

Shadow War Armageddon
Alternative Campaign System

Errata to existing rules:

Hunt the promethium (p99.)

Replace Hidden Cache description with: The player who wins the mission gets an additional 50 points to spend on their recruit and rearm section (Page 100.) If both players roll this result, the player who wins this mission gets an additional 100 points instead.

Replace Friendly Territory description with: The player who rolled this result can reroll serious injury rolls of 11-36.

Skills: (P105)

Replace Scavenger with:

Scavenger

The Scavenger skills adds 1 to promethium search rolls (see claim promethium)

The objective of shadow war

Rather than present a fixed objective for all campaigns to follow instead it should be upto campaign organisers, should the objective be promethium, reaching a certain kill team rating or winning a climatic scenario, also do not feel limited to having all kill teams trying to achieve the same mission, you could have different kill teams with different objectives but again that should be up to campaign organisers.

New Post Game:

Post game sequence:

- 1- **Roll for Injuries-** at the end of the game players roll for each fighter who is still down, on a 1-3 they go out of action and must make a serious injury roll. On a 4-6 the fighter makes a full recovery and suffers no further ill effects. (see serious injuries on page 4)
- 2- **Claim Promethium-** Players roll on the promethium search table to see how much promethium they have found (see Claiming promethium on page 7).
- 3- **Roll For Advancement-** Players roll to see whether any of their kill team members have learned anything (see advancement on page 8)
- 4- **Collect supplies & Selling Promethium** - Players calculate how much points they receive in new supplies and decide whether to increase it by selling promethium caches (See Supplies on page 10)
- 5- **Rare item rolls, Special operative recruitment and Base upgrade-** Players see what rare items and special operatives are available from headquarters and decide whether to increase their base level or improve it's facilities (See Upgrading from page 11)
- 6- **Promote-** Add a mission completed marker to the roster for each new recruit in your roster who was not taken out of action. Any new recruit who has 3 mission completed marks becomes a trooper, losing their previous role and changing their characteristics to match those of their faction (so if new recruit has BS3 but a trooper has BS4, add 1 to the BS) but keeping their equipment, please note unlike advancement this does not alter the points cost of the fighter.
- 7- **Re-arm and Re-supply-** Using any supply points generated as well as any stored supply points to purchase more kill-team members, equipment etc. Within the normal restrictions of your kill-teams creation rules, any unspent points or promethium are added to .
- 8- **Calculate Kill team rating-** Recalculate the total value of your kill team (in points).

Serious Injuries:

Slain Leader

If your leader has been slain, choose one fighter from your kill team, other than a new recruit. They become the team leader, losing their previous role but keeping their characteristics, skills and equipment. If you only have new recruits remaining your kill team is disbanded! You lose all promethium caches and base upgrades and facilities and you must pick a new kill team as if just starting the campaign.

HIGH IMPACT INJURIES

If a fighter is taken out of action by a high impact weapon then there is a chance he will be simply ripped apart by the devastating force. The fighter rolls for serious injuries as normal, however, if a double is rolled then the unfortunate fighter has been reduced to nothing more than gibs. So for example, on a roll of 11, 22, 33, 44, 55 or 66, all that now remains of the gang fighter is a red smear on the dome floor. This is treated as a Dead result, however, it cannot be re-rolled or modified in any way.

Rolling for Injuries

To find out what happens to fighters who go out of action roll two dice and consult the Serious Injuries chart. The first dice roll represents 'tens' and the second 'units' so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a D66 roll.

Over the course of a campaign fighters can suffer the same serious injury multiple times. Many of the injuries have cumulative effects if they are rolled again. For example, a fighter suffering from two Shell Shock injuries suffers a -2 Leadership penalty. Some injuries though once rolled multiple times may not have a cumulative effect. Injuries such as Horrible Scars if rolled for a second time have no effect, as do injuries that modify values already reduced to 1. However, even these types of injuries must be noted on the gang roster. This is important to remember as some gang fighters can become so terribly injured that not even an Experience advance or bionic implant will improve his condition.

