

TOURNAMENT SUB-FACTIONS

This pack includes specially designed Sub-factions for use at Kill Team Stream tournaments and events. These special Sub-factions follow all the normal rules for Sub-Factions from the Kill Team Elites Book (p. 16).

PATH PRACTICES

The Sub-factions for models with the **KROOT** Faction keyword are called Paths, and their Sub-faction abilities are called Path Practices. If your kill team is Battle-forged and all models in your kill team are drawn from the same Path, models in the kill team gain the Path Practice described below and you can use that Path's Tactics.

CAVALRY

Models with the **CAVALRY** keyword cannot be drawn from a Path. However, their presence in your kill team does not prevent you using a Path Practice, as long as the models in the kill team that can be drawn from a Path are all drawn from the same Path.

SILENT STEP: PATH OF THE SILENT STEP

Some Kroot Shapers value stealth above all else, and their kindred are trained from birth to hunt only the quietest and most stealthy creatures, steering their evolution towards being utterly undetectable by their prey.

When an opponent makes a hit roll for a shooting attack that targets a model in your kill team, and that model is obscured, that hit roll suffers an additional -1 modifier.

SEVEN PATHS KINDRED: PATH OF THE SEVEN

Kroot are steeped in the wisdom of the ancients, and some Shapers carry on the traditions of their ancestors, teaching their kindred the holy Seven Paths of Pech. Every Kroot on this path must make a pilgrimage to the Kroot homeworld before joining his kindred in battle.

When a model from your kill team would lose a wound, roll one D6; on a 5+ that wound is not lost.

THE WIND STALKERS:

PATH OF THE WIND

It is said that all Kroot originally evolved from the Kroothawk. Some shapers force their kindred to live and hunt in the sky nests alongside the Kroothawks, learning from them to be swift and deft in their hunt. Some of these Kroot even learn to ride the Kroothawks.

If a model in your kill team Advances, roll 2D6 to determine the increase to that model's Move characteristic and take the highest result.

SPIRIT OF THE BEASTS:

PATH OF THE HOUND

Some Kroot Shapers breed and train large packs of Kroot Hounds. These Kindred rely entirely on their hounds in battle, sending them into the fray in large, voracious packs riding alongside them on the backs of great Krootox.

If all the models in your kill team, except for **CAVALRY** and **COMMANDERS** are Kroot Hounds, then models from your kill team can re-roll failed Wound rolls. In addition, add **LEADER** to the specialist options for Krootox Rider.



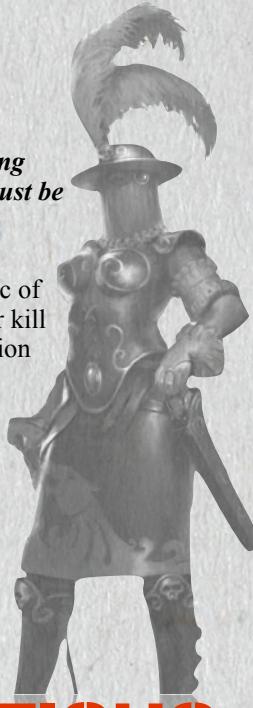
CREW QUALITIES

The Sub-factions for models with the **ELUCIDIAN STARSTRIDERS** Faction keyword are called Crews, and their Sub-faction abilities are called Crew Qualities. If your kill team is Battle-forged and all models in your kill team are drawn from the same Crew, models in the kill team gain the Crew Quality described below and you can use that Crew's Tactics.

ELUCIDIAN STARSTRIDERS: CREW OF THE TRUEHAWK

Elucia Vhane is very selective when recruiting individuals into her service. A Starstrider must be exceedingly bold and self-reliant.

Improve the Armour Penetration characteristic of all shooting weapons used by a model in your kill team by 1. For example, an Armour Penetration characteristic of 0 becomes -1, an Armour Penetration characteristic of -1 becomes -2, and so on.



DRAIK'S EXPLORERS: CREW OF THE VANGUARD

Intrepid and audacious, Janus Draik has travelled far and wide and formed compacts with adventurers and explorers whose motives align closely enough with his own that he can temporarily set aside his mistrust for the duration of an expedition.

You start the first battle round with one additional Command Point. If you choose this Crew Quality, change all instances of “ELUCIDIAN STARSTRIDERS” to read “DRAIK’S EXPLORERS” and change all instances of “ELUCIA VHANE” to read “JANUS DRAIK.”

MURAD'S CADRE: CREW OF THE ULTIMATUM

Neyam Shai Murad's willingness to use every resource at her disposal sees her surrounded by myriad Imperial attaches, all of whom she treats as equals - provided they meet her exacting standards.

You can re-roll failed hit rolls of 1 for attacks made by a model in your kill team. If you choose this Crew Quality, change all instances of “ELUCIDIAN STARSTRIDERS” to read “MURAD’S CADRE” and change all instances of “ELUCIA VHANE” to read “NEYAM SHAI MURAD.”

CURSE MUTATIONS

The Sub-factions for models with the **GELLERPOX INFECTED** Faction keyword are called Curses, and their Sub-faction abilities are called Curse Mutations. If your kill team is Battle-forged and all models in your kill team are drawn from the same Curse, models in the kill team gain the Curse Mutation described below and you can use that Curse’s Tactics.

