OUT IN THE FIELD

Before arriving at the Western Reaches, each of the diverse characters of Blackstone Fortress lived dangerous lives filled with vicious skirmishes, perilous missions and daring exploits – the kind of engagements that are perfect for games of Kill Team.

USING YOUR BLACKSTONE FORTRESS MINIATURES IN KILL TEAM

The rules presented here are intended to allow players to use the miniatures contained within *Warhammer Quest Blackstone Fortress* in their games of Kill Team.

Each of the explorers has 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 a complete set of rules for using Obsidius Mallex and his Servants of the Abyss, including datasheets for these miniatures and Tactics for this warband of the Black Legion.

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).

JANUS DRAIK
ROGUE TRADER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Janus Draik	**6"**	**3+**	**3+**	**3**	**3**	**4**	**3**	**9**	**4+**	**1**

This model is armed with a monomolecular rapier, heirloom pistol and an archeotech grenade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heirloom pistol	12"	Pistol 1	4	-2	2	-
Monomolecular rapier	Melee	Melee	User	-4	1	-
Archeotech grenade	6"	Grenade D3	6	-1	D3	You can only use this weapon once per battle.

ABILITIES

Multi-Spectral Auspicator: Re-roll hit rolls of 1 for attacks made by this model.

Concealed Archeotech Weapon: Once per battle, at the start of the Fight phase, pick one enemy model within 1" of this model and roll a dice; on a 4+ the target model suffers D3 mortal wounds.

Disruption Field Generator: This model has a 4+ invulnerable save.

Rogue Trader: This model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword.

SPECIALISTS **Leadership**

FACTION KEYWORD Adeptus Astartes, Astra Militarum, Adeptus Mechanicus

KEYWORDS Imperium, Astra Cartographica, Commander, Infantry, Rogue Trader, Janus Draik

TADDEUS THE PURIFIER
MINISTORUM PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Taddeus the Purifier	**6"**	**4+**	**4+**	**3**	**3**	**4**	**3**	**7**	**6+**	**1**

This model is armed with a laspistol, servo-stubber and power maul.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Servo-stubber	12"	Pistol 3	4	0	1	-
Power maul	Melee	Melee	+2	-1	1	-

ABILITIES

Zealot: You can re-roll failed hit rolls for attacks made by this model in a battle round in which it charged or was charged.

Rosarius: This model has a 4+ invulnerable save.

War Hymns: Add 1 to the Attacks characteristic of Astra Militarum models whilst they are within 6" of any friendly Ministorum Priests.

SPECIALISTS **Ferocity**

FACTION KEYWORD Astra Militarum

KEYWORDS Imperium, Adeptus Ministorum, Commander, Infantry, Ministorum Priest, Taddeus the Purifier

PIOUS VORNE
MISSIONARY ZEALOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Pious Vorne	**6"**	**3+**	**4+**	**3**	**3**	**3**	**3**	**7**	**7+**	**1**

This model is armed with Vindictor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Vindictor (shooting)	8"	Assault D6	5	-1	1	This weapon automatically hits its target. If the target is a **Chaos** model, roll two D6 to determine the number of attacks made with this weapon and discard the lowest result.
Vindictor (melee)	Melee	Melee	+1	-1	1	-

ABILITIES

Specialist Retainer: This model is always a Zealot specialist, but this does not count towards the maximum number of specialists in your kill team.

Maniacal Fervour: Roll a D6 each time this model loses a wound; on a 5+ that wound is not lost.

Zealot: You can re-roll failed hit rolls for attacks made by this model in a battle round in which it charged or was charged.

SPECIALISTS **Zealot**

FACTION KEYWORD **Astra Militarum**

KEYWORDS **Imperium, Adeptus Ministorum, Infantry, Pious Vorne**

REIN AND RAUS
RATLING TWINS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Rein	**6"**	**5+**	**2+**	**2**	**2**	**2**	**1**	**6**	**6+**	**1**
Raus	**6"**	**5+**	**2+**	**2**	**2**	**2**	**1**	**6**	**6+**	**1**

If one of these models is included in your kill team, you must also include the other. Rein is armed with a sniper rifle and stub pistol. Raus is armed with a stub pistol and demolition charge.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper rifle does not suffer the penalty to hit rolls for the target being at long range. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound on the target in addition to its normal damage.
Stub pistol	9"	Pistol 1	4	0	1	-
Demolition charge	6"	Grenade D6	8	-3	D3	This weapon can only be fired once per battle.

