

WARHAMMER
40,000

KILL TEAM™

ISSTVAN III



A CAMPAIGN PACK FOR
THE HORUS HERESY



THIS IS NOT AN OFFICIAL GAMES WORKSHOP PRODUCT

YOU NEED A COPY OF THE KILL TEAM MANUALS AND THE KILL TEAM AGE OF DARKNESS TO USE THIS SUPPLEMENT

Dedication

This book is dedicated to the Admins, mods and members of the Kill Team Castellano and Horus Heresy Painting and Modelling FB groups, including Pablo, Ivan, Jon, and Bryan. You got me back into the game after I pretty much abandoned it at versions 0.2. Your enthusiasm is unflinching and your encouragement relentless. A special mention too should be made of the amazing 30K community on Instagram, especially Lahmian_Maximus and TheRealAlmarius, hard for heresy indeed. Thank you, DB.

Sources

This is not an original work. Almost all of the words and imagery used were taken from the following sources:

- Forge World (www.forgeworld.co.uk): Horus Heresy Black Books 1-8 and the Visions of Heresy were the primary sources for background text, images, and troop information.
- Black Library (www.blacklibrary.com): Horus Heresy Novels provided the context for the background and use of novel cover images, Viva Neil!
- Games Workshop (www.games-workshop.com): Kill Team for the layout, typographic elements
 - o References: I make frequent references to existing rules found in the Kill Team rule books. These are noted as the page number preceded by the book they are in. These are;

KT-CM	Kill Team Core manual
KT-ELT	Kill Team Elite
KT-CMD	Kill Team Commander
KT-A19	Kill Team Annual 2019
KT-ARN	Kill Team Arena
KT-AOD	Kill Team Age Of Darkness

- Lexicanum Wiki (wh40k.lexicanum.com): An excellent resource for the minutia of the setting
- Warhammer 40K Wiki (warhammer40k.wikia.com): An outstanding Horus Hersey background resource, this PDF has pieces copied wholesale from it.

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ISSTVAN III



ACT II SCENE 6

A single spotlight illuminates five astartes officers standing at the centre of an empty stage. They are clad in gold armour each with a coloured robe: **VRIELOK** white, **SEPHERES** bone, **TARVITZ** purple, **VARREN** blue, **GARRO** green.

VRIELOK: (resigned) You realise that you are preaching mutiny?

SEPHERES: Betray Horus or betray the Emperor. What choice is there?

The Astartes look at each other in silence for a few seconds. **TARVITZ** takes a step forward.

TARVITZ: Fact! (holds up his thumb) In the five Chapters under his command, Horus has installed this system of feral-world warrior lodges that he picked up on Davin. The standard Imperial organisations and command structures laid down in the Codex have been completely disregarded.

Fact! (index finger) The bulk of the Marines in our five Chapters have repudiated their Marine's oath and sworn loyalty to the feral world deities. Further, they have sworn loyalty to Horus personally. Heresy and blasphemy.

Fact! (middle finger) The Istvann campaign has been conducted without even the pretence of orders from Terra. While I do not presume to speak for the Emperor, I cannot believe that the use of virus bombs on Isstvan III was justifiable. A single company from a single Chapter dropped on the rebel headquarters would have answered the case.

(makes a fist) I say the Emperor must know what is happening here. Who is with me? Varren? What say the World Eaters?

VARREN: There are fifteen men I can trust. They are yours.

TARVITZ: Garro, what of the Death Guard?

GARRO: A dozen. I wish it were more.

VRIELOK: Ten from the Luna Wolves brother, all of Murder

SEPHERES: Twenty from the Thousand Sons.

TARVITZ: (earnestly) Be sure they are all trustworthy. If you have the slightest doubt, do not commit them. Of my own Emperor's Children, there are ten I am sure of, including myself and the Swordsman.

The warriors look upon each other reflecting on the paucity of the number. **VARREN** suddenly chuckles

VARREN: Seventy Marines, the sum of our five Chapter numbers- a good omen, perhaps?

VRIELOK and **GARRO** smile, the tension of the group broken

TARVITZ: Seventy Marines then, enough for any task I think. So, to work. Varren, your men will seize control of the frigate Eisenstein in three hours from now. It is on the edge of the fleet, and should be clear for the jump to Warp Space.

VARREN: (smiling innocently) The Eisenstein has been having manoeuvre-drive trouble. She's been falling behind the fleet all day.

TARVITZ: (claps hands together and smiles) Good. The rest of us will arrange for our ships to lag behind with her in case of further ... trouble with the drives. Three hours from now, we will all assemble full crew for an emergency briefing. Meanwhile, our trusted men take control of the systems on all five ships. Clear all remaining ships from around the Eisenstein and keep her covered until she makes the jump to warp space. Then, cause as much damage as you can to the rest of the fleet. History will vindicate us.

TARVITZ: (addresses **VARREN**) Your World Eaters are our only hope, do not fail.

VARREN: We cannot fail, there is too much at stake (makes the Aquila) Your deaths will be avenged brothers.

All make the Aquila. The lights suddenly cut and the sound of engines and cannon flood the auditorium.

End scene.

Excerpt from the proscribed play "The Heroes of Istvann" by the heretical playwright Oleber of Terra. Adapted from the Encyclopaedia Apocrypha, Entry 003519b - Transcribed by Scribe 1-869893-727 Jonnson, J 089.M31

HORUS CONSPIRES

Corrupted by his saviours on the planet Davin the Warmaster persuaded his three closest brothers to fight alongside him in the coming struggle against the Emperor who, he claimed, had turned his back on them. What hand the Dark Gods of Chaos had in their corruption is unknown, but they had each chosen their own paths, paths that led inexorably towards a doom they could not possibly have foreseen.

Angron, Mortarion and Fulgrim returned to their Legions and began to spread their heresy. Slowly, they secretly sowed corruption through the ranks using the warrior lodges recently adopted from the Sons of Horus. Most of their Space Marines were easy enough to turn - their loyalty lay with their Primarch, their father and mentor. They would fight and die for him.

However, some amongst their Legions would not be so easily swayed. These were the warriors for whom the Emperor was like a god, many of them men of Terra, the original recruits into the ranks of the Legions. Their loyalty to the Emperor pre-dated that to their Primarch. Careful not to reveal their hand, the Primarchs noted which of their men they could not trust.

Horus arranged to meet with the Primarchs Angron of the World Eaters, Mortarion of the Death Guard and Fulgrim of the Emperor's Children at the Isstvan System. The third world of the system was in revolt and the Warmaster had declared his intention to quell the rebellion and bring the instigators to justice.

A massive war fleet gathered above the planet of Isstvan III conspirators his shocking plan to rid their Legions of these dissident factions as elements of four Space Marine Legions began to arrive. Fulgrim was delayed but some of his Emperor's Children did make the rendezvous. Horus's task force therefore consisted of the majority of his own Legion, the Sons of Horus, plus significant portions of the Death Guard, World Eaters and Emperor's Children Legions. With three Primarchs in attendance this constituted one of the largest concentrations of military during the Great Crusade.

They met on Horus's flagship, the battlebarge Vengeful Spirit, to discuss the coming storm. Angron and Mortarion reported on the status of their respective Legions. They assured Horus that the Majority of their Space Marines had been inducted into the warrior lodges and could now be trusted to follow him when he declared himself to be the rightful Emperor.

However, both of the Primarchs had identified elements of their Legions whose loyalty to the Emperor was unshakeable. These loyal Space Marines would pose a great threat to Horus's conspiracy if they were not dealt with. Lord Commander Eidolon, speaking in Fulgrim's absence, confirmed that the same was true of sections of the Emperor's Children. Horus revealed to his co-conspirators his shocking plan to rid their Legions of these dissident factions.



THE DEATH OF ISSTVAN III

The planet of Isstvan III was in revolt and had declared its independence from the Imperium. The Imperial commander, Vardus Praal, was suspected of secretly being a mutant, possibly a dangerous psyker. Horus orders to quell the rebellion and bring Praal to Earth for judgement. This provided Horus with the perfect opportunity to rid himself of those Space Marines whose loyalties he was not sure of. Horus, Angron, Mortarion and Eidolon met in council and decided which of their formations they could trust and which they could not. Orders were passed to the officers of the World Eaters, Death Guard and Emperor's Children Legions and the assault of Isstvan III began. Those sections of the Legions whose loyalty to Horus could not be guaranteed by their leaders were commanded to prepare for an assault on the planet beneath.

The first wave of attacks on the rebel planet by the Space Marines of the three Legions was devastating. Within hours the rebels were in utter disarray. Tens of thousands of the planetary defence forces had been crushed in a series of hammer-blow assaults. The Space Marines were jubilant; the Emperor's law would be quickly reinstated and the miscreant rebels brought to justice.

Just as victory seemed assured, disaster struck the Space Marine forces on the surface. All communications with the orbiting fleet ceased and the encircling battleships began to bombard the planet. Deadly virus bombs rained down- they were devised to cleanse planets of all life, and so it was on Isstvan III. The six billion inhabitants of the planet had no chance of survival.

Isstvan III had become a dead planet.



Horus the Warmaster had at last declared his hand and openly defied the Emperor. Ordered to quell a rebellion on Isstvan III and reinstate law and order, he had instead ordered an orbital bombardment that had utterly annihilated the population. He had also planned that the virus bombs would destroy the host of Space Marines he could not trust to fight for him in the coming struggle with the Emperor.

However, the Warmaster's plans were upset. Some loyalist Space Marines remained on board the orbiting ships. Among them was Captain Garro of the Death Guard, a Terran, one of the original recruits to the XIV Legion. As soon as the bombardment began, Garro instinctively withdrew from the conflict. Captain Tarvitz of the Emperor's Children had a similar reaction. The loyalists were immediately attacked and slaughtered by their traitorous brethren. A few escaped aboard the commandeered frigate Eisenstein, led by Garro, whilst Tarvitz seized a Thunderhawk and made for the planet below.

On the planet's surface had been over one hundred companies of Space Marines drawn from the four legions. Of these, fully two-thirds miraculously survived the bombardment, thanks to the warning they had received.



BETRAYAL

It was immediately apparent to the orbiting Horus and his co-conspirators that the virus bombs had failed to destroy the loyalist Space Marines on Isstvan III. As the firestorm abated, communications channels crackled into life. Frantic signals blared out from vox-units and comm-relays. Never in the history of the Legions had there been such a terrible act of betrayal. The Space Marines on Isstvan III were incensed beyond reason. That they had been betrayed by their own Primarchs simply added to their fury. They demanded blood!

Whilst Horus was trying to work out what to do next, Angron, headstrong as ever, took it upon himself to launch a new attack on the planet. The World Eaters Primarch made planetfall at the head of fifty companies of Space Marines. Horus was furious but had little option but to back up Angron's rash move. The Sons of Horus, and remaining Emperor's Children and Death Guard units, were ordered to their gunships and drop pods.

The conflict on Isstvan III was the first battle in the history of the Imperium when Space Marines of the same Legion fought on opposite sides. Former comrades and brothers-in-arms became bitter foes. Betrayal and treachery abounded. On the devastated planet, it was kill or be killed. No quarter was asked and none offered.

On one side stood Horus the Warmaster, self declared True Master of Humanity. With him were the corrupted Primarchs: Angron of the World Eaters and Mortarion of the Death Guard. The best part of their three Legions and a host from the Emperor's Children Legion were at their command. Against them stood the remnants of the Isstvan III first wave, Space Marines still loyal to the Emperor who had been most sorely betrayed. Chief among the loyalists was Captain Tarvitz of the Emperor's Children. He was determined to take his vengeance on the traitors.



WAR ON ISSTVAN III

On the devastated surface of Isstvan III warriors of the Death Guard, World Eaters and Emperor's Children Legions, Space Marines still loyal to the Emperor, found themselves betrayed by the basest act of treachery. After quelling a revolt on the planet's surface, they had been first subjected to a nightmare orbital barrage and had then been attacked by Space Marines of their own Legions, traitors declaring for Horus and claiming him as the True Emperor!

As the battle between the Space Marines raged across the ruined landscape of Isstvan III, more evidence of Horus's perfidy was revealed as the loyalists encountered strange newcomers. Amongst these were blackrobed cyborgs using macabre weapons and sporting fell runes on their clothing. It was clear to some that Horus had won to his side servants of the Mechanicum of Mars. The implications of this were clear to the loyal Space Marines. If Horus had control of the Mechanicum, then he would be able to call upon the services of the mighty Collegia Titanica and their gargantuan Titan war machines. Furthermore, if Mars were allied with the Warmaster, it would provide him with the perfect launching point for an attack on Terra and the Imperial Palace itself.

As the war continued, the Warmaster also committed some of his Imperial Army regiments to the fray, These units were indentured warriors recruited through the Imperial Tithe and had sworn allegiance to their Space Marine overlords. Unaware of the broader implications of Horus's treachery, the Imperial Army simply followed orders and did as commanded by their superiors. Amongst Horus's troops were also bands of ferocious cultists from the planet Davin. These barbarians openly chanted the names of their dark gods and displayed the foul runes of Chaos, At the fore were sinister sorcerers- the dark priests of Davin.

ON THE SURFACE

Captain Saul Tarvitz, last loyal officer of the Emperor's Children Legion , surveyed the grim tableau before him. He stood amidst had died with those who had built and lived within its fabulous palaces and marbled halls. Now it was little more than a heap of rubble.

Here and there, skeletal remnants of the city's largest buildings stood proud of the surrounding devastation. Tarvitz had climbed one such outcrop to attempt an overview of the area and assess the tactical situation. From his vantage point, Tarvitz could see only death and destruction. There was barely anything left of the city that could be called architecture - as far as he could see, there was only ruin. Death littered the rubble; every kind of corpse it was possible to imagine lay there on the cracked and broken stones. Old, rotted

corpses that had not even had the courtesy of a burial ritual lay next to the fresh corpses of recently felled Space Marines and traitor soldiers. It was a grim sight.

Tarvitz drew breath as he stared out across the ruin, his brow knotted in concentration as he trained to see or hear any enemy activity. There was none. He was suspicious nonetheless. For the last few months he had never known an enemy to relent in their attacks. The fighting had been constant, the death continual. He led a small band of no more than a hundred Space Marines – the last loyal survivors of the Death Guard, World Eaters and Emperor's Children Legions , warriors whose loyalty to the Emperor had made them deadly adversaries to the traitors of Horus. Space Marines who had been most foully betrayed by their former comrades.



They had been sent to the surface of Isstvan III to quell a revolt amongst the populace. It had been an attack in force - thousands of Space Marines landing in drop pods and gunships- and it had overwhelmed the rebels with minimal effort. An easy enough task for warriors as skilful and powerful as the Space Marines. For a brief moment, the victors celebrated their triumph. Then came the act that defined all that followed. Instead of laurels for their victory , the orbiting fleet sent death down onto the loyal Space Marines. Thousands upon thousands of virus bombs were launched at the planet. The planet's population of six billion people were virtually annihilated in that one action. Only a last second warning and their superhuman resilience had saved the Space Marines on the surface from sharing their fate.

For long months, the war on Isstvan III had raged between the betrayed loyalist Space Marines and Horus's traitors. At the beginning , the two sides were evenly matched , but as time passed the traitors' strength had grown and that of the loyalists had waned. Horus had sent new troops to the planet: more Space Marines , tithed Imperial Army regiments and war machines of the Mechanicum, including mighty Titans. Increasingly , the loyalists found themselves outnumbered and outgunned and had been forced to retreat into smaller, isolated groups.



Reduced to hit-and-run counterattacks and small-scale skirmishes, the lack of loyalist warriors had prevented any major efforts to strike back at the traitors who were content to isolate the loyalists and overwhelm their pockets of resistance one by one. As time wore on, the loyalists were reduced to a fraction of their original fighting strength.

