

# THE FATE OF HEROES

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A WARHAMMER 40K CAMPAIGN SUPPLEMENT

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# INTRODUCTION

This system is intended for narrative, casual play with a group of three or more players. It is not recommended for competitive play or players who would prefer more strictly balanced gaming. The intent is to create fun, memorable games with armies that advance throughout.

This campaign system is intentionally general, but is intended for Game Masters to come up with their own sectors that players vie for control of.

Throughout this manual, there will be italicized text in tan boxes. These provide suggestions or comments that are not binding rules. Of course, rule number one is always to have fun playing.

## The Game Master

The person organizing the campaign is referred to as the Game Master, or GM. The role of the GM is to create compelling games. Considering the open nature of this campaign system and the potential for unreasonable exploits, the GM should serve as a way of creating a truly interesting gaming experience while still seeking a fairly balanced game.

In addition to being an organizer, a host, a referee, and a rules developer, the GM may also participate in games as a third party of sorts. Prior to a game, the GM may assist players in developing the mission. This may be done through random rolling, selecting the most appropriate mission for the scenario, or even creating one from whole cloth. During a game, the GM may cause random events, triggers, control third party combatants, or really anything else that may alter the game. After a game, the GM will observe any random rolling to ensure that rules are followed honestly, and any changes to the players' forces are recorded.

Between games or before the campaign begins, the Game Master may be petitioned by players to bend or even waive rules, possibly even creating whole new units from the ground up. It's recommended that a reasonable justification be made for these situations, and any exceptions made for one player be reviewed by the other players in the campaign. It's also worth mentioning that since the GM has the responsibility of maintaining a fair and fun environment for all players, so some ideas may need to be modified or even rejected.

Selecting a Game Master should be based on a number of factors. The GM should be considered well read on the universe and the rules, but more importantly, a person who is evenhanded and open minded. It's also helpful if the GM is familiar with various rules supplements in order to create truly unique and varied scenarios. Current sources like the Chapter Approved supplements are helpful, but even older source books like Cities Of Death, Planet Strike, and the many Altar Of War missions may come in handy when developing scenarios. Of course, missions can be as simple or in depth as the players want.

**NOTES AND CONTACT:** The following document is player made and is in no way endorsed by Games Workshop or any other organization. It is also a work in progress and will continually be updated for clarity of wording, streamlining of concepts, and overall balance. Feel free to contact me at [noneoftheabove0@gmail.com](mailto:noneoftheabove0@gmail.com) with any questions or suggestions.

# GETTING STARTED

This campaign system requires players to manage two separate forces. Your Army will represent your main force moving through the system, capturing vital ground, and defending strategic positions. Your Kill Team will represent a small group performing scouting movements, commando raids, and supply line sabotage.

## Army Creation

Create your Army following the rules from **Warhammer 40,000** rule book with the following exceptions. Your army will be Battle Forged and start at a 1,500 points. No named characters may be taken. No Fortifications may be taken. Any Lords of War must be approved by the GM.

You may want to use this campaign as an opportunity to play something a bit more unusual. Provide the GM with a reasonable justification and a plan of action for your ideas. The two of you should collaborate to find a way to satisfy your concept while maintaining a balanced and environment for other players.

*A player may want to play as T'au with Gue'vesa auxiliaries. Several solutions include using Astra Militarum Infantry Squads as Troops, T'au Strike Squad with converted models, or Astra Militarum Veteran Squads as Elite choices. Of course, an entirely new datasheet could be created for this if all parties agree to it.*

*A player wants to play as Squats. This could be solved by creating an entire codex from scratch and though this could be a fun experience among close friends, but it may end up time consuming and criticized as being unbalanced in a larger group. This can be solved by counting them as Space Marines.*

## The Warlord

You may not take named characters, but the model you select to be your Warlord will become as famed or feared as those in the Codexes. A single model from your Army must be selected as the Warlord. You may even decide to have something unusual represent your Warlord. This model becomes a Character and an HQ selection. The GM must be consulted on Warlord choices.

*An Ork player would like a Kommando as their Warlord to represent a Blood Axes force. The GM could create a new unit profile based on a combination of Boss Snikrot and an Ork Warboss.*

*A Ynnari player may want a Voidraven as their warlord. The GM may feel this is unacceptable as it fails to represent the presence on the battlefield befitting of a Warlord.*

Your Warlord is not necessarily limited to their normal wargear options, though the GM must approve and price any options not in their unit entries. The GM may see fit to adjust the point cost on specific options to compensate for extreme changes.

*A Blood Angels player requests that his Warlord Chaplain wear a jump pack and carry a lascannon. While these are not mutually exclusive wargear, they do not seem reasonable to take together.*

*An Adeptus Mechanicus player would like his Warlord Vanguard Alpha to carry dual plasma pistols. Even though this isn't a normal option in the codex, the GM might accept this.*

Your Warlord will select a single Warlord Trait from any chart available to that Warlord. This Warlord Trait is permanent and cannot be changed in any way. Finally generate a single Battle Honor. See the **Battle Honor Addendum** for more information on how to do this.

## Specialist Formations

Specialist Formations are detachments that you can choose to join your Army during Battles. These warriors come at a steep cost – the Army must forfeit a Territory for each Specialist Formation they wish to fight alongside them in the next battle. See **Post Battle Sequence** for more information on territories. After the Battle, the Specialist Formation leaves.

A player may take more than one Specialist Formation, and may take more than one of the same kind of Specialist Formation. However, they may well find that their Territories are depleted even should they succeed in their mission.

These Specialist Formations are 300 point formations that are created following the **Unbound** rules in the **Warhammer 40,000** rulebook. These models must share a faction and must share a faction with the Warlord. A player will create 3 of these formations. Choose carefully, because these cannot be changed after this point.