ABILITIES

Specialist Retainer: Rein is always a Sniper specialist, but this does not count towards the maximum number of specialists in your kill team.

Grappling Hook: Raus can climb any distance vertically (up or down) when he makes a normal move – do not measure the distance moved in this way.

The Ratling Twins: You can re-roll failed hit and wound rolls when shooting with Rein's sniper rifle if the target is also visible to Raus.

Naturally Stealthy: When an opponent makes a hit roll for a shooting attack that targets Rein or Raus, and the target model is obscured, that hit roll suffers an additional -1 modifier.

Shoot Sharp and Scarper: Immediately after making a shooting attack with Rein or Raus (other than firing Overwatch), the firing model can move as if it were the Movement phase (though it cannot Advance as part of this move).

SPECIALISTS **Sniper** (Rein only)

FACTION KEYWORD **Astra Militarum**

KEYWORDS (REIN) **Imperium, Militarum Auxilla, Infantry, Ratling, Rein**

KEYWORDS (RAUS) **Imperium, Militarum Auxilla, Infantry, Ratling, Raus**

ESPERN LOCARNO
IMPERIAL NAVIGATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Espern Locarno	**6"**	**5+**	**5+**	**3**	**3**	**3**	**2**	**7**	**6+**	**1**

This model is armed with a laspistol and force-orb cane.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Force-orb cane	Melee	Melee	User	0	D3	-

ABILITIES

Psychic Barrier: This model has a 4+ invulnerable save.

The Third Eye: When this model attempts to manifest the *Psybolt* psychic power, select an enemy model within 12" of and visible to it before making the Psychic test – if there are none, it cannot attempt to manifest *Psybolt* this phase. If the power is successfully manifested, the model you chose suffers the mortal wounds, even if another enemy model is closer to this model.

PSYKER

This model can attempt to manifest one psychic powers and deny one psychic power in each Psychic phase. It knows the *Psybolt* psychic power.

SPECIALISTS **Psyker**

FACTION KEYWORD Astra Militarum

KEYWORDS Imperium, Navis Nobilite, Commander, Infantry, Psyker, Navigator, Espern Locarno

UR-025
IMPERIAL ROBOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
UR-025	**5"**	**3+**	**3+**	**5**	**5**	**4**	**2**	**8**	**3+**	**1**

This model is armed with a Mk I assault cannon and a power claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mk I assault cannon	24"	Heavy 4	5	-1	1	-
Power claw	Melee	Melee	x2	-3	D3	When attacking with this weapon, subtract 1 from the hit roll.

ABILITIES

Specialist Retainer: This model is always a Heavy specialist, but this does not count towards the maximum number of specialists in your kill team.

Self-repair Systems: At the start of each battle round, this model regains 1 lost wound.

Something Isn't Quite Right…: This model is not treated as a model in your kill team for the purposes of Canticles of the Omnissiah.

SPECIALISTS **Heavy**

FACTION KEYWORD Adeptus Mechanicus

KEYWORDS Imperium, Robotica Imperialis, Infantry, Imperial Robot, UR-025

DAHYAK GREKH
KROOT TRACKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	M
Dahyak Grekh	**7"**	**3+**	**3+**	**3**	**3**	**3**	**3**	**7**	**6+**	**1**

This model is armed with a kroot rifle and kroot pistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot pistol	12"	Pistol 1	4	0	1	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Kroot rifle (melee)	Melee	Melee	+1	0	1	-

ABILITIES

Quarry Can't Hide: This model does not suffer the penalty to hit rolls for the target being obscured.

Concealed Booby Traps: If you select the Plant Traps strategy during the Scouting phase, you can booby-trap up to D3+1 pieces of terrain instead of up to D3.

Fieldcraft: When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.