Serious Injury Chart

11-15: DEAD. All the weapons and equipment carried by the fighter are lost. A roll of 11 is also classed as high impact so cannot be modified.

16: MULTIPLE INJURIES The fighter isn't dead but has suffered many serious wounds. Roll a further D3+1 times on this chart. All Dead, Multiple Injuries, Captured and Full Recovery results must be rolled again.

21: INFECTED WOUND The fighter eventually recovers but it takes time for his agonising wounds to fully heal. The fighter must miss the next D3 games.

22: CHEST WOUND The fighter has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1.

23: LEG WOUND The fighter has smashed a leg. He recovers from his injuries but he can no longer move as quickly. The fighter's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.

24: ARM WOUND The fighter has smashed one of his arms. The fighter's Strength characteristic is reduced by -1. Randomly determine which arm has been hit. Bear in mind some combat weapons use the fighter's own Strength.

25: HEAD WOUND A serious head injury leaves the fighter unhinged. The fighter is now frenzied.

26: BLINDED IN ONE EYE The fighter survives but loses the sight of one of his eyes. A fighter with only one good eye has his Ballistic Skill reduced by -1. If the fighter is subsequently blinded for a second time, thus becoming blind, then treat it as a Dead result.

31: PARTIALLY DEAFENED The fighter survives but is partially deafened as a result of his injuries. His Initiative characteristic is reduced by -1.

32: SHELL SHOCK The fighter survives but is extremely nervous and jumpy due to the traumatic injuries he has suffered. His Leadership characteristic is reduced by -1.

33: HAND INJURY The fighter has badly wounded one of his hands. The fighter's Weapon Skill characteristic is reduced by -1. Randomly determine which hand has been hurt.

34-36 OLD BATTLE WOUND The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game for each Old Battle Wound suffered. On the roll of a 1 the fighter's old wound is playing up and he is unable to take part in the forthcoming battle.

41-55: FULL RECOVERY The fighter has been knocked unconscious or suffers a mildly incapacitating wound from which he makes a full recovery.

56: BITTER ENMITY Although he makes a full physical recovery, the fighter has been mentally scarred by his experiences. He develops a bitter enmity for the gang responsible for his injury. Roll a D6 to see who he now hates.

1-4: The individual enemy who inflicted the injury (if unknown, roll a random enemy fighter).

5-6: The leader of the gang who inflicted the injury.

61-63: CAPTURED The fighter is captured. (see rescue mission in Shadow war book except that instead of being worth 100 points they are worth half their points value)

64: HORRIBLE SCARS The fighter recovers but is left horribly disfigured. His scarred and distorted features means he causes fear.

65: IMPRESSIVE SCARS The fighter recovers and is left with impressive scars as testament to his bravery. The fighter receives a +1 Leadership bonus. This bonus applies only once.

66: SURVIVES AGAINST THE ODDS The fighter regains consciousness alone in the darkness, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home. He recovers fully and his uncanny survival earns him +2 to his advance roll.

Claiming Promethium

After each game you kill-team will search for precious promethium, this roll is modified by your performance in your previous mission as well as other factors (e.g. having “scavengers” in your kill team.

Roll 1D6 on the Promethium search table:

0-1 You found no promethium, however in order to aid you a special operative of your choice has been assigned to your kill team for free for next mission.

2-3 You found 1 Promethium Cache

4-5 You found 2 Promethium Caches

6 You found 3 Promethium Caches

7+ You found 3 Promethium Caches and have found out the location of hidden archeotech (this piece of archeotech is free as you have not had to use resources to find it), roll once on the archeotech chart to see what it is (see page

Promethium search table modifiers:

You won the mission +1

For each member of the kill team who did not go out of action with the Scavenger skill +1

Your Kill team rating was than your by oponents by 50-149 +1

Your Kill team rating was than your by oponents by 150-499 +2

Your Kill team rating was than your by oponents by 500-999 +3

Your Kill team rating was than your by oponents by 1000+ +4

Advancement:

Have I learned anything?

