

THE TYRANT'S LEGION

BADAB WAR



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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TRANSLATION: THE:UNKNOWN:FEAR

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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 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 otions:
 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-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.



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





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.

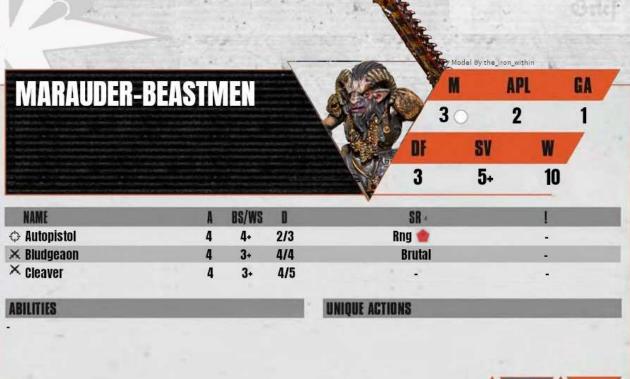
Secessionist, Astral Claws, Tyrant's Legion, Marauder, Comms





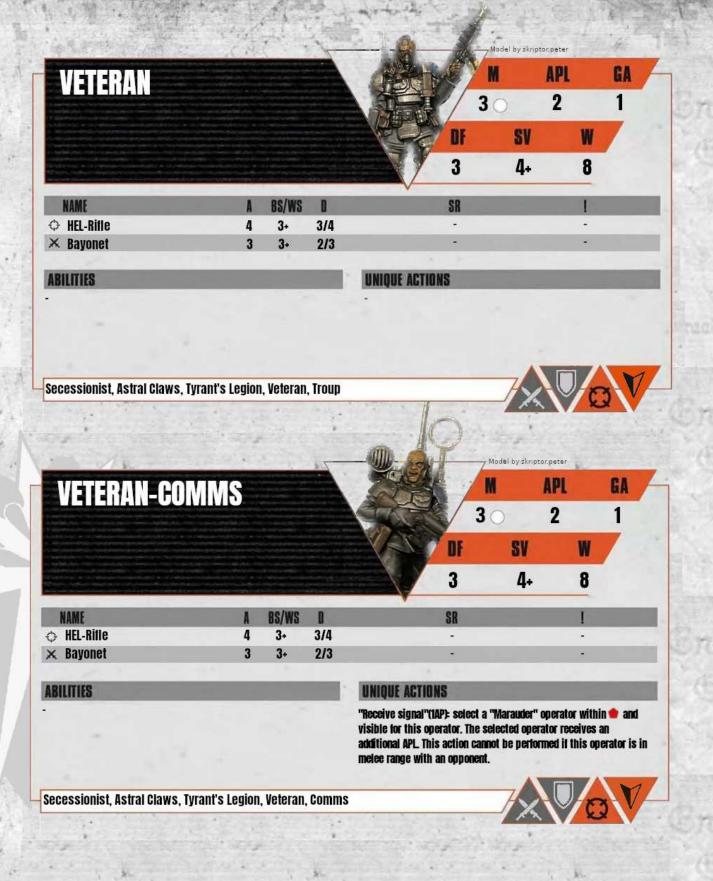
Secessionist, Astral Claws, Tyrants Legion, Marauder, Troup





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

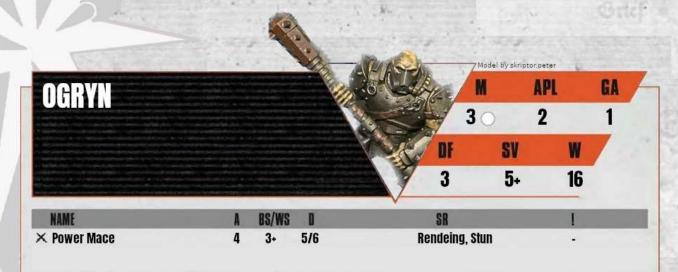






Secessionist, Astral Claws, Tyrant's Legion, Marauder, Gunner





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:6 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.