

# KILL TEAM TRANSPORTS

*An optional Transport vehicle supplement for the Kill Team ruleset.*

## INTRODUCTION

Transports are a great way to add narrative to a game of Kill Team, you can imagine your tooled up team driving flat out into enemy territory under a hail of fire and disembarking on an important enemy objective.



However, these rules are definitely meant to be optional - Transports add a lot more complexity to games of Kill Team, so it is recommended that only players with a few games under their belt play with these rules. To use Transports, use all the normal rules for vehicles and Transports found in the Warhammer 40,000 rulebook along with the additional rules found here.

## GENERAL RULES

### Choosing Your Transport

At the end of this document you will find unit entries for all Transports available in Kill Team. You will notice their points cost will differ from Codex values. This is intentional, as the scale of the battle is very different in Kill Team and Transports affect the game in a much bigger way. You may have as many Transports at the same as you can afford - but be careful, they take up a large chunk of points and tend not to last long in game!

Transports may be used in single, non-campaign games if both players are happy to do so. If both players are using Transports in a single game, increase the points limit from 250 to 300 to accommodate the expense. If only one player is using a Transport, he has to find the points from the usual 250!

Campaign games have different rules to follow when requisitioning Transports, see the Campaign Rules section below.

### Transport Capacity

Transports may carry a number of models up to its Transport Capacity; these models do not have to be in the same unit. For example, a Rhino may carry a total of 10 models regardless if the 10 models are in the same unit. The models may embark and disembark separately (unless they're in a Squad).

### Firing Points

Any model embarked in a Transport may fire out of its firing points, and may target different units. If the Transport is charged, embarked models may fire Overwatch through its firing points as normal (they all fire together, as described in the Kill Team rules). You may only fire Overwatch out of the firing points once per turn.

### Shooting

The Transport does not have to fire all of its weapons at the same unit.

### Mission Objectives

Transports may not claim or contest objectives, or play any part in a mission (e.g. hold a hostage or pick up Relics). A Transport may not carry models that are carrying mission 'objectives' such as Relics, markers, etc. A Hostage may not be carried in a Transport.

### Vehicle Damage

Follow the 'Effect of Damage on Passengers' rules on page 80 of the Warhammer 40,000 rulebook as normal. In addition, any hit on passengers suffered by the effects of an Explodes! result have the 'Flamer' rule found in the Kill Team rules. This does not extend to those hit by the 'external radius' of the explosion (which is more lethal debris than fireball). A model that shot at the Transport in the turn it was destroyed may declare a charge at any of its occupants.

# NEW RULES

As Kill Team is a skirmish sized game, more complex rules may be introduced in regards to vehicles - adding depth and greater tactics. Following are a number of additional rules to use when playing with Transports.



## Unconcealable

Transports are big vehicles that are difficult to hide, even in the close proximities of a Kill Team battlefield. Any cover save a Transport receives takes a -1 penalty unless more than 50% of the vehicle is obscured. For example, if a Transport has a 4+ cover save from being obscured by a section of ruin, this is reduced to a 5+ *unless* the ruin obscures more than half of the vehicles facing.

## Dodge

If an un-Immobilised Transport comes under fire, the driver can swerve and jink to avoid taking damage. After the enemy has rolled To Hit against a Transport, but before armour penetration rolls are made, you can choose to Dodge until the end of its next turn. A dodging vehicle gains a 5+ cover save, but may only fire Snap Shot and may not embark or disembark passengers.

## Step on It!

To represent the limited manoeuvrability of a fast moving vehicle, a Transport that is moving over 6" in its Movement phase can only make a single pivot on the spot of up to 90 degrees - however this pivot may be made at any point during its move.

## Moving Flat Out

Before a Transport makes a Flat Out move, it may make a single pivot on the spot of up to 90 degrees. Thereafter, it must make its Flat Out move directly forwards in a straight line.

## Battlefield Repairs

Any model with access to their armoury may take a 'Tool Kit' for 5 points allowing them to make a battlefield repair. During their shooting phase, a model with a Tool Kit may try and repair a single friendly vehicle they are touching or are embarked upon instead of making a shooting attack. Roll a D6. On a 6 you may either restore a Hull Point lost earlier in the battle, or repair an Immobilised result suffered earlier in the battle, this is effective immediately.