After the game roll a D6 for each member of your kill team to see whether any of your kill team members advance, new recruits and troopers need a 7+ to advance whilst leaders and specialists need an 8+ to advance. You add any accumulated experience modifiers (see accumulated experience) as well as adding or subtracting any experience modifiers from that mission. If you match or beat the required score then the member of your kill team advances. Roll for advancement as shown on page 101 of the shadow war rulebook. If the kill team members fails to advance then see accumulated experience below.

New Recruit/Trooper Modifiers (they are cumulative) (7+ required):

Per unsaved wound cause +1

Holding a loot counter at the end of the game +1

The fighter achieved the objective in "hit and run" +1

Surviving +1 (even if taken out of action)

For taking a fighter out of action with the "bounty" special rule +2 (including if they move from down to out of action)

More than 4 Advances -1

More than 11 Advances -1

Leader/Specialist Modifiers (they are cumulative) (8+ required):

Winning Leader +1

Per unsaved wound cause +1

Holding a loot counter at the end of the game +1

The fighter achieved the objective in "hit and run" +1

Surviving +1 (even if taken out of action)

For taking a fighter out of action with the "bounty" special rule +2 (including if they move from down to out of action)

Winning leader and your kill team took out at least 3 fighter out of action and 3 times the amount of opponents fighters were taken out of action than your own. +1

-1 More than 6 Advances

Accumulated Experience

If the kill team member does not advance it does not mean they learned nothing, they may have some knowledge that may be built upon by further field experience, therefore after a failed experience roll note down the total **modifier** that was applied to the experience for the kill team member on the

roster, this can be added as a modifier for after the next game, 0 or negative modifiers are not added to your roster.

Calculate fighter value

After rolling for any skill or characteristic modifiers you need to recalculate the points cost of the fighter to represent the fighter's worth growing, if the fighter rolled a characteristic increase, increase the cost of the fighter by 15 points. If the fighter generated a skill add 25 points to the cost of the fighter.

Collecting Supplies and selling Promethium

Supply Drop

Each kill team receives regular supplies from their commander, which is then stored in their base of operations, the larger the base the more supplies can be delivered as well as providing the option of using resources to bring in specialist technology.

Each Kill team starts with a base camp which can be upgraded (see upgrading your base page)

The level of base determines how much points it provides for you to spend on your kill team or other upgrades, to see your income for this mission see the table below:

Base	Points
Base Camp	50
Forward Base	75
Main Base	100
Command Centre	125
Stronghold	150

Selling promethium

Promethium can be exchanged for points to spend on your kill team, each promethium cache can be exchanged for 50 points to spend on your kill team (it's a buyers market!), all exchanges are final. Please note there may be ways to improve the sale price of promethium (e.g. promethium refinery)

Upgrading

Rare Items

Depening on your base level you may be entitled to roll on the rare item table roll a D66 (2 dice one being 10's the uthr units), you must the item before rolling any item specific tables (with the exception of master crafted weapons)

Rare Item Rolls	Cost
11- 16 Intel	10+3D6 Points
21-26 Weapons Support Roll a D6	
1-4 Suspensor	50+3D6 Points
5-6 Auto Repairer	80+4D6 Points
31-36 Advanced Tech Support Roll a D6	
1-2 Master crafted weapon	Weapon X2
3-4 Grav Chute	40+4D6 Points
5 Stealth Technology	25+4D6 Points
6 Force Field	100+4D6 Points
41-45 Medical Support Roll a D6	
1-4 Bio Booster	40+4D6 Points
5-6 Medi-Pack	80+4D6 Points
46 Bio-Replacements Choose any of the following	
Eye	50+3D6 Points
Leg	80+3D6 Points
Arm	80+3D6 Points
Chest	80+3D6 Points
Brain	80+3D6 Points
51-56 Detection Wagear Roll a D6	
1-3 Bio- Scanner	50+4D6 Points
4-6 Infra red vision	30+3D6 Points
Raid Gear: 61-63 (roll again)	
1-3 Silencer	10+D6 Points

4-6 Choose either Screammers or Stummers

Screammers	10+D6 Points
Stummers	10 +3D6 Points
64-66 Roll a D6	
1-4 Archeotech	D6X10 Points
5-6 Holo Map	D6X10 Points

Rare Item Rules

Intel

HQ hears rumours about what's going on in the wastes, which kill teams are going where and what they are looking for.