The loyalists had decided to make their last stand in the heart of the ruined city. Here the traitor hordes would not be able to make their advantage in numbers tell. The loyalists had dug in and they commanded strong defensive positions around what had been the city's central administrative sector. Even so, the fighting over the last weeks had been fierce and the loyalist force had suffered many casualties. Now Tarvitz -the most senior of the surviving loyalists -had but a hundred Space Marines at his command, barely a company. It seemed as if these men would soon be overwhelmed and annihilated. Then things had changed. At first it was the withdrawal of the traitor Space Marine troops.

Without warning they had quit the battle, leaving behind the indentured troops of the Imperial Army and the Titans of the Mechanicum to continue the fighting. The defenders were puzzled by this move because the opposing Space Marines had been the most serious threat to them, despite the power of the Titans and the huge numbers of traitor Imperial soldiers.

The defending loyalists then fought with renewed vigour, perhaps sensing an opportunity to break out of their self-imposed blockade. But their numbers

were too small and their ranks too thinly spread for this to tell. The mood of the loyalists had darkened as they began to realise that not only were they most likely to die, but they would also be denied the chance to wreak vengeance on those who had so vilely betrayed them - their former brothers-in-arms, brothers-in-spirit, brothers-in-blood , the traitor Space Marines who followed Horus.

And then the attacking traitor army had suddenly retreated. One moment it was pressing forward, almost suicidal in its assaults against the dug-in loyalists, and then it was gone. From his lofty viewpoint, Tarvitz had watched the enemy streaming away in all directions. The retreat was orderly, but hasty, and before long the traitors had disappeared from view.

An eerie calm settled over Isstvan III and this worried Tarvitz even more than the relentless attacks by the traitors had done. He was deeply suspicious of the traitors' retreat. Horus must have some new evil to unleash upon us, he thought. His mind ran through a host of imagined scenarios, desperately trying to work out which it was that he and his men should prepare for. He cast his thoughts back to the beginning and suddenly realised what was about to befall them. As he began to warn his troops, the first missiles of the orbital bombardment tore down through the clouds above to strike the ruined city. Within seconds, the entire region had become a churning, roiling miasma of explosions, heat and fire.

It would be a miracle if any of the loyalists could survive this onslaught.



JB

Horus Lupercal, Breaker of Tyrants, Favoured Son, The Eye of Terra, Traitor

UNALIGNED FORCES

It is sometimes all too easy to believe that there were only two sides in the Horus Heresy, that of the steadfast loyalists and the perfidious traitors. Further to this is the notion that the cataclysmic battles fought between them occurred in isolated environs, devoid of populations. Neither of these were the case.

IN THE CROSSFIRE

Civilians or soldiers, human or xenos, living or mechanical, unaligned models in kill team Age of Darkness frequently represent a third party faction that is either indifferent or in opposition to the goals of the players. They can be the valiant defenders of the local populace together with their sites of wealth or worship. They may instead be opportunistic raiders looking to stake claim to all they can under the cover of war. More frequently however they are determined attackers trying to eradicate all opposition their cause. While their narrative motivations are limitless the defining feature of unaligned models is that they are not part of any players kill team, thus they are not controlled by any player. These models are instead controlled by a conditional set of instructions; their behavioural matrix

BEHAVIOURAL MATRIX

Every unaligned model has a behavioural matrix that governs how it will act in a given situation, based on the position it finds itself in on the battlefield. While some missions may allow unaligned models to change their active matrix it may never have more than one matrix active at a time. When using such models in a game the following general rules apply;

- The player that does not have the Initiative moves any unaligned model on the board each turn. In games where there are more than 2 players activating unaligned models rotates between those players that do not have the initiative.
- Unless otherwise stated unaligned models are activated after the player with the initiative has activated their models.
- Unless otherwise stated all Unaligned models follow the standard and advanced rules, in the correct sequence, as outlined in the Core Manual. This includes all restrictions and constraints due to movement, terrain, weapon types etc...
- Where possible all movement is made in a straight line. Where this is impossible the model uses the nearest available route. Additionally after an unaligned model has been moved it must be moved up to 1" if doing so would mean it is obscured by terrain.
- Unaligned models do not use tactics or command points. An ability that requires them cannot be used and should be ignored
- If more than 50% of the unaligned models are taken out of action then all unaligned models are classed being from a broken kill team.

On the next page you will find the 4 core behavioural matrices in Age of Darkness; Warrior (divided into Support and Fight), Guard, Assassinate, and Seize. While they may look complex at first glance each matrix is a variation on what can be done in the Movement, Psychic, Shooting and Fight phases i.e.

- Movement Phase: perform suppression, remain stationary, move, advance or charge
- Psychic Phase: manifest and/or deny a psychic power
- Shooting Phase: shoot the nearest enemy odel
- Fight Phase: fight model(s) within 1"

Simply follow the numbered actions below in order and apply those that apply to the model in the context of a) the general rules and b) the models around it. The matrices make frequent reference to "kill team model(s)". These are defined as models belonging to any player that are visible to the unaligned model currently being activated.



WARRIOR [SUPPORT OR FIGHT]

A model with either a Warrior [Support] or Warrior [Fight] matrix will ceaselessly attack all kill team models, moving into range of their weaponry and attacking until the target is removed.

- 1) If this model is already within 1" of a kill team model it attacks that model in the fight phase
- 2) Support only: If 2 or more kill team models are within 6" of another unaligned model then this model makes a suppression attack on one of those kill team models. Ignore this step if all of the kill team models in question have already been targeted for suppression this round.
- 3) If not within 9" of a kill team model this model makes a standard move towards the nearest kill team model unless there are no kill team models within 12" in which case this model advances to the nearest kill team model.
- 4) Fight only: If a kill team model is wholly within 9" of this model then it declares a charge, if not then this model moves toward the nearest kill team model.
- 5) If this model is a PSYKER then it attempts to manifest 1 random psychic power targeting the nearest model as detailed in the powers description. It may also attempt to deny 1 power per turn.
- 6) If a kill team model is the within range of this models ranged weapons attack in the shooting phase

GUARD

A model with a Guard matrix defends a specific objective, be it a terrain piece or another model, and must be placed within 3" of that objective during deployment.

- 1) If this model is already within 1" of a kill team model it attacks in the fight phase
- 2) If a kill team model is wholly within 6" of this models objective then it makes a charge towards that model, if not then this model moves to be within 3" of its objective if it is not already.
- 3) If this model is within 3" of its objective and a kill team model is within 12" of that objective then it targets that model for suppression.
- 4) If this model is a PSYKER then it attempts to manifest 1 random psychic power targeting the nearest model as detailed in the powers description. It may also attempt to deny 1 power per turn.
- 5) If a kill team model is within range of this models weapons then it attacks in the shooting phase

ASSASSINATE

A model with an Assassinate matrix will target an opposing model to the exclusion of all else and relentlessly attack it until it is taken out of action.

- 1) If this model is already within 1" of a kill team model it attacks that model in the fight phase
- 2) If not within 3" of the target this model makes a standard move it towards that objective unless There are no other kill team model within 3" of the target in which case this model advances towards the target
- 3) If this models target is within 9" it attempts to charge.
- 4) If this model is a PSYKER then it attempts to manifest 1 random psychic power targeting the nearest model as detailed in the powers description. It may also attempt to deny 1 power per turn.
- 5) If the target is the within range of this models ranged weapons attack in the shooting phase.
- 6) If this models target has been taken out of action it will adopt the Warrior [Support] matrix unless the mission states otherwise.

SEIZE

A model with a Seize matrix will assault a given objective, taking out any local opposition, and will then defend it from counter assaults while slowing down the enemy with suppressive fire.

- 1) If this model is already within 1" of a kill team model it attacks that model in the fight phase
- 2) If this model is within 3" of its objective and a kill team model is within 9" of that objective then it targets that model for suppression, if armed appropriately.
- 3) If not within 3" of its objective this model makes a standard move it towards that objective unless;
 - a) There are no kill team model within 6" of that objective in which case this model advances
 - b) There is a kill team model within 3" of that objective in which case this models charges those model if possible. If it cannot charge those model(s) then it moves normally.
- 4) If this model is a PSYKER then it attempts to manifest 1 random psychic power targeting the nearest model as detailed in the powers description. It may also attempt to deny 1 power per turn.
- 5) If not within 3" of its objective and a kill team model is within range of its ranged weapons then this model attacks them in the shooting phase.

UNALIGNED SPECIALISTS

Combat

Add 1 to the attacks characteristic of this model. Additionally add a further attack to this model for each enemy model within 1" of it at the start of the Fight phase, until the end of the phase.

Comms

During the Shooting phase - unless this model is shaken - unaligned models within 4" of this model add 1 to their hit rolls when targeting the kill team model nearest to this model.

Demolition

Add 3" to the range of any Grenade weapons this model uses. Additionally add 1 to all injury rolls from this model.

Heavy

During the Shooting phase - unless this model is shaken - add 1 to the number of shots fired by its ranged weapons.

Medic

Remove 1 flesh wound from the nearest unaligned model within 3" of this model. Additionally - as long as this model is not shaken - when an Injury roll is made for an unaligned model within 3" of this model roll an additional dice and use the lowest result.

Scout

During deployment phase this model anywhere outside of player's deployment zones more than 6" from kill team models. Additionally this model automatically passes dangerous terrain tests.

Sniper

During the Shooting phase - unless this model is shaken - hit rolls of 6 cause a mortal wound in addition to the weapons normal damage

Veteran

This model re-rolls hit and wound of 1 during both the Shooting and Fight phase. Additionally it ignores negative modifiers to any nerve test it is required to take.

Zealot

In a turn when this model charges add 1 to this model's Attacks and Strength characteristics and re-roll hit rolls of 1

Herald

Unless this model is shaken all unaligned models within 6" of this model add 1 to the Leadership characteristic and unaligned models within 3" automatically pass Suppression tests.

Moritat

This model adds 1 to the number of shots fired Pistols and may use their pistols in the Fight Phase as if they were Melee weapons.

Siege Breaker

Targets hit by this model must re-roll successful save rolls of 6+. Additionally add 3" to the range of any Grenade weapons this model uses

Vigilator

When this model fires a bolt weapon it uses one kind of ammunition from the special issue ammunition table found on KT-CM pg89

Battlesmith

This model is allowed 2 additional Automata models. When an Injury roll is made for an Automata within 6" of this model - as long as this model is not shaken - roll an additional dice and use the lowest result.

UNALIGNED LEADERS

Leaders gain the following ability based on the type of matrix they have.

Warrior - Support: In the Shooting phase a single unaligned model within 3" of this model can - as long as this model is not shaken - re-roll failed hit rolls for that model until the end of the phase.

Warrior - Fight: In the Fight phase a single unaligned model within 3" of this model can - as long as this model is not shaken - re-roll failed hit rolls for that model until the end of the phase.

Guard: Unaligned models within 3" of this model - as long as it is not shaken - automatically pass Nerve tests.

Assassinate: Kill team models must add 1 to Nerve tests while within 6" of this model, as long as it is not shaken.

Seize: Unaligned models within 3" of this model - as long as it is not shaken - may re-roll charge and Advance rolls.

SOLO KILL TEAM GAMES

While Kill Team is made to be played against living breathing players such players are not always available. Behavioural Matrices allows players to take a step towards the dream of a lot of gamers, the solo game.

SETTING UP SOLO GAMES

To set up a solo game of kill team Simply follow the set-up and deployment notes for the mission you have chosen to play. Create a opposing kill team from a faction you wish to face following their faction rules. Apply the suggested behavioural matrix, including the specialists' abilities, for each model. Deploy the models as per the mission ensuring where possible that all opposing models are obscured. The opposing force always has the initiative in the first battle round.

SUGGESTED MATRICES FOR AoD

Below are listed the most common behavioural matrices for the factions and troops found in the Age of Darkness core book. Players should keep in mind that these are suggestions only and not carved in stone.

Players are encouraged to change the assigned matrix based on the mission being played and/or the formation used when creating the kill team. Varying a model's matrix will allow you to play against different behavioural types and will, slowly, allow you to come up with strategies to defend and combat real world players.

Legiones Astartes:

As is expected an astartes force revolves around the types of troop required to complete the mission. Where more than one matrix is available select the one that is either appropriate to the mission at hand or one that you will find the most challenging

- Recon Marine: [Support]
- Recon Gunner: [Support] or [Assassinate]
- Tactical Marine: [Support]
- Assault Marine: [Fight]
- Assault Champion [Fight], [Guard] or [Assassinate]
- Breachers: [Seize] or [Guard]
- Grey Hunters and Fenrisian Wolf [Fight]

Blackshield

Blackshield provide a good all rounder enemy in solo games. Their warband style formation allow for forces heavily skewed either towards firepower or blood drenched melee.

- Marauder & Marauder Gunner [Support]
- Marauder Fighter [Fight] or [Assassinate]
- Marauder Chieftain [Support] or [Fight] whichever is predominant in the kill team

Mechanicum Taghmata

Given their weapon options, and lore, the Mechanicum specialise in long range firepower augmented with some close range troops and cyber-assassins

- Tech-Priest Auxillia [Support]
- Servo Automata
 - Close combat Weapon Warrior [Fight]
 - Ranged Weapons [Support]
- Adsecularis Tech-Thralls [support]
- Thallax [Support]
- Secutarii Peltasts [Support]
- Secutarii Hoplite [Fight]
- Scyllax Guardian-Automata [Guard]

Solar Auxillia

A dedicated firepower based force the auxiliary rely on the Veletarii for tactical flexibility.

- Auxilliary [Support]
- Veletarii
 - Power Axes [Fight]
 - Volkite or Rotor cannon [Support]
- Auxiliary Support [Support]

Militia and Cults

The number of options offered by the Provenances make detailed breakdowns impractical so each models behavioural matrices are based on the primary weapon they carry.

- Model with a Rapid Fire, Assault or Heavy weapon [Support]
- All other models [Fight]

Legio Custodes

Perfect for either offense or defence the Legio Custodies must be tailored to the scenario you choose to play.

- Custodian Guard [Support], [Fight] or [Guard]
- Sentinel Guard [Fight] or [Seize]
- Saggitarum Guard [Support] or [Assassinate]

Sisters of Silence

As with the Custodes above the sisters of silence are a difficult faction from which to draw a generalised kill team.

- Prosecutors [Support]
- Vigilators [Fight] or [Assassinate]
- Seekers [Support]

CAMPAIGN STRATEGIES

Campaign Strategies are new tactics style abilities that allow campaign players to use their resources for more than just a measure of how well or badly they are doing. These strategies can be used to their benefit during missions although caution is advised as resources are always scarce.

CAMPAIGN RESOURCES

Players gain and lose resources as defined in the standard kill team campaign rules for both Narrative and Matched play mission. In open mission where such resources are not defined the following is available to the player with the winning kill team:

- Loyalists gain +2 of Intelligence, Morale, or Materiel in any combination
- Traitors gain +2 of Intelligence, Materiel or Territory in any combination

If at any point an ASTARTES kill team becomes a Guerrilla Faction (KT-CM pg205) it now has access to a new resource: Cholera

CHOLERA

Cholera is a new campaign resource that represents a factions rage and spite. A player calculates their kill teams.

Cholera resource by halving their total resources remaining, rounding up, at the time they become a

guerrilla faction. Cholera is never gained, unless via a cholera strategy, and any victory from this point forward does not grant resources as per the standard kill team campaign rules.

A player with Cholera resources gains access to the Cholera campaign strategies below and Cholera may be used in place of any campaign resource when purchasing Intelligence, Morale, Materiel or Territory campaign strategies.