*A player has an Craftworlds Army. For their 3 formations, they make 1 Ynnari, 1 Drukhari, and 1 Harlequin as they all share the Aeldari faction.*

## Kill Team Creation

You'll need to generate a Kill Team at this point. Follow the rules from **Shadow War: Armageddon** rulebook with a few exceptions. This Kill Team will start at 1,000 points and must be of a faction that matches or is a reasonable ally to the Warlord's faction.

*A player would like to use a Harlequin Kill Team. If the player's Warlord is an Eldar Farseer, this should be reasonable. If their Warlord is a Necron Overlord, it may be unreasonable.*

*A player has an Army of Chaos Daemons. **Shadow War: Armageddon** does not provide rules for playing as Chaos Daemons. The GM may create rules for the Chaos Daemons faction on their own. If that seems like too much trouble, the GM may instead ask that the player use Chaos Space Marines instead.*

# 1: KILL TEAM OPERATION

The Kill Team Operation represents scouting elements finding one another, saboteurs destroying key equipment, or irregulars snatching supplies. These will take place prior to Major Battles and the success or failure of these missions can give armies bonuses during the upcoming battle.

The Operation will be played using the rules in **Shadow War: Armageddon**.

## Combatants

Whether old adversaries settling a grudge or chance encounters between combatants, the first major detail will be who is playing. The GM may want to do this randomly or thematically pick players.

## Battlezone

Wars rage across the galaxy, from vespene gas giants to warp tainted derelicts to sentient forests. Where the battle takes place will inform the players and the GM what sort of terrain, hazards, and possibly even mission will be involved. These can be created to suit your campaign, or can be rolled randomly for inspiration. Note that the rules are for **Warhammer 40,000** and not for **Shadow War: Armageddon**, so the rules will not be a direct correlation.

Battlezones	
D36	Battlezone
11 - 12	<b>Night Fight</b> Warhammer 40,000 p252
13 - 14	<b>Fire And Fury</b> Warhammer 40,000 p253
15 - 16	<b>Psychic Maelstrom</b> Warhammer 40,000 p253
21 - 22	<b>Industrial Worlds</b> Chapter Approved 2017 p106
23 - 24	<b>Empyric Storms</b> Chapter Approved 2017 p108
25 - 36	<b>Normal Battlezone</b> No modifications

The GM may choose to represent the battlefield in a more cinematic fashion by having random and triggered events.

*Before the game, the GM may write down several battlefield hazards to prevent questions of playing unfair.*

*The first model to reach a particular piece of ruins will disturb the nanospiders that dwell there. This model cannot move until another model comes to cut them free. Each turn until this happens, the molecular acid eats deeper into that warrior's flesh.*

*The GM also writes down that on Turn 7, a pipe will burst, releasing billowing clouds of steam, obscuring shooting nearby.*

*There is no limit on how many hazards can be used, but they should not detract from the game.*

## Mission

Scouting strongholds, ambushing patrols, and raiding for supplies are vital to any war effort. After a Battlezone is determined, a Mission must be generated. This could be as simple as rolling on the charts in the **Shadow War: Armageddon** rule book or as complicated as the players and GM collaborating on something brand new. If a scenario should require it, the GM may grant players additional resources.

*A Drukhari player suggests that a Kill Team Operation against an Ork player could be a raid for future gladiators. The GM may then grant extra Victory Points for each Ork "captured" by killing it in close combat and award no Victory Points for each killed by shooting.*

*The GM may also add that this Operation is taking place near promethium storage. These barrels are stable enough to act as cover, but a grenade that explodes near them causes a violent chain reaction.*

## 2: POST OPERATION SEQUENCE

Follow all rules in the **Shadow War: Armageddon** rule book including **Rewards Of Battle** sequence.

### Spoils Of War

The actions of your Kill Team may help your Army in their war efforts. The winner will roll 2D6 and consult the **Spoils Of War** table. If the event of a stalemate, both players roll 2D6 but subtract 2 from their final value. These rewards will only last for your next Major Battle.

### Uncovered Relic

During the **Claim Promethium** step, if your total Promethium Caches crosses a multiple of ten for the first time, you will generate a Relic for your Warlord. See **Generating Relics**.

Players should disregard the **Total Victory** section of the **Shadow Wars: Armageddon** rule book. Your Kill Team acts as a support element for the Army and cannot win this campaign by itself.

Spoils Of War	
2	<b>Dust</b> - <i>Nothing of significance.</i> No benefit.
3	<b>Key Intelligence</b> - <i>Captured prisoners with tactical understanding.</i> During the Post Battle Sequence, one additional Battle Honor may be granted, win or lose.
4	<b>Sacred Icon</b> - <i>An inspiring token of faith.</i> One use only. Select a unit within one inch of an enemy unit. At the end of one shooting phase, yours or your opponents, you may have that unit fight as if it were the Fight phase.
5	<b>Stim Chems</b> - <i>Stimulants that allow one to carry on despite grievous wounds.</i> One use only. Select a unit that's been assigned wounds. The unit may make an additional 6+ save after all other saves are taken.
6	<b>Ruse</b> - <i>A clever feint to put your opponent on their heels.</i> After all units have been deployed, you may select a single unit on the battlefield and redeploy them as if they hadn't yet been deployed. This may include special rules regarding their deployment.
7	<b>Battlefield Mapping</b> - <i>Advanced coordinate and objective plotting.</i> You may reroll dice for selecting deployment zones and turn selection.
8	<b>Favorable Position</b> - <i>A potential ambush site.</i> Select a single unit of Troops. When you set up that unit during deployment, it can be anywhere on the battlefield that is more than 9" from the enemy deployment zone.
9	<b>Enhanced Ammunition</b> - <i>A crate of potent ammunition.</i> Select one unit. For one turn only, their shooting attacks improve by 1 Strength and 1 AP.
10	<b>Defensive Field</b> - <i>A powerful, though short lived protective barrier.</i> Once per game, after Wounds have been allocated to your Warlord, you may declare you are using the Defensive Field. Your Warlord gains a 3+ Invulnerable save against those wounds.
11	<b>Abundance</b> - <i>A major cache, excellent battlefield conditions, superior terrain.</i> Roll twice on this chart, rerolling results of Legendary Weapon and Abundance.
12	<b>Legendary Weapon</b> - <i>A weapon of exquisite craftsmanship.</i> Generate a Legendary Weapon for the kill team leader. <b>See the Legendary Weapon Generation</b> rules.



