WARHAMMER 40,000

KILL TEAM

KILL TEAM

ROGUE TRADER

CONTENTS

INTRODUCTION

Welcome to *Kill Team: Rogue Trader*. This booklet will help you to turn two collections of Citadel Miniatures – one of Rogue Trader operatives and another of the Infected – into a pair of powerful tabletop forces, ready to do battle aboard a spaceship or within the confines of a Ministorum shrine.

There are many gaming and collecting opportunities to be found in the war-torn galaxy of the 41st Millennium. *Kill Team: Rogue Trader* is set on the far frontier of Imperial space, and is centred on the conflict between two deadly and very different bands of combatants. The Rogue Trader Elucia Vhane must lead her companions, the Elucidian Starstriders – each a unique specialist in their own right – on a desperate mission for the Imperium. Working against them are the vile machinations of Chaos in the form of the Gellerpox Infected. They rely more on brute power and gut-churning mutations, but are every bit as characterful and entertaining to build, paint and game with.

Ambushed within the confines of a shuttle in high orbit, can Elucia Vhane and her team escape the Gellerpox Infected? Making a stand on a newly colonised planet, can the Rogue Trader survive to claim vital new worlds in the name of the Imperium? Or will the Infected contaminate all in the name of their Dark Gods?

Building and painting a kill team of Rogue Trader models – or their Infected nemeses – is a unique and exciting challenge for collectors of any ability. Every model in this boxed set is a lavishly detailed individual piece, whether it is an eccentric Lectro-Maester, a horrifying Nightmare Hulk or one of the vile creatures known as Mutoid Vermin. Every miniature can be treated as its own project, with personalised colour schemes, unique markings, and as great a level of detail as you choose to apply.

Within this book you will find all the information you need to collect a Rogue Trader or Chaos Infected force and field it upon the tabletop in games of Kill Team. The first section presents background material detailing the Rogue Traders who claim worlds in the name of the Emperor, the strange mutant subcultures they often encounter on the fringes of the Imperium, and the unsettling story of the Plague Colony of Arcadia Neos. The rules section that follows contains Kill Team datasheets for every Elucidian Starstrider and Gellerpox Infected model, Tactics and Commander Traits for both Factions, and Killzone rules for fighting battles within close confines, with specific rules for fighting aboard a spaceship or within a Ministorum shrine.

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TO ROAM THE VOID

Amongst the starfaring fleets of Humanity are men and women given holy writ to explore those regions on the outskirts of the galaxy. Rogue Traders are beholden to no mortal, and their decisions shape history. These adventurers are entrusted with a sacred duty – to claim new worlds in the name of the Emperor.

The Imperium of Mankind is vast, its faded magnificence reaching across stars beyond reckoning. It encompasses a million worlds, yet these planets are spread far. So great are the distances between them that only travel through the immaterial dimension of the empyrean allows the Imperium to remain connected.

By using warp drives, starships can bypass the laws of physical space, travelling thousands of light years in a relatively short time. Such travel is wildly unpredictable, and swathes of territory are notoriously difficult or even impossible to reach. Yet despite the monumental distances between the Imperium's colonised worlds, and the fact that it has been in a state of war for all ten thousand years of its existence, it has grown to become the single largest empire in the galaxy. Constant conflict has tempered Mankind, readying them for the dark new era that they have now entered – an era in which Humanity's very existence hangs in the balance.

The Great Rift, an enormous tear in the fabric of reality, ripped the galaxy in two. Through that hellish fissure the Chaos Gods sent forth their Daemon legions, seeking to conquer realspace. In the period of darkness that immediately followed – the Noctis Aeterna – more worlds were claimed by the spectre of damnation than ever before. Even now the light of the Emperor's Astronomican – the light by which ships travelling through the warp are guided – has returned to the galactic south, it is a time of desperation and encroaching doom. The leaders of the Imperium have issued a call to arms, putting its military and citizens on the ultimate war footing. To support the vast Imperial armies, whole star systems are being stripped of resources, the materials turned into armaments and sustenance.

COMETH THE HOUR

The Imperium's mobilising call was directed not just at its workers and warriors, however. Those souls entrusted with extending the Emperor's domain have been charged with a nigh-impossible task – to found new worlds just as fast as the Imperium is losing them to the manifold horrors of Chaos.

Amongst the most capable of those who ply outer space in the name of the Imperium are the individuals known as Rogue Traders. Warriors, explorers, leaders and merchants – Rogue Traders are all of these and more. Their autonomy in Imperial society is rivalled only by those in the highest echelons of Terra and Mars' governments, and they can draw upon a vast selection of resources to accomplish that to which they are tasked: striking out into the void and finding new territory for Mankind. They alone bear the sacred Warrant of Trade, a letter that empowers the owner and their descendants to travel beyond the boundaries of the Imperium and engage in both commerce and war.

No two Rogue Traders are exactly alike, but all are charismatic and unconventional leaders, capable of rallying others to their cause and achieving their goals no matter the odds. To ply the black void so far from any form of support requires a rare mix of bravery, self-reliance and wanderlust.

A COMPANY OF EXCELLENCE

Rogue Traders almost always have an entourage, ranging from a tight group of family members to a hundreds-strong army of well-drilled, fanatically devoted killers. Over the course of their centuries-long careers, these masters of negotiation surround themselves with an array of specialists to account for every possible trial they could face on the borders of known space. These range from xenocultural experts, invaluable in making contact with sentient alien species – and assessing how best the Imperium might kill them at a later date – to medicae staff who prolong their master's life far beyond their natural lifespan. Navigators, Astropaths, Explorator adepts, missionaries, soldiers, exotic creatures and even alien advisors can be found in the service of Rogue Traders. These diverse retinues echo the elite operative groups chosen by Imperial Inquisitors, and are nigh as deadly; each coterie is just as much a strike team as it is a diplomatic force, and there are few Rogue Traders who have never had to fight their way out of a tight spot.

Every bit as important as acquiring skilled followers, a Rogue Trader needs a ship – preferably a small fleet of them. These are often the most formidable vessels that Imperial currency can buy, boasting cavernous vaults, donjon-like brigs, luxurious living quarters and firepower enough to level a city. Yet the most precious assets of such a ship are not its guns, but the warp drive that allows it to make translation into the empyrean, and the potent Geller field that keeps it safe from daemonic incursion whilst doing so. Alas, this is no foolproof process, for the warp is Chaos incarnate, and humans are fallible and unpredictable creatures at the best of times.

'There is nowhere we cannot travel, nothing we cannot accomplish. Once you have joined the Elucidian Starstriders you have joined the company of excellence.'

- Elucia Vhane, Rogue Trader

A GROWING SICKNESS

The power of Chaos threatens to consume the entire galaxy, and the Imperium of Mankind along with it. While Daemons and Traitor Legions of Space Marines are the most obvious of the perils besetting Humanity, there is another, far more insidious menace that grows stronger with every passing day…

Amongst Humanity in the 41st Millennium, mutations are commonplace. While many can be attributed to environmental conditions such as rad-pollution, the most insidious are those caused the powers of Chaos. Where the empyrean waxes strong, the clay of mortal forms can be reshaped, and souls can be corrupted beyond measure. Even one born clean of limb and sound of mind can be ravaged in moments by the dark energies of a warp storm or by a starship's botched translation from the immaterium into realspace.

The Imperium greatly fears mutation. First off, many such growths are alarming, causing natural revulsion in those who witness them. Beyond simpler signs of mutation are grotesqueries such as insectoid claws, tentacles or fanged maws where no mouth ought to be. Rampant growth of meat and bone can create twelve-foot-high monstrosities whose fists are capable of bending plasteel, and whose mass can absorb bolt shells that would fell an ordinary man. There have also been many recorded instances of mutants whose flesh has melded with machinery. Yet it is not just the appearance or abilities of mutants that rankles the right-minded citizens of the Imperium, for those whose physical forms are marred by warp energies often harbour deviant intent, spreading bloodshed and mayhem. Worse still, the most afflicted become willing pawns of the Dark Gods, foul agents of corruption actively dedicated to spreading ruin and overthrowing the Imperium.

As deadly as those physically mutated are, humans exhibiting mental mutations are more dangerous still. Known as psykers, these individuals can accomplish seemingly impossible things by opening their minds to the warp, such as glimpsing the future, moving objects through willpower alone or reading people's thoughts. Because of their connection to the immaterium, they are more susceptible to the seductive power of Chaos, and might even unwillingly open a gateway to the warp through which Daemons will spill. It is easy to see why Imperial citizens are trained to treat even those that carry the least of mutations without any mercy, the Imperial creed demanding they be captured and turned over to higher authorities.

Strangely enough, those mutations that are caught early enough and deemed to be controllable are seen by the Imperium as blessings instead of curses. Without this class of 'trainable' mutants, Humanity could not hope to rule the stars. But for every sanctioned mutant that serves the Imperium – whether as a member of the stable abhuman divisions of the Astra Militarum, the Navigators that guide Mankind's starships through the warp by the Astronomican's light, or even sanctioned psykers – there are a thousand lesser mutants that are slain outright, and another thousand that dwell hidden in the shadows, rightfully afraid to reveal themselves. In search of acceptance or protection, many mutants join Chaos cults or seek out their own kind, huddling together in the catacombs and undersumps beneath Imperial metropolises or surviving in the wastelands of rad-ravaged worlds. Some stow away or earn passage on ships bound for the fringes of the Imperium, where they can start a new life on a world untouched by the tyranny of intolerance.

With the opening of the Great Rift, huge waves of mutative warp storms washed over the galaxy, carrying the seeds of the Dark Gods' corruptions. Some of those seeds sprouted immediately in the form of mutation outbreaks, zombie plagues and worse. Others lay dormant, as if awaiting the right moment to blossom into new horrors; indeed, many of those ships lost in the warp during the blackness of the Noctis Aeterna emerged having been deeply – and often unknowingly – changed by the empyrean's transmutative tides.

GIFTS OF NURGLE

The most stomach-churning sources of mutation in all the galaxy are the rapacious afflictions of the Plague God. Most of these supernatural diseases have more in common with a witch's hex than a biological virus, typically affecting the soul as much as the body. Bow waves of infection spread wherever the chosen scions of Nurgle invade, each plague cross-breeding and mutating even as it ravages the flesh of its victims.

Nurgle has always been fond of infinite variation, and the plagues and viral gifts he visits upon realspace are transmitted in hundreds of different ways – hearing the groans of the living dead, coming into contact with noxious vital fluids, or suffering an infectious bite to name but a few. Such is the boundless generosity of Grandfather Nurgle that many recipients find their bodies mutating until they are all but unrecognisable.

'We are sent to spread our glorious gifts. Those willing to accept the bountiful Gellerpox must bow before the machine and be reborn. Those that reject these great gifts shall surely die.'

- *Vulgrar Thrice-Cursed, Twisted Lord of the Gellerpox Infected*

TO REACH FOR PARADISE

In the wake of the Great Rift, Elucia Vhane and nearly one hundred other Rogue Traders were invited to Macragge for an emergency symposium. The summons bore the seal of Roboute Guilliman, an honour no one in the Imperium could refuse. From this magnificent beginning would stem a truly hellish journey…

It had been many thousands of years since so many Rogue Traders were gathered in one location. It was rare enough for a handful to meet. Vhane and many of her assembled fellows had guessed the purpose of the quorum by the time they had arrived, for Ultramar had been ravaged by war. The sovereign domain of the Ultramarines Chapter – once thought inviolable given its peerless infrastructure and many-layered defences – had been broken open and brought to ruin on a dozen fronts by the Daemon Primarch Mortarion and his Death Guard. Though Guilliman had returned to lead a masterful defence of his realm, the aftermath would take decades, if not centuries, to resolve.

Many of the Rogue Traders genuflected as the Primarch entered the halls, but Guilliman bid them stand. He spoke to them as equals, as was his way. The Primarch claimed that the Imperium was not just being invaded, but locked in a struggle for its spirit as much as its body.

The Realm of Ultramar had been afflicted with plagues, each supernatural in origin and voracious in its spread. Before the invading forces of Chaos had been driven back to the Scourge Stars, a trio of conquered Imperial systems, many of the moons and planets under Guilliman's rule had been wracked by the spoor of Nurgle – the Dark God that Mortarion and his fallen legion called lord and master. During the Indomitus Crusade, Guilliman had travelled across the war-riven galaxy and seen his father's empire in flames. He knew every resource would be needed to save Mankind, and even as he took the fight to Mankind's enemies, his statesman-like mind dwelled on how the Imperium would recover from its losses. To this end, he knew the Rogue Traders would be vital.

The Rogue Traders that Guilliman had selected were to fight for the Imperium's future – not as warriors or bereaucrats, but as pioneers. The front line upon which they would face their destiny was not that of the battlefield, but of deep and uncharted space. They were to find new worlds to conquer in the name of the Emperor, fresh lands upon which Mankind could settle and thrive. While warp storms had cut off much of the galaxy, they had also opened up never before explored routes upon the fringes of the Imperium. There could be found opportunity, hope – and such danger that meant many of the Rogue Traders would never return.

Guilliman gave those gathered at the symposium the opportunity to leave, to walk away without a stain on their honour, for it was a perilous task he proposed – since the opening of the Great Rift, the Astronomican had been occluded more than ever, and the creatures of the warp seemed to haunt every space lane and distant moon. Yet not one of those assembled took a backward step. Some remained out of pride, some out of duty, some out of a sense of adventure – but all were to find themselves set on a new path that would see them meet either victory or inglorious damnation.

Within days, the fleets of the Rogue Traders had left the Realm of Ultramar, bound for the yawning reaches of space beyond the Eastern Fringe and the extremities of Ultima Segmentum's spiral arm. Out there were the youngest stars in the galaxy – those most likely to have untouched planets in their orbits, and therefore

most likely to have habitable lands. That all hoped to find territories unspoilt by the ravages of Chaos was an unspoken truth. Each Rogue Trader fleet took a different heading, their Navigators guiding them through the warp towards destinations unknown. They all underwent challenges upon the way, and some found nothing but cruel and violent ends.

ABOARD THE NEW DAWN

Elucia Vhane took only her enormous flagship, the *New Dawn*, as she feared the multiple warp translations would make a larger fleet impossible to keep together. The journey to her intended destination was without incident, but throughout the journey, many aboard the vessel were plagued with vivid nightmares. The boilermen in the engine decks suffered worst of all, but such sleep abnormalities were common during warp travel, and even more so since the Great Rift had ripped a wound through reality, sending the stars into turmoil.

Rogue Trader Vhane tended towards pragmatism over superstition, and paid the visions of her crew little mind. When summoned from his secretive labours below decks, her Lectro-Maester advisor, Larson van der Grauss, had insisted the ship's shields were at full strength. Furthermore, her close companion – the Rejuvenat Adept Sanistasia Minst – had vouched for the mental and physical health of every other soul aboard. The sense of disquiet reported by the ship's Voidmaster, Nitsch, and the whines and growls of Aximillion – a genetically enhanced attack canid she had adopted and given over to her ship's Voidsmen-at-Arms – may have once given Vhane pause, but in truth, she had become absorbed by her quest.

The Vhane Dynasty had long ago heard rumours of a resource-rich star system that lay far to the east of Macragge. Unbeknownst to all but her companion Minst and the silent Death Cult Assassin Knosso Prond, Elucia had in her possession a holo-map showing the way to that promised land, stolen from her family's vaults prior to the galactic cataclysm that had ensured her escape from any immediate retribution. The star chart dated back to the Age of Technology, but since its rediscovery, every attempt to follow it had ended in failure, the way blocked by raging warp storms. The Great Rift's shock waves, however, had changed the landscape of the galaxy, and if Elucia's sources were to be believed, the path was now open.

On through the warp went the *New Dawn*, year after year sliding by as the ship left the Astronomican behind and made good progress towards the star that Vhane's holo-map codified as Exostellus. The ennui and claustrophobia of life on the lower decks took its toll as months became years, but Vhane had Sinistasia to keep her in good health. Even a Rejuvenat Adept has her limits, however, and Vhane's body, already many times the longest of unaltered human life spans, was beginning to resist the

anti-thanatoic treatments. Vhane bade the enginarium boilermen that tended the warp engines to redouble their efforts, their claims of exhaustion and despair falling upon deaf ears. She would have her prize, no matter the cost.

Then came the tolling of the bells. This was normally a welcome event, for it meant the long, nerve-wracking journey through the warp had ended, and translation back to realspace had begun. However, something was wrong, the normally exuberant clanging dirge-like and mournful. Yet there was little time to speculate as the *New Dawn* tore into reality, auspex readings going haywire as the ship emerged into depths of space untouched by Mankind for almost twenty thousand years.

