

WARHAMMER  
40,000

# KILL TEAM



**ZONE MORTALIS**  
UNOFFICIAL MOD



# KILL TEAM AGE OF DARKNESS



**KILLZONE: ZONE MORTALIS**





# THIS IS NOT AN OFFICIAL GAMES WORKSHOP PRODUCT

**YOU NEED A COPY OF THE KILL TEAM CORE BOOK AND THE KILL TEAM AGE OF DARKNESS SUPPLEMENT TO USE THIS SUPPLEMENT**

## Dedication

I dedicate this work to everyone in the community who is struggling, like I do, with mental health. The world has come a long way but for many of us silence is both a safe harbour and, unfortunately, a prison. I encourage those who feel like they can to go and talk to someone. For the friends of those struggling please know that we cannot always start these conversations, some time you will need to. It does not need to be a formal, earnest, intervention style thing. Take them for a coffee and a chat. Such chats made a huge difference to me in the past and relieved a huge amount of pressure.

My life has been made immeasurably better by this community. I am grateful beyond words,  
Oss

**If you enjoy this expansion please buy the books/models that inspired it or support the websites and communities that keep it going.**

## 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](http://www.forgeworld.co.uk)): Horus Heresy Black Books 1-9 were the primary source for background text, images, and troop information, Horus Heresy Red Books detailed the options for models and the basis for weapon profiles.
- Black Library ([www.blacklibrary.com](http://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](http://www.games-workshop.com)): Kill Team for the layout, typographic elements and rules-set, Codex Space Wolves, Blood Angels, Dark Angels, Space Marines gave inspiration for tactics
  - o References: I make occasional references to existing rules found in the Kill Team rule books. These are;

KT-CB	Kill Team Core Book
KT-CPM	Kill Team Compendium
- Lexicanum Wiki ([wh40k.lexicanum.com](http://wh40k.lexicanum.com)): An excellent resource for the minutia of the setting
- Warhammer 40K Wiki ([warhammer40k.wikia.com](http://warhammer40k.wikia.com)): An outstanding Horus Hersey background resource, this PDF has pieces copied wholesale from it.

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## Version 0.3 Notes

This is the first secondary supplement for Kill Team Age of Darkness. It contains the rules needed to field Legion Terminator kill teams together with a new Killzone to use them in, Killzone: Zone Mortalis.

A small section at the end of the book provides the Alpha ruleset that allows players to play multiple kill teams against each other supported by multiple support operatives. This is very early days for this particular way of playing Kill Team but it is an absolute scream to play, especially with the Darktide soundtrack blaring in the background.

## BALANCE

This supplement is considered to be part of the standalone setting of Kill Team: Age of Darkness rather than an expansion for the Kill Team core game.

**This is not balanced against official expansions, White Dwarf articles or the Kill Team Compendium.**

Anyway, I hope you enjoy this new kill team and look forward to hearing from you.

Oss

## A Coffee?

If you like my work please consider buying me a coffee at <https://ko-fi.com/ossified>

It really does help keep me going.



# ZONE MORTALIS

The concept of the "Zone Mortalis" as a theatre of warfare dates to the era of the Great Crusade as referred to in the ancient Codex Tactica Imperialis. Such zones, be they the contested decks of a void warship, wall breaches, tangled mine works, lightless under-hives, the prison-vaults of sundered fortress citadels, labyrinthine industrial sewer systems and sacred catacombs, all have a confluence of factors in common such as close confinement, limited access for attack or escape routes, as well as treacherous environments, which make them murderous venues for warfare.

It is an area in which the brute force of the Legiones Astartes excel, and much application of strategy evolved from this most deadly form of warfare. Zone Mortalis battles are often fatal and chaotic affairs, such as fighting in a collapsing hive city under mass artillery bombardment or on a burning star vessel in the middle of a pitched void battle.

Some from Legions such as the Ultramarines and Iron Warriors saw victory in the Zone Mortalis as a precise application of tactics and equipment, while others such as the Blood Angels and World Eaters relied on courage and fury to carry the day, but without doubt the undisputed masters of the Zone Mortalis were the Death Guard Legion. In such warfare they were relentless, merciless and without peer.

## The Dangers of Zone Mortalis

Fighting within Zone Mortalis terrain is a dangerous and treacherous affair, and one in which even light vehicles can flounder or damage themselves, unexpectedly crashing through buckled deck plating, getting crushed beneath falling rubble, or contacting exposed power conduits with deadly results. As a matter of course this

means Infantry hold the power within the halls of fortresses and corridors of voidcraft. However even the Adeptus Astartes, when facing a suitably prepared enemy, are likely to be trapped in areas where their avenues of retreat are entirely cut off, and due to the confusion of corridors and passageways that may surround them, falling back may be a particularly deadly affair.

The gigantic outer hull of the starships of the Legiones Astartes can itself form a battlefield, and some of the most desperate and bloody boarding actions of the Horus Heresy were fought simply to force a breach in a voidcraft armoured flanks. In boarding actions of this kind both sides sought to either to hold airlocks or vital positions and equipment on the hull's surface. Even once breached a vessel has many dangers in its own right, such as areas filled with poisonous gas, choking industrial fumes or extreme heat, as well as the effects of fighting in a depressurised area of a space vessel during a boarding action.

Within the confines of a fortress, hive city or voidcraft the open areas can prove to be death traps to the unwary and certain weapons have their effectiveness increased by the environment, while others become more unpredictable.







Within the confines of a fortress, hive city or voidcraft the open areas can prove to be death traps to the unwary and certain weapons have their effectiveness increased by the environment, while others become more unpredictable. Flamers are used to wash enemies from strong points or block and enemies advance melta weapons destroy such structures outright though risk bringing the roof down on the combatants, burying them alive or breaching the outer shell of a hive allowing the toxic atmosphere to further pollute the battlefield.

Perhaps the greatest risk to a commander however comes from simply not knowing the disposition and strength of the forces they face. The levels of low visibility over distance is nothing compared to the abyssal darkness of fighting deep underground or within the tortuous confines of a space hulk, where even the finest auguries and sensors may prove utterly useless.

### **The Isstvan III Atrocity**

Warned ahead of time the loyalist forces of the Sons of Horus, Emperor's Children, Death Guard and World Eaters fled into the depths of the plant to avoid the Virus-Bombing while engaged against the rebels. All does not go to plan for the traitors, however, and many of the Loyalists survive to force Horus to engage them in a vicious battle among the ruins of the planet's capital, the Choral City, before they are finally wiped out by orbital bombardments.

### **The Flight of the Eisenstein**

Nathaniel Garro, Battle-Captain of the Death Guard's 7th Great Company, flees Isstvan III after having witnessed the Warmaster Horus' treachery first-hand. He braves the Warp to escape the Traitor forces who pursue him in order to bring word to the Emperor of his once favoured-son's duplicity. He and his crew fight tense battles against the forces of Nurgle among the Killzones of the voidcraft.

### **The Isstvan V Dropsite Massacre**

With Terra warned of the Warmaster Horus' treachery at Isstvan III, eight entire Space Marine Legions, half of the known forces of the Legiones Astartes, are ordered by Terra to crush the Traitors' rebellion at Isstvan V, but unbeknownst to the rest, Horus has already turned three of them to his service and ensured the fourth is delayed. The first wave of Loyalist Legions – the Iron Hands, Raven Guard and Salamanders – makes planetfall but is betrayed by the second wave coming behind them – the Alpha Legion, Night Lords, Iron Warriors and elements of the Word Bearers – in the bloodiest three solar hours of war ever fought by the Legiones Astartes. In the aftermath of the great betrayal, three Legions are almost entirely wiped out, one Primarch, Ferrus Manus, is slain by Fulgrim and two others – Vulkan and Corvus Corax – are missing in action. The survivors of the Iron Hands, Raven Guard and Salamanders who manage to escape off-world or remained elsewhere in the galaxy become known as the "Shattered Legions."



### **Destruction of the Furious Abyss**

Following the destruction of the Auretian Techocracy and securing of their rare STC templates, Lorgar, Primarch of the Word Bearers Legion, secured a secret alliance with the traitorous Fabricator-General Kelbor-Hal. He commissioned the Dark Mechantium to construct a trio of mighty vessels built for the service of his Legion. The Furious Abyss was the first such vessel of its kind. The Word Bearers had been secretly ordered by the rebellious Warmaster Horus to bring their unfettered wrath down upon their hated rivals, the Ultramarines Legion. The Furious Abyss was to play an instrumental role in the Battle of Calth and the Traitor Legion's destructive campaign that was intended to see the Ultramarines capital world of Macragge destroyed. But before the mighty Battleship could reach its destination, the secret of its existence had been discovered. The Word Bearers' vessel was infiltrated by a small Loyalist strike force of Space Marine Legionaries, who proceeded to sabotage the ship's plasma generatorium, which began a chain-reaction that resulted in the destruction of the massive vessel.

### **The Battle of Calth**

Mustering at the world of Calth the Ultramarines are unaware of the Word Bearers' true allegiance and utterly unprepared for betrayal, and suffer horrific losses. The Traitors' real objective is the murder of Calth's Veridia star as an offering to the Ruinous Powers that would bring about the birth of the Ruinstorm, to disrupt all long-range Warp travel and make trans-luminal astrotelepathic communication all but impossible. This paves the way for the so-called "Age of Darkness".

### **The Underworld War of Calth**

Following the events of the Battle of Calth, the Word Bearers perform one last act of spite and cause the planet's primary star to become unstable. The surface of Calth is ravaged by the radiation emitted by the slow death of the Veridia star. The continuing Battle of Calth between trapped forces of those Ultramarines and Word Bearers still locked in a death-struggle descends into the extensive arcologies deep beneath the planet's surface. This so-called "Underworld War" grinds on for ten solar years before the last of the Traitors is finally hunted down and slain, a period that extends beyond even the end of the Heresy itself.





### **Siege of the Perfect Fortress**

Located on the world of Narsis, the so-called "Perfect Fortress" had been erected by the Emperor's Children, during the Great Crusade, designed by the Primarch Fulgrim and his brother Perturabo, a genius at siege tactics. Through the use of Corax's superlative military tactics and stratagems, the so-called "Perfect Fortress" fell within the solar day. The defenders return to find their vacated fortress occupied by the Raven Guard, who swiftly turn the powerful defensive weapons on their arrogant former brothers.

### **Second Battle of Prospero**

After Jaghatai Khan refuses to aid Lemar Russ and his battered Space Wolves fleet, he finally arrived at the ravaged world of Prospero seeking answers to the truth of Horus' betrayal for himself. Teleporting down to the planet's surface with a small honour guard detachment, Jaghatai explores the ruins of the planet's former capital city of Tizca only to be confronted by the ætherial projection of his brother, the Primarch Magnus the Red. Magnus implored his brother to choose a side and to not trust their father, the Emperor. Finding the answers he sought, Jaghatai made his way towards the surface and was reunited with his Keshig, who are soon beset by the Primarch Mortarion and a contingent of Deathshroud Terminators.

### **Siege of Baal**

Baal, homeworld of the Blood Angels, becomes a sanctuary for Space Marines fleeing Horus' rebellion. Fearing the Shattered Legions will reorganise and pose a threat to his plans, the Warmaster besieges the planet, although every attempt to conquer Baal is rebuffed with a heavy toll of casualties.

### **Burning Grave of Ohmn-Mat**

The Forge World of Ohmn-Mat in the Ultima Segmentum falls into a state of civil war as its Synod magi are split in their support for the Loyalist and Traitor causes, drawing in contingents of Sons of Horus Dark Compliance forces and Iron Hands Istvan V survivors as the conflict escalates. Ohmn-Mat is destroyed in the conflagration and its fires still rage even in the present.

### **The Vengeful Spirit**

Following the fall of the planet Molech a force of the elite Knights-Errant, a secretly founded order of Loyalist Space Marine agents, were despatched by Malcador the Sigillite, the Regent of Terra, to prepare the way for a direct assault by the Space Wolves against the Warmaster's flagship. Having recently won the full blessings of the Ruinous Powers while within the Realm of Chaos after transiting through the Molech Warp Gate, Horus proved undefeatable and only a handful of Knights-Errant, including Garviel Loken, managed to escape the corridors of the Vengeful Spirit to bring news of the Warmaster's redoubled strength back to a beleaguered Terra.

## **TERRA MORTALIS**

The Siege of Terra, also called the Battle of Terra, was the final epic and cataclysmic campaign of the Horus Heresy. The Imperial Fists had already returned to the cradle of Humanity and under the stern gaze of their Primarch Rogal Dorn, the Praetorian of Terra, had prepared the Throneworld's defences as best they could. Jaghatai Khan of the White Scars Legion had also managed to make his way to Terra with his Legion to help with the defence of the Imperial Palace. The Blood Angels Legion was able to make the Warp jump to Terra in time to meet the oncoming Traitor assault. Three entire Titan Legions of the ancient Mechanicum and close to 2 million mortal soldiers of the Imperialis Auxilia stood alongside the Loyalist Astartes to face the hosts of Chaos in a battle that would determine the fate of Mankind for the next ten millennia. Yet for all the might of the Emperor, for every effort of Sanguinius and the remaining Loyalist primarchs, the forces of Horus drove all before them. In too short a time, the Emperor of Mankind was assailed within His great palace on Terra. The Siege of Terra following the initial assault on the Imperial Palace lasted for fifty-five solar days. Both sides knew that victory or defeat for the Imperium of Man was at hand. Inexplicably, after the Traitors had penetrated into the Inner Palace, the Warmaster lowered his Void Shields aboard his flagship, the Vengeful Spirit in the final hours of the siege, and the Emperor rose to the challenge.

With Sanguinius and Rogal Dorn at His side, along with a detachment of Legiones Astartes from both Legions, as well as the Emperor's personal guardians, the Legio Custodes, the Emperor teleported aboard the infamous Traitor flagship. Once the Loyalists were aboard, they were all separated before they rematerialised by the Warmaster's fell Warp powers and found themselves scattered throughout the massive warship. It was the Emperor who first arrived to the bloody scene in the Warmaster's throne room – for the winged corpse of the angelic Sanguinius lay at Horus' feet. Father and son then fought one another in a titanic struggle, the fate of all Humanity hanging in the balance. In the end, the Emperor sorrowfully slew His once-beloved son and used the full strength of His immense psychic powers to eradicate Horus' soul from the Warp so that the Warmaster could not be resurrected by the Ruinous Powers he served. But the Emperor had been mortally wounded Himself during the vicious fighting, though he was ultimately saved by the arrival of Rogal Dorn, who took his dying father back to the Imperial Palace. Upon the Emperor's final instructions, Dorn had Him placed into the confines of the life-sustaining mechanisms of the Golden Throne. Humanity had prevailed but had paid a terrible price for its victory.











# KILLZONE: ZONE MORTALIS

Killzone: Zone Mortalis is a killzone played on a 607mm by 704mm area that uses the additional Mortalis rules. Unless otherwise noted it is an indoor killzone, an enclosed environment, with Columns, Walls and Blast Doors, creating tightly packed rooms and corridors. In larger, open spaces there are Stairways and Platforms. This creates a deadly multileveled environment where operatives must move carefully, battle over key fire lanes and time their forward pushes appropriately.

## WALL

A Blast Door has two statuses: closed and open. The Blast Door's traits depend upon its current status. Operatives can perform the Operate Blast Door mission action to change its status.



### Wall:

- Operatives cannot move over or through Wall terrain regardless of any other rules, other than as a result of the Accessible or Traversable traits.
- Visibility lines cannot be drawn over or through Wall terrain.
- An operative is never a valid target if every Cover line drawn to it crosses Wall terrain.
- Range cannot be measured over or through Wall terrain; you must measure around it using the shortest possible route (as shown in the diagram below).
- In order for Wall terrain to provide Cover or be Obscuring, a Cover line must cross a corner or end of that terrain feature (as shown in the diagrams opposite).

## COLUMNS

Each Column has the Heavy and Column traits. A Column attached to one or more Wall or Blast Door terrain pieces lose the Column trait and gain the Wall trait (Above).



