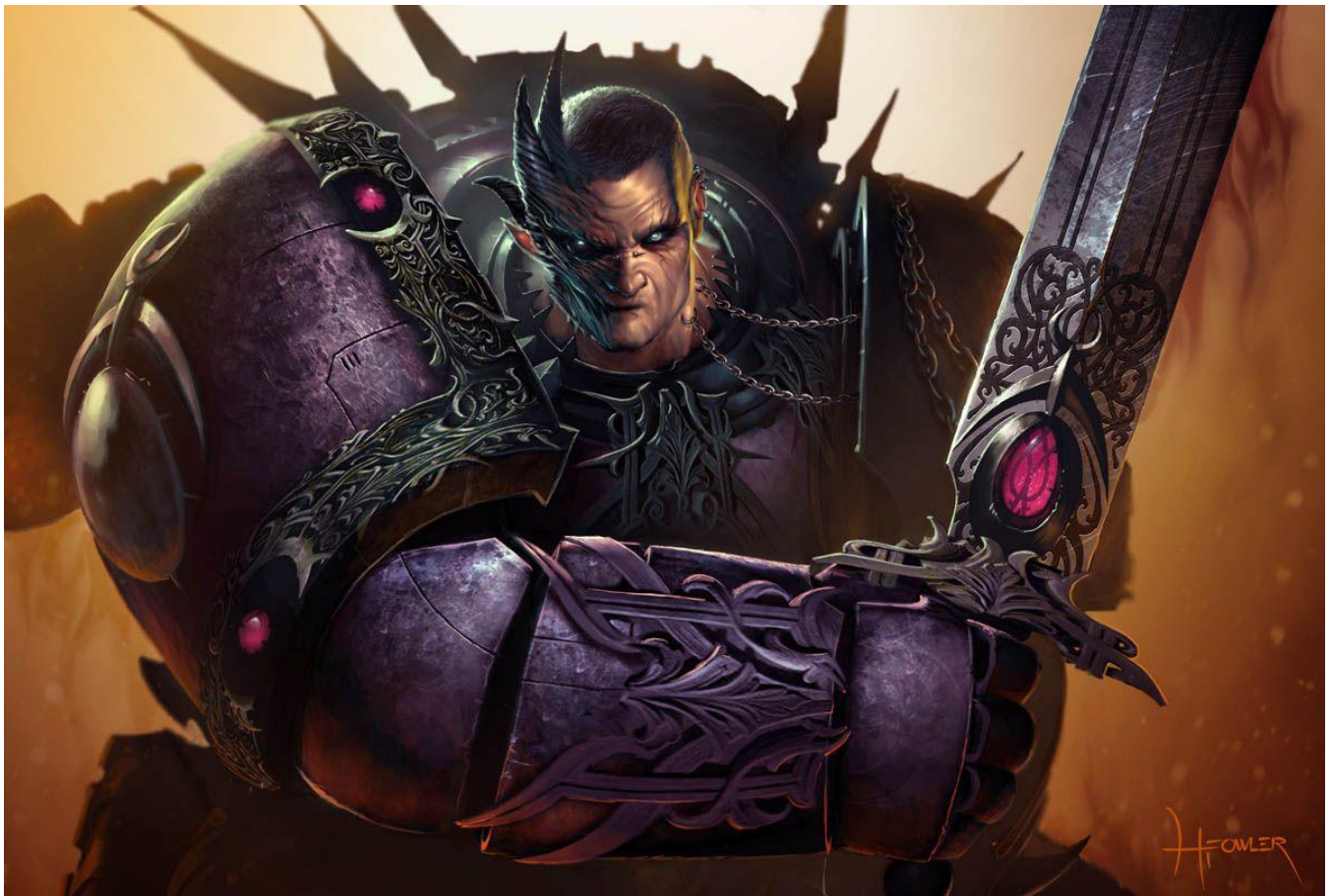


WARHAMMER
40,000
KILL TEAM
EMPEROR'S CHILDREN



This is a homebrew for creating and playing your own Emperor's Children Kill Team in the style of the Kill Team 2021 compendium.
Children of the Emperor, Death to his foe!