If you pay the resource cost then instead of the usual Scenario Table roll your kill team leader must take a Leadership test. If the test is passed then the rumours are true and you may choose which scenario to play. However, if the test is failed then the intelligence was incorrect and your opponent can choose the scenario instead. If both kill teams paid for intel then both leaders receive the same information and you roll for mission as normal.

Suspensor

Suspensors are sophisticated devices that are able to manipulate magnetic fields that allow heavy objects to be lifted with ease.

Any heavy weapon can be fitted with a suspensor. A heavy weapon fitted with a suspensor ignores the normal move or fire restriction allowing the model to both move and shoot in the same turn, just like a normal gun. However, if the model both moves and shoots then he suffers a -1 to hit penalty when firing the heavy weapon.

Auto-Repairer

An auto-repairer is a large device kept in the Kill team's base s. The machine is used by a kill team to check and repair equipment, scan for hidden structural weaknesses and test batteries, power packs and internal generators.

An auto repairer is added to your base as a facility (see page)

In each game you can ignore the 1st failed ammo roll on a 4+. Weapons that automatically fail ammo rolls can ignore it on a 4+. In addition any weapon that explodes can ignore that explosion on a 4+.

Master crafted Weapon

The Master crafted weapon is a rare example of the weapon smiths' art, made from the best materials to the finest standards and the most exacting tolerances. Such weapons are prized beyond mere cash. Men have fought and died to own a weapon such as this.

The weapon is normal for its type but for pistols, basic special and heavy weapons they automatically pass any Ammo roll it's required to make.

Close combat weapons do not add +1 to the opponents combat score for the 1st fumble, subsequent fumbles modify the opponents combat score as normal. Roll a D6 to find out what kind of weapon you have been offered: 1-2 pistol, 3-4 basic, 5 special or Heavy, 6 close combat weapon. You can choose any weapon from the category rolled using the normal restrictions for selecting weapons for your kill team.

Note only the base cost of the weapon is used to determine its cost. The cost of extra ammunition types is not doubled.

Grav Chute

The grav chute is a passive gravitic repeller which reduces the downward pull of gravity to a fraction of its normal strength. It enables the wearer to float from great heights and land softly.

A fighter wearing a grav chute takes no damage from falling. He can also use it to jump down from ledges of any height as long as he has enough movement to cover the fall.

Stealth Technology

The fighter is equipped with cloaking technology that allows them to fade into the background.

Shooting at the bearer has an extra -1 cover penalty (this is cumulative with over cover modifiers to a maximum of -3), if the model is not in cover then the shooter has a -1 to hit penalty. Any weapons that ignore cover receive no penalty from stealth technology.

Force Field

Force fields are the simplest and most common form of protective energy shield used throughout the Imperium. Nevertheless, personal force fields are an expensive rarity in the Underhive and only gangs with the right connections can ever hope to own one.

All ranged attacks made against a fighter protected by a force field suffer a -1 penalty to their Strength and Save Modifier. Note a force field offers no protection against hits struck in hand-to-hand combat. Models with invulnerable saves cannot be equipped with a force field.

Bio-Booster

A bio-booster is a small chemical charge that fits into a wrist band or similar. The booster's bio-sensor is activated when the wearer is injured, administering a shot of booster chemical into the bloodstream by means of a pressure diffuser. The bio-booster is self-administering and completely automatic.