USING CAMPAIGN STRATEGIES

To use a campaign strategy simply pick the strategy you wish to use and deduct the Players may pick up to three resource strategies per mission, with a maximum of 1 strategy picked from any single resource. The exception are Cholera strategies which players are free to select any number per game as long as they have enough Cholera resources.

Most strategies apply to your kill team for the whole mission but some affect deployment or a single turn.

CHOLERA STRATEGIES

FROM HELL'S HEART

CHOLERA STRATEGY

Use this strategy after deployment has been completed. When a model in this kill team is taken out of action in either the shooting or fight phase an enemy model within 2" of it takes a mortal wound on a 3+

1 CHOLERA RESOURCE

UNCONCERNED

CHOLERA STRATEGY

Use this strategy after deployment has been completed. For the duration of this mission this players models may be given a flesh wound instead of becoming shaken. This does not affect the number of wounds they have remaining.

1 CHOLERA RESOURCE

MORIBUND

CHOLERA STRATEGY

Use this strategy after deployment has been completed. Models ignore modifiers for friendly models that are shaken or out of action. This kill team automatically passes any test required to see if they are broken.

1 CHOLERA RESOURCE

PYRRHIC VICTORY

CHOLERA STRATEGY

Use this strategy after deployment has been completed. The player for this kill team gains 1 point of Cholera for each of their own models taken out of action, 2 points in the case of a Specialist or Leader.

1 CHOLERA RESOURCE

INTELLIGENCE STRATEGIES

DISINFORMATION

INTELLIGENCE STRATEGY

Use this strategy after the terrain has been set up for the mission. This player may either add a scouting phase to a mission that does not have one or remove the scouting phase from a mission that does.

2 INTELLIGENCE RESOURCES

MISINFORMATION

INTELLIGENCE STRATEGY

Use this strategy at the end of your deployment. You may force the opposing player to redeploy up to 3 of their models anywhere within their deployment zone. (Do Not Touch Their Models!)

2 INTELLIGENCE RESOURCES

SMOKE AND MIRRORS

INTELLIGENCE STRATEGY

Use this strategy at the end of your deployment. After the opposing player has completed their deployment you may re-deploy up to 3 of your models to anywhere within your deployment zone

1 INTELLIGENCE RESOURCE

CRUCIAL SKILLSET

INTELLIGENCE STRATEGY

Use this Tactic when creating the kill team for this mission. This player may include one additional specialist beyond the normal they are allowed in their kill team for this mission. The player may not include multiples of the same specialist unless allowed their faction allows them too.

1 INTELLIGENCE RESOURCE

MATERIEL STRATEGIES

AMMUNITION STOCKPILES

MATERIEL STRATEGY

Enemy models targeted for suppression by a model in your deployment zone suffer an additional -1 to their suppression roll. Additionally abilities which grant enemy models a bonus, auto pass or immunity to suppression rolls are ignored when targeted by a model in your deployment zone

2 MATERIEL RESOURCES

SUPPORTING FIRE

MATERIEL STRATEGY

Once per game you may pick a terrain feature on the board. Any model on or within 2" of the terrain piece takes a single strength 5 hit with a -2 AP. This terrain feature is now classed as dangerous terrain

2 MATERIEL RESOURCES

EXTRA MAGAZINES

MATERIEL STRATEGY

Use this strategy after deployment has been completed. For the duration of this mission all rapid fire weapons carried by models in your kill team have an additional attack for this game. i.e. Rapid Fire 1 becomes Rapid Fire 2 etc...

1 MATERIEL RESOURCE

BANESTRIKE ROUNDS

MATERIEL STRATEGY

Played during the start of the shooting phase. For this battle round all of your kill team's bolt pistols, boltguns, combi bolters, boltgun components of combi weapons, and heavy bolters add -2 for their AP i.e. AP "-" becomes "-2", "-1" becomes "-3" and so on. One use per mission.

1 MATERIEL RESOURCE

MORALE STRATEGIES

BLOODY MINDED

MORALE STRATEGY

Use this strategy after deployment has been completed. During this mission when this kill team has one or more models holding an objective it counts as having an additional model. i.e. 1 model counts as 2, 2 models counts as 3 and so on.

1 MORALE RESOURCE

SINGULAR FOCUS

MORALE STRATEGY

Use this strategy after deployment has been completed. Shaken models in this kill team may use or benefit from abilities and tactics that normally do not apply to models that are shaken.

1 MORALE RESOURCE

MOTIVATED

MORALE STRATEGY

Use this strategy after deployment has been completed. When making a Charge or Advance roll models in this kill team roll an additional dice and may pick the highest result.

1 MORALE RESOURCE

CONVICTION

MORALE STRATEGY

Use this strategy after deployment has been completed. For the duration of this mission when a model in your kill team is targeted for suppression the player rolls 2 dice for each suppression roll and may pick which result to use.

1 MORALE RESOURCE

TERRITORY STRATEGIES

LAY OF THE LAND

TERRITORY STRATEGY

After all terrain has been placed this player may, for 1 territory resource, place an additional piece of terrain in their deployment zone of the board. For 2 Territory this player place 3 pieces of terrain, 1 in their deployment zone and 2 anywhere outside of any player's deployment zones.

1 or 2 TERRITORY RESOURCES

STRUCTURAL ANALYSIS

TERRITORY STRATEGY

Use this strategy after deployment has been completed. The player picks a piece of terrain on the table and may change it to or from a Difficult or Dangerous terrain type

1 TERRITORY RESOURCE

FORTIFY

TERRITORY STRATEGY

Use this strategy after deployment zones have been chosen. Pick a terrain feature on your half of the board. This terrain counts as dangerous terrain to all opposing models. Any of your own models which are obscured by this terrain gain an additional -1 to hit during the shooting phase.

2 TERRITORY RESOURCES

ISSTVANIAN LANDMARK

TERRITORY STRATEGY

Use this strategy after deployment has been completed. This player must pick a terrain feature outside their deployment zone, roll on the mysterious terrain table and apply the result. This is now an objective granting 2 VP to the player who holds it at the end of the game.

1 TERRITORY RESOURCE

THE ISSTVAN III CAMPAIGN



THE ISSTVAN III NARRATIVE CAMPAIGN

The Isstvan III Campaign allows players to fight battles of kill team set during the birth of Horus' great betrayal. The missions below form the narrative of covert operations in and around Choral City together with some of the more notable engagements and moments of the purge the traitor legions engaged in on this benighted world.

A NARRATIVE OF BETRAYAL

The Isstvan III Campaign allows players to fight battles of kill team set during the birth of Horus' great betrayal. The missions below form the narrative of covert operations in and around Choral City together with some of the more notable engagements and moments of the purge the traitor legions engaged in on this benighted world.

The campaign is broken into 4 phases together with 3 optional missions that form the Prologue and Epilogue to the narrative; it is up to players to decide if they include them. Each phase must be completed in order and any end of phase conditions applied before continuing got the next.

PROLOGUE: THE BURNING SKY

An unimaginable treachery, one that wrenches fraternal devotion from the very soul, has been revealed and the seeds of war on a galactic scale now fall on Isstvan III. Those loyal sons still putting down the rebellious populace now race to take shelter from the coming inferno.

PROLOGUE (OPTIONAL)

- 1 Play the Life Eater Open mission (pg 28).

PHASE I: THE ASHES OF TREACHERY

With the firestorm guttering to embers and the shock of the murderous betrayal still sinking in for the disbelieving loyalist survivors, the traitors, forced to commit to the attack by the actions of the bloody-tempered Angron and his World Eaters, launched a rapid assault on the surviving loyalists hoping to wipe them out in short order.

PHASE 1

- 1 Play the Inferno Age of Darkness mission (pg 30).
- 2 Play the Ancient Rage Age of Darkness mission (pg 31).
- 3 Play the Terror Tactics (KT-CM pg 59) or Shifting Priorities mission (KT-ELT pg 143) if you have more than two players.

Phase I Victor

The player with the largest total resource value is the winner of Phase 1 and gains 1 point of Territory, Intelligence, or Morale. All other players lose 1 point from the resource that the winner chose.

PHASE II: ISSTVAN III BURNS

The Traitors deploy forces en-masse into the carcasses of Isstvan III's murdered hives and ruins now the die of battle has been cast, bent on cleansing them of the Loyalists that survived the bombardment in the tunnels with overwhelming force. The Loyalist survivors however are determined to make those who have betrayed them pays dearly for their sins, while a brave desperate attempt is made to warn the Imperium of the Warmaster's treachery.

PHASE 2

- 1 Play the Beachhead Age of Darkness mission (pg 34)
- 2 Play the Ambush (KT-CM pg 53) or Recover Intelligence mission (KT-CM pg 58) if you have more than two players.
- 3 Play the Vox-Node Age of Darkness mission (pg 35)

Phase II Victor

The player with the largest total resource value is the winner of Phase II and gains 1 point of Territory, Intelligence, or Morale. All other players lose 1 point from the resource that the winner chose.

ISSTVAN III FACTIONS

This campaign focuses on the purge of those astartes still loyal to the Emperor from the legions of Horus, Fulgrim, Angron and Mortarion. As such Astartes kill teams must have one of the following faction keywords: SONS OF HORUS, EMPERORS CHILDREN, DEATH GUARD, WORLD EATERS. There is however some evidence of other factions being involved at the time of the purge so players may include kill teams from WORDBEARERS, MECHANICUM, and MILITIA AND CULTS.

PHASE III: THE DEATH OF HOPE

With the full brunt of the Warmaster's forces now upon them, including reinforcements from the Traitorous Death Guard and Emperor's Children legions, the beleaguered Loyalists are woefully outnumbered and outgunned as a wave of systematic destruction overtakes the planet. All that is left is for the loyalists to undertake desperate counter attacks against the Traitors lest they be encircled and annihilated.

PHASE 3	
1	Play the Assassinate (KT-CM 55) or Crush Their Champions mission (KT-ELT pg 141) if you have more than two players.
2	Play the Veil of Grief Open mission (pg 28).
3	Play the Creeping Death Age of Darkness mission (pg 36).
4	Play the Purge Age of Darkness Mission (pg 29).

Phase III Victor

The player with the largest total resource value is the winner of Phase III and gains 2 points of Territory, Intelligence, Materiel, or Morale in any combination. All other players lose 1 point from a resource of the winners choosing.

Bowed But Not Broken

Players with LOYALIST Legiones Astartes Kill Teams may reform their force into a Shattered Legion Kill team simply by declaring they are doing so and noting which models now belong to which legion, applying the abilities that come with such legion keywords. Additionally the player adds 4 points to their resource types in any combination, including Choler.

PHASE IV: THE BITTER END

Hopelessly outnumbered and outgunned, the Loyalists are reduced to a few scattered bands holding out against the overwhelming might of the traitors and the evil of Horus. That they will die is all but certain, but they are the Legiones Astartes, Space Marines and loyal warriors of the Emperor and they are determined to extract a grievous blood price for the Traitors' victory and in so doing they may yet have dealt Horus' newborn rebellion a grievous wound.

PHASE 4	
1	Play the All or Nothing mission (KT-ELT pg 135)
2	Play the Palace Walls Open mission (pg 29)
3	Play the Katabasis Open mission (pg 37)

Phase IV Victor

The player with the largest total resource value is the winner of Phase IV and gains 1 point each of Territory, Intelligence, Materiel, and Morale. All other players lose 1 point from 2 resources of the winners choosing.

EPILOGUE: THE DREAM THAT WAS

Amidst the smouldering carcass of Isstvan III new life blossoms in the grave-fields and skeletal remains of hive cities. Drawn to the death of an entire world warp entities stake their claim and feed on the despair of mankind's fallen ideals. Yet there are those who survived this apocalypse, though something hunts them still

EPILOGUE (OPTIONAL)

- | | |
|---|-----------------------------------------------------------|
| 1 | Play the Garden of Ashes Age of Darkness mission (pg 38). |
| 2 | Play the Hunted Age of Darkness mission (pg 39). |

WINNING THE ISSTVAN III CAMPAIGN

Unless the players have elected to play the Epilogue the campaign ends at the end of final game of Phase IV. The player with the largest combined total of resources is declared the winner of the Isstvan III campaign. If there is a Tie then in order a) the player who has won the most missions wins, b) the player who has the most specialists left wins, c) the player who has the TRAITOR Keyword wins, d) the player who won the In The Dark mission wins.

You can instead decide at the beginning of the campaign to set your own victory conditions, it's up to you!

THE JOURNEY FROM ISSTVAN III

For those few hundred of astartes that survived the final bombardment of Isstvan III the future of both their lives and their cause was, for perhaps the first time in their existence, completely in their own hands. Some were able to rejoin their legion while others attempted to hammer their shattered brothers into a viable force with which to harry and bleed their former brothers. Others still joined, or indeed formed, a Blackshield company setting aside the fires of their own personal grievances to focus on the larger cause of conquering or defending the Imperium of Man.

Many however, bereft of fidelity and hope, chose simply to disappear, seeking anonymity in the vastness of the galaxy, turning their backs on both the Emperor and Horus, deciding that their wars, for the time being at least, are over.

Maintaining such a narrative will allow those players who did not win this campaign the seeds for a new kill team as players gear up for wars across the face of the Imperium. From Isstvan V to Calth, from The Shadow Wars to Scourging of Prospero, from the Solar War to the very gates of the Imperial Palace itself. Your journey has only just begun.



JB

Mortarion the Pale King, Master of the Death Guard, The Traveller, Dread Liberator of Barbarus

ISSTVANIAN KILL TEAMS

Of the defenders of Isstvan III, of both the Praal dynasty and their billions of subjects, history leaves little trace. All organic matter was dissolved and sensitive archives immolated in the resulting inferno. What sealed records remain mention storied regiments brought low by mutants, psykers, and traitors.

Though it will forever remain unknown it is it suspected that the original compliance and the following consolidation did not root out the existing proscribed religious practices held by the populace. Indeed it was perhaps the Lord Praal's pogrom against such faith that triggered it's resurgence as sealed vaults of ancient religious sites were torn down in an order to break the subtle but deep hold superstitious fears had over the Isstvanians and bring them into the light of Imperial Truth.

When the four legions fell on Choral city they were met by troops once loyal to Terra but were now half-insane, mutilated things. They were armed with Imperial weapons taken from the garrison stores - laslocks and stubbers, their trench lines anchored with mortar nests and emplaced autocannon set up with interlocking fields of fire with all the lethality of Officio Militaris expertise. It was those rebellious mutants

known as 'Warsingers' however which presented the strongest threat to re-compliance. These psykers manipulated sound by the means of strange relic-technology to take to the air and surround themselves with bubbles of shielding force. Their screaming songs were able to shatter the ceramite amour of the Space Marines and rupture the flesh and powder the bone within, and drove the warrior-cultists that defended them to inhuman levels of fanaticism.

The following rules, datasheet and formations allow players to create and play kill teams based on the corrupted defenders of choral city. Such lists are based on the Militia and Cults kill teams, found on page 95 of the Age of Darkness manual, augmented by the fearsome Warsingers and their psychic barrages, abilities, and tactics.

WARSINGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Warsinger	6"	4+	5+	3	3	1	1	8	5+	-
Resonator	6"	3+	5+	3	4	1	1	8	5+	3
Ascended	6"	3+	5+	4	4	2	2	9	5+	1

This model is armed with a force weapon, frag and Krak grenades.
Up to three Warsingers in your kill team can be Resonators, and one Warsinger in your kill team can be an Ascended.