THE LOST WORLDS

From readings alone, the Rogue Trader knew she had found what she sought, an entire star system of inhabitable worlds ripe for the plucking. The readings of one world in particular were off the charts, and if they were to be believed, the planet was the most verdant Vhane had ever encountered. So it was that some thirty years after setting off from Ultramar, the *New Dawn* moved into orbit to make planetfall. Naming the world Arcadia Neos, Vhane prepared for the long process of waking the settlers in the deep holds from stasis. She had found her paradise. Before the passing of a single Terran month, however, Vhane and her Elucidian Starstriders would be fighting for their lives.

THE COLONISTS FROM ULTRAMAR

With so many of their home worlds contaminated, Primarch Guilliman had divided many of Ultramar's refugees amongst the fleets of the Rogue Traders he had tasked with expanding the Imperium's domain. Although nowhere near the hauling capacity of the large ships that headed the Explorator fleets of the Tech-Priests, the *New Dawn* still carried in its enormous holds thousands of citizens, along with hundreds of prefab buildings to help jump-start the new colony. With the journey expected to take decades, and the ship lacking the facilities and resources to accomodate so many live bodies, Vhane placed her human cargo into hyper-freeze. Most importantly it ensured the inexperienced civilians would be spared the worst hardships of warp travel; even with Vhane's map, the journey would consist of multiple translations, with a single jump through the immaterium not able to be risked so far from the Astronomican's guiding light. Such a journey could easily have taken longer if not for Vhane's unparalleled experience in deepest space.

THE EVIL WITHIN

The dismal bells sounding the *New Dawn*'s emergence from the warp gave way to gasps of wonder at initial readings from the planet below. Elucia Vhane had found what Guilliman so desperately sought: life-rich and uncorrupted worlds for the Imperium to settle. Yet she had unwittingly brought with her something else.

Despite its engine glitches and its crew having recurring nightmares, Elucia Vhane and the *New Dawn* had done it; they had navigated through sectors of space untravelled by Mankind since the Age of Technology – the distant era from which her holo-map was dated.

The papyrus map that Vhane had stolen from her family proved accurate to within three parsecs. Her fears that the system may have been discovered by xenos races or contaminated by Chaos during the millennia it had been lost to Mankind were largely dispelled by the sensor readings being brought to her. From the ship's viewing galley, Vhane looked down upon the glowing blue world, spending hours in contemplation. This was no smog-wreathed hive world sucked dry by industry and over-population, but a verdant gem, a sun-warmed utopia surrounded by other inhabitable worlds. Already the Rogue Trader's quick mind planned out which moons would best serve as defence stations, which continents would best be suited to immediate colonisation. In that moment, the blue tinge of Arcadia seemed the very colour of hope itself.

THE PLAGUE WARS

Through the gaping hole in reality known as the Great Rift, the Chaos God Nurgle has pushed a considerable amount of his power into realspace. The god of decay and disease seeks an annex for his great garden – his foul expanse within the warp. His efforts thus far have contaminated seven star systems to the galactic north of Ultramar. Not content, Nurgle sent his plague Daemons and the corrupted Primarch Mortarion – and his Death Guard – in an attempt to capture the pristine and much coveted home system of the Ultramarines.

Although ultimately turned back by Primarch Guilliman, Nurgle's minions were not vanquished – even after the other Chaos Gods turned upon him. While rebuilding his forces for another invasion, Nurgle has launched other, more insidious attacks – including the spreading of the infamous Zombie Plague, which turns the dead into walking grotesqueries. More subtle is the Gellerpox Virus, a mutant-creating disease that corrupts the Geller fields of spacecraft travelling through the warp. So does infection spread…

Despite her joy over finding the pristine world, Elucia Vhane was pragmatic, a trait that had kept her alive many times throughout her tumultuous career on the galaxy's fringes. All about her, the *New Dawn* hummed with awakening life. The settlers were coming out of stasis, and it would take a Terran week for them to fully recover and prepare the prefabricated structures crammed within the *New Dawn*'s immense hangers. During that time, Elucia Vhane and her core followers would make planetfall to take further readings and establish landing zones for the first colonies.

From the surface, more detailed scans not only met the hopes raised by orbital readings, but exceeded them. Arcadia Neos was rich in life and minerals, with data showing no signs of sentient xenos races amongst the vibrant flora and fauna. Unlike a death world, the apex predators there proved to be of little danger to armed warriors. Upon Vhane's command, a message of triumph sang out into the void, sent by the *New Dawn*'s Astropath to his counterpart on Macragge.

In the period that followed, Elucia Vhane, her crew and the settlers ferried down to the planet on many a shuttle journey. Only the enginemaster and his crew remained aboard the *New Dawn* – the source of the dirge-like bells had been determined to be a malfunction in the ship's warp drive, and the lower decks were cordoned off while repairs were begun. Such issues were of little immediate concern to Vhane, as she was too busy coordinating the founding of the colonies and the exploration of nearby moons.

The perfect, unassailable dream of Arcadia Neos ended in a single night. Unnatural beasts emerged from one of the prefab buildings, draining a dozen settlers of blood before being hunted down. Contrary to assumptions, Sanistasia Minst's autopsies revealed that the fiends were not indigious to Arcadia Neos, and were instead nothing more than common human parasites – mites, borer-flies and the like – grown to abnormal size. Their signatures were traced back to the *New Dawn*.

On a slight but nagging suspicion, Elucia Vhane gathered a hand-picked team of her Starstriders aboard the transport shuttle *Truehawk* and returned to the orbiting starship. At first nothing seemed amiss, but as her crew picked their way towards the engine decks, signs of corruption became more readily visible. Strange secretions dripped off the wall, and a foetid

and unnatural odour filled the winding corridors. More of the grotesquely swollen parasites were discovered. Something vile had taken hold of the ship. The further Vhane's team explored, the more the corridors seemed like the infected innards of some sickly beast. The deep clunking of the engines was no longer a steady thud, but the irregular double beat of a dying man's heart. Upon reaching the cathedral-like enginarium, Vhane gazed with revulsion upon the black heart of the *New Dawn*'s corruption: what was once the ship's warp drive was now a tumourous fleshmass that pumped vile fluids through the vessel. The Rogue Trader ordered a hasty retreat back to the shuttle, pausing only to unleash a steady stream of lasgun fire at the shadowy figures that lurched behind them. Once they had been the enginarium crew, but now they were the stuff of nightmares.

Only when her team had boarded the *Truehawk* and exited the holds of the *New Dawn* did Elucia punch in the code to activate her ship's remote self-destruct function. As the data transmitted, the shuttle's klaxon blared, its siren punctured by Aximillion's alarm-barks and a fusillade of lasgun fire.

THE TRUEHAWK INFECTED

Bursting from beneath the floor panels and pulling themselves out of the ducts came cybernetic mutants, their static-laced moans as disturbing as their appearance. Having stowed away while Vhane and her team searched the *New Dawn*, they now sprang their ambush. Vhane's first instinct was to get the *Truehawk* planetside, where she could call upon more troops, but she quelled that urge – there was no way she wanted to risk spreading the contamination further. The mutants would have to be dealt with aboard the shuttle.

Vhane rushed out of the bridge, locking the bulkhead behind her, only to emerge into an escalating battle. At the open door to the cargo bay the Voidsmen-at-Arms were attempting to hold back the mutants. Their fire was accurate, and fusillades of las-beams struck the foes, blasting through distended guts and bloated torsos – but failing to slow their enemies at all. Weapon specialist Stromian Grell levelled his rotor cannon to blast apart the oncoming mutants in explosions of foul fluid. Vhane joined the defence, expertly picking off several of the lurching attackers with her heirloom pistol. As the cyber-mutants advanced, the lights flickered as fat-bodied Daemon-mites darted out of overturned crates. The Voidsman closest turned to blast them apart, only to find his lasgun inexplicably malfunctioning as they fell upon him in their multitudes, his horrible screams mercifully cut short.

Even as Vhane realised it was too late to stem the tide of foes emerging from hiding, a hulking giant stormed out of the shadows. Death Cult Assassin Knosso Prond was swift to claim its head, but another came, using its crushing strength to smash a command console. The *Truehawk* lurched, tilting everyone in first one direction, and then another. A stray rotor-cannon shot burst a pipe, sending out obscuring clouds of steam that momentarily hid the foe. The ship's internal gravity began to fail, and Vhane could hear metal bending as other monstrous creatures battered upon the closed blast-shutters.

Vhane knew there was but one possible recourse now, and with a shout, she ordered her team to abandon ship and make their way to the escape pods.

THE TRUEHAWK

When battle erupts aboard a small spacecraft such as the *Truehawk*, the fighting is fast-paced and claustrophobic. Get ready for ambushes from behind bulkheads or out of crawlspaces, while any stray shot might compromise the hull integrity and gravity could fail at any time.

1. ENGINES

Though a small shuttle, *Truehawk* is fitted with two powerful engines.

2. ENGINARIUM

Engine coolant stations are located here, which perform the vital function of regulating the core temperature of the *Truehawk*'s engines.

3. CARGO BAY

This bay provides some storage space, with further space below the floor decking. The back bay opens, the cargo doors are retractable, and entry to the lower decks can be gained from mag-hatchways.

4. ENGINARIUM MONITOR ROOM

Controls for the rear-mounted magna-grapple can be found here, as well as controls for the *Truehawk*'s life-support systems, compression-tank valves, engine coolant and gravity-field inductors.

5. ESCAPE PODS

Lacking the protection of larger vessels, and often carrying high-value cargo and passengers – including Elucia Vhane herself – the *Truehawk* shuttle is equipped with four escape pods. These pod-craft are designed for planetary landings in case of an emergency, and do not have the facilities to keep alive their occupants for extended periods of time. Each escape pod is fitted with retro-thrusters to slow its descent.
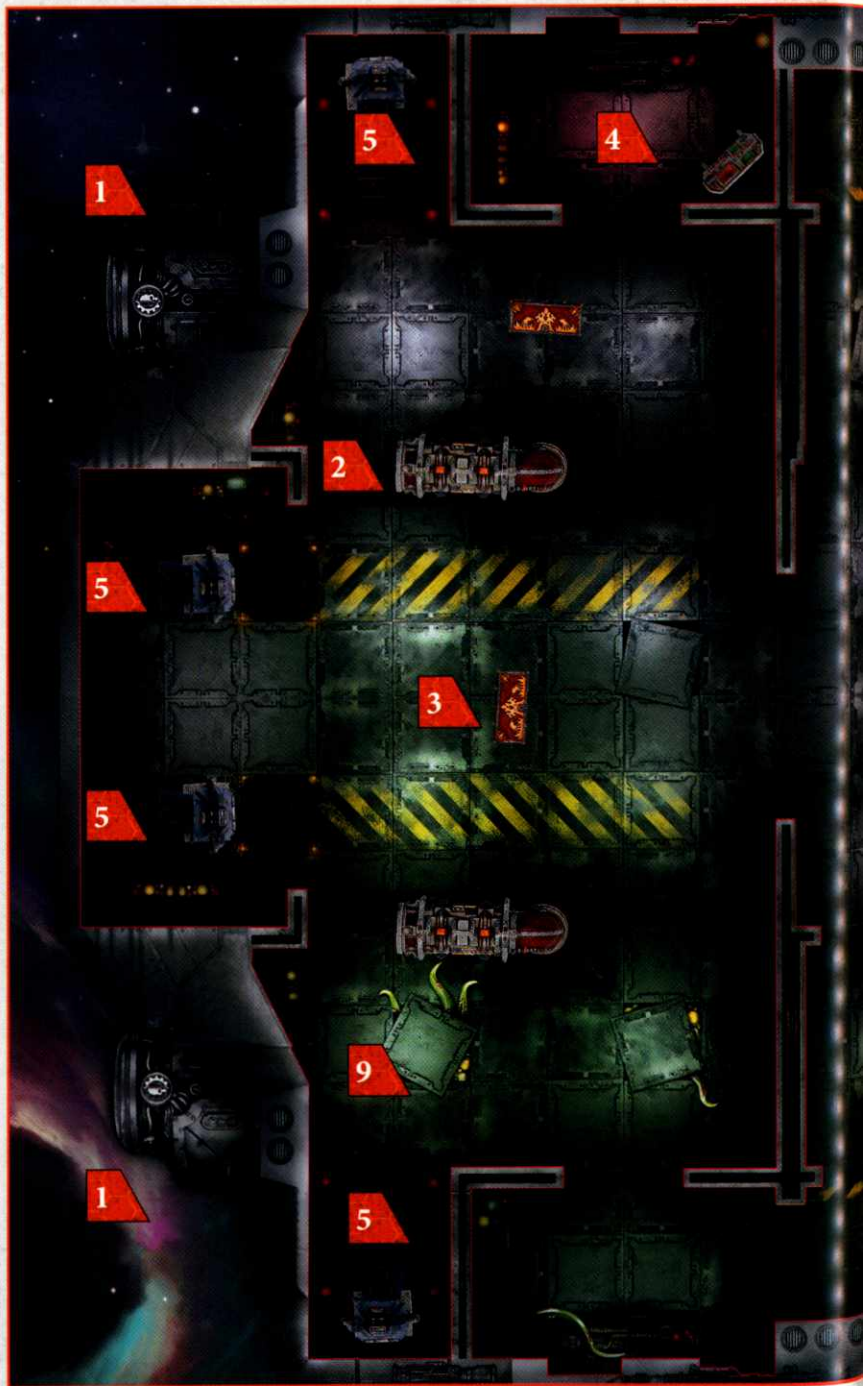
6. THE BRIDGE

The command centre of the *Truehawk* is its bridge. Here can be found the helm and master command chair, navigation screens, a comms array and surveillance datascope controls.

7. WEAPONS CONTROL

Forming part of the control bridge, this bank of consoles operate the ship's weapons systems. Although not designed as a craft of war, the *Truehawk* nonetheless bears armaments to protect itself and its cargo. Plasma turbine batteries power the shuttle's destructor turret, while a lex-dynamo provides energy enough to turn and fire its undermounted macro-cannon.

8. MAG-LIFT CONTROL

The *Truehawk*'s Pondus IV mag-lift – a resonant field projector that allows the shuttle to lift and carry structures as large as prefab factorums – can be operated from this control panel. Designed by Mars for use amongst its Explorator fleets, the Pondus IV is a rare device to be found outside the ownership of the Tech-Priests.

9. CRAWL-WAY ENTRANCES

The *Truehawk* is riddled with crawlspaces that can be accessed via removable floor and wall panels. These secret routes allow crew access to all parts of the ship and prove invaluable when outmanoeuvring enemy invaders.

FINAL BATTLE

Having survived the ambush thanks to the *Truehawk*'s escape pods, Elucia Vhane and her remaining team were stranded on Arcadia Neos. Yet they were not the only ones who had survived the destruction of the *New Dawn*. Who would win the battle to claim the pristine planet – the Rogue Trader, or the mutants?

The fight to reach the *Truehawk*'s escape pods had been costly. Three of the escape craft had been jettisoned from the *Truehawk* – the fourth had not made it, its passengers overwhelmed by mutants. The high-orbit explosion of the *New Dawn* was bright enough to be seen through Arcadia Neos' sun. Additional contrails of escape pods joined those from the *Truehawk*, raining down upon the planet's surface – a telltale sign that not all those aboard the *New Dawn* had perished.

Elucia Vhane and her comrades steered their plummeting pods towards the first buildings of the colony. The Rogue Trader's craft was damaged as it left the *Truehawk*, and its malfunctioning guidance system caused it to crash into the largest of the structures, the Adeptus Ministorum shrine. The meteoric descent through the roof further damaged the pod, its doors now unable to be opened.

How long Vhane lay stunned, she did not know. Upon recovering, she immediately sought to cut her way out of the escape pod. She had no way of knowing if others of her team had lived, and although she had not seen the additional contrails, the Rogue Trader deemed it likely that some of the Infected had survived the destruction of the *New Dawn*. Even now they might be closing upon her.

THE GELLERPOX INFECTED

The leader of the Gellerpox Infected was the Twisted Lord Vulgrar Thrice-Cursed. Nearly twice the height of a grown man, Vulgrar bulged with rippling mutations – in the centre of his voluminous gut, a furnace burned brightly, its flames roaring hungrily. He seethed over the loss of his beloved Geller field generator, and swore vengeance on those who had destroyed it. Many of his Infected cult had still been aboard the *New Dawn* when its reactors detonated, and Vulgrar felt their loss keenly.

Some of the *New Dawn*'s landing pods had jettisoned before the ship buckled and ripped itself apart. Each was filled with mutants, the Nightmare Hulks taking the room of five ordinary men. Even mutoid vermin had scampered in – both eager to be by the side of their larger allies and simply hoping to find rich new sources of blood. Although the landings were widely scattered, the mutants pulled themselves out and began striding towards the largest building on the horizon. They longed for revenge and to spread their new disease.