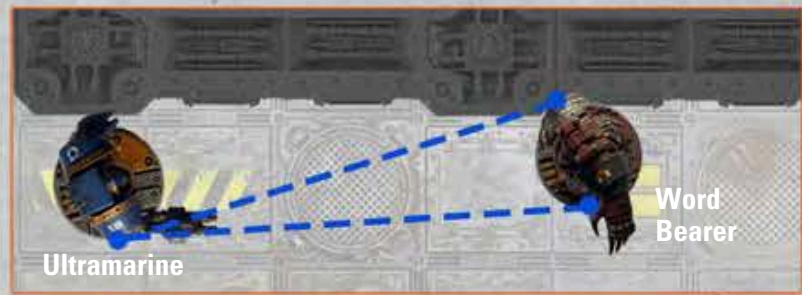
### Column:

- Operatives cannot move over or through Column terrain regardless of any other rules.
- Visibility lines cannot be drawn over or through Column terrain.
- Range may be measured through Column terrain
- In order for Column to be Obscuring, both Cover lines must cross a single Column terrain piece.

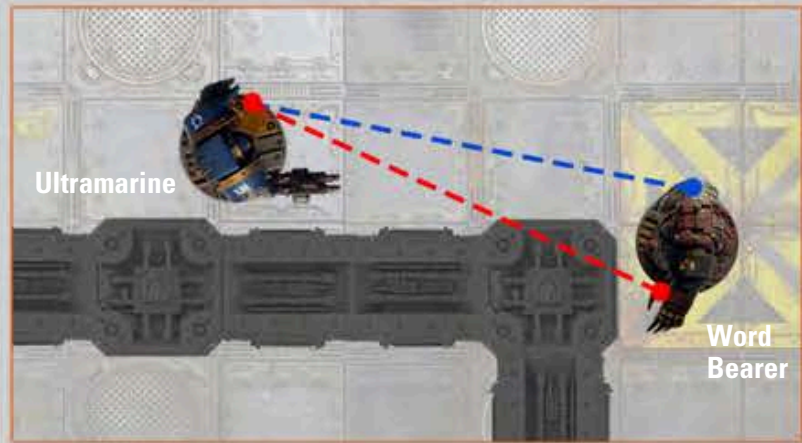


## WALL: RANGE EXAMPLE

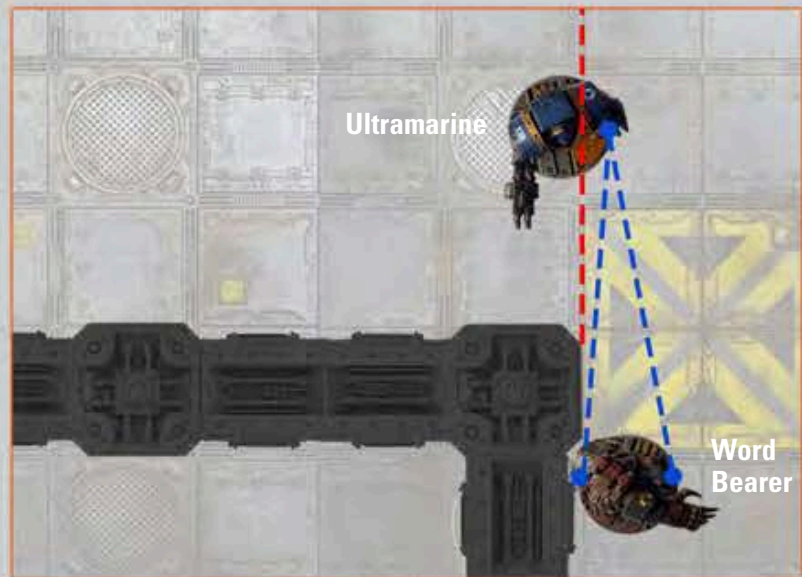
A Cover line does not cross a corner or end of the Wall, therefore the Word Bearer is not in Cover. Note that minor parts of the Wall that protrude do not make a corner or end alone; it must be the main structure of the Wall that turns a corner or ends, as shown in the diagrams below.



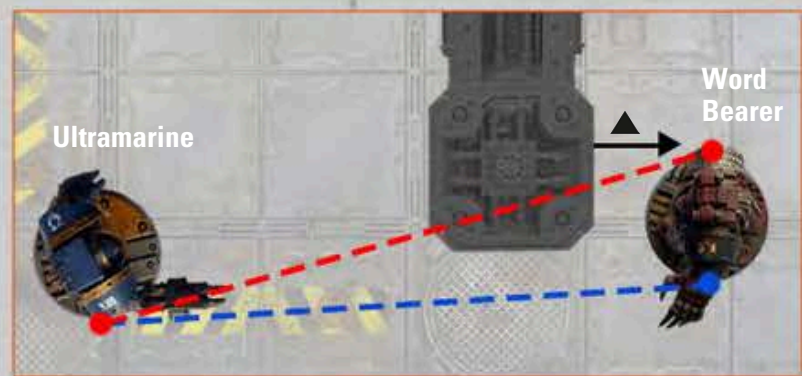
A Cover line crosses a corner of the Wall, therefore the Word Bearer is in Cover.



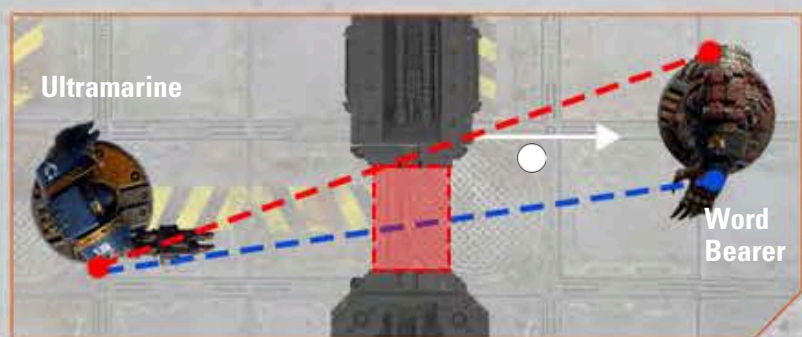
A Cover line does not cross a corner of the Wall, as the Ultramarine has passed the corner of the Wall, therefore the Word Bearer is not in Cover. Note that if the Ultramarine was wholly on the left side of the red line, the Word Bearer would be in Cover.



A Cover line crosses an end of the Wall, therefore the Word Bearer is in Cover.



A Cover line crosses an end of the Wall (note that the open Blast Door does not have the Wall trait). The Word Bearer is more than  $\bigcirc$  from the point at which the Cover line crosses the Wall, therefore the Word Bearer is Obscured.

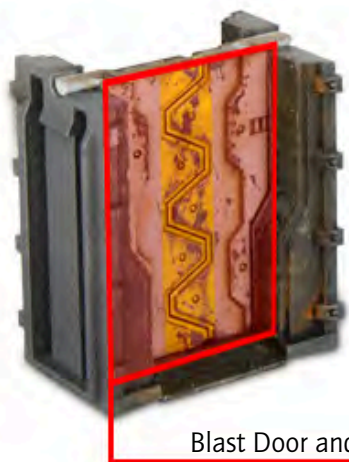




## BLAST DOOR

A Blast Door has two statuses: closed and open. The Blast Door's traits depend upon its current status. Operatives can perform the Operate Blast Door mission action to change its status.

### CLOSED BLAST DOOR



Blast Door and Access Point

#### Closed

Blast Doors begin the battle closed. While a Blast Door is closed:

- Its door must be fully within its access point.
- All parts of it have the Heavy and Wall traits.

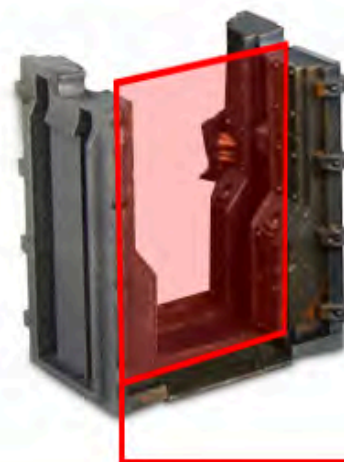
### OPERATE BLAST DOOR

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An operative can perform this action while within ▲ of a Blast Door's access point. Open or close that Blast Door. An operative cannot perform this action while within Engagement Range of an enemy operative, or if that Blast Door is open and an enemy operative is within ▲ of its access point.

An operative can perform this action during a Dash or Normal Move action, and any remaining increments of movement can be used after it does so. This action may also be made as a Reaction to any action made by an enemy operative that can be seen by the operative making the reaction. Note, however, that opening a Blast Door can cause the operative to be within Engagement Range of an enemy operative, in which case that Dash or Normal Move action would immediately end.

### OPEN BLAST DOOR



Access Point

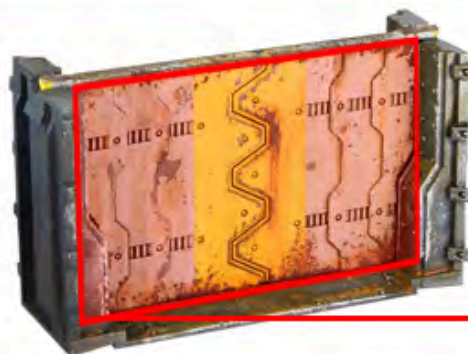
#### Open

While a Blast Door is open:

- Its door must be fully open (remove the door from the terrain feature for the avoidance of doubt).
- Doors are assumed to retract into the floor, wall or ceiling that surrounds them.
- Its access point has the Accessible trait.

**Accessible:** An operative can move through the Walls up to ▲ adjacent to this access point as if they were not there, so long as at least part of its base would move through this access point when it does so (as shown in the diagrams opposite). An operative cannot finish a move in or on an access point. As an operative must finish a move in a location it can be placed, it must finish the move wholly on one side or the other of this terrain feature.

### WIDE BLAST DOOR



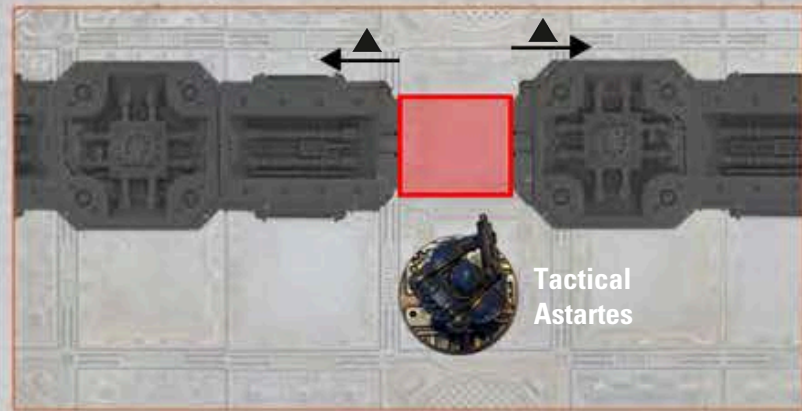
Blast Door and Access Point

Although larger, Wide Blast Doors follow all the rules for Blast Doors noted above.

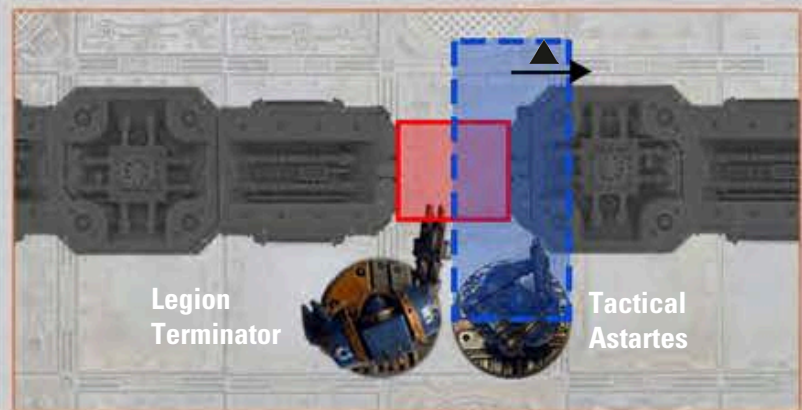


## BLAST DOOR: ACCESSIBLE EXAMPLE

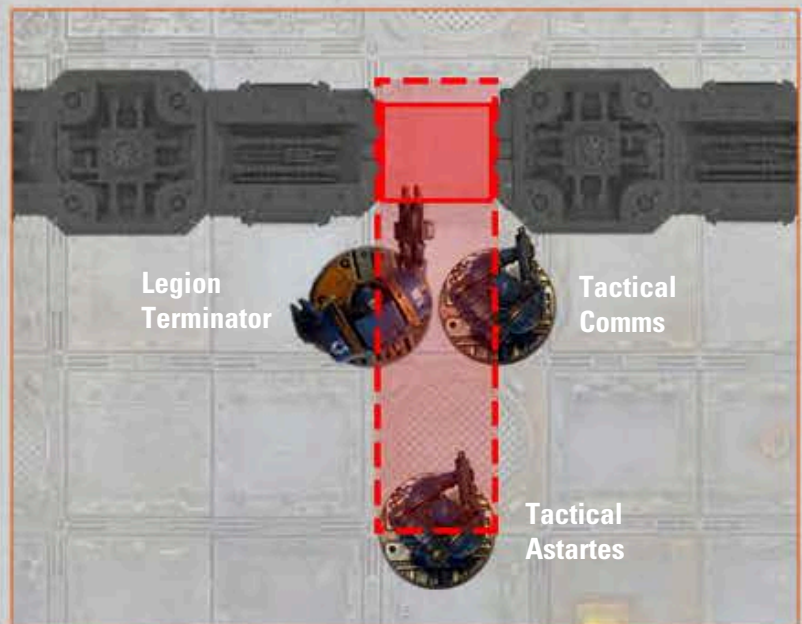
The Tactical Astartes' base is wider than the open Blast Door's access point. It can move through the Wall terrain up to ▲ either side of the open access point so long as a part of its base moves through the open Blast Doors's access point.



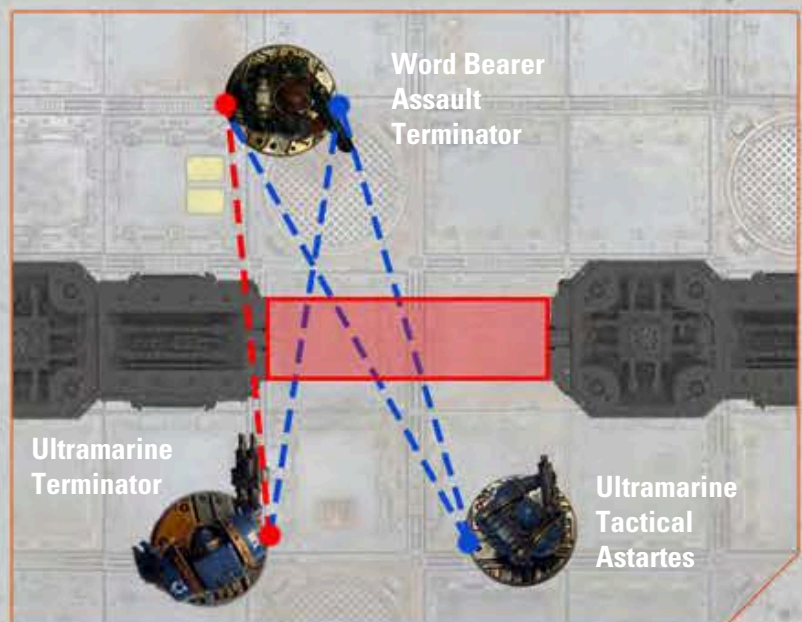
Another friendly operative is potentially impeding the Tactical Astartes. It can move through the Wall terrain up to ▲ to the right of the open Blast Door's access point so long as a part of its base moves through that access point and does not move through the impeding operative.



Two other friendly operatives are potentially impeding the Tactical Astartes. As it cannot move through the open Blast Door's access point without moving through friendly operatives, it cannot make the move.