ABILITIES	<p>Force Weapons: The weapons used by Warsingers mirror Nemesis force swords, halberds or falchions</p> <p>Choral Synchronicity: This model has a 5+ invulnerable save while 2 or more WARSINGER models are within 6".</p> <p>Flight: When a Warsinger model advances or charges it counts as being equipped with a jump pack.</p> <p>Death Shriek: If a Warsinger suffers Perils of the Warp all enemy models within 9" take a suppression token.</p>	<p>Resonators: Any Warsinger model manifesting a psychic power within 6" of one or more Resonator models adds 6" to the range of that psychic power. Additionally a Resonator that successfully manifests a psychic power while on a terrain feature causes that terrain feature to become dangerous terrain for the rest of the game.</p>
PSYKER	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. The Ascended can manifest and deny an additional psychic power per turn. This model knows the Shriek, Sonic Shield, Soubrette, and Sub-Aural Pulse psychic powers.	
SPECIALISTS	Leader (Ascended only), Combat, Comms (Resonator only), Demolitions, Scout, Veteran, Zealot	
FACTION KEYWORD	WARSINGERS	
KEYWORDS	IMPERIUM, ISSTVANIAN, INFANTRY, PSYKER, WARSINGER	

ISSTVANIAN KILL TEAM FORMATIONS

Praal's Chosen

This kill team may only include models from the Solar Auxilia Veletarii (KT-AOD pg 89) and Warsinger datasheets

- Only Veletarii are counted toward minimum models required
- Veletarii models still have access to the Voice of Command rule and associated Tactics
- If the kill team leader is a Veletarii Prime Then up to two models armed with a volkite charger may replace it with either a meltagun or flamer. One model armed with a rotor cannon may replace it with a missile launcher
- If the kill team leader is a Warsinger Ascended you must apply the Alchem-Jackers Provenance to the Veletarii models. The Frenzon dispensers remain optional
- All models gain the TRAITOR and ISSTVANIAN keywords
- Start the game with an additional 2 Command Points

Choral City Guard

This is a Militia and Cults kill team built using the rules found on page 95 in the Kill Team Age of Darkness manual

- This kill team takes the Survivors of the Dark Age primary provenance and may choose either Warrior Elite or Corrupted Faith for secondary provenances.
- Only Grenadiers are counted toward minimum models required
- This kill team may include one Warsinger or Warsinger Resonator. If it does so then this model must be either the kill team Leader, gaining the Voice of Command ability, or a specialist.
- The Faction keyword for all Militia and Cults models changes to ISSTVANIAN and all models gain the TRAITOR and ISSTVANIAN keywords
- Start the game with an additional 2 Command Points. If the Warsinger is Leader then gain an additional +1 command point per turn

Isstvanian Planetary Militia

This is a Militia and Cults kill team built using the rules found on page 95 in the Kill Team Age of Darkness manual

- This kill team takes the Corrupted Faith primary provenance and may choose any valid secondary provenances.
- This kill team may include one Warsinger. If it does so then this model must either be the kill team leader, gaining the Voice of Command ability, or a specialist.
- The Faction keyword for all Militia and Cults models changes to ISSTVANIAN and all models gain the TRAITOR and ISSTVANIAN keywords
- Start the game with an additional 2 Command Points. If the Warsinger is Leader then gain an additional +1 command point per turn

Siren Hold Cultists

This is a Militia and Cults kill team built using the rules found on page 95 in the Kill Team Age of Darkness manual. Additionally it has access to the Warsinger datasheet.

- The Militia and Cult models must take the Cult Horde primary provenance and may choose the Cult of the Serpent, Cult of the Crow or Cult of the Primordial truth as the optional cult focus. For secondary provenances Siren Hold cultist may choose from Feral Warriors, Alchem-Jackers, or Tainted Flesh.
- A Warsinger Ascended must be your kill team leader, gaining the Voice of Command ability, and only Warsinger models may be Specialists
- Only Levy Auxiliary are counted toward minimum models required
- During the Psychic phase you may choose two models to activate instead of just one.
- Start the game with an additional 2 Command Points and gain an additional +1 command point per turn

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Warsinger	12
- Resonator	14
- Ascended	14

EXISTING WEAPON PROFILES AND POINTS FOUND AT:

Kill Team Core Manual Pg .. (GREY KNIGHTS)

- Frag Grenade, Krak Grenade,
- Nemesis Force Falchions, Nemesis Force Halberd, Nemesis Force Sword

ISSTVANIEN KILL TEAMS

If every model in your kill team has the WARSINGER or ISSTVANIEN Faction keyword, Warsinger models can use WARSINGER Tactics and Psychic Powers.

HARMONIC DESTRUCTION

Warsinger Tactic

Use this Tactic when a model in your kill team manifests the Shriek psychic power. Increase the damage by +1 mortal wound for each WARSINGER within 3" that passes a psychic test against a warp charge of 3. Apply Perils of the Warp as normal for these additional Psychic tests.

2 COMMAND POINTS

SHAKEN FOUNDATIONS

Warsinger Tactic

Use this Tactic when a RESONATOR comes into contact with a terrain element. Enemy models touching the same terrain count as being under Suppression.

2 COMMAND POINTS

UNDERSTUDY

Warsinger Tactic

Use this Tactic when taking a Psychic test for a model from your kill team. This model can re-roll failed Psychic tests.

1 COMMAND POINT

CALL OF THE SHRIEK

Warsinger Tactic

Use this tactic when a WARSINGER model has completed a charge. The enemy model charged takes a shaken counter.

1 COMMAND POINT

SHRIEK

Warsinger Psychic Power

Shriek has a warp charge value of 6. If manifested, an enemy model within 24" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.

SONIC BARRIER

Warsinger Psychic Power

Sonic Shield has a warp charge value of 6. If manifested, pick an ISSTVANIEN model within 8" of the psyker. That model gains a 5+ invulnerable save until the start of the next Psychic phase. If the model already has an invulnerable save, instead improve that save by 1 (to a maximum of 3+) until the start of the next Psychic phase.

SOUBRETTE

Warsinger Psychic Power

Soubrette has a warp charge value of 6. If manifested, the closest enemy model within 18" of and visible to the psyker moves D6" directly towards the psyker. If the result of the Psychic test was 11+, the nearest D3 enemy models are affected instead.

KAVALIER

Warsinger Psychic Power

Kavalier has a warp charge value of 6. If manifested, enemy models within 3" of the psyker take a shaken token. If the result of the Psychic test was 9+, they also take a suppression token.

MYSTERIOUS TERRAIN

Obscured by the planetary inferno many structures and areas of strategic importance have been rendered unrecognisable. Should players agree, or if mandated by a campaign strategy or mission, the board may include one or more mysterious terrain features. Pick a piece of terrain on the board, roll 2D6 and consult the entry below.

2. Catacombs Entrance: The defender may immediately redeploy up to 3 models within the structure (or wholly within 2" of the structure if it is impassable terrain). In campaign games this objective confers an additional point of Territory campaign resource.

3. Shield Dome Generator: All models within the structure (or within 2" of the structure if it is impassable terrain) gain immunity to weapons that automatically hit and a 4+ invulnerable save against all other shooting attacks. In campaign games this objective confers an additional point of Materiel campaign resource.

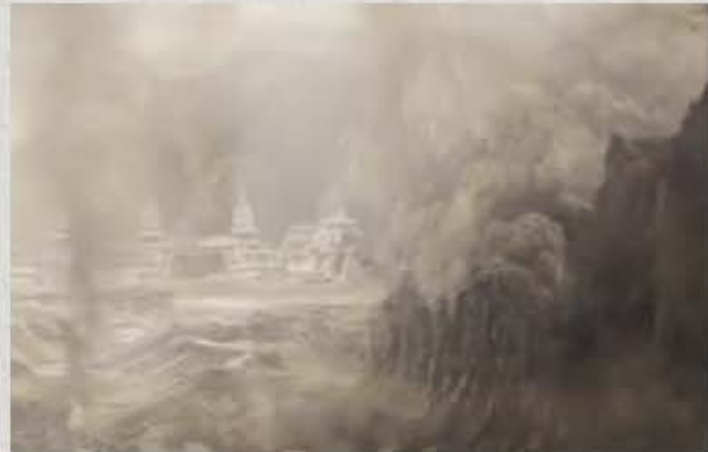
4. Ordnance Cache: All models within the structure (or within 2" of the structure if it is impassable terrain) add 2 to their type of shooting attacks i.e. Rapid Fire 1 becomes Rapid Fire 3. However, thanks to the danger of munitions lying around, none of these models as being obscured and will immediately fall back if they fail a Nerve test. In campaign games this objective confers an additional point of Materiel campaign resource.

5. Planetary Communications Array: This objective is worth an additional 2 Victory points. In campaign games this objective confers an additional 2 points of Intelligence campaign resource.

6. Enduring Imperial Edifice: All Loyalist models within the structure (or within 2" of the structure if it is impassable terrain) automatically pass both Nerve and Suppression tests. In campaign games this objective confers 2 points of Territory or Morale campaign resources, the player in possession decides.

7. Failed Refuge: All models within the structure (or within 2" of the structure if it is impassable terrain) must re-roll successful save rolls of 6, and in addition reduce their Leadership by -1. In campaign games this objective confers an additional point of Morale campaign resource.

8. Charnel House: All Traitor units within the structure (or within 2" of the structure if it is impassable terrain) attack in the hammer of wrath section of the fight phase. Units wishing to enter this structure must first pass a Leadership test. In campaign games this objective confers 1 point of Materiel or Morale campaign resources, the player in possession decides.



9. Cacophonous Shrine: All loyalist models within the structure (or within 2" of the structure if it is impassable terrain) suffer a -1 to hit in the fight phase. In campaign games this objective confers 1 point of Morale campaign resource.

10. Oracular Temple: All Traitor units within the structure (or within 2" of it if it is impassable terrain) may re-roll failed saves, including invulnerable saves. In campaign games this objective confers 1 point of Intelligence or Morale campaign resources, the player in possession decides.

11. Death's Tomb: All Traitor units within the structure (or within 2" of the structure if it is impassable terrain) Injury rolls resulting in a flesh wound are ignored, and Loyalist units within this range suffer - 1 Leadership. In campaign games this objective confers 1 point of Territory or Morale campaign resources, the player in possession decides.

12. Trapped Pocket of Life-Eater Virus: Roll a D6 at the end of each initiative phase where any model occupied or moved through the terrain adding +1 if any model attacked from the terrain and an additional +1 if the terrain or any model within it was a target of a ranged attack or Suppression. On a result of 6 the life eater virus escapes and there is no need to roll again. Model both within the terrain feature and within 6" of it automatically take D6 hits that wound on a 4+ and have a -2 to save. In campaign games this objective confers 2 points of Territory or Materiel campaign resources, the player in possession decides.

MISSIONS

OPEN PLAY MISSION

LIFE EATER

Desperate cries over vox announce an unimaginable betrayal. Just a victory is within their grasp loyalist forces must now fight their way into bunkers and tunnels to survive the apocalypse.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a kill team.

THE BATTLEFIELD

Create the battlefield and set up terrain. Place a single objective 4", the bunker entrance, from a short board edge on the centreline

SCOUTING PHASE

Resolve the Scouting phase as described on KT-CM pg49.

DEPLOYMENT

The players deploy their forces within 5" on the opposite board edge to the objective. The Warsinger force deploys within 4" of the objective.

BATTLE LENGTH

At the end of battle round 4, the player with initiative rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

At the start of each movement phase any model in base contact with the bunker is removed from play. Each player gains 1 Victory Point per models that leaves the board this way. The player with the most victory points wins, though is it really a victory?

BETRAYED

The players kill team start the game broken

WARSINGERS

The bunker is defended by 1 Ascended, 2 Resonators and 1 Warsinger per Specialist kill team model on the board. The behavioural matrices used are Ascended [Assassin]; Resonator [Guardian]; Warsingers [Warrior - Fighter]. The Resonators guard the bunker entrance.

ONE FINAL SONG

If agreed one player may take control the Warsinger forces. Such a force is built using the Siren Hold Cultist formation on page 24 of this book.

OPEN PLAY MISSION

VEIL OF GRIEF

The schism within the Death Guard was finally laid bare as the Terran crews of siege vehicles turned their canons on the Barbaran traitors, all while fending off the teams that hunted them.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team.

THE BATTLEFIELD

Create the battlefield and set up terrain. The defender then picks one long battlefield edge to be their artillery position and sets two objective markers, or artillery pieces, touching that edge 4" either side of the centre line.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up their kill team anywhere within 3" of each artillery piece they must defend. The attacker then sets up their kill team anywhere within 6" of the opposite battlefield edge.

BATTLE LENGTH

The battle ends at the end of battle round 6.

VICTORY CONDITIONS

If the attacker can seize both objectives they automatically win. Otherwise at the end of the battle, both players score 1 victory point for each model that has two or more flesh wounds or has been taken out of action. The player

with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

BIG GUNS NEVER TIRE

If during the initiative phase a player controls an objective they may assign up to 2 CP to it, placing spare tokens on the objective. The player may remove these tokens in the shooting phase and gain 1 additional victory point per 2 CP removed from the objective.

BLOOD FEUD

If both players are using Death Guard kill teams do not use their Relentless or Heedless rules

OPEN PLAY MISSION

THE PALACE WALLS

An agent from the 3rd Legion placed within the Precentors Palace has reported where the walls are weakest. Forces now race to sieze and defend these points in preparation for the final assault.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team.

THE BATTLEFIELD

Create the battlefield and set up terrain.

SCOUTING PHASE

Resolve the Scouting phase as described on KT-CM pg49.

DEPLOYMENT

The defender picks a short battlefield half and places a continuous string of terrain elements 6" from their board edge.

This terrain serves as the defenders deployment zone. The attackers deploy their models anywhere on their half of the board. Players then alternate setting up models. If one player finishes deploying first, the other player may continue to set up models until all members of both kill teams are set up.

BATTLE LENGTH

The battle ends at the end of battle round 5.

VICTORY CONDITIONS

If the attacker has two or more models than the defender on a piece of terrain from the defenders deployment zone for the same phase in two consecutive turns

then the attackers wins. Any other result is a victory for the defenders

ENDLESS HORDE

Anytime the attacker loses a fire team model it may be replaced immediatley with a similar model that is placed in the attackers deployment zone. The leader and any specialists are similarly replaced on a D6 roll of 4+ otherwise a fire team model from the same datasheet is used.

NOWHERE TO RUN

The defender's kill team may move within their deployment zone but may not leave it. The defending kill team automatically pass tests to see if they are broken.

OPEN PLAY MISSION

PURGE

Their defences overrun the marines fall back to prepared positions within their complex. Their enemy surges forward determined to kill them all, especially those within their command structure

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team.

THE BATTLEFIELD

Create the battlefield using Kill Team Arena or Zone Mortalis terrain. Place barricades and/or pieces of difficult terrain on the defenders half of the board to represent the defenders barricading themselves in the rooms of the bunker.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender places up to three models of their kill team in each enclosed room created by the terrain starting at their table edge. The attacker then sets up their kill team anywhere within 3" of the opposite battlefield edge.

BATTLE LENGTH

At the end of battle round 4, the player with initiative rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If at the end of the game the attacker has taken all of the defenders specialists out of action the attacker wins the game. Any other result is a victory for the defender.

ENDLESS HORDE

Anytime the attacker loses a fire team model it may be replaced immediatley with a similar model that is placed in the attackers deployment zone. The leader and any specialists are similarly replaced on a D6 roll of 4+ otherwise a fire team model from the same datasheet is used.

AGE OF DARKNESS MISSION

INFERNO

In the aftermath of the virus bombardment roiling, pyroclastic clouds swept the surface of Isstvan III. Into these storms both traitor and loyalist forces sent patrols to secure rallying points for coming ground war and, where possible, vent their choler at their former brothers.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (KT-CM pg62) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 2 victory points for each enemy specialist model, including the leader, taken out of action, and 1 victory point for each enemy fire team model taken out of action. The player with the most victory points is the winner. If there is a tie, whichever of those players had the defender is the winner.

