

KILL TEAM

LEGENDARY HEROES

Below are Legendary Heroes for you to use in your Kill Team campaigns. For rules on how to use Legendary Heroes, see the 'Kill Team: Campaigns' document.

Handal Solokan

Ex-Rogue Trader, The Distrustful

Once a respectable Rogue Trader and holder of the Warrant of Trade, Solokan is now a hunted man by the Inquisition. Deemed a Heretic for trading with unsanctioned alien races, Solokan has been hitchhiking passage from whoever will take him towards the outer rim of the galaxy, where he hopes he can live out his days away from Inquisitorial eyes. Unfortunately Solokan has a habit of ending up in the wrong place at the wrong time and ending up having to barter refuge with aliens of all kinds to shy away from the Inquisition's grasp.

Requisition Fee: 30 points

Upkeep Fee: 5 points

May Hire: Black Templars, Blood Angels, Dark Angels, Necrons, Space Marines, Space Wolves, Orks, Imperial Guard, Tau Empire

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	2	9	4+



Wargear:

The Serpent's Tongue, Custom Pulse Pistol, Talisman of Iyanden, Refractor Field, Carapace Armour, Frag, Krak and Psyk-out Grenades

The Serpent's Tongue – One of the few weapons Solokan has 'legally' traded, The Serpent's Tongue is a knife originally of Dark Eldar design and hums with vile intent. The Serpent's Tongue has the following profile:

	Range	S	AP	Type
The Serpent's Tongue	-	User	3	Melee, Fleshbane

Custom Pulse Pistol – Solokan has heavily modified and overcharged a Tau Pulse Pistol so that it fires somewhat like a shotgun. The Custom Pulse Pistol has the following profile:

	Range	S	AP	Type
Custom Pulse Pistol	Template	5	5	Pistol, Pinning

Talisman of Iyanden – Stolen from the field of battle, Solokan has embedded a Spirit Stone within a talisman in the hopes it would deflect the Inquisition's gaze. It does nothing of the sort of course, but does seem to provide some small manner of prescience... Solokan may re-roll his armour save, and all Eldar models gain the Hatred (Solokan) special rule.

Special Rules:

Stubborn, Suspicious, Flee!

Suspicious – Solokan is permanently suspicious. He must always end his movement or run move more than 6" away from any friendly model.

Flee! – Solokan has become adept at running away when he deems fortune isn't going his way. Solokan rolls 3d6 for his fall back distance.

Vethrfolnir

The Lone Wolf, Psyker Hunter

Vethrfolnir is the lone survivor of his pack, the rest killed on the planet of Carna during the Vardia campaign against Chaos. His pack destroyed, Vethrfolnir has become a Lone Wolf. Wandering the galaxy, he has vowed to hunt down the Chaos Lord Fahltac – the Sorcerer of Tzeentch that destroyed the rest of his pack with lethal warp lightning. Acquiring a number of artefacts during his quest, he has become adept at hunting down psykers and resisting the effects of their warp powers.



Requisition Fee: 55 points

Upkeep Fee: 9 points

May Hire: Black Templars, Blood Angels, Space Marines, Space Wolves, Imperial Guard

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	2	9	3+

Wargear:

Warpbane, Bolt Pistol, Power Armour, Frag & Krak Grenades

Warpbane – Vethrfolnir acquired his axe Warpbane during his service in the Deathwatch. Warpbane counts as a Power Axe with the Master-crafted special rule. It also always wounds any model with the Psyker or Daemon rule on a 2+.

Special Rules:

Counter-Attack, Acute Senses, Hatred (Psyker), Fearless, Adamantium Will

Altariel

The Outcast, Pathfinder

Altariel hails originally from the Alaitoc craftworld, but has walking the Path of the Outcast for centuries. Altariel is contacted by the Farseer's of her race very occasionally, and when they do it is usually only when an item of great importance needs recovering. Although rarely seen by their rescuer, Altariel comes to the aid of non-Eldar races if it aids her in her current mission. A key enemy commander could suddenly drop dead of a head wound, or the enemies key supply chain would be broken without cause.



Requisition Fee: 40 points

Upkeep Fee: 7 points

May Hire: Black Templars, Blood Angels, Dark Angels, Dark Eldar, Eldar, Grey Knights, Sisters of Battle, Space Marines, Space Wolves, Orks, Imperial Guard, Tau Empire

WS	BS	S	T	W	I	A	Ld	Sv
3	5	3	3	2	4	1	9	5+

Wargear:

Ranger Long Rifle, Shuriken Pistol, Holo-field

Holo-field – Altariel activates her Holo-field when she needs to keep her objective (whether person or object) out of sight of the enemy. At the start of any Shooting phase Altariel may choose one model within 24", this model has the Shrouded special rule until Altariel's next turn.

Special Rules:

Fleet, Infiltrate, Scouts, Shrouded, Pathfinder, Preferred Enemy (Target)

Pathfinder – May ignore both difficult and dangerous terrain.

Preferred Enemy (Target) – Choose one enemy model at the start of the battle. Altariel gains the Preferred Enemy special rule against that model for the rest of the game.

Davian Thule

The Lost Dreadnought, Blood Raven

Davian Thule was once a mighty Captain of the Blood Raven space marine chapter, but he and his men were at the forefront of a Tyranid swarm that invaded the planet Calderis. Holding the line at the cost of many of his men, Davian Thule was mortally wounded in the attack. Entombed within the shell of a Dreadnought, Thule took part in the following Typhon campaign and was thought lost when the planet was the victim of an Exterminatus to try and close a warp rift. However, protected by his impervious Dreadnought armour Thule weathered the planet-killing bombardment and fled into the warp rift – where he roams, appearing when he is needed the most.



Requisition Fee: 100 points

Upkeep Fee: 17 points

May Hire: Black Templars, Blood Angels, Dark Angels, Grey Knights, Sisters of Battle, Space Marines, Space Wolves, Imperial Guard

WS	BS	S	FA	SA	RA	HP	I	A
5	4	6	12	12	10	3	4	2

Unit Type: Vehicle (Walker)

Wargear:

Dreadnought Close-combat Weapon with built-in Storm Bolter, Assault Cannon, Smoke Launchers

Special Rules:

Hatred (Tyranids), Hatred (Chaos Space Marines), Hatred (Daemons), Damaged

Damaged – Thule was massively damaged during his flight into the warp, and although he has had many battlefield repairs his machine spirit isn't quite what it used to be, with any major damage crippling his systems. If Thule suffers a glancing hit, he also suffers the effects of Shaken.

Kalktar Por

Kroot Mercenary, Master Tracker

Kalktar is a Kroot mercenary, selling his services to the highest bidder. Although usually found on missions within the jungles of death planets, Kalktar has been known to accept contracts in hive cities, where his second-to-none tracking abilities can be transferred. A rarity among his kin, Kalktar has developed some basic psychic abilities.

Requisition Fee: 35 points

Upkeep Fee: 6 points

May Hire: Black Templars, Blood Angels, Dark Angels, Dark Eldar, Eldar, Grey Knights, Sisters of Battle, Space Marines, Space Wolves, Orks, Imperial Guard, Tau Empire

WS	BS	S	T	W	I	A	Ld	Sv
4	3	4	3	2	3	2	8	6+

Wargear:

Shredder Pistol, Combat Knife, Improvised Armour

Shredder Pistol – This is a projectile weapon that fires long, sharp crystalline shards that impale their target and explode. The Shredder Pistol has the following profile:

	Range	S	AP	Type
Shredder Pistol	12"	5	-	Pistol, Twin-linked, Detonate*

*Detonate: If a model is taken out as a casualty due to a hit from the Shredder Pistol, place a blast template where it died. Everything under the template suffers a S5 AP- hit.

Special Rules:

Infiltrate, Move Through Cover, Fieldcraft, Stealth, Psyker (Master Level 1), Master Tracker

Fieldcraft – Kalktar gains +1 to his cover save in woods or jungles.

Master Tracker – Kalktar may always shoot and charge 'hidden' models.

Psyker – Kalktar gains the Divination power Scrier's Gaze.