BATTLE IN THE MINISTORUM SHRINE

By the time the first of Elucia Vhane's team entered the Ministorum shrine, the Infected were already pouring in, and strange mutoid vermin could be seen prowling along the edge of the shadows within the dimly lit building.

The footsteps and voices of Voidsmen echoed beneath the vaulted ceilings as they called out for their leader, but their only answer was the sickly drone of Eyestinger Swarms. Lasgun fire flashed as the insects surged towards the Imperial soldiers. One Voidsman-at-Arms – Riguez – found out the hard way that the visor of his helm would not stop the stinging proboscises of the loathsome parasites. His anguished cries as mutant larvae burst out of his eyes were mercifully cut short by a swift strike from the merciless Knosso Prond.

Even as the last sound of the dying Voidsman faded, the static-filled moaning of Gellerpox mutants could be heard, along with the roaring of the larger of their corrupted kin. So began the battle proper, with Voidsmen searching for the fallen pod while loosing volleys at the loathsome creatures in the shadows.

With a shout of triumph the pod was found, and several Voidsmen rushed from cover in an attempt to open it. They were met by an oncoming Nightmare Hulk, a towering mutant that stood nearly twice the height of a man. Great tentacle arms snaked out to batter down one Voidsman, while another was lifted up and choked. Rejuvenat Adept Sanistasia Minst quickly administered to the fallen warrior, while the Lectro-Maester, Larson van der Grauss, blasted at the jammed pod door with his voltaic pistol.

More Voidsmen arrived, levelling bright bursts of las-fire into the massive mutant. Despite many shots landing, the Nightmare Hulk could seemingly absorb the shots with impunity. Stromian Grell's rotor cannon proved more capable, and he swept the whirring gun back and forth, stitching red ruin across the tentacled monstrosity. It staggered and fell, yet still dragged its bulk forward with its snake-like appendages. Screaming his fury, Grell aimed another salvo and then looked down at his gun in shock. Jammed! Even as he cursed, the Glitchlings that had snuck underfoot swarmed closer, giggling sparks and gnashing their razor-sharp teeth. The canid Aximillion arrived too late to save Grell, but he did avenge the fallen

Voidsman by savaging the tittering Daemon-mites. It was then that a new assault wave began, with a trio of Gellerpox mutants rushing forwards, followed closely behind by another Nightmare Hulk.

Vhane escaped her confinement just in time. Darting out from her pod, she slashed with her monomolecular blade, Blur. For a moment the bloated Gellerpox mutants halted as if stunned, before their cleanly severed limbs and heads began to topple. The metal mask of the last mutant flashed unnaturally as the Rogue Trader stabbed Blur through it. So potent was that psychic feedback it unleashed that Vhane was momentarily stunned, even as a new wave of Cursemites bounded forward, eager for blood. Minst was faster, however. Her hastily administered serum cleared Vhane's head instantly, so that the Rogue Trader's snap-shots each sent one of the

oncoming parasites sprawling, their foul whip-like legs twitching aimlessly in their death throes.

Meanwhile, the Death Cult Assassin squared off with the Nightmare Hulk. Knosso Prond swung out with her power blade, chopping a scything claw from the corrupted giant, and then darted out of the way before the creature's return blow could strike her down, dodging even the geyser of befouled blood that spurted from the creature's stump. Then came the leader of the Gellerpox Infected, the architect behind the *New Dawn*'s corruption. Amidst billowing flames, the creature known to his subjects as Old Boilerguts strode into the shrine, roaring his displeasure. All around the shrine came the static-groans of his answering minions, roused for one last charge.

Vhane's last stand was nigh…

Vhane dived forwards, gaining the cover of a confessional throne just in time as a gout of flame swept across where she had stood moments before. She felt the furnace heat from those unnatural flames, and the air rippled. Minst too dodged the flames, but in doing so left herself open to be brutally battered aside as the bellowing giant strode around the pillar. 'You can't hide from us, trader!' shouted all three of Vulgrar's heads.

Reacting instinctively, Vhane feinted one way and then dashed another, putting a different pillar between herself and the Twisted Lord. She had glimpsed the lumpen face at the centre of the bulbous mass of muscle and fat, and she shuddered to see a hint of her former engine-master. Somehow, recognising a once-loyal crew member trapped within that mutant blubber only made it worse.

Lashing out with its multiple arms, Vulgrar delivered the Rogue Trader a glancing blow. Vhane had dodged the worst of it, but so powerful was the mutant that she felt light-headed. From the sound of stamping feet, she guessed which way the lumbering foe was heading, and backtracked the opposite way, seeking to keep a pillar between herself and her enormous enemy. It was less about hatching a plan and more about buying time – she didn't want to duel that twelve foot monstrosity until her head cleared.

Elsewhere, the wider battle raged. It was no longer an ordered conflict between two sides, but a whirling maelstrom. As Vhane darted from behind a pillar to move up the western chantry, her sudden movement startled a cluster of Sludge-Grubs that were attempting to feed upon the stunned Death Cult Executioner – the last Nightmare Hulk's head lay severed at Prond's feet. Two pistol shots and a swing of Elucia's cane-rapier

dispatched the arm-sized mutant parasites, but then Vulgrar found her once more.

An arm with a whirring drill drove down, but the Rogue Trader was too quick, stepping back while the blow bit deep into the ancient stone flooring, tilting the entire tile. Using the sudden momentum, Vhane sprang upwards towards the trio of heads even as she dodged the cruel fleshripper appendages that grasped at her armoured bodice.

A heavier sword – even a power blade – would not have been fast enough to slice through three goitered throats before the Twisted Lord's belly furnace erupted or his mutated limbs tore the Rogue Trader to pieces. It came within an eyeblink, but Elucia's cane-rapier – the esteemed sword she knew as Blur – was lithe and quicksilver fast. Its monomolecular cutting edge slashed open all three of Vulgrar's throats, and from the wounds spurted vile liquids. Vulgrar toppled, a last tongue of fire blazing upwards from his stomach, briefly illuminating the vaulted ceiling high above.

Stumbling, Vhane brought her pistol to bear at the sound of approaching footsteps, only to hold fire as she saw the Voidsmen. 'Hunt them all down,' she barked. 'We can't afford to let any of them escape to spread their infection. It will be months, even years before any Ultramarines will arrive on Arcadia Neos.'

Up and moving again, Vhane hoped that Minst wasn't dead, as her healing touch was sorely needed. It was going to be a long wait. She regarded the lumpen body of her former engine-master, and then surveyed the ruined shrine. The Rogue Trader felt a stab of anger and despair; this colony was a meant to be a seed of hope, not another seed of doubt.

THE MINISTORUM SHRINE

Often among the first buildings of new colonies, the Ministorum Shrine is a potent reminder of the Emperor's reach. Within such a structure, those faithful to the Imperium can draw strength from their surroundings; the servants of Chaos, however, will fight even harder to defile its hallowed halls.

1. THE NAVE

This high-ceilinged, pillar-lined hall is where the colony's congregation gather to offer venerations to the beneficent Emperor of Mankind.

2. CRYPT ACCESS

These access hatches provide entrance to the shrine's crypt, where the ranking Ministorum Priests hold clandestine meetings.

3. CHANTRIES

There are two – the western and eastern chantries. It is here that the *Truehawk*'s escape pods landed.

4. CONFESSIONAL CHAMBER

In this room are the sins of the congregation confessed.

5. TREASURES OF THE ECCLESIARCHY

The incredible wealth of the Ecclesiarchy is evidenced even in the smallest of Ministorum shrines, with relics stored in ornate storage chests throughout the structure.

6. BOILER ROOM

Here can be found the shrine's boiler. In the harsh climes of many newly settled worlds, it is the difference between life and death.

7. INCENSE GENERATOR

This venerated device produces hypno-indoctrinating incense that fills the shrine with cloying vapours.
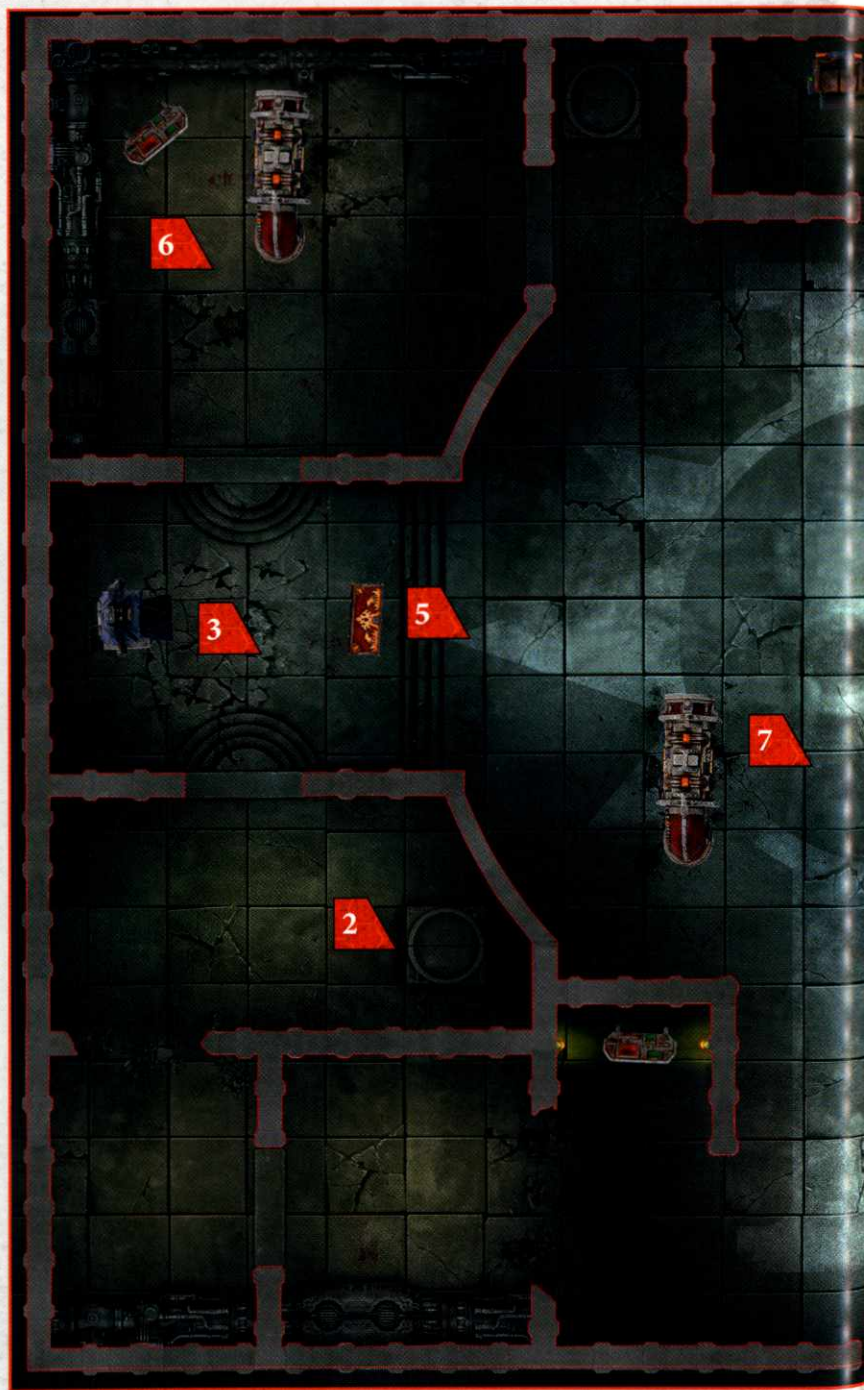
The Adeptus Ministorum – also known as the Ecclesiarchy – spreads and enforces the official religion of the Imperium. It is their fervent belief that the Emperor is a god, and proper worship and faith can directly aid Mankind in their divine mission to rule the galaxy.

Symbology is vital to the Ministorum cause, and their buildings display large and prominent icons. These are designed to be both impressive and imposing, monolithic emblems to be regularly seen by the masses so that they might learn to fear and respect the totalitarianism of the religious state.

When founding new colonies or annexing long-estranged human civilisations, the varied subgroups of the Ecclesiarchy are frequently some of the first on the ground, for it is vital not only to introduce indoctrination as early as possible, but also to efficiently eradicate any heresy that threatens to undermine the Imperial creed. It is strictly against the policies of the Ecclesiarchy to abide xenos races, harbour abhumans – except for a few rare exceptions – or tolerate witches. Thus, any newly founded Imperial world is likely to contain a high proportion of missionaries and zealots enforcing the Ministorum's will.

RULES

'They are outnumbered and surrounded. There is no help coming and they have nowhere to run. There is but one thing left to do… Crush them – crush them all!'

- Vulgrar Thrice-Cursed,
Twisted Lord of the
Gellerpox Infected
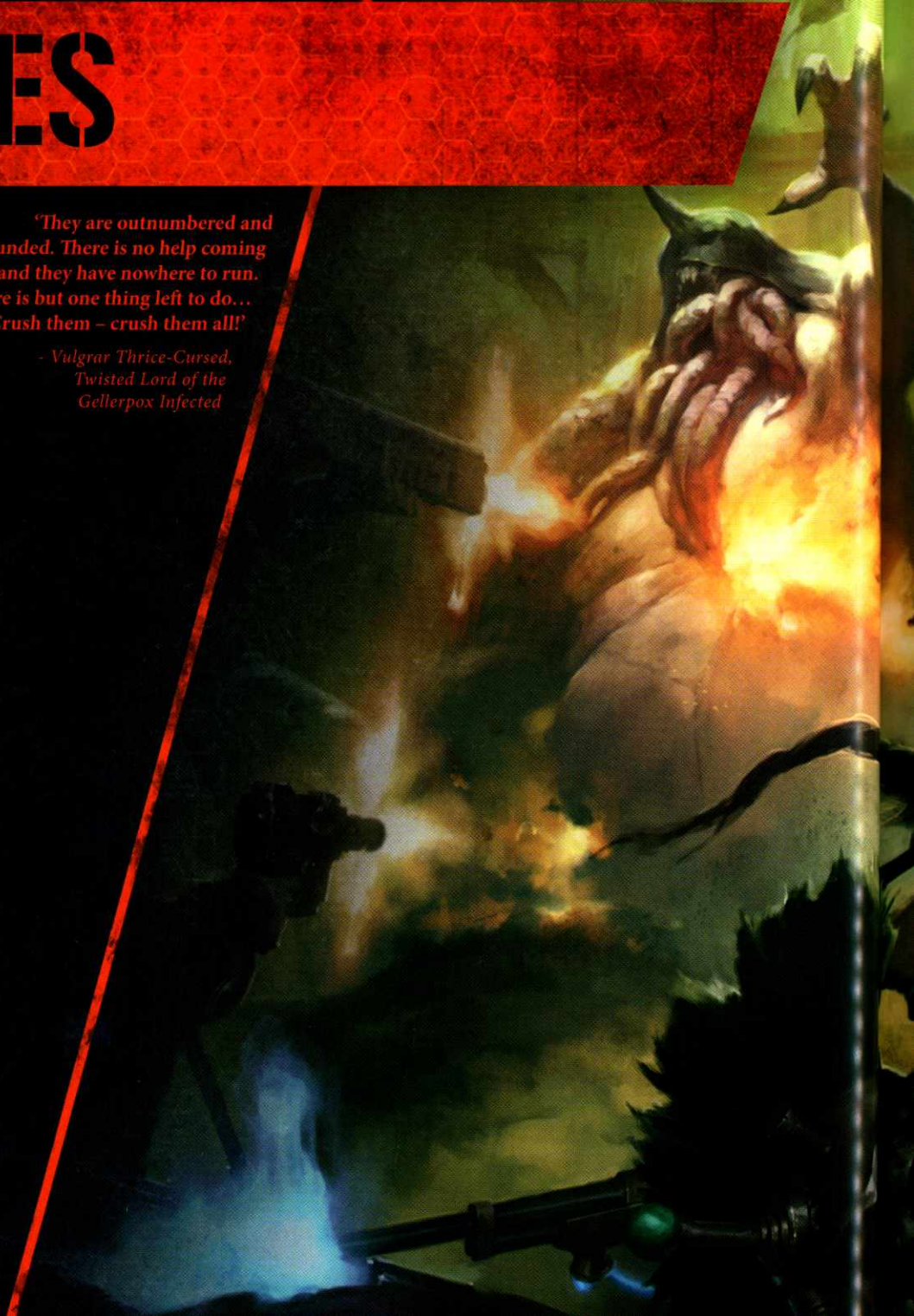
ULTRA-CLOSE CONFINES

Battles in confined spaces are a brutal affair. In the war-ravaged 41st Millennium such desperate struggles take place within buildings, along narrow hive corridors, aboard small spacecraft – wherever opposing forces meet. Combatants are often separated by a single wall, and the short ranges and obstructed views make such environments especially deadly. It takes a quick-thinking commander with nerves of steel to best manoeuvre their troops in such close quarters.