# 3: MAJOR BATTLE

With aircraft screaming through the skies, mighty machines of war striding the battlefield, and teeming hordes of warriors marching over the slain, a Major Battle represents military actions in the region. These Battles will be conducted as described in the **Warhammer 40,000** rule book with the following exceptions.

As mentioned before, the winner of a Kill Team Operation gain the benefit of whatever Spoil Of War they had rolled. Players should keep track of which units were lost during combat, as this will be relevant in the **Post Battle Sequence**.

## Combatants

Now that skirmishing and harassing battles have been complete, it's time for massive armies to clash. These Major Battles do not, necessarily, have to be the same players from the Kill Team Operation.

## Battlezone

With wars fought across countless theaters, players do not, necessarily, have to fight their Major Battle on the same Battlezone as their Kill Team Operation, though it may be thematically suited for them to. The GM could create a Battlezone or roll randomly on the chart below.

Battlezones	
D36	Battlezone
11 - 12	<b>Night Fight</b> Warhammer 40,000 p252
13 - 14	<b>Fire And Fury</b> Warhammer 40,000 p253
15 - 16	<b>Psychic Maelstrom</b> Warhammer 40,000 p253
21 - 22	<b>Industrial Worlds</b> Chapter Approved 2017 p106
23 - 24	<b>Empyric Storms</b> Chapter Approved 2017 p108
25 - 36	<b>Normal Battlezone</b> No modifications

The GM may choose to use the specific Battlezone rules or create dynamic and specific events to represent the Battlezone in a more cinematic fashion.

*Before the game, the GM may write down several battlefield hazards to prevent questions of playing unfair.*

*On turn three, a small Drukhari raiding party will arrive on the battlefield looking for prisoners. They will arrive from a random table edge, engage the nearest unit, and flee to the edge they came from.*

*The GM also decides that an ice shelf is much thinner than players realize, and will be dangerous terrain once a unit moves through it. The GM may decide that some sort of a penalty for particularly large models, such as a player's Carnifex.*

## Mission

From fighting a desperate last stand to invading a previously peaceful planet, wars can unfold in countless ways. The GM can decide to create bespoke Missions for or with the players at this point. The GM may even decide to grant players additional resources to better represent the mission. The GM should also consider if it would be appropriate to create Stratagems for this mission.

*To represent a siege scenario, the GM may designate one player as an attacker and another as a defender. The defender may be given a set number of points to take Fortifications and the attacker may be given the same but may be restricted to Heavy Support.*

*The GM has decided that the attacker can use the Preliminary Bombardment as a Stratagem. The defender, however, has a new Stratagem called Nowhere To Run to automatically pass morale checks.*



Games Workshop has created a number of excellent scenarios. Here are charts to randomize these with, though the GM or players may just want to select one that sounds interesting.

Mission	
D6	Mission
1	Open Play
2	Narrative Play
3	Eternal War
4	Planet Strike
5	Maelstrom Of War
6	Stronghold Assault
GM	Other

Open Play	
D3	War Without End
1	<b>Annihilation</b> Warhammer 40,000 p191
2	<b>Hold At All Costs</b> Warhammer 40,000 p191
3	<b>Death Or Glory</b> Warhammer 40,000 p191

Narrative Play	
D6	Crucible Of War
1	<b>Meat Grinder</b> Warhammer 40,000 p196
2	<b>Ambush!</b> Warhammer 40,000 p198
3	<b>Patrol</b> Warhammer 40,000 p200
4	<b>Blitz</b> Warhammer 40,000 p202
5	<b>Sabotage</b> Warhammer 40,000 p204
6	<b>Rescue</b> Warhammer 40,000 p206

Eternal War	
D26	Eternal War
11	<b>Retrieval Mission</b> Warhammer 40,000 p218
12	<b>No Mercy</b> Warhammer 40,000 p219
13	<b>The Scouring</b> Warhammer 40,000 p220
14	<b>Big Guns Never Tire</b> Warhammer 40,000 p221
15	<b>Secure And Control</b> Warhammer 40,000 p222
16	<b>The Relic</b> Warhammer 40,000 p223
21	<b>Front Line Warfare</b> Chapter Approved 2017 p68
22	<b>Resupply Drop</b> Chapter Approved 2017 p69
23	<b>Scorched Earth</b> Chapter Approved 2017 p70
24	<b>Dominate And Destroy</b> Chapter Approved 2017 p71
25	<b>Ascension</b> Chapter Approved 2017 p72
26	<b>Roving Patrol</b> Chapter Approved 2017 p73

Planet Strike	
D6	Other Missions
1	<b>Planetfall</b> Chapter Approved 2017 p36
2	<b>Desperate Assault</b> Chapter Approved 2017 p37
3	<b>Sieze And Destroy</b> Chapter Approved 2017 p38
4	<b>Stranglehold</b> Chapter Approved 2017 p39
5	<b>Forlorn Hope</b> Chapter Approved 2017 p40
6	<b>Planetquake</b> Chapter Approved 2017 p41