SPECIALISTS **Stealth**

FACTION KEYWORD T'au Empire, Kroot

KEYWORDS Commander, Infantry, Dahyak Grekh

AMALLYN SHADOWGUIDE
ASURYANI RANGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Amallyn Shadowguide	**7"**	**3+**	**2+**	**3**	**3**	**3**	**2**	**7**	**5+**	**1**

This model is armed with a ranger long rifle, power blade and plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ranger long rifle	36"	Heavy 1	4	0	1	A model firing a Ranger long rifle does not suffer the penalty to hit rolls for the target being at long range. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Power blade	Melee	Melee	User	-2	1	-
Plasma grenade	6"	Grenade D6	4	-1	1	-

ABILITIES

Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a Slaanesh model. However, you must add 1 to Nerve tests for this model if it is within 3" of any Slaanesh models.

Battle Focus: If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.

Cameleoline Cloak: When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.

Phase Crystal: This model has a 4+ invulnerable save and can move across models and terrain as if they were not there.

SPECIALISTS **Stealth**

FACTION KEYWORD Asuryani

KEYWORDS Aeldari, Warhost, Commander, Infantry, Ranger, Amallyn Shadowguide

SERVANTS OF THE ABYSS KILL TEAMS

If every model in your kill team has the Servants of the Abyss Faction keyword, you can use Servants of the Abyss Tactics.

VETERANS OF THE LONG WAR

Servants of the Abyss Tactic

Use this Tactic when a **Heretic Astartes** model from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target **Imperium** models until the end of the phase.

2 COMMAND POINTS

EXPENDABLE MINIONS

Servants of the Abyss Tactic

Use this Tactic when a **Heretic Astartes** model from your kill team is picked as the target of a shooting attack. Pick a **Servants of the Abyss** model (excluding **Heretic Astartes** models) from your kill team that is within 1" of that model – these attacks are resolved against that model instead.

1 COMMAND POINT

BLACKSTONE TRINKET

Servants of the Abyss Tactic

Use this Tactic is used when an enemy Psyker successfully manifests a psychic power within 6" of a **Servants of the Abyss** model from your kill team. Roll a D6. On a 4+ that psychic power has no effect.

2 COMMAND POINTS

FULLY CHARGED

Servants of the Abyss Tactic

Use this Tactic at the start of the Shooting phase. Pick two **Negavolt Cultist** models from your kill team that are within 1" of each other. Add 1 to invulnerable saves made for these models until the end of this battle round.

2 COMMAND POINTS

OBSIDIUS MALLEX
CHAOS LORD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Obsidius Mallex	**6"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**9**	**3+**	**1**

This model is armed with a plasma pistol and thunder hammer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

ABILITIES

Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an **Imperium** model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.

For the Dark Gods: You can re-roll failed hit rolls for this model if the target is an enemy **Commander**.

Sigil of Corruption: This model has a 4+ invulnerable save.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISTS **Fortitude**

FACTION KEYWORD **Servants of the Abyss**

KEYWORDS **Chaos, Heretic Astartes, Black Legion, Commander, Infantry, Obsidius Mallex**

TRAITOR GUARDSMEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Traitor Guardsman	**6"**	**4+**	**4+**	**3**	**3**	**1**	**1**	**6**	**5+**	**-**
Traitor Guardsman Gunner	**6"**	**4+**	**4+**	**3**	**3**	**1**	**1**	**6**	**5+**	**2**
Traitor Sergeant	**6"**	**4+**	**4+**	**3**	**3**	**1**	**2**	**7**	**5+**	**1**

This model is armed with a lasgun and frag grenades.
Up to two Traitor Guardsmen in your kill team can be Traitor Guardsman Gunners, and one Traitor Guardsman in your kill team can be a Traitor Sergeant. A Traitor Sergeant is instead armed with a laspistol, chainsword and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-

WARGEAR OPTIONS
- A Traitor Guardsman Gunner may replace their lasgun with a flamer or take krak grenades.
- A Traitor Guardsman may replace their lasgun with an autopistol and brutal assault weapon or laspistol and brutal assault weapon.

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** (Traitor Sergeant only), **Heavy** (Gunner only), **Demolitions**, **Scout**, **Sniper**, **Veteran**

FACTION KEYWORD **Servants of the Abyss**

KEYWORDS **Chaos, Infantry, Traitor Guardsmen**

CHAOS BEASTMEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Chaos Beastman	**6"**	**3+**	**4+**	**4**	**4**	**1**	**1**	**6**	**5+**	**-**

This model is armed with either a laspistol or autopistol, either a chainsword or brutal assault weapon, and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

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. **Savage Charge:** Add 1 to the Strength and Attacks characteristics of this model in a battle round in which it charges.