## Crashed

If a Transport fails a Dangerous Terrain test and becomes Immobilised it also Crashes! If the vehicle moved under 6" before it Crashed nothing extra happens. If the distance was 6" or over however, roll on the chart below to see what happens:

### TRANSPORT CRASH CHART (Roll D6):

- |      |  |
|------|--|
| 1-2. | The vehicle hits the object with so much force it crumples! The front armour value of the Transport is reduced by 1 for the rest of the game. Additionally, all models within the vehicle suffer a S2 AP- hit.   |
| 3-4. | The vehicle flips over! Immediately turn the vehicle model onto its back. All passengers must immediately disembark in exactly the same way as if they were being thrown from a Wrecked vehicle. The vehicle may not fire any weapons or carry passengers while it is flipped. As soon as the vehicle's Immobilised result is fixed it flips back over and may act normally. |
| 5-6. | The vehicle skids! Instead of immediately stopping at the point the vehicle entered the terrain, the vehicle may complete its full movement before becoming Immobilised at the end of the move.  |

# CAMPAIGN RULES

## Don't Scratch the Paint!

Transports are valuable resources that are only given to team leaders that have proven themselves in the field. A player may buy a Transport in the 'Buy and Sell stuff' phase of a Campaign once his Team Leader has reached Experience Level 5. This is done in exactly the same way as buying a new model for a team. If at any point the team leader is killed, the Transport is still kept by the team until it is lost (or until they can't afford the Upkeep Fee). The team would not be able to buy a new one until the new team leader reaches Level 5.

*Forging the Narrative:* Of course, both players can also agree that a Transport may be used temporarily during a thematic mission of your own creation without cost! This could also a good plot point to introduce new players into a running campaign – both giving them an underdog advantage and a thematic device to create a story from (e.g. the new team has just drop podded in from an orbiting strike cruiser).

## Requisition and Upkeep Fees

When a team requisitions a new Transport, you must pay its Requisition Fee. Subsequently, after each battle the Transport is used, excluding the first, you must pay its Upkeep Fee if you want the Transport for future battles. The Upkeep Fee represents the maintenance cost of the vehicle (fuel, repairs, etc.). If the Transport is lost, or you no longer want it, you don't have to pay any upkeep.

These costs are indicated in the entries for each Transport. The points paid come from the team's Requisition Points 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 Transport, or want to spend it on other things, it is taken from the Team.

## Equipment, Experience and Points

Transports may buy options as listed in their entry (both when it is requisitioned and during the campaign), but you do not gain any points back from 'selling' optional equipment. Also, Transports do not earn Experience Points. You always add a Transport's Requisition Fee plus any options you take to your Team Points value. If the Transport is lost or you dismiss it, your Team Points will be reduced by this value.



## Permanent Damage

If a Transport is either Wrecked or Explodes! during a game, you must roll on the following table to determine what permanent damage it has acquired. Reduce the dice roll by 1 if the vehicle rolled an Explodes! result.

### TRANSPORT PERMANENT DAMAGE CHART

Roll a D6. Explodes! results reduce by 1.

#### 1. Lost

The Transport has been blown up beyond repair! Remove the model from your roster.

#### 2. Substantial Damage

The vehicle has been permanently damaged.

Roll again:

1. **Hull** - Starting HP is reduced by 1.
2. **Armour** - All armour values are reduced by 1 (min. 1).
3. **Engine** - May never make a Flat Out move.
4. **Crew** - Reduce BS by 1 (min. 1).
5. **Drive** - Fails Dangerous Terrain tests on a 1 or 2.
6. **Volatile** - Any Explodes! result effects have +1S and +D6 range.

#### 3. Disgruntled Machine Spirit

The machine spirit of the vehicle is angry at the damage it has suffered. For the Transport's next battle, at the start of its Movement phase, roll a D6. On a 1 the model counts as being Shaken for the rest of the turn.

#### 4-6. Successful Repair

The wreck of the vehicle has managed to be fully repaired back to working order.

# TRANSPORT ENTRIES

## Imperial Rhino

*Space Marines, Blood Angels\*, Dark Angels, Black Templars, Space Wolves, Sisters of Battle\*\**

BS	FA	SA	RA	HP
4	11	11	10	3

**Requisition Fee:** 45 points

**Upkeep Fee:** 5 points

**Unit Type:** Vehicle (Tank, Transport)

### Wargear:

- Storm Bolter
- Searchlight
- Smoke Launchers

### Special Rules:

- Repair

### Transport Capacity:

- 10 models (may not transport models in Terminator armour).