<b>Maelstrom Of War</b>	
<b>D26</b>	<b>Maelstrom Of War</b>
<b>11</b>	<b>Cleanse And Capture</b> Warhammer 40,000 p230
<b>12</b>	<b>Contact Lost</b> Warhammer 40,000 p231
<b>13</b>	<b>Tactical Escalation</b> Warhammer 40,000 p232
<b>14</b>	<b>Spoils Of War</b> Warhammer 40,000 p233
<b>15</b>	<b>Cloak And Shadows</b> Warhammer 40,000 p234
<b>16</b>	<b>Deadlock</b> Warhammer 40,000 p235
<b>21</b>	<b>Kill Confirmed</b> Chapter Approved 2017 p74
<b>22</b>	<b>Targets Of Opportunity</b> Chapter Approved 2017 p75
<b>23</b>	<b>Tactical Gambit</b> Chapter Approved 2017 p76
<b>24</b>	<b>Race To Victory</b> Chapter Approved 2017 p77
<b>25</b>	<b>Sealed Orders</b> Chapter Approved 2017 p78
<b>26</b>	<b>Recon</b> Chapter Approved 2017 p79

<b>Stronghold Assault</b>	
<b>D6</b>	<b>Other Missions</b>
<b>1</b>	<b>Breakthrough</b> Chapter Approved 2017 p48
<b>2</b>	<b>Bunker Assault</b> Chapter Approved 2017 p49
<b>3</b>	<b>All Out Attack</b> Chapter Approved 2017 p50
<b>4</b>	<b>Crossfire</b> Chapter Approved 2017 p51
<b>5</b>	<b>The Big Push</b> Chapter Approved 2017 p52
<b>6</b>	<b>Last Stand</b> Chapter Approved 2017 p53

<b>Other Missions</b>	
<b>D6</b>	<b>Other Missions</b>
<b>1</b>	<b>Cities Of Death: Firesweep</b> Warhammer 40,000 p261
<b>2</b>	<b>Death From The Skies: Tactical Strike</b> Warhammer 40,000 p269
<b>3</b>	<b>Cloak And Shadows</b> Warhammer 40,000 p234
<b>4</b>	<b>Deadlock</b> Warhammer 40,000 p235
<b>5 - 6</b>	Reroll on this chart

## 4: POST BATTLE SEQUENCE

### Injuries And Losses

Though losses are anticipated on the battlefield, excessive losses may lead to lost experience and expertise. If your Warlord is removed from play, roll a D6. On a 4-6, the Warlord has made a full recovery. On a 1-3, your Warlord is in peril. Roll on the **Warlord Injury Chart**.

Warlord Injury	
1	<b>Grievously Wounded:</b> Roll the dice again. On a roll of 1-3, your Warlord is slain. See the rules for replacing your warlord in the <b>Resupply</b> section. On a 4+ your Warlord is will recover but may never be the same again. This model cannot participate in the next battle and loses one random Battle Honor.
2	<b>Frightful Scars:</b> The Warlord replaces one random Battle Honor with the following Battle Honor: Enemy units suffer a -1 modifier to their Leadership while they're within 3" of this model.
3-5	<b>Full Recovery:</b> Return to battle.
6	<b>What Doesn't Kill You...:</b> The Warlord gains a Battle Honor.

Any other unit that is completely destroyed must roll on the **Unit Losses Chart**.

Unit Losses	
1	<b>Disbanded:</b> Too many men were lost or a vehicle is beyond repair. This unit loses all Battle Honors.
2	<b>Reinforced:</b> A loss of equipment and experience has reduced capabilities. The unit loses 1 Battle Honor selected at random.
3-6	<b>Ready For Action:</b> Return to battle.

### Claim Territories

Success and failure at war is measured by Territory gained. If the army tied or lost the Battle, it receives 1 Territory. If it won, it receives D3 Territories.

### Grant Battle Honors

After a Battle, select one unit other than your Warlord to receive a Battle Honor. A unit cannot be selected if it required a roll on the **Unit Losses Chart**.

The winner of the Battle will also roll a D6. On a 4+, the Warlord will also receive a Battle Honor. This will happen even if the warlord rolled on the **Warlord Injuries Chart**.

The complete list of Battle Honors can be found in the **Battle Honors** addendum.

### Resupply

At this point, you have the opportunity to make changes to your Army. Any new units added will have no Battle Honors and any units removed will lose all Battle Honors. Any other changes are permitted as long as the **Army Creation** rules are met.

If your Warlord was slain in the preceding match, they must be replaced at this time. It is generally preferred that another model in your Army become the Warlord, but if there are no reasonable candidates, a new Warlord can be generated in the same way described in the **Army Creation** rules.

The new Warlord becomes an HQ choice and a character, retains their previous Battle Honors.

## **Domination**

In order to win a campaign, your Army must first hold 15 Territories. This is the maximum an Army can hold – any excess are lost. They must then fight and win one more battle in order to claim control of the sector and win the Campaign. If the next Battle you fight or tied, you do not receive any Territories – just keep fighting Battles until you either win the campaign or another player wins first. If for any reason your total number of Territories drops below 15, you must claim more Territories until your total is 15 before attempting a Battle to win the campaign. This means you can't use Special Formations in a Battle to win the campaign.

You can shorten or lengthen a campaign by changing the number of Territories an Army must hold. For example, for a shorter campaign, you could say that an Army only needs 8 or 10 Territories before fighting their final Battle, or for a longer one, say that their commanders demand that they secure 20 or even 30 Territories.

Something for the GM to consider would be a big ending. An Apocalypse game could be a great closer. Having the winner of the campaign and the runner up as the Warmasters of the two opposing sides could be an interesting way to finish it up. Divide players by faction if there is a reasonable number of each, or have the Warmasters select their allies. The winner of this match could win it all, giving the runner up an opportunity to snatch victory from the jaws of defeat.

# GENERATING RELICS ADDENDUM

When a Kill Team discovers a Relic, it is presented to the Warlord that sent them on the expedition in a suitably ceremonious fashion. This Relic cannot be transferred between models. The Warlord may only have one Relic at a time, but can choose which one to keep and which to discard.

## 1: Characteristics

To begin, it must be determined what sort of weapon you've found. Roll a D6. On a 1-3 it is a melee weapon. On a 4-6 it is a ranged weapon. If it is a ranged weapon, roll again on the following chart to determine its type and range.