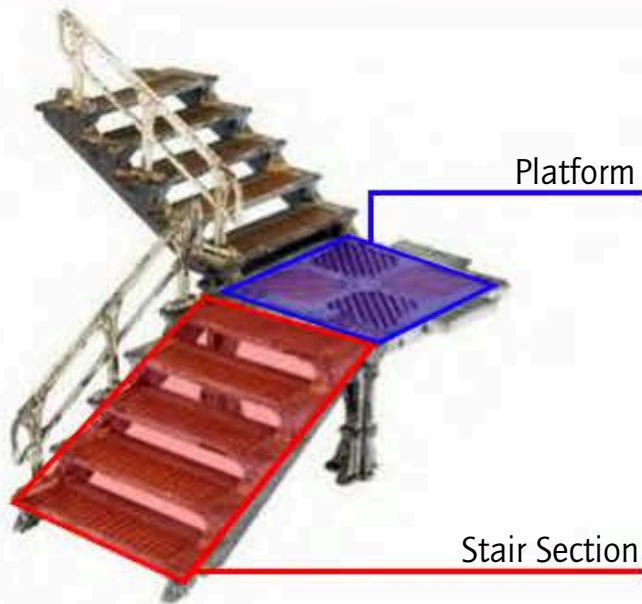
As a cover line crosses the end of the Wall, as a Wall stops when a Wide Blast Door is opened in addition to becoming an access point, the Word Bearer Assault Terminator is in Cover when targeted by the Ultramarines Terminator. The Ultramarines Tactical Astartes however has a clear shot.





## STAIRWAYS

All part of a Stairway terrain feature has the Light and Stairs traits. Some Stairways include multiple stair sections connected by one or more Platforms (see below)



### Stairs:

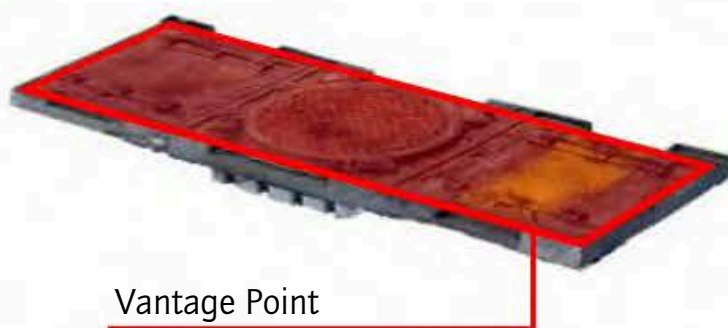
- Operatives cannot move through Stairway terrain regardless of any other rules, and may only Ascend or Descend the section of stairs (see below).
- Visibility lines may be drawn through stairway terrain.
- Range may be measured through stairway terrain
- In order for Column terrain to provide Cover a Cover line must cross a corner or end of that terrain feature. Operatives may never be obscured by Stairway terrain.

### Moving Through Terrain: Ascend/Descend Stairs

An Ascend/Descend Stairs is when an operative must move up or down a section of stairs to continue moving through the killzone. During an operative's move, it can ascend and/or descend terrain with the Stairs trait at a cost of ○. An operative cannot finish a move on a section of stairs and must finish the move wholly on one side of the stairs or the other. Note that an Ascend/Descend Stairs is not a climb - the operative simply moves vertically across the killzone on a terrain feature designed for that purpose.

## PLATFORMS

Platforms have the Vantage Point trait. Some platforms are included within Stairways, or are included atop Columns, Walls, or Doorways



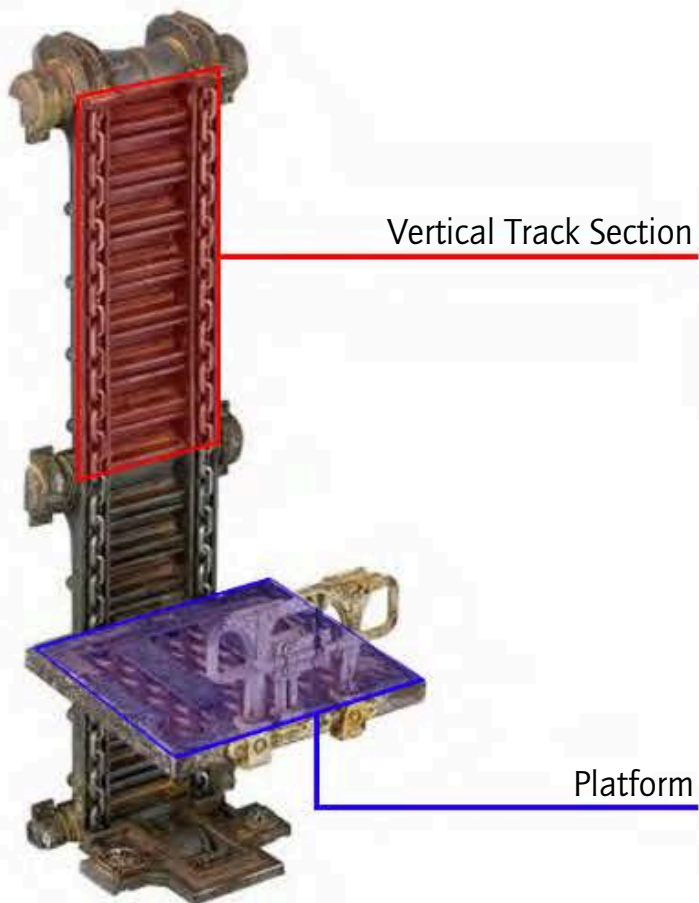
### Platforms:

- Operatives may access raised platforms via either Stairways (Ascend/Descend Stairs), Lifts (Operate Lift), or Ladders (Climb)
- Platforms may have Light or Heavy traits based on the terrain feature used. These should be agreed between players in advance.



## LIFTS

A lift comprises of two elements; the Vertical Track and a Platform (see above). The Vertical Track is always attached to a Wall or Column and is considered part of them, gaining the same terrain traits in addition to the Lift trait.



### Lift:

- A Platform attached to a Vertical Track may be moved up or down. Operatives can perform the Operate Lift mission action to move the Platform.
- The Platform loses the Vantage Point trait while it is at the base of the Vertical Track, unless the base is itself on a Platform.

### OPERATE LIFT

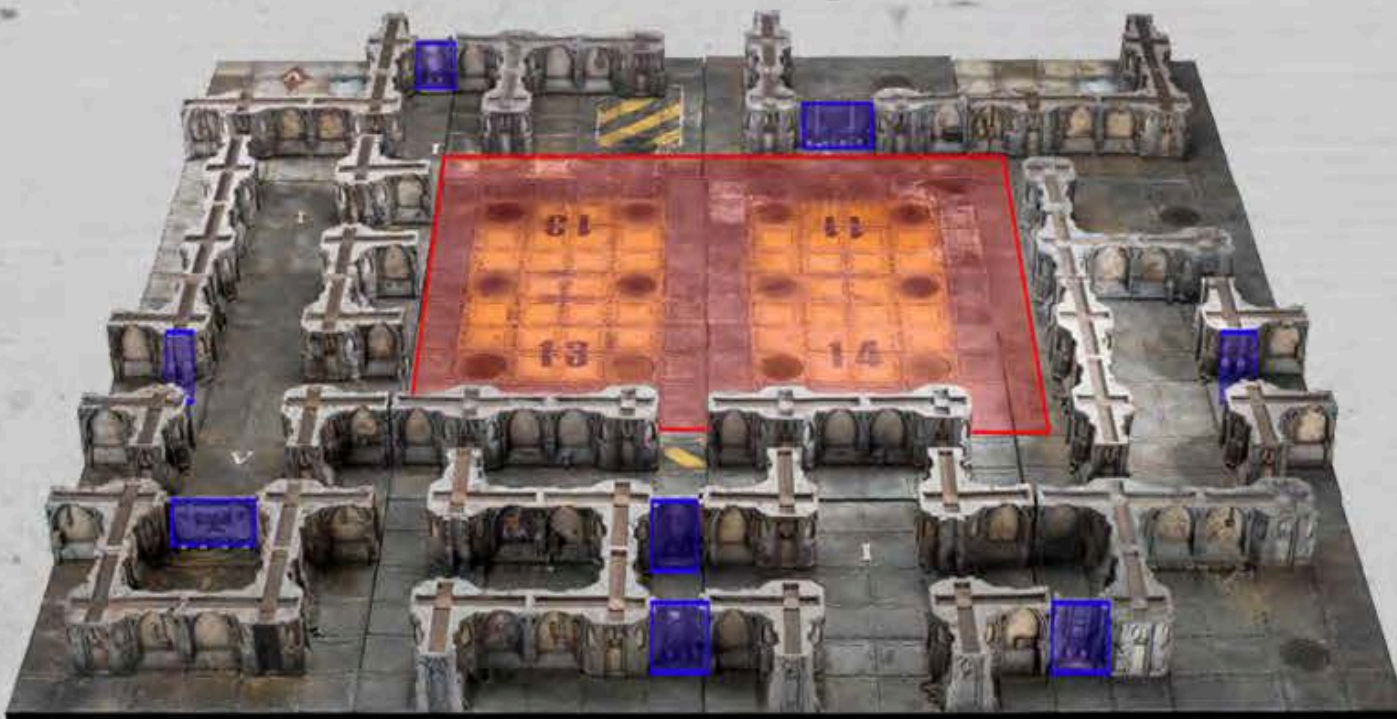
1AP

An operative can perform this action multiple times during its activation while within ▲ of either end of the Vertical Track or if they occupy the attached Platform. Move the Platform up or down 1 or 2 sections. An operative cannot perform this action while within Engagement Range of an enemy operative, or if an enemy operative is within ▲ of the attached Platform.

An operative can perform this action during a Dash, Fall Back or Normal Move action, and any remaining increments of movement can be used after it does so. An operative may remain on the platform after the action is complete. Note that while an operative may move vertically this is not the a Climb action.

## KILLZONE: ZONE MORTALIS EXAMPLE

The central area, highlighted in red, is not single level and thus the rules for enclosed environments do not apply. This would be a perfect area for a multilevel structure, including platforms and lifts, upon which sits one or more objectives. The rest of the board is considered to be single level enclosed with a ceiling or roof. The maze like corridors and rooms are broken up with several Blast Doors, highlighted in blue, opening these creates far reaching fields of fire.





# ZONE MORTALIS ENVIRONMENTS

The following supplemental rules and actions are used in Killzone: Zone Mortalis in addition to those found in the Kill Team: Age of Darkness Supplement.

## ENCLOSED ENVIRONMENTS

Enclosed environments amplifies the impact of certain weapons, but the low ceilings and level floors mean targeting enemy operatives must be more direct. These rules only apply to enclosed environments within Zone Mortalis, larger open sections of the killzone are treated as normal. It is crucial to agree which parts of the Killzone are enclosed during set-up.

- Weapons with the Blast X, Splash X and/or Torrent X special or critical hit rules gain the Lethal 5+ special rule.
- Each time a friendly operative makes a shooting attack with a weapon that has the Indirect special rule, you must choose whether or not to use that special rule. If you choose to use it, that weapon gains the Range ■ special rule for that shooting attack.
- Each time a friendly operative makes a shooting attack against an enemy operative, if a Cover line drawn to that enemy operative crosses one or more operatives with an Engage order (excluding operatives with a Wounds characteristic of 5 or less, and friendly operatives whose bases are touching the active operative's), in the Roll Attack Dice step of that shooting attack, roll one less attack dice (as shown in the diagrams opposite).

In Killzones where both Enclosed and Open environments are present the above rules apply when;

- An operative shooting at a target within an enclosed environment only applies the above rules if they are within ○ of an entry point when making that action.
- An operative within an enclosed environment shooting at a target outside of that environment only applies the above rules if that target operative is within ○ of the nearest entry point.

In enclosed environments operatives equipped with Jump Packs do not gain the Fly special rule but may still make the Jump Pack Assault action.

## BARRICADES

When using the Zone Mortalis rules, barricades are set up differently. They can be set up anywhere in the killzone that is:

- More than ◆ from your opponent's drop zone.
- More than ○ from Blast Doors.
- More than ○ from other barricades.
- Not a terrain feature other than a Platform

## HIDDEN DEPLOYMENT

The thickness of the structures in Zone Mortalis, combined with vox jamming and aetheric baffling, mean that often operatives are aware of enemies but do not know exactly the form foe they face. The following rules allows players to deploy **Sensor Blips**, or **Blips**, each of which represents a specific operative.

During Step 7 of the Matched Play Mission Sequence each player assigns a Blip to each operative they are using in the game noting it via the Blip roster. Neither player may examine the other's roster or touch or turn over any of their opponent's blips.

### Placing Blips

During Step 11, Set Up Operatives, all players deploy their blips as if they were operatives. Once all blips have been deployed any Blip that would be Visible to an enemy operative must be replaced with the operative. Note a Blip's "head" is assumed to be 30mm above the centre of the Blip. Once all visible blips have been converted players move on to the next step in the Mission Sequence.

### Blip Activation

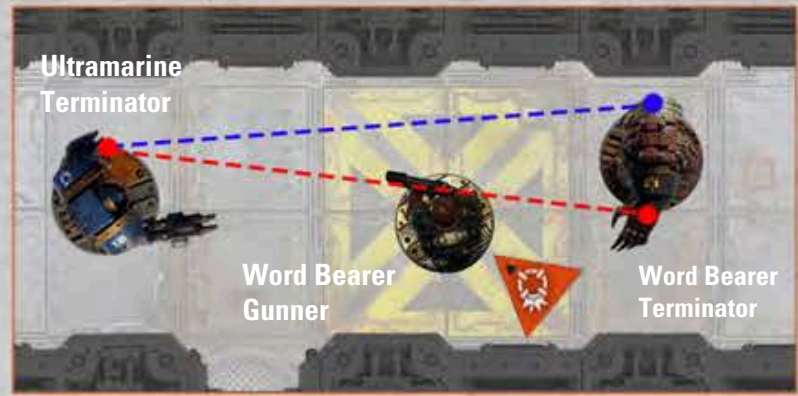
When activating a blip the following rules apply:

- Blips automatically receive a Conceal order
- Blips are activated as if they were the operative they represent making a number of actions up to their APL characteristic
- Blips may not make **Shoot**, **Fight**, **Manifest Psychic Power**, or **Overwatch** actions or any Abilities, Unique Actions or Ploys that replicate such actions or cause damage.
- Blips may make movement actions and interact with terrain as normal.
- A player can convert a Blip into an operative by revealing it at any point during their activation. The operative may complete their activation with their remaining APL and are free to use and Abilities, Actions or Ploys they have access to.
- As soon as a Blip is Visible to an enemy operative, regardless of order of activation, it is converted immediately into the operative.
- When a blip is converted into the operative, that operative is placed directly in the space the blip occupied at the moment it was converted.
- A Blip may take damage from weapons that can hit operatives that are not Visible such as Blast X. The owning player records any damage as normal but does not need to convert the Blip unless the operative it represents would become Injured.



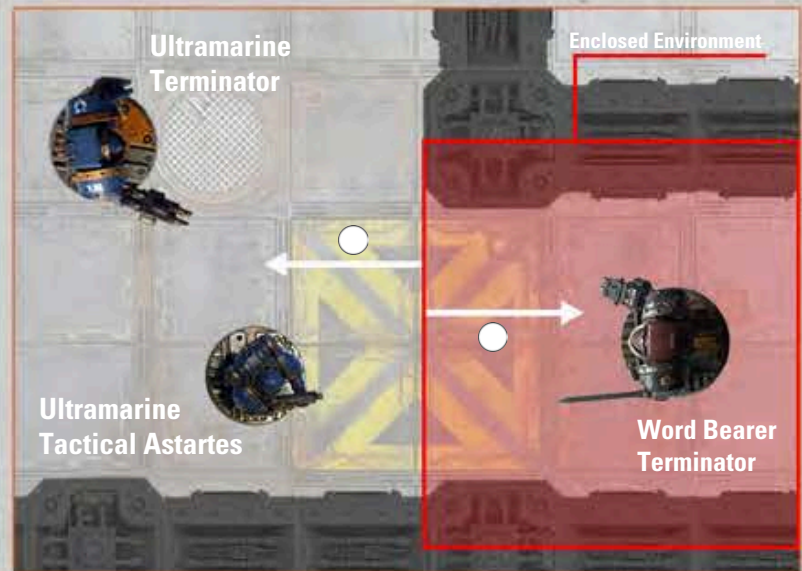
## ENCLOSED ENVIRONMENT: EXAMPLES

The Ultramarine Terminator is making a shooting attack against the Word Bearer Terminator. As a Cover line crosses the Word Bearer Gunner (which has an Engage order) one less attack dice is rolled.



