to his default weapon, a Boltgun. The Tactical Marine now reduces in his points value .*

## PURCHASING WARGEAR

Any model may purchase upgrades and equipment from its options – as long as you have the available Requisition Points, and follow any restrictions as normal.

*A Veteran Sergeant wants to swap his Power Axe for a Power Fist using Requisition Points. To do this, he first removes his Power Axe. This would automatically re-equip him with a Chainsword and reduce his points value by 15 (the player also gets 7 points added to his RP). He then spends 25 RP to exchange his Chainsword for a Power Fist. The sergeant's points value is then increased by 25 (to make an overall points increase of 10).*

# UNIQUE WEAPONS

When a result in the requisition chart indicates that you have found a Unique Weapon, you must use the method below to create this special piece of wargear. Unique Weapons may only be used by the model you select in the creation process – you may not sell it or trade it with another model! Note that Unique Weapons do not have to follow, and do not ‘use up’, any weapon restrictions.

## 1. DETERMINE BASE WEAPON

To begin creating your Unique Weapon you must first decide which model will find it. Simply choose one model from your current Team.

Now you need to determine the original item that the Unique Weapon is based upon. First, roll a D6 to determine the maximum points value:

- |      |                      |
|------|----------------------|
| 1-2. | Maximum of 10 points |
| 3-4. | Maximum of 20 points |
| 5-6. | Maximum of 30 points |

Once you know the maximum points of the Unique Weapon you must now decide on what weapon you would like your new item to be based upon. Choose a *single* weapon listed in the model's options, costing up to the maximum points value you have just rolled. Sometimes the model will have two weapons listed under one option such as a pair of Lightning Claws, in this situation you would only get a single weapon. You may also choose the default weapon for the model. Note that the model has to be able to equip the weapon – so a model in Terminator armour must choose a weapon from his Terminator available options.

*If you chose a Space Marine Veteran Sergeant, and rolled a maximum of 10 points – you can chose either a Chainsword, Bolt Pistol, Boltgun, Storm Bolter, or Combi-weapon. If he was wearing Terminator armour however, he gets to choose between all of his options except for the Thunder Hammer (as that costs 15 points).*

## 2. DETERMINE CHARACTERISTICS

Once the base weapon has been decided, you must roll for the item rarity:

- |      |                             |
|------|-----------------------------|
| 1-3. | Uncommon – 1 Characteristic |
| 4-5. | Rare – 2 Characteristics    |
| 6.   | Relic – 3 Characteristics   |

The rarity of your Unique Weapon determines how many characteristics your weapon has. Roll on the chart opposite to find out what special rules the weapon has: roll once for Uncommon weapons, twice for Rare weapons, and three times for Relics. For each characteristic add an additional 5 points to the value of the weapon, if you roll a special rule twice or the weapon already has the rule, roll again on the chart.

## CHARACTERISTIC CHART

Roll 2D6, re-roll duplicate special rules:

### 2. Unstable

A Ranged weapon gains the Gets Hot rule, a Melee weapon gains the following rule: Roll a D6 before attacking, on a 1 the model suffers a Wound but still gets to attack if it survived.

### 3. Stunning

A Ranged weapon gains the Pinning special rule, whilst a Melee weapon gains the Concussive special rule.

### 4. Rending

The weapon gains the Rending special rule (re-roll this if already AP1 or AP2).

### 5. Blinding

The weapon gains the Blind special rule.

### 6. Shredding

The weapon gains the Shred special rule.

### 7. Master-crafted

The weapon gains the Master-crafted rule.

### 8. Poisoned

The weapon gains the Poison (4+) special rule. If it already has Poison, increase the ‘value’ of the weapon (e.g. 4+ becomes 3+).

### 9. Biting

Lower the AP of the weapon by 1. E.g. AP3 becomes AP2 (re-roll if already AP1).

### 10. Mighty Blow

The weapon gains the Strikedown special rule.

### 11-12. Powerful

Adds +1 to the Strength of the weapon.

Finally, you must combine all these elements and make up a name for your Unique Weapon! Examples could include *Hammer of Baal*, *Big Toof*, *The Greater Good*, *Venom Kiss*, etc.

## DEAD MODELS WITH UNIQUE WEAPONS

Unique Weapons are revered relics that teams will stop at nothing to recover if its owner is felled in battle. If a model with a Unique Weapon rolls the Dead! result on the Injury table, the artefact has a chance to be lost. If the team with the Unique Weapon has won this game, they may recover the weapon without risk - the Unique Weapon may then be given to any model in their team that has the ability to use it (i.e. has the base item in their entry or options). If there are no models eligible the weapon is lost. If the team has lost their game however, roll a D6 - on a 4-6 you have recovered the weapon (as above), on a 1-3 the weapon is lost forever!

# LEGENDARY HEROES

This section introduces Legendary Heroes to Kill Team campaign games. Heroes only provide their services to teams that have the required need and resources. Legendary Heroes do not have to be heroic soldiers; they can also be mighty war machines or renown squads.

## LOOKING FOR LEGENDARY HEROES

After a battle, once all Requisition has been rolled for, you can send your Team Leader to request the aid of one of these Legendary Heroes. If you want to look for a Hero, roll a D6. If you roll equal or over your Team Leader's Experience Level he has located a Legendary Hero (leaders of level 6 and over automatically find them). If you have lost the previous battle, you may re-roll the die. Heroes will go where they are most needed after all!

## RECRUITING LEGENDARY HEROES

A player can only recruit Legendary Heroes if they successfully find one (see above), and will not count towards the forces maximum number of models. However, Legendary Heroes will count as part of the Kill Team for purposes of Run Away! tests whilst in battle.

