

ESCALATION

Deep behind enemy lines, kill teams are often sent on covert missions of intelligence gathering, sabotage, and assassination. Often outnumbered by their foes, the prospect of reinforcements is always gladly received, and this month there are several of them!



Upon a million worlds, the fires of war burn bright and the cries of the damned echo to the heavens. Amidst the madness and the horror, elite bands of killers stalk each other through tangled jungles and echoing ruins, claustrophobic tunnels and blood-splattered trench-lines. These are the kill teams – hand-picked squads charged with completing the most dangerous and difficult missions, often behind enemy lines with little hope of support or reinforcement.

All sounds a bit bleak, doesn't it?

Fortunately, there are some new reinforcements this month to aid your elite band of warriors in their missions and maybe give them a little respite from the horrors of war, if only for a little while. They are the models from Warhammer Quest: Blackstone Fortress – Escalation.

NEW MODELS!

Blackstone Fortress – Escalation includes thirteen new Citadel Miniatures (five good guys, eight heretic scum), plus all their associated cards, for use in your games of Warhammer Quest. And now you can use them in Kill Team, too!



ESCALATION

Over the next few pages, you'll find new Kill Team datasheets for the five characters in Blackstone Fortress – Escalation, plus datasheets for the sinister-looking Cultists of the Abyss. The Sanctioned Psyker Aradia Madellan and the Crusader Gotfret de Montbard can be included in Astra Militarum kill teams, while the Tech-Priest Daedalusus and the Servitor X-101 can be recruited for the Adeptus Mechanicus. The Rogue Trader Neyam Shai Murad can fight alongside almost any Imperial faction. Aradia, Daedalusus, and Neyam are also all Commanders, which means you can recruit them at different skill levels.

On the evil side is the Cultist Firebrand (also a Commander) and the Cultists of the Abyss, which would make for an impressive-looking kill team in their own right.

USING YOUR BLACKSTONE FORTRESS – ESCALATION MINIATURES IN KILL TEAM

The rules presented here are intended to allow players to use the miniatures contained within Warhammer Quest: Blackstone Fortress – Escalation in their games of Kill Team. Each of the explorers and X-101 have been presented as a new datasheet, allowing you to take these varied characters as part of your existing kill teams, either as unique specialists or as Commanders. You will also find datasheets for using the Cultists of the Abyss and the deadly Cultist Firebrand.

Beta Rules

The rules presented here are in a beta state. As such, they might change over time or be reprinted elsewhere with modifications. We would like to take this opportunity to allow players to give us feedback on these rules; you can send any comments or suggestions to us at our Kill Team FAQ email address: killteam@gwplc.com.

Whilst these rules have been written for use in all types of Kill Team games – including matched play games – if you intend to use them at organised events, it is ultimately up to the event organiser as to whether these rules will be allowed or not (as is the case with all of our beta rules).

CULTIST FIREBRAND

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Cultist Firebrand	6"	3+	3+	4	4	3	3	6	4+	1
This model is armed with a hellfire torch, laspistol, frag grenades and krak grenades.										
ABILITIES	Explosive Demise: If this model is taken out of action, roll a dice before removing it from the battlefield; on a 5+ the warp energies contained within it burst out, and each model within 3" suffers 1 mortal wound.									
SPECIALISTS	Ferocity, Strength									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, COMMANDER, INFANTRY, CULTIST FIREBRAND									

WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellfire Torch	8"	Assault D6	5	-1	2	This weapon automatically hits its target.
Laspistol	12"	Pistol 1	3	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

KILL TEAM

MODEL	POINTS PER MODEL
Cultist Firebrand (Level 1)	70
Cultist Firebrand (Level 2)	80
Cultist Firebrand (Level 3)	90
Cultist Firebrand (Level 4)	105

CULTIST OF THE ABYSS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Cultist of the Abyss	6"	4+	4+	3	3	1	1	6	6+	-
Cultist of the Abyss Gunner	6"	4+	4+	3	3	1	1	6	6+	2
Cultist of the Abyss Champion	6"	4+	4+	3	3	1	2	7	6+	1
This model is armed with an autogun, frag grenades and krak grenades. Up to two Cultists of the Abyss in your kill team can be a Cultist of the Abyss Gunner, and one Cultist of the Abyss in your kill team can be a Cultist of the Abyss Champion. A Cultist of the Abyss Champion is instead armed with a stubcarbine, chainsword, frag grenades and krak grenades.										
WARGEAR OPTIONS	- One Cultist of the Abyss Gunner in your kill team may replace their autogun with a grenade launcher. - One Cultist of the Abyss Gunner in your kill team may replace their autogun with a heavy stubber.									
ABILITIES	Servants of the Abyss: You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.									
SPECIALISTS	Leader (Champion only), Demolitions (Gunner only), Heavy (Gunner only), Combat, Veteran, Zealot									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, INFANTRY, CULTISTS OF THE ABYSS									

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Heavy Stubber	36"	Heavy 3	4	0	1	-
Stubcarbine	18"	Pistol 3	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Cultist of the Abyss	5
Cultist of the Abyss Gunner	6
Cultist of the Abyss Champion	6