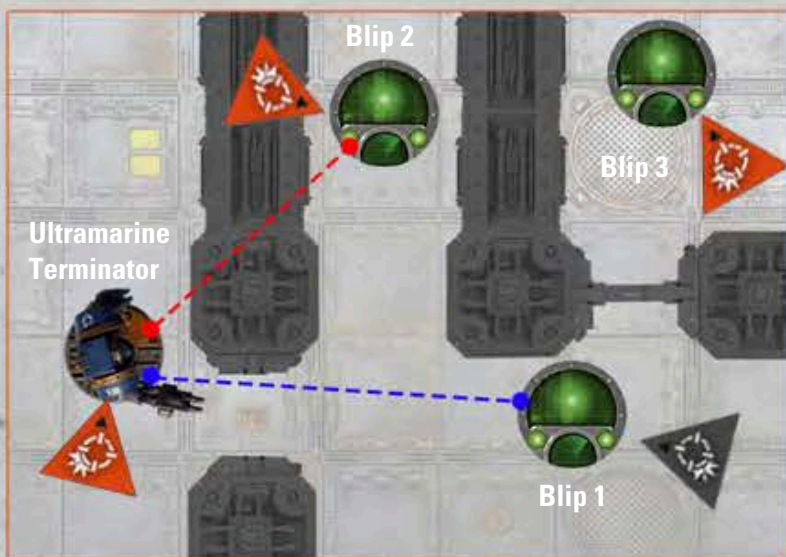
When making a shooting action that targets the Word Bearer Terminator the Ultramarine Tactical Astartes, which is within 1 of the entry point to the Enclosed Environment, uses the Enclosed Environment rules to resolve the action. The Ultramarine Terminator, which is greater than 1 from the entry point resolves the action using the standard rules.

If the Word Bearer Terminator makes a shooting attack the Enclosed Environment rules would only apply to the Ultramarine Tactical Astartes as it is the only operative within 1.



## BLIPS: CONVERSION EXAMPLE

An Ultramarine Terminator opens a Blast Door behind which are 3 blips. Blip 1 becomes immediately Visible and is converted to a Word Bearer Gunner. The Gunner has already been activated and thus may not make a reaction. Blip 2 and Blip 3 are not visible and thus is not converted. The Ultramarine makes an unsuccessful shooting action and its activation ends.



In subsequent activations the Word Bearer player moves Blip 3 and make an Operate Blast Door action neither of which requires them to convert the blip into an operative. They then voluntarily convert Blip 2 into a Word Bearer Terminator operative at the start of its activation and thus may now charge the Ultramarine Terminator.





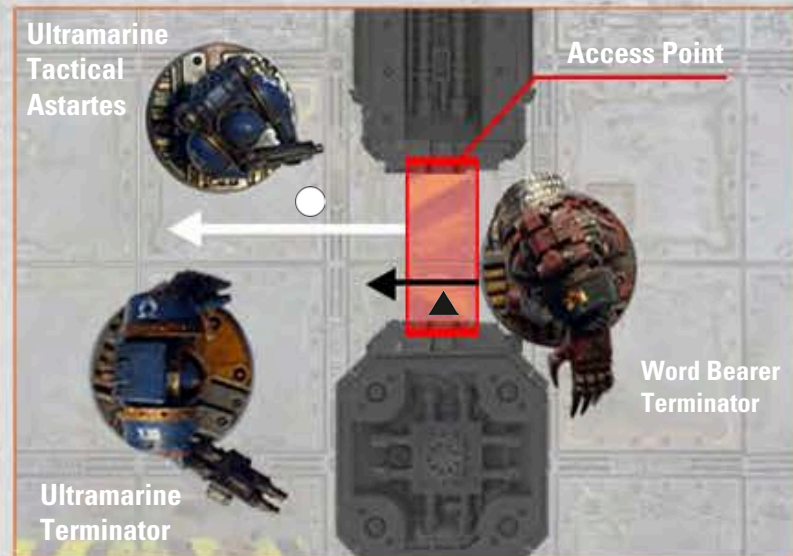
## BLAST DOOR FIGHT

1AP

This action is treated as a Fight action. An operative can perform this action if all of the following is true:

- It is not within Engagement Range of an enemy operative.
- Its base is touching an open Blast Door's access point.
- An enemy operative is blocking that access point (an enemy operative is blocking that access point if it is on the other side and within ○ of that access point, as shown in the diagram opposite).

Fight in combat with the active operative against an enemy operative blocking that access point. In the Select Valid Target step of that combat, that enemy operative is a valid target.



The Word Bearer Terminator is not within Engagement Range of an enemy operative and its base is touching an open Blast Door's access point. Two enemy operatives are blocking that access point, so the Word Bearer Terminator performs a **Blast Door Fight** action to fight in combat against one of them.

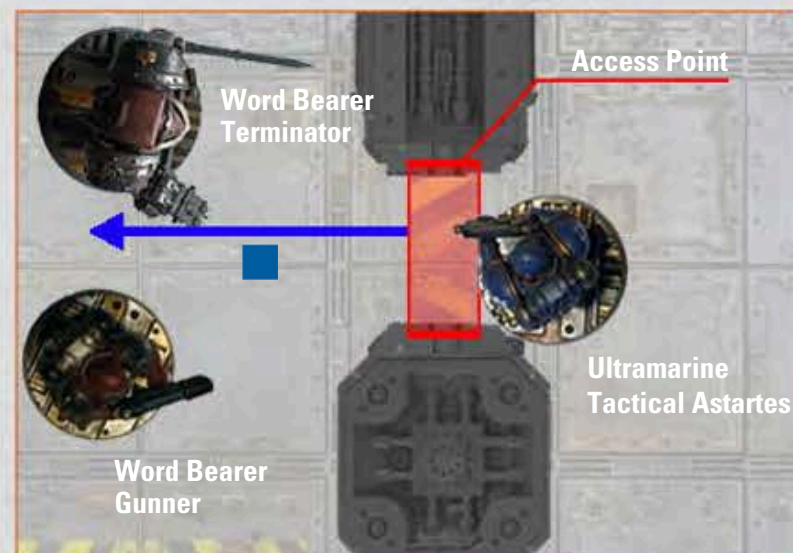
## BLAST DOOR GUNFIGHT

1AP

This action is treated as a Shoot action. An operative can perform this action if all of the following is true:

- It is not within Engagement Range of an enemy operative.
- Its base is touching an open Blast Door's access point.
- It is not making the attack with a weapon that has the Blast X, Splash X and/or Torrent X special or critical rules
- One or more enemy operatives are on the other side and within ■ of that access point.

Shoot with the active operative against an enemy operative blocking that access point. The weapon used during this action gains the Lethal 5+ and Fusillade special rule



The Ultramarine Tactical Astartes is not within Engagement Range of an enemy operative and its base is touching an open Blast Door's access point. Two enemy operatives are within ■ of that access point, so the Ultramarine performs a **Blast Door Gunfight** action to shoot at one of them.







# LEGIONES ASTARTES

# TERMINATORS

During the Great Crusade era, the ancient Mechanicum was receiving a steady influx of new and rediscovered technologies from each planet brought to Imperial Compliance, and, in an effort to stem the horrendous loss of Astartes lives resulting from the ferocious conquests, attempted to design the "ultimate" pattern of power armour which would render a Space Marine virtually invulnerable. The design emerged from a hybrid of standard Astartes power armour, the cybernetic shell of a Dreadnought and the armoured hostile environment suits long worn by Terran engineers who worked in difficult conditions like debris-plagued orbital space and the radioactive engine cores of interstellar spacecraft. "Tactical Dreadnought Armour," as it was called, would turn the Astartes warrior within it into a living tank.

Like power armour, these suits were equipped with fibre-bundle synthetic muscles and imposed few movement restrictions upon the wearer despite their immense weight. But they were also too bulky, and their massive weight made running difficult despite built-in auto-balancers. The suits suffered from voracious power demands, and few existing armaments could be carried as the armour's sheer bulk made handling and reloading impossible. But most importantly, the sheer amounts of raw materials and manpower required to craft Terminator Armour were so great that retrofitting the whole of the existing Space Marine Legions with it was simply not feasible for the already thinly-stretched logistics of the nascent Imperium of Man. The Mechanicum refined their concept, and developed weapons specially adapted for it, like Combi-weapons and the Reaper Autocannon.

Terminator Armour was then presented in limited numbers to the crusading Legions, who quickly found a use for it. Massively armoured, sealed against any hostile environmental conditions and incorporating their own heavy ranged or close combat armament, Terminator Armour designs soon proved their worth. With its ability to maximise the firepower and protection for a Space Marine, became standard on missions in extremely confined spaces like the corridors of a hive city, or during a boarding action on a space hulk where Dreadnoughts and armoured vehicles could not operate because they were too large to fit.

Death Guard legion Grave Warden in Cataphractii Terminator Armour



Anecdotal evidence of this adaptability and willingness to embrace new weapons of warfare can be found in Horus' vocal backing of the Tactical Dreadnought Armour project, with the result being that his Luna Wolves Legion was one of the first and most widely equipped with Terminator Armour and at the forefront of the development of tactics for its use in assaults. By the time the Horus Heresy erupted and the Arch-traitor Horus first struck a blow against the Emperor during the Istvan III Atrocity, these heavily armoured suits had become widely available to the Space Marine Legions.

According to fragmented records of the Adeptus Mechanicus, Terminator Armour was originally designed to be the ultimate Space Marine power armour, and was envisioned to replace the older suits. However, as the Horus Heresy devoured the Imperium's resources, and the ancient Mechanicum divided into separate factions during the Schism of Mars, Terminator suits became increasingly rare, for they were exceptionally difficult to create and maintain.



### Cataphractii Pattern

Early in the Great Crusade, the ancient Mechanicum developed a number of prototype Tactical Dreadnought Armours that went through three marks of improvement before the final pattern of what became the Cataphractii design was settled upon. The Cataphractii Pattern of Terminator Armour was the final prototype and served as the template for the later patterns of Terminator Armour that was used in both the Legiones Astartes and the warriors of the Legio Custodes throughout the Great Crusade and Horus Heresy eras.

The suit's oversized pauldrons are not without purpose, housing additional shield generators, though the added weight and power requirements of such reinforced protection comes at a cost in speed and manoeuvrability. Although the use of the Cataphractii Pattern was rare before the Horus Heresy, some Legions, such as the Sons of Horus and the Iron Hands, possessed a large number of these suits.

### Indomitus Pattern

Originally designed during the Horus Heresy to replace the severe losses on both sides as the civil war dragged on it was the pattern most commonly employed at the close of the Heresy. In the aftermath the Ultramarines pioneered the widespread use of Indomitus Pattern Terminator Armour as their Legion was unable to replace the older patterns of Terminator Armour after the loss of many important Forge Worlds during the war. It thus became the standard for the Second Founding and the most widespread pattern of Terminator suit used throughout the Imperium. Indomitus Terminator Armour features large rounded pauldrons and an iconic helmet design that resembles the face of a long-extinct species of Terran canid. From the time of the second founding each suit's left shoulder always bares the revered Crux Terminatus.

It is from the Indomitus pattern that many variants were created, including the Gorgon pattern of the Iron Hands.



Emperor's Children Legion veteran wearing Tartaros Terminator Armour



Salamanders veteran wearing Indomitus Terminator Armour. The Crux Terminatus on the left shoulder marks this as a brother of the post-Heresy Salamanders.

### Tartaros Pattern

Tartaros Pattern Terminator Armour was originally developed concurrently with several other patterns of Tactical Dreadnought Armour towards the closing years of the Great Crusade. Perhaps the most advanced form of Terminator Armour ever designed, the Tartaros Pattern shares many systems with the Mark IV Maximus Pattern of power armour, and provides an incredible range of movement for its wearer compared to the Indomitus Pattern, with no loss in durability or protection.

Of the shared characteristics between the Tartaros and Maximus Pattern armours, the most obvious is the helmet, though there are other more subtle ones such as the design of the armour on the back of the Tartaros' legs or the vambrace and gauntlets. The Tartaros Pattern also seems to share design characteristics with the Contemptor Dreadnought, most especially in the design of the torso plates. There are also characteristics inherited or derived from the venerable Cataphractii Pattern Terminator Armour, the pauldrons being the more obvious of these.



# LEGIONES ASTARTES TERMINATOR KILL TEAM

Below you will find a list of the operatives that make up a Legiones Astartes Terminator kill team. A player must take a Legion Terminator Sergeant and any 4 other operatives. Additionally the kill team must include a Legion Support operative.

## Legion Terminator Sergeant

- Legion Terminator Sergeant operative equipped with one of the following options:
  - One option from each of the following:
    - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Terminator Storm Shield, Volkite Charger
    - Chainfist, Power Fist, Power Sword, Power Axe, Power Maul, Single Lightning Claw, Thunder Hammer
  - A Pair of Lightning Claws

## Legion Terminator

- Legion Terminator operative equipped with one from each of the following options:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
  - Chainfist, Power Fist, Power Sword, Power Axe, Power Maul

## Legion Terminator Comms

- Legion Terminator operative equipped with one from each of the following options:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
  - Chainfist, Power Fist, Power Sword, Power Axe, Power Maul

## Legion Terminator Vexilla

- Legion Terminator operative equipped with one from each of the following options:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
  - Chainfist, Power Fist, Power Sword, Power Axe, Power Maul

## Legion Terminator Augury

- Legion Terminator operative equipped with one from each of the following options:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
  - Chainfist, Power Fist, Power Sword, Power Axe, Power Maul

## Legion Terminator Breacher

- Legion Terminator Breacher operative equipped with a Chainfist and one of the following options:
  - Lascutter, Combi-Melta, Storm Shield



## Legion Assault Terminator

➤ Legion Assault Terminator operative equipped with one of the following options:

- One option from each of the following:
  - Combi-Bolter, Terminator Storm Shield
  - Chainfist, Power Fist, Power Sword, Power Axe, Power Maul, Single Lightning Claw, Thunder Hammer
- A Pair of Lightning Claws

## Legion Terminator Champion

➤ Legion Terminator Champion operative equipped with one of the following options:

- One option from each of the following:
  - Combi-Bolter, Power Sword, Power Axe, Power Maul, Terminator Storm Shield
  - Chainfist, Power Fist, Power Sword, Power Axe, Power Maul, Single Lightning Claw, Thunder Hammer
- A Pair of Lightning Claws

## Legion Support Terminator

➤ Legion Support Terminator operative equipped with one of the following options:

- Heavy Flamer, Plasma Blaster, Reaper Autocannon
- Chainfist, Power Fist, Power Sword, Power Axe, Power Maul

Other than Legion Terminator and Legion Assault Terminator operatives your kill team can only include one of each other option

# LEGION SUPPORT OPERATIVES

A Legiones Astartes Terminator kill team must include a Legion Support operative selected either for the following list or the operatives available to their given Legion, see pages 45 to 63.