SLITHERING SWARM: CURSE OF THE SWARM

The most stomach-churning curse of the Gellarpox is the curse of the swarm. Thousands of bloated and diseased flies and mites overwhelm their foes and are very tricky to get rid of.

Subtract 1 from the Leadership characteristic of enemy models while they are within 3" of any models in your kill team.



MONSTROUS MIGHT: CURSE OF THE MONSTER

Those afflicted with this curse of the Gellarpox can mutate beyond recognition, becoming brutally effective biological battering rams.

You can re-roll a single failed hit roll and a single failed wound roll in the Fight Phase, as long as the attack was made by a model in your kill team.

SLICE AND DICE: CURSE OF THE VIOLENT

The Curse of the Violent can cause Gellarpox to specialize in dealing brutal damage up close, possessed of horrifically mutant durability and damage.

Improve the Armour Penetration characteristic of all melee weapons used by a model in your kill team by 1. For example, an Armour Penetration characteristic of 0 becomes -1, an Armour Penetration characteristic of -1 becomes -2, and so on.

DAEMONIC LOCI

The Sub-factions for models with the **DAEMONS** Faction keyword are called Allegiances, and their Sub-faction abilities are called Daemonic Loci. If your kill team is Battle-forged and all models in your kill team are drawn from the same Allegiance, models in the kill team gain the Daemonic Locus described below and you can use that Allegiance's Tactics.

KHORNE: LOCUS OF RAGE

The Daemons of Khorne perceive everything through a red mist of undiluted rage. They cannot wait to spill blood, and so surge across the battlefield to get to grips with their foes as quickly as possible so that the slaughter can begin in earnest.

This Locus can only be used if your entire kill team shares the **KHORNE** keyword. You can add 1 to Charge rolls made by models in your kill team.

TZEENTCH: LOCUS OF TRICKERY

The Daemons of Tzeentch surround themselves in layer upon layer of mind-traps and illusions, each mirage shifting into the next. They are confident even in the face of the impossible, for nothing is ever perceived as impossible to them.

This Locus can only be used if your entire kill team shares the **TZEENTCH** keyword. Add 1 to the Leadership characteristic of models on your kill team.

NURGLE: LOCUS OF VIRULENCE

The Daemons of Nurgle are surrounded by an aura of pestilence and disease that infects all nearby, and their talons and blades drip with thrice-ripened plagues. It's enough to shatter even the toughest resolves and terrify even the strongest of wills.

This Locus can only be used if your entire kill team shares the **NURGLE** keyword. Subtract 1 from the Leadership characteristic of enemy models while they are within 3" of any models in your kill team.



SLAANESH: LOCUS OF SWIFTNESS

The Daemons of Slaanesh dance across the battlefield with a grace and speed that belies belief. They can close the killing field of a battlefield in a heartbeat, falling upon their surprised and panic-stricken prey with psychotic delight.

This Locus can only be used if your entire kill team shares the **SLAANESH** keyword. You can add 1 to Advance and Charge rolls made by models in your kill team.

HERETIC CULT PRAYERS

The Sub-factions for models with the **SERVANTS OF THE ABYSS** Faction keyword are called Heretic Cults, and their Sub-faction abilities are called Heretic Cult Prayers. If your kill team is Battle-forged and all models in your kill team are drawn from the same Heretic Cult, models in the kill team gain the Heretic Cult Prayer described below and you can use that Heretic Cult's Tactics.

SLAVES TO DARKNESS: PRAYER OF DARKNESS

The Slaves of Obsidius Mallex see Mallex as a god - proof of the immortality that could be theirs if they are worthy. They are united only by their choice to pledge themselves body and soul to Chaos, rather than being butchered by the Chaos warband.

You can re-roll a single Injury roll per Battle Round for attacks you have made. This cannot be used if the Injury roll was caused by a mortal wound.

MALLEX'S FOLLOWERS: PRAYER TO MALLEX

The most terrifying of the Servants of the Abyss are the Followers of Mallex. Their sense of duty and honor has been replaced with selfish avarice and unquenchable hatred.

Add 1 to Advance and Charge rolls made by models in your kill team.

FIREBRAND RENEGADES: PRAYER OF FLAME

Amongst the throngs of the heretic cults are those who are physical manifestations of burning hatred. Known as Firebrand Renegades, their bodies serve as reservoirs for the fell energies of the Dark Gods.

At the beginning of the Fight phase, you can pick a single enemy model within 1" of a Traitor Guardsman or Cultist of the Abyss model in your kill team. Roll a D6; on a roll of 6, the enemy model suffers a mortal wound.

CADRE TRADITIONS

The Sub-factions for models with the **SISTERS OF SILENCE** Faction keyword are called Cadres, and their Sub-faction abilities are called Traditions. If your kill team is Battle-forged and all models in your kill team are drawn from the same Cadre, models in the kill team gain the Tradition described below and you can use that Cadre's Tactics.