Weapon Type		
D6	Weapon Type	Range
1-2	Pistol 1	12"
3	Assault 1	18"
4-5	Rapid Fire 1	24"
6	Heavy 1	36"

Now roll for the strength of the weapon. The result will be different depending on whether the weapon is a melee or ranged weapon.

Weapon Strength		
D6	Melee	Ranged
1-2	User	4
3-4	+1	5
5	+2	6
6	x2	7

The final roll for generating characteristics is the weapon's AP. The weapon will start as Damage 1.

Weapon AP	
D6	Weapon AP
1-2	0
3-4	-1
5	-2
6	-3

## 2: Traits

Roll on the following chart to determine the weapon's rarity. The rarer it is, the more traits it will have.

Weapon Rarity		
D6	Rarity	Traits
1-4	Rare	2
5-6	Artefact	3

Roll on the **Weapon Traits Chart** below to determine what traits the weapon has. If you roll a result twice, roll again.

To roll on this chart, roll a D36. What this means is first roll a D3 to determine the "tens" digit, then a D6 to determine the "ones" digit.

## 3: Name

A weapon of such rarity should have a suitably epic name, bringing your enemies fear just by speaking of it.

Relic Traits		
D36	Melee Weapon	Ranged Weapon
11	<b>Dueling</b> Failed hit rolls may be rerolled if the target is a Character.	<b>Scattering</b> If the target is within half range, add 1 to this weapon's Strength.
12	<b>Fervent</b> The bearer of this weapon may make a single attack at the start of the Fight subphase as if it had just charged. All other attacks occur normally.	<b>Seeking</b> This weapon may target units that are not visible to the bearer. Decrease its range by 6 inches. If it's a Pistol, decrease by 3.
13	<b>Raging</b> If the bearer charged this turn, it may make an additional two attacks with this weapon.	<b>Burning</b> Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
14	<b>Vicious</b> Each time the bearer fights, it can make 1 additional attack with this weapon.	<b>Sniping</b> This weapon may target a Character even if they are not the closest unit.
15	<b>Striking</b> Add 1 to all hit rolls for this weapon.	<b>Long Barreled</b> Add 12 inches to the weapon's range. If a Pistol, add 6.
16	<b>Aggressive</b> If the bearer charged this turn, attacks with this weapon are improved by 1 Strength and 1 AP.	<b>Defensive</b> When using this weapon to fire overwatch, it will hit on a 5+.
21	<b>Balanced</b> Any hit roll of 6 made with this weapon allows a single additional attack to be made. These additional attacks do not trigger further bonus attacks.	<b>Rapid</b> Increase the number of shots fired by 1 or by D6 if Explosive or Spitting.
22	<b>Lashing</b> If the bearer is slain in the Fight phase before it has made its attacks, leave the model where it is. When its unit is chosen to fight in that phase, it can do so as normal. Once it has done so, remove the model from the battlefield.	<b>Spitting</b> This weapon automatically hits its target. Increase the number of shots fired from 1 to D6 or from 2 to 2D6. Reduce the weapon's range by half. Reroll if Explosive was already rolled.
23	<b>Ranged</b> This weapon can also be used as a ranged weapon with a profile of Assault 1, 12" Range and the same Strength, AP, and Damage and no special rules.	<b>Explosive</b> Increase the number of shots fired from 1 to D6 or from 2 to 2D6. Reroll if Spitting was already rolled.
24	<b>Lethal</b> Each wound roll of a 6+ made for this weapon inflicts an additional mortal wound in addition to any other damage.	<b>Lethal</b> Each wound roll of a 6+ made for this weapon inflicts an additional mortal wound in addition to any other damage.

Relic Traits (Continued)		
D36	Melee Weapon	Ranged Weapon
25	<b>Howling</b> Enemy units that suffer any unsaved wounds from this weapon subtract 1 from their Leadership until the end of the turn.	<b>Howling</b> Enemy units that suffer any unsaved wounds from this weapon subtract 1 from their Leadership until the end of the turn.
26	<b>Blinding</b> If a unit suffers any unsaved wounds from this weapon, your opponent must subtract 1 from that unit's hit rolls until the end of the turn.	<b>Blinding</b> If a unit suffers any unsaved wounds from this weapon, your opponent must subtract 1 from that unit's hit rolls until the end of the turn.
31	<b>Venomous</b> This weapon always wounds on at least a 4+ unless it's targeting a Vehicle, in which case, it wounds on at least a 6+.	<b>Venomous</b> This weapon always wounds on at least a 5+ unless it's targeting a Vehicle, in which case, it wounds on at least a 6+.
32	<b>Rending</b> Each time you make a wound roll of 6+ for this weapon, that wound is resolved with an AP of -4.	<b>Rending</b> Each time you make a wound roll of 6+ for this weapon, that wound is resolved with an AP of -4.
33	<b>Shredding</b> You can reroll hit rolls of 1 for this weapon.	<b>Shredding</b> You can reroll hit rolls of 1 for this weapon.
34	<b>Jagged</b> You can reroll wound rolls of 1 for this weapon.	<b>Jagged</b> You can reroll wound rolls of 1 for this weapon.
35	<b>Piercing</b> Improve AP value by 1.	<b>Piercing</b> Improve AP value by 1.
36	<b>Dire</b> Increase Damage to D3.	<b>Dire</b> Increase Damage to D3.



# GENERATING LEGENDARY WEAPONS ADDENDUM

When a Kill Team discovers a Legendary Weapon, it is kept by the Kill Team Leader as a fearsome display of their martial skill. This Legendary Weapon cannot be transferred between models. The Team Leader may only have one Legendary Weapon at a time, but can choose which one to keep and which to discard.

## 1: Characteristics

To begin, it must be determined what sort of weapon you've found. Roll a D6. On a 1-3 it is a melee weapon. On a 4-6 it is a ranged weapon. If it is a ranged weapon, roll again on the following chart to determine its type and range.