## Legion Terminator Chaplain

➤ Legion Terminator Chaplain operative equipped with a Power Maul and one of the following:

- Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger

## Legion Terminator Herald

➤ Legion Terminator Herald operative equipped with one from each of the following options:

- Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
- Chainfist, Power Fist, Power Sword, Power Axe, Power Maul, Thunder Hammer

## Legion Terminator Lexicanium

➤ Legion Terminator Lexicanium operative equipped with one from each of the following options:

- Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
- Force Staff, Force Sword, Force Axe



## Legion Terminator Medicae

- Legion Terminator Medicae operative equipped with a Narthecium and one option from each of the following:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
  - Chainfist, Power Sword, Power Axe

## Legion Terminator Opsequiari

- Legion Terminator Opsequiari operative equipped with one from each of the following options:
  - Scorpius Combi-Boltgun, Combi-Melta, Combi-Volkite, Volkite Charger
  - Chainfist, Powerfist, Power Sword, Power Axe

## Legion Terminator Siege Breaker

- Legion Terminator Siege Breaker operative equipped with one from each of the following options:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Terminator Storm Shield, Chainfist, Powerfist, Volkite Charger
  - Chainfist, Power Fist, Thunder Hammer

## Legion Terminator Techmarine

- Legion Terminator Techmarine operative equipped with a Servo Arm and one option from each of the following:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
  - Chainfist, Power Axe, Thunder Hammer

Only one option from this list can be included in your kill team. Players should also explore the entry for their given Legions as a number of legion specific operatives are available to them in addition to those listed here.

# LEGIONES ASTARTES SUB-FACTIONS

As with their Power Armoured brothers all **LEGIONES ASTARTES** Terminator kill teams must belong to one of 20 sub-factions; 18 space marine Legions (See KT:AoD pages 63 to 144), the Shattered Legions (KT:AoD page 38), or a Blackshield Warband (KT:AoD page 145). Each sub-faction provides the player with a set of additional rules that allow players to more fully represent their chosen force.

**ARCHETYPE: SECURITY / SEEK AND DESTROY**



# TERMINATOR ARMOUR PATTERNS

Terminator armour features a powerful support exoskeleton and internal energy supply, but pays for its unparalleled protection with bulk. The default rules provided for Terminator Armour in Terminator Datasheets can represent all patterns of armour though for the sake of granularity it should be thought of as Indomitus Pattern Terminator Armour. Such operatives have the **TERMINATOR** keyword. The optional rules below should be used, with player agreement, to represent other patterns. Depending on its particular pattern, Terminator armour confers additional rules and abilities to its wearer. When selecting operatives for a Terminator fire team you may elect for them to have the same pattern of terminator armour or give a different pattern to each. Datasheets for Legion Support operatives will already have the appropriate pattern keyword.

## Indomitus Pattern

One of the first issued Tactical Dreadnought armour patterns, the Cataphractii suits were even more heavily protected than their contemporaries, with slab-like ceramite pauldrons housing additional shield generators. this design has the unfortunate side effect of overstraining the armour's exoskeleton and slowing the wearer dangerously.

Operatives in Indomitus Terminator Armour have the **TERMINATOR** keyword and the following ability;

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

## Cataphractii Pattern

One of the first issued Tactical Dreadnought armour patterns, the Cataphractii suits were even more heavily protected than their contemporaries, with slab-like ceramite pauldrons housing additional shield generators. this design has the unfortunate side effect of overstraining the armour's exoskeleton and slowing the wearer dangerously.

In addition to the rules for Indomitus Terminator Armour operatives in Cataphractii Terminator Armour gain the **CATAPHRACTII** keyword and have the following ability;

- This operative may not make Dash or Jump actions.
- When this operative is targeted by a Shoot action it rolls an additional defence dice during Step 4.
- During a Fight action this operative may retain a normal hit as a critical hit in combat, though this must be used to Parry.

## Tartaros Pattern

Tartaros armour is more streamlined and power efficient than its predecessors, making it more agile and providing short bursts of extra speed when needed, but was also more difficult and resource intensive to manufacture. Regardless of this, it had become one of the most widely circulated patterns issued in the decades before the outbreak of the Heresy.

In addition to the rules for Indomitus Terminator Armour operatives in Tartaros Terminator Armour gain the **TARTAROS** keyword and have the following ability;

**Sweeping Advance:** When, as part of a Fight action, this operative causes an enemy operative to become Injured or Incapacitated it may immediately move up to ■. This not only allows this operative to leave an engagement zone but may bring the operative into another operative engagement range.

## Gorgon Pattern

This advanced prototype suit was just going into production by the Iron Hands at the outset of the Horus Heresy. The design replaced the field generators embedded in the armour with experimental systems that converted incoming electromagnetic and kinetic energy into bursts of blinding light, able to incapacitate and maim nearby foes.

In addition to the rules for Indomitus Terminator Armour operatives in Gorgon Terminator Armour gain the **GORGON** keyword and have the following ability;

**Blinding Pulse:** When, while defending against a Shoot action, this operative makes a successful save roll all operatives within ■ that have yet to be activated suffer an -1 to attack rolls for shooting attacks and may not target operatives for such attacks if they are greater than ■ from them until the next Turnng Point. This attack penalty is cumulative with the penalty for Overwatch.





## LEGION TERMINATOR SERGEANT

To become a Terminator Sergeant, an Astartes has to prove himself capable of keeping his nerve and focus through the toughest of warzones, as well as being a formidable fighter. He has to be willing to make difficult decisions based on his instincts and retain the ability to enact them in the heat of battle.

<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	1)

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⊕ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊕ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⊕ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⊕ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Lightning Claw (Single)	4	2+	4/5	Lethal 5+	-
✕ Lightning Claws (Pair)	5	2+	4/5	Lethal 5+, Relentless	-
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Terminator Storm Shield:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one). Additionally, this operative adds +1 to the result when re-rolling a failed Save roll

### UNIQUE ACTIONS

**Make Ready (1AP):** Select one friendly TERMINATOR operative that is part of this operative's fire team. That operative does not Pay any action points for their next Reaction. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

**Surge (1AP):** Select one friendly TERMINATOR operative that is part of this operative's fire team. Add +1 to that operatives APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.





# LEGION TERMINATOR

Terminator operatives match formidable armour with the finest veteran astartes of the Legions to form a devastating frontline assault marine, able to withstand the heaviest enemy fire and deliver a hammer blow to crush the foe with ruthless power.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⦿ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-

## ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

## UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, ELITE, TERMINATOR, WARRIOR



This datasheet replaces the one found in Kill Team Age of Darkness





## LEGION TERMINATOR COMMS

Equipped with a vox-caster, the Terminator Comms specialists of the Legions Terminator companies assist in coordinating the lightning strikes associated with the forces of the Space Marines. The fluid nature of combat within the Zone Mortalis requires constant threat assessment and redirection of forces.

**M**      **APL**      **GA**  
3 ○      3      1

**DF**      **SV**      **W**  
\*      3+      14

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⊕ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊕ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⊕ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⊕ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

### UNIQUE ACTIONS

**Nuncio-Vox (1AP)** Select one friendly **LEGIONES ASTARTES** operative within 🔴 of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, ELITE, TERMINATOR, COMMS, WARRIOR







## LEGION TERMINATOR VEXILLA

When the Legiones Astartes go to war it is under a canopy of banners, icons and reliquaries all festooned with oaths of moment, records of battle honours and the storied history of the Legion. For the Terminator squads it also serves as both a rallying point and a threat and pronouncement of Judgement.

<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⦿ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Icon Bearer:** When determining control of an objective marker, treat this operatives APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (See KT-CB)

### UNIQUE ACTIONS

**On Me! (2AP):** Select one friendly **LEGIONES ASTARTES** within 2 🔴 of this operative. It may immediately make a free Normal Move towards this operative. This may be done even if the operative have already been activated or has already made a Normal Move action this turning point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

LEGIONES ASTARTES 🪖, IMPERIUM, <LEGION>, ELITE, TERMINATOR, VEXILLA, ICON BEARER







## LEGION TERMINATOR AUGURY

In the claustrophobic corridors and rooms of the Zone Mortalis the Terminator Augury operatives provide the ability to identify threats as early as possible. This is especially crucial when the Legions face enemies that wash their strongholds in sensor baffling and jam their vox channels.

<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⊗ Boltgun	4	2+	3/4	-	-
⊗ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊗ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⊗ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊗ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊗ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⊗ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊗ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⊗ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

### UNIQUE ACTIONS

**Augury (1AP):** Select one friendly **LEGIONES ASTARTES** operative within ■ of and Visible to this operative. Until the end of the Turning Point, that operative's ranged weapons are treated as having the No Cover special rule. This operative cannot perform this action while within Engagement Range of enemy operatives

**Scan (1AP):** Select one enemy Blip within 2 🔴 of this operative, the opposing player must convert that Blip an operative. This operative cannot perform this action while within Engagement Range of enemy operatives. This operative may perform this action multiple times per Turning Point.

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, ELITE, TERMINATOR, AUGURY





# LEGION TERMINATOR MORTALIS

## BREACHER

The Mortalis Breacher has but one purpose, to get through any and all defences with their brothers following immediately behind them.



**M**      **APL**      **GA**

**3** ○      **3**      **1**

**DF**      **SV**      **W**

**\***      **3+**      **14**

NAME	A	BS/WS	D	SR	!
⊗ Boltgun	4	2+	3/4	-	-
⊗ Lascutter	4	3+	4/6	Range ♠, AP1	-
⊗ Combi-Melta	4	2+	6/3	Combi*, Rng ♠, AP2, Limited	MW4
⊗ Chainfist	4	3+	5/6	Brutal	Rending

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

### UNIQUE ACTIONS

**Weld Shut (1AP):** This operative can perform this action while within ▲ of a closed Blast Door. Until it is opened, that Blast Door is welded shut. While a Blast Door is welded shut, operatives must subtract 1 additional action point to perform the Operate Blast Door action (pg 13) on that Blast Door. This operative cannot perform this action while within Engagement Range of an enemy operative.

**Breach (3AP):** Place an Access Point token against a Wall within ▲ of this operative. All operatives in the Killzone may now treat this as an Open Blast Door that completely bisects the wall. Note: if players have a spare doorway, swap it in for the wall section that is removed.

LEGIONES ASTARTES ☠, IMPERIUM, <LEGION>, ELITE, TERMINATOR, MORTALIS BREACHER





# LEGION ASSAULT TERMINATOR

Assault Terminator operatives are merciless hand-to-hand combats armed as they are with devastating power weapons, lightning claws and thunder hammers.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Lightning Claw (Single)	4	2+	4/5	Lethal 5+	-
✕ Lightning Claw (Pair)	5	2+	4/5	Lethal 5+, Relentless	-
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

## ABILITIES

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Terminator Storm Shield:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one). Additionally, this operative adds +1 to the result when re-rolling a failed Save roll.

## UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, ELITE, TERMINATOR, FIGHTER



This datasheet replaces the one found in Kill Team Age of Darkness





# LEGION CHAMPION TERMINATOR

Even among the Assault Terminators there are those warriors who excel in spilling the blood of humanity's foes and are entrusted with the most effective tools of death.

<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
☉ Combi-Boltgun	4	2+	3/4	Ceaseless	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Lightning Claw (Single)	4	2+	4/5	Lethal 5+	-
✕ Lightning Claw (Pair)	5	2+	4/5	Lethal 5+, Relentless	-
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

## ABILITIES

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Terminator Storm Shield:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one). Additionally, this operative adds +1 to the result when re-rolling a failed Save roll.

**Redoubtable:** Once per Turning Point, when this operative fights in combat, in the resolve successful hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

**Paired Combat Weapons:** If this operative is armed with 2 of the same combat weapons add the Relentless special rules to that weapon's profile.

## UNIQUE ACTIONS

**Unto the Breach (1AP):** This operative makes a Blast Door Fight action during which it can select to either;

- add the Reap 2 critical rule to the combat weapon profile
- add the Lethal 5+ special rule to the combat weapon profile

LEGIONES ASTARTES ☉, IMPERIUM, <LEGION>, ELITE, TERMINATOR, CHAMPION, FIGHTER





# LEGION SUPPORT TERMINATOR

Capitalising on the reinforced exoskeleton of their armour Support Terminator operatives bring a deadly array of weapons to the battlefield such as the Heavy Flamer or Reaper Autocannon.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⊕ Heavy Flamer	6	2+	2/2	Range ◆, Torrent ○	-
⊕ Plasma Blaster	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	AP1	-
- Overcharged	4	2+	5/6	AP2, Hot	-
⊕ Reaper Autocannon	3	2+	5/7	Heavy, AP2	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Sword	4	2+	4/6	Lethal 5+	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun

## ABILITIES

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

## UNIQUE ACTIONS

LEGIONES ASTARTES ☠, IMPERIUM, <LEGION>, ELITE, TERMINATOR, GUNNER



This datasheet replaces the one found in Kill Team Age of Darkness





## LEGION TERMINATOR CHAPLAIN

The Chaplain Order, established towards the end of the Great Crusade, was intended to create a cadre of fearsome veteran warriors who would enforce a cohesion of doctrine and belief in the scattered and increasingly idiosyncratic Legions, far from Terra.

**M** 3 ○ **APL** 3 **GA** 1

**DF** \* **SV** 3+ **W** 15

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	2+	3/4	-	-
⚡ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⚡ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⚡ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⚡ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⚡ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⚡ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⚡ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⚡ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
⚡ Power Maul	4	2+	4/5	Slam ▲/○	Stun

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Fearsome:** When attacking this model with a Fight action If an enemy operative fails to cause a critical hit they must immediately make a free fall back action.

**Zealot:** This operative cannot be given suppression tokens.

### UNIQUE ACTIONS

**Litany (1 AP):** Select a friendly operative within 🔴 of this operative. Until the end of the Turning Point that operative gains one of the following abilities;

- *Choleric:* This operative may re-roll failed attack dice
- *Melancholic:* This operative cannot become Injured and if already Injured they are considered to not be Injured
- *Phlegmatic:* This operative can perform a single, 1 AP action at no AP cost.
- *Sanguine:* This operative can re-roll failed Defence dice

LEGIONES ASTARTES 🦴, IMPERIUM, <LEGION>, TERMINATOR, SUB-CONSUL, CHAPLAIN







# LEGION TERMINATOR HERALD

As the wars of the Horus Heresy spread to consume the galaxy, billions fought and died under the banners of warlords they had never seen or heard firsthand, and even among those such as the Legiones Astartes, near-religious fervour became common for those artefacts touched by Primarch, Warmaster, or Emperor

<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	15

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⊕ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊕ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⊕ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⊕ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

## ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Icon Bearer:** When determining control of an objective marker, treat this operatives APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (See KT-CB).

**Icon of the Legion:** Depending on their keyword this operative gains the following ability:

- **Dark Banner: BLACKSHIELD** only. The Herald and all friendly operatives with the **LEGIONES ASTARTES** keyword never apply negative modifiers to their APL.

- **Banner of the Aquila: LOYALIST** only. The Herald and all friendly operatives with the **LEGIONES ASTARTES** keyword add +1 to their attack rolls during a fight action.

- **Banner of the Eye: TRAITOR** only. The Herald and all friendly operatives with the **LEGIONES ASTARTES** keyword gain an additional +1▲ movement to Charge actions, and may re-roll attack rolls of 1 during a fight action if they made a Charge action in the same turning point.

## UNIQUE ACTIONS

**Plant the Banner (2AP):** Take this action at the start of this operative's activation. While this operative remains stationary double the APL of all friendly operatives within 🔴 of this operative when calculating who controls an objective. This bonus remains in play until this operative is moved for any reason.

LEGIONES ASTARTES 🛡️, IMPERIUM, <LEGION>, TERMINATOR, SUB-CONSUL, HERALD, ICON BEARER







# LEGION TERMINATOR LEXICANIUM

The Legions maintain cadres of battle-psykers in their ranks, warriors who fuse their esoteric powers with a Space Marine's superhuman physical prowess.

**APL** **GA**  
3 ○ 3 1

**DF** **SV** **W**  
\* 3+ 15

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⦿ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Force Axe	4	2+	4/5	Balanced, Force*	-
✕ Force Staff	4	2+	4/5	Force*, Slam ▲/○	Stun
✕ Force Sword	4	2+	4/6	Force*, Lethal 5+	-

## ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**\*Force:** For each additional action point an operative adds to the Fight action they may roll an additional attack dice.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Psychic Hood:** Each time this operative would lose a wound due to a psychic action, roll a D6; on a 5+, that wound is not lost.