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CHAOS: HERETIC ASTARTES

EMPEROR'S CHILDREN KILL TEAM

A **EMPEROR CHILDREN'S** kill team consists of two fire teams selected from the following list:

- **NOISE MARINE**
- **POSSESSED**
- **DAEMONETTE** (max one per kill team)
- **HEDONIST CULTIST** (max one per kill team)

ARCHETYPE: SEEK AND DESTROY / INFILTRATION

NOISE MARINE FIRE TEAM

A **NOISE MARINE** fire team includes three **NOISE MARINE** operatives selected from the following list:

- **NOISE MARINE WARRIOR** equipped with one of the following options:
 - Boltgun and fists
 - Sonic blaster and fists
- **NOISE MARINE GUNNER** equipped with one of the following options:
 - Missile launcher and fists
 - Sonic blastmaster and fists

Each **NOISE MARINE** fire team can only include up to one **NOISE MARINE GUNNER** operative.

If your kill team does not include any other **Leader** operatives, instead of selecting one **NOISE MARINE WARRIOR** operative for one **NOISE MARINE** fire team, you can select one **NOISE MARINE ASPIRING CHAMPION** operative equipped with one of the following options:

- One option from each of the following:
 - Bolt pistol or plasma pistol
 - Chainsword or power sword

ARCHETYPE: INFILTRATION / RECON

POSSESSED FIRE TEAM

A **POSSESSED** fire team includes three **POSSESSED** operatives.

If your kill team does not include any other **LEADER** operatives, instead of selecting one **POSSESSED** operative for one **POSSESSED** fire team, you can select one **POSSESSED LEADER** operative.

ARCHETYPE: INFILTRATION

DAEMONETTE FIRE TEAM

A **DAEMONETTE** fire team includes six **DAEMONETTE** operatives selected from the following list:

- **DAEMONETTE FIGHTER**
- **DAEMONETTE ICON BEARER**
- **DAEMONETTE HORN BEARER**

Other than **DAEMONETTE FIGHTER** operatives, your kill team can only include each operative above once.

If your kill team does not include any other **LEADER** operatives, instead of selecting one **DAEMONETTE FIGHTER** operative for one **DAEMONETTE** fire team, you can select one **ALURESSE** operative.

ARCHETYPE: RECON

HEDONIST CULTIST FIRE TEAM

A **HEDONIST CULTIST** fire team include seven **HEDONIST CULTIST** operatives selected from the following list:

- **HEDONIST CULTIST FIGHTER** equipped with one of the following options:
 - Autogun and butt
 - Autopistol and brutal assault weapon
- **HEDONIST CULTIST GUNNER** equipped with a gun butt and one of the following options:
 - Flamer or heavy stubber

Each **HEDONIST CULTIST** fire team can only include up to one **HEDONIST CULTISTS GUNNER** operative.

If your kill team does not include any other **Leader** operatives, instead of selecting one **HEDONIST CULTIST FIGHTER** operative for one **HEDONIST CULTIST** fire team, you can select one **HEDONIST CULTIST LEADER** operative equipped with one of the following options:

- One option from each of the following:
 - Autogun and butt
 - Autopistol and brutal assault weapon



RULES UNIQUE ACTIONS

MUSIC OF THE APOCALYPSE - 1AP

If this model is incapacitated before the end of the Turning Point, do not remove that operative from the killzone. This model may make a shooting attack with its ranged weapon even if they are within 1" of an enemy. Afterwards, this model is taken out of action as normal.

BASS WAVE - 1AP

In the firefight phase, if this model didn't move nor dash, improve its ranged weapon AP by 1 before shooting. This can be used more than once in the same firefight phase but does not stack nor can it go higher than the weapon initial AP value plus 1.

DAEMONIC ICON -1AP

Until the end of the Turning Point, while this operative is within ■ of a friendly **DAEMONETTE** operative, that friendly operative is invigorated by Chaos. While an operative is invigorated by Chaos, improve its invulnerable save by 1.

