

WARHAMMER  
40,000

# KILL TEAM™



# THE RULES



# KILL TEAM THE RULES

**Includes all rules from the following publications:**

KT Core Manual, KT: Elites, KT: Commanders, KT: Rogue Trader, KT: Arena,  
Out in the Field (BSF explorers & Servants of the Abyss),  
WD Jan 2019 (Kroot), WD Jun 2019 (Into the Fortress),  
WD Jul 2019 (Daemons & Eisenhorn)

Errata in [blue text](#), last update — August 2019

# INTRODUCTION

**Warhammer 40,000: Kill Team** is a fast-paced tabletop miniatures game that pits teams of elite specialists, ragtag zealots and hard-bitten veterans against one another in vicious battles to the death. Draw your blades, check your ammo, mutter a quick prayer to your gods and get ready to join the fight!

## SQUAD VERSUS SQUAD

Games of Kill Team revolve around vital conflicts between small but powerful bands of warriors rather than huge armies. They are an opportunity to tell cinematic tabletop stories in which every single combatant counts, and every model you command develops their own personality and history.

Can the enemy's leader be eliminated before he can reach – and activate – the doomsday weapon? Can your scouting force sever the enemy's lines of communication and get clear before they are caught? Will the freshly deployed squad of elite specialists be taken down by the battle-hardened band of veterans, and will the eagle-eyed sniper take down his tenth kill in a row? These and countless other narratives await to be uncovered!

In this book, you will find all the background information and tabletop rules required to dive headlong into the world of Kill Team. The following pages are replete with examples of the sorts of kill teams that might be assembled. You will see some of the apocalyptic war zones through which such warbands fight, and how their desperate fire fights and vicious

battles can be every bit as impactful upon the fates of worlds as can the onslaught of massed regiments or super-heavy engines of war.



Reading on, you will find a wealth of narrative information and random tables for many of the major Warhammer 40,000 factions. Intended to provide collectors with a wide range of exciting inspiration, these tables present various types of kill team that each faction might field, the sorts of missions they might be sent upon, as well as the strange personality quirks that their warriors and leaders might possess. These sections are designed to be toolkits from which players can draw as little or much as they like – one collector may roll up every aspect of their kill team and choose to play in character upon the tabletop in order to get a truly narrative experience, while another may simply use these tables as idea-fuel for conversions or kill team designs.



Poisonous mists drift amongst the predatory foliage of an alien jungle as the Drukhari of the Slicing Noose kill team clash in savage battle with the Necrons known as the Exalted Scythe.

Finally, this book provides a full suite of rules for playing a wide variety of skirmish-level Kill Team battles.

Alongside the rules to create your kill teams, you will also find an array of custom scenarios perfectly suited to squad-on-squad battles to the death. There are also sets of Kill Team tactics to evoke everything from a sniper's killer headshot to an unhinged knifeman's rampage, and even a full campaign system during which your kill teams can advance their skills, gain new warriors and wargear, and conquer swathes of different territories in the war to take control of a sprawling Imperial hive city. By combining these mechanics with narrative inspiration from the background tables, your gaming group can enjoy a truly unique and personal hobby experience that will generate war stories you'll talk about for years to come!

## KILL TEAMS

Creating a kill team can be as simple as purchasing a single box of Citadel Miniatures, assembling and painting them to a standard you're happy with, and getting ready to play. On the other hand, some hobbyists derive great satisfaction from melding multiple troop types into a single, cohesive warband. They model, convert and paint up every individual figure to have its own aesthetic, personality and equipment to bring to battle. Many players enjoy the narrative element of this sort of project, drawing inspiration from their favourite codex or Black Library novel, from esoteric aspects of the Warhammer 40,000 universe, or even from Warhammer 40,000 computer games. There is a real thrill in painstakingly recreating a favourite band of warriors from a book or game and seeing them come to life on the tabletop. In either

case, the tables of background traits, team missions, pre-generated names and more found later in this book will go a long way towards helping even a first-time hobbyist create a unique character and backstory for their kill team.

In Kill Team battles, every warrior in your warband is a vital link in the chain. Even the lowliest Grot or Astra Militarum Conscript can fire the shot that makes the difference between glorious victory and ignominious defeat. However, certain figures amongst the ranks of every kill team deserve a special mention. These are the team's leader and its specialists.

Kill team Leaders direct their warriors in the field. Whether they are tyrannical monsters or disciplined line officers, hard-bitten survivors or zealous demagogues, these individuals are the exemplars of their respective kill teams, and in many ways form the embodiment of the player upon the battlefield. Many kill team Leaders have access to powerful weapons and specialised wargear that allow them to cut a path of ruin through an enemy warband, and it is their leadership, force of will and authority that keeps the kill team fighting when the odds are against them.

Specialists, meanwhile, are warriors who excel in a single area, typically armed with the sort of weaponry that allows them to make the most of their skills. Sharpshooting snipers whose powerful firearms can take an enemy's head off from across the battlefield; masterful bladesmen whose thrumming power swords have tasted the blood of a hundred foes; madcap demolitions experts with belts full of explosives and a crazed gleam in their eye; all of these and many more embody the specialists that can be added to a kill team in order to give it powerful, battle-winning abilities.

## KILL TEAM TOKENS

The Kill Team Starter Set box and the Kill Team Faction Starter Set boxes each come with a set of tokens for use in your games of Kill Team.

You do not need these tokens to play Kill Team, but if you have a set you'll find the tokens shown on the right to be a very useful way of keeping track of which of your warriors have done what in each battle round. The core rules explain when each token is used, and what significance it has.

You'll also find the objective markers included in each set of tokens useful in your games of Kill Team, where they can represent areas or items of vital importance to your mission.



Move token



Charge token



Objective markers



Fall Back token



Advance token



Ready token



Shoot token



Shaken tokens

# RULES

'In a battle such as this, there is no help to be had, no support incoming or reinforcements to be called upon. Lay your plans carefully and consider every move, lest it prove your last.'

- Blood Angels Scout Sergeant Rafaen, during the battle for Hades Hive





# CORE RULES

Kill Team puts each player in command of a force of hand-picked fighters tasked with a vital mission. The core rules on these pages contain everything you need to know in order to use your Citadel Miniatures to wage covert war against one or more opponents for control of the battlefields of the 41st Millennium.

## TOOLS OF WAR

In order to play a game of Kill Team, you will need your Citadel Miniatures, a tape measure, a playing surface (which could simply be a table), and some dice. You may also find it helpful to have tokens that you can use to show when your models have acted – these are available in a number of Kill Team products.