## UNIQUE ACTIONS

**Manifest Psychic Power (1AP):** Psychic action. Resolve a psychic power, as specified on pages 25 to 27 of the Kill Team Age of Darkness supplement. An operative can perform this action twice during its activation.

LEGIONES ASTARTES 🧠, IMPERIUM, <LEGION>, TERMINATOR, SUB-CONSUL, LEXICANIUM, PSYKER





## LEGION TERMINATOR MEDICAE

Serving as battlefield healers it is the task of Medicae to proffer aid to the wounded, return the injured back to the fray and minister final mercy to those in need of it, recovering the Legion's gene-seed zygotes for implantation in future generations of Space Marines.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	15

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⦿ Medicae Needler	4	2+	2/2	Lethal 5+, Range 🔴	MW2
✕ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Axe	5	2+	4/5	Balanced	-

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Medicae Systems:** Each time this operative would lose a wound, roll a D6; on a 5+, that wound is not lost. This operative cannot be injured

### UNIQUE ACTIONS

**Narthecium (1AP):** Select 1 friendly **LEGIONES ASTARTES** operative visible to and within ▲ of this operative. That operative regains 2D3 lost wounds. This operative cannot perform this action while within Engagement Range of enemy operatives.

**Extract Progenoid (1 AP):** Select 1 Incapacitated Token within ▲ of this operative. The player removes the token and gains 1 VP. This operative cannot perform this action while within Engagement Range of enemy operatives. *(This will require players to mark where friendly models are incapacitated)*

LEGIONES ASTARTES 🪖, IMPERIUM, <LEGION>, TERMINATOR, SUB-CONSUL, MEDIC, MEDICAE







# LEGION TERMINATOR

## OPSEQUIARI

The Opsequiari are chosen from the most stable veterans of the Legion and are granted the power to execute Battle-Brothers with impunity if need be.

**M** **APL** **GA**  
3 ○ 3 1

**DF** **SV** **W**  
\* 3+ 15

NAME	A	BS/WS	D	SR	!
⊕ Scorpius Boltgun	4	2+	3/5	AP1, Heavy	-
⊕ Scorpius Combi-Boltgun	4	2+	3/4	AP1, Heavy, Ceaseless	-
⊕ Combi-Melta	5	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⊕ Combi-Volkite	4	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⊕ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	5	3+	4/5	Balanced	-
✕ Power Sword	5	3+	4/6	Lethal 5+	-

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a Scorpius Boltgun.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Discipline:** Friendly operatives with 🔴 may make any action available to them if they take a suppression token, not only Overwatch and Dash, nor may they be forced to fall back for any reason. Additionally, as long as this operative remains on the killzone, Each friendly operative counts their APL as being one higher when calculating who controls and objective.

### UNIQUE ACTIONS

**Inspire (1AP):** Select one friendly **LEGIONES ASTARTES** operative within 🔴 of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

**Truth of Purpose (1AP):** For the rest of the turning point this operative and any friendly operatives within 🔴 of this operative cannot become Injured and if already Injured they are considered to not be Injured.

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, TERMINATOR, SUB-CONSUL, OPSEQUIARI







# LEGION TERMINATOR SIEGE BREAKER

The wreckers of cities, the bringers-down of fortress walls and the shatters of strongholds, Siege Breakers are officers of the Legion whose speciality is precisely applied destruction.

**M** 3 ○ **APL** 3 **GA** 1

**DF** \* **SV** 3+ **W** 15

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⊕ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊕ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⊕ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⊕ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

## ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Terminator Storm Shield:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one). Additionally, this operative adds +1 to the result when re-rolling a failed Save roll

**Paired Fists:** If this operative is equipped with a pair of Power Fists or Chainfists add the Relentless Special rule to that weapons profile.

## UNIQUE ACTIONS

**Melta Charges (2AP):** Place a Melta Charge token on a terrain feature with the Wall or Blast Door within ▲ of this operative then perform a free dash action with this operative. This terrain feature now has an open Access Point. This action cannot be used if this operative is within Engagement Range of an enemy operative.

**Tunnel Fight (1AP):** Make a Fight or Blast Door Fight action with this operative if they are within ○ of a Wall or Access Point. If the target of that attack did not take any Critical damage repeat that combat attack.

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, TERMINATOR, SUB-CONSUL, SIEGE BREAKER







# LEGION TERMINATOR

## TECHMARINE

When attached to a Kill Team Legion Techmarine operatives can change the very battlefield to their Legion's advantage while maintaining most specialised weaponry on the battlefield.

**M**      **APL**      **GA**

**3** ○      **3**      **1**

**DF**      **SV**      **W**

**\***      **3+**      **15**

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Combi-Grav	4	2+	4/5	AP1, Combi*, Grav*, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng♦, AP2, Limited	MW4
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng♦, Ltd	-
⊕ Grav Gun	4	2+	4/5	AP1, Grav*	-
⊕ Lascutter	4	3+	4/6	AP1, Range♦	-
⊕ Volkite Charger	5	2+	3/4	Deflagrate*, Range♦	-
⊗ Power Axe	5	2+	4/5	Balanced	-
⊗ Thunder Hammer	4	3+	5/6	Slam▲/■	Stun

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a Scorpius Boltgun.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Servo-Array:** When this operative attacks with combat weapon it gains the Ceaseless and Brutal special rules. Enemy operatives do not gain the benefit of Combat Support regardless of how many enemy operatives are within Engagement Range of this operative. The Servo Array cannot be used by itself in combat.

### UNIQUE ACTIONS

**Rend (2AP):** If this operative takes this action within ▲ of a Barricade, Blast Door, Stairs, Lift; up to ■ of that terrain piece is destroyed and removed from the Killzone. This operative may not take this action if it is within Engagement Range of an enemy operative. *Note: If the terrain piece cannot be removed place a suitable marker next to it indicating that it has been destroyed.*

**Construct Barricade (2AP):** When within ○ of a terrain feature with the Heavy Terrain Trait place a barricade within ○ of this operative. This operative may not take this action if it is within Engagement Range of an enemy operative.

LEGIONES ASTARTES ⚔, IMPERIUM, <LEGION>, TERMINATOR, SUB-CONSUL, TECHMARINE













# LEGION SUPPORT OPERATIVES

This section contains the Legions specific support operatives available to kill teams with the matching <LEGION> keyword. These operatives are available to both the Legiones Astartes Terminator kill team from this supplement and the Legiones Astartes kill team from Kill Team: Age of Darkness

## Clarifications

- The Night Lords ability *Of The Shadows* applies to all Night Lord terminators regardless of the Terminator ability
- The Iron Hands ability *Inviolable Armour* does not apply to Iron Hands Terminators but the Tactical Ploy *Archeotech Shielding* does but failed Save rolls are not re-rolled as per the Terminator ability.
- The Salamanders Strategic Ploy *Artificer Armour* does not apply to Salamanders Terminators
- The Raven Guard ability *Sable Brand* may not be applied to a Raven Guard Terminator
- The Blackshield Chymeriae ability *Shunned and Distrusted* is expanded to include the Legion Medicae Terminator and Legion Chaplain Terminator

## LEGIO I - DARK ANGELS

A **DARK ANGELS** kill team may include an **Order Cenobite Terminator** as their legion support operative. This operative is equipped with a Plasma Caster and one of the following options:  
- Terranic Greatsword, Thunder Hammer

### ORDER CENOBITE TERMINATOR

The most dedicated warrior-adepts of the Dark Angels are charged with the station of cenobite and granted the right to bear the cipher and charge of the Order, to fight in the forefront of those battles that require the hard-won skills harboured within each of these secretive cells.



M	APL	GA
3 ○	3	1
DF	SV	W
*	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Plasma Caster	5	2+	3/3	Range ♠, Torrent ○	-
✕ Terranic Greatsword	4	3+	4/6	Brutal	Reap 1
✕ Thunder Hammer	4	3+	5/6	Slam ○/■	Stun

#### ABILITIES

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic

#### UNIQUE ACTIONS

**Order Exemplar:** This operative may select on to the following abilities for the duration of the game;

- *Augurs of Weakness:* This operatives weapons gain the P1 critical rule
- *Icons of Resolve:* Any friendly **DARK ANGELS** operatives who have line of sight to this operative adds +1 to their APL when establishing control of an objective.
- *Slayers of Kings:* This operative's weapons gain the Relentless special rule when targeting operatives with the **LEADER** or **SUB-CONSUL** keywords
- *Reapers of Hosts:* This operative's combat weapon gains the Reap1 critical rule
- *Breakers of Witches:* This operative's weapons gain the Lethal 5+ special rule when targeting operatives with the **DAEMON** or **PSYKER** keywords.

LEGIONES ASTARTES ⦿, IMPERIUM, DARK ANGELS, ELITE, TERMINATOR, CATAPHRACTII, CENOBITE





# LEGIO III - EMPEROR'S CHILDREN

An **EMPEROR'S CHILDREN** kill team may include a **Phoenix Terminator** as their legion support operative. This operative is equipped with a Phoenix Power Spear.

## PHOENIX TERMINATOR

Phoenix Terminator operatives are part of an elite cadre within the Legion, serving primarily as the Primarch Fulgrim's personal retinue. Always to the fore, they fought in many lightning swift assault forces as their martial skill is all but unmatched across the Legions.



<b>M</b>	<b>APL</b>	<b>GA</b>
3	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
✘ Phoenix Power Spear	4	2+	4/6	Block*, Lethal 5+	-

### ABILITIES

**\*Block:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

**Living Icons:** Any friendly **EMPEROR'S CHILDREN** operatives who have line of sight to this operative adds +1 to their APL when establishing control of an objective.

**Bodyguard:** When this operative is within of their Kill Team **LEADER** that operative may not be targeted by shooting attacks. Additionally if that operative is successfully targeted for a charge action this operative may immediately be placed within the charging enemy operatives Engagement Range.

### UNIQUE ACTIONS

**Skill Unmatched:** When this operative makes a Fight action with the Phoenix Power Spear, select one of the following abilities to apply to that attack.

- *A Perfect Guard:* Enemy operatives may only strike with Critical hits
- *A Perfect Strike:* The Phoenix Power Spear gains the Brutal special rule.
- *A Perfect Fury:* Increase the Attack characteristic of the Phoenix Power Spear to 5.

LEGIONES ASTARTES , IMPERIUM, EMPEROR'S CHILDREN, ELITE, TERMINATOR, TARTAROS, PHOENIX





# LEGIO IV - IRON WARRIORS

An **IRON WARRIORS** kill team may include a **Tyrant Siege Terminator** as their legion support operative. This operative is equipped with a Tyrant Rocket Launcher and one of the following:

- A Combi-Boltgun and one of the following:
  - Chainfist, Power Fist
  - Pair of Lightning Claws

## TYRANT SIEGE TERMINATOR

Tyrant Siege Terminators are the vanguard of any Iron Warriors siege breaker formation. Clad in thick Cataphractii plate and spitting a relentless hail of high explosive missiles from their carapace mounted rocket launchers, these implacable warriors are fortress-breakers of unparalleled skill.



M	APL	GA
3 <input type="radio"/>	3	1
DF	SV	W
*	3+	14

NAME	A	BS/WS	D	SR	!
<input type="radio"/> Combi-Boltgun	4	2+	3/4	Ceaseless	-
<input type="radio"/> Tyrant Rocket Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	3/5	Blast <input type="radio"/>	-
- Krak	4	2+	5/7	AP1	-
<input checked="" type="checkbox"/> Chainfist	4	2+	5/6	Brutal	Rending
<input checked="" type="checkbox"/> Lightning Claw (Pair)	5	2+	4/5	Lethal 5+, Relentless	-
<input checked="" type="checkbox"/> Power Fist	4	2+	5/7	Brutal	-

### ABILITIES

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

### UNIQUE ACTIONS

**Iron Strike (3AP):** Once per game make a Shooting attack with this operative using the Tyrant Rocket Launcher, applying the following changes;

- *Frag:* Increase the Attacks to 6 and the Blast to
- *Krak:* Increase the Attacks to 6 and add the Blast  special rule

This operative may not move in the turning point it makes this action nor may it have any abilities or Ploys applied to it.

LEGIONES ASTARTES , IMPERIUM, IRON WARRIORS, ELITE, TERMINATOR, CATAPHRACTII, TYRANT



# LEGIO V - WHITE SCARS

A **WHITE SCARS** kill team may include an **Ebon Keshig Terminator** as their legion support operative. This operative is equipped with one of the following:

- One option from each of the following:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite
  - Power Fist, Power Axe, Power Maul, Power Sword
- Power Glaive



# EBON KESHIG TERMINATOR

Deployed in the van of sieges and other high-intensity conflicts, the black armoured Kharash of the Ebon Keshig sought to atone for their perceived sins and breaches of honour not only through the pursuit of martial glory, but by protecting their brothers.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
✕ Power Glaive	5	2+	5/6	Block*, Lethal 5+	-
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-

## ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

**Resilient:** Each time this operative would lose a wound, roll on D6; on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

**Kharash:** The enemy player does not gain any VPs if this operative is taken out of action. Additionally, Regardless of their proximity this operative always counts as being further than from all other friendly operatives.

LEGIONES ASTARTES 🗡️, WHITE SCARS, ELITE, TERMINATOR, TARTAROS, KHARASH, EBON KESHIG







# VARAGYR TERMINATOR

The Varagyr are the chosen warriors of Lemar Russ, hand picked from his own Great Company to form his personal guard and close companions in war and council. To have attained such a rank and position, each has distinguished himself in battle many times over, and each has forged his own saga worth the telling.

<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⦿ Heavy Flamer	6	2+	2/2	Range 🔴, Torrent ○	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Frost Claw (Single)	4	2+	4/5	Frost*, Lethal 5+	-
✕ Frost Claw (Pair)	5	2+	4/5	Frost*, Lethal 5+, Relentless	-
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Frost Axe	4	2+	4/5	Balanced, Frost*	-
✕ Frost Maul	4	2+	4/5	Frost*, Slam ▲/○	Stun
✕ Frost Sword	4	2+	4/6	Frost*, Lethal 5+	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

## ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**\*Frost:** During the Roll Attack Dice step of the combat attack, your opponent must retain one critical hit, if any are rolled, as a normal hit.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Counter-Attack:** While involved in a fight action one Critical attack dice can be used to parry one your opponent dice AND also inflict normal damage.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

**Chosen Warrior:** This operative may make a Challenge action as if it were a **LEADER** or **SUB-CONSUL**.

**Companion of Russ:** This operative may be accompanied by a Fenrisian wolf as if it had the **SUB-CONSUL** keyword.





# LEGIO VII - IMPERIAL FISTS

An **IMPERIAL FISTS** kill team may include a **Huscarl Terminator** as their legion support operative. This operative is equipped with a Terminator Storm Shield and one of the following:

- Chainfist, Power Fist, Power Sword, Solarite Power Gauntlet

## HUSCARL TERMINATOR

Formed from the most capable and resilient warriors that ascend through the ranks of the Phalanx Warders, Huscarl operatives are charged with shielding vital components of the VIIth Legion battle force. They act as an immovable bulwark in defensive actions and serve the Legion as an irresistible battering ram on attack.



	<b>APL</b>	<b>GA</b>
<b>3</b> ○	<b>3</b>	<b>1</b>
<b>DF</b>	<b>SV</b>	<b>W</b>
<b>*</b>	<b>3+</b>	<b>14</b>

NAME	A	BS/WS	D	SR	!
✘ Solarite Power Gauntlet	5	3+	5/7	Brutal	-
✘ Power Axe	4	2+	4/5	Balanced	-
✘ Power Maul	4	2+	4/5	Slam ○/■	Stun
✘ Power Sword	4	2+	4/6	Lethal 5+	-

### ABILITIES

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Terminator Storm Shield:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one). Additionally, this operative adds +1 to the result when re-rolling a failed Save roll.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

**Voidwall:** Each time another friendly operative finishes an action in which it moved and ended that move with its base touching this operative's, if this operative has an Engage order and is not already shielding a friendly operative, it can shield that friendly operative until their bases are no longer touching or this operative no longer has an Engage order. While a friendly operative is shielded, it is not in an enemy operative's Line of Sight if a Cover line drawn to it crosses this operative's base, unless the enemy operative is on a Vantage Point.