If a fighter wearing a bio-booster is required to roll on the injury chart during his recovery phase then a roll of 1-4 counts as a flesh wound.

This only applies to the fighter's first Injury roll during his recovery phase – i.e. not subsequent Injury rolls. If a fighter recovers and is then injured for a second time his bio-booster will have no further effect as it has been discharged.

Medi-Pack

The medi-pack is a diagnostic medical computer that can alleviate the major symptoms of wounds by means of electro-chemical impulses.

A fighter who carries a medi-pack can use it upon a friend who is down and in base contact. The fighter must move base-to-base, not run, and then spend the rest of the turn attending to his comrade. He cannot shoot, fight hand-to-hand or do anything else. At the end of the turn in the recovery phase an Injury roll is made for the down model as normal except that a score of 1-4 recovers the injured fighter to flesh wound, a 5 is down, and a 6 is out of action.

Note that a fighter cannot use a medi-pack on himself, nor may another individual use the medi-pack once its owner is injured or otherwise incapacitated.

Bio-Replacements

Fighters often suffer injuries, when the injury is too severe to treat then bio-replacements can be used, bio-replacements are replacement body parts surgically implanted to replace seriously injured (and sometimes healthy!) body parts, different races have different forms of bio-replacement, the imperium widely uses bionics whilst the Tyranids may use freshly grown limb replacements. For the purposes of the game they have the same effects.

Special Rules: Bio-replacements are specially modified by the bio-surgeons to suit the host before implantation to become a living extension of the body. Because of this, once a fighter is implanted with a bio-replacement it's not possible to remove it by any means.

Bio-Replacement: Eye

A fighter that is Blinded in One Eye can be implanted with a replacement eye, in which case the serious injury is struck from the kill team roster. In addition the fighter counts as being either equipped with a photo visor or infra-red vision (chosen when you purchase the eye).

Bio-Replacement: Leg

A fighter suffering from a Leg Wound can be implanted with a replacement leg, in which case all Leg Wounds that a chosen leg suffers from are struck from the kill team roster.
A fighter implanted with a bionic leg gains +1 to his Movement and Attacks characteristics.

Bio-Replacement: Arm

A fighter suffering from an Arm Wound or Hand Injury can be implanted with a replacement arm, in which case all Arm Wounds and Hand Injuries that a chosen arm suffers from are struck from the gang roster.
A fighter implanted with a bionic arm receives a +2 Strength bonus. He also receives a +2 Initiative bonus during hand-to-hand combat or when testing to see if the fighter falls off a ledge.

Bio-Replacement: Chest

A fighter suffering from a Chest Wound can be implanted with a replacement chest, in which case all of his Chest Wounds are struck from the gang roster.
A fighter implanted with a bionic chest adds +1 to he's toughness.

Bio-Replacement- Brain

A fighter that has a head wound can be implanted with a brain replacement (although not all of the fighters brain is replace a significant portion is), in which case the serious injury is struck from the kill team roster. In addition the fighter can re-roll any failed Initiative tests, such as when testing to avoid pinning early or when seeing if the model falls off a ledge. However, if the re-rolled dice fails the test then the chip's effect is exhausted and it will no longer have any effect for the remainder of the game and the fighter becomes subject to frenzy for the rest of the game.

Bio-Scanner

A bio-scanner detects life signs within the proximity of the user. The device is small, about the size of a pistol, and can be worn upon a belt or around the owner's neck. A fighter who carries such a device improves his chances of spotting enemy intruders.

A bio-scanner is used in one of two ways.

If the fighter is a sentry, then there's a chance he may spot any intruders on the bio-scanner. If at the end of the sentry's turn there are any enemy models within 16" of him then he will sound the alarm on a roll of 4+.

Otherwise, a fighter equipped with a bio-scanner will automatically spot any hidden enemies within 16".

Infra-red vision

Infra-red vision allows a fighter to see the thermal images of enemy fighters. This enables the wearer to see foes that are hiding or partially concealed behind cover.