Weapon Type			
D6	Weapon Type	Short Range	Long Range
1-2	Pistol	0-8"	8-16"
3-5	Basic	0-12"	12-24"
6	Heavy	0-18"	18-36"

Now roll for the strength of the weapon. The result will be different depending on whether the weapon is a melee or ranged weapon. This will also determine the weapon's ammo roll if it's a ranged weapon.

Weapon Strength			
D6	Melee	Ranged	Ammo Roll
1-2	User	4	4+
3-4	+1	5	5+
5	+2	6	6+
6	+3	7	7+

All weapons do 1 Damage unless otherwise stated.

## 2: Traits

Roll once on the **Melee Weapon Traits Chart** or **Ranged Weapon Traits** below to determine what traits the weapon has.

To roll on this chart, roll a D26. What this means is first roll a D6 with 1-3 representing a "1" and 4-6 representing a "2" to determine the "tens" digit, then a D6 to determine the "ones" digit. For example: rolling a 4 on the first dice would be a "2" and a 5 on the second would result in 25.

## 3: Name

Your enemies may have heard your name, but they've certainly heard your weapon's. Give your weapon a suitable name.

Melee Weapon Traits	
<b>D26</b>	<b>Melee Weapon</b>
<b>11</b>	<b>Two Handed</b> This weapon can never be used with another weapon.
<b>12</b>	<b>Noisy</b> This weapon must test to see if the alarm is raised when used during missions such as The Raid.
<b>13</b>	<b>Honed</b> This weapon gains +1 Strength.
<b>14</b>	<b>Balanced</b> This weapon gains +1 Strength and Parry.
<b>15</b>	<b>Piercing</b> This weapon gives an additional -1 Save Mod.
<b>16</b>	<b>Exquisite</b> This weapon gives an additional -1 Save Mod and Parry.
<b>21</b>	<b>Dual-Handed</b> This weapon can be wielded in one hand using its normal profile. Alternatively, a fighter can wield it with both hands and gain a further +1 Strength.
<b>22</b>	<b>Mighty Blow</b> If the wielder charged into combat this turn then their opponent rolls one less Attack dice for the duration of the turn (to a minimum of 1).
<b>23</b>	<b>Power Field</b> This weapon gives an additional -3 Save Mod.
<b>24</b>	<b>Paired Claws</b> This weapon counts as two weapons for hand-to-hand combat. A fighter armed with this weapon cannot carry anything else in their hands. The wielder may reroll To Wound rolls in the hand-to-hand phase.
<b>25</b>	<b>Concussive</b> A fighter who goes down as a result of an Injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.
<b>26</b>	<b>Blood Thirsty</b> This weapon causes D3 Damage instead of 1.

## Ranged Weapon Traits

D26	Traits			
11	<b>Volatile</b>			
	<b>Hit Short</b>	<b>Hit Long</b>	<b>Save Mod.</b>	<b>Special Rules</b>
	+1	-	-	<b>Unreliable:</b> This weapon may explode. See <b>Shadow War: Armageddon</b> page 48.
12	<b>Penetrating</b>			
	<b>Hit Short</b>	<b>Hit Long</b>	<b>Save Mod.</b>	<b>Special Rules</b>
	-	-1	-2	
13	<b>Well Rounded</b>			
	<b>Hit Short</b>	<b>Hit Long</b>	<b>Save Mod.</b>	<b>Special Rules</b>
	+1	-	-1	
14	<b>Accurate</b>			
	<b>Hit Short</b>	<b>Hit Long</b>	<b>Save Mod.</b>	<b>Special Rules</b>
	+2	-	-	
15	<b>Distance</b>			
	<b>Hit Short</b>	<b>Hit Long</b>	<b>Save Mod.</b>	<b>Special Rules</b>
	+1	-	-	<b>Long Range:</b> This weapon increases its Long Range by a number of inches equal to its Short Range. <b>Pistol:</b> If the weapon is a Pistol, it does not gain Long Range and instead gains +1 To Hit Long.
16	<b>Advanced Targeting</b>			
	<b>Hit Short</b>	<b>Hit Long</b>	<b>Save Mod.</b>	<b>Special Rules</b>
	+1	-	-	<b>Advanced Targeting:</b> A stationary fighter adds 1 to their Ballistic Skill for the duration of that shooting attack.
21	<b>Scattering</b>			
	<b>Hit Short</b>	<b>Hit Long</b>	<b>Save Mod.</b>	<b>Special Rules</b>
	+1	-1	-1	<b>Blastshot:</b> If you hit the target, place a small blast template with its center directly over the target model. Any other model that lies wholly under the template is hit too. If a model lies partially under the template, then it is hit on a further D6 roll of 4-6. Note that blastshot attacks will not scatter – if they miss, they have no effect. <b>Heavy:</b> If the weapon is Heavy, use a large blast template instead.

## Ranged Weapon Traits (Continued)

D26	Traits			
22	Long Gun			
	Hit Short	Hit Long	Save Mod.	Special Rules
	-1	-	-1	<b>Sniper Weapon:</b> This weapon cannot be fired if the fighter moved this turn. <b>Silent:</b> This weapon doesn't test to sound the alarm during missions such as The Raid. <b>Pistol:</b> If the weapon is a Pistol, it does not gain Sniper Weapon, but instead gains +1 To Hit Long.
23	Flaming			
	Hit Short	Hit Long	Save Mod.	Special Rules
	-	-	-2	<b>Flamer:</b> This weapon's shot is represented by the teardrop shaped flamer template. This is used as described in the <b>Shadow War: Armageddon</b> on page 39. <b>Ammo Roll:</b> This weapon is required to take an Ammo roll each and every time it fires. <b>Heavy:</b> If this weapon is Heavy, change its class to Basic. Additionally, it changes its Save Mod to -3 and does D3 Damage instead of 1. <b>Pistol:</b> If the weapon is a Pistol, change its Save Mod to -1.
24	Spraying			
	Hit Short	Hit Long	Save Mod.	Special Rules
	+1	-	-1	<b>Sustained Fire:</b> 1 dice. <b>Heavy:</b> If the weapon is Heavy, instead use 2 dice.
25	Explosive			
	Hit Short	Hit Long	Save Mod.	Special Rules
	+1	-	-1	<b>Blast:</b> This weapon uses the small blast template. <b>Heavy:</b> If the weapon is Heavy, use the large blast template instead. Additionally, change the Save Mod to -2.
26	High Voltage			
	Hit Short	Hit Long	Save Mod.	Special Rules
	+1	-	-1	<b>Variable Settings:</b> This weapon may choose to fire in this profile, or go to a High Power Setting and gain +2 Strength, -2 Save Mod, and the Unreliable rule as described above. <b>Scarce Ammunition:</b> Modify your Ammo Roll stat to be two worse.

