

KILL TEAM CAMPAIGNS

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

INTRODUCTION

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



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

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

Roster Sheets

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

Playing a Campaign

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

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

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

Team Points

When you build your team, it's 'Team Points' will be equal to the team's initial points total (usually 250 points). Once you have started the campaign, your Team Points will change after every game. Every time you buy or lose models, or add/sell wargear, your Team Points must be adjusted to reflect the overall points value of your team. Also, a model's Experience Level is always added to its points value. For example, a Tactical Marine (base points 16) with a Level of 3 would be worth 19 points.

Requisition Points

Requisition Points are a separate store of points that you can use to add new recruits, purchase new wargear, or recruit Legendary Heroes. You do not add your Requisition Points total to your Team Points, they are not counted until you spend them.

Groups

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

Groups always gain EXP and roll for advancement together using the Core Advancement Chart, with all models in the Group gaining the same advance. Models roll for injury separately, on the Core Injury Chart.

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

As with other new models, you must pay their base cost and any options they take. In addition you must add 1 point to their cost per Level of the Group.

A Group still counts as individual models during a battle (unless they are a Squad), they are only 'grouped' in regards to the campaign rules.

Squads

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

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

Disbanding Teams and Models

You may disband your old team at the end of any game and start again with a new one. All the models in the original team and any wargear or

other benefits they acquired are lost. You can also dismiss any model in your team at any time, treating him in exactly the same manner as if he rolled Dead! on the Injury Chart.



Post Battle Sequence

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

1. Injuries

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

2. Allocate experience

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

3. Roll on the Requisition chart

See the Requisition section for details.

4. Make any Unique Weapon rolls

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

5. Look for Legendary Heroes

If you want to hire any.

6. Buy and Sell stuff

Purchase new models and buy/sell equipment.

7. Update your Team Points total

You are now ready to fight again!

INJURIES

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

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

Death of a Model

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

Losing Your Team Leader

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

End Game Stunned Models

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

CORE INJURY CHART (Roll a D6):

1. Dead!

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

2. Winded

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

3-6. Full Recovery

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

SPECIAL INJURY CHART (Roll a D6):

1. In Serious Trouble...

Roll again:

1-2. Dead!

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

3-4. Major Injury

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

- 1-2. Chest: Toughness -1
- 3-4. Limbs: Attacks -1 (min. 1)
- 5-6. Head: Leadership -1

5-6. Minor Injury

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

- 1. Strength -1
- 2-3. Ballistic Skill -1
- 4-5. Weapon Skill -1
- 6. Initiative -1

2. Beaten Up

Roll again:

1. Madness

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

2-3. Battered and Bruised

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

4-6. Winded

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

3-6. Full Recovery

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

EXPERIENCE

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

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



Earning Experience

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

EXPERIENCE POINTS GAINED:

All models:

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

Team Leader and Special models:

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

Team Leader models:

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

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

Experience Levels

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

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

Level	EXP	Level	EXP
1	2	11	32
2	4	12	36
3	6	13	41
4	8	14	46
5	11	15	51
6	14	16	57
7	17	17	63
8	20	18	69
9	24	19	76
10	28	20	83

Advance Rolls

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

Underdogs

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

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

Characteristic Maximums

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

SPECIAL ADVANCEMENT CHART (Roll 2D6)

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

CORE ADVANCEMENT CHART (Roll 2D6)

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

11-12. The lad's got talent!

The model, or one model in the Group (your choice), changes from Core to Special. The model leaves a Group if it was in one. Move the model from the Core section of the roster sheet to the Special section. The model keeps all wargear and rules, and may immediately make one roll on the Special Advancement Chart. The remaining members of the Group, if any, roll again for the advance that they have earned, re-rolling any results of 11-12. The newly promoted model must still abide by any wargear restrictions its entry dictates, but does not count towards the Model Allowance restrictions for Special models.



SKILLS

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

If you wish, you may choose a skill from the General Skills list instead. Any model can choose a General skill, regardless of specialisation.

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

General Skills

Sprint

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

Acrobat

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

Dive

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

Drop and Roll

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

Tenacity

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

Ambusher

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

Target Priority

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

Catfall

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

Combat Skills

Never Tell Me the Odds

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

Knife Expert

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

Combat Master

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

Counter Attack

The model gains the Counter Attack special rule.

Hammer of Wrath

The model gains the Hammer of Wrath special rule.

Dodge

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

Impetuous

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

Parry

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

Mighty Blow

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

Shooting Skills

True Grit

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

Heavy Weapon Specialist

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

Ranged Expert

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

Crack Shot

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

Eagle Eyes

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

Hip Shooter

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

Sniper Artist

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

Grenadier

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

Pistolier

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

Leadership Skills

Medic

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

Master of Manoeuvre

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

Deceitful

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

Tactician

The radius of his Inspiring Presence is increased a further 6".

Intimidating

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

Dauntless

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

Psyker Skills

Additional Psychic Power

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

Critical Reserves

At the start of its Movement phase the Psyker may choose to gain an additional Warp Charge for this turn, if it does so it must take a Toughness test. If the Psyker fails this test he takes a Wound with no saves of any kind allowed and does not gain the bonus Warp Charge.

The Power Within

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

Concentrated Mind

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

REQUISITION

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

REQUISITION CHART (Roll 2D6)

The winning team may re-roll one D6.

2-3. Nothing!

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

4. Shrine

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

5. Looted the Battlefield

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

6-8. Requisition Increase

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

9. Reinforcements Arrive

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

10. Eureka Moment

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

11-12. Unique Weapon

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

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

New Recruits

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

For example, a Space Marine player has 25 Requisition Points. If he wishes, he can spend these points on adding a Tactical Marine to his team (16 points) and equipping him with a Flamer (5 points), he would then have 4 Requisition Points left. The Space Marine player would still need to follow any restrictions for buying models, such as Model Availability (max 20 Core models) and max 1 weapon option for every 5 Tactical Marines.

Selling Wargear

A player may trade in optional wargear at the same time he buys new ones. After all, as team's become more powerful they often abandon their earlier armament in favour of something better. However, the second-hand value of wargear is not high due to the considerable wear and tear inflicted on it by your models. You can sell your wargear for half its original points cost (rounding down), this value is added to your Requisition Points. As soon as you sell a model's weapon he reverts back to his default equipment – i.e. what he originally exchanged the optional weapon for. You may not sell default equipment. Adjust the model's points value accordingly (i.e. as if he never had the weapon).

For example, a Space Marine player wants to sell a Plasma Gun from a Tactical Marine. If he does this, he gets 7 points added to his Requisition Points and the model with the Plasma Gun now reverts to his default weapon, a Boltgun. The Tactical Marine now reduces in his points value from 31 to 16.

Purchasing Wargear

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

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

UNIQUE WEAPONS

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

1. Determine Base Weapon

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

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

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

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

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

2. Determine Special Characteristics

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

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

The rarity of your Unique Weapon determines how many characteristics your weapon has. Roll on the chart opposite to find out what special rules the weapon has: roll once for Uncommon weapons, twice for Rare weapons, and three times for Relics.

For each characteristic add an additional 10 points to the value of the weapon, if you roll a special rule twice or the weapon already has the rule, roll again on the chart. The ‘Powerful’ and ‘Biting’ results are stackable.

CHARACTERISTIC CHART (Roll a D6)

Re-roll duplicate special rules.

1. Stunning

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

2. Master-crafted

The weapon gains the Master-crafted special rule.

3. Rending

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

4. Powerful

Adds +1 to the Strength of the weapon.

5. Biting

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

6. Shredding

The weapon gains the Shred special rule.

Finally, you must combine all these elements and make up a name for your Unique Weapon. Here are a few examples:

- *The Wrath of Baal* – Rare Power Fist with Master-crafted and Stunning.
- *The Greater Good* – Relic Plasma Rifle with Biting, Stunning and Powerful.
- Big ‘Toof - Uncommon Big Choppa with Powerful.

Dead Models with Unique Weapons

Unique Weapons are revered relics that teams will stop at nothing to recover if its owner is felled in battle. If a model with a Unique Weapon rolls the Dead! result on the Injury table, the artefact has a chance to be lost. If the team with the Unique Weapon has won this game, they may recover the weapon without risk - the Unique Weapon may then be given to any model in their team that has the ability to use it (i.e. has the base item in their entry or options). If there are no models eligible the weapon is lost. If the team has lost their game however, roll a d6 - on a 4-6 you have recovered the weapon (as above), on a 1-3 the weapon is lost forever!

LEGENDARY HEROES

This section introduces Legendary Heroes – powerful single models – to Kill Team campaign games. They only provide their services to their forces that have the required need and resources. Legendary Heroes do not have to be heroic soldiers; they can also be mighty war machines or useful support vehicles.

Looking for Legendary Heroes

After a battle, once all Requisition has been rolled for, you can send your Team Leader to request the aid of one of these Legendary Heroes. If you want to look for a Hero, roll a d6. If you roll equal or under your Team Leader's Initiative value he has located a Legendary Hero. If you have lost the previous battle, you may re-roll the die. Heroes will go where they are most needed after all!

Recruiting Legendary Heroes

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

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

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

Requisition and Upkeep Fees

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

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

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

Injuries, Experience, Equipment and Points

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

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

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

Legendary Squads

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

Where to Find Legendary Hero Entries

You can find Legendary Heroes to use in your campaign at: heralds-of-ruin.blogspot.co.uk. We will be adding new Heroes often, so keep checking back.

