



# BADAB

MAHLSTROM KOMPLEX



THE TYRANT'S LEGION

BADAB WAR  
UNOFFICIAL MOD





# **TYRANT'S LEGION KILL TEAM - SUPPLEMENT FOR KILL TEAM - BADAB WAR**

## **Required rulebooks:**

- Kill Team Basic Rulebook (KT:G)**
- Kill Team Compendium (KT:C)**
- Kill Team Badab War unofficial Mod by Oss  
(KT:BW)**

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**LAYOUT: THE.UNKNOWN.FEAR**

**TRANSLATION: THE:UNKNOWN:FEAR**

**DEDICATED TO OUR FRIENDS BEIM IMPERATOR NICHTS NEUES PODCAST  
INSPIRED BY OSSIFIED MODS/TWOTHINQUOTES**

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**YOU NEED A COPY OF THE KILL TEAM CORE BOOK AND THE COMPENDIUM, ALSO THE UNOFFICIAL KILL TEAM BADAB WAR MODS FROM [ossifiedsite.wordpress.com](https://www.ossifiedsite.wordpress.com) TO  
USE THIS SUPPLEMENT**

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# TYRANT'S LEGION KILL TEAM

The **TYRANT'S LEGION KILL TEAM** is an extension of the Astral Claws Kill Team from the KT: BW Mod.

It is a combination of Astral Claw Astartes and the Tyrant's mortal auxiliaries. The Kill Team is put together as described on page 31 of the KT:BW, with the following changes:

- It is possible to choose the following Fire Teams:  
**TYRANT'S LEGION MARAUDERS** and **TYRANT'S LEGION VETERANS**
- The following option can be chosen as a Support Operative:  
Tyrant's Legion Ogryn

The two additional options for Fire Teams apply with regard to the choice of the Sergeant archetype and the side missions such as Tactical Fire Teams.

A **TYRANT'S LEGION MARAUDERS** Fire Team consists of 7 Operatives, which can be chosen from the following:

- Marauder-Warrior, equipped with laser rifle and bayonet
- Marauder-Comms, equipped with laser rifle and bayonet
- Marauder-Gunner, equipped with bayonet and one of the following options:
  - Flamethrower, Grenade Launcher, Melta, Plasma Rifle, Sniper Rifle
- Marauder-Beastman, equipped with an autopistol and one of the following options:
  - Club or Butcher's Knife

A **TYRANT'S LEGION MARAUDERS** Fire Team can contain **up to four** Operatives that are **not** Marauder-Warriors. The restriction is that no more than **three** Marauder-Beastmen and no more than **three** Marauder-Gunner can be chosen in a **TYRANT'S LEGION MARAUDERS** Fire Team. Additionally, each Marauder-Gunner weapon option may only be selected once in a **TYRANT'S LEGION MARAUDERS** Fire Team. A **TYRANT'S LEGION MARAUDERS** Fire Team may include **one** Marauder-Comms.

A **TYRANT'S LEGION VETERANS** Fire Team consists of five operators, selected from the following list:

- Veteran, equipped with HEL Rifle and Bayonet
- Veteran-Comms, equipped with HEL Rifle and Bayonet
- Veteran-Gunner, equipped with Bayonet and one of the following options:
  - Flamethrower, Grenade Launcher, Heavy Stubber, HEL Burst Rifle, Melta, Plasma Rifle, Sniper Rifle


The Fire Team may include up to three operators from the Veteran-Comms and Veteran-Gunner selections.

Support Operative:

A **TYRANT'S LEGION KILL TEAM** can choose an Ogryn operator to be a Support Operative.

An Ogryn is equipped with a Power Mace.

Note on Corpsetaker (page 69 KT:BW): An Astral Claws Corpsetaker (as well as an Adeptus Astartes Apothecari) cannot perform actions involving the collection of Adeptus Astartes Geneseed on Tyrant's Legion operators (either active or disabled). The Narthecium action can be used on Tyrant's Legion operators.

Note on Retaliator (page 70 KT:BW): The "Forward!" special action is applied to Tyrant's Legion operators as follows: Any operator with the Tyrant's Legion keyword within a radius of  this operator immediately makes a free Sprint action, regardless of whether the operator has already been activated at this turning point.



# MARAUDER-WARRIOR



Model by the\_iron\_within

**M**      **APL**      **GA**  
 3 ○      2      2

**DF**      **SV**      **W**  
 3      5+      7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-

## ABILITIES

## UNIQUE ACTIONS

Secessionist, Astral Claws, Tyrant's Legion, Marauder, Troup



# MARAUDER-COMMS



Model by the\_iron\_within

**M**      **APL**      **GA**  
 3 ○      2      2

**DF**      **SV**      **W**  
 3      5+      7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-

## ABILITIES

**Relay Orders:** Once in each Turning Point, when this operative is issued a Marauder Order, it can relay it. If an order is relayed, subtract 1 from this operative's APL and all friendly Marauder operatives in the killzone are issued that order

## UNIQUE ACTIONS

**"Receive signal" (IAP):** select a "Marauder" operator within ● and visible for this operator. The selected operator receives an additional APL. This action cannot be performed if this operator is in melee range with an opponent.