INSTRUMENT OF CHAOS -1AP

Instrument of Chaos (1AP): Until the end of the Turning Point, each time a friendly **DAEMONETTE** operative performs a Normal Move or Charge action, it can move an additional ▲.

STRATEGIC PLOYS

SONIC VOLLEYS - 1CP

Until the end of the Turning Point, each time a friendly **NOISE MARINE** operative is activated, if it does not perform a Fight action during that activation, it can perform two Shoot actions during that activation if a sonic weapon is selected for each of those shooting attacks. A sonic weapon is a ranged weapon that includes 'sonic' in its name.

MUTATED ASSAULT- 1CP

Until the end of the Turning Point, each time a friendly **POSSESSED** operative is activated, it can perform two Fight actions during that activation.

SLAANESH IS WATCHING- 1CP

Until the end of the Turning Point, each time a friendly **HEDONIST CULTIST** or **DAEMONETTE** shoots or fights in combat, if you retain any critical hits you can turn a failed hit into a successful hit.

SERVANTS OF EXCESS - 1CP

Add ▲ to the movement of **HEDONIST CULTIST** and **DAEMONETTE** operatives. When they moves over traversable terrain, it does not cost ● of movement to do so.

TACTICAL PLOYS

ENDLESS CACOPHONY - 1/2CP

Use this Tactical Ploy at the end of the Firefight phase, or when it is your turn to activate an operative. Select one friendly **NOISE MARINE WARRIOR** operative for 1CP, or any other friendly **NOISE MARINE** type of operative for 2CP, to perform one free **Fight** or **Overwatch** action (this does not count as an activation).

THE PRICE OF ECSTASY - 1CP

Use this Tactical Ploy at the start or end of any Turning Point where at least half of the total number of operatives in the Killzone are incapacitated. Remove a **DAEMONETTE** or **HEDONIST CULTIST** operative within ■ of a **NOISE MARINE** or **POSSESSED** operative. All operatives with a LoS onto the removed operative gain 1 to their APL until the end of that turning point.

PAIN IS POWER - 1CP

Use this Tactical Ploy at the start or end of any Turning Point where at least half of the total number of operatives in the Killzone are incapacitated. Inflict 5 mortal wounds to your **Leader**. If it is not incapacitated, remove 1 to its save characteristic and add 1 to the attack characteristic of its equipped weapons for the rest of the battle. Furthermore, this operative can ignore any or all modifiers to its APL characteristic and never count as injured.

OPERATIVES

NOISE MARINE (WARRIOR)	M	APL	GA	DF	SV	W
	3 ●	3	1	3	3+	12
NAME	A	BS/WS	D	SR		!
Boltgun	4	3+	3/4	-		-
Sonic Blaster	3	3+	3/4	-		No Cover
Fists	3	3+	3/4	-		-
ABILITIES			UNIQUE ACTIONS			
-			- Music of the Apocalypse (1AP)			
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, HERETIC ASTARTES <WARBAND>, NOISE MARINE, WARRIOR						
SPECIALISMS: COMBAT, STAUNCH, MARKSMAN						

NOISE MARINE (GUNNER)	M	APL	GA	DF	SV	W
	3 ●	3	1	3	3+	12
NAME	A	BS/WS	D	SR		!
Missile Launcher <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>						
- Frag	4	3+	3/5	Heavy, Blast ●		-
- Krak	4	3+	5/7	Heavy, AP1		-
Sonic Blastmaster <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>						
- High Frequencies	4	3+	3/4	No Cover		
- Low Frequencies	4	3+	5/6	Fusillade, Heavy, No Cover		P1
Fists	3	3+	3/4	-		-
ABILITIES			UNIQUE ACTIONS			
-			- Music of the Apocalypse (1AP) - Bass Wave (1AP)			
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, HERETIC ASTARTES <WARBAND>, NOISE MARINE, GUNNER						
SPECIALISMS: STAUNCH, MARKSMAN						