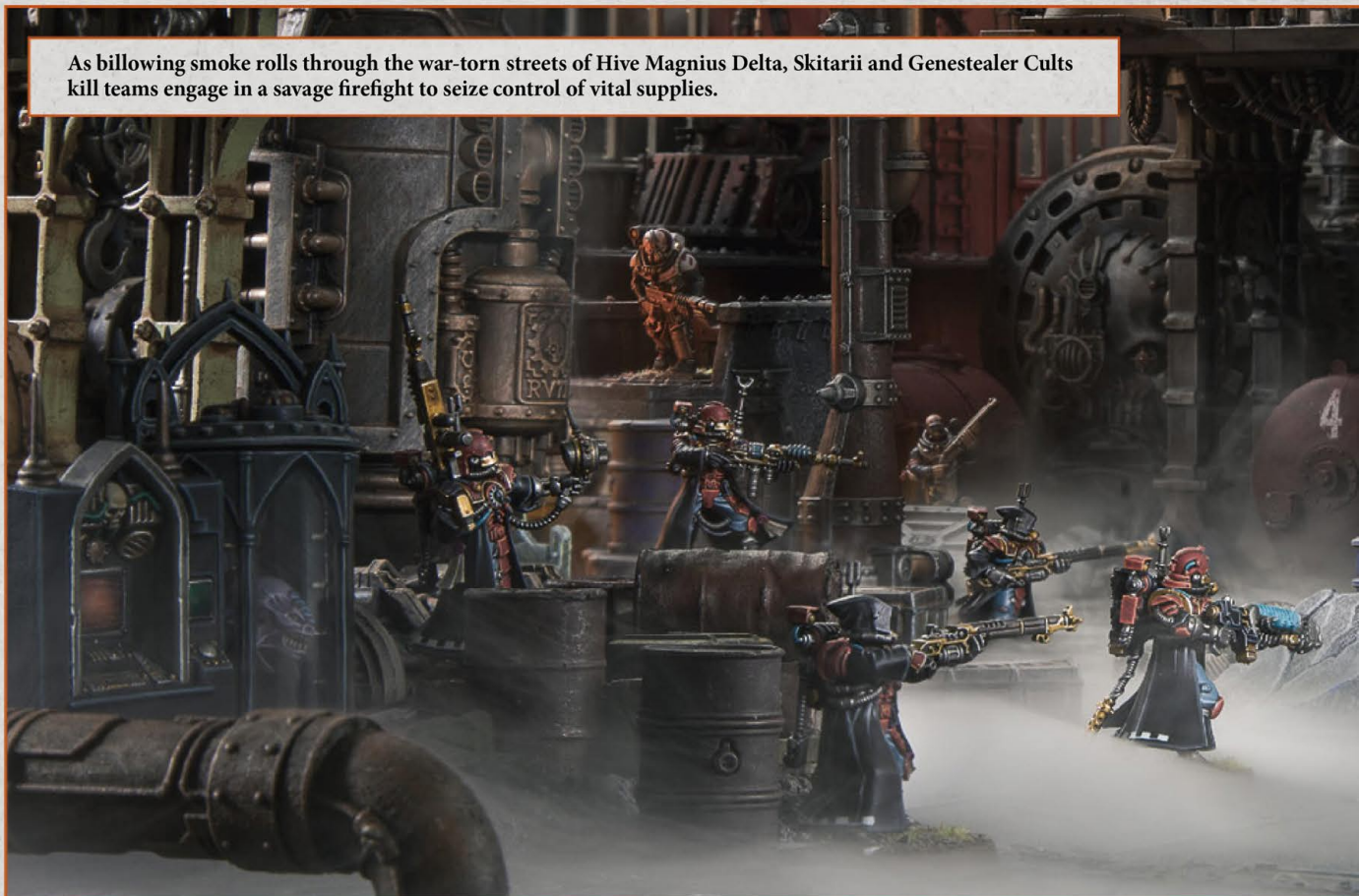
Distances in Kill Team are measured in inches (") between the closest points of the bases of the models you're measuring to and from. An object (such as a model) is said to be within a certain range (e.g. 6") of something if the distance to that thing is that range or less. So, for example, a model is within 6" of another model as long as it is 6" or less from that model. If a model does not have a base, measure to and from the closest point of that model instead. You can measure distances whenever you wish.

Most games of Kill Team are played on an area of 30" by 22", which is the size of the gameboard included in the boxed game. You can play games of Kill Team on a playing surface of any size, though if it is any smaller than 24" by 24" you may find it feels a bit cramped!

Kill Team uses six-sided dice, sometimes abbreviated to D6. Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many D6s and add the results together. If a rule requires you to roll a D3, roll a D6 and halve the result. When halving any dice roll, round fractions up before applying modifiers (if any) to the result. All modifiers are cumulative. Some rules refer to an 'unmodified roll' – this means the result shown by the dice, before any modifiers are applied.

If a rule requires a dice roll of, for example, 3 or more, this is often abbreviated to 3+.

As billowing smoke rolls through the war-torn streets of Hive Magnius Delta, Skitarii and Genestealer Cults kill teams engage in a savage firefight to seize control of vital supplies.



## FIGHTING A BATTLE

Once you have your tools of war, you'll need to choose a mission to play. There is a mission included in these core rules – Covert War (pg 41) – but there are others in this book and available in other Kill Team products, and you can even make up your missions. The mission you play may have a bearing on which Citadel Miniatures you use or how you set up the battlefield. For more information about the different kinds of missions and choosing one to play, see page 48.

## KILL TEAMS, ENEMY MODELS AND PLAYERS

The models that a player brings to a game of Kill Team are collectively known as that player's kill team. There are rules for choosing which models are included in your kill team – these are found on page 62. These rules may be influenced by the mission you have chosen to play. All models in the same kill team are referred to as 'friendly models', while all other models are referred to as 'enemy models'. All other players are referred to as 'opponents' or 'enemy players'.

A player is said to be 'controlling' the models in their kill team, and may be referred to as the 'controlling player' in the rules that follow.

## RANDOM DETERMINATION

Some rules or abilities will ask you to randomly determine something, usually a model from a kill team. You may do this in a variety of ways, but the simplest is to assign a number to each and roll a number of D6 (or D10 – that is, ten-sided dice), re-rolling any results not assigned to an eligible model. For example, if you need to randomly select a model from a kill team of 5, you would assign each model a number from 1 to 5 and roll a D6, re-rolling any results of 6. If the group you're randomising is larger than 10, simply split the group into 2 or more smaller groups (of no more than 10), randomly determine one of those groups and then randomly determine the result within that group.



## WARHAMMER 40,000

In Warhammer 40,000, mighty armies clash across spectacular tabletop battlefields. Where Kill Team focuses on individual squads, the *Warhammer 40,000* rulebook gives you all the rules you need to fight battles between entire battalions of warriors, war engines and heroes.

Each codex provides you with the background and rules for one of the many factions in Warhammer 40,000. With this information, you can make your kill team the foundation of an army!



# DATASHEETS AND WEAPONS

The characteristics of models are described on datasheets, which you will need in order to use them in battle. This book includes all the datasheets you need to play Kill Team, and the details of the weapons used on the battlefield. Here we explain the information found on datasheets and in weapon profiles.

## 1. Model Name

Here you'll find the name of the model.

## 2. Profiles

These contain the following characteristics that tell you how mighty models (and their variants) are:

**Move (M):** This is the speed at which a model moves across the battlefield.

**Weapon Skill (WS):** This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee and cannot make close combat attacks at all.

**Ballistic Skill (BS):** This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make shooting attacks at all.

**Strength (S):** This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

**Toughness (T):** This reflects the model's resilience against physical harm.

**Wounds (W):** Wounds show how much damage a model can sustain before it succumbs to its injuries.

**Attacks (A):** This tells you how many times a model can strike blows in hand-to-hand combat.

**Leadership (Ld):** This reveals how courageous, determined or self-controlled a model is.

**Save (Sv):** This indicates the protection a model's armour gives.

**Maximum Number (Max):** This number tells you how many of this model you can include in a kill team.

## 3. Description

This tells you what the model is armed with. All weapons have a profile described later in the same section of the book as the datasheet. Some datasheets have variant models with their own profiles, and where this is the case they will be described here.

## 4. Wargear Options

Some models have the option to exchange the wargear listed in their description for other options. Where that is the case, the options will be listed here.

## 5. Abilities

Many models have exciting special abilities that are not covered by the core rules: these will be described here.

## 6. Specialists

You can choose for some of the models in your kill team to be specialists (pg 66). This section of a datasheet tells you what kind of specialist each model can be.

## 7. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your kill team, but otherwise both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'all ADEPTUS ASTARTES models'. This means it would only apply to models that have the Adeptus Astartes keyword on their datasheet.