These rules describe playing missions in ultra-close confines. There is a double-sided gameboard included in this box – one side is the space shuttle *Truehawk*, whilst the other is the interior of the Ministorum Shrine upon Arcadia Neos. If you are playing a mission that uses either of these boards you use all the normal Kill Team rules with the following additional rules:

Walls

Both sides of the gameboard have walls, represented by thin red lines. Walls are a special type of terrain feature that models cannot move, see or attack through. They use the following rules:

Measuring

Distances cannot be measured through these walls. Instead, players must measure around walls, using the shortest possible path.

In the example below, the Multi-Spectral Auspicator Tactic (pg 35) has been used to give Elucia Vhane an aura ability which affects friendly **ELUCIDIAN STARSTRIDERS** models within 6" of her. Although Larsen van der Grauss is physically less than 6" away from Vhane, there is a wall between them – so he is not in range of the ability. The Voidsman, however, is in range – it is 4" from the Voidsman to the corner of the wall, and a further 2" to Vhane, totalling 6". Note that the distance is measured to the part of the Voidsman's base that is closest to the corner around which the measurement is being made, as opposed to the part of the base that is closest to the Rogue Trader.
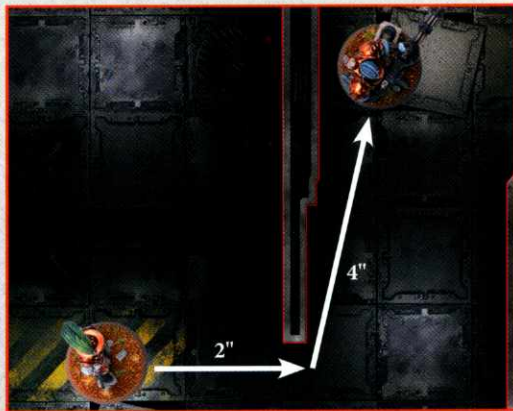
Movement

Models cannot move through walls. This includes models that can **FLY** and so normally ignore terrain for the purposes of Movement.

Visibility

In addition to the usual rules for determining if one model is visible to another, models cannot see through walls. This means that a model can see another model if it is possible to draw an imaginary straight line, 1mm in width, from the closest part of the first model's base to any part of the other model's base, without the line crossing a wall.

In the example below, the Glitchling is visible to the Voidsman, as a line can be drawn from the closest part of the Voidsman's base to the edge of the Glitchling's base.
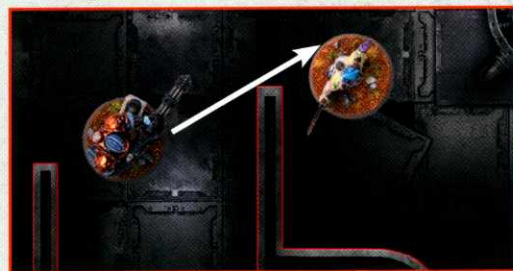
Fighting

Models cannot attack through walls.

Obscured

In addition to the usual rules for determining if a target is obscured (for which you may need to get a model's eye view to look for intervening models and terrain), it is necessary to determine if any intervening walls may help to obscure the target. To do so, draw a straight line from the closest part of the attacking model's base to the target.

If the line can be drawn to all parts of the target's base without crossing a wall, they are not being obscured by any walls (model A, in the example opposite). Otherwise they are obscured (model B, in the example opposite).
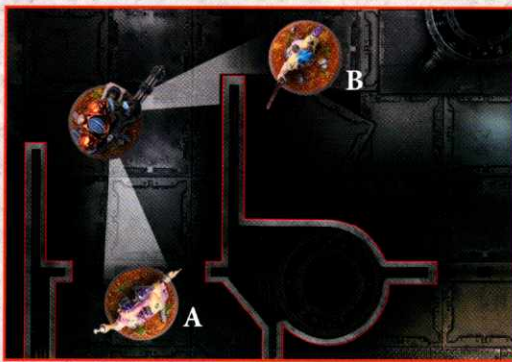
Doors

Both sides of the Rogue Trader gameboard feature doors, the locations of which are shown on the following pages. By default, doors are closed at the start of a mission, in which case they block movement, visibility and measurements in the same way as a wall. Doors cannot be targeted or attacked by either player's models.

An **INFANTRY** model can open a closed door or close an open door if it either starts the Movement phase within 1" of the door and remains stationary that phase, or if it ends a normal move within 1" of it and there are no enemy models within 1" of it. A model cannot open or close a door if it is shaken or Readied, or if it Advanced or Fell Back in that phase.

If there are any enemy models (other than shaken models) within 1" of the door the model is trying to open or close, one can attempt to stop the door from being opened (or closed). If one does, the players controlling the two models roll off, and the winner chooses whether or not the door remains closed (or open).

If a door is opened, it is moved to one side (see below). The area that the door occupied is now referred to as an open doorway, and is treated as open ground until it is closed again.
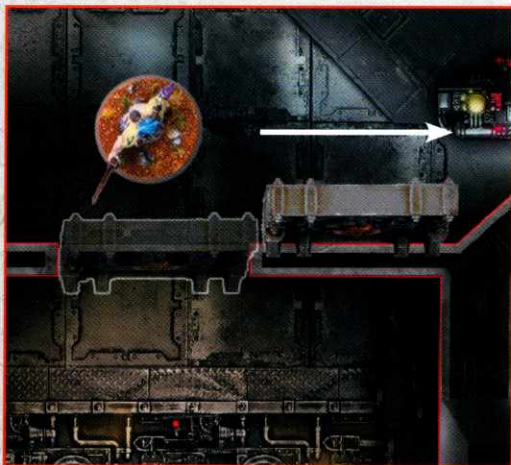
If a door is closed, it is moved back to the closed position. If a model is standing in an open doorway when the door is closed (in other words, they are in the way of the closing door), the door will not close, but you must roll a D6 for each model in that open doorway; on a 1, that model suffers a mortal wound as they are partially crushed by the door before it reopens.

Tactics

When you are playing a mission on the Truehawk or in the Ministorum Shrine, you can use any of the following Tactics:

KILLZONE: THE TRUEHAWK

Battle erupts when the Gellerpox Infected launch an ambush aboard the shuttle *Truehawk*. The combat is deadly, fast-paced and claustrophobic as Rogue Trader Elucia Vhane and her Elucidian Starstriders attempt to stave off what looks to be certain disaster. Close-quarters mayhem ensues…

If you are playing a mission on the *Truehawk* you must use the rules for ultra-close confines (see pages 22-23). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission. If you are playing a mission on the *Truehawk*, there is no Scouting phase.

TERRAIN FEATURES

A - Door	F - Bridge
B - Escape Pod	G - Enginarium
C - Engine Coolant Station	H - Crawl-way Entrance
D - Command Chair	I - Storage Chest
E - Control Panel	

ENVIRONMENT TABLE

D6	RESULT
1	**All Systems Running Smoothly:** No additional rule.
2	**Crawlways:** If a model from your kill team begins your turn in the Movement phase within 1" of a crawlway entrance and more than 1" from any enemy models, and they are not shaken, they can enter the crawlways. When they do so, remove them from the battlefield. At the end of your turn in the Movement phase of the next battle round, you can place that model within 1" of any crawlway entrance that is more than 1" from any enemy models. They are considered to have made a normal move, and cannot charge in that battle round. While they are not on the battlefield, they are considered to be out of action for the purposes of Nerve tests and checking whether your kill team is broken. If they are not on the battlefield at the end of the battle, they are considered to be out of action.
3	**Engine Coolant Leak:** All players must subtract 1 from their hit rolls in the Shooting phase if either the firing model or its target are within 6" of either Engine Coolant Station terrain feature. In addition, treat all open ground within 1" of either Engine Coolant terrain feature as dangerous terrain.
4	**Logis Lockdown:** The Remote Access Tactic (pg 23) costs 2 Command Points during this battle instead of 1.
5	**Grav-plate Malfunction:** The player with the greatest strategic advantage must roll a D6 at the start of each battle round. On a 1, there is a grav malfunction and every model treats the entire battlefield as difficult terrain for the rest of the battle round (models that Advance or make a charge attempt instead treat the entire battlefield as dangerous terrain until the end of the battle round).
6	**Compromised Hull Integrity:** Each time you roll an unmodified hit roll of 1 for a model in the Shooting phase, you must roll another D6. If the result is another 1, the stray shot pierces the outer hull and each player must roll a D6 for each model in their kill team. On a 1, the model being rolled for suffers a mortal wound. The hull can only be breached once per battle.

KILLZONE: MINISTORUM SHRINE

The final fate of the newfound frontier will be determined within the dust-ridden confines of the Ministorum Shrine. Battle spills across the maze of rooms as the Gellerpox Infected and Elucidian Starstriders attack and counter-attack. What lies behind the next door could bring victory or defeat.

If you are playing a mission in the Ministorum Shrine you must use the rules for ultra-close confines (see pages 22-23). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission. If you are playing a mission in the Ministorum Shrine, there is no Scouting phase.

TERRAIN FEATURES

A - Main Entrance Door	F - Incense Unit
B - Door	G - Boiler Room
C - Escape Pod	H - Confessional Chamber
D - Confessional Chairs	I - Crypt Access Trapdoor
E - Control Panel	J - Storage Chest

D6	RESULT
1	**Deserted Shrine:** No additional rule.
2	**Stronghold of the Ecclesiarchy:** Add 1 to the Leadership characteristic of all **IMPERIUM** models and subtract 1 from the Leadership characteristic of all **CHAOS** models.
3	**Defiled Sanctum:** Add 1 to the Leadership characteristic of all **CHAOS** models and subtract 1 from the Leadership characteristic of all **IMPERIUM** models.
4	**Dust and Debris:** All players must subtract 1 from their hit rolls in the Shooting phase.
5	**Crypt Tunnels:** If a model from your kill team begins your turn in the Movement phase within 1" of a crypt access trapdoor and more than 1" from any enemy models, and they are not shaken, they can enter the crypt tunnels. When they do so, remove them from the battlefield. At the end of your turn in the Movement phase of the next battle round, you can place that model within 1" of any crypt access trapdoor that is more than 1" from any enemy models. They are considered to have made a normal move, and cannot charge in that battle round. While they are not on the battlefield, they are considered to be out of action for the purposes of Nerve tests and checking whether your kill team is broken. If they are not on the battlefield at the end of the battle, they are considered to be out of action.
6	**Fog of Incense:** Subtract 6" from the Range characteristic of all ranged weapons (to a minimum of 6") and subtract 2 from all charge rolls.
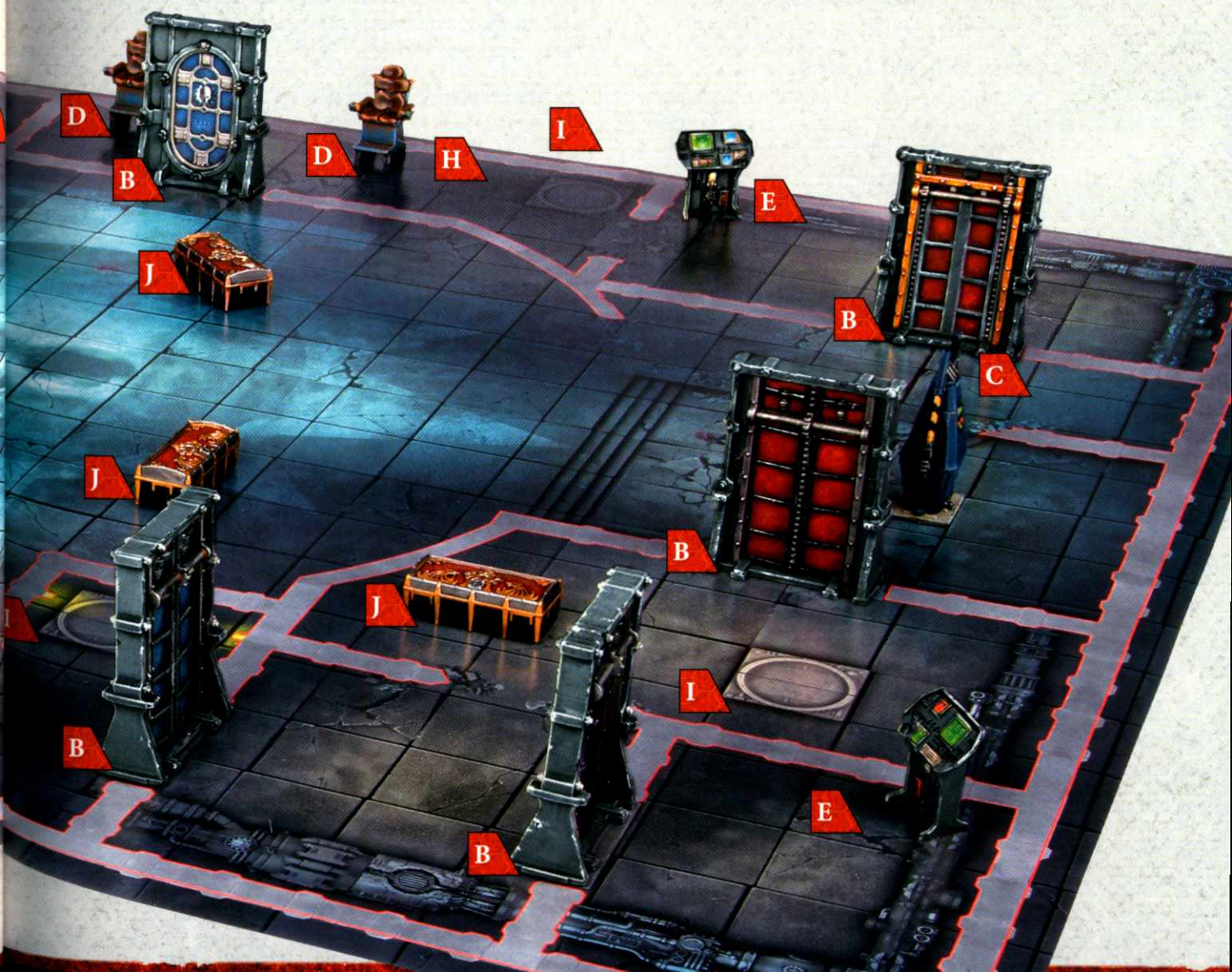
COMMANDERS

Sometimes kill teams will be led into battle by a great hero, a high-ranking officer or even the warlord of a whole army. Such individuals are only committed to action in this way when their unique skills and experience are absolutely critical for mission success.

INCLUDING COMMANDERS

You can only include a Commander in your kill team if you are playing a mission that says, in the Kill Teams section, that your kill team can include a Commander. Unless stated otherwise, a kill team can never include more than one Commander.

Each Commander must have a specialism – this does not count towards the maximum number of specialists you can include in a kill team. The specialisms they can choose from are listed on their datasheet – note that some of these are specific to Commanders. A kill team can still only include one of each kind of specialist.

COMMANDER TACTICS

Commanders have access to specific Tactics you can use (see opposite). Your Commander must be on the battlefield and not shaken in order to use them.

COMMANDER UPGRADES

Not all Commanders are created equal. When you include a Commander in your kill team, in addition to their weaponry, you can choose Commander upgrades for them, in the form of Commander Levels and Commander Traits. List the upgrades a Commander has on their datacard.

Commander Levels

When you first include a Commander in your kill team, you must first choose whether that Commander is a Level 1, Level 2, Level 3 or Level 4 Commander. The different Levels of each Commander have individual points costs for the purposes of Battle-forged kill teams, as detailed in the appendix for that Commander's Faction.

Commander Traits

Different Commanders employ different tactics or have preferred styles of waging war. When you first include a Commander in your kill team, you can purchase up to three different Commander Traits for them. Each has a different points cost for the purposes of Battle-forged kill teams, as shown opposite.

COMMANDERS AND CAMPAIGNS

If you are playing a Kill Team campaign, and you are incorporating Commanders, then use the following additional rules:

Your kill team cannot include more than 1 of any particular Commander model.

Commanders do not gain experience points like the other members of your kill team. Instead, when you first include a Commander in your kill team, you can purchase Commander upgrades for them (see left). You cannot purchase additional upgrades for your Commander during the course of the campaign.

If a Commander takes an enemy specialist out of action, treat any rolls of 8 made for that model's subsequent Casualty roll as a Hard Knocks result instead. That model has faced one of the deadliest foes in their opponent's army and lived to tell the tale.

A specialist gains one experience point after a mission if one of its attacks or psychic powers took an enemy Commander out of action. Similarly, a fire team gains one experience point after a mission if one of its models' attacks or psychic powers took an enemy Commander out of action.

If a player's Commander was taken out of action during a mission, the player loses one Morale at the end of that mission, regardless of the outcome of the battle itself.