NOISE MARINE (ASPIRING CHAMPION)	M	APL	GA	DF	SV	W
	3 ●	3	1	3	3+	13
NAME	A	BS/WS	D	SR		!
Bolt Pistol	4	2+	3/4	Rng ◆		-
Plasma Pistol <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>						
- Standard	4	2+	5/6	Rng ◆, AP1		-
- Supercharge	4	2+	5/6	Rng ◆, AP2, Hot		-
Chainsword	4	2+	4/5	-		-
Power weapon	5	2+	4/6	Lethal 5+		-
ABILITIES			UNIQUE ACTIONS			
-			- Music of the Apocalypse (1AP)			
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, HERETIC ASTARTES <WARBAND>, LEADER, NOISE MARINE, ASPIRING CHAMPION						
SPECIALISMS: COMBAT, STAUNCH, MARKSMAN						

POSSESSED	M	APL	GA	DF	SV	W
	3 ●	3	1	3	3+	14
NAME	A	BS/WS	D	SR		!
Horrifying Mutations	4	3+	4/5	Lethal 5+, AP1		-
ABILITIES			UNIQUE ACTIONS			
- Daemon			-			
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, HERETIC ASTARTES <WARBAND>, DAEMON, SLAANESH, POSSESSED						
SPECIALISMS: COMBAT, SCOUT						

POSSESSED (LEADER)	M	APL	GA	DF	SV	W
	3 ●	3	1	3	3+	15
NAME	A	BS/WS	D	SR		!
Horrifying Mutations	4	2+	4/5	Lethal 5+, AP1		-
ABILITIES			UNIQUE ACTIONS			
- Daemon			-			
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, HERETIC ASTARTES <WARBAND>, DAEMON, SLAANESH, LEADER, POSSESSED						
SPECIALISMS: COMBAT, SCOUT						

DAEMONETTE (FIGHTER)	M	APL	GA	DF	SV	W
	3 ●	2	1	3	6	8
NAME	A	BS/WS	D	SR		!
Claws	4	3+	4/5	Relentless		-
ABILITIES						
- Daemon			-			
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, DAEMON, SLAANESH, DAEMONETTE, FIGHTER						
SPECIALISMS: COMBAT, SCOUT						

DAEMONETTE (ICON BEARER)	M	APL	GA	DF	SV	W
	3 ●	2	1	3	6	8
NAME	A	BS/WS	D	SR		!
Claws	4	3+	4/5	Relentless		-
ABILITIES						
- Daemon			- Daemonic Icon (1AP)			
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, DAEMON, SLAANESH, DAEMONETTE, ICON BEARER						
SPECIALISMS: COMBAT, SCOUT						

DAEMONETTE (HORN BEARER)	M	APL	GA	DF	SV	W
	3 ●	2	1	3	6	8
NAME	A	BS/WS	D	SR		!
Claws	4	3+	4/5	Relentless		-
ABILITIES						
- Daemon			- Instrument of Chaos (1AP)			
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, DAEMON, SLAANESH, DAEMONETTE, HORN BEARER						
SPECIALISMS: COMBAT, SCOUT						

ALURESS	M	APL	GA	DF	SV	W
	3 ●	2	1	3	6	9
NAME	A	BS/WS	D	SR		!
Claws	4	2+	4/5	Relentless		-
ABILITIES						
- Daemon			-			
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, DAEMON, SLAANESH, LEADER, DAEMONETTE, ALURESS						
SPECIALISMS: COMBAT, SCOUT						

HEDONIST CULTIST (FIGHTER)	M	APL	GA	DF	SV	W
	3 ●	2	2	3	5+	7
NAME	A	BS/WS	D	SR	!	
Autogun	4	4+	2/3	-	-	
Autopistol	4	4+	2/3	Rng ♠	-	
Gun Butt	3	4+	2/3	-	-	
Brutal Assault Weapon	4	4+	2/3	-	-	
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, HEDONIST CULTIST, FIGHTER						
SPECIALISMS: COMBAT, MARKSMAN, RECON						