### MODIFYING CHARACTERISTICS

*You may encounter abilities and rules that modify a characteristic. All modifiers are cumulative, though you should apply any multiplication or division to the characteristic (rounding fractions up) before applying any addition or subtraction.*

*You may also encounter a characteristic that is a random value instead of a number. For example, a Move characteristic might be 2D6", or an Attacks value might be D6. Roll to determine this value each time the model uses that characteristic (e.g. when it moves or makes attacks). Note that, regardless of the source, characteristics of '-' can never be modified, and the Strength, Toughness and Leadership characteristics of a model can never be modified below 1.*

## Weapons

The weapons that the models in Kill Team use are described using a set of characteristics as follows:

**Range:** How far the weapon can shoot. Weapons with a Range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

**Type:** These are all explained under the Shooting and Fight phases of the core rules.

**Strength (S):** How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

**Armour Penetration (AP):** How good it is at getting through armour.

**Damage (D):** The amount of damage inflicted by a successful hit.

**Abilities:** Some weapons have additional abilities that change how they are used or what happens when they are used. Where this is the case, it will be described here.

All of a model's weapons are described later in this book, in the appendix for that model's Faction.

## POINTS AND FORCE

Each model and each piece of wargear has a points cost, as listed in each Faction's section later in the book. These points costs are used when choosing a Battle-forged kill team (pg 62), and the total points costs of all the models and wargear in your kill team is known as its 'Force'. A kill team's Force gives a value to a kill team that represents its strength, and is used when players are choosing kill teams of equal (or particular) strengths.



## AURA ABILITIES

Some models have abilities that affect certain models within a given range. Unless the ability in question says otherwise, a model with a rule like this is always within range of the effect. For example, an Acolyte Hybrid with a cult icon gains the Cult Icon ability, which allows re-rolls on hit rolls of 1 for friendly models within 6". As the Acolyte Hybrid is always within 6" of itself, it benefits from this ability as well.

1 KITARI RANGER											
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max	
Skitarii Ranger		6"	4+	3+	3	3					
Ranger Gunner	2	6"	4+	3+	3	3	1	1	6	4+	-
Ranger Alpha		6"	4+	3+	3	3	1	1	6	4+	3
This model is armed with a galvanic rifle. Up to three Skitarii Rangers in your kill team can be Ranger Gunners, and one Skitarii Ranger in your kill team can be a Ranger Alpha.											
<b>WARGEAR OPTIONS</b>											
<p>3</p> <ul style="list-style-type: none"> <li>One Skitarii Ranger in your kill team may take an enhanced data-tether or an omnisplex.</li> <li>A Ranger Gunner may replace their galvanic rifle with an arc rifle, plasma caliver or transuranic arquebus.</li> <li>A Ranger Alpha may replace their galvanic rifle with one of the following pistols and one of the following melee weapons: arc pistol, phosphor blast pistol or radium pistol; arc maul, power sword or taser goad.</li> </ul>											
<b>ABILITIES</b>											
<p>4</p> <p>5</p> <p>Canticles of the Ommissiah (pg 107)</p> <p>Bionics: This model has a 6+ invulnerable save.</p> <p>Enhanced Data-tether: You can re-roll failed Nerve tests for SKITARI models while a friendly model with an enhanced data-tether is on the battlefield and not shaken.</p> <p>Omnisplex: At the start of each Shooting phase, you can choose another SKITARI model within 3" of a friendly model equipped with an omnisplex that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured.</p>											
<b>SPECIALISTS</b>											
<p>6</p> <p>Leader (Alpha only), Heavy (Gunner only), Comms, Scout, Sniper, Zealot</p>											
<b>FACTION KEYWORD</b>											
ADEPTUS MECHANICUS											
<b>KEYWORDS</b>											
IMPERIUM, SKITARI, INFANTRY, SKITARI RANGER											
<b>SPECIALISTS</b>											
GENESTEALER CULTS											
<b>FACTION KEYWORD</b>											
TYRANIDS, INFANTRY, NEOPHYTE HYBRID											
<b>KEYWORDS</b>											

# THE BATTLE ROUND

Each Kill Team mission is played in a series of battle rounds. During each battle round, all players act in an order determined in the Initiative phase. Each battle round consists of a series of phases, which must be resolved in order.

The phases are as follows:

## 1. Initiative phase

The players roll off to determine who will act first in each phase.

## 2. Movement phase

Players move any models that are capable of doing so, and may charge their enemies.

## 3. Psychic phase

Psykers can use powerful mental abilities.

## 4. Shooting phase

Models may shoot at enemy models.

## 5. Fight phase

Models pile in and attack with melee weapons.

## 6. Morale phase

Players test to see if their kill team is broken and if their models keep their nerve.

Once these phases have been played, the battle round has been completed and the next one begins, and so on, until the battle is concluded.

## 1. INITIATIVE PHASE

Victory in war can be decided in a split second, a moment in which one side gains the upper hand.

In the Initiative phase, the players each roll 2D6. The players' results determine who has the first turn in each phase in this battle round, with the highest scorer taking the first turn, the next highest taking the second turn and so on. The player with the first turn is referred to as the player with the initiative. Any players who roll the same result should roll their dice again to determine which of them has a turn before the other(s). Once the player order has been established, the Initiative phase ends and the Movement phase begins.

### ROLL-OFFS

Some rules instruct players to roll off. To do so, each player rolls a D6 (or 2D6 if there are more than two players), and whoever scores highest wins the roll-off. In the case of a tie, those players re-roll their dice – if the second and subsequent rolls are also tied, keep on rolling until a winner is determined; this is the only time players can re-roll a re-roll.

### RE-ROLLS

Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. If a rule allows you to re-roll a result that was made by adding several dice together (2D6, 3D6 etc.) then, unless otherwise stated, you must roll all of those dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied.

### SEQUENCING

You'll occasionally find that two or more rules are to be resolved at the same time – normally 'at the start of the Movement phase' or 'before the battle begins'. When this happens, the player who has the initiative chooses the order. If these things occur before or after the game, or before the player with the initiative for the battle round is decided, the players roll off and the winner decides in what order the rules are resolved.

### AT THE BEGINNING OF THE PHASE...

Some rules or abilities refer to the beginning or end of a phase. Rules or abilities used at the beginning of the phase are used before any player's turn in that phase. Rules or abilities used at the end of the phase are used after all players' turns in that phase.

## 2. MOVEMENT PHASE

Warriors move carefully towards their objective, advance quickly across the battlefield, or charge their enemies even as their comrades prepare to unleash covering fire.

In the Movement phase, each player will take it in turn to move all of the models in their kill team that they wish to move, following the order determined in the Initiative phase. Once a player has moved all of the models they want to, the next player does the same, and so on until all players have moved all of the models they wish to move. Once all players have done so, the Movement phase ends and the Psychic phase begins.

When it is your turn, pick a model from your kill team and move it. You can then pick another model from your kill team to move, until you have moved as many of the models in your kill team as you wish. No model can be moved more than once in each Movement phase – if you have Kill Team tokens, place a token next to each model you move as a reminder.

### MOVING

You can change the position of a model on the battlefield by making a move with the model. Models can be moved in the Movement phase and the Fight phase, and some abilities may allow a model to make a move in other phases too.