# BATTLE HONORS ADDENDUM

A well trained soldier is a valuable asset, but a seasoned veteran can win a war. Any given unit may only ever have two Battle Honors, and may never take the same Battle Honor twice. Your Warlord may have up to five Battle Honors to show their martial prowess.

When selecting Battle Honors, use the chart that matches that unit's Keywords. For the Warlord, you may use either the Warlord chart or the one for their Keyword.

## Character Battle Honors

### Critical Hit

Add 1 to the Damage characteristic of a close combat attack made by this model if the Wound roll for the attack is 6+.

### Critical Reserves

Once per game, if this model has the Psyker keyword, it may attempt to manifest one additional psychic power.

### Duelist

This model may reroll Hit and Wound rolls of 1 in the Fight phase against Characters.

### Feel No Pain

Roll a D6 each time this model loses a wound. On a 6, that wound is not lost.

### Giant Slayer

This model may reroll Hit and Wound rolls of 1 in the Fight phase against Monsters and Vehicles.

### Guarding Field

This model gains a 5+ Invulnerable save.

### Inspiring

Friendly units within 3" of this model may use its Leadership instead of their own.

### Pistolier

This model can fire all Pistols in the Shooting phase even if it has Advanced or Fallen Back in the same turn.

### Quick Shot

This model may fire its weapons twice in the Shooting phase.

### Quick Study

If this model has the Psyker keyword, it knows one additional psychic power from the disciplines it can already take.

### Triumphant

This model may move up to 6" when consolidating at the end of the Fight phase.

## Warlord Battle Honors

### Brilliant

+1 Leadership.

### Deadly

+1 Weapon Skill.

### Furious

+1 Attack.

### Guarded

+1 Armor Save.

### Hawkeyed

+1 Ballistic Skill.

### Stalwart

+1 Toughness.

### Swift

+1 Movement.

### Vicious

+1 Strength.

## Infantry Battle Honors

### Battle Initiative

At the start of the first battle round but before the first turn begins, you may move this unit up to half its Movement characteristic. It cannot end this move within 9" of any enemy models.

### Blood Thirsty

Once per game, at the end of a shooting phase, this unit may Fight as if it were in the Fight phase.

### Bold

This unit adds 1 to their Advance and Charge rolls.

### Camouflaged

This unit may reroll saving throws of 1 while receiving the benefits of cover.

### Cerebral Conditioning

The unit may reroll failed Morale, Pinning and Fear tests.

### Close Order Drill

This unit may fire Pistol, Assault, and Rapid Fire weapons with a -1 to Hit in the Shooting phase even if it Fell Back in the previous Movement phase.

### Covering Fire

Models in this unit within 3" of a friendly unit being charged may fire Overwatch as if they were part of the unit being charged.

### Crack Shot

Units targeted by this unit in the Shooting phase do not gain a bonus to their saving throws for being in cover.

### Dodge

This unit gains a 6+ Invulnerable save.

### Grenadiers

Up to three models in this unit may throw Grenades during the Shooting phase at twice the normal distance.

### Hard Charging

This unit can reroll charge distances.

### Hip Fire

This unit may Advance and fire Pistol and Rapid Fire weapons with a -1 to Hit, and may fire Assault weapons without the usual -1 modifier.

### Lightning Assault

Models in this unit have a 4+ Invulnerable save against shots fired during the Overwatch phase.

### Point Blank

This unit may reroll Hit rolls of 1 when firing Overwatch.

### Psychic Mastery

When attempting to manifest a psychic power, this model may reroll 1D6.

### Skirmishers

Instead of deploying normally, this unit may wait until both armies are fully deployed and then be placed anywhere in the board that is more than 18" from any enemy models.

### Smoke Grenades

Once per game, instead of shooting any weapons in the Shooting phase, this unit can use its smoke grenades. Until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this unit.

### Sprint

When this unit Advances, roll three dice instead of one and pick the highest to add to the Move characteristic of all models in the unit for that Movement phase.

### Steady Aim

If this unit did not move in the preceding phase, it may reroll Hit rolls of 1.

### Unrelenting Fury

Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.

## **Cavalry, Chariot, Biker, and Beast Battle Honors**

### **Battle Initiative**

At the start of the first battle round but before the first turn begins, you may move this unit up to half its Movement characteristic. It cannot end this move within 9" of any enemy models.

### **Blood Thirsty**

Once per game, at the end of a shooting phase, this unit may Fight as if it were in the Fight phase.

### **Cerebral Conditioning**

The unit may reroll failed Morale, Pinning and Fear tests.

### **Close Order Drill**

This unit may fire Pistol, Assault, and Rapid Fire weapons with a -1 to Hit in the Shooting phase even if it Fell Back in the previous Movement phase.

### **Covering Fire**

Models in this unit within 3" of a friendly unit being charged may fire Overwatch as if they were part of the unit being charged.

### **Dodge**

This unit gains a 6+ Invulnerable save.

### **Grenadiers**

Up to three models in this unit may throw Grenades during the Shooting phase at twice the normal distance.

### **Hard Charging**

This unit can reroll charge distances.