STORM DAGGER CADRE: TRADITION OF PROSECUTION

Sisters of the Storm Dagger Cadre are tasked with overseeing the Black Ships; feared transports filled with mournful Psykers held in cavernous, psi-shielded holds to be taken back to Terra to feed the voracious psychic appetite of the Emperor.

Change the profile of the Boltguns of Prosecutor and Prosecutor Superior models to read "-D3 AP"

WHITE TALON CADRE: TRADITION OF PURSUIT

Sisters of the White Talon Cadre are the hunters, investigators, and secret police of the Silent Sisterhood. They deal primarily with those who seek to shelter and harbor Psykers.

Vigilator and Vigilator Superior models may re-roll failed charges.

BRAZEN SABRE CADRE: TRADITION OF OBLIVION

Sisters of the Brazen Sabre Cadre are tasked with the vital duty of seeking out and destroying powerful Psykers. Their Cadre is the most vicious and their null abilities are much more honed and dangerous to Psykers than other Cadres.

If an enemy Kill Team has psychic models on the field but doesn't manifest a psychic power this turn for any reason, the nearest enemy Psyker model to your team suffers a mortal wound. If multiple Psyker models are in equidistant range, then you may choose which of these models is affected.



ORDER CONVICTIONS

The Sub-factions for models with the **ADEPTA SORORITAS** Faction keyword are called Orders, and their Sub-faction abilities are called Convictions. If your kill team is Battle-forged and all models in your kill team are drawn from the same Order, models in the kill team gain the Conviction described below and you can use that Order's Tactics.

OUR MARTYRED LADY: THE BLOOD OF MARTYRS

So dedicated are the Sisters of the Order of Our Martyred Lady that nothing can keep them from fulfilling their Emperor-given duty. When the fighting is fiercest and the casualties highest, these holy warriors fight with renewed conviction and purpose, inspired by their desire to avenge the deaths of their fallen.

When resolving an attack with a model from your kill team, add 1 to the hit roll if one or more models from your kill team have been taken Out of Action in this Battle Round.

EBON CHALICE: DAUGHTERS OF THE EMPEROR

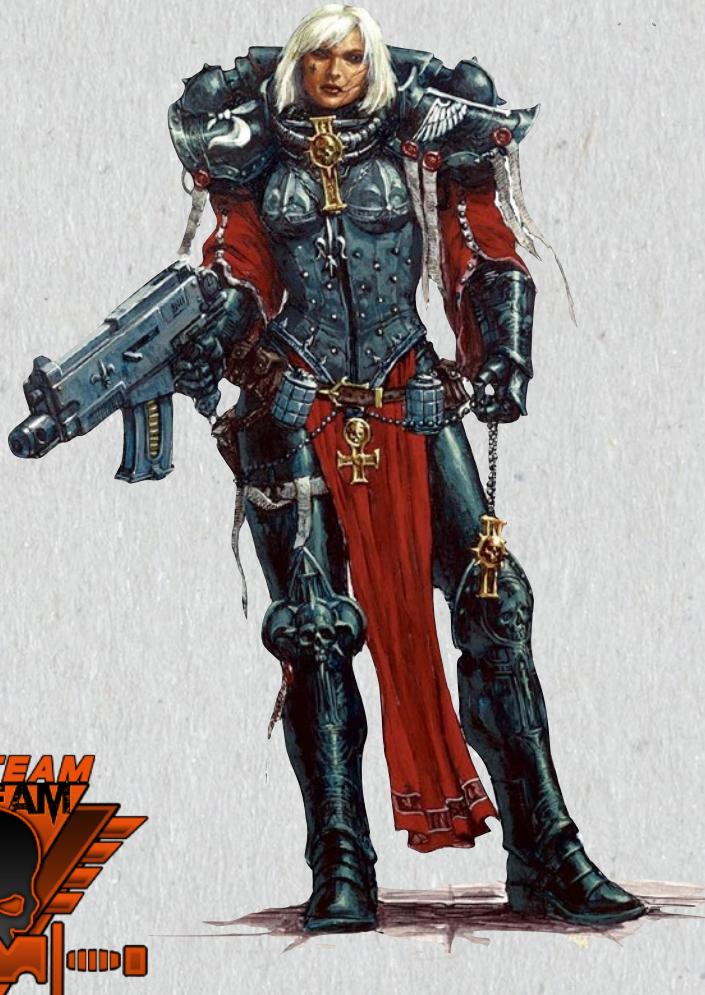
The Order of the Ebon Chalice is the oldest of the Orders Militant, and they strive to be exemplars, both martial and spiritual, to the followers of the God-Emperor. Their purity and nobility of spirit can see them perform miraculous acts of survival.

When a model from your kill team would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost. This ability cannot be used by a model that has already used the Berzerk Killing Machine ability.

ARGENT SHROUD: DEEDS, NOT WORDS

It is the strong belief of those within the Order of the Argent Shroud that one's conviction is best shown through bold action. Thus is battle the best way to prove their unquenchable faith, for there they may smite the Emperor's foes and demonstrate the depths of their devotion.

When a model from your kill team Advances in its Movement phase, weapons are used as if that model had performed a Normal Move instead.



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