SPECIALISTS **Leader**, **Combat**, **Demolitions**, **Veteran**, **Zealot**

FACTION KEYWORD **Servants of the Abyss**

KEYWORDS **Chaos, Infantry, Chaos Beastmen**

NEGAVOLT CULTISTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Negavolt Cultist	**6"**	**3+**	**4+**	**3**	**3**	**1**	**3**	**8**	**6+**	**-**

This model is armed with electro-goads.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Electro-goads	Melee	Melee	+2	0	1	Each hit roll of 6+ made with this weapon scores 3 hits.

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.

Fanatical Devotion: Each time this model loses a wound, roll a D6; on a 5+ the model does not lose that wound.

Voltagheist Field: This model has a 5+ invulnerable save. After this model has charged, choose one of the target models within 1" and roll a D6. On a 6 that target model suffers 1 mortal wound.

SPECIALISTS **Leader, Combat, Veteran, Zealot**

FACTION KEYWORD **Servants of the Abyss**

KEYWORDS **Chaos, Infantry, Negavolt Cultists**

ROGUE PSYKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Rogue Psyker	**6"**	**4+**	**4+**	**3**	**3**	**4**	**2**	**8**	**5+**	**-**

This model is armed with a laspistol and Chaos stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Chaos stave	Melee	Melee	User	-1	D3	-

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.

Unrestrained Power: You can re-roll any dice rolls of 1 when taking a Psychic test for this model. However, this model suffers Perils of the Warp on any Psychic test roll of a double, not just double 1 or double 6.

PSYKER This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. It knows the *Psybolt* power.

SPECIALISTS **Leader, Comms, Veteran, Zealot**

FACTION KEYWORD **Servants of the Abyss**

KEYWORDS **Chaos, Infantry, Psyker, Rogue Psyker**

BLACK LEGIONNAIRE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Black Legionnaire	**6"**	**3+**	**3+**	**4**	**4**	**1**	**1**	**7**	**3+**	**-**

This model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an **Imperium** model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISTS **Leader**, **Combat**, **Sniper**, **Veteran**, **Zealot**

FACTION KEYWORD **Servants of the Abyss**

KEYWORDS **Chaos, Heretic Astartes, Infantry, Black Legionnaire**

EXPLORERS

MODEL	POINTS PER MODEL (Including wargear)
Amallyn Shadowguide (Level 1)	30
Amallyn Shadowguide (Level 2)	35
Amallyn Shadowguide (Level 3)	50
Amallyn Shadowguide (Level 4)	60
Dahyak Grekh (Level 1)	25
Dahyak Grekh (Level 2)	30
Dahyak Grekh (Level 3)	40
Dahyak Grekh (Level 4)	50
Espern Locarno (Level 1)	30
Espern Locarno (Level 2)	40
Espern Locarno (Level 3)	50
Espern Locarno (Level 4)	60
Janus Draik (Level 1)	50
Janus Draik (Level 2)	65
Janus Draik (Level 3)	80
Janus Draik (Level 4)	105
Pious Vorne	15
Raus	10
Rein	8
Taddeus the Purifier (Level 1)	50
Taddeus the Purifier (Level 2)	55
Taddeus the Purifier (Level 3)	70
Taddeus the Purifier (Level 4)	85
UR-025	30

SERVANTS OF THE ABYSS MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Brutal assault weapon	0
Chainsword	0
Chaos stave	0
Electro-goads	0
Thunder hammer	0

SERVANTS OF THE ABYSS

MODEL	POINTS PER MODEL (Not including wargear)
Black Legionnaire	12
Chaos Beastman	7
Negavolt Cultist	9
Obsidius Mallex (Level 1)	125
Obsidius Mallex (Level 2)	140
Obsidius Mallex (Level 3)	155
Obsidius Mallex (Level 4)	170
Rogue Psyker	20
Traitor Guardsman	5
- Traitor Guardsman Gunner	5
- Traitor Sergeant	5

SERVANTS OF THE ABYSS RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autopistol	0
Boltgun	0
Bolt pistol	0
Flamer	3
Frag grenades	0
Krak grenades	0
Lasgun	0
Laspistol	0
Plasma pistol	0