### **High Mobility**

When this unit Advances, roll an additional dice to add to the Move characteristic of all models in the unit for that Movement phase.

### **Hip Fire**

This unit may Advance and fire Pistol and Rapid Fire weapons with a -1 to Hit, and may fire Assault weapons without the usual -1 modifier.

### **Impetuous**

This unit adds 2 to their Advance and Charge rolls.

### **Lightning Assault**

Models in this unit have a 4+ Invulnerable save against shots fired during the Overwatch phase.

### **Outriders**

During deployment, you can set up this unit on the army's flanks instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can be set up anywhere on the battlefield that is more than 9" away from any enemy models and within half its Movement characteristic of a battlefield edge.

### **Point Blank**

This unit may reroll Hit rolls of 1 when firing Overwatch.

### **Psychic Mastery**

When attempting to manifest a psychic power, this model may reroll 1D6.

### **Skirmishers**

Instead of deploying normally, this unit may wait until both armies are fully deployed and then be placed anywhere in the board that is more than 18" from any enemy models.

### **Steady Aim**

If this unit did not move in the preceding phase, it may reroll Hit rolls of 1.

### **Unrelenting Fury**

Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.



## Vehicle Battle Honors

### **Battle Initiative**

At the start of the first battle round but before the first turn begins, you may move this unit up to half its Movement characteristic. It cannot end this move within 9" of any enemy models.

### **Battlefield Repairs**

Roll a dice at the start of each of your turns; on a 6, this model regains one lost wound.

### **Blood Thirsty**

Once per game, at the end of a shooting phase, this unit may Fight as if it were in the Fight phase.

### **Crack Shot**

Units targeted by this unit in the Shooting phase do not gain a bonus to their saving throws for being in cover.

### **Dog Fighters**

This unit must have the Keyword Fly. This unit gains +1 BS when shooting at enemy units with the Keyword Fly.

### **Enhanced Engines**

When this unit Advances, roll three dice instead of one and pick the highest to add to the Move characteristic of all models in the unit for that Movement phase.

### **Hard Charging**

This unit can reroll charge distances.

### **Lightning Assault**

Models in this unit have a 4+ Invulnerable save against shots fired during the Overwatch phase.

### **Point Blank**

This unit may reroll Hit rolls of 1 when firing Overwatch.

### **Protective Field**

This unit gains a 6+ Invulnerable save.

### **Psychic Mastery**

When attempting to manifest a psychic power, this model may reroll 1D6.

### **Skirmishers**

Instead of deploying normally, this unit may wait until both armies are fully deployed and then be placed anywhere in the board that is more than 18" from any enemy models.

### **Smoke Launchers**

Once per game, instead of shooting any weapons in the Shooting phase, this unit can use its smoke launchers. Until your next Shooting phase, your opponent must subtract 1 from all hit rolls for ranged weapons that target this unit.

### **Stabilized**

This model cannot advance but ignores the -1 penalty for its Hit rolls for moving and firing a Heavy weapon.

### **Steady Aim**

If this unit did not move in the preceding phase, it may reroll Hit rolls of 1.

### **Superior Armor**

When this unit is attacked by a weapon with a -1 AP, treat it as -0 AP.

### **Unrelenting Fury**

Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.

## Monster Battle Honors

### Acid Blood

Each time this model loses a wound in the Fight phase, roll a dice; on a 6, the unit that inflicted the damage suffers a mortal wound after all of their attacks have been resolved.

### Battle Initiative

At the start of the first battle round but before the first turn begins, you may move this unit up to half its Movement characteristic. It cannot end this move within 9" of any enemy models.

### Blood Thirsty

Once per game, at the end of a shooting phase, this unit may Fight as if it were in the Fight phase.

### Bold

This unit adds 1 to their Advance and Charge rolls.

### Cerebral Conditioning

The unit may reroll failed Morale, Pinning and Fear tests.

### Covering Fire

Models in this unit within 3" of a friendly unit being charged may fire Overwatch as if they were part of the unit being charged.

### Crack Shot

Units targeted by this unit in the Shooting phase do not gain a bonus to their saving throws for being in cover.

### Dog Fighters

This unit must have the Keyword Fly. This unit gains +1 BS when shooting at enemy units with the Keyword Fly.

### Hard Charging

This unit can reroll charge distances.

### Hip Fire

This unit may Advance and fire Pistol and Rapid Fire weapons with a -1 to Hit, and may fire Assault weapons without the usual -1 modifier.

### Lightning Assault

Models in this unit have a 4+ Invulnerable save against shots fired during the Overwatch phase.

### Point Blank

This unit may reroll Hit rolls of 1 when firing Overwatch.

### Protective Field

This unit gains a 6+ Invulnerable save.

### Psychic Mastery

When attempting to manifest a psychic power, this model may reroll 1D6.

### Regeneration

Roll a dice at the start of each of your turns; on a 6, this model regains one lost wound.

### Retribution

If this model is reduced to 0 wounds during the Fight phase, roll a dice; on a 6, the unit that inflicted the damage suffers D3 mortal wounds after all of their attacks have been resolved.

### Skirmishers

Instead of deploying normally, this unit may wait until both armies are fully deployed and then be placed anywhere in the board that is more than 18" from any enemy models.

### Sprint

When this unit Advances, roll three dice instead of one and pick the highest to add to the Move characteristic of all models in the unit for that Movement phase.

### Stabilized

This model cannot advance but ignores the -1 penalty for its Hit rolls for moving and firing a Heavy weapon.

### Steady Aim

If this unit did not move in the preceding phase, it may reroll Hit rolls of 1.

### Thick Hide

When this unit is attacked by a weapon with a -1 AP, treat it as -0 AP.

### Unrelenting Fury

Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.

# CHANGELOG

## V8.01      31 January 2018

- Changed Advanced Comms on the **Spoils Of War** chart to Ruse.
- Changed Power Field on the **Spoils Of War** chart to Defensive Field.