If a player's Commander was taken out of action during a battle, roll on the following table for them at the end of the mission, instead of the normal Casualty roll table:

COMMANDER CASUALTY ROLL	
D10	**RESULT**
1	**Serious Injury:** This Commander starts your next mission with one flesh wound and you must reduce its Move, Attacks, Leadership, Wounds and Strength characteristics by 1 for the duration of that mission.
2-3	**Minor Injury:** This Commander starts your next mission with one flesh wound and you must reduce its Move, Attacks and Leadership characteristics by 1 for the duration of that mission.
4-5	**Flesh Wound:** This Commander starts your next mission with one flesh wound.
6-10	**Full Recovery:** This Commander makes a full recovery and can be used in your next mission without penalty.

Designer's Note: Kill Team Commanders

You will find additional rules and missions for Commanders in the Kill Team: Commanders expansion.

COMMANDER TACTICS

It is no easy task to take command in battle. To do so an individual must inspire devotion amongst the troops, be able to make split-second decisions and be counted upon to hold their own in deadly combat against the most dangerous foes the enemy can muster. While leaders in the 41st Millennium are often amongst the most skilled of warriors, it is not enough to simply outfight a foe. Being able to out-think and outmanoeuvre the enemy is equally important and can often spell the difference between glorious triumph and ignoble death.

LOOK OUT, SIR!

Commander Tactic

Use this Tactic when you fail a saving throw for your Commander if there is another model from your kill team within 2" of them (excluding shaken models). Roll a D6; on a 2+ the damage is inflicted on that model instead of your Commander.

1 COMMAND POINT

HEROIC INTERVENTION

Commander Tactic

Use this Tactic at the end of the Movement phase if there are any enemy models within 3" of your Commander and your Commander did not Advance, Fall Back, Retreat or make a charge attempt this phase. Your Commander can immediately make a pile-in move as described in the Fight phase.

1 COMMAND POINT

DUEL OF HONOUR

Commander Tactic

Use this Tactic at the start of the Fight phase. Your Commander can only target enemy Commanders this phase, but you re-roll all failed hit and wound rolls for your Commander's attacks until the end of the phase.

1 COMMAND POINT

COMMANDER TRAITS

When you first include a Commander in your kill team, you can upgrade them to have up to three different Commander Traits. Write any traits a Commander has on their datacard. Note that the Generalist and Master Specialist traits are only available to Level 4 Commanders.

5 PTS
IRON WILL
Commander Trait
This model automatically passes Nerve tests.

10 PTS
DESTINED BY FATE
Commander Trait
Roll a D6 each time this model suffers a mortal wound. On a 6, that wound is not lost.

5 PTS
STOIC HERO
Commander Trait
Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

20 PTS
TACTICAL PLANNER
Commander Trait
At the start of the first battle round you gain D3 Command Points.

15 PTS
GENERALIST
Level 4 Commander Trait
Instead of choosing the Level 4 ability from their specialism's ability tree, you can choose a Level 1 ability for this model from a different specialism listed on their datacard. Their specialism does not change.

30 PTS
MASTER SPECIALIST
Level 4 Commander Trait
Instead of choosing a single ability for this model not already chosen from their specialism's ability tree (for being Level 4), you can choose two abilities not already chosen from their specialism's ability tree.

ELUCIDIAN STARSTRIDERS

The journeys of Rogue Trader Elucia Vhane are long and fraught with dangers untold. Only the hardiest and most skilled would deign to follow such a trailblazer. Specialists in their own right, the Elucidian Starstriders are well prepared to meet and conquer any threat they might encounter.

Like most Rogue Traders, Elucia Vhane is very selective when recruiting individuals into her service. As their adventures frequently extend far beyond the known borders of the Imperium, a Starstrider must be exceedingly bold and self-reliant. Whether part of the vast crew that keeps Vhane's fleet afloat, or one of the Rogue Trader's hand-selected advisors and bodyguards, each has unique skills and qualities that sets them in good stead to withstand the conflicts that inevitably happen in a hostile and war-filled galaxy.

Elucia Vhane recruits heavily from the Imperial Navy, particularly seeking to add Voidsmen-at-Arms to her personal retinue. Her longest-serving squad is that of Voidmaster Nitsch. A stickler for discipline, Nitsch has led his men to help the Rogue Trader out of many tight situations, and they are renowned aboard the *New Dawn* for their ability to quickly set up an impressive firing line. As a sign of her favour, Vhane has entrusted Nitsch's Voidsmen with Aximillion – a loyal canid she adopted.

Technical specialists are always welcomed to the Starstriders, and there are even a few adepts of the Cult Mechanicus who can be found amongst them. The highest ranking of these is Larsen van der Grauss. A devotee of the Motive Force, the Lectro-Maester lends his knowledge to the Starstriders while searching for rich supplies of coveted electricity. His protective voltagheist array has proved especially useful, saving his comrades' lives on multiple occasions.

A specialist of a far different field is Rejuvenat Adept Sanistasia Minst. Her blend of carefully administered chemicals keeps Elucia Vhane in fine fighting form, despite the fact that she has already lived long past a human's normal lifespan.

Perhaps the strangest of all who serve amongst the Starstriders is Knosso Prond, an Executioner from one of the many Death Cults within the Imperium. The tools of her macabre craft make her one of the most lethal of all the Starstriders, while her vow of silence makes her perhaps the most unsettling.

Whether part of Elucia Vhane's innermost core, or one of hundreds of crew, all are Starstriders, as eager for action and profit as the Rogue Trader herself.

ELUCIDIAN STARSTRIDERS TACTICS

If every model in your kill team has the ELUCIDIAN STARSTRIDERS Faction keyword, you can use Elucidian Starstriders Tactics.

COMBAT MEDICINE

Elucidian Starstriders Tactic

Use this Tactic after using SANISTASIA MINST's Healing Serum ability (whether or not the ability was successful). You can immediately use that ability for a second time this phase, either on a different model or the same model again.

1 COMMAND POINT

VOLTAGHEIST TRANSFERENCE

Elucidian Starstriders Tactic

Use this Tactic in the Movement phase before making a normal move with LARSEN VAN DER GRAUSS. Remove this model from the battlefield, then set it up anywhere that is more than 4" from any enemy models. He cannot move further this phase.

2 COMMAND POINTS

EXECUTIONER SHELL

Elucidian Starstriders Tactic

Use this Tactic before Voidmaster Nitsch is chosen to shoot with in the Shooting phase. Only make a single hit roll with his artificer shotgun this phase, but add 3 to the result; if the hit roll is successful, the enemy model suffers 1 mortal wound and the attack sequence ends.

2 COMMAND POINTS

PRIORITY OBJECTIVE IDENTIFIED

Elucidian Starstriders Tactic

Use this Tactic at the end of the Movement phase if LARSEN VAN DER GRAUSS is within 3" of an objective marker and not shaken. Until the end of the battle round, add 1 to his saving throws and Attacks characteristic.

1 COMMAND POINT

VOLTAGHEIST FIELD

Elucidian Starstriders Tactic

Use this Tactic before LARSEN VAN DER GRAUSS is chosen to shoot with in the Shooting phase. He can do one of the following instead of shooting normally: open or close a door as if he were within 1" of it, scan a terrain feature for traps (your opponent(s) must tell you if that terrain feature has been trapped or not), or ignore penalties to his hit rolls for the target model being obscured when shooting with his voltaic pistol this phase.

2 COMMAND POINTS

KILLING STRIKES

Elucidian Starstriders Tactic

Use this Tactic before KNOSSO PROND is chosen to fight with in the Fight phase. Until the end of the phase, the Damage characteristic of her power blade is increased to D3.

2 COMMAND POINTS

VOIDSMAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Voidsman	6"	4+	3+	3	3	1	1	7	5+	3
Voidsman Gunner	6"	4+	3+	3	3	1	1	7	5+	1
Voidmaster Nitsch	6"	4+	3+	3	3	2	2	8	5+	1
Aximillion	8"	3+	-	3	3	1	2	5	6+	1

This model is armed with a lasgun, laspistol, and concussion grenades.
One Voidsman in your kill team can be a Voidsman Gunner. A Voidsman Gunner is instead armed with a rotor cannon, laspistol and concussion grenades.
One Voidsman in your kill team can be Voidmaster Nitsch. Voidmaster Nitsch is instead armed with an artificer shotgun, laspistol and concussion grenades.
One Voidsman in your kill team can be Aximillion. Aximillion is instead armed with a vicious bite.

ABILITIES	**Loyal Retainer:** Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.
SPECIALISTS	**Leader** (Voidmaster Nitsch only), **Heavy** (Voidsman Gunner only), **Scout** (Aximillion only), **Demolitions, Veteran**
FACTION KEYWORD	ELUCIDIAN STARSTRIDERS
KEYWORDS (VOIDSMAN, VOIDSMAN GUNNER AND VOIDMASTER NITSCH)	IMPERIUM, INFANTRY, VOIDSMAN
KEYWORDS (AXIMILLION)	IMPERIUM, BEAST, VOIDSMAN, AXIMILLION

KNOSSO PROND

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Knosso Prond	7"	3+	4+	4	3	2	4	8	5+	1

This model is armed with a Death Cult power blade, dartmask and concussion grenades.

ABILITIES	**Specialist Retainer:** This model is always a Combat specialist, but this does not count towards the maximum number of specialists in your kill team. **Uncanny Reflexes:** This model has a 5+ invulnerable save.	**Zealous:** You can re-roll failed hit rolls for this model in a battle round in which it charged or was charged by an enemy model.
SPECIALISTS	Combat	
FACTION KEYWORD	ELUCIDIAN STARSTRIDERS	
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, DEATH CULT EXECUTIONER, KNOSSO PROND	

LARSEN VAN DER GRAUSS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Larsen van der Grauss	6"	4+	4+	3	3	2	2	8	4+	1

This model is armed with a voltaic pistol and concussion grenades.

ABILITIES	**Specialist Retainer:** This model is always a Comms specialist, but this does not count towards the maximum number of specialists in your kill team.	**Voltagheist Array:** Friendly ELUCIDIAN STARSTRIDERS models that are within 6" of this model have a 5+ invulnerable save.
SPECIALISTS	Comms	
FACTION KEYWORD	ELUCIDIAN STARSTRIDERS	
KEYWORDS	IMPERIUM, ADEPTUS MECHANICUS, MARS, INFANTRY, TECH-PRIEST, LECTRO-MAESTER, LARSEN VAN DER GRAUSS	

SANISTASIA MINST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sanistasia Minst	6"	4+	4+	3	3	2	2	7	5+	1

This model is armed with a scalpel claw, laspistol and concussion grenades.

ABILITIES	**Specialist Retainer:** This model is always a Medic specialist, but this does not count towards the maximum number of specialists in your kill team.	**Healing Serum:** At the end of the Movement phase, as long as this model is not shaken or Readied and did not Fall Back or make a charge attempt this phase, choose a friendly ELUCIDIAN STARSTRIDERS model that has any flesh wounds and is within 1" of this model. Roll a D6; on a 4+ one flesh wound is removed from that model.
SPECIALISTS	Medic	
FACTION KEYWORD	ELUCIDIAN STARSTRIDERS	
KEYWORDS	IMPERIUM, INFANTRY, REJUVENAT ADEPT, SANISTASIA MINST	

ELUCIA VHANE

Elucia Vhane is a fast-thinking Rogue Trader who hails from the renowned Vhane dynasty. Typically operating to the far galactic north of Terra, profit, adventure and danger accompany her every footstep as she leads her followers – the Elucidian Starstriders – into and out of one enterprise after another.

A Rogue Trader always cuts an impressive figure, whether in the courts of Imperial high society or upon a corpse-strewn battlefield – but none do so with more style than Elucia Vhane. Resplendent in her baroque finery, she appears much like a well-to-do quaintrelle, an appearance that is deliberately deceptive.

Beneath her stylish apparel and confident demeanour lies the soul of a merciless and hyper-efficient predator, one whose claws are only sheathed until the moment of the kill. When her prey bares its throat, or leaves even the slightest of openings, Elucia draws Blur – her bejewelled cane-rapier – and wields it with the deft quickness of a master duellist. The weapon's monomolecular edge shimmers with potent power, and although the blade is slim, it can cut through the thickest of armour with ease. With but the twitch of a trigger-finger, she can riddle an enemy with bullets from her antique pistol – an heirloom from a more elegant period of Humanity's long-forgotten past. At need, her ring can be flipped to reveal a priceless Jokaero digital weapon that emits a blinding laser beam, shooting out from its faceted surface to scorch eyes and melt flesh.

Vhane's potent wargear is not limited to offensive weaponry, as her armoured corset houses within it the finest of disruption field generators. From las-beams to plasma bursts, all manner of incoming fire dissipates against the sudden flash of its protective screen.

Elucia Vhane comes from a long-established Rogue Trader dynasty dating back to the 32nd Millennium. Few Rogue Trader families can claim to have founded more Imperial colonies than have the Vhanes, earning them and their followers the moniker of Starstriders. Under her familial training she has become an innate leader, and her quick-thinking and rapid-fire decision making has seen her escape from certain death many dozens of times.

The Vhane Dynasty of Rogue Traders remains tight-knit – typically working together in the galactic north – however, Elucia herself has left her family behind. Whether this is by her choice or theirs is a question she will not answer. Whatever the case, Elucia's actions show she is determined to make her deeds stand out even amongst the rich history of her ancestors. Her bold demeanour will see her rise to glory – or die trying.

ELUCIA VHANE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Elucia Vhane	6"	3+	3+	3	3	4	3	9	4+	1

This model is armed with an heirloom pistol, monomolecular cane-rapier and concussion grenades.

ABILITIES	**Concealed Archeotech Weapon:** Once per battle, at the start of the Fight phase, pick an enemy model within 1" of this model and roll a dice; on a 4+ the enemy model suffers D3 mortal wounds.	**Disruption Field Generator:** This model has a 4+ invulnerable save.
SPECIALISTS	Combat, Scout, Strategist, Veteran, Zealot	
FACTION KEYWORD	ELUCIDIAN STARSTRIDERS	
KEYWORDS	IMPERIUM, ASTRA CARTOGRAPHICA, COMMANDER, INFANTRY, ROGUE TRADER, ELUCIA VHANE	

COMMANDER UPGRADES AND TACTICS

To survive and succeed as a Rogue Trader requires not only superlative battle skills, but also access to specialist equipment and wargear. As an explorer and plunderer-for-a-cause, Elucia Vhane has ensured her personal arsenal is well stocked with the exact weapons and devices needed to triumph far beyond the boundaries of human civilisation.

When purchasing Commander upgrades for Elucia Vhane, you can choose from the Explorator Fleetmaster and Trader Militant Traits below in addition to those listed on page 29. In addition, if your kill team includes ELUCIA VHANE, you can use the Multi-spectral Auspicator and Digital Laser Regalia Tactics (see right).

10 PTS — EXPLORATOR FLEETMASTER
Elucia Vhane Trait
If your kill team is Battle-forged, you start the battle with 1 additional Command Point (this can only be spent to use an Elucidian Starstriders Tactic).

15 PTS — TRADER MILITANT
Elucia Vhane Trait
Add 1 to this model's Attacks characteristic.

MULTI-SPECTRAL AUSPICATOR

Elucia Vhane Aura Tactic
Use this Tactic at the start of the Movement phase. ELUCIA VHANE gains the following aura ability until the end of the battle round:

As long as this model is not shaken, re-roll hit rolls of 1 for attacks made by friendly ELUCIDIAN STARSTRIDERS models within 6" of it.

1 COMMAND POINT

DIGITAL LASER REGALIA

Elucia Vhane Tactic
Use this Tactic immediately after fighting with ELUCIA VHANE. Make an additional hit roll against an enemy model within 1" of her; if the hit roll is successful, the enemy model suffers 1 mortal wound and the attack sequence ends.

2 COMMAND POINTS

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer shotgun	12"	Assault 2	4	0	2	If the target is within half range, add 1 to this weapon's Strength characteristic.
Concussion grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.
Dartmask	9"	Pistol 1	1	-1	1	This weapon wounds on a 2+.
Hierloom pistol	12"	Pistol 1	4	-2	2	-
Laspistol	12"	Pistol 1	3	0	1	-
Lasgun	24"	Rapid Fire 1	3	0	1	-
Rotor cannon	24"	Heavy 4	4	-1	2	-
Voltaic pistol	12"	Pistol 1	5	0	1	Each unmodified hit roll of 6 made for this weapon inflicts 3 hits on the target, instead of 1.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death cult power blade	Melee	Melee	User	-2	1	-
Monomolecular cane-rapier	Melee	Melee	User	-4	1	-
Scalpel claw	Melee	Melee	User	-1	1	-
Vicious bite	Melee	Melee	User	0	1	-

KILL TEAM

UNIT	POINTS PER WEAPON (Includes wargear)
Elucia Vhane (Level 1)	45
Elucia Vhane (Level 2)	60
Elucia Vhane (Level 3)	75
Elucia Vhane (Level 4)	100
Knosso Prond	25
Larsen van der Grauss	22
Sanistasia Minst	17
Voidsman	6
- Aximillion	6
- Voidsman Gunner	6
- Voidmaster Nitsch	6

STRATEGIST SPECIALISTS

At their best, a mastermind of battle strategy is a force multiplier, their perfectly timed commands enabling a few troops to have the impact of many times their number. To be able to think clearly and stay focused on tactical goals in the maelstrom of combat is a skill worth much more than mere brawn. The best strategic leaders can not only maximise their followers' strengths, but capitalise on their foes' weaknesses. They know when and how to drive their warriors onwards, and also when to employ a cunning ruse, such as a feigned retreat or a tactical counter that foils their enemy's most carefully laid plans.

INSPIRED TACTICS

Level 2 Strategist Tactic

Use this Tactic after you have used a Tactic from the Command Points and Tactics section of the Kill Team Core Manual if you have a Strategist specialist of Level 2 or higher on the battlefield that is not shaken. You can use that Tactic again this phase.

1 COMMAND POINT

DECOYS

Level 1 Strategist Tactic

Use this Tactic at the start of the first battle round, before the Initiative phase, if you have a Strategist specialist on the battlefield. Roll a D3; you can remove a number of models from your kill team from the battlefield up to the number rolled and set them up again, following any restrictions described in the mission (e.g. that they must be set up in your territory). This Tactic can only be used once per mission.

1 COMMAND POINT

COUNTER-TACTICS

Level 3 Strategist Tactic

Use this Tactic after your opponent has spent Command Points to use a Tactic if you have a Strategist specialist of Level 3 or higher on the battlefield that is not shaken. Your opponent must spend 1 additional Command Point to use that Tactic. If they choose not to (or they cannot), their Command Points are refunded but the Tactic they attempted to use is not resolved and cannot be attempted again this phase.

2 COMMAND POINTS

STRATEGIST LEVEL 1

Resourceful: As long as this model is on the battlefield and not shaken, you gain 1 additional Command Point at the beginning of the battle round.

LEVEL 2

Advisor: Whilst this model is within 3" of other friendly specialists, those other specialists are treated as being one level higher than they actually are (to a maximum of Level 4) for the purposes of determining what Tactics you can use.

OR

Feigned Retreat: This model can shoot or React even if it Fell Back or Retreated earlier in the battle round.

LEVEL 3

Counter-strategist: As long as this model is on the battlefield and not shaken, roll a D6 each time an opponent uses a Tactic. On a 5+ you gain 1 Command Point.

OR

Master Tactician: As long as this model is on the battlefield and not shaken, subtract 1 from the Command Point cost of all Tactics you use (to a minimum of 1).

Famed Commander: If this model is on the battlefield and not shaken, gain one additional Command Point at the start of the battle round. This can only be spent on an Aura Tactic for this model in this battle round.

Mission-critical Mastermind: Your kill team cannot be broken while this model is on the battlefield.

Choose any ability from this ability tree that you have not yet chosen for this model.

LEVEL 4

GELLERPOX INFECTED

Blessed with foul gifts by a Chaos techno-virus, the Gellerpox Mutants seek to spread their contagion to both man and machine. Having emerged from the engine decks of the New Dawn, a band of these aberrations, led by the grotesque Vulgrar Thrice-Cursed, seek to undo the Imperium's works.

When the Geller field generator of the ship the *New Dawn* malfunctioned, it became possessed by a warp entity. Slowly, the mutative malady grew until it affected those that worked most closely with it.

The ship's engine-master was transformed entirely; his body absorbed those of his two first mates, their appendages sprouting amongst the bulbous mass of flesh. Having become the abomination known as Vulgrar Thrice-Cursed, the Twisted Lord set about growing the infections that had taken hold of the lower decks.

The bulk of the Infected are Gellerpox Mutants, twisted in form and blessed with leather-toughened necrotic skin. Strange metal masks cover their faces – melted fragments of warp-metals that grew over them during fell rituals as they prostrated themselves before the malfunctioned Geller field generator. These creatures speak in a mix of mucus-ridden voices and garbled machine static, and willingly carry out the brutal assaults ordered by Vulgrar.

While most of the *New Dawn*'s crew became Gellerpox Mutants, a select few grew into something even more terrifying. Nightmare Hulks are heavily muscled behemoths, with tentacles, slicing claws and massive spikes protruding from their twisted flesh. These creatures are treated as living battering rams by the Gellerpox Mutants, able to rip apart their enemies as well as smash in bulkheads.

So great was the fell power of the *New Dawn*'s corrupted Geller field generator that it allowed Glitchlings to materialise from the warp. Small Daemons, these wicked creatures cackle scrapcode, and their very presence disrupts nearby machinery. With clunking sounds and strange sparks, guns refuse to fire and generators cycle down when the Glitchlings appear nearby.

Strange things crawl around the Infected, writhing and growing beneath the feet of the Gellerpox Mutants. The parasites that once plagued the tightly packed crew of the *New Dawn* were likewise affected by the influx of Chaos energies. Grown in size, bloodlust and deadliness, these Mutoid Vermin follow the larger mutants in search of fresh prey to feed upon.

At Vulgrar's bellowed orders, the Gellerpox Infected surge forward, driven to corrupt all that they see and eager to befoul both man and machine.

GELLERPOX INFECTED TACTICS

If every model in your kill team has the GELLERPOX INFECTED Faction keyword, you can use Gellerpox Infected Tactics.

CORRUPTION AND DECAY

Gellerpox Infected Tactic

Use this Tactic at the start of the Fight phase. Choose an enemy model within 3" of a model from your kill team. Until the end of the phase, subtract 1 from that enemy model's Toughness characteristic.

2 COMMAND POINTS

RANCID VOMIT

Gellerpox Infected Tactic

Use this Tactic at the start of the Shooting phase. Choose a NIGHTMARE HULK model from your kill team and then choose an enemy model within 6" of and visible to it. Roll three D6; for each roll of 5+ that enemy model suffers 1 mortal wound.

2 COMMAND POINTS

VERMINOID INFESTATION

Gellerpox Infected Tactic

Use this Tactic at the end of the Movement phase. Set up a MUTOID VERMIN model on the battlefield anywhere that is wholly within 6" of a GELLERPOX INFECTED model from your kill team and more than 6" from any enemy models. This MUTOID VERMIN model is added to your kill team until the end of the mission, but is ignored for the purposes of determining whether your kill team is broken. At the end of the battle, remove all models added to your kill team through this Tactic before determining who has won the mission.

3 COMMAND POINTS

GELLERSHIFT

Gellerpox Infected Tactic

Use this Tactic in the Movement phase before making a normal move with a GELLERPOX MUTANT from your kill team. Remove that model from the battlefield, then set it up anywhere on the battlefield that is more than 4" from any enemy models. It cannot move further in this phase.

2 COMMAND POINTS

TWISTED BLESSINGS

Gellerpox Infected Tactic

Use this Tactic at the end of the Movement phase. Choose a NIGHTMARE HULK model from your kill team that has one or more flesh wounds and roll a D6; on a 4+ one flesh wound is removed from that model.

2 COMMAND POINTS

MACHINE GLITCH

Gellerpox Infected Tactic

Use this Tactic when a player attempts to open or close a door if a GLITCHLING from your Kill Team that is not shaken is within 1" of that door or doorway. Add 3 to your dice result when rolling off to determine if that door opens (or remains closed) or if it closes (or remains open).

1 COMMAND POINT

NIGHTMARE HULK

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Nightmare Hulk	4"	4+	-	5	5	4	3	7	6+	2
Gnasher-Screamer	4"	4+	-	5	5	4	4	8	6+	1

This model is armed with hideous mutations.
One Nightmare Hulk in your kill team can be Gnasher-Screamer. Gnasher-Screamer is armed with hideous mutations and a plague cleaver.

ABILITIES	**Disgustingly Resilient:** Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.	**Horrific Visage:** Subtract 1 from the Leadership characteristic of models whilst they are within 6" of any enemy models with this ability.
SPECIALISTS	**Leader** (Gnasher-Screamer only), **Combat, Veteran, Zealot**	
FACTION KEYWORD	**GELLERPOX INFECTED**	
KEYWORDS	**CHAOS, NURGLE, INFANTRY, NIGHTMARE HULK**	

GELLERPOX MUTANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Gellerpox Mutant	5"	4+	4+	4	4	1	2	6	6+	3

This model is armed with frag grenades, mutated limbs and improvised weapons.

ABILITIES	**Disgustingly Resilient:** Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.	**Gellercaust Mask:** This model has a 5+ invulnerable save. Each time you roll an unmodified saving throw of 6 for this model in the Fight phase, and this model is not shaken, the enemy model that made the attack suffers 1 mortal wound after it has made all of its attacks.
SPECIALISTS	**Leader, Combat, Demolitions, Scout, Veteran, Zealot**	
FACTION KEYWORD	**GELLERPOX INFECTED**	
KEYWORDS	**CHAOS, NURGLE, INFANTRY, GELLERPOX MUTANT**	

EYESTINGER SWARM

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Eyestinger Swarm	10"	4+	-	2	2	1	D3	8	7+	4

This model is armed with a spawning barb.

ABILITIES	**Hatchlings:** Add 1 to Injury rolls made for this model. However, this model can never suffer flesh wounds (any flesh wound result this model suffers has no effect). **Buzzing Swarm:** Subtract 1 from hit rolls made for attacks that target this model. In addition, this model automatically passes Falling tests. **Mindless:** Eyestinger Swarms cannot be specialists, are not part of a fire team and cannot gain experience.
FACTION KEYWORD	**GELLERPOX INFECTED**
KEYWORDS	**CHAOS, NURGLE, SWARM, FLY, MUTOID VERMIN, EYESTINGER SWARM**

GLITCHLING

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Glitchling	5"	4+	-	2	2	1	2	7	6+	4

This model is armed with diseased claws and fangs

ABILITIES	**Disgustingly Resilient:** Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.	**Daemonic:** This model has a 5+ invulnerable save.
	Squishable: This model only receives the benefit of its Disgustingly Resilient ability against attacks with a Damage characteristic of 1.	**Weapon Glitch:** As long as this model is not shaken, subtract 1 from hit rolls made for attacks with ranged weapons that target this model.
SPECIALISTS	Combat, Scout, Zealot	
FACTION KEYWORD	GELLERPOX INFECTED	
KEYWORDS	CHAOS, NURGLE, INFANTRY, DAEMON, GLITCHLING	

CURSEMITE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Cursemite	8"	4+	-	2	2	1	2	8	6+	4

This model is armed with a bloodsucking proboscis.

ABILITIES	**Leaping Insectoids:** You can re-roll failed charge rolls for this model. In addition, whenever this model piles in and consolidates, it can move up to 6".
	Vermin: Add 1 to Injury rolls made for this model.
	Mindless: Cursemites cannot be specialists, are not part of a fire team and cannot gain experience.
FACTION KEYWORD	GELLERPOX INFECTED
KEYWORDS	CHAOS, NURGLE, BEAST, MUTOID VERMIN, CURSEMITE

SLUDGE-GRUB

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Sludge-Grub	5"	4+	4+	3	2	1	1	8	6+	4

This model is armed with acid spit, and a fanged maw and stinger.

ABILITIES	**Caustic Blood:** If this model is taken out of action in the Fight phase, roll a D6; on a 6 the enemy model that made the attack that took this model out of action suffers 1 mortal wound after it has made all of its attacks.
	Vermin: Add 1 to Injury rolls made for this model.
	Mindless: Sludge-Grubs cannot be specialists, are not part of a fire team and cannot gain experience.
FACTION KEYWORD	GELLERPOX INFECTED
KEYWORDS	CHAOS, NURGLE, BEAST, MUTOID VERMIN, SLUDGE-GRUB

VULGRAR THRICE-CURSED

A Twisted Lord of vast size and strength, Vulgrar Thrice-Cursed is the undisputed leader of the Gellerpox Infected that emerged from the lower decks of the _New Dawn_. Possessed of devious cunning and a burning desire to infect others, Vulgrar drives his fellow mutants onwards with great zeal.

Amstein Vulg was once a strapping engine-master in command of the engine decks of the starship _New Dawn_, but the Gellerpox virus changed all that. Now he is a Twisted Lord, better known as Vulgrar Thrice-Cursed or simply 'Old Boilerguts'.

While the corrupted Geller field generator bestowed many darksome gifts upon the engine crew, none were granted more than Vulg. The engine-master swelled massively in size, his new form supported by bulging muscles and a dark, pulsing vitality. In a disturbing ceremony, the writhing bodies of his two first mates became absorbed within his own flesh, and thus did Vulg become the three-headed Vulgrar. Horrific to look upon, the Twisted Lord sprouted new limbs and developed an ability to skin-graft weapons into his body, merging man and machine with gruesome results.

Not all the crew of the _New Dawn_ accepted their gifts willingly. In combat against such non-believers, Vulgrar proved more than a match for even the most veteran amongst them, his multiple weapon-tipped limbs pummelling and ripping apart any who dared oppose him. Yet Vulgrar saved his most dangerous weapon until he was confronted by two dozen Voidsmen-at-Arms. Shrugging off lasgun fire, the Twisted Lord exposed his distended gut to reveal a raging fire burning within. His belly had become a disease-furnace that was stoked by hatred. With a grunt, Vulgrar issued forth a gout of corrupting fire, an unnatural inferno that engulfed his enemies. None survived, and their blackened bones now help fuel the flickering flames that still burn within the Twisted Lord.

Vulgrar is a boisterous leader, looking after not only those mutants beneath him, but also the infected Geller field generator that gifted him with his new abilities. It was he who first succumbed to its call, and who gathered others of the crew to perform debased rituals. Those that dissented from this new path were quickly shown the error of their ways. At first the Infected had been like a carbuncle on the underbelly of their host culture, but eventually it was they who ruled the ship. In all his zealous actions to grow his beloved cult, Vulgrar still shows elements of his old engine-master self – cooing over well-made mechanisms and expressing appreciation for the solid craftsmanship of the machines and mutations that surround him.

COMMANDER ABILITIES

In addition to great strength and vile mutations, Vulgrar is also gifted with devious cunning and a commanding presence by the Dark Gods. With roars, great gurgling commands or mucus-ridden gibberings, Vulgrar knows how and when to best rouse his followers to acts of terrible slaughter.

When purchasing Commander upgrades for Vulgrar Thrice-Cursed, you can choose from the Twisted Brilliance and Master of Vermin upgrades below in addition to those listed on page 29. In addition, if your kill team includes VULGRAR THRICE-CURSED, you can use the Insane Gibbering and Lord of Resentment Tactics (see right).

TWISTED BRILLIANCE
10 PTS

Vulgrar Thrice-Cursed Trait

If your kill team is Battle-forged, you start the battle with 1 additional Command Point (this can only be spent to use a Gellerpox Infected Tactic).

MASTER OF VERMIN
15 PTS

Vulgrar Thrice-Cursed Trait

As long as this model is not shaken, you can re-roll failed hit rolls for friendly MUTOID VERMIN models whilst they are within 6" of it.

INSANE GIBBERING

Vulgrar Thrice-Cursed Tactic

Use this Tactic at the start of the Psychic phase if your kill team includes VULGRAR THRICE-CURSED. Until the end of the phase, subtract 1 from Psychic tests taken for enemy PSYKERS whilst they are within 18" of your VULGRAR THRICE-CURSED.

1 COMMAND POINT

LORD OF RESENTMENT

Vulgrar Thrice-Cursed Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes VULGRAR THRICE-CURSED. This model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 made for friendly GELLERPOX INFECTED models within 6" this model.

1 COMMAND POINT

VULGRAR THRICE-CURSED

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Vulgrar Thrice-Cursed	4"	3+	6+	5	5	5	4	9	6+	1

This model is armed with a belly-flamer and fleshripper claws.

ABILITIES	**Disgustingly Resilient:** Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.	**Bionic Abomination:** This model has a 6+ invulnerable save.
		Horrific Visage: Subtract 1 from the Leadership characteristic of models whilst they are within 6" of any enemy models with this ability.
SPECIALISTS	Combat, Demolitions, Strength, Veteran, Zealot	
FACTION KEYWORD	GELLERPOX INFECTED	
KEYWORDS	CHAOS, NURGLE, COMMANDER, INFANTRY, TWISTED LORD, VULGRAR THRICE-CURSED	

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bloodsucking proboscis	Melee	Melee	User	0	1	Each unmodified hit roll of 6 made with this weapon scores 2 hits.
Diseased claws and fangs	Melee	Melee	User	0	1	Re-roll wound rolls of 1 for this weapon.
Fanged maw and stinger	Melee	Melee	User	-1	1	-
Fleshripper claws	Melee	Melee	+1	-2	2	-
Hideous mutations	Melee	Melee	User	-2	2	-
Mutated limbs and improvised weapons	Melee	Melee	User	-1	1	-
Plague cleaver	Melee	Melee	User	-2	2	Re-roll wound rolls of 1 for this weapon.
Spawning barb	Melee	Melee	User	0	1	Each hit roll of 6+ made for this weapon automatically results in a wound (do not make a wound roll for that attack).

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Acid spit	8"	Pistol 1	User	-1	1	-
Belly-flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenades	6"	Grenade D6	3	0	1	-

KILL TEAM

MODEL	POINTS PER MODEL (Includes wargear)
Cursemite	4
Eyestinger Swarm	5
Gellerpox Mutant	8
Glitchling	5
Nightmare Hulk	31
- Gnasher-Screamer	31
Sludge-grubs	5
Vulgrar Thrice-Cursed (Level 1)	65
Vulgrar Thrice-Cursed (Level 2)	85
Vulgrar Thrice-Cursed (Level 3)	105
Vulgrar Thrice-Cursed (Level 4)	130

STRENGTH SPECIALISTS

Those possessed with not just great but superlative strength can single-handedly wreck entire enemy warbands. Such power can be used to deliver pile-driver blows or brutish body slams, and with fists alone the mightiest beings can shatter ferrocrete walls. Against such raw force even the foes' finest armour can be battered and rent. Combat tactics for those possessed with great strength range from barging attacks that hit multiple enemies like an avalanche, to physically picking up and hurling individual foes or pulverising them with bone-crunching impact.

MIGHTY BLOW

Level 2 Strength Tactic

Use this Tactic when a Strength specialist of Level 2 or higher from your kill team makes an attack that targets an enemy model in the Fight phase (use the Tactic before the hit roll is made). If the attack hits, the attack sequence ends and the enemy model suffers 1 mortal wound.
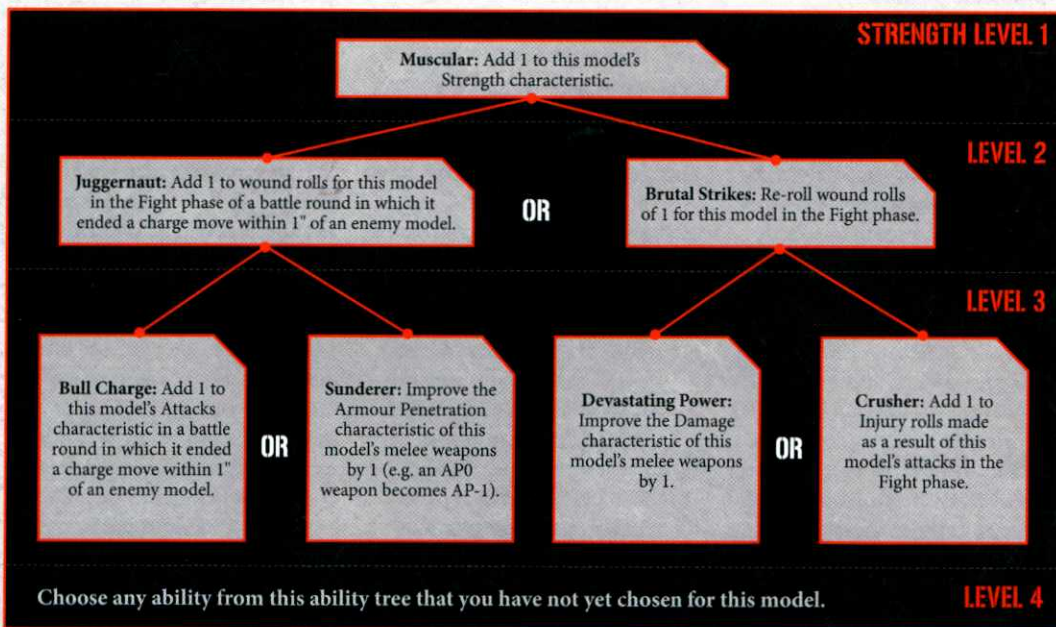
1 COMMAND POINT

BODY SLAM

Level 1 Strength Tactic

Use this Tactic when a Strength specialist from your kill team ends a charge move within 1" of any enemy models. Roll a D6 for each enemy model within 1" of that Strength specialist; on a 6, that enemy model suffers 1 mortal wound.

1 COMMAND POINT

GRAB AND THROW

Level 3 Strength Tactic

Use this Tactic when an opponent has to take a take a Falling test for a model that is within 1" of a Strength specialist of Level 3 or higher from your kill team that is not shaken and does not have to take a Falling test. Instead of taking the Falling test in the normal fashion, each controlling player rolls a D6 and adds their model's Strength characteristic to the result. If your score equals or beats your opponent's, the Falling test is failed; otherwise, it is passed.

1 COMMAND POINT

STRENGTH LEVEL 1

Muscular: Add 1 to this model's Strength characteristic.

LEVEL 2

Juggernaut: Add 1 to wound rolls for this model in the Fight phase of a battle round in which it ended a charge move within 1" of an enemy model.

OR

Brutal Strikes: Re-roll wound rolls of 1 for this model in the Fight phase.

LEVEL 3

Bull Charge: Add 1 to this model's Attacks characteristic in a battle round in which it ended a charge move within 1" of an enemy model.

OR

Sunderer: Improve the Armour Penetration characteristic of this model's melee weapons by 1 (e.g. an AP0 weapon becomes AP-1).

Devastating Power: Improve the Damage characteristic of this model's melee weapons by 1.

OR

Crusher: Add 1 to Injury rolls made as a result of this model's attacks in the Fight phase.

Choose any ability from this ability tree that you have not yet chosen for this model.

LEVEL 4

OPEN PLAY MISSIONS

Kill team operations often take place in ultra-close confines. On these pages you will find three examples of open play missions for playing games of Kill Team in either Killzone: The Truehawk or Killzone: Ministorum Shrine. You will also find a few ideas below for other exciting open play games of Kill Team.

- An abandoned shuttle has been found drifting amidst an asteroid field. Board the ship and retrieve whatever intelligence is kept within its databanks.

- Intruders have hidden a bomb aboard the *Truehawk*. You must eliminate the rearguard, find the bomb and disable it before it can go off.

- Forced to abandon the ship, the crew have engaged their shuttle's self-destruct sequence. The boarders must eliminate the remaining crew and fight their way to the bridge to deactivate the sequence before it is too late.

- There is a stowaway aboard the *Truehawk*, a potential saboteur who is using the ducts and crawl-ways to evade detection. The crew must repair the damage already caused and locate the intruder before they disable the shuttle's shields and leave the *Truehawk* vulnerable to attack.

- A Chaos cult has defiled an Ecclesiarchal shrine and is using it to perform a daemonic summoning ritual. There is no time to muster more forces, and the small scouting force sent to investigate must act now if they are to stop the ritual in time.

- A key enemy building must be destroyed, but its walls are heavily armoured and impervious to bombardments. A small team must therefore infiltrate past the building's sentries and plant explosives on the main power conduit to cause a chain reaction that will raze the structure.

- The Ministorum Shrine is besieged, but whilst its adamantium entrance doors remain closed, the enemy are kept at bay. However, a kill team is attempting to sneak in through the crypt below and activate all the control panels to override the lockout, open the doors and let their forces inside.

OPEN PLAY MISSION
ASSAULT THE BRIDGE

Often the quickest way to capture an enemy craft is to teleport aboard a ship and assault the bridge. However, it is also one of the most bloody and difficult ways, for shuttle bridges are heavily defended.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner chooses). If both players agree, you can play this as a Commanders mission, in which case each kill team must include one Commander.

THE BATTLEFIELD

This mission is played in Killzone: The Truehawk. Set up terrain as shown on pages 24-25.

DEPLOYMENT

The defender sets up their models first. All of their models must be set up on the bridge of the Truehawk. The attacker then sets up their models, one at a time, by rolling a D6 and consulting the following chart to determine where they have teleported to:

D6 Location

1-3 Set up this model anywhere in the Truehawk's enginarium.

4-5 Set up this model anywhere in the Truehawk's enginarium, or anywhere in either of the two rooms on either the port or starboard side of the Truehawk.

6 Set up this model anywhere in the Truehawk other than the bridge.

BATTLE LENGTH

The battle ends at the end of battle round 5.

VICTORY CONDITIONS

At the end of the battle, the attacker receives 2 victory points for each of their models that is on the bridge of the Truehawk (shaken models do not count). The defender receives 1 victory point for each enemy model taken out of action by one of their model's attacks or psychic powers. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

OPEN PLAY MISSION
THEY CAME FROM BELOW

What seems at first a safe refuge – a place where a kill team can take a quick respite – can quickly turn into a desperate fight for survival when such a resting place sits atop a crypt filled with a horde of foes.

THE KILL TEAMS

This is mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner chooses). If both players agree, you can play this as a Commanders mission, in which case each kill team must include one Commander. .

THE BATTLEFIELD

This mission is played in Killzone: Ministorum Shrine. Set up terrain as shown on pages 26-27.

DEPLOYMENT

The defender sets up their models first. All of their models must be set up within 6" of the centre of the battlefield. The attacker then sets up their models. They must be set up anywhere that is wholly within 3" of a crypt access trapdoor, but a second model cannot be placed within 3" of the same trapdoor until all have at least one model within 3". Similarly, you cannot place a third model within 3" of the same trapdoor until all have two models within 3", and so on.

THE ENDLESS HORDE

In this battle, each time an Injury roll is made for one of the attacker's models, it is automatically an 'out of action' result – do not roll any dice. However, the attacker can, at the end of each Movement phase, take any models from their kill team that are out of action and set them up again anywhere that is wholly within 3" of a crypt access trapdoor and more than 1" from any enemy models.

BATTLE LENGTH

The battle ends at the end of battle round 6, or at the end of any battle round in which all the defender's models are out of action.

VICTORY CONDITIONS

At the end of the battle, the defender wins if at least one of their models is on the battlefield. Any other result is a win for the attacker.

OPEN PLAY MISSION
FREE PRISONERS

A kill team has been sent to rescue prisoners from an enemy stronghold. The captors must ensure their 'guests' do not escape, but neither can they be killed before they have been fully interrogated.

THE KILL TEAMS

This is mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner chooses). If both players agree, you can play this as a Commanders mission, in which case each kill team must include one Commander. The attacker must select one specialist or two other models from their kill team to be prisoners.

THE BATTLEFIELD

This mission can be played in Killzone: The Truehawk or Killzone: Ministorum Shrine. Set up terrain as shown either on pages 24-25 or pages 26-27.

DEPLOYMENT (TRUEHAWK)

First, the attacker sets up their prisoner(s) in one of the rooms adjacent to the bridge. All of their other models must be set up in the enginarium. The defender then sets up their models anywhere that is more than 6" from any enemy models.

DEPLOYMENT (SHRINE)

First, the attacker sets up their prisoner(s) in the confession chamber. All of their other models must be set up wholly within 6" of the main shrine entrance door. The defender then sets up their models anywhere that is more than 6" from any enemy models.

PRISONERS

In this mission, prisoners are armed only with a close combat weapon. Until a friendly model moves within 1" of them, they are shaken and cannot be targeted or affected by attacks or psychic powers.

BATTLE LENGTH

The battle ends at the end of battle round 8.

VICTORY CONDITIONS

At the end of the battle, the attacker wins if all the prisoners are within 2" of an escape pod (if on the Truehawk), or within 2" of the entrance door (if in the Ministorum Shrine). Any other result is a win for the defender.

NARRATIVE PLAY MISSION
SABOTAGE THE SHUTTLE

A kill team has managed to stow away aboard an enemy command shuttle, intent on destroying it or else forcing it to land. The defending commander and their crew must repel the intruders swiftly and protect their vessel, before the foe can cause catastrophic damage to their craft's systems.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.
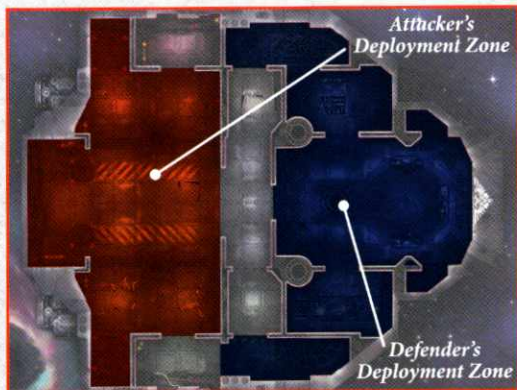
THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. Each kill team can cost up to 150 points, and must include one Commander.

THE BATTLEFIELD

This mission is played in Killzone: The Truehawk. Set up terrain as shown on page 24-25. In this mission the four control panels and the two engine coolant stations are all objective markers.

DEPLOYMENT

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

Attacker's Deployment Zone

Defender's Deployment Zone

BATTLE LENGTH

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

VICTORY CONDITIONS

At the end of the game, each objective marker is worth 2 victory points to the player who controls it. In addition, the attacker scores 1 victory point for each objective marker they have destroyed (see below). The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Materiel. If the defender wins the mission, the attacker loses 1 Intelligence.

DESTROY VITAL SYSTEMS

Attacker Tactic

Use this Tactic at the end of a battle round. If you spent 1 Command Point, choose a control panel objective marker you control, and if you spent 2 Command Points, choose an engine coolant station objective marker you control. In either case, you destroy that objective marker – remove it from the battlefield. You can only use this Tactic once per battle round.

1/2 COMMAND POINTS

PROTECT THE SHIP

Defender Tactic

Use this Tactic at the start of a battle round. Until the start of the next battle round, objective markers may not be destroyed whilst within 2" of any of your models.

2 COMMAND POINTS

ABANDON SHIP

An enemy kill team has succeeded in inflicting fatal damage to the shuttle's engines. A crash is imminent, and the defenders must get their champions to the escape pods as soon as possible to ensure their survival. However, the enemy have sworn to prevent their quarry escaping, no matter the cost.

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. Each kill team can cost up to 150 points, and must include one Commander.

THE BATTLEFIELD

This mission is played in Killzone: The Truehawk. Set up terrain as shown on page 24-25.

DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. The Defender must set up their Commander as their first model, within 1" of a command chair. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

Attacker's Deployment Zone

Defender's Deployment Zone
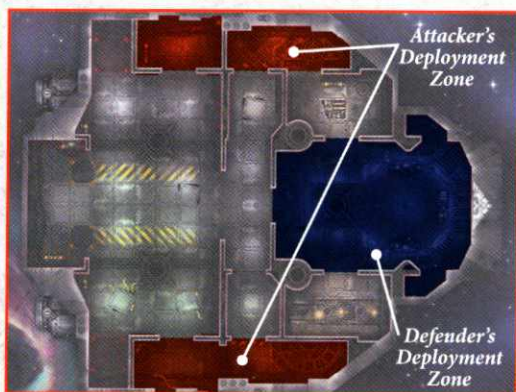
BATTLE LENGTH

The game immediately ends if the defender's Commander or all of the defender's other specialists are taken out of action, or if the defender's Commander and at least one other specialist have escaped (see opposite). Otherwise, at the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If, at the end of the battle, the defending player's Commander and at least one other specialist escaped, the defender wins. Otherwise, the attacker wins.

ESCAPE

A model in the defender's kill team can escape in the Movement phase, if that model ends a normal move within 2" of an escape pod and there are no enemy models – other than shaken models – within 2" of that pod. When a model escapes, remove them and that pod from the battlefield; that model is not out of action, but takes no further part in the mission.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Morale. If the defender wins the mission, the attacker loses 1 Materiel.

YOU'RE GOING NOWHERE

Attacker Tactic

Use this Tactic at the start of the Movement phase. Choose a model from your kill team that is not shaken. Enemy models within 1" of this model cannot Fall Back in this phase.

2 COMMAND POINTS

EMERGENCY LAUNCH

Defender Tactic

Use this Tactic at the end of the Movement phase. Choose a model from your kill team that is within 2" of an escape pod and roll a D6. On a 5+ that model escapes in that escape pod, even if there are enemy models within 2" of that escape pod.

1 COMMAND POINT

NARRATIVE PLAY MISSION
RECOVER AND RESCUE

A commander's escape pod has crash-landed inside a building, but the doors have jammed and trapped the pod's occupant. A kill team has been sent to rescue the commander, but they must hurry, for an enemy kill team has already converged on the pod, and their commander is not far behind them.

If you are playing a campaign, you can choose to play this mission instead of the Feint mission.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. Each kill team can cost up to 150 points, and must include one Commander.

THE BATTLEFIELD

This mission is played in Killzone: Ministorum Shrine. Set up terrain as shown on pages 26-27.

DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. Neither player's Commander starts the battle on the battlefield (they are not considered to be out of action before they are set up). If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

Attacker's Deployment Zone

Defender's Deployment Zone
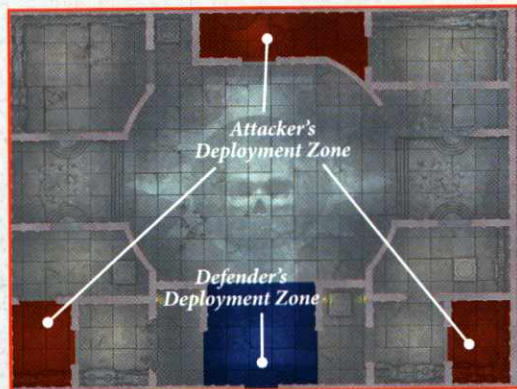
BATTLE LENGTH

If the defender's Commander is taken out of action, the battle ends immediately. Otherwise, at the end of battle round 6, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 7, the attacker rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 8.

FREE THE COMMANDER

Once per battle, the defender can open an escape pod if a model from their kill team ends a normal move in the Movement phase within 1" of it. When an escape pod is opened, set up your Commander as close to that escape pod as possible and more than 1" from any enemy models (they can do nothing else this phase).

VICTORY CONDITIONS

At the end of the game, the defender wins if their Commander is on the battlefield and wholly within the defender's deployment zone. Any other result is a win for the attacker.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Intelligence. If the defender wins the mission, the attacker loses 1 Territory.

DELAYED BUT DEVIOUS

Attacker Tactic

Use this Tactic at the end of the Movement phase if your Commander has not yet been set up. Roll a D6 and add the current battle round number to the result. On a 7+, set up your Commander on any crypt access point (they can do nothing else this phase).

1 COMMAND POINT

FREE YOURSELF

Defender Tactic

Use this Tactic at the end of the Movement phase if your Commander has not yet been set up. Roll a D6. On a 6, choose an escape pod and set up your Commander as close as possible to it and more than 1" from any enemy models (your Commander can do nothing else this phase).

1 COMMAND POINT

NARRATIVE PLAY MISSION
DEFIANCE OR DEATH

A kill team has surrounded a high-profile target, who even now is mustering their troops in a desperate defence. If this commander falls, the defenders will have no choice but to abandon the stronghold, but if they stand firm despite their predicament and prevails, they will have won a famous victory.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. Each kill team can cost up to 150 points, and must include one Commander.

THE BATTLEFIELD

This mission is played in Killzone: Ministorum Shrine. Set up terrain as shown on pages 26-27.

DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone (in this mission, the Attacker has several deployment zones, made up of the areas that are within 2" of the centre of each crypt access point). If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.
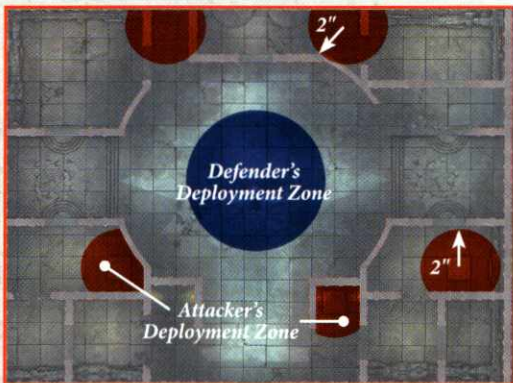
BATTLE LENGTH

If the defender's Commander is taken out of action, the game ends immediately. Otherwise, at the end of battle round 5, the attacker rolls a D6. The battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If, at the end of the game, the defender's Commander has been taken out of action, or the defender's Commander is not wholly within the defender's deployment zone, the attacker wins. Otherwise, the defender wins.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Territory. If the defender wins the mission, the attacker loses 1 Morale.

CUT OFF THE HEAD

Attacker Tactic

Use this Tactic at the start of the Shooting phase or Fight phase. For the rest of the phase, you can re-roll wound rolls of 1 for attacks that target an enemy Commander.

1 COMMAND POINT

STAYING LOW

Defender Tactic

Use this Tactic at the start of the Shooting phase. For the rest of that phase, enemy models cannot target your Commander unless your Commander is the closest enemy model.

2 COMMAND POINTS

MATCHED PLAY MISSION
HEIST

An abandoned shuttle has been detected passing through the system. Such craft often contain valuable cargo that could prove critical for the war effort. Kill teams have been transported to the shuttle to search for and recover any supplies, bringing them back to the teleport site for retrieval before the foe can.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.

THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. If both players agree, you can play this as a Commanders mission, in which case each kill team can cost up to 150 points, and must include one Commander.

THE BATTLEFIELD

This mission is played in Killzone: The Truehawk. Set up terrain as shown on pages 24-25, but do not set up the storage chests. The players roll off; the player who wins chooses one deployment zone, and their opponent has the other. Then, starting with the player who won the roll-off, the players alternate placing the storage chests anywhere on the battlefield that is at least 5" from either deployment zone or from any other storage chest (ignore walls when measuring this distance when setting them up). Each storage chest is an objective marker.

DEPLOYMENT

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

Player A Deployment Zone

Player B Deployment Zone

BATTLE LENGTH

At the end of battle round 4, the player who chose their deployment zone rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player who chose their deployment zone rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

At the end of the game, each objective marker is worth 3 victory points to the player who controls it. If an objective marker is in a player's deployment zone at the end of the game, that player controls it, irrespective of what models are within 2" of it. The player with the most victory points is the winner. If the players have the same number of victory points, the player who had the lower Force is the winner – if there is still a tie, the battle is a draw.

Secure Cargo

An Infantry model that began the Movement phase within 1" of a storage chest can drag a single storage chest as part of their normal move. If it does so, the model moving the chest can move no more than 6" this phase, but you can also move the storage chest as if it were a friendly model (it is also moved up to 6", cannot be moved within 1" of any enemy models, and must end its move within 1" of the model dragging it). A model cannot drag a storage chest if any enemy models (other than shaken models) are within 1" of the same storage chest at the start of the Movement phase. If a storage chest occupies an open doorway, that door cannot be closed.

Resources

In a campaign game, the player who lost the mission loses 2 Materiel. If players draw they do not lose Materiel.

MATCHED PLAY MISSION
SHUTTLEJACKERS

A long-lost shuttle has been found drifting amidst an asteroid field. Though stripped of its cargo, the craft might provide vital intelligence if its machine spirit can be forced to comply. Your kill team has been tasked with securing the craft and inloading new fidelity codes to control the ship's stubborn cogitators.

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission.

THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. If both players agree, you can play this as a Commanders mission, in which case each kill team can cost up to 150 points, and must include one Commander.

THE BATTLEFIELD

This mission is played in Killzone: The Truehawk. Set up terrain as shown on pages 24-25. The players roll off; the player who wins chooses one deployment zone, and their opponent has the other. In this mission, the control panels are objective markers.

DEPLOYMENT

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

BATTLE LENGTH

At the end of battle round 4, the player who chose their deployment zone rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player who chose their deployment zone rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

Each player scores victory points for each objective marker their kill team controls at the end of each battle round (keep a score from battle round to battle round). A player scores 3 victory points for controlling the objective marker on the bridge of the Truehawk, and 2 victory points for each of the other objective markers they control. The player with the most victory points is the winner. If the players have the same number of victory points, the player who had the lower Force is the winner – if there is still a tie, the battle is a draw.

COMMAND CODES REQUIRED

Only Leaders, Commanders and Comms Specialists can control the objective marker on the bridge of the Truehawk (ignore all other models when determining which player controls this objective marker).

RESOURCES

In a campaign game (see page 56) the player who lost the mission loses 2 Intelligence. If players draw, they do not lose Intelligence.

Player A Deployment Zone

Player B Deployment Zone

ENGINARIUM COGITATOR

Level 1 Comms Tactic

Use this Tactic at the end of the battle round if a Comms specialist from your kill team that is not shaken is within 2" of the control panel objective marker in the enginarium monitor room and you control that objective marker. Score 1 bonus victory point this battle round. You can only use this tactic once per battle round.

1 COMMAND POINT

MATCHED PLAY MISSION
RETRIEVE THE RELIC

Two kill teams are seeking to locate a priceless holy relic in an ancient Ecclesiarchal shrine, either to secure and safeguard it for the benefit of their own troops, or else to steal and desecrate it, and thereby inflict a shattering blow to the morale of the enemy army.

If you are playing a campaign, you can choose to play this mission instead of the Feint mission.

THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. If both players agree, you can play this as a Commanders mission, in which case each kill team can cost up to 150 points, and must include one Commander.

THE BATTLEFIELD

This mission is played in Killzone: Ministorum Shrine. Set up terrain as shown on pages 26-27, but do not set up the storage chests. The players roll off; the player who won places the storage chests anywhere on the battlefield. Each must be at least 5" from any other (ignore walls when measuring this distance setting them up). The storage chests are objective markers, and one chest contains a relic (see right). Then, the player who lost the roll-off chooses one deployment zone (their opponent has the other).

DEPLOYMENT

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

BATTLE LENGTH

At the end of battle round 4, the player who chose their deployment zone rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player who chose their deployment zone rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

At the end of the game, the player who controls the objective marker that contains the relic wins. If neither player controls that objective marker, or if the storage chest containing the Relic has not yet been identified, the player who had the lower Force is the winner – if there is still a tie, the battle is a draw.

SEARCH CHEST

An INFANTRY model that ends the Movement phase within 1" of a storage chest can search it. A model cannot search a storage chest if it is shaken or Readied or if it advanced or made a charge attempt, or if any enemy models (other than shaken models) are within 2" of the same storage chest. Each storage chest can only be searched once. When a storage chest is searched, the searching player rolls a D6 and adds 2 to the result for each other storage chest that has already been searched (this cannot be re-rolled for any reason): on a 6+ the Relic is found within that storage chest (if two storage chests have been searched, when the third storage chest is searched the Relic is automatically found within it). Once the Relic is found, models cannot search storage chests.

RESOURCES

In a campaign game the player who lost the mission loses 2 Morale. If players draw they do not lose Morale.

CONSECRATE WITH BLOOD

An Adeptus Ministorum shrine stands intact in the middle of a contested city. If it can be captured by a forward Kill Team it would serve as an ideal staging post for the next phase of the war. However, such a stronghold is also coveted by the enemy, and blood is certain to be spilled if the site is to be secured.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission.

THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. If both players agree, you can play this as a Commanders mission, in which case each kill team can cost up to 150 points, and must include one Commander.

THE BATTLEFIELD

This mission is played in Killzone: Ministorum Shrine. Set up terrain as shown on pages 26-27.

DEPLOYMENT

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

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the player who chose their deployment zone rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player who chose their deployment zone rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 3 victory points for each enemy Commander taken out of action, 2 victory points for each enemy Leader taken out of action, and 1 victory point for each other enemy model taken out of action. The player with the most victory points is the winner. If the players have the same number of victory points, the player who had the lower Force is the winner (if there is still a tie, the battle is then a draw).

RESOURCES

In a campaign game, the player who lost the mission loses 2 Territory. If players draw, they do not lose Territory.

Player A Deployment Zone

Player B Deployment Zone
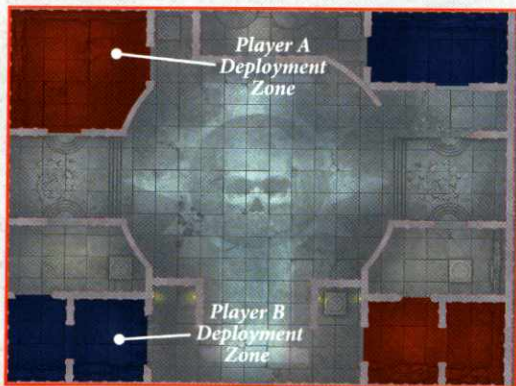
ADVANCED RULES

This page contains advanced rules for using the contents of Kill Team: Rogue Trader. Specifically, it describes how you can play a historical campaign using the Elucidian Starstriders and Gellerpox Infected miniatures, and it details rules for how you can combine the Ministorum Shrine board with another Kill Team board to create a larger battlefield to play games of Kill Team on.

HISTORICAL CAMPAIGN

You can choose to play the four narrative missions in this book as part of a historical campaign. If you do, one player should be the attacker throughout the campaign, and their opponent should be the defender. The attacker has a GELLERPOX INFECTED Kill Team and the defender has an ELUCIDIAN STARSTRIDERS kill team. The players then play the narrative missions in this book in the following order:

1. Sabotage the Shuttle (pg 48)

2. Abandon Ship (pg 49)

3. Recover and Rescue (pg 50)

4. Defiance or Death (pg 51)

Instead of creating a kill team that is no more than 150 points, the players create kill teams that, excluding their Commander, cost no more than 100 points. The players' Commanders are then added to their starting kill team at no additional cost (both start at Level 1 and with no additional upgrades).

At the end of each mission, each player's Commander is advanced to the next level of their specialism (i.e. a Level 1 Strategist Commander becomes a Level 2 Strategist Commander) at no additional points cost.

Furthermore, each time a player wins a mission, they can purchase one Trait for their Commander, at no point cost, which they gain for the rest of the campaign (a player who loses or draws a game cannot purchase a trait for their Commander).

All the other rules for playing campaigns (e.g. gaining experience points, models being injured after a battle, models forming fire teams) remain the same.

Whoever wins the final mission – Defiance or Death – wins the campaign (in the event of a tie, the campaign is a draw).

After playing through this historical campaign, why not start it again, but this time swap sides to see how much better (or worse) you fare?

COMBINING KILLZONES

It is possible to create a larger battlefield using the Ministorum Shrine battlefield and another Kill Team board by joining them together as shown below. Note that the main entrance doorway must be placed adjacent to the other gaming board. You can then use this battlefield for missions of your own creation, or for 3- or 4-player missions. Be advised, though, that if you are playing a matched play mission for 3 or 4 players on such a battlefield, kill teams in the Ministorum Shrine might have an advantage (or disadvantage) compared to those 'outside', depending on the mission you are playing, placement of objective markers and so forth. Therefore, players should only play such a mission on this kind of battlefield if everyone agrees.

If you are combining Killzone: Ministorum Shrine with another Kill Team board, then the rules for Killzone: Ministorum Shrine only apply on the Ministorum Shrine board. The rules for fighting in ultra-close confines (pg 22-23) apply to the whole battlefield, but the Point-Blank Overwatch Tactic can only be used if the model firing overwatch is in the Ministorum Shrine, or the model charging it is in the Ministorum Shrine when the charge is declared.
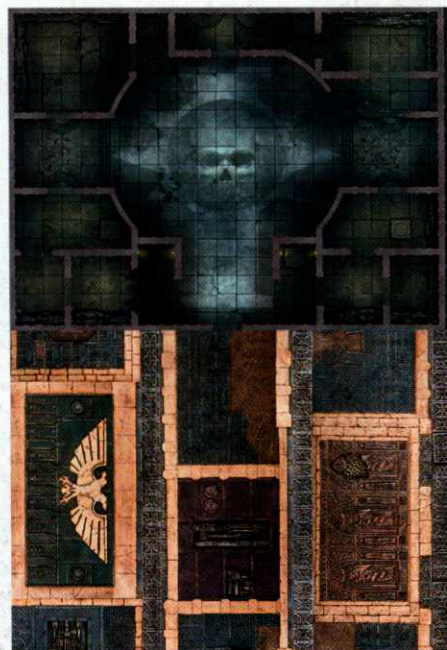
WARHAMMER 40,000

KILL TEAM

BATTLE TO THE DEATH FAR FROM THE GUIDING LIGHT OF TERRA

Rogue Trader Elucia Vhane and her Starstriders seek to colonise new worlds at the behest of the Imperium's mightiest leader. Their quest aims to travel far beyond the Chaos contamination that threatens to engulf Mankind. Yet nowhere is safe, for the twisted tendrils of corruption have followed them even beyond the borders of the Imperium. On a distant frontier, the Gellerpox Infected stalk the elite Elucidian Starstriders, with the hopes of Mankind hanging in the balance. Desperate battles rage aboard the cramped and claustrophobic confines of the shuttle the *Truehawk*, and then continue planetside, in the echoing chambers of a Ministorum shrine. Can the Rogue Trader and the deadly specialists she has forged into a team defeat the hulking Vulgrar Thrice-Cursed and his virulent band of mutated followers? Can the cutting edge of human skill match the loathsome gifts granted by the Dark Gods?

Kill Team Rogue Trader is an expansion for Warhammer 40,000: Kill Team. It adds new factions, environments, and rules to the game, including new Tactics and Commander upgrades. New missions are included that allow players to recreate desperate clashes beyond the borders of known space. Inside you will also find background on Rogue Traders, each of the Elucidian Starstriders and the Gellerpox Infected, as well as a complete showcase of expertly painted Citadel Miniatures.