A fighter wearing infra-red goggles can spot will spot fighters in cover just as if they were in the open.

Silencer

A silencer damps out the sound of weapons fire as well as any tell-tale muzzle flash. Can be equipped to any basic or pistol weapon. The weapon now counts as silent (and so does not raise the alarm in raid mission).

Screamers

Screamers are small proximity alarms used to protect a gang's hideout. Individual screamers are tiny but the noise they make is horrendous. A gang will scatter dozens around the perimeter of its hideout in order to warn of approaching intruders.

Screamers can only be used for one game after which they are expended. Screamers are not carried by any particular model and their value is not included in the kill team rating.

Screamers can be used in any mission that uses sentries where you are the defender (e.g. the raid), If any intruder models move in their movement phase during then roll a D6 for each model that moved. On a roll of a 6 one of the intruders steps on a screamer and sets off the alarm.

Stummers

Stummers are spread about by intruders as they move during raids on enemy camps. Where screamers make a loud noise stummers stop noise dead. Once stummers are activated all sound within a few metres is momentarily muffled and even loud noises are barely audible.

Stummers can only be used for one game after which they are expended. Stummers are not carried by any particular model and their value is not included in the kill team rating.

Stummers can be used in any mission that uses sentries where you are the attacker (e.g. the raid).

If the intruding kill team has stummers then reduce all chances of setting off the alarm when rolling dice by -1. If any attackers shoot or use a noisy weapon then the Strength of the weapon is also halved for purposes of setting off the alarm. Note stummers nullify screamers completely and the choice to use stummers is taken after your opponent decides whether or not to use screamers.

Archeotech

All sorts of ancient technology turns up in the Underhive, from corroded junk dredged out of pollutant pools to shining artefacts unearthed in forgotten treasure domes dating back to the first colonisation.

If an archeotech item is equipped to one of your kill team members you must then determine its value, the value of the archeotech is equal to half your roll for the item on the archeotech table.

To determine what you have found roll off the following table:

D66

11-16

Dangerous: The device is accidentally triggered as it's being messed about with and is reduced to a pile of worthless molten slag. The archeotech is crossed from the gang roster. In addition, a random Kill team member must take an Initiative test. If the test is failed then he suffers a Hand Injury as a result of his meddling.

21-23

Cutting Beam: The device can focus a cutting beam of great power on a stationary object. Unfortunately it's useless as a weapon because both the target and the operator have to be perfectly still for the beam to focus, but it makes a good can opener. The device can be used following the usual Attacking Terrain rules though the fighter must not have moved that turn. It inflicts a S6 hit on the first turn of use, increasing to S7 on the second turn, S8 on the third, and so on up to S10.

24-26

Viewer: The operator can use the device to view different places, shifting his perspective to almost any point even if it's beyond closed doors and solid walls. If the operator doesn't move then he can use the device instead of attacking normally in the shooting phase to spot any hidden fighter on the tabletop. If the fighter is on sentry duty roll a D6 for him each turn: on a roll of 6 he automatically sounds the alarm as he spots the enemy sneaking around.

31-33

Servojigger: The device is a compact industrial tool which can activate a series of lasers and grisly mechanical apparatus. It can be used in hand-to-hand combat but cannot be combined with another weapon. If used the fighter rolls an extra +D3 Attack dice and any hits struck by the device are at D6 Strength (roll separately for each hit).

34-36

Panopoly: The device can create an aura that shifts and splits light waves to create a dazzling visual display. The operator can choose to turn the device on or off at the start of his turn. When activated any ranged attacks against the fighter suffers a -1 penalty if the weapon firing is at long range. However, the impressive light display means the fighter cannot hide when the device is on.

41-43

Lifter: The device is a sophisticated suspensor which can negate or lessen gravity for its bearer, allowing him to float up or down for a limited period. The operator is allowed to move up or down even if there is no ladder for him to climb and he will never suffer damage from falling so he can simply step off a walkway and drop down without harm. The movement is quite slow however, so the movement up or down does count against the fighters total movement for the turn.

