

MASTERS OF THE FORGE

**On Your Tabletop
Episode 118**

Expanded Kill Team Rules

Characters

Kill Team is really not meant to support Characters, particularly ones of any significant power level. Having said that, many stories are told from the perspective of a savvy Inquisitor or a cunning Aeldari Warlock. In these cases, you may wish to add one of these Characters to your Warband in your Narrative Play games.

Including a Character

Faction Keyword

In your Narrative Play scenarios, a Character may be included in any army regardless of Faction Keyword limitations so long as the inclusion of this character is agreed upon by all parties.

Kill Team Points

In order to accommodate a character and ensure they have a functional Kill Team to command, you may want to increase the points level of your game to 125 or 150. If you do decide to increase the points level of your game, then both players should employ a character in order to avoid overpopulation in the battlezone.

Model Points Cost

To calculate the points costs of your Character and their upgrades, use the costs in that Character's most recent rules. Do not use the points values for upgrades found in the Kill Team rules.

Rules

Look Out!

Any Character model within 3" of any other friendly model benefits from this rule. Impose a -1 penalty to hit for enemy units targeting this model in the Shooting Phase. Forego the automatic hit on a 6 against characters.

Narrative Play Mission

Monster Hunt

The galaxy is a dangerous place full of nightmares fit to haunt the nightmares of the most daring warrior. Terrifying creatures have been known to wander into a warzone and wreak havoc without prejudice. In these cases, sometimes a tentative truce can be worked out between these factions in order to take down this common foe.

The Kill Teams

This is a mission for two to four players. A Game Master is optional. Each player chooses a different Faction keyword to use for their Battleforged Kill Team for this scenario. The enemy consists of a single model whose points value is equal to the combined points value of all the Kill Teams engaging it combined. This model is the Quarry. The Quarry gets access to bonus Command Points like any other Kill Team if fewer points are used in its construction.

The Battlefield

Create the battlefield and set up terrain. An example of how you might do this is shown below. Essentially, the battlefield represents a clear path leading from one short edge of the battlefield to the other. This path represents a place where the Quarry often patrols or hunts. The battlefield should be dense with terrain on either side of this path.

Scouting Phase

Skip the Scouting Phase for this scenario.

Deployment

The players roll off. Each player alternates picking a corner of the battlefield in which to deploy all of their models and then does so. When they are finished, the next player picks a corner and sets up their models. Do this until all players have set up their Kill Teams. Once all of the Kill Teams have been deployed, roll a dice. On a 1-3, the Quarry is set up touching the center of the left short battlefield edge. On a 4-6, they start touching the center of the right short battlefield edge.

Battle Length

The game continues until one of the following occurs: the Quarry is rendered Out of Action, each Kill Team Leader is rendered Out of Action, or if the Quarry exits the Battlefield.

Special Rules - The Quarry

The single model representing the Quarry in this scenario must follow some level of narrative logic.

Logic

The Quarry is best represented by a Game Master. If one is not available, use the following priority for the Quarry's actions:

1. Kill several Team Members - The Quarry will, first and foremost try to shoot and/or assault more than one model.
2. Shoot or attempt to Charge the Team Member that did the most damage last turn. The Quarry will use the method that has the greatest potential to kill that team member.
3. Move towards the board edge opposite the one on which it started - the Quarry will not give chase on enemy models it cannot reliably expect to reach that turn.

If the Kill Team members are too cowardly to face it, the Quarry will move off the battlefield edge and all players will suffer the conditions of failure.

Measuring

Most Quarry will be large models. These powerful foes may measure from any part of their model for determining reach in combat.

Victory Conditions

Each Kill Team scores 1 Victory Point for each Wound their team does to the Quarry. The Kill Team which deals the blow which takes the Quarry Out of Action scores an additional Victory Point. Furthermore, the model which deals that blow gains +1 Experience for their Fire Team (or for themselves if they are a Specialist).

Resources

In a campaign game (see page 202), any Team that fails to do any damage to the Quarry and/or loses their Leader by the end of the scenario loses 2 Morale. If the Teams fail to kill the quarry, they all lose 3 Territory.

Tactics

Second Wind - Quarry Tactic - 1 CP

The Quarry regains d3 wounds previously lost.

Brachiation - Quarry Tactic - 1 CP

Use this Tactic during the Movement phase. The Quarry ignores vertical distances when moving or charging this turn.

Goad - Kill Team Tactic - 3 CP

The Quarry must move d6" directly towards one of the player's Team members.