Whenever you move a model, it can be moved in any direction or combination of directions, but cannot be moved across other models or their bases, nor can it cross the edge of the battlefield. You can pivot the

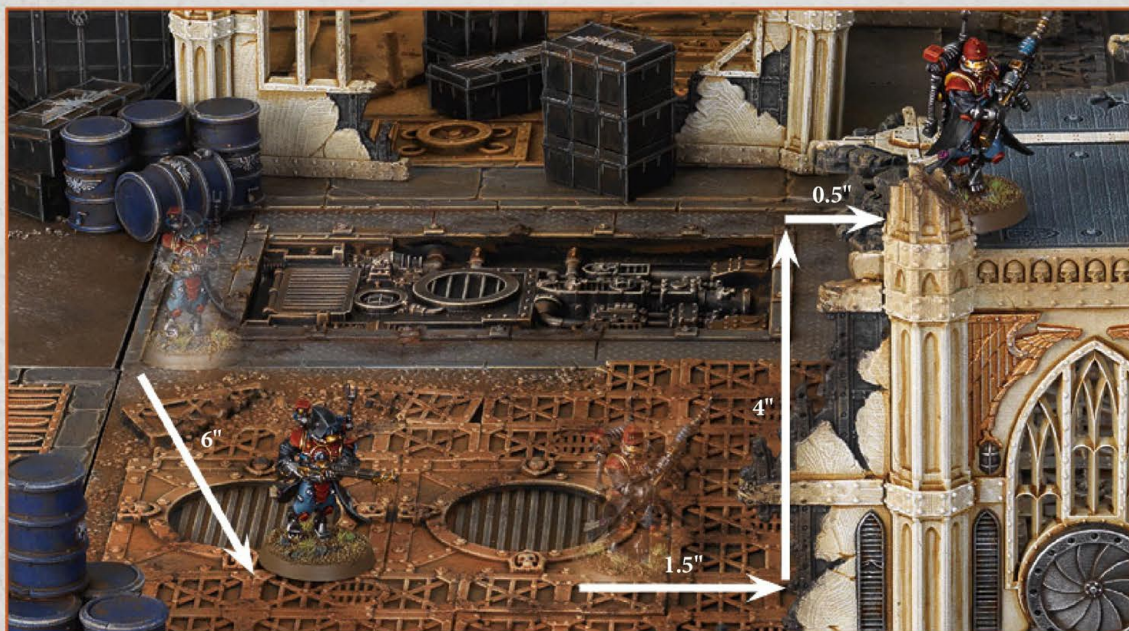
model at the end of the move so that it is facing in any direction. The distance a model moves is measured using the part of the model's base that moves furthest from its starting position (including any pivots). If the model has no base, measure the move using whichever part of the model moves furthest from its starting position. A model that only pivots is still considered to have moved. A model must end its move on a surface it can stand on (though see Wobbly Model Syndrome on page 25).

### MOVING OVER TERRAIN

Unless stated otherwise, a model can be moved over a piece of terrain but not through it (so models cannot move through a wall or a wreck, but can climb up or over them). A model can be moved vertically in order to climb or cross a piece of terrain, counting the vertical distance up and/or down as part of its move.

### FLY

If the datasheet for a model says it can FLY (i.e. it has the FLY keyword), it can move across models and terrain – other than impassable terrain (see page 42) – as if they were not there, though it must end its move on a surface it can stand on, other than another model or another model's base. Do not measure vertical distance when moving a model that can FLY.



The Skitarii Ranger and Vanguard each have a Move characteristic of 6". Their player moves the Ranger 6" across the battlefield, and the Vanguard 1.5" towards the wall, 4" up the wall, and 0.5" across the top of the ruin to its final position.

## NORMAL MOVE

Most moves made in the Movement phase are called normal moves. A model making a normal move can move a distance equal to or less than its Move characteristic.

## Enemy Models

When you make a normal move (or Advance, see right) with a model, it may not be moved within 1" of any enemy models. When you pick a model to move, if it is within 1" of any enemy models, it cannot make a normal move (or Advance).

## FALLING BACK

When you pick a model to move, if that model started the Movement phase within 1" of an enemy model, it cannot make a normal move. Instead, it can either remain stationary or Fall Back. A model cannot Fall Back if an enemy model finished a charge move within 1" of it in the same phase. If you choose to Fall Back, the model can move a distance equal to or less than its Move characteristic, but must end its move more than 1" away from all enemy models. If a model Falls Back, it cannot Advance, charge, React (see opposite) or be Readied (see right) in that phase. A model that Falls Back also cannot shoot later that battle round unless it

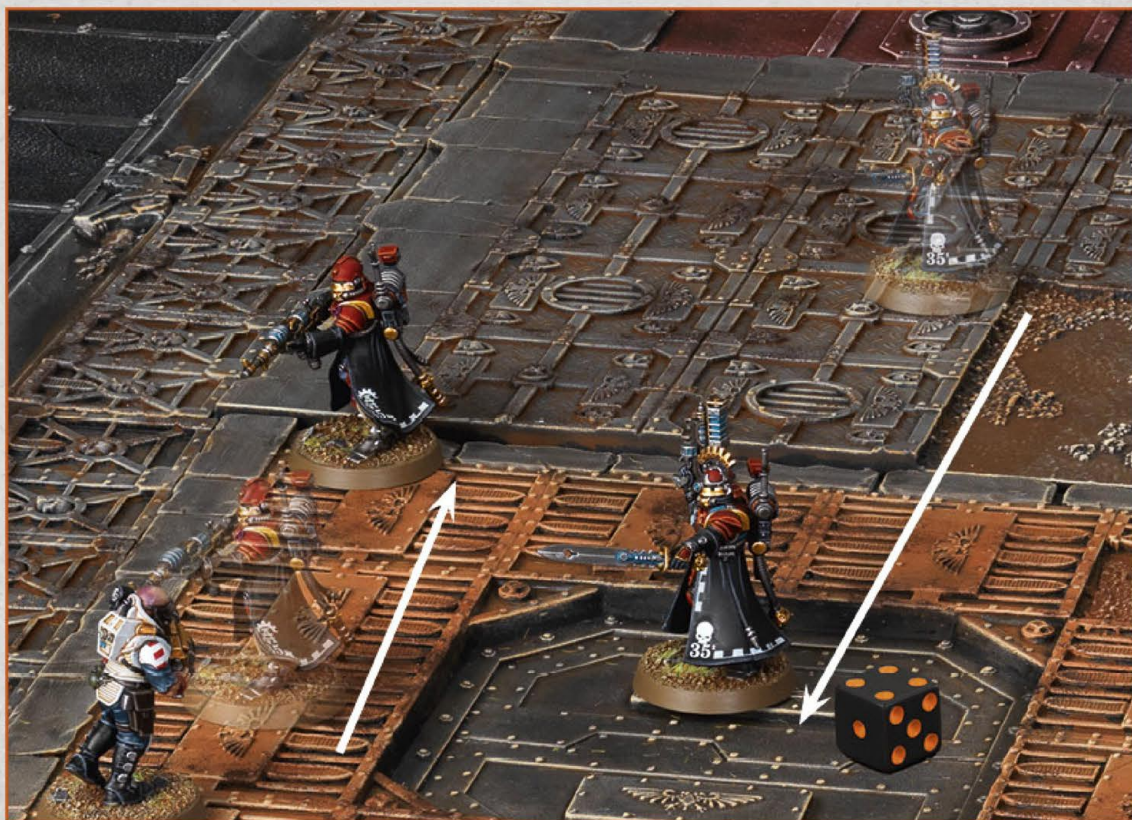
can FLY. If you have Kill Team tokens, place a Fall Back token next to the model as a reminder.

## ADVANCING

When you pick a model to move, instead of making a normal move with that model you can declare that it will Advance, unless it is within 1" of an enemy model. If you do so, make an Advance roll by rolling a D6. Add the result to the model's Move characteristic for that Movement phase. You can then move that model a distance equal to or less than its Move characteristic. A model that Advances cannot charge, React or shoot later that battle round. If you have Kill Team tokens, place an Advance token next to the model as a reminder.

## READYING

When you pick a model to move, instead of making a normal move (including pivoting the model) you can Ready them, unless they are within 1" of an enemy model. A model that is Readied in the Movement phase has an advantage in the subsequent Shooting phase, as described on page 28. If you have Kill Team tokens, place a Ready token next to the model as a reminder. If the model moves for any reason, it is no longer Readied – remove this token.



The Skitarii player chooses to Fall Back with the Skitarii Vanguard. They move the model so it is more than 1" from the Neophyte Hybrid. The Skitarii player Advances with the Vanguard Alpha. They roll a 4, so – adding this result to the Vanguard Alpha's Move characteristic of 6" – may move it up to 10".