A Kill Team may only ever have a single Legendary Hero in their Team at any one time, but may also dismiss one at any point. Each Legendary Hero is unique, as such only one Kill Team may hire a specific Legendary Hero at any one time – first come first served! If more than one player wants to hire the same Legendary Hero at the same time (i.e. after the same battle), the player with the least Team Points will get it. If there is a tie, randomise who receives the Hero.

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

## REQUISITION AND UPKEEP FEES

When a Team recruits a Legendary Hero, you must pay its Requisition Fee. Subsequently, after each battle he fights, excluding the first, you must pay its Upkeep Fee if you want him to remain with the Team. The Upkeep Fee represents the supplies needed to keep the services of the Hero. If the Legendary Hero is killed, or you no longer require his services, you don't have to pay any upkeep!

These costs are indicated in the entries for each Legendary Hero. The points paid to Legendary Heroes come from the Team's Requisition Points in the same way as buying new weapons or recruiting new models. If you don't have enough points to

pay the Upkeep Fee for the Legendary Hero, or want to spend it on other things, he leaves the Team.

## INJURIES, EXPERIENCE, & EQUIPMENT

Legendary Heroes have their own equipment. Only they may use this equipment; it cannot be sold or traded in any way. Furthermore, you cannot buy extra equipment for a Legendary Hero and cannot choose one to find a Unique Weapon.

Legendary Heroes do not earn Experience Points, although they suffer Injuries in exactly the same manner as Core models.

You always add a Legendary Hero's Requisition Fee to your Team Points value. If the Hero dies or you dismiss it, your Team Points will be reduced by the Requisition Fee.

## LEGENDARY SQUADS

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

### WHERE DO I FIND HEROES?

You can find Legendary Heroes to use in your campaign at:  
[heralds-of-ruin.blogspot.co.uk](http://heralds-of-ruin.blogspot.co.uk).



## KILL TEAM HQs

Kill Team HQs are an *optional* rule that your group may use during your campaign. Most kill teams operate on the front (or even behind) lines, away from the massive resources of the main army's home base. These HQ rules represent your teams HQ, their centre of operations from where the conduct their missions from. During a campaign you can spend Requisition Points to upgrade your HQ, commission resources from your faction, and gain bonuses that affect your team as a whole.

Although armies such as the Tyranids do not technically have an 'HQ' and do not use things like satellites and labs, the names below are simply guidelines and you can call the benefit it provides anything you want. Perhaps the Recon Satellite could become 'Recon Pylon' if you are playing a

Necron team, or 'Webway Looking Glass' if you're playing as Eldar.

Each player may only choose an HQ upgrade once, you may not buy multiples of the same one. When you purchase an HQ upgrade always add its RP cost to your team points total. If a player disbands his team he loses all HQ upgrades as well.

Many HQ upgraded also have a list of required upgrades – this is a list of what upgrades you must have already bought before you are allowed to buy that upgrade. An example of this would be the Uplink Targeting upgrade. Before you are allowed to buy this upgrade, you must have first bought both the Recon Satellite and Target Designator upgrades.

UPGRADE	RP	REQUIRED	BENEFIT
Artefact Scanner	30	-	When rolling on the Requisition Chart you find a Unique Weapon on a roll of 10-12. This replaces the usual result for rolling a 10.
Comms Relay	20	-	You gain a Comms Relay (see rulebook) to place in your deployment zone during your deployment.
Defensive Turret	20	-	During your deployment you may place a Gun Emplacement within your deployment zone. This emplacement has a twin-linked heavy bolter and may fire on its own at BS2. It is always in control of the owning player and may not be used by the enemy.
Forward Base	30	-	In games using the standard deployment rules, your deployment zone is increased from 18" to 24".
Medical Facilities	20	Forward Base	You can re-roll a result on the Injury Chart for a single model in your team after a battle (this stacks with the 'Medic' skill).
Officer Training	10	Forward Base, Training Facilities	If your Team Leader dies during the campaign and you have this HQ upgrade, your newly promoted Special model may be exchanged for a 'proper' Team Leader model for free. The new Team Leader does not come with any options but has the same EXP, upgrades and skills as the model it was exchanged for had.
Psi Shield Upgrade	5	Shield Projector	Any model within 3" of a Shield Counter (see Shield Projector) passes Deny the Witch tests on a 3+.
Recon Satellite	20	-	When rolling to Seize the Initiative, add 1 to the roll.
Scout Training	10	Forward Base, Training Facilities	In games using the standard deployment rules, you may choose up to 5 models in your team to be placed using the Infiltrate rule.
Shield Projector	15	-	During your deployment you may place a 25mm Shield Counter anywhere in your deployment zone. Models within 3" of this counter count as having a 5+ invulnerable save.
Tanglewire	10	-	You gain three 6" lengths of Tanglewire (see rulebook) to place during your deployment – this may be done anywhere on the table except in the enemy deployment zone.
Target Designator	15	-	Once per game you may place a Target Counter next to a single enemy model. You may 'spend' this counter in order to allow a single friendly model to shoot this model as if it has a BS of 5.
Training Facilities	15	Forward Base	Increase your task forces Special model availability by 1.
Uplink Targeting	20	Recon Satellite, Target Designator	If your Team Leader successfully hits an enemy model with a weapon during the Shooting Phase, all other friendly models may re-roll failed To Hit rolls when targeting that same model during the same phase.
Vehicle Hanger	20	Forward Base	You may take a single Transport Vehicle in your force.