44-46

Graviton: The device fires a stream of particles that affect local gravitational fields. A fighter can use the device against an enemy fighter instead of attacking normally in the shooting phase. It has a range of 16" and automatically hits but follows the usual targeting rules. The target is unharmed but is pinned as he struggles against the magnetic shifts.

51-53

Holo Projector: The device functions as a basic holo projector and can be used to make the fighter appear a short distance away from where he really is. This gives the fighter a 4+ invulnerable save against any hits from shooting. As soon as the saving throw is failed the projector stops working for the rest of the game. Note the device is useless against close combat attacks and weapons that use a template.

54-56

Weapon: The device is a powerful weapon. Roll a D6 to find out what its profile resembles:

1-2: Flamer 3: Strom Bolter 4: Meltagun 5: Plasma Gun 6 Power Maul or Power Sword (you may choose which)

The weapon has the standard profile for a weapon of its type but because it's self-maintaining it can be used by anyone, not just Specialists or Leaders. However, the device's unique design means it cannot be modified or given additional ammo (i.e. a scope cannot be fitted to it). For the purpose of skills and hand-to-hand combat it still counts as a special weapon.

61-66

Arcana: The mysterious device is barely fathomable, roll on the following table to see what its effects are:

1 Fearful aura-

The fighter causes fear

2 Temporal displacement-

The device can freeze time while he carries on moving. To other models it appears that the fighter is able to move incredibly quickly. The fighter may attempt to use this ability just before he moves. If the power works he may add D6" to his basic move, which can then be doubled for running or charging as normal. If failed the device cannot be used for the rest of the game.

3 Psychic Nullifier-

The fighter may attempt to use the device once per turn if an enemy fighter that is within sight and 24" succeeds in making a Leadership test to use a psychic power. Take a leadership test if it is passed then the enemy fighters power is negated and cannot be used this turn. If the fighter fails the psychic nullifier leadership test then the opponent's psychic power works as normal and the arcana cannot be used for the rest of the game.

4 Detection-

The arcana has sophisticated scanning technology. Enemy models cannot hide within 12" of this fighter, in addition the automatic spotting distance of this fighter is 12" when operating as a sentry.

5 Phase alternator-

The arcane is able to make a small rent in the fabric of reality which allows him to walk through walls and other obstacles. The fighter can take a leadership test just before they move. If the test is passed they may walk through walls or other obstacles less than 1" thick that he encounters as he moves. The fighter may also use this power to drop through a floor following the usual jumping down rules. If the test is failed the fighter moves as normal and cannot use the arcana for the rest of the game.

6 Neural Disruptor

The arcana can project a short ranged burst of energy that can overload. The fighter may attempt to use the arcana if he is charged by an enemy model. Take a leadership test, if the test is passed the enemy model is paralyzed 1" away from the fighter and is pinned, if the leadership test is failed the fighter is charged as normal and they cannot use the arcana for the rest of the game.

Holo-map

Headquarters have completed surveys of the area and have made it available to your kill team, after purchasing roll a D6 on the following table to ascertain its validity:

- 1- **Incorrect information:** Your opponent can choose the next scenario automatically, there is no need to roll, you then delete the Holo-map from the roster.
- 2- **Archeotech Location:** The map shows the whereabouts of an ancient archeotech hoard. Roll a further D6 to determine whether it is accurate. On a 1-5 it is incorrect. On a 6 the map is genuine and you can roll free on the archeotech table rerolling the result if you wish.
- 3- **Vague and inaccurate:** The map is a vague and inaccurate copy but it does reveal some worthwhile information. When you fight a battle you may add or subtract 1 from the Scenario chart to decide which scenario is played.
- 4- **Incomplete:** Though incomplete the map is essentially accurate. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played.
- 5- **Out of date:** Although somewhat out of date the map has useful information. When you fight a battle you may add or subtract up to 2 from the Scenario chart, in addition you may add or subtract one when rolling on the hunt promethium chart.