### Options:

- May take any of the following:
  - Dozer Blade 5 pts
  - Storm Bolter 5 pts
  - Extra Armour 10 pts
  - Hunter-killer Missile 10 pts

\*Rhinos in a Blood Angels team gain the Fast unit type but their Requisition Fee is increased by 15 points.

\*\*Rhinos in a Sisters of Battle team gain the Shield of Faith special rule.

## Imperial Razorback

*Space Marines, Blood Angels\*, Dark Angels, Black Templars, Space Wolves*

BS	FA	SA	RA	HP
4	11	11	10	3

**Requisition Fee:** 70 points

**Upkeep Fee:** 7 points

**Unit Type:** Vehicle (Tank, Transport)

### Wargear:

- Twin-linked Heavy Bolter
- Searchlight
- Smoke Launchers

### Transport Capacity:

- 6 models (may not transport models in Terminator armour).

### Options:

- May replace Twin-linked Heavy Bolter with:
  - Twin-linked Heavy Flamer Free
  - Twin-linked Assault Cannon 20 pts
  - Twin-linked Lascannon 20 pts
  - Lascannon & Twin-linked Plasma Gun 20 pts
- May take any of the following:
  - Dozer Blade 5 pts
  - Storm Bolter 5 pts
  - Extra Armour 10 pts
  - Hunter-killer Missile 10 pts

\*Razorbacks in a Blood Angels team gain the Fast unit type but their Requisition Fee is increased by 15 points.

## Drop Pod

*Space Marines, Blood Angels, Dark Angels, Black Templars, Space Wolves*

BS	FA	SA	RA	HP
4	12	12	12	3

**Requisition Fee:** 45 points

**Upkeep Fee:** 5 points

**Unit Type:** Vehicle (Open-topped, Transport)

### Wargear:

- Storm Bolter

### Special Rules:

- Drop Pod Assault
- Immobile
- Inertial Guidance System

### Transport Capacity:

- 10 models

### Options:

- May replace Storm Bolter with:
  - Deathwind Launcher 15 pts
- May take the following:
  - Locator Beacon 10 pts

## Land Speeder Storm

*Space Marines*

BS	FA	SA	RA	HP
4	10	10	10	2

**Requisition Fee:** 60 points

**Upkeep Fee:** 6 points

**Unit Type:** Vehicle (Fast, Skimmer, Open-topped, Transport)

### Wargear:

- Heavy Bolter
- Jamming Beacon
- Cerberus Launcher

### Special Rules:

- Deep Strike
- Scouts

### Options:

- May replace Heavy Bolter with:
  - Heavy Flamer 10 pts
  - Multi-melta 15 pts
  - Assault Cannon 35 pts

### Transport Capacity:

- 5 models (Scout Sergeant and Scouts only)

## Grey Knight Rhino

*Grey Knights*

BS	FA	SA	RA	HP
4	11	11	10	3

**Requisition Fee:** 50 points

**Upkeep Fee:** 5 points

**Unit Type:** Vehicle (Tank, Transport)

### Wargear:

- Storm Bolter
- Smoke Launchers

### Special Rules:

- Repair
- The Aegis
- Psychic Pilot

### Psychic Power:

- Fortitude

### Transport Capacity:

- 10 models (may not transport models in Terminator armour).

### Options:

- May take any of the following:
  - Searchlight 1 pt
  - Dozer Blade 5 pts
  - Psybolt Ammunition 5 pts
  - Warp Stabilisation Field 5 pts
  - Storm Bolter 10 pts
  - Truesilver Armour 10 pts
  - Hunter-killer Missile 10 pts
  - Extra Armour 15 pts

## Grey Knight Razorback

*Grey Knights*

BS	FA	SA	RA	HP
4	11	11	10	3

**Requisition Fee:** 60 points

**Upkeep Fee:** 6 points

**Unit Type:** Vehicle (Tank, Transport)

### Wargear:

- Twin-linked Heavy Bolter
- Smoke Launchers

### Special Rules:

- Repair
- The Aegis
- Psychic Pilot

### Psychic Power:

- Fortitude

### Transport Capacity:

- 6 models (may not transport models in Terminator armour).

