

Descargar libros gratis KILL TEAM: COMMANDERS - Games Workshop QBook



Some warriors are destined to bear the mantle of command. Whether hardened veterans, inspirational orators or blood-hungry champions, these leaders are worth many times their number, possessing the might and sheer force of will to change the course of battle in an instant. These legendary commanders instil dread in their enemies just as they inspire fierce loyalty in their comrades, tipping the balance of entire war zones and turning impending routs into triumphant victories. No matter their chosen expertise, all are exemplars of their kind, the embodiment of their Faction's martial strengths.

CONTENTS

This eBook edition of Kill Team: Commanders explains everything you need to know about Commanders, their role at the head of a kill team and how to leverage their abilities in your games:

- A Galaxy at War: an introduction to the setting of Kill Team in the 41st Millennium, a time of endless conflict, a nightmare in which all hope is forsaken and Humanity stands upon the brink of total damnation – this section explains the role and function of Commanders, the abilities and talents they add to the kill teams under their leadership and the nature of the shadow wars they fight, from all-out firefights on worlds torn apart to surgical strikes on specific targets
- Commander Traits and Tactics: these are specific traits and Tactics for use in games, only applicable to Commanders
- Psychic Powers: 6 devastating psychic powers which can be used by any Commander with psychic abilities
- Rules for fielding Commanders as part of a Kill Team campaign, with a table determining the events that occur should your Commander fall victim to your opponent
- Aura Tactics: Commanders are inherently charismatic leaders, and Aura Tactics reflect this – passive abilities which affect models within a certain distance
- Specialists: rules for 10 different types of Commander specialisms – Ferocity, Fortitude, Leadership, Logistics, Melee, Psyker, Shooting, Stealth, Strategist and Strength. Each features its own specific Tactics and skill tree, allowing you to field your Commander according to the play style you prefer
- A comprehensive list of Commanders available to the 16 Kill Team Factions – Adeptus Astartes, Deathwatch, Grey Knights, Astra Militarum, Adeptus Mechanicus, Heretic Astartes, Death Guard, Thousand Sons, Asuryani, Drukhari, Harlequins, Necrons, Orks, T'au Empire, Tyranids, and Genestealer Cults – featuring background information, datasheets, Tactics and psychic disciplines, along with the relevant points values and wargear available to each
- Additional rules covering deployment and battle length
- Heroic Regalia: this section presents a collection of beautifully painted Citadel miniatures, demonstrating the formidable sight of Kill Team Commanders in full flow on the battlefield
- Missions: 6 narrative play missions, 6 matched play missions and 3 open play missions for Kill Team with Commanders, along with a host of inspirational ideas for your own open play games. Each

of these missions includes guidance on battlefield setup, the scouting phase, deployment, battle length and victory conditions, with the matched play missions featuring alternate deployment maps allowing up to 4 kill teams to duke it out

ABOUT THIS EDITION

This digital edition is supplied as an ePub3 file. It is a complete and unabridged version in a full-colour, fixed-layout format, which can be conveniently viewed on your phone or tablet with quick-link contents allowing you to jump instantly to the section you want to read.

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