- 6- **Recent and Accurate:** When you fight a battle you may add or subtract up to 3 from the Scenario chart, in addition you may add or subtract one when rolling on the hunt promethium chart.

Recruiting Special Operatives

After each game a kill team may secure the services of any number of special operatives ready for the next game once any supplies & promethium have been collected and rare items rolled for.

Each special operative costs 1 promethium cache to recruit for that mission and this does not modify your kill team rating. Each operative is otherwise considered to be part of the kill team for the purposes of bottle rolls, and they shall no fear etc.

Special operatives are only recruited for one mission after which the kill team can recruit a special operative again after the mission or may choose to use promethium cache's for different purposes.

If the special operative suffers a serious injury there is no need to roll for it as he only stays with the kill team for that mission, you also do not roll for advancement.

Base Upgrade

As your kill team progresses you may choose to upgrade it's base, this will allow for larger supply drops and or build extra facilities to help your kill team in their missions.

Base Levels

Kill teams always start with a base camp, this can be upgraded by paying the cost of upgrade and meeting the pre-requisite conditions of the upgrade, your base level can only be upgraded once per post battle phase.

Base	Income	Upgrade Cost	Upgrade pre-requisite
Base Camp	50	n/a	n/a
Forward Base	75	2 Promethium Caches	
Main Base	100	2 Promethium Caches	Forward Base
Command Centre	125	1 Promethium Cache	Main Base
Stronghold	150	1 Promethium Cache	Command Centre

Base Facilities

Kill teams can also upgrade their bases facilities to help them prepare for missions and recover from previous missions. Facilities can be purchased by meeting the pre-requisite conditions and paying the upgrade cost. Points spent on facility upgrades are not included when calculation kill team rating.

Upgrade	Effect	Upgrade Cost	Upgrade pre-requisite
Comms Relay	+1 to reinforcement rolls and +1 to sound the alarm rolls	50	Forward Base
Medical Facilities	You can reroll one roll on the serious injury table	50	Forward Base
Recon Satellite	You can add or subtract one for the roll for first turn.	75	Comms Relay
Critical Injury Centre	All Bio Replacements are added to to your kill teams list of miscelanious items with the random "3D6" replaced with +15.	50	Medical Facilities
Shield Generator	When you deploy your kill team you may also deploy a shield generator mounted 40mm base, It is a terrain feature with T6 and 1 wound, any models in 3" have a 5+ invlunerable save against shooting attacks. If destroyed it costs 25 pointd to repair to use in subsequent missions.	50	Forward Base
Training Facilities	The Kill team can take one extra specialist (this does not increase maximum overall team size)	50	Main Base
Promethium Refinery	The sale price of promethium is increase by 25 points, you may purchase this upgrade more than once (up to a maximum of 3 times)	50 Points per upgrade (maximum 3 upgrades)	Main Base
Psi Shield Generator	The Shield generator gains the following additional affect: Any psychic powers that would affect models in 6" of the generator suffer a -1 penalty to the psychic test	50	Shield Generator
Gun Turret	When you deploy your kill team you may also deploy a	40+cost of guns	Main Base

	gun turret, It is a terrain feature with T6 and 2W, The gun turrett must be equipped with a special or heavy weapon at the cost shown in your kill team armoury, in addition the gun may be twin-linked doubling it's number of shots but also adding 50% rolling up to the cost of the weapon. If one of your kill team is not in base comtact with the gun turrett it will shoot in the shooting phase at BS2. If there are no viable targets then the gun turrett will automatically overwatch and shoot the first overwatch target that becomes available. If a member of your kill team is in base contact with the turrett then they may fire the turrett as if they were shooting the guns and may go on overwatch in the same manner. If the gun turrett runs out of ammunition it will become useless but the other kill team may still seek to detroy it. If the gun turrett is detroyed it costs 50% of the purchase price (rounding up) to repair before it can be used again.		
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