### Options:

- May replace Twin-linked Heavy Bolter with:
  - Twin-linked Heavy Flamer 25 pts
  - Twin-linked Assault Cannon 35 pts
  - Twin-linked Lascannon 35 pts
  - Lascannon & Twin-linked Plasma Gun 35 pts
- May take any of the following:
  - Searchlight 1 pt
  - Dozer Blade 5 pts
  - Psybolt Ammunition 5 pts
  - Warp Stabilisation Field 5 pts
  - Storm Bolter 10 pts
  - Truesilver Armour 10 pts
  - Hunter-killer Missile 10 pts
  - Extra Armour 15 pts

## Imperial Chimera

### Imperial Guard

BS	FA	SA	RA	HP
3	12	10	10	3

**Requisition Fee:** 70 points

**Upkeep Fee:** 7 points

**Unit Type:** Vehicle (Tank, Transport)

#### Wargear:

- Multi-laser
- Heavy Bolter
- Searchlight
- Smoke Launchers

#### Special Rules:

- Amphibious
- Mobile Command Vehicle

#### Transport Capacity:

- 12 models

#### Options:

- May replace Multi-laser with:
  - Heavy Flamer Free
  - Heavy Bolter Free
- May replace Heavy Bolter with:
  - Heavy Flamer Free
- May take any of the following:
  - Pintle Storm Bolter 10 pts
  - Pintle Heavy Stubber 10 pts
  - Dozer Blade 10 pts
  - Extra Armour 15 pts
  - Camo Netting 20 pts

## Inquisitorial Chimera

### Inquisition

BS	FA	SA	RA	HP
3	12	10	10	3

**Requisition Fee:** 70 points

**Upkeep Fee:** 7 points

**Unit Type:** Vehicle (Tank, Transport)

#### Wargear:

- Multi-laser
- Heavy Bolter
- Smoke Launchers

#### Special Rules:

- Amphibious

#### Transport Capacity:

- 12 models

#### Options:

- May replace Multi-laser with:
  - Heavy Flamer Free
  - Heavy Bolter Free
- May replace Heavy Bolter with:
  - Heavy Flamer Free
- May take any of the following:
  - Searchlight 1 pt
  - Dozer Blade 5 pts
  - Warp Stabilisation Field 5 pts
  - Storm Bolter 10 pts
  - Truesilver Armour 10 pts
  - Hunter-killer Missile 10 pts
  - Extra Armour 15 pts

## Immolator

### Sisters of Battle

BS	FA	SA	RA	HP
4	11	11	10	3

**Requisition Fee:** 80 points

**Upkeep Fee:** 8 points

**Unit Type:** Vehicle (Tank, Transport)

#### Wargear:

- Twin-linked Heavy Flamer
- Smoke Launchers

#### Special Rules:

- Shield of Faith

#### Transport Capacity:

- 6 models.

#### Options:

- May replace Twin-linked Heavy Flamer with:
  - Twin-linked Heavy Bolter w/ Inferno Bolts Free
  - Twin-linked Multi-melta 15 pts
- May take any of the following:
  - Searchlight 1 pt
  - Dozer Blade 5 pts
  - Storm Bolter 10 pts
  - Hunter-killer Missile 10 pts
  - Extra Armour 15 pts

## Chaos Rhino

*Chaos Space Marines*

BS	FA	SA	RA	HP
4	11	11	10	3

**Requisition Fee:** 45 points

**Upkeep Fee:** 5 points

**Unit Type:** Vehicle (Tank, Transport)

### Wargear:

- Combi-bolter
- Searchlight
- Smoke Launchers

### Special Rules:

- Repair

### Transport Capacity:

- 10 models (may not transport models in Terminator armour).

### Options:

- May take any of the following:
  - Combi-bolter 5 pts
  - Dirge Caster 5 pts
  - Dozer Blade 5 pts
  - Warpflame Gargoyles 5 pts
  - Combi-flamer, -melat or -plasma 10 pts
  - Extra Armour 10 pts
  - Havoc Launcher 12 pts
  - Destroyer Blades 15 pts
  - Daemonic Possession 15 pts