LEGIONES ASTARTES 🗡️, IMPERIUM, IMPERIAL FISTS, ELITE, TERMINATOR, CATAPHRACTII, HUSCARL



# ◀ LEGIO VI - SPACE WOLVES

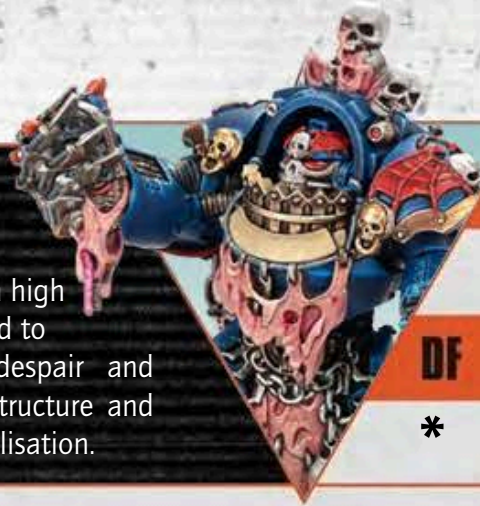
A **SPACE WOLVES** kill team may include a **Varagyr Terminator** as their legion support operative. This operative is equipped with one of the following:

- One option from each of the following:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Heavy Flamer
  - Chainfist, Power Fist, Frost Claw (Single), Frost Axe, Frost Maul, Frost Sword, Thunder Hammer
- Frost Claw (Pair)



# LEGIO VIII - NIGHT LORDS

A **NIGHT LORDS** kill team may include a **Contekar Terminator** as their legion support operative. This operative is equipped with a Chainblade and one of the following:  
- Heavy Flamer, Volkite Cavor



## CONTEKAR TERMINATOR

Contekar Terminators are butchers and murderers of a high order, to be called upon when the VIIIth Legion wished to bring more than terror but utter and abject despair and destruction upon a foe, to burn their armies, infrastructure and agriculture, and to topple the foundations of their civilisation.

M	APL	GA
3 ○	3	1
DF	SV	W
*	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Heavy Flamer	6	2+	2/2	Range ♠, Torrent ○	-
⦿ Volkite Cavor	5	2+	4/5	Deflagrate*, Heavy, Range ♠	-
✕ Chainblade	4	2+	4/5	-	Rending

### ABILITIES

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

**Chosen Warrior:** This operative may make a Challenge action as if it were a **LEADER** or **SUB-CONSUL**

### UNIQUE ACTIONS

LEGIONES ASTARTES 🦴, IMPERIUM, NIGHT LORDS, ELITE, TERMINATOR, TARTAROS, CONTEKAR





# LEGIO IX - BLOOD ANGELS

A **BLOOD ANGELS** kill team may include a **Crimson Paladin Terminator** as their legion support operative. This operative is equipped with a Coriolis Power Shield and one of the following:

- Chainfist, Power Fist, Power Axe, Power Maul, Power Sword, Sunset Blade

## CRIMSON PALADIN TERMINATOR

When these warriors take to the field, clad in the reliquary armour of their Order, they stand as a bulwark against the foe and a shield for the sons of Sanguinius. They form the unyielding anchor upon which the Crimson Host turns; a single unshakeable bastion of blades and power shields.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	I
✘ Chainfist	4	3+	5/6	Brutal	Rending
✘ Power Fist	4	3+	5/7	Brutal	-
✘ Power Sword	4	2+	4/6	Lethal 5+	-
✘ Power Axe	4	2+	4/5	Balanced	-
✘ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✘ Sunset Blade	4	2+	5/6	Lethal 5+, Rending	-

### ABILITIES

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Coriolis Power Shield:** When targeted by a Fight action the enemy operative's attack rolls suffer a -1 penalty. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

**The Blood is Forever:** Each time this operative would lose a wound as the result of a Fight action, roll a D6; on a 5+, that wound is not lost. If there are more enemy operatives within ■ than BLOOD ANGEL operatives the wound is not lost on a 4+. Other than the effects of Battle Scars, this operative cannot be injured.

**Bodyguard:** When this operative is within ○ of their Kill Team **LEADER** that operative may not be targeted by shooting attacks. Additionally if that operative is successfully targeted for a charge action this operative may immediately be placed within the charging enemy operatives Engagement Range.

LEGIONES ASTARTES ☠, IMPERIUM, BLOOD ANGEL, ELITE, TERMINATOR, CATAPHRACTII, CRIMSON PALADIN





# LEGIO X - IRON HANDS

An **IRON HANDS** kill team may include a **Gorgon Terminator** as their legion support operative. This operative is equipped with one of the following:

- One option from each of the following:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite
  - Chainfist, Lightning Claw (Single), Power Fist, Power Axe, Power Maul, Power Sword
  - Lightning Claw (Pair)

## GORGON TERMINATOR

Fearsome combatants in any theatre of war these elite Iron Hands operatives wear the experimental Gorgon Pattern Terminator Armour prototype, which requires the wearer to undergo a painful bonding process as well as extensive cybernetic enhancement.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⊕ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊕ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⊕ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Bionic Augmentation:** Each time this operative would lose a wound, roll on D6; on a 5+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

LEGIONES ASTARTES 🗡️, IMPERIUM, IRON HANDS, ELITE, TERMINATOR, GORGON





# LEGIO XII - WORLD EATERS

A **WORLD EATERS** kill team may include a **Red Butcher Terminator** as their legion support operative. This operative is equipped one of the following options:

- A Combi-Boltgun and one of the following:
  - Lightning Claw (Single), Power Axe
  - Pair of Lightning Claws
  - Pair of Power Axes



## RED BUTCHER TERMINATOR

On the killing ground of Isstvan III, there were World Eaters that devolved into mindless frenzied savages. Rather than 'putting down' such individuals the Apothecaries and Techmarines made customised Terminator suits from recovered wargear for them, prisons that could be immobilised with a remote signal.

M	APL	GA
3	3	1
DF	SV	W
*	3+	14

NAME	A	BS/WS	D	SR	!
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
✕ Lightning Claw	4	2+	4/5	Lethal 5+	-
✕ Lightning Claw (Pair)	5	2+	4/5	Lethal 5+, Relentless	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Axe (Pair)	4	2+	4/5	Balanced, Rending	-

### ABILITIES

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Raveng Madman:** This operative cannot be Injured nor can they be included in operatives contesting an objective.

**Hatred:** This operative must make a charge action if an enemy operative is within range. If a Fight action is performed in the same Turning point as it charges this operative's combat weapon gains the Brutal special rule.

### UNIQUE ACTIONS

LEGIONES ASTARTES, IMPERIUM, WORLD EATERS, ELITE, TERMINATOR, CATAPHRACTII, RED BUTCHER





# LEGIO XIII - ULTRAMARINES

An **ULTRAMARINES** kill team may include a **Fulmentarus Terminator** as their legion support operative. This operative is equipped with a Fulmentarus Missile Launcher, Combi-Boltgun and one of the following:

- Chainfist, Power Fist, Power Axe, Power Maul, Power Sword

## FULMENTARUS TERMINATOR

The Fulmentarus Terminator is an example of the genius of the XIIIth Legion's Primarch Roboute Guilliman. Having observed the effectiveness of the Tyrant Siege Terminators of the Iron Warriors Legion, Guilliman judged such operatives worthy of refinement and improvement.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
☉ Combi-Boltgun	4	2+	3/4	Ceaseless	-
☉ Fulmentarus Missile Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Plasma	4	2+	5/6	AP1, Blast ▲	-
- Splinter	5	2+	3/4	Blast ○, No Cover	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Sword	4	2+	4/6	Lethal 5+	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun

### ABILITIES

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Peritarch Targeter:** In a turning point where this operative does not make any movement actions it does not suffer the -1 to hit penalty when making Overwatch actions.

LEGIONES ASTARTES ☉, IMPERIUM, ULTRAMARINES, ELITE, TERMINATOR, CATAPHRACTII, FULMENTARUS





# LEGIO XIV - DEATH GUARD

A **DEATH GUARD** kill team may include a **Deathshroud Terminator** or **Grave Warden Terminator** as their legion support operative.  
A Deathshroud Terminator operative is equipped with an Alchem Pistol and a Power Scythe.  
A Grave Warden Terminator operative is equipped with an Assault Grenade Launcher, Deathcloud Projector, and one of the following;  
- Chainfist, Power Fist

## DEATHSHROUD TERMINATOR

Singled out by Mortarion and chosen for their skill at arms, fearlessness and their proven endurance, The Deathshroud were often selected from Death Guard who had survived where their comrades had fallen. Their primary function was as Mortarion's silent bodyguards and symbols of his power.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	I
⦿ Alchem Pistol	5	2+	2/2	Range <b>◆</b> , Torrent <b>○</b>	Rending
✕ Power Scythe	5	2+	4/6	Block*	Reap 1

### ABILITIES

**\*Block:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one).

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

**Chosen Warrior:** This operative may make a Challenge action as if it were a **LEADER** or **SUB-CONSUL**.

**Bodyguard:** When this operative is within ○ of their Kill Team LEADER that operative may not be targeted by shooting attacks. Additionally if that operative is successfully targeted for a charge action this operative may immediately be placed within the charging enemy operatives Engagement Range.

LEGIONES ASTARTES **☠**, IMPERIUM, DEATH GUARD, ELITE, TERMINATOR, TARTAROS, DEATHSHROUD





## GRAVE WARDEN TERMINATOR

Named after the Terminators of Calas Typhon's company carried into battle aboard the battleship Terminus Est, the term 'Grave Wardens' also eventually became synonymous both within the Death Guard Legion and beyond it, specifically for the alchemical-weapon equipped Terminators unique to the Death Guard.



**M** 3 ○ **APL** 3 **GA** 1

**DF** \* **SV** 3+ **W** 14

NAME	A	BS/WS	D	SR	!
⊗ Assault Grenade Launcher					
- Krak	4	2+	4/5	AP1	-
- Toxin	4	2+	3/4	Blast ○, No Cover, Toxin*	-
⊗ Deathcloud Projector	5	2+	2/2	Rng ◆, Torrent ○, No cover, Toxin*	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-

### ABILITIES

**\*Toxin:** An enemy operative that takes one or more wounds from this weapon takes 1 Mortal Wound at the end of each Turning Point. Additionally the opposing player does not include that operative's APL when establishing control of an objective.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Shrouded in Death:** Enemy operatives may not make a Fight action in the same Turning Point that they charge this operative, though they may make Unique Actions as normal.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

### UNIQUE ACTIONS

**Death Cloud (2AP):** This operative may make a shooting attack with the Death Cloud Projector profile above.

LEGIONES ASTARTES ☠, IMPERIUM, DEATH GUARD, ELITE, TERMINATOR, CATAPHRACTII, GRAVE WARDEN



## LEGIO XV - THOUSAND SONS ▶

A **THOUSAND SONS** kill team may include a **Sekhmet Terminator** as their legion support operative. This operative is equipped with one option from each of the following:

- Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
- Chainfist, Lightning Claw (Single), Force Axe, Force Maul, Force Sword, Power Fist, Thunder Hammer





# SEKHMET TERMINATOR

Clad in Terminator armour, The Sekhmet are high initiates of the Prosperine Mysteries who had sublimated their abilities and emotions into the highest levels of spiritual control, and are able to shun injuries by mere strength of unified will that even to a Space Marine would have proved mortal.

<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⦿ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Lightning Claw (Single)	4	2+	4/5	Lethal 5+	-
✕ Power Fist	5	2+	4/5	Balanced, Force*	-
✕ Force Axe	5	2+	4/5	Force* Lethal 5+	-
✕ Force Staff	5	2+	4/5	Force*, Slam ▲/○	Stun
✕ Force Sword	4	3+	5/7	Brutal	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

## ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**\*Force:** For each additional action point an operative adds to the Fight action they may roll an additional attack dice.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

## UNIQUE ACTIONS

**Manifest Psychic Power (1AP):** Psychic action. Resolve a psychic power, as specified on pages 25 to 27 of the Kill Team: Age of Darkness supplement. An operative can perform this action twice during its activation.

LEGIONES ASTARTES 🗡️, IMPERIUM, THOUSAND SONS, ELITE, TERMINATOR, CATAPHRACTII, SEKHMET, PSYKER





# JUSTAERIN TERMINATOR

The black armoured Justaerin are the pride of their Legion. Tasked with forming the 'point of the spear' of the Legion, they go where the fighting was thickest, their attack directed usually at destroying the heart of an opposing target or conducting the decapitation strike of an enemy force.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⊕ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊕ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⊕ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⊕ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Lightning Claw (Single)	4	2+	4/5	Lethal 5+	-
✕ Lightning Claw (Pair)	5	2+	4/5	Lethal 5+, Relentless	-
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

## ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

**Chosen Warrior:** This operative may make a Challenge action as if it were a **LEADER** or **SUB-CONSUL**

## UNIQUE ACTIONS

**Furious Charge (2 AP):** This operative makes a Charge action and, once in Engagement Range with the target operative, roll a dice; on a 4+ that operative suffers 1 Mortal Wound, if the result is 6+ it suffers 2 mortal wounds.





# LEGIO XVII - WORD BEARERS

A **WORD BEARER** kill team may include a **Vakrah Jal Terminator** as their legion support operative. This operative is equipped with Jade Fire and Warp Talons.

## VAKRAH JAL TERMINATOR

Drawn from leaderless Word Bearers units which had suffered heavy losses on Isstvan V the Vakrah Jal, like their Gal Vorbak predecessors, consisted of many possessed augmented by the Dark Mechanicum with flamers that washed the battlefields in jade warfire.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
☉ Jade Fire	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Cleansing Flame	6	2+	2/3	Range ♦, Torrent ○	-
- Burning Flame	3	3+	5/4	AP1, Hot	MW2
✕ Warp Talons	5	2+	3/4	Ceaseless	MW1

### ABILITIES

**Daemonic Resilience:** Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.

**Lost Sons of Isstvan V:** This operative must make a Charge action if an enemy operative with the LOYALIST keyword is within range. Additionally, unless this operative has been given the Desire ability as part of The Primordial Truth, ignore this operative's APL when calculating who controls an objective.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

### UNIQUE ACTIONS

LEGIONES ASTARTES ☠, IMPERIUM, WORD BEARERS, ELITE, TERMINATOR, VAKRAH JAL, DAEMON



# ◀ LEGIO XVI - SONS OF HORUS

A **SONS OF HORUS** kill team may include a **Justaerin Terminator** as their legion support operative. This operative is equipped with one of the following:

- One option from each of the following:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
  - Chainfist, Lightning Claw (Single), Power Fist, Power Axe, Power Maul, Power Sword, Thunder Hammer
- Pair of Lightning Claws



# LEGIO XVIII - SALAMANDERS

A **SALAMANDERS** kill team may include a **Firedrake Terminator** as their legion support operative. This operative is equipped with one of the following:

- One option from each of the following:
  - Combi-Boltgun, Combi-Flamer, Combi-Melta
  - Chainfist, Power Fist, Power Axe, Power Maul, Power Sword, Thunder Hammer
  - Terminator Storm Shield and Thunder Hammer



## FIREDRAKE TERMINATOR

Tried and tempered in the flames of war, just as a blade is tempered in the flames of the forge, the Firedrakes are indefatigable and relentless, possessing a singular focus in battle which borders on the preternatural, and a legendary resilience; a matter of phenomenal willpower over arms.

**M**      **APL**      **GA**  
**3** ○      **3**      **1**

**DF**      **SV**      **W**  
**\***      **3+**      **14**

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
✕ Chainfist	4	3+	5/6	Brutal	Rending
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	5	2+	4/5	Balanced	-
✕ Power Maul	5	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	5	2+	4/6	Lethal 5+	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Terminator Storm Shield:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one). Additionally, this operative adds +1 to the result when re-rolling a failed Save roll.