HEDONIST CULTIST (GUNNER)	M	APL	GA	DF	SV	W
	3 ●	2	1	3	5+	7
NAME	A	BS/WS	D	SR	!	
Flamer	5	2+	2/2	Rng ♠, Torrent ●	-	
Heavy Stubber	5	4+	3/4	Heavy, Ceaseless, Fusillade	-	
Gun Butt	3	4+	2/3	-	-	
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, HEDONIST CULTIST, GUNNER						
SPECIALISMS: STAUNCH, MARKSMAN						

HEDONIST CULTIST CHAMPION	M	APL	GA	DF	SV	W
	3 ●	2	1	3	5+	8
NAME	A	BS/WS	D	SR	!	
Autogun	4	3+	2/3	-	-	
Autopistol	4	3+	2/3	Rng ♠	-	
Gun Butt	3	3+	2/3	-	-	
Brutal Assault Weapon	4	3+	2/3	-	-	
KEYWORDS: EMPEROR'S CHILDREN, CHAOS, HEDONIST CULTIST, CHAMPION						
SPECIALISMS: COMBAT, MARKSMAN, RECON						

EQUIPMENT

EMPEROR'S CHILDREN operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

DOOM SIREN - 2EP

NOISE MARINE CHAMPION only. The operative is equipped with the following ranged weapon for the battle:

NAME	A	WS	D	SR	!
Doom Siren	5	2+	3/3	Rng ◆ , Torrent ● , No Cover	-

PSYCHOACOUSTIC TUNING - 2EP

NOISE MARINE operative with Sonic weapon only. The Sonic ranged weapon this operative is equipped with gains the Balanced special rule.

BASS GRENADE - 2EP

The operative is equipped with the following ranged weapon for the battle:

NAME	A	S	D	SR	!
Bass Grenade	4	3+	2/2	Rng ◆ , Blast ● , Indirect, Limited	Ultrasonic*

***Ultrasonic:** Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, the target is treated as if it is injured until the end of its next activation.

TENTACLE MACE - 1EP

POSSESSED only. Until the end of the battle, the operative's melee weapon suffers a +1 malus to hit, but gains the Stun critical hit rule for the battle.

ALLURING MUSK - 3EP

SLAANESH operative only. The operative is equipped with the following ranged weapon for the battle:

NAME	A	S	D	SR	!
Alluring Musk	5	2+	1/1	Rng ◆	Stun

PIERCING CLAWS- 2EP

SLAANESH operative only. Select one melee weapon the operative is equipped with. Add 1 to that weapon's Critical Damage characteristic and it gains the Rending critical hit rule for the battle.

PSYCHON INJECTORS - 3EP

NOISE MARINE and **POSSESSED** only. The operative gains the following ability for the battle:

PSYCHON INJECTOR: Once per battle, when this operative is activated or would lose a wound, it can use this ability. If it does so, until the end of the Turning Point:

- Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost
- It cannot be injured.
- Add ▲ to the movement characteristic of this operative.

PLEASURE BARBS - 1EP

The operative gains the following ability for the battle:

Pleasure Barbs: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice. If the result of that re-roll is a 1, this operative suffers 3 mortal wounds.

CHANGE LOG

EMPEROR'S CHILDREN KILL TEAM V.0.4

- Lowered **POSSESSED** wound count from 15 to 14. *p.6*
- Lowered **POSSESSED LEADER** wound count from 16 to 15. *p.6*
- Changed **NOISE MARINE GUNNER** first weapon option from Heavy Bolter to Missile Launcher. *p.5*
- Added "**NOISE MARINE** and **POSSESSED** only." to the ruling of Psychon Injectors. *p.9*
- Changed Tentacle Mace EP cost from 2EP to 1EP. *p.9*
- Removed Quicksilver Swiftness from the Strategic Ploys list. *p.4*
- Added "or **DAEMONETTE**" to the ruling of Slaanesh is Watching. *p.4*
- Removed **HEDONIST CULTIST CHAMPION** Shotgun option from their list of available ranged weapons. *P.8*
- Removed Krak Grenade from the list of Equipment. *p.8*