PLANETARY INFERNO

Isstvan III has become, in a matter of hours, an open tomb. What remains on the surface are the skeletal remains of proto-hives, each now a mass grave of tens of millions. While the worst of the firestorm now begins to pass its effects will be felt for millenia.

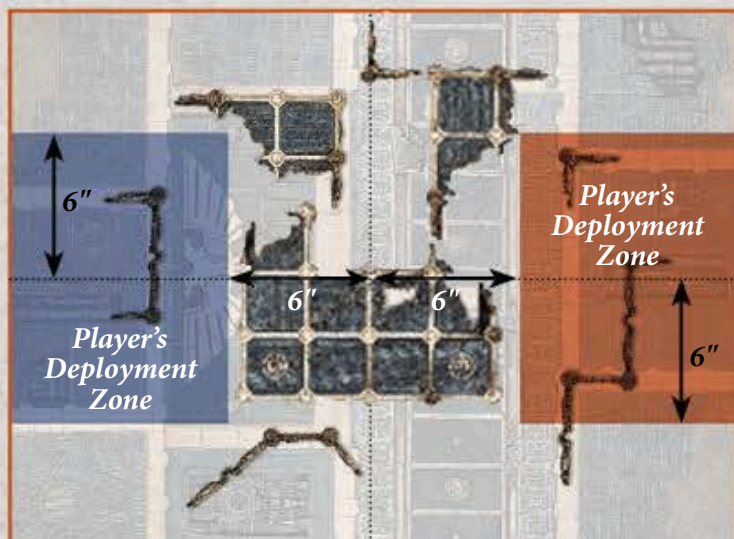
- All terrain on the board is considered to be dangerous terrain and models fail a dangerous terrain test on a 1 or 2.
- All models suffer a -1 to hit in the shooting phase.

Additionally the player with the initiative must roll a dice at the end of the initiative phase:

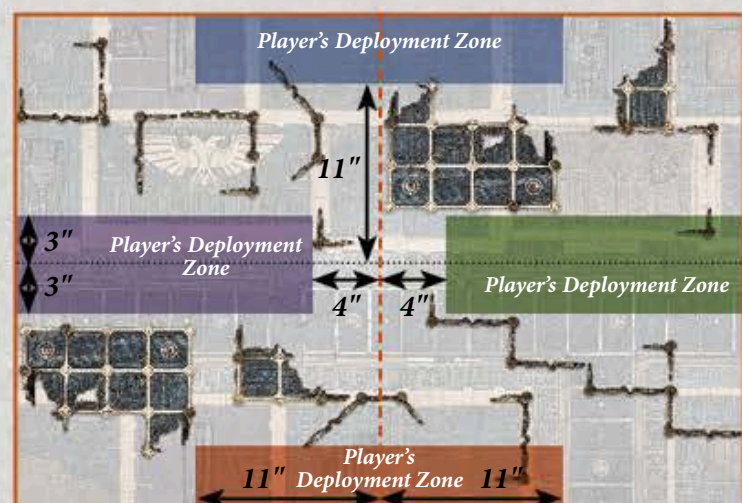
- On a 4 or 5 the battlefield is swept with that disrupt movement visibility: An enemy model more than 6" away is counted as obscured for ranged combat. Models may not advance but may charge.
- On a 6: As above but models may not charge and may not target enemy models over 12" away with ranged attacks.

RESOURCES

In a campaign game (KT-CM pg202) the player(s) that lose the mission each lose 2 Morale. If players draw they do not lose Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

AGE OF DARKNESS MISSION

ANCIENT RAGE

As the drop pods of the World Eaters legion rain down on the remains of Choral City a faint vox signal is picked up from an enraged and heavily damaged dreadnought, Khour, the Bladebreaker. Commanders dispatch Teams to ascertain and secure his loyalties or if they cannot to destroy him.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (KT-CM pg62) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield their deployment zone is touching. Place the Khour model, or suitable substitute, in the very center of the board.

SCOUTING PHASE

Resolve the Scouting phase as described on KT-CM pg49.

DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. Each player in turn then places one of their models until none remain.

However before any kill team model is deployed the dreadnought Khour is placed in the centre of the board.

BATTLE LENGTH

The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

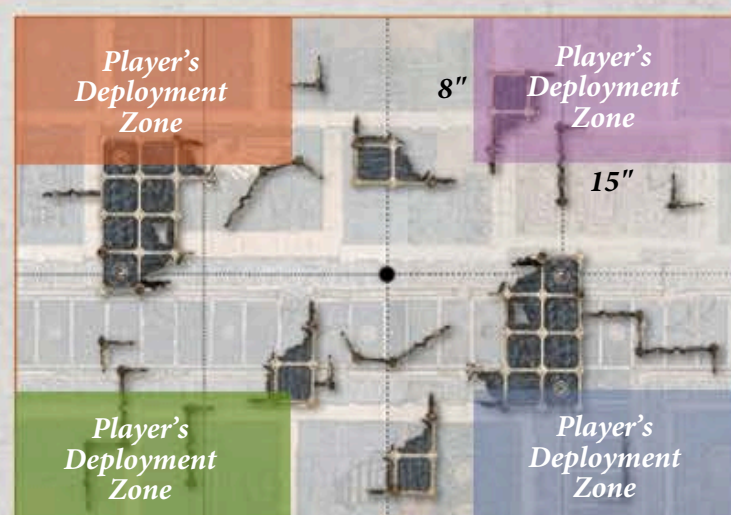
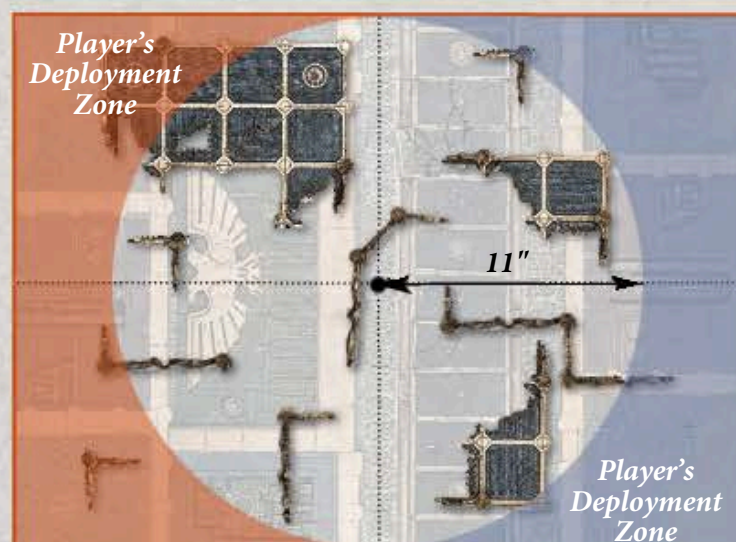
At the end of the battle, each player scores 1 victory point for each enemy model they took out of action. In addition, each player scores 1 victory point if an enemy kill team is broken, and 1 victory point for each enemy specialist that is out of action at the end of the battle. Additionally Each player earns 2 victory points for each turn they were in control of Khour.

If Khour is reduced to 0 wounds during the battle he is removed from the board and is assumed to have been destroyed. The players whose kill team destroyed Khour gain an additional 4 victory points.

The player with the most victory points is the winner. If the players have the same number of victory points, the player who either destroyed him or was in control of Khour at the end of the game wins.

RESOURCES

In a campaign game (see page 202) the player that wins the mission gains 1 Morale and one Territory. All other players lose 1 Materiel and 1 Territory. If the player that won the battle also destroyed Khour then all other players also lose 1 Morale.



KHOUR

The Dreadnought Khour is an unaligned model with the Warrior – Fighter Behavioural matrix (see page 12). When unaligned he will always attack the nearest kill team model unless he is shot at in which case he will attempt to charge or shoot at that model as soon as possible. Khour automatically passes nerve and suppression tests.

A player with the initiative may attempt to gain control of Khour, see the tactics below, in which case the model is assumed to be a member of their kill team. A player in control of Khour may only play generic tactics on him unless they also have access to the World Eater legion tactics.

KHOUR AND TERRAIN

As the largest model on the board a Khour interacts with terrain in a slightly different fashion to infantry models.

As a guide;

- Khour treats difficult terrain as open ground
- Any terrain feature that is below the Khour's waist is treated as difficult terrain
- Any terrain feature that is shorter than Khour is treated as difficult terrain for its movement. After Khour has moved through it that terrain feature is now dangerous terrain for all models.
- Any terrain that is larger than Khour is considered impassable terrain.
- Khour may not Fly and unless a terrain feature contains a ramp or stairs Khour may not Climb

I DONT HAVE A KHOUR

Any Astartes walker model will work as a proxy.

WE ARE YOUR ALLIES KHOUR!**Khour Tactic**

Use this Tactic at the end of the initiative phase where you have the initiative. You gain control of Khour for the next battle round at which time he reverts to being an Unaligned Model.

2 COMMAND POINTS**NO KHOUR, WE ARE!****Khour Tactic**

Play after the WE ARE YOUR ALLIES KHOUR! Tactic has been played. If you pay 2 CP Khour remains an unaligned model, if however you pay 3 CP you gain control of Khour for this battle round.

2 or 3 COMMAND POINTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
KHOUR	5	3+	4+	6	6	7	4	-	4+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
COMBI-BOLTER	24"	Rapid Fire 2	4	0	1	-			
HEAVY FLAMER	8"	Heavy D6	5	-1	1	Auto-Hit			
POWER FISTS	M	Melee	x2	-3	3	-			

ABILITIES: Unaligned Model [Warrior - Fighter], Ignore difficult terrain, Auto pass Nerve & Suppression tests





JB

Master of the World Eaters, The Red Angel, Slaughterer of Nations, The Undeafated

AGE OF DARKNESS MISSION

BEACHHEAD

Analysing the sporadic contact patterns among the ruined outskirts of Choral City has allowed a field commander to triangulate a possible bunker entrance. Several kill teams have been dispatched to locate and secure an entrance way, one that is sure to be heavily defended.

THE KILL TEAMS

This is a mission for two to four players. Choose which players will be the attackers or the defenders (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (KT-CM pg62) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below.

SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

DEPLOYMENT

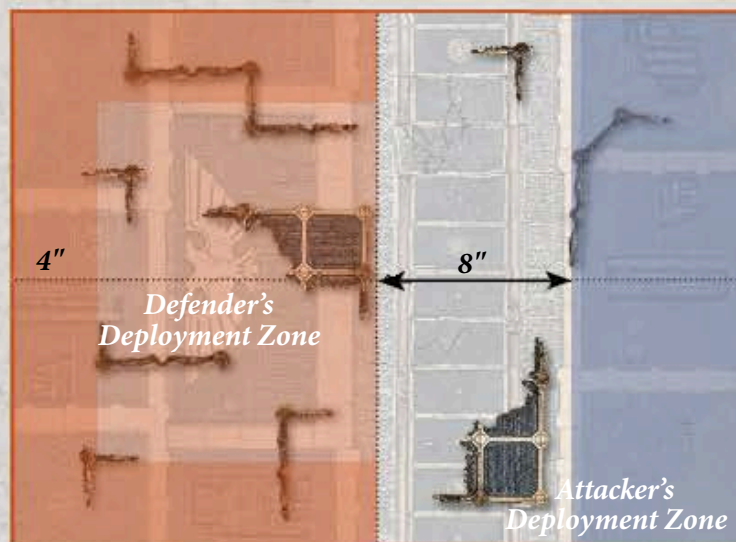
The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. A player's models must be set up wholly within their deployment zone. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

If the defender's models are all either shaken or out of action at the end of a battle round, the battle ends. If not, at the end of battle round 5, the attacker rolls a D6. The battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If, at the end of the battle, the player in control of the true objective is the winner. If no player is in control of the objective, the defender wins.



SENSOR ECHOS

At the end of the deployment phase the defender places 6 objective markers, numbered 1 to 6, in their deployment zone at least 4" from any board edge. One of these is the true objective and the defender notes down which at the start of the game. At the end of the movement phase, if 2 or more models from the attacker's kill team are within 2" of an objective marker, the defender must remove that marker if it is not the true objective.

RESOURCES

In a campaign game (KT-CM pg202) the player(s) that lose the mission each lose 2 Territory.

SENSOR GHOST

Attacker Tactic

Use this Tactic at the start of the initiative phase. The defending player must remove one objective marker from the board.

1 COMMAND POINT

FALSE POSITIVE

Defender Tactic

Use this Tactic at the start of the initiative phase. The defender may relocate the true objective to another objective marker. Note down the new objective number and the turn in which this took place.

2 COMMAND POINTS



AGE OF DARKNESS MISSION

VOX-NODE

While their comrades fight to defend their stronghold a team has been dispatched to seize a nearby Mechanicum vox-node. Its capture will allow them to disrupt the enemy's advance as they jam all vox channels with binharic disinformation. An action readily foreseen by the opposing commander

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (KT-CM pg62) that only includes models with the Faction keyword they chose. Each kill team must include a Comms Specialist.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. A central structure must be included to represent the Mechanicum vox-node. It should be a minimum of 4" square and rise 2 storeys tall. It is classed as mysterious terrain and contains a Shield Dome Generator, see page 26

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end

of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

VICTORY CONDITIONS

The player that holds the objective at the end of the game wins. The Comms specialists count as 3 models when calculating who holds the objective.

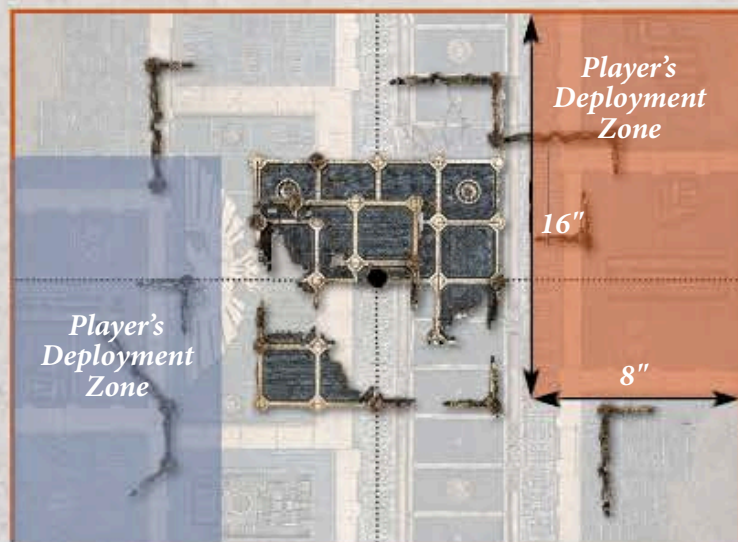
INTELLIGENCE WAR

During the start of each Initiative phase, if the kill teams Comms specialist is within 2" of the vox-node, players may spend 1 command point to gain 1 Intelligence resource or 2 command points to force another player to lose a point of Intelligence resources.