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainsword	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autogun	0
Grenade launcher	2
Heavy stubber	2
Stubcarbine	0
Frag grenade	0
Krak grenade	0

ARADIA MADELLAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Aradia Madellan	7"	3+	3+	3	3	4	3	8	5+	1
This model is armed with a laspistol and force stave.										
ABILITIES	Psychic Boost: At the start of each battle round, you can pick one ASTRA MILITARUM model from your kill team that is within 6" of this model. That model can ignore the penalty to hit rolls from any flesh wounds it has suffered until the end of that battle round.									
PSYKER	This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the Psybolt psychic power.									
SPECIALISTS	Psyker									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, ASTRA TELEPATHICA, SCHOLASTICA PSYKANA, COMMANDER, INFANTRY, PSYKER, PRIMARIS PSYKER, ARADIA MADELLAN									

WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Force Stave	Melee	Melee	+2	-1	D3	-

KILL TEAM

MODEL	POINTS PER MODEL
Aradia Madellan (Level 1)	70
Aradia Madellan (Level 2)	80
Aradia Madellan (Level 3)	90
Aradia Madellan (Level 4)	105

GOTFRET DE MONTBARD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Gotfret de Montbard	6"	3+	4+	3	3	3	4	8	4+	1
This model is armed with a power sword and storm shield.										
ABILITIES	Specialist Retainer: This model is always a Combat specialist, but this does not count towards the maximum number of specialists in your kill team. Hacking Advance: Each unmodified hit roll of 6 made for Gotfret de Montbard's attacks in the Fight phase scores 2 hits instead of 1. Storm Shield: This model has a 3+ invulnerable save.									
SPECIALISTS	Combat									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, CRUSADER, GOTFRET DE MONTBARD									

WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	User	-3	1	-

KILL TEAM

MODEL	POINTS PER MODEL
Gotfret de Montbard	20

X-101										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
X-101	5"	5+	5+	4	4	2	2	6	4+	1
This model is armed with a grav-gun and hydraulic claw.										
ABILITIES	Canticles of the Omnissiah Automaton: X-101 can never be a Specialist. Mindlock: X-101 has a Weapon Skill and Ballistic Skill characteristic of 4+, and a Leadership characteristic of 9, whilst it is within 6" of any TECH-PRIESTS from your kill team.									
SPECIALISTS	None									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, INFANTRY, SERVITOR, X-101									

WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Hydraulic claw	Melee	Melee	×2	-1	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

KILL TEAM	
MODEL	POINTS PER MODEL
X-101	10

DAEDALOSUS										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Daedalusus	6"	4+	3+	3	4	5	2	8	4+	1
This model is armed with an eradication pistol and servo-arc claw.										
ABILITIES	Canticles of the Omnissiah Ornate Bionics: This model has a 5+ invulnerable save. Omniscanner: At the start of the Shooting phase, you can select one enemy model that is within 24" of and visible to this model. Until the end of the phase, add 1 to hit rolls for attacks made by ADEPTUS MECHANICUS models from your kill team that are within 6" of this model that target the selected enemy model. Archeotech Device: Once per battle, at the end of the Movement phase, this model can activate an ancient archeotech device. If he does so, select one of the following effects: • Select one ADEPTUS MECHANICUS model from your kill team that is within 3" of this model. That model regains 1 lost wound. • Select one enemy model within 3" of this model. That model suffers 1 mortal wound.									
SPECIALISTS	Logistics									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, CULT MECHANICUS, COMMANDER, INFANTRY, TECH-PRIEST, DAEDALOSUS									

WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eradication pistol	12"	Pistol D3	6	-1	1	If the target is within 6" of the bearer, this weapon has a Type of Pistol 1, an AP of -3 and a Damage of D3.
Servo-arc claw	Melee	Melee	+1	-1	1	-

KILL TEAM	
MODEL	POINTS PER MODEL
Daedalusus (Level 1)	70
Daedalusus (Level 2)	80
Daedalusus (Level 3)	90
Daedalusus (Level 4)	105

NEYAM SHAI MURAD										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Neyam Shai Murad	6"	3+	3+	3	3	4	3	9	4+	1
This model is armed with two negotiator pistols.										
ABILITIES	Quick Draw: This model can shoot each turn as if it was Readied.									
	Servo-skull Assisted Targeting: This model does not suffer the penalty to hit rolls for the target being obscured.									
	Rogue Trader: This model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword.									
SPECIALISTS	Shooting									
FACTION KEYWORD	ADEPTUS ASTARTES, ASTRA MILITARUM, ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, ASTRA CARTOGRAPHICA, COMMANDER, INFANTRY, ROGUE TRADER, NEYAM SHAI MURAD									

WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Negotiator Pistol	12"	Pistol 2	4	-2	1	-

KILL TEAM	
MODEL	POINTS PER MODEL
Neyam Shai Murad (Level 1)	50
Neyam Shai Murad (Level 2)	65
Neyam Shai Murad (Level 3)	80
Neyam Shai Murad (Level 4)	105