Secessionist, Astral Claws, Tyrant's Legion, Marauder, Comms





# MARAUDER-GUNNER



Model by the\_iron\_within

M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⊕ Flamer	5	2+	2/2	Rng 🔴, Torrent ○	-
⊕ Grenade launcher (FRAG)	4	4+	2/4	Blast ○	-
⊕ Grenade launcher (KRAK)	4	4+	4/5	AP1	-
⊕ Meltagun	4	4+	6/3	Rng 🔴, AP 2	MW4
⊕ Plasma gun (Standard)	4	4+	5/6	AP1	-
⊕ Plasma gun (Supercharge)	4	4+	5/6	AP2, Hot	-
⊕ Sniper rifle	4	3+	3/3	Heavy, Silent	MW1
× Bayonet	3	4+	2/3	-	-

## ABILITIES

## UNIQUE ACTIONS

Secessionist, Astral Claws, Tyrants Legion, Marauder, Troup



# MARAUDER-BEASTMEN



Model by the\_iron\_within

M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⊕ Autopistol	4	4+	2/3	Rng 🔴	-
× Bludgeon	4	3+	4/4	Brutal	-
× Cleaver	4	3+	4/5	-	-

## ABILITIES

## UNIQUE ACTIONS

Secessionist, Astral Claws, Tyrants Legion, Marauder, Beastmen, Troup





# VETERAN



Model by skriptor.peter

M	APL	GA
3	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ HEL-Rifle	4	3+	3/4	-	-
✕ Bayonet	3	3+	2/3	-	-

## ABILITIES

## UNIQUE ACTIONS

Secessionist, Astral Claws, Tyrant's Legion, Veteran, Troup



# VETERAN-COMMS



Model by skriptor.peter

M	APL	GA
3	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ HEL-Rifle	4	3+	3/4	-	-
✕ Bayonet	3	3+	2/3	-	-

## ABILITIES

## UNIQUE ACTIONS

"Receive signal"(IAP): select a "Marauder" operator within and visible for this operator. The selected operator receives an additional APL. This action cannot be performed if this operator is in melee range with an opponent.

Secessionist, Astral Claws, Tyrant's Legion, Veteran, Comms





# VETERAN-GUNNER



Model by skriptor.peter

**M** 3 ○ **APL** 2 **GA** 1

**DF** 3 **SV** 4+ **W** 8

NAME	A	BS/WS	D	SR	!
⊗ Flamer	5	2+	2/2	Rng ●, Torrent ○	-
⊗ Grenade launcher (FRAG)	4	3+	2/4	Blast ○	-
⊗ Grenade launcher (KRAK)	4	3+	4/5	AP1	-
⊗ Meltagun	4	3+	6/3	Rng ● AP2	MW4
⊗ Plasma gun (Standard)	4	3+	5/6	AP1	-
⊗ Plasma gun (Supercharge)	4	3+	5/6	AP1, Hot	-
⊗ Sniper rifle	4	2+	3/3	Heavy, Silent	TW1
⊗ Heavy Stubber	5	4+	3/4	Heavy, Ceaseless, Fusillade	-
⊗ Hot-shot volley gun	5	3+	3/4	Fusillade	P1
⊗ Bajonett	3	3+	2/3	-	-

## ABILITIES

## UNIQUE ACTIONS

Secessionist, Astral Claws, Tyrant's Legion, Marauder, Gunner



# OGRYN



Model by skriptor.peter

**M** 3 ○ **APL** 2 **GA** 1

**DF** 3 **SV** 5+ **W** 16

NAME	A	BS/WS	D	SR	!
⊗ Power Mace	4	3+	5/6	Rendeing, Stun	-

## ABILITIES

This Operative ignores modifiers of his APL and Suppression Tokens. This Operative cannot perform mission actions (neither capture or hold points, nor pick up items)

## UNIQUE ACTIONS

"Brutal Attack"(IAP): when this operator completes an attack move, select an enemy within melee range and give them W3 mortal wounds.

Secessionist, Astral Claws, Tyrant's Legion, Marauder, Ogryn, Elite, Melee





# Strategic and Tactical Ploys

All units of this kill team with the keyword <Astartes> have access to the following lists:

- KT Compendium page 28
- KT Badab War page 70

All units of this Kill Team with the keyword <Tyrants Legion> have access to the following lists:

- KT Compendium page 41
- KT Badab War page 70

## Equipment

Units with the keyword <Tyrants Legion> obtain their equipment from the KT-G on page 42 (Imperial Army Equipment). Units with the keyword <Astartes> draw their equipment from the KT-BW on page 61/62. The normal limit of 10 equipment points applies, and equipment items marked with \* may only be equipped once.

