

Shadow War : Armageddon - Simple Kill Team Rating System

Shadow War : Armageddon lacks a "Gang Rating" system like Necromunda which helped to compare gangs when fighting against each other and provided an underdog bonus for winning - the Simple Kill Team Rating System aims to replicate this for Shadow War : Armageddon.

How it works

The kill team rating is worked out by adding together the cost of all kill team members and equipment plus a cost for any skills or advances. The rulebook provides a way to rehire fighters from a previous campaign (Page 100 - Call Of The Promethium Sprawl) and provides a points cost for skills and advancements which are as follows:

- Characteristic Advance - 15 points
- Skill - 25 points

Underdog Bonus

If a kill team plays a game against another with a higher rating than their own then they may recruit a Special Operative for free for this mission only for every full 300 points of difference in rating.

If a kill team plays a game against another with a higher rating than their own they receive 1 extra advance roll for every full 100 points of difference in rating. Each eligible fighter may only roll one advance if you still have any advances left after this they are lost. All normal rules apply i.e. the fighter must not have been down or out of action at the end of the game and new recruits may not gain an advance roll.

If a kill team wins a game against another with a rating that is higher than their own by 300 points or more they receive double the promethium gained from the mission.