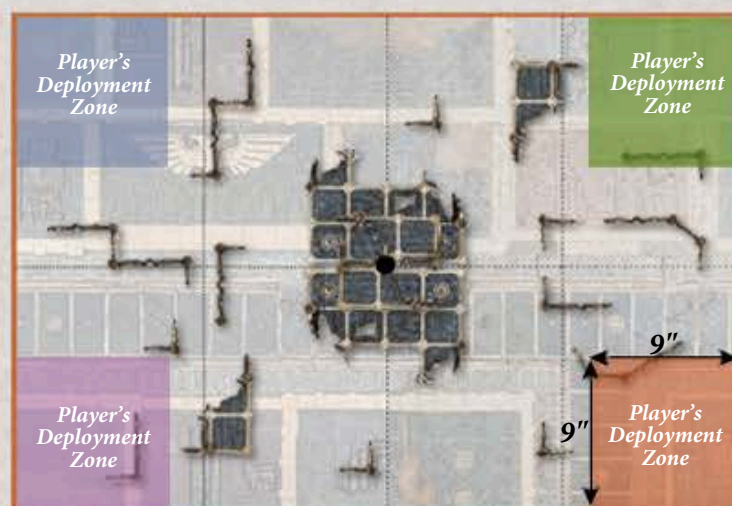
If there are 2 or more Comms specialists within 2" of the vox-node each player rolls a D6 and adds any number of command points to the result. The player with the highest result may spend the command points to gain, or force another player to lose, Intelligence resources as described above. If any of the results are a tie the players are disqualified from attempting to gain data until the next initiative phase. In the event that the roll ends with the highest results being a tie the player with the next highest result wins.

RESOURCES

In a campaign game (KT-CM pg202) the player(s) that lose the mission each lose 1 Morale and 1 Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

AGE OF DARKNESS MISSION

CREEPING DEATH

Despite a bitterly fought defence the bunker has been breached and a vicious running battle has now engulfed the complex. All thought of honourable combat is abandoned as enemy kill teams attempt to locate the atmospheric scrubbers and introduce a nerve toxin, consigning those within to a slow death.

THE KILL TEAMS

This is a mission for two to four players. Choose which players will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (KT-CM pg62) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example using a Kill Team Arena board is shown below. Zone Mortalis would also be a thematically viable board

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

BATTLE LENGTH

The battle ends at the end of a battle round if the Attackers have introduced the nerve toxin into the atmospheric scrubbers. Otherwise the game lasts for 6 battle rounds.

VICTORY CONDITIONS

If the battle ends because the attackers manage to introduce the nerve toxin, then the attacker wins. Otherwise, each player scores 2 victory points for each enemy specialist model, including the leader, taken out of action, and 1 victory point for each enemy fire team model taken out of action. The player with the most victory points is the winner. If there is a tie, the defender wins.

ATMOSPHERIC SCRUBBERS

Before deploying their models the defender places three objective markers, numbered 1 to 3, face down anywhere within their deployment zone, Number 1 is the atmospheric scrubber.

NERVE TOXIN CANISTERS

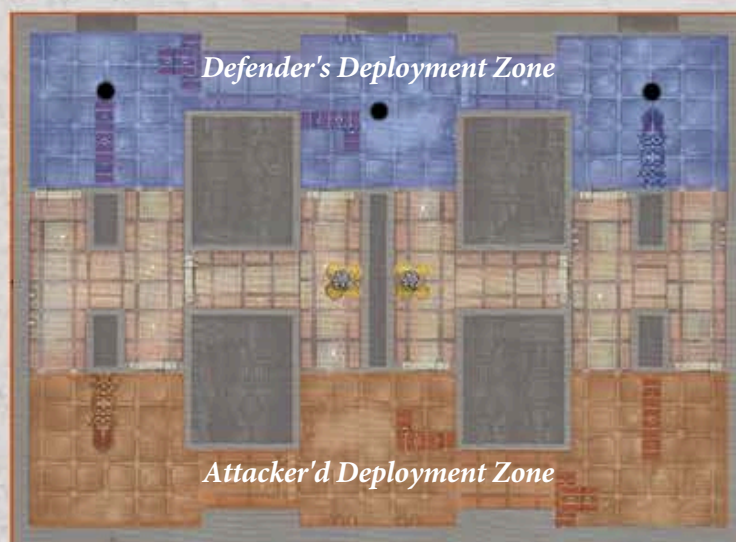
Before deploying their models the attacker places tokens next to three models representing those carrying the canisters of nerve toxin.

If a model carrying a toxin canister is taken out of action, for whatever reason, the model is removed and the toxin canister remains on the board. It can be picked up by any model that passes within 1" of it. Models carrying a toxin canister may transfer them to a friendly model within 1" at the end of Move phase.

If a model with a toxin canister from the attackers kill team is within 1" of the atmospheric scrubber during the initiative phase the attacker may spend 1 command point to introduce the nerve toxin.

RESOURCES

In a campaign game (KT-CM pg202) if the Attacker wins they gain 1 morale and 2 Territory. If the Defender wins they gain 2 Morale and 1 Materiel.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

AGE OF DARKNESS MISSION

KATABASIS

After three months of fratricidal war the firestorms and ash clouds finally begin to clear. As they do the Warmaster punctuates his treachery with a second bombardment of Isstvan III. The survivors of his victory, now trapped under a city's worth of rubble, must extract themselves and fight on.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (KT-CM pg62) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. This represents subterranean ruins and thus an enclosed space where models may not jump or FLY over other models or terrain.

There must be enough terrain to accommodate every model in each player's deployment zone.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. Each player places one model per terrain feature in their deployment zone during the deployment phase.

BATTLE LENGTH

The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

Players score 1 victory points for each opposing model they take out of action, 2 victory points for each Specialist. In the event of a tie the player who has the fewest models trapped under rubble at the end of the game wins



SUBTERRANEAN RUINS

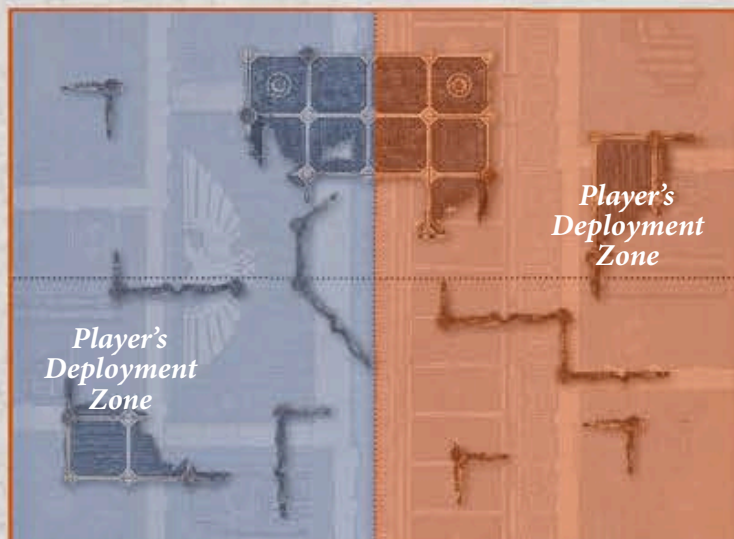
All open ground is classed as difficult terrain. All terrain features are classed as dangerous terrain and models that fail the dangerous terrain test become trapped under rubble.

TRAPPED UNDER RUBBLE

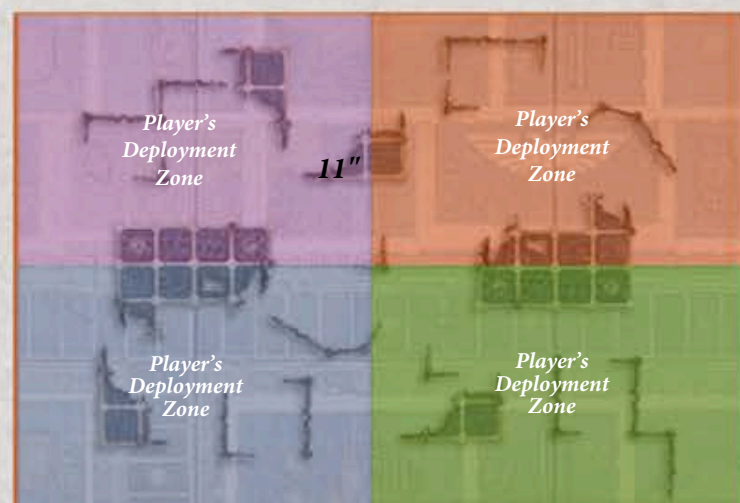
All models begin the game trapped under rubble and may free themselves during the initiative phase on a D6 roll of 4+, adding +1 to the roll for each friendly model within 2". Models may only be moved once they are free by may attack in the shoot and fight phase but with a -1 to hit and wound modifier.

RESOURCES

In a campaign game (KT-CM pg202) the player(s) that lose the mission each lose 2 Morale. If players draw they do not lose Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

AGE OF DARKNESS MISSION

GARDEN OF ASHES

In the weeks after the final bombardment of Choral City strange flora begun to sprout. The stench of these fecund plants, fertilised with thousands of Astartes dead, seem to draw rotten beings out of the very air. Some of the many dead among the roots are pilots, pilots with access codes to off world transports.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (KT-CM pg62) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below.

The Grandfathers Blessing, see opposite, is set up in the centre of the board with the Plaguebearers in base contact with the Feculent Gnarlmau.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise the battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

The first player to hold the Feculent Gnarlmau during an initiative phase and spend 4 command points to find a pilot's body is the winner. If no player meets this condition at the end of the game then all players lose.



THE GRANDFATHERS BLESSING

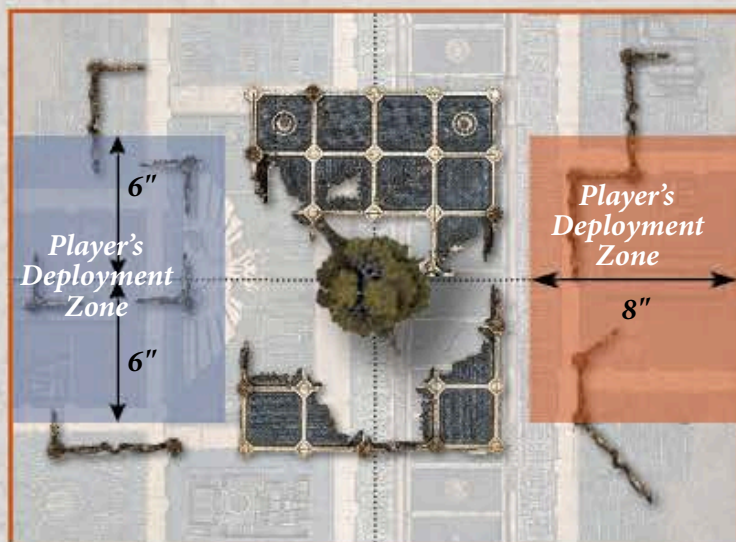
Central objective for this mission is a Feculent Gnarlmau that is defended by 3 Plaguebearers; 1 Plagueridden (Leader), 1 Plaguebearer with Icon (Herald), and 1 Plague bearer with horn (Comms). All have the Guard behavioural matrix. The stats for these models together with their abilities and weapons can be found in KT-A19 pg 96

At the start of the initiative phase roll a D6 and place the following models in base contact with the Feculent Gnarlmau;

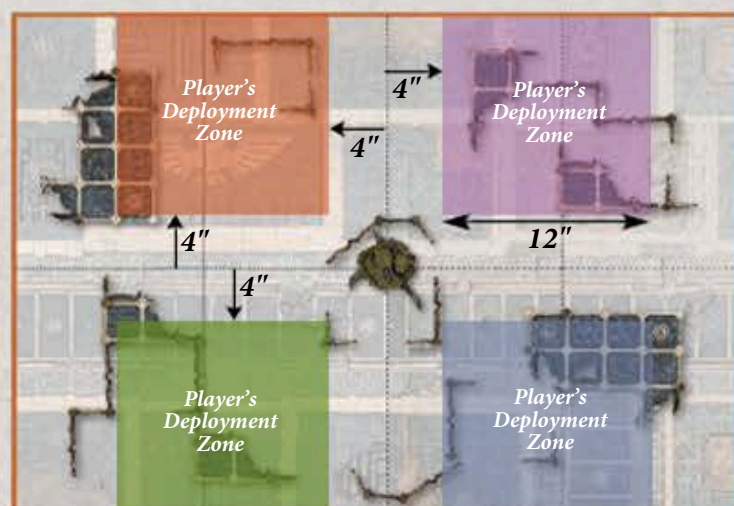
- On a 1-3: 1 Plaguebearer
- On a 4-5: 2 Plaguebearers
- On a 6: 1 Plagueridden (Combat)

RESOURCES

In a campaign game (KT-CM pg202) the player(s) that lose the mission each lose 2 Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

AGE OF DARKNESS MISSION

HUNTED

It has been over six months since the population of Isstvan III was devoured and now the survivors begin to leave. Vox intercepts report a system ship that has been retrofitted for warp travel. As they rush to their salvation something follows, something born of treachery, something broken.

THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (KT-CM pg62) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below.

SCOUTING PHASE

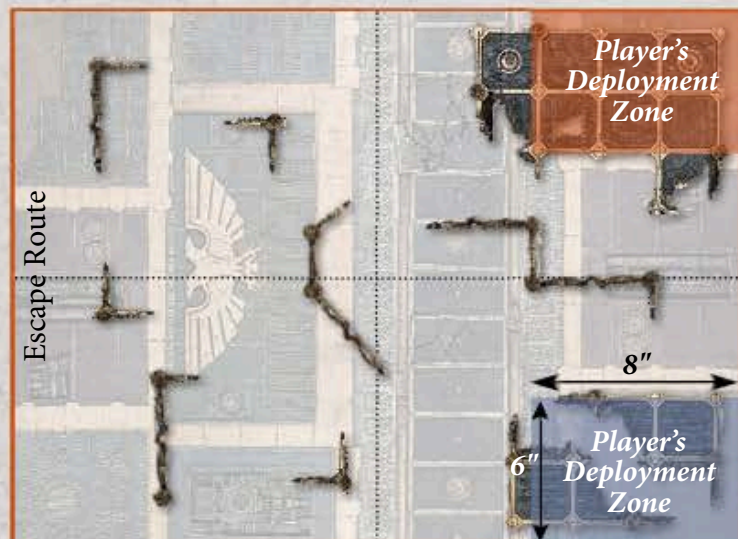
Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.



Two-player battlefield using one gameboard

VICTORY CONDITIONS

At the end of the battle, the player who got the most models of the board (see below) wins. In the event of a tie all players lose.

TO THE SHIP!

Any Player can move their models off the edge of the battlefield labelled 'escape route' in the Movement phase, if that model's move is sufficient to take it wholly over the edge of the battlefield. A model that escapes this way is not considered to be out of action, but takes no further part in the mission.

THE HUNTER

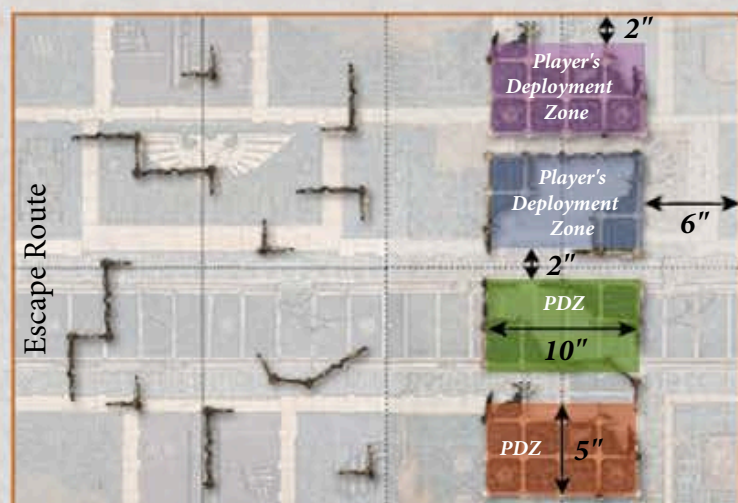
Caked with filth and the death ash of a world the thing that hunts the surviving Astartes is, or was, itself an Astartes. The patches of black and sea green mark him as a Son of Horus, though reports of previous encounters teh savagry with which he attacks all who cross his path.

This model enters from the centre of the escape route board edge at the start of the second turn. Use a suitable model together with the datacard and behavioural matrix opposite to represent the Hunter.



RESOURCES

In a campaign game (KT-CM pg202) the player(s) that lose the mission become a guerilla force if they are not so already.



Three- to four-player battlefield using two gameboards



NAME	M	WS	BS	S	T	W	A	Ld	Sv
THE HUNTER	6	2+	2+	4	4	4	3	-	3+
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
BOLT PISTOL	12"	Pistol		4	0	1	-		
CHAINSWORD	M	Melee		U	0	1	+1 Attack		

ABILITIES: Unaligned Model [Hellhound], Auto pass Nerve tests

HELLHOUND BEHAVIOURAL MATRIX

- 1) If the Hunter is already within 1" of a kill team model he attacks that model in the fight phase
 - 2) If not within 9" of a kill team model the Hunter makes a standard move towards the nearest kill team model unless there are no kill team models within 12" in which case this model advances to the nearest kill team model.
 - 3) If the Hunter is wholly within 9" of a kill team model then he declares a charge against that model.
 - 4) If a kill team model is the within range of the Hunter's bolt pistol he will attack that model in the shooting phase
- The Hunter is a level 4 Ferocity specialist that uses the Counter-Attack, Blood Lust, Berserker and Indignant Rampage abilities (KT-CMD pg 20).
 - Deployment: After players have deployed their models the Hunter is deployed on a random piece of terrain at the end of the deployment
 - The Hunter targets models in the following order: Leaders > Specialists > Upgraded Fire Team > Fire Team
 - Relentless: If the Hunter takes a model out of action in the fight phase he makes an immediate pile in move and fight again with his full number attacks. He continues until there are no further models within 3"



Fulgrim the Illuminator, The Phoenician, Prefector of Chemos, High Lord of the Emperor's Children

PAINING GUIDE



THE ISSTVAN III PAINTING GUIDE

A well painted Age of Darkness kill team is striking to behold, miniatures and their lore smashing together, but where to start? Fortunately Lahmian Maximus has written painting guides for the four Astartes Legions involved in the purge at Isstvan III. These are easy to follow and provide an excellent base from which to tinker, decal, or weather to your heart's content.

However before we look at the Legion guides we should look at a few notes on the techniques that apply to all his work.

THIN YOUR PAINTS

Thinning your paints with water in a roughly two parts paint, to one-part water ratio achieves the best results I find. All paint is applied throughout this tutorial using this method unless stated otherwise and prepared on a wet palette. Allowing around 15 minutes drying time between base and layer paint application is recommended for a smoother result.

Games Workshop metallic paints require less water to thin them sufficiently than the base or layer paints, a ratio of 3 parts paint to one-part water achieves the best result.

BASECOATING

The number of coats required may vary depending on the primer colour chosen, black requiring the most layers for consistent coverage. Also, neatness is not of paramount importance at this stage as further colours will be added to tidy up the model as we proceed.

You should base any areas of the model in black that you would like to be silver in future. This will act as a perfect base colour for the silver paint to follow.

PINWASHING AKA "BLACK LINING"

This can take some time to achieve and getting it perfect first time is incredibly tricky so don't be surprised if you need to come back once its dry and touch up areas with the base colour. I use a long bristle "Rigger Style brush" to apply the shade paint in this step which makes it a lot easier to be precise, but a medium sized detail brush with a solid tip will do the job, you must just be careful not to over load the brush or the shade will get away from you and flood the area. Allow a longer drying time for shade paints (30-40 minutes approx.)

LAHMIAN MAXIMUS

Jordan Pantsios is a hobbyist that hails from Adelaide, South Australia. His painting and modelling style has been described by many as "Crisp", "Neat" and "clean", three adjectives that he enjoys hearing very much. Jordan's hobby journey began many years ago but was re-awakened to full effect in 2018 when he discovered the Horus Heresy. His love for the lore and Space Marines of the period have led to a vast collection of various Legion's and an affinity with the paint schemes of the 31st millennium.

For more pictures and information check out his Instagram @lahmian_maximus. Jordan's main goal is to spread the hobby love wherever and however possible, he will be more than happy to answer any hobby related questions you may have.

Both Jordan and myself would also like to extend our gratitude to the bastion of gaming that is @hardcore_hobby who supplied the Necromunda/Zone Mortalis scenery used as the backdrop for these painting guides.

SHADE PAINTS

It is vital to avoid "Washing or flooding" the model with shade paints if you wish to achieve a clean look. On areas such as the power pack intakes and silver trim etc, the "Nuln oil" is applied in the same fashion as you would a base or layer paint. The trick here is to not overload your brush and treat the shade as a layer paint. Keep it moving rather quickly to avoid staining and an uneven finish. You can, however, be slightly heavier handed with the shade on areas like the weapon, exhaust outlets and any other areas you would like to look less polished or maintained. Allow a longer drying time for shade paints (30-40 minutes approx.)

EDGE HIGHLIGHTING

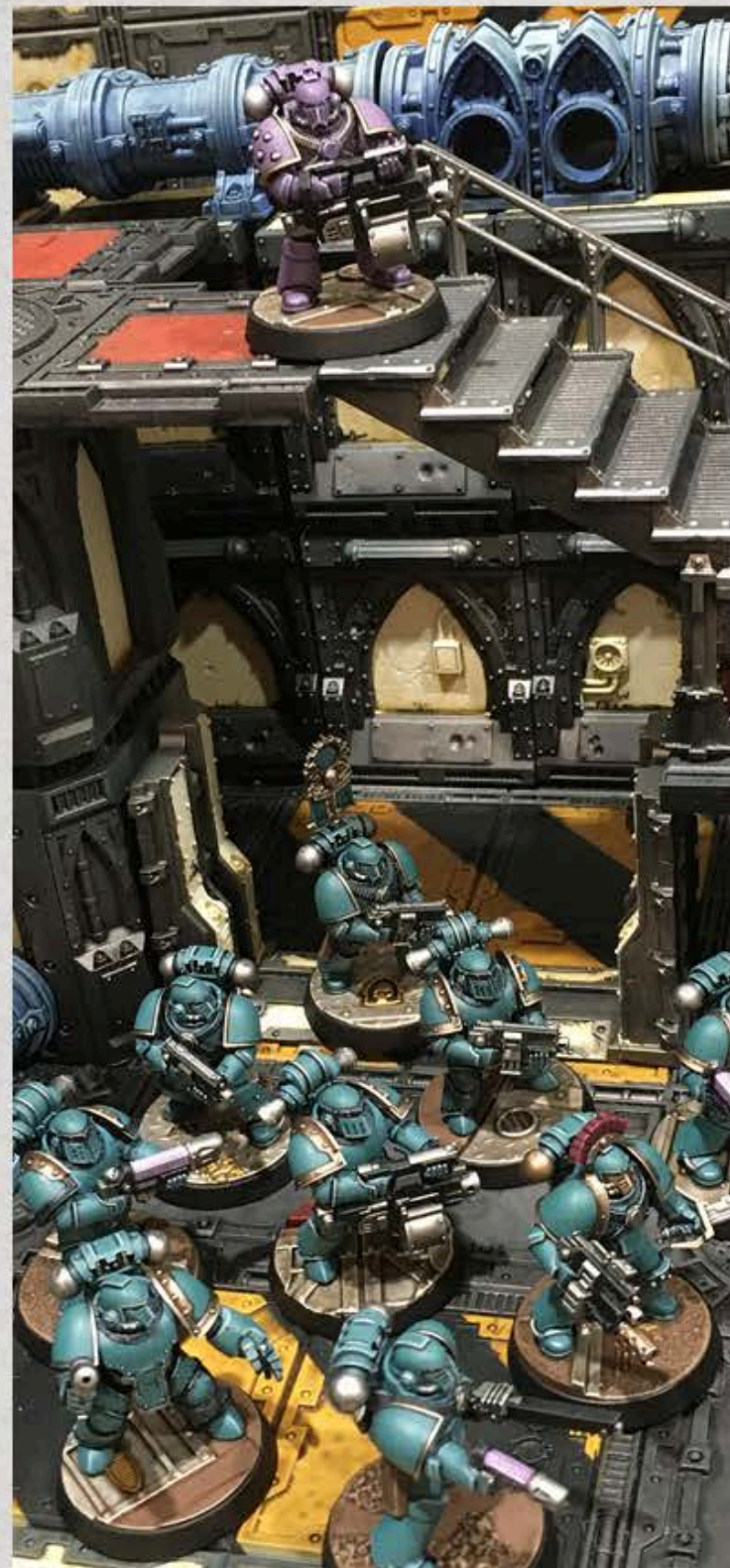
The key to edge highlighting is paint and brush preparation. The paint should be thin and flow easily but overloading the brush, much like the shade step, will result in the paint getting in areas you do not wish it to. Once you have loaded your brush with the desired colour and sufficiently thinned the paint, I recommend quickly wicking the brush (Touching it briefly) on some tissue paper or kitchen towel. This removes any excess paint while still leaving the belly of the brush adequately loaded with paint of the correct consistency

Experimenting with various technical mediums such as “Lahmian Medium” and/or possibly air brush thinner or flow improver can also help you to perfect your edge highlighting procedure, however it will work with water if you get the consistency right.

The brush used is not nearly as important as the paint consistency, I cannot over state this enough, a medium sized layer or detail brush is also more preferable than a smaller, thinner one as the paint will not dry out as quickly on a larger bristled brush. This will allow you to edge highlight further as the paint will remain pliable longer without drying out or needing re-application as

DRYBRUSHING

When drybrushing, I use the paint straight from the pot without adding any thinning agent or water. Apply a small amount of paint to a dedicated dry brush or old frayed, stiff bristled brush, it is imperative that the brush you use remains dry the entire time, do not pre wet it before you begin. Then proceed to wipe the brush on paper towel or tissue paper in a circular motion until almost no paint appears to leave the brush.







THE VOID WRAITHS

Led by the sanguine Grael Faustus this Shattered Legion kill team was famed for both its brutal firepower and its proven track record for assassinating local command structures. Comprised of warriors from four legions its members were prone to disagreement but never infighting, or at least not after Tybalt Marr himself executed the 13th member of the team as an object lesson in unit cohesion after a failed mission.

After Istvan III the Void Wraiths were assigned to patrol the edge of the Urgall depression on Istvan V where they took great pleasure in putting their brother legions to the blade. One by one the non 3rd legion members of the kill team fell, some to the enemy... some not. Until only the Emperors Children remained.

By the time the Istvastian campaigns came to an end the members of the Void Wraiths had undergone surgery, their vocal chambers extended and distorted by Apothecary Bile. The Void Wraiths were no more, their members having evolved to become the Kakophani of the Wraith's Wail

Leader

1. Orest Valotis, Emperor's Children Tactical sergeant (Leader) with bolt pistol, chainsword, frag & krak grenades

Specialists

2. Vorak Dakhsis, World Eater Tactical Support (Sniper) with plasma gun, chainaxe, frag & krak grenades

3. Sollan Moghor, Death Guard Tactical Support (Demolitions) with flamer, bolt pistol, frag & krak grenades

4. Berrosa Khr, Word Bearer Tactical Support (Zealot) with meltagun, bolt pistol, chainsword, frag & krak grenades

5. Tirio Arus, Emperor's Children recon marine (Comms) with auspex, boltgun, bolt pistol, frag & krak grenades

Fire team

6. Leonid Ziluto, Emperor's Children tactical marine with boltgun, bolt pistol, chainsword, frag & krak grenades

7. Kaelil Arenos, Emperor's Children tactical marine with boltgun, bolt pistol, chainsword, frag & krak grenades

8. Argosian Cyth, Emperor's Children Heavy Support marine with heavy bolter, bolt pistol, chainsword, frag & krak grenades

9. Galan Thoros, Emperor's Children Heavy Support marine with missile launcher, bolt pistol, chainsword, frag & krak grenades

10. Appoloin Rabatus, Emperor's Children Tactical Support with meltagun, bolt pistol, chainsword, frag & krak grenades

11. Centius Avien, Emperor's Children Tactical Support with flamer, bolt pistol, chainsword, frag & krak grenades

12. Aurelio Ertizal, Emperor's Children Assault Champion with lightning claw, bolt pistol, frag & krak grenades

EMPEROR'S CHILDREN

The third legion once held a special place at the Emperor's side and in his heart. They now only exhibit as the perfect personification of disgrace and debauchery. Following their master Fulgrim's example, deeper and deeper into the bowls of excess, they have become the polar opposite of what they once had strived to be. They do, however, remain loyal to the colour purple.



Step 1. Base coat the largest area of the model (the power armour) with a 50/50 mixture of the Base paints Daemonette Hide and Genestealer Purple using a medium to large size brush, apply two to three thin coats until a solid opaque finish is achieved.

Step 2. Base coat the weapon, under suit, cables and any areas of the marine you would like to be black with the base paint Abaddon Black I recommend applying a second coat of Abaddon Black to the weapon casing and/or any items of equipment that you wish to be black in future.

Step 3. Base coat the eye lenses with two thin coats of Teclis Blue once the blue is dry apply a small dot of Corax White to the outer middle area of the lenses (as pictured) to simulate light reflection.

Step 4. Base coat all the areas of the marine that you would like to be silver with two thin coats of the base paint Iron hands steel.

Step 5. Base coat any areas of the marine or weapons that you would like to be gold such as the pauldron trim using two thin coats of Sycorax Bronze if you prefer a more yellow gold appearance, I recommend using Retributor Armour.

Step 6. Apply a Pinwash of Nuln Oil shade to all the recess areas of the model. This includes all the under suit and breaks in the armour along with any panel lines, rivets, face vents, around the eyes and any joins in the armour panels.

Step 7. Apply a single thin, even coat of Nuln Oil shade to all the silver and gold areas of the model.

At this stage, the entire model should be base coated, pin-washed and shaded, this is a great opportunity to go over the whole model and check to see if any areas require cleaning up or touching up prior to moving on to the highlight phase.

Step 8. Highlight the edges and prominent surfaces of the silver areas using a thin layer of Iron hands steel followed by a more focused and sharper highlight of Stormhost Silver Repeat this process with the gold areas using a thin layer of your chosen gold base colour instead of the Iron hands steel, but still using Stormhost Silver as the final highlight colour.

Step 9. Using the Edge highlighting technique explained in the previous step, highlight the following areas in their respective colours: Daemonette Hide/Genestealer Purple with Dechala Lilac, and Abaddon Black with Mechanicus Standard Grey





Step 10. I recommend you base your model to match the rest of your army. The basing scheme pictured is as follows: basecoat the metallic silver areas with Iron hands steel and the earthy areas with Blood reaver flesh. Once dry wash the whole base with Agrax Earthshade wash

After allowing the shade around 45 minutes to dry thoroughly you can begin to dry brush the highlight colours. Dry brush the Iron hands steel with Stormhost silver, and the Blood reaver flesh with Baneblade brown. Finally paint the rim of the base with Abaddon Black.

Your Emperors children are now complete and prepared to show that they are the penultimate pinnacle of perfection personified whilst pertaining to a painful penchant for purple, previously promoting a propensity for protocol and probity but now a prevalent preposterous plethora of petrifying putridness.....Say that 5 times fast.

The Emperor's Children Palette

The paints used in this guide are all from Games Workshops current range.

Primer

Mechanicus standard grey spray.
Chaos Black would also be suitable.

Base Paints

Abaddon Black
Daemonette Hide
Corax White
Iron Hands Steel

Washes

Nuln Oil
Agrax Earthshade

Layer Paints

Genestealer Purple
Dechala Lilac
Teclis Blue
Bloodreaver Flesh
Baneblade Brown
Sycorax Bronze
Stormhost Silver

Technical

Lahmian Medium



Applying this guide to all your models will allow you to create a cohesive Age of Darkness kill team.

WORLD EATERS

The battle-hardened Berserkers that comprise Angron's Finest are amongst the most ferocious warriors the galaxy has ever known. Preferring to exercise their martial prowess rather than find victory through means of bombardment and artillery ensures that their crisp white and blue Ceramite never remains pristine for long.



Step 1. Base coat the largest area of the model (The power armour) with a 50/50 mixture of the Base paints Celestra Grey and Ulthuan Grey using a medium to large size brush, apply two to three thin coats until a solid opaque finish is achieved.

Step 2. Base coat the pauldrons, power pack and any areas of the model you would like to be blue with a 50/50 mixture of the base paints The Fang and Macragge Blue. You can simplify the paint scheme by using just one of the two if you prefer a darker or lighter blue. Then base coat the weapon, under suit, cables, and any areas of the marine you would like to be black with the base paint Abaddon Black

Step 3. Base coat the eye lenses with two thin coats of the layer paint Sybarite Green once the green is dry, apply a small dot of Corax White to the outer middle area of the lenses (as pictured) to simulate light reflection.

Step 4. Base coat all the areas of the marine that you would like to be silver with two thin coats of the base paint Iron hands steel You may also choose to base coat certain areas like the weapons, instruments etc with Iron Warriors to provide a darker contrast, this is optional however.

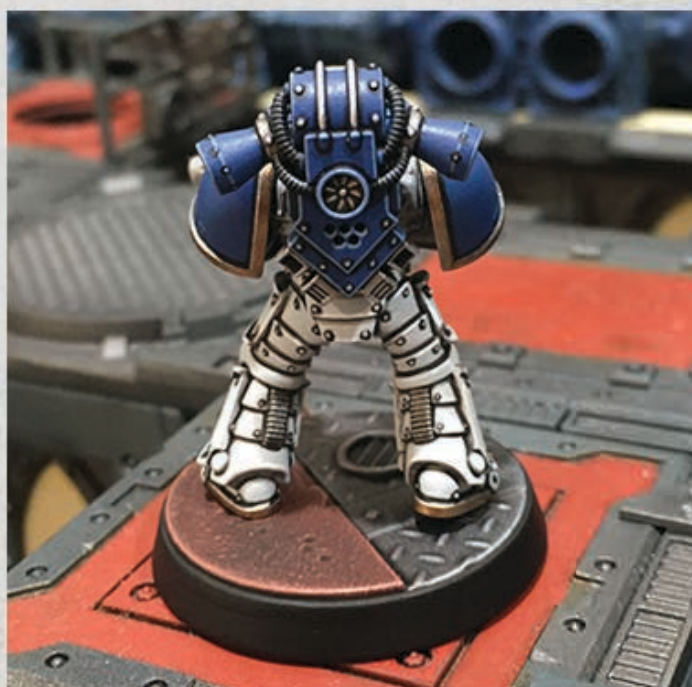
Step 5. Base coat any areas of the marine or weapons that you would like to be gold using two thin coats of Runelord Brass if you prefer a more yellow gold appearance, I recommend using Retributor Armour.

Step 6. Apply a Pinwash of the contrast paint Basilicanum Grey to all the recess areas of the model. This includes all the under suit and breaks in the armour along with any panel lines, rivets, face vents, around the eyes and any joins in the armour panels. You can substitute in Nuln oil, however I find that the Basilicanum Grey leaves a cleaner look on white.

Step 7. Apply a single thin, even coat of Nuln Oil shade to all the silver and gold areas of the model, focusing more shade on the weapons and instruments etc.

At this stage, the entire model should be base coated, pin-washed and shaded, this is a great opportunity to go over the whole model and check to see if any areas require cleaning up or touching up prior to moving on to the highlight phase.

Step 8. Highlight the edges and prominent surfaces of the silver areas using a thin layer of Iron hands steel followed by a more focused and sharper highlight of Stormhost Silver Repeat this process with the gold areas using a thin layer of Runelord Brass instead of the Iron hands steel, but still using Stormhost Silver as the final highlight colour.





Step 9. Using the Edge highlighting technique highlight the following areas in their respective colours: Celestra grey/Ulthuan Grey mix with White Scar, The Fang/Macragge Blue mix with Russ Grey, and Abaddon Black with Mechanicus Standard Grey

Step 10. I recommend you base your model to match the rest of your army. For the basing scheme pictured basecoat the earthy areas with Khorne Red, the skull with Rakarth Flesh. Allow to dry and then wash the whole base with Agrax Earthshade.

After allowing the shade around 45 minutes to dry thoroughly you can begin to dry brush the highlight colours. Iron Warriors with Grey Knights Steel and Khorne Red with Tuskgor Fur. Finally paint the rim of the base with Abaddon Black.

Your World Eaters are now complete and prepared to go forth to collect Skulls and shed blood for the Blood God! Forever trying to impress their surly genefather, they will endeavour to sully the bright white of their legion with the lovely juices of their enemies. Add Gore and Blood for the Blood god to taste, Bon appetite!

The World Eater Palette

The paints used in this guide are all from Games Workshops current range.

Primer

Mechanicus standard grey spray. Corax White or Grey Seer would also be suitable.

Base Paints

Celestra Grey
The Fang
Macragge Blue
Abaddon Black
Corax White
Iron Warriors
Iron hands steel
Runelord Brass
Khorne Red

Layer Paints

Russ Grey
Ulthuan Grey
White Scar
Stormhost Silver
Sybarite Green
Tuskgor Fur

Washes

Nuln Oil
Agrax Earthshade

Contrast

Basillicanum Grey

Technical

Lahmian Medium

Plasma Coils. The model pictured is equipped with a Plasma Weapon. To paint the coloured glow of your choice base coat the Plasma cell using the colours listed in Step 1. Once dry you can mix any colour you like with the technical paint Contrast Medium the colour used on the model pictured is Genestealer Purple/Contrast Medium mixed 50/50, you can use literally any colour you like, some of my favourites are: Teclis Blue, Evil sunz scarlet and sybarite green. Apply the mix as you would a thick shade wash, when dry highlight the edges of the plasma cell with dots of white scar.

DEATH GUARD

The stalwart and implacable warriors of Mortarion's chosen are infamously known Imperium wide for their near unbreakable advance and resolve. Before their unfortunate de-evolution into the putrid green clad, puss dripping, tentacle sporting servants of Nurgle, they adorned a much more subdued and almost utilitarian beige ensemble.



Step 1. Base coat the largest area of the model (The power armour) with a 50/50 mixture of the Base paints Rakarth Flesh and Pallid Wych Flesh using a medium to large size brush, apply two to three thin coats until a solid opaque finish is achieved.

Step 2. Base coat the pauldrons and any areas of the model you would like to be green with a 50/50 mixture of the base paints Castellan Green and Death world Forest. You can simplify the paint scheme by using just one of the two if you prefer a darker or lighter green. Then base coat the weapon, under suit, cables, and any areas of the marine you would like to be black with the base paint Abaddon Black

Step 3. Base coat the eye lenses with two thin coats of the base paint Mephiston Red once the red is dry, apply a small dot of Corax White to the outer middle area of the lenses (as pictured) to simulate light reflection.

Step 4. Base coat all the areas of the marine that you would like to be silver with two thin coats of the base paint Leadbelcher You may also choose to base coat certain areas like the weapons, instruments etc with Iron Warriors to provide a darker contrast, this is optional however.

Step 5. Base coat any areas of the marine or weapons that you would like to be gold using two thin coats of Balthasar Gold if you prefer a more yellow gold appearance, I recommend using Retributor Armour.

Step 6. Apply a Pinwash of Agrax Earthshade shade to all the recess areas of the model. This includes all the under suit and breaks in the armour along with any panel lines, rivets, face vents, around the eyes and any joins in the armour panels.

Step 7. Apply a single thin, even coat of Agrax Earthshade shade to all the silver and gold areas of the model. Then once dry, apply a single thin, even coat of Nuln Oil shade to all the silver areas only, focusing more shade on the weapons and instruments etc.

At this stage, the entire model should be base coated, pin-washed and shaded, this is a great opportunity to go over the whole model and check to see if any areas require cleaning up or touching up prior to moving on to the highlight phase.

Step 8. Highlight the edges and prominent surfaces of the silver areas using a thin layer of Leadbelcher followed by a more focused and sharper highlight of Stormhost Silver Repeat this process with the gold areas using a thin layer of Runelord Brass instead of the leadbelcher, but still using Stormhost Silver as the final highlight colour.





Step 9. Using the Edge highlighting technique explained in the previous step, highlight the following areas in their respective colours: Rakarth / Pallid Wych mix with White Scar, Castellan/Death world mix with Death Guard Green, and Abaddon Black with Mechanicus Standard Grey

Step 10. I recommend you base your model to match the rest of your army. For the basing scheme pictured basecoat the earthy areas with Khorne Red, the skull with Rakarth Flesh. Allow to dry and then wash the whole base with Agrax Earthshade.

After allowing the shade around 45 minutes to dry thoroughly you can begin to dry brush the highlight colours. Drybrush the Khorne Red with Tuskgor Fur and the Rakarth Flesh with Ushabti Bone. Finally paint the rim of the base with Abaddon Black.

Your Death Guard Marines are now complete and ready to spread disease and mutation throughout the Imperium of Man! Touched by the blessings of Grandfather Nurgle himself, these disgustingly resilient warriors of Barbaros will stop at nothing to complete the task at hand.....or tentacle.

The Death Guard Palette

The paints used in this guide are all from Games Workshops current range.

Primer

Mechanicus standard grey spray. Corax White or Grey Seer would also be suitable.

Base Paints

Rakarth Flesh
Castellan Green
Deathworld Forest
Death Guard Green
Mephiston Red
Abaddon Black
Corax White Iron
Warriors
Leadbelcher
Balthasar Gold
Runelord Brass
Khorne Red

Layer Paints

White Scar Pallid
Wych Flesh
Stormhost Silver
Ushabti Bone
Tuskgor Fur

Washes

Nuln Oil
Agrax Earthshade

Technical

Lahmian Medium



SONS OF HORUS

Once credited as the first among equals, hence forth branded the first among traitors, the Sons of The Warmaster are known by many names, The Luna Wolves, the Sons of Horus and now the black Legion. There was a special time however, following the victory won at Ullanor, when they donned a plate of Viridian Green and wore it with pride. This is that time.



Step 1. Base coat the largest area of the model (the power armour) with the layer paint Sons of Horus Green using a medium to large size brush, apply two to three thin coats until a solid opaque finish is achieved.

Step 2. Base coat the weapon, under suit, cables and any areas of the marine you would like to be black with the base paint Abaddon Black one coat should suffice at this stage as this will not be the final colour for the armour, although I recommend applying a second coat of Abaddon Black to the weapon casing and/or any items of equipment that you wish to be black in future.

Step 3. Base coat the eye lenses with two thin coats of Khorne Red once the red is dry apply a small dot of Corax White to the outer middle area of the lenses (as pictured) to simulate light reflection.

Step 4. Base coat all the areas of the marine that you would like to be silver with two thin coats of the base paint Iron hands steel. For any parts of the armour that you wish to be black, apply two thin coats of Corvus Black. This colour is more of a dark grey or blue black when compared to most black paints and will serve to differentiate the armour panels from the weapons, cables etc. It will still appear as black when the model is complete but will provide a subtle contrast and visual variety to the finished product.

Step 5. Base coat any areas of the marine or weapons that you would like to be gold such as the pauldron trim using two thin coats of Runelord Brass.

Step 6. Apply a Pinwash of Nuln Oil shade to all the recess areas of the model. This includes all the under suit and breaks in the armour along with any panel lines, rivets, face vents, around the eyes and any joins in the armour panels.

Step 7. Apply a single thin, even coat of Nuln Oil shade to all the silver and gold areas of the model.

At this stage, the entire model should be base coated, pin-washed and shaded, this is a great opportunity to go over the whole model and check to see if any areas require cleaning up or touching up prior to moving on to the highlight phase.

Step 8. Highlight the edges and prominent surfaces of the silver areas using a thin layer of Iron hands steel followed by a more focused and sharper highlight of Stormhost Silver Repeat this process with the gold areas using a thin layer of Runelord Brass instead of the Iron hands steel, but still using Stormhost Silver as the final highlight colour.





Step 9. Using the Edge highlighting technique explained in the previous step, highlight the following areas in their respective colours: Sons of Horus Green with Administratum Grey, Abaddon Black with Mechanicus Standard Grey, and Corvus Black with Dawnstone

Step 10. I recommend you base your model to match the rest of your army. The basing scheme pictured is as follows: Basecoat the metallic silver areas with Iron hands steel and the earthy areas with Bloodreaver flesh

After allowing the shade around 45 minutes to dry thoroughly you can begin to dry brush the highlight colours. Drybrush the Iron Hands Steel with Stormhost Silver and Bloodreaver Flesh with Baneblade brown. Finally paint the rim of the base with Abaddon Black.

Your Sons of Horus are now Viridian Clad and ready to bring ignorant loyalist scum to their knees! Follow in the steps of Horus Lupercal himself, the true Warmaster, It does not matter how the Galaxy burns,..... only that it does! Truer words never spoken, but while you're burning the Galaxy, you might as well look good while you're doing it.

The Sons of Horus Palette

The paints used in this guide are all from Games Workshops current range.

Primer

Mechanicus standard grey spray. Chaos Black would also be suitable.

Base Paints

Abaddon Black
Corvus Black
Khorne Red
Corax White
Iron Hands Steel
Runelord Brass

Layer Paints

Sons of Horus
Green
Administratum
Grey
Bloodreaver Flesh
Baneblade Brown
Stormhost Silver

Washes

Nuln Oil
Agrax Earthshade

Technical

Lahmian Medium







LOKEN'S KNIFE

The Kill Team known as Loken's Knife were an integral part of force consolidation in the opening weeks of the Great Betrayal. Tasked with contacting other loyalist astartes groups and positions they excelled and infiltration. Pictured here a week before the end of the battle of Isstvan III they have merged with a number of other squads and teams as the attrition of combat took its toll on the loyalists' limited resources.

It is speculated that they drew their name from Sons of Horus captain Garviel Loken, of the 10th company, though whether he commanded them or they bore name in his honour is unknown. At the close of the battle for Isstvan III they patrolled the grounds of the Precentors Palace bringing their plasma weapons to bear on those traitors who tried to breach the loyalist picket.

Thought killed in the final assault on the palace there is some evidence that at least one member of Loken's Knife survived and made it off world after the final bombardment of Isstvan III. Daekh Riam is recorded as having been killed in action two years later as a member of the Thorned Halo Blackshield company, part Darius Xytion's Thousand Shard alliance.

Leader

1. Grael Faustus, Tactical Sergeant (Leader) with Combi-Flamer, Power Sword, frag & krak grenades

Specialists

2. Yade Cthagga, Assault Champion (Combat) with Plasma Pistol, Power Fist, frag & krak grenades

3. Kloros Notura, Tactical Marine (Herald) with boltgun with bolt pistol, chainsword, frag & krak grenades

4. Taloc Zenonius, Tactical Support Marine (Sniper) with Plasma gun, bolt pistol, frag & krak grenades

Fire team

5. Xavyer Durso Assault Marine with Plasma Pistol, chainsword, frag & krak grenades

6. Drekva Haston, Tactical Marine with boltgun, bolt pistol, chainsword, frag & krak grenades

7. Mirkh Lorr, Tactical Marine with boltgun, bolt pistol, chainsword, frag & krak grenades

8. Daekh Riam, Tactical Support Marine with Plasma gun, bolt pistol, Power Fist, frag & krak grenades

9. Hrath Nalla, Heavy Support Marine: Heavy Bolter, Chainsword, Frag & Krak Grenades