**Stubborn:** This operative ignores any and all negative modifiers to their APL characteristic.

LEGIONES ASTARTES 🗡️, IMPERIUM, SALAMANDERS, ELITE, TERMINATOR, CATAPHRACTII, FIREDRAKE





# LEGIO IXX - RAVEN GUARD

A **RAVEN GUARD** kill team may include a **Deliverer Terminator** as their legion support operative. This operative is equipped with one of the following:

- One option from each of the following:
  - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
  - Power Axe, Power Maul, Power Sword
  - Pair of Lightning Claws

## DELIVERER TERMINATOR

Few warriors of the XIXth Legion favoured the use of Terminator armour in battle referring to those that do as 'Deliverers', both for the carnage they brought to the enemy and for their tendency to be deployed when the daring assaults favoured by the XIXth Legion floundered and threatened to fail.



<b>M</b>	<b>APL</b>	<b>GA</b>
3 ○	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⊕ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊕ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⊕ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⊕ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
⊗ Lightning Claws (Pair)	5	2+	4/5	Lethal 5+, Relentless	-
⊗ Power Axe	4	2+	4/5	Balanced	Stun
⊗ Power Maul	4	2+	4/5	Slam ▲/○	-
⊗ Power Sword	4	2+	4/6	Lethal 5+	-

### ABILITIES

**\*Combi:** An operative equipped with this weapon is also equipped with a boltgun.

**\*Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

**Corax's Shame:** Regardless of their proximity this operative always counts as being further than 🔴 from all other friendly operatives. Additionally players may not include this operative's APL when establishing control of an objective.

**Corax's Fury:** Each time this operative takes an enemy operative out of action the Raven Guard player gains 1VP

LEGIONES ASTARTES 🪖, IMPERIUM, RAVEN GUARD, ELITE, TERMINATOR, CATAPHRACTII, DELIVERER





# LEGIO XX - ALPHA LEGION

An **ALPHA LEGION** kill team may include a **Lernaean Terminator** as their legion support operative. This operative is equipped with a Volkite Charger and one of the following:

- Chainfist, Power Fist, Power Axe

## LERNAEAN TERMINATOR

The Lernaean are, like the beast that is their namesake and the icon of the Legion, an unformed legend and the object of shrouded dread. They are the grinding jaws of the many-headed Hydra, the furious assault from the unexpected quarter. And like the beast of myth, they are all but impossible to slay.



<b>M</b>	<b>APL</b>	<b>GA</b>
3	3	1
<b>DF</b>	<b>SV</b>	<b>W</b>
*	3+	14


NAME	A	BS/WS	D	SR	!
⚡ Volkite Charger	5	2+	3/4	Deflagrate*, Range	-
✂ Chainfist	4	3+	5/6	Brutal	Rending
✂ Power Fist	4	3+	5/7	Brutal	-
✂ Power Axe	4	2+	4/5	Balanced	-

### ABILITIES

**\*Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

**Terminator Armour:** Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

### UNIQUE ACTIONS

**Instructor:** Once per game one **ALPHA LEGION** fire team within  of this operative may use any ability or ploy associated with any other single **LEGIONES ASTARTES** sub-faction. All operatives as considered to have the appropriate keywords for the abilities and ploys though all requirements must be met for these to be used; including equipment and paying any associated the CP cost.

**LEGIONES ASTARTES** , **IMPERIUM**, **ALPHA LEGION**, **ELITE**, **TERMINATOR**, **CATAPHRACTII**, **LERNAEAN**









# KILL TEAM: PATROL

Kill Team Patrol is a mid-sized skirmish mod using the Age of Darkness ruleset with some additional changes to allow each player to field multiple kill teams as a single force. It represents a more significant strike force, comprising of multiple elite troops, sent to secure the most vital of objectives. Games last for around an hour once you get the hang of it with forces ranging in size from 13 to 35 operatives. Players will need a minimum of two killzones to give themselves enough room.

## BUILDING A FORCE

Each kill team Patrol force is made of three components;

- A Sub-Consul as the Patrol Leader
- 2 or more kill teams
- A Legions Support operative or an additional fire team per kill team

An operative with the **SUB-CONSUL** keyword must be your patrol leader. This is the leader of the force and is treated as a Kill Team leader for the generation of CP, see below, and access to equipment, ploys, and abilities. This operative gains the **PATROL LEADER** keyword.

The core of your force is two or more Kill teams with the **LEGIONES ASTARTES** factional keyword. These may be the Legiones Astartes kill teams found in KT:AoD, the Legiones Astartes Terminator kill team from this supplement, or a mix of both. All restrictions for operative selection apply as they would in regular games of kill team.

Legiones Astartes kill teams comprise of;

- One Sergeant
- Two Fire Teams of 3 operatives, one of which must have the same **<X> ASTARTES** keyword as the Sergeant i.e. if you select a Tactical Astartes Sergeant then the first fire team you select must be a Tactical Astartes fire team

Legiones Astartes Terminator Kill teams comprise of;

- One Sergeant
- One Fire Team of 4 Terminator operatives

The final component for your Kill Team Patrol are the additional supporting operatives you may include. For each kill team you may include either;

- One Legion Support operative
- One additional Fire Team. This fire team must comprise of 2-3 operatives and be assigned to a single kill team. These operatives must have the **WARRIOR** keyword and use the same datasheet. *Note: This is how players add the Terminator fire team from KT: AoD.*

### Sub-Factions

Kill Team Patrol is a narrative way to include operatives and kill teams from multiple sub-factions. Unless agreed in advance all operatives must have the same Sub-Faction keyword. The exceptions are the forces of the Shattered Legions which must always include Kill Teams from two or more Sub-Factions.

### Command Point Generation

Each operative with the **LEADER** keyword generates +2CP per turn which the player may pool together. The exception to this is if a patrol contains multiple sub-factions in which case the CP generated for each sub-Faction must remain separate. If all leaders or subconsuls are taken out of action the player receives +1 CP per kill team.

### Equipment

Each patrol gains 10 Equipment Points per kill team which they pool and may spend as they would normally. All regular restrictions apply for equipment.

### Archetypes

For this first iteration of rules it is advisable to restrict archetypes to Security and Seek and Destroy regardless of the Fire Teams present within the patrol.

## Ossified's Death Guard Playtest Patrol

This was one of the forces used to test the Patrol rules. It is a brutal and unpleasant force, as befits the sons of Mortarion. The number of additional +1APL buffs, though not maximised, caused huge headaches for my opponent as did the pepper-pot advances of kill teams Mhorgur and Kryakt.

**Patrol Leader Petri:** Opsequiari Sub-Consul

**Kill Team Mhorgur:** Breacher Sergeant, Breacher Fire Team: (Breach Astartes, Breacher Gunner, Demo Breacher) Tactical Fire team (Tactical Comms, Tactical Vexilla, Tactical Gunner)

**Kill Team Kryakt:** Breacher Sergeant, Breacher Fire Team (2 Breacher Astartes, 1 Breacher Gunner), Assault Fire team (2 Assault Astartes, 1 Assault Champion)

**Kill Team Bekor:** Terminator Sergeant, Terminator Fire Team: (Mortalis Breacher, Assault Champion, Augury, Comms)

**Legion Support:** 1 Death Warden Terminator, 1 Chaplain Sub-Consul, 1 Tactical fire team of 3 Tactical Astartes (attached to Kill Team Mhorgur)



# PLAYING THE GAME

The primary difference between kill team and Kill team patrol is that the GA characteristic of the operatives within a given fire team is equal to the current number of operatives from that fire team that are still within the Killzone. While there are a number of additional rules outlined below this the key change for Kill Team: Patrol games.

Kill Team Patrol is played using the Rules found in the Kill Team Corebook and the Kill Team Age of Darkness supplement together with the following additions.

## Fire Team Coherency

Unless a fire team is reduced to a single operative it must have all operatives no more than ○ from at least one other operative from the same kill team.

- This is referred to as coherency
- This may be used to "chain" operatives.

Fire teams which are out of coherency must, as their first action, return to coherency. This may be done by a single operative making a Normal Move but all operatives within the fire team are considered to have made the same action even if they themselves did not move.

## Command Coherency

There is a further level of coherency, that of Command Coherency. In order to activate a Fire Team it must have at least 1 operative that is;

- within ◆ of the **LEADER** of its kill team, its **PATROL LEADER**, or a friendly operative with the **SUB-CONSUL** keyword.
- within ■ of a friendly operative with the **ELITE** keyword

If the fire team is not within ◆ of any of those operatives it may still be activated but may only do so after the player has activated all fire teams that are within Command Coherency. When a player has multiple fire teams out of Command Coherency they may chose in which order to activate them. When activating such fire teams the following rules apply;

- It may only make, **Fall Back**, **Overwatch** or **Pass** actions
- It may make **Reactions** as normal
- Players may spend 1CP to allow the fire team to take any action they could normally make if they were within Command Coherency.

## Orders

As each fire team must make the same actions Orders are applied to the fire team rather than individual operatives. The exception, as noted below, is when a fire team is near an objective in which case orders are applied differently.

## Fire Team Activation

When a player activates a fire team the operative's of that fire team must all make the same actions, though not necessarily in the same order. All normal rules and requirements for taking actions apply.

## Objectives and Fire Team Activation

The importance of objectives within Kill Team: Patrol changes how fire teams activate when they are securing them, affording the operatives a greater level of flexibility when working to secure the objective.

While at least one operative from a kill team is within ■ of an objective each operative within that fire team may make different actions but those operatives must still be activated at the same time.

## Single Operative Activation

Single operatives are defined as;

- The **PATROL LEADER**
- Kill Team **SERGEANTS**
- Legion Support operatives

These operatives are activated as they would be during a regular game of Kill Team Age of Darkness. These operatives will invariably take on the roll of supporting operatives or force multipliers for one or more fire teams with which they have command coherency.

*Note: In playtesting I found that the positioning of Leader, Sub-Consul and Sergeant operatives together with the order of activation is utterly crucial to victory. More so perhaps than the abilities, actions, and ploys they can bring to bare.*

## Ploys and Abilities

Strategic ploys are played as normal but Tactical ploys now apply to a fire team and not an individual operative, however the fire team must have at least one operative that meets the conditions required to play the ploy. Sub-faction abilities apply to the whole force as they would in regular games of kill team

## Missions

All existing missions are playable with these rules though, as one would assume, the killzone needs to be enlarged. As a rule of thumb it is advisable to use a standard killzone board per kill team within the forces. e.g. A force with 2 kill teams per side would use 2 standard killzone boards for the mission. Terrain placement and missions objectives remain unchanged.

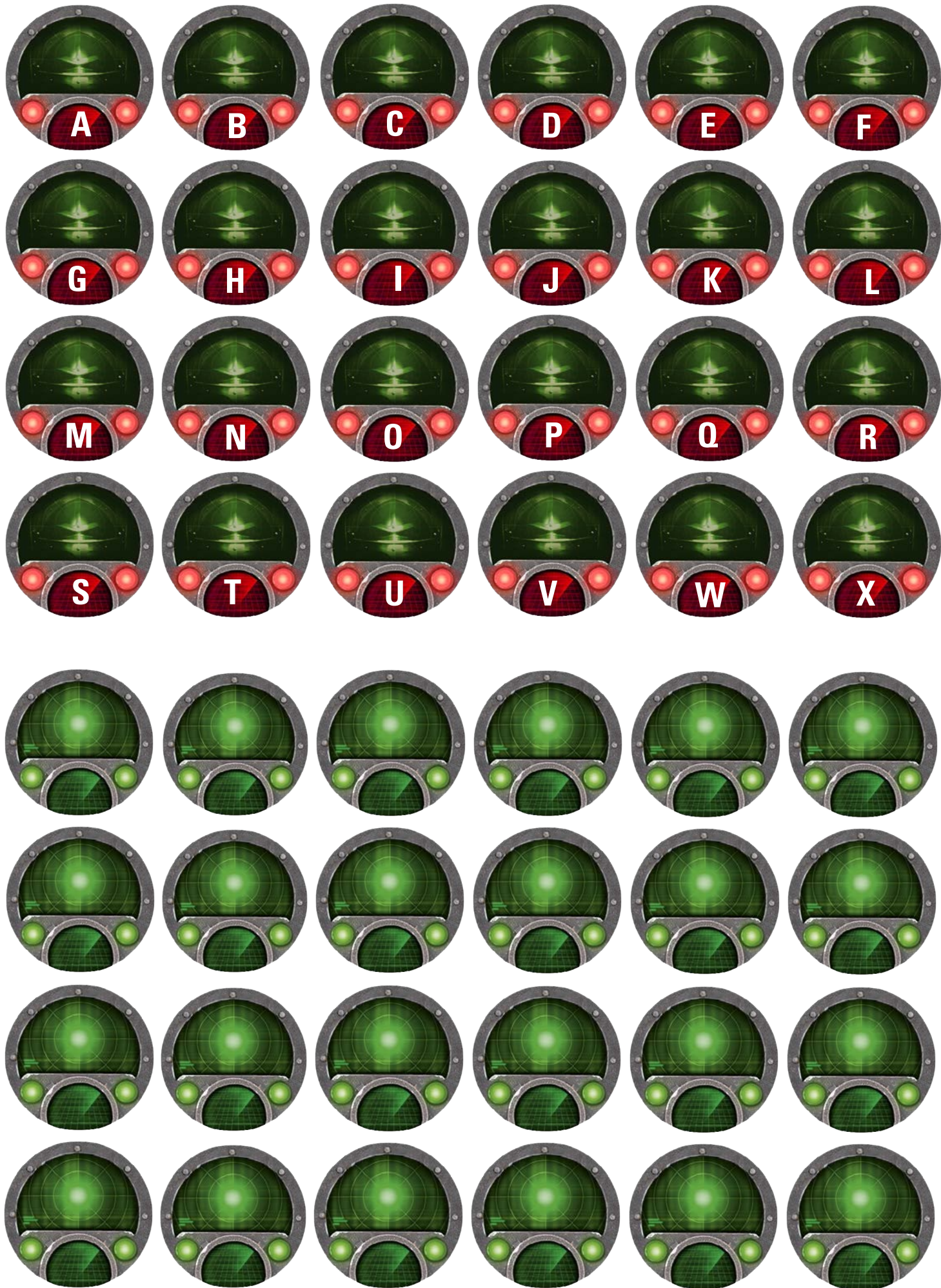


# HIDDEN DEPLOYMENT ROSTER

<b>Terminator Operative</b>	<b>Blip</b>	<b>Power Armour Operative</b>	<b>Blip</b>
_____	<b>A</b>	_____	<b>A</b>
_____	<b>B</b>	_____	<b>B</b>
_____	<b>C</b>	_____	<b>C</b>
_____	<b>D</b>	_____	<b>D</b>
_____	<b>E</b>	_____	<b>E</b>
_____	<b>F</b>	_____	<b>F</b>
_____	<b>G</b>	_____	<b>G</b>
_____	<b>H</b>	_____	<b>H</b>
_____	<b>I</b>	_____	<b>I</b>
_____	<b>J</b>	_____	<b>J</b>
_____	<b>K</b>	_____	<b>K</b>
_____	<b>L</b>	_____	<b>L</b>
_____	<b>M</b>	_____	<b>M</b>
_____	<b>N</b>	_____	<b>N</b>
_____	<b>O</b>	_____	<b>O</b>
_____	<b>P</b>	_____	<b>P</b>
_____	<b>Q</b>	_____	<b>Q</b>
_____	<b>R</b>	_____	<b>R</b>
_____	<b>S</b>	_____	<b>S</b>
_____	<b>T</b>	_____	<b>T</b>
_____	<b>U</b>	_____	<b>U</b>
_____	<b>V</b>	_____	<b>V</b>
_____	<b>W</b>	_____	<b>W</b>
_____	<b>X</b>	_____	<b>X</b>



# TERMINATOR BLIPS





# POWER ARMOUR BLIPS





# KILL TEAM AGE OF DARKNESS

## OSSIFIED MODS

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