## Raider

*Dark Eldar*

BS	FA	SA	RA	HP
4	10	10	10	3

**Requisition Fee:** 80 points

**Upkeep Fee:** 8 points

**Unit Type:** Vehicle (Skimmer, Fast, Open-topped, Transport)

### Wargear:

- Dark Lance

### Special Rules:

- Night Vision

### Transport Capacity:

- 10 models

### Options:

- May replace Dark Lance with:
  - Disintegrator Cannon Free
- May take any of the following:
  - Shock Prow 5 pts
  - Torment Grenade Launchers 5 pts
  - Enhanced Aethersails 5 pts
  - Retrofire Jets 5 pts
  - Chain-snares 5 pts
  - Grisly Trophies 5 pts
  - Envenomed Blades 5 pts
  - Splinter Racks 10 pts
  - Night Shields 10 pts
  - Flickerfield 10 pts

## Venom

*Dark Eldar*

BS	FA	SA	RA	HP
4	10	10	10	2

**Requisition Fee:** 70 points

**Upkeep Fee:** 7 points

**Unit Type:** Vehicle (Skimmer, Fast, Open-topped, Transport)

### Wargear:

- Twin-linked Splinter Rifle
- Splinter Cannon
- Flickerfield

### Special Rules:

- Night Vision

### Transport Capacity:

- 5 models

### Options:

- May replace Twin-linked Splinter Rifle with:
  - Splinter Cannon 10 pts
- May take any of the following:
  - Retrofire Jets 5 pts
  - Chain-snares 5 pts
  - Grisly Trophies 5 pts
  - Envenomed Blades 5 pts
  - Night Shields 10 pts

## Wave Serpent

*Eldar*

BS	FA	SA	RA	HP
3	12	12	10	3

**Requisition Fee:** 110 points

**Upkeep Fee:** 11 points

**Unit Type:** Vehicle (Skimmer, Fast, Open-topped, Transport)

### Wargear:

- Twin-linked Shuriken Catapult
- Twin-linked Shuriken Cannon

### Special Rules:

- Energy Field

### Transport Capacity:

- 12 models

### Options:

- May replace Twin-linked Shuriken Catapult with:
  - Shuriken Cannon 10 pts
- May replace Twin-linked Shuriken Cannon with:
  - Twin-linked Scatter Laser 15 pts
  - Twin-linked Eldar Missile Launcher 20 pts
  - Twin-linked Starcannon 25 pts
  - Twin-linked Bright Lance 35 pts
- May take any of the following:
  - Spirit Stones 10 pts
  - Star Engines 15 pts
  - Vectored Engines 20 pts

## Trukk

*Orks*

BS	FA	SA	RA	HP
2	10	10	10	3

**Requisition Fee:** 45 points

**Upkeep Fee:** 5 points

**Unit Type:** Vehicle (Fast, Open-topped, Transport)

### Wargear:

- Big Shoota

### Special Rules:

- Ramshackle

### Transport Capacity:

- 12 models

### Options:

- May replace Big Shoota with:
  - Rokkit Launcha 5 pts
- May take any of the following:
  - Red Paint Job 5 pts
  - Grot Riggers 5 pts
  - Stikkbomb Chukka 5 pts
  - Boarding Plank 5 pts
  - Reinforced Ram 5 pts
  - Armour Plates 10 pts
  - Wreckin' Ball 10 pts

## Devilfish Troop Carrier

*Tau Empire*

BS	FA	SA	RA	HP
3	12	11	10	3

**Requisition Fee:** 90 points

**Upkeep Fee:** 9 points

**Unit Type:** Vehicle (Skimmer, Tank, Transport)

### Wargear:

- Burst Cannon
- Pair of Gun Drones
- Landing Gear

### Transport Capacity:

- 12 models (may not carry battlesuits)

### Options:

- May replace Pair of Gun Drones with:
  - Smart Missile System 20 pts
- May take any of the following:
  - Targeting Array 5 pts
  - Blacksun Filter 5 pts
  - Target lock 5 pts
  - Disruption Pod 5 pts
  - Decoy Launchers 5 pts
  - Sensor Spines 10 pts
  - Multi-tracker 10 pts
  - Flechette Discharger 10 pts
  - Up to two Seerker Missiles 10 pts each



## Ghost Ark

*Necrons*

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BS	FA	SA	RA	HP
4	11	11	11	4

**Requisition Fee:** 150 points

**Upkeep Fee:** 15 points

**Unit Type:** Vehicle (Skimmer, Open-topped, Transport)

**Wargear:**

- Quantum Shielding
- Two Gauss Flayer Arrays

**Special Rules:**

- Living Metal
- Repair Barge

**Transport Capacity:**

- 10 models (may only carry Warriors, Lords and Crypteks)