The Genestealer Cults player declares that the Neophyte Hybrid will charge both Skitarii Vanguard. The Skitarii player chooses for one of their Vanguard to Retreat as a Reaction to the charge, and moves their model 3" away. They then declare that their other Vanguard will fire Overwatch, and resolve that attack before the charge move is made.

## CHARGING

When you pick a model to move, if it is not within 1" of an enemy model and is within 12" of an enemy model, instead of making a normal move you can declare that it will attempt to charge. Follow the charge sequence below.

### CHARGE SEQUENCE

1. Choose target(s)
2. Enemy Reacts
3. Roll 2D6 and make charge move

#### 1. Choose Target(s)

Choose one or more enemy models within 12" of the charging model as the target(s) of the charge.

#### 2. React

After you have declared a charge, any opponents take it in turn to make Reactions with any models from their kill teams that are allowed to do so, if they wish to do so, in the order determined in the Initiative phase. Once one opponent has resolved all of their models' Reactions, the next player can do so, and so on.

A model can React if it is the target of a charging model and it is more than 1" from an enemy model. A model can either fire Overwatch or Retreat when it Reacts. If, at any point, the charging model is slain, no further Reactions can be made for this charge sequence.

#### Overwatch

Overwatch is a special type of shooting attack that is described on page 31. A target model can potentially fire Overwatch several times in a battle round.

#### Retreat

A target model cannot Retreat if it has already made a move of any kind (or attempted to charge) in this phase. A model can Retreat if it has already fired Overwatch in this phase. When a model Retreats, it can be moved up to 3" by the controlling player. This move must end with the model further away from the charging model, and more than 1" from any other enemy models. A model that Retreats cannot React later in the battle round, and cannot shoot later in the battle round (unless it can FLY). If you have Kill Team tokens, place a Fall Back token next to the model as a reminder.

### 3. Make Charge Move

After all Reactions have been resolved, make a charge roll by rolling 2D6. The charging model can move up to this number of inches – this is their charge distance this turn. To make a successful charge roll, the model must finish its move within 1" of at least one of the target models. A model that does so is said to have charged, and the enemy models that are within 1" of it at the end of its move are said to have been charged. It cannot move within 1" of an enemy model that was not a target of its charge.

If the model cannot finish its move while following these restrictions, the charge fails and the model is not said to have charged – however, the model can move up to its charge distance, as long as that move takes it as close as possible to at least one of the targets of its charge, and not within 1" of any enemy models. A model can only make one charge attempt in each Movement phase, and once it has done so it cannot shoot later in the battle round. If you have Kill Team tokens, place a Charge token next to the model as a reminder.



The charge roll of 8 gives the Neophyte Hybrid a charge distance of 8". It is able to move to within 1" of one of its targets with this distance, so the Neophyte Hybrid is moved to within 1" of that model. If the player had not rolled high enough for the Neophyte Hybrid to reach any of its targets, the charge would have failed.

### THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as Kill Team, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent(s) and apply the solution that makes the most sense to you (or seems the most fun!). If no single solution presents itself, you and your opponent(s) should roll off, and whoever rolls highest gets to choose what happens. Then you can get on with the game!



### WOBBLY MODEL SYNDROME

Sometimes you may find that a particular piece of terrain makes it hard to put a model exactly where you want. If you delicately balance it in place, it is very likely to fall as soon as somebody nudges the table, leaving your model damaged or even broken. In cases like this, we find it is perfectly acceptable to leave the model in a safer position, as long as all players have agreed and know its 'actual' location. If, later on, an opponent is considering shooting the model, you will have to hold it back in the proper place so they can check if it is visible.



### REINFORCEMENTS

Some models have the ability to be set up on the battlefield mid-battle round, sometimes by using teleporters, grav-chutes or other, more esoteric means. Typically, this happens at the end of the Movement phase, but it can also happen during other phases. Models that are set up in this manner cannot move further, Advance or charge during the battle round they arrive, though they can otherwise act normally (use psychic powers, shoot, etc.) for the rest of the battle round. Models that arrive as reinforcements count as having made a normal move for all rules purposes, such as shooting Heavy weapons (pg 29). Any model that has not arrived on the battlefield by the end of the battle counts as having been taken out of action (pg 32).



### 3. PSYCHIC PHASE

Warrior mystics and sorcerers wield the strange power of the warp to aid their allies and destroy their foes. Harnessing this force is not without risk, however, and with the smallest mistake, there can be horrendous consequences.

Some models are noted as being a **PSYKER** on their datasheet. Psykers can manifest their otherworldly abilities and attempt to deny enemy sorceries. In the Psychic phase, players take it in turn to choose a single psyker from their kill team with which to attempt to manifest one or more psychic powers, in the order determined in the Initiative phase. Each player can only choose a single psyker in each battle round, and once all players with any psykers have done so (or have decided not to), the Psychic phase ends and the Shooting phase begins. Each attempt to manifest a psychic power uses the following sequence.

#### PSYCHIC SEQUENCE

1. Choose power
2. Take Psychic test
3. Enemy takes Deny the Witch test
4. Resolve psychic power

#### 1. Choose Power

First, declare the power that the psyker you have chosen will attempt to manifest. The powers a psyker knows, and the number of powers they can attempt to manifest or deny in each Psychic phase, are detailed on their datasheet. A psyker cannot attempt to manifest the same psychic power more than once in a battle round.

#### Psychic Powers

Unless stated otherwise, all psykers know the *Psybolt* psychic power, detailed below. Some know other powers instead of, or in addition to, *Psybolt* – the model's datasheets and other supplementary rules you are using will make it clear which powers each psyker knows. If a psyker generates their powers before the battle, do so immediately before any players begin to deploy their kill team.

#### Psybolt

*Psybolt* has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.

#### 2. Take Psychic Test

You can attempt to manifest a psychic power with a psyker from your kill team by taking a Psychic test. To do so, roll 2D6. If the total is equal to or greater than that power's warp charge value, the power is successfully manifested.

#### Perils of the Warp

If you roll a double 1 or a double 6 when taking a Psychic test, the psyker immediately suffers Perils of the Warp. The psyker suffers D3 mortal wounds (pg 33). If the psyker is taken out of action (pg 32) by Perils of the Warp, the power they were attempting to manifest automatically fails and each model within 3" immediately suffers D3 mortal wounds.

*"The warp. It is known by many names: the sea of souls, the empyrean, the immaterium... It is a realm of boundless energy that can both empower and destroy. It is the domain of Daemons, the predatory entities that serve the dreaded Chaos Gods, and that will greedily devour the soul of any living thing should they be given the chance.*

*It is from the warp that those with psychic abilities draw their power, to hurl crackling arcs of lethal energies at their enemies, to shield their comrades from harm, or to scry the skeins of the future. Such witchery may be undone using the very same forces that gave rise to it, or, more rarely, the source of a psychic null field.*

*Yet all must beware when the veil is pierced, for the minds of psykers burn like beacons in the warp. The deeper they draw from the well, the greater and more terrible are the malign entities that may be attracted to their mind-spoor.*

*At such times must the whispers of Daemons be resisted with the greatest fervour! All it takes is a single moment of weakness to invite damnation and death upon all!*

*- Extract from Grimenghael's Treatise on the Perils of the Immaterium*

### 3. Deny the Witch Tests

If there are any enemy psykers within 24" of a psyker that has manifested a psychic power, the controlling player can choose one of those models to take a Deny the Witch test to resist the psychic power. The number of times a psyker can make a Deny the Witch attempt in each battle round is specified on their datasheet. Only one model can take a Deny the Witch test for each psychic power that is manifested, regardless of the number of models that could make an attempt or the number of times each is allowed to try and Deny the Witch in each battle round.

If more than one player has an eligible model to take a Deny the Witch test, players take it in turn to choose a model from their kill team to take a Deny the Witch test with, or pass, in the order determined in the Initiative phase. If a player passes, it is the next player's turn to choose, and so on until a player chooses a model to take a Deny the Witch test or all players with eligible models have passed.

To take a Deny the Witch test, roll 2D6. If the total is greater than the result of the Psychic test that manifested the power, it has been successfully resisted and its effects are negated.

### 4. Resolve Psychic Power

So long as the Psychic test was successful, the psyker was not taken out of action as a result of Perils of the Warp, and the attempt was not successfully resisted by a Deny the Witch test, then the controlling player may resolve the effect of the psychic power, which will be described in the power itself.

If the psyker can attempt to manifest more than one psychic power in each battle round, the controlling player may then attempt to manifest another psychic power with them, following the same sequence, until they cannot make any more attempts or do not wish to make any further attempts.



## 4. SHOOTING PHASE

Gun muzzles flare, shots ring out, and grenades crack as sentries are eliminated; lone operatives are picked off, or multiple combatants are mown down in sudden crossfires.

In the Shooting phase, players take it in turn to choose a model from their kill team to shoot with. The Shooting phase is split into two sections: in the first section Readied models shoot, and in the second section other models shoot. No model can be chosen to shoot more than once in a Shooting phase – if you have Kill Team tokens, place a Shoot token next to each model which shoots as a reminder.



### READY, FIRE!

Readied models shoot before all other models. Players take it in turn to choose a Readied model from their kill team to shoot with (following the sequence below), or pass, in the order determined in the Initiative phase. If a player passes, it is the next player's turn to choose. Once all players have done so, they do so again in the same order, until all players pass in succession. When all of the players pass in succession, the Ready, Fire! section of the Shooting phase is over.

### FIRE AT WILL

Once the Ready, Fire! section of the Shooting phase is over, players take it in turn to choose a model from their kill team to shoot with, or pass, in the order determined in the Initiative phase. If a player passes, it is the next player's turn to choose. Once all players have done so, they do so again in the same order, until all players pass in succession. When all of the players pass in succession, the Shooting phase is over and the Fight phase begins.

Each shooting attack uses the following sequence:

#### SHOOTING SEQUENCE

1. Choose model to shoot with
2. Choose ranged weapon and targets
3. Resolve attacks
  - Make hit roll
  - Make wound roll
  - Enemy makes saving throw
  - Inflict damage
4. Choose another ranged weapon and targets

### 1. Choose Model to Shoot With

When it is your turn, choose a model from your kill team to shoot with. You may not choose a model that has made a charge attempt, Advanced, Fallen Back (unless it can FLY) or Retreated this battle round, or a model that is within 1" of an enemy model. Unless otherwise stated, the model attacks with all of the ranged weapons it is armed with, one after the other.

### 2. Choose Ranged Weapon and Targets

Having chosen a shooting model, you must pick the ranged weapon it will use and the target model (or models, see opposite) for the attacks. The weapons a model has are listed on its datasheet.

### Range and Visibility

In order for a shooting model to target an enemy model, the enemy model must be within the Range of the weapon being used (as listed on its profile) and be visible to the shooting model. If unsure, stoop down and get a look from behind the shooting model to see if any part of the target is visible from any part of the shooting model. Models cannot target enemy models that are within 1" of friendly models – the risk of hitting your own troops is too great.

### Number of Attacks

Each time a model shoots a ranged weapon, it will make a number of attacks. You roll one dice for each attack being made. The number of attacks a model can make with a weapon, and therefore the number of dice you can roll, is found on the weapon's profile, along with the weapon's type. A weapon's type can impact the number of attacks it can make (see opposite).

### FAST DICE ROLLING

*The rules for resolving attacks (pg 30-32) have been written assuming you will make them one at a time. However, it is possible to speed up your battles by rolling the dice for similar attacks together. In order to make several attacks at once, all of the attacks must have the same Ballistic Skill (if it's a shooting attack) or the same Weapon Skill (if it's a close combat attack) and be subject to the same modifiers. They must also have the same Strength, Armour Penetration and Damage characteristics, and they must be directed at the same model. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls. Your opponent can then make the saving throws one at a time and suffer damage each time as appropriate.*

### Targets

If a weapon makes more than one attack, you can choose for the shooting model to make all of them against the same target, or to split them. If you choose to split its attacks, you must split them between an initial target model, chosen as described above, and any number of enemy models within 2" of that target that are also eligible targets. After determining the number of shots made (if necessary, see right), declare how you will split the shooting model's shots before making any hit rolls, and resolve all the shots against one target before moving on to the next.

*For example, a Skitarii Vanguard is firing his radium carbine (an Assault 3 weapon, which means it fires three shots). He has two eligible targets, and they are within 2" of one another, so the controlling player decides that the Skitarii Vanguard will split his attacks. The player will make two attacks against one of the targets, and one attack against the other.*

### Weapon Types

There are five types of ranged weapon: Assault, Heavy, Rapid Fire, Grenade and Pistol. A model shooting one of these weapons can make a number of attacks equal to the number written on its profile after its type. For example, a model firing an 'Assault 1' weapon can make 1 attack with that weapon; a model firing a 'Heavy 3' weapon can make 3 attacks, etc.

Some weapons make a random number of attacks – D3 or D6, for example. Once a player has rolled to determine how many shots a weapon of this kind makes, they can choose a target or targets as normal.

Each type of ranged weapon also has an additional rule that, depending upon the situation, might affect the accuracy of the weapon or when it can be fired. These are as follows:

#### ASSAULT

**Assault weapons fire so rapidly or indiscriminately that they can be shot from the hip as warriors dash forwards into combat.**

You can choose to shoot with a model with an Assault weapon in the Shooting phase (or React with that model to fire Overwatch) even if it Advanced earlier in that battle round. If it does so, it can only fire Assault weapons, and you must subtract 1 from any hit rolls made when firing that weapon this battle round.

#### HEAVY

**Heavy weapons are the biggest and deadliest guns on the battlefield, but require reloading, careful set-up or bracing to fire at full effect.**

If a model with a Heavy weapon moved in the preceding Movement phase, you must subtract 1 from any hit rolls made when firing that weapon this battle round.



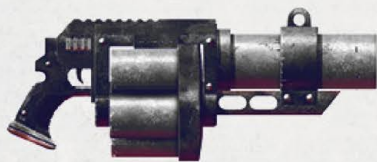
Skitarii arc pistol



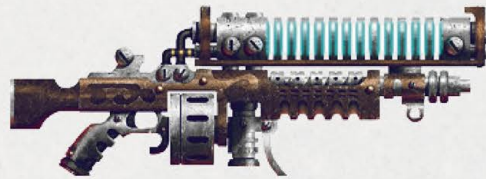
Genestealer Cult autopistol



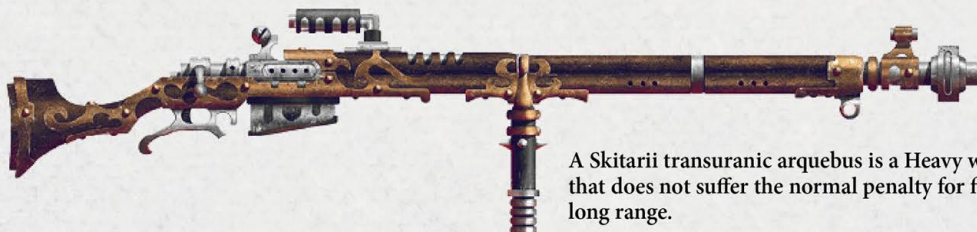
Skitarii radium pistol



This Genestealer Cult grenade launcher is an Assault weapon with multiple ammunition types.



Skitarii arc rifles are Rapid Fire weapons, which means they make more shots at targets within half range.



A Skitarii transuranic arquebus is a Heavy weapon that does not suffer the normal penalty for firing at long range.

## RAPID FIRE

**Rapid Fire weapons are capable of single aimed shots at long range and controlled bursts at close quarters.**

A model firing a Rapid Fire weapon doubles the number of attacks it makes if all of its targets are within half the weapon's Range characteristic.

## GRENADE

**Grenades are handheld explosive devices that a warrior throws at the enemy while their squad mates provide covering fire.**

A model in your kill team armed with a Grenade weapon may fire it in Overwatch or in the Shooting phase. If they do so, they cannot fire any other weapons that phase, and no other model in your kill team can fire a Grenade weapon that phase.

## PISTOL

**Pistols are carried one-handed and can even be used in a melee to shoot at point-blank range.**

You can choose to shoot with a model with a Pistol weapon even if there are enemy models within 1", but it must target the closest enemy model (you can choose which if two or more are equidistant) and can only shoot with its Pistol weapon(s). In such circumstances, the model can shoot its Pistol even if other friendly models are within 1" of the same enemy model. It cannot fire a Pistol if it was charged in this battle round.

Each time a model armed with both a Pistol and another type of ranged weapon (e.g. a Pistol and a Rapid Fire weapon) is chosen to shoot, it can either shoot with its Pistol(s) or with all of its other weapons. Choose which it will fire (Pistols or non-Pistols) before making hit rolls.

## 3. Resolve Attacks

Attacks can be made one at a time, or, in some cases, you can roll for multiple attacks together. The following sequence is used to make attacks one at a time:

- 1. Hit Roll:** To see if an attack hits the target, roll a D6 and apply the following cumulative modifiers:

### HIT ROLL MODIFIERS

Target model is at long range (see opposite)	-1
Target model is obscured (see right)	-1
Each flesh wound on the attacking model (pg 32)	-1
Attacking model's kill team is broken (pg 36)	-1

If the result is equal to or greater than the attacking model's Ballistic Skill characteristic, then it scores a hit with the weapon it is using. If not, the attack fails and the attack sequence ends. An unmodified hit roll of 1 always fails, and an unmodified hit roll of 6 always hits.

## Obscured

Other models (even friendly models) and terrain may hide a target from view. If the target of an attack is even partially obscured from the best point of view of the firing model (that is, the point of view from a part of the firing model that gives the clearest line of sight), then it is said to be obscured.

When checking to see if a target is obscured, consider the main body of the firing and target models – do not include a model's base or parts that are 'sticking out' like aerials or weapons, but do include all limbs and a model's head. If there is still doubt, we recommend the players agree about what constitutes the main body of a model before the battle begins.



This model is completely visible and so is not considered to be obscured.



This model's leg is hidden behind the wall; it is therefore considered to be obscured. In addition, it is standing within 1" of the ruin that obscures it – this means it will be more difficult to injure (pg 32).

## Long Range

A target is at long range if it is more than half the weapon's Range characteristic away from the attacking model. Grenade weapons are not affected by this rule.

For example, a boltgun has a Range of 24". Any target that is more than 12" away from a model attacking with a boltgun is at long range.

2. **Wound Roll:** If an attack scores a hit, you will then need to roll another dice to see if the attack wounds the target. The roll required is determined by comparing the attacking weapon's Strength characteristic with the target's Toughness characteristic, as shown on the following table:

WOUND ROLL	
ATTACK'S STRENGTH VS TARGET'S TOUGHNESS	D6 ROLL REQUIRED
Is the Strength <b>TWICE (or more than twice)</b> the Toughness?	2+
Is the Strength <b>GREATER</b> than the Toughness?	3+
Is the Strength <b>EQUAL</b> to the Toughness?	4+
Is the Strength <b>LOWER</b> than the Toughness?	5+
Is the Strength <b>HALF (or less than half)</b> the Toughness?	6+

If the roll is equal to or greater than the required number, the attack succeeds and the attack sequence continues. If the roll is less than the required number, the attack fails and the attack sequence ends. An unmodified wound roll of 1 always fails and an unmodified wound roll of 6 is always successful.

3. **Saving Throw:** The player controlling the target model then makes a saving throw by rolling a D6 and modifying the roll by the Armour Penetration characteristic of the attacking weapon. For example, if the attacking weapon has an Armour Penetration of -1, then 1 is subtracted from the saving throw. If the result is equal to, or greater than, the Save characteristic of the target model, then the damage is prevented and the attack sequence ends. If the result is less than the model's Save characteristic, then the saving throw fails and the model suffers damage. An unmodified saving throw of 1 always fails.

4. **Inflict Damage:** The damage inflicted is equal to the Damage characteristic of the weapon used in the attack. A model loses one wound for each point of damage it suffers. *If a model's wounds are reduced to 0, any attacks still allocated to this model are not resolved, and then the player controlling the attacking model makes an Injury roll for the target model (see overleaf).*

## Overwatch

Overwatch is a special type of shooting attack, made by a model that is the target of a charge and resolved in the Movement phase. It uses all the normal rules for shooting (e.g. the target must be in range and visible when they declare the charge), except that any attacks made must target the model attempting to charge, and a 6 is always required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.



## Injury Roll

When a model's wounds are reduced to 0, the controlling player (unless stated otherwise, e.g. Inflict Damage on page 31) makes an Injury roll for that model. To make an Injury roll, the player rolls a D6 and applies the following modifiers, depending on how the damage was caused:

PSYCHIC POWER/SHOOTING ATTACK INJURY ROLL MODIFIERS	
Injured model is obscured from the psyker/shooting model, and within 1" of a model or piece of terrain that is between the two models	-1
Each flesh wound on the injured model	+1
CLOSE COMBAT ATTACK INJURY ROLL MODIFIER + INJURY ROLL MODIFIER IN ANY OTHER CASE	
Each flesh wound on the injured model	+1

They then look up the result on the following table:

D6	RESULT
3 or less	Flesh wound
4+	Out of action

## Flesh Wound

A model that suffers a flesh wound is restored to 1 wound remaining. A model with one or more flesh wounds suffers penalties to hit (pg 30) and is more likely to be taken out of action (see above). Mark one of the empty Flesh Wound boxes on that model's datacard (pg 63). If a model suffers a flesh wound and all of the Flesh Wound boxes on their datacard are marked, it is taken out of action instead (see right). In the Morale phase each player takes Nerve tests for each of their models that has one or more flesh wounds (pg 36).

## Out of Action

A model that is taken out of action is seriously injured or may even be slain – either way it will play no further part in the battle. Remove that model from the battlefield.

## Damage Characteristic

If a model loses its last wound to an attack that has a Damage characteristic of more than 1, the player whose model made the attack rolls a number of dice equal to that characteristic when making the Injury roll, rather than just one, and applies the highest result (after modifiers). If the attack has a Damage characteristic that is a random value (e.g. D3, D6), use the value rolled when inflicting damage.

For example, if a model with 3 wounds remaining fails its saving throw against a weapon with a Damage characteristic of 3, it will be reduced to 0 wounds and the player controlling the attacking model will roll three dice for the Injury roll, applying the highest result.

If a model loses its last wound when there are attacks or mortal wounds (see opposite) still allocated to it, these are not resolved.

## 4. Choose Another Ranged Weapon and Targets

If the attacking model has any other ranged weapons that it can fire, and you wish it to do so, return to step 2 of the shooting sequence (pg 28). Otherwise, the shooting sequence ends.

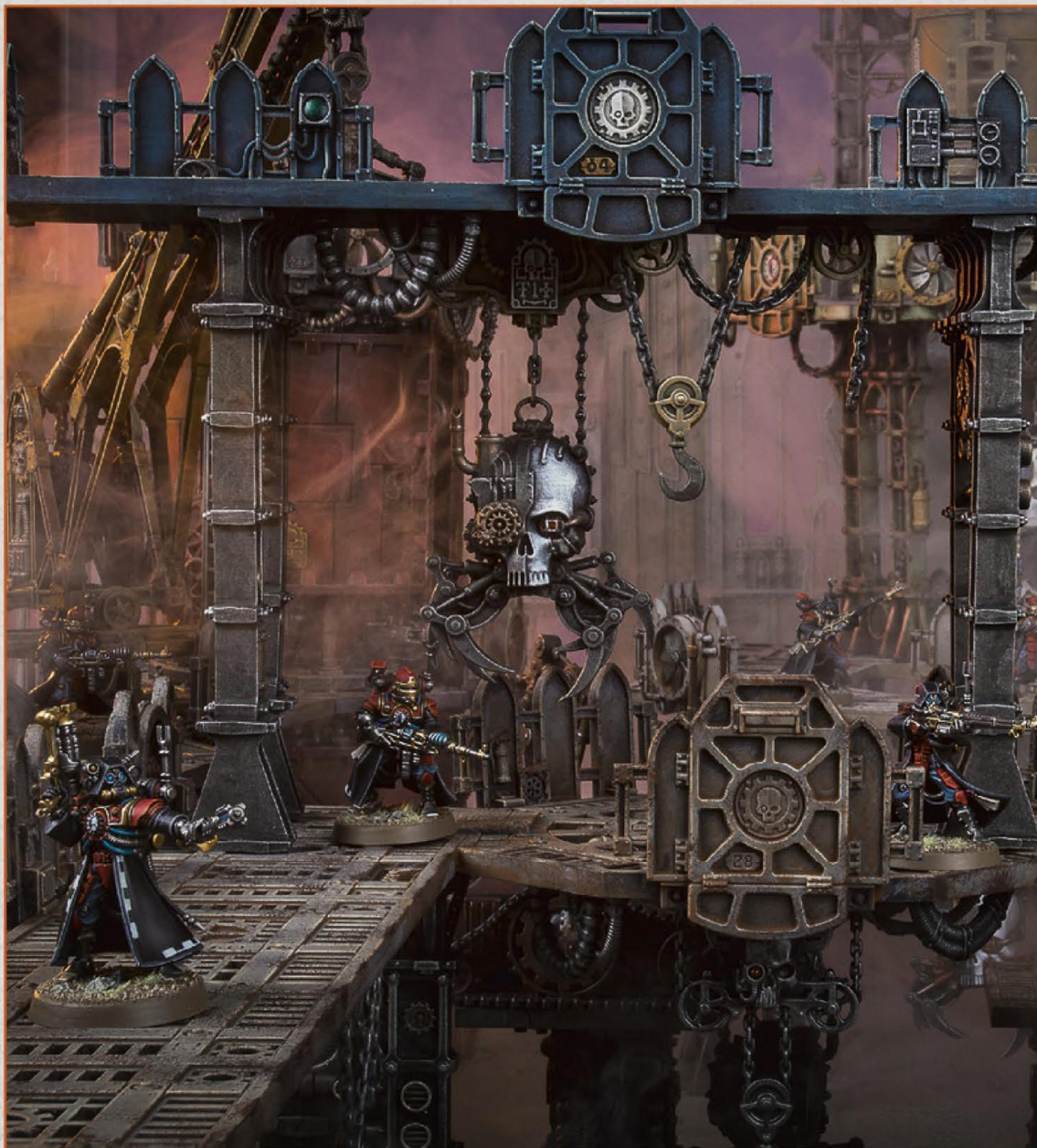


### Invulnerable Saves

Some models possess abilities or wargear, such as supernatural reflexes or force fields, that grant them an invulnerable save. Each time you are required to make a save roll for a model with an invulnerable save, you can choose to use either its normal Save characteristic or its invulnerable save, but not both. **If you use a model's invulnerable save, it is never modified (e.g. by a weapon's Armour Penetration value or by the Survivor ability) unless the modifier explicitly applies to invulnerable saves.** If a model has more than one invulnerable save, it can only use one of them – choose which it will use.

### Mortal Wounds

Some attacks inflict mortal wounds – these are so powerful that no armour or force field can withstand their fury. Each mortal wound inflicts one point of damage on the target model. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound – just inflict damage to the model as described on page 31. If a mortal wound reduces a model to 0 wounds, any further mortal wounds directed against this model by this attack are not resolved and the player whose model caused the mortal wound makes an Injury roll for that model (see opposite).



## 5. FIGHT PHASE

Warriors are silenced with a knife to the back, or cut down as their positions are overrun.

In the Fight phase, players take it in turn to choose a model from their kill team to fight with. The Fight phase is split into two sections: in the first section charging models fight, and in the second section other models fight. No model can be chosen to fight more than once in a Fight phase.

### HAMMER OF WRATH

Models that charged in this battle round fight before all other models. Players take it in turn to choose a model that charged from their kill team to fight with (see below), or pass, in the order determined in the Initiative phase. If a player passes, it is the next player's turn to choose. A player cannot choose to pass if they have a model that charged that can fight. Once all players have chosen a model from their kill team or passed, they do so again in the same order, until all players pass in succession. When they do so, the Hammer of Wrath section of the Fight phase is over.

### FIGHT FOR YOUR LIVES

Once the Hammer of Wrath section of the Fight phase is over, players take it in turn to choose a model from their kill team to fight with, or pass, in the order determined in the Initiative phase. If a player passes, it is the next player's turn to choose. A player cannot choose to pass if they have a model that can fight. Once all players have chosen a model from their kill team or passed, they do so again in the same order, until all players pass in succession. When they do so, the Fight phase is over and the Morale phase begins.

### Models that can Fight

Any model that charged or was charged in this battle round, or that is within 1" of an enemy model, can be chosen to fight in the Fight phase.

Each time a model fights, use the following sequence:

#### FIGHT SEQUENCE

1. Pile in up to 3"
2. Choose targets
3. Choose melee weapon
4. Resolve close combat attacks
  - Make hit roll
  - Make wound roll
  - Enemy makes saving throw
  - Inflict damage
5. Consolidate up to 3"

### 1. Pile In

You may move the model up to 3" – the model must end the move closer to the nearest enemy model.

### 2. Choose Targets

First, you must pick the target model, or models, for the attacks. To target an enemy model, the attacking model must be within 1" of that model, and the enemy model must be visible to the attacking model. Models that charged this battle round can only target enemy models that they charged or that charged them earlier in the battle round. If there are no valid targets, this fight sequence ends.



If a model can make more than one close combat attack (see below), it can split them between eligible target models as you wish. Declare how you will split the model's close combat attacks before any dice are rolled, and resolve all attacks against one target before moving on to the next.

### Number of Attacks

The number of close combat attacks a model makes against its target is determined by its Attacks characteristic. You roll one dice for each close combat attack being made. For example, if a model has an Attacks characteristic of 2, it can make 2 close combat attacks and you can therefore roll 2 dice.

### 3. Choose Melee Weapon

Each time a model makes a close combat attack, it uses a melee weapon – the weapons a model is armed with are listed on its datasheet. In addition to the melee weapons listed on their datasheets, all models are also assumed to be able to fight with a close combat weapon, which has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Close combat weapon	Melee	Melee	User	0	1

If a model has more than one melee weapon, choose which it will use before rolling the dice. If a model has more than one melee weapon and can make several close combat attacks, it can split its attacks between these weapons however you wish – declare how you will divide the attacks before any dice are rolled.

#### 4. Resolve Close Combat Attacks

Close combat attacks can be made one at a time, or in some cases you can roll the dice for a number of attacks together. The attack sequence for making close combat attacks is identical to that used for shooting attacks (pg 30) except you use the model's Weapon Skill characteristic instead of its Ballistic Skill to make hit rolls, and apply the following cumulative modifiers to your hit rