

KILL TEAM

LEGENDARY HEROES

For rules on how to use Legendary Heroes, see the Kill Team Campaigns rules.

HANDAL SOLOKAN

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

Requisition Fee: 30 points

Upkeep Fee: 5 points

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

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.



Wargear:

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

Special Rules:

- Stubborn
- Suspicious
- Flee!

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.

Suspicious – Solokan is permanently suspicious. If Solokan is unengaged and within 6" of a friendly model at the start of his movement phase roll a d6. On a 2+ he acts fine, but on a 1 he immediately falls back as if he had just failed a Morale test.

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

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

Requisition Fee: 55 points

Upkeep Fee: 9 points

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

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.

Wargear:

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

Special Rules:

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

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+.



ALTARIEL

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

Requisition Fee: 40 points

Upkeep Fee: 7 points

May Hire: All except Tyranids, Chaos Daemons and Chaos Space Marines.

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.



Wargear:

- Ranger Long Rifle
- Shuriken Pistol
- Holo-field

Special Rules:

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

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.

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

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

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, Inquisition

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

Unit Type:

Vehicle (Walker)

Wargear:

- Power Fist with built-in Storm Bolter
- Assault Cannon
- Smoke Launchers

Special Rules:

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

weathered the planet-killing bombardment and fled into the warp rift – where he roams, appearing when he is needed the most.

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

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

Requisition Fee: 35 points

Upkeep Fee: 6 points

May Hire: All except Tyranids, Black Templars, Chaos Daemons and Chaos Space Marines.

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.

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.

Wargear:

- Shredder Pistol
- Combat Knife
- Improvised Armour

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 has the Divination power Scrier's Gaze.



DAKNOTH THE SLAYER

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

Requisition Fee: 55 points

Upkeep Fee: 9 points

May Hire: Chaos Space Marines, Chaos Daemons

Daknoth is a mighty champion of Chaos who boasted loudly that he was the greatest warrior in the galaxy. Slaanesh heard his shout and cursed Daknoth to hunt and prove himself against other great warriors for all eternity. Daknoth travels the four corners of the galaxy, travelling with different warbands in order to seek out and challenge the champions of every race.



Wargear:

- Power Armour
- Frag & Krak Grenades
- Bolt Pistol
- Helfang
- Aura of Dark Glory

Special Rules:

- Champion of Chaos
- Fearless
- Mark of Slaanesh
- Duellist
- Champion's Boon

Helfang – Daknoth won Helfang in a duel with the Lord of the Doom Scrier warband. After slaying him, Daknoth was offered the role as Lord of the warband, which he refused in order to continue his eternal hunt. Helfang has the following profile:

	Range	S	AP	Type
Helfang	-	User	2	Melee

Duellist – Daknoth may issue and accept Challenges in the same way as Characters. In addition, Daknoth may re-roll any failed To Hit rolls whilst taking part in a challenge.

Champion's Boon – When Daknoth slays a Team Leader in a challenge, he may re-roll his roll on the Chaos Boon table.

KOVHURT DEADEYE

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

Requisition Fee: 25 points

Upkeep Fee: 4 points

May Hire: Orks

Kovhurt is a rarity among Orks (some might say outcast) in that he can shoot straight. But his gifts at such un-Ork things like aimin' and sneakin' have made him unpopular with his Ork peers. Kovhurt finds himself regularly shunned by one mob, only to become quickly accepted by another for his lethal skills.



Wargear:

- Kustom Snypa
- Choppa
- Stikkbomb
- Improvised Armour

Special Rules:

- Furious Charge
- Mob Rule
- Waaagh!
- Infiltrate
- Move Through Cover
- Stealth
- Deadeye

Kustom Snypa – Kovhurt has bashed together a custom slugga made from Imperial Sniper Rifle parts to make him shoot betta' - with added orkiness of course. The Kustom Snypa has the following profile:

	Range	S	AP	Type
Kustom Snypa	36"	X	6	Assault 1, Sniper, Rending

Deadeye – Kovhurt is an exceptional marksman, even by normal non-ork standards. He may re-roll any To Hit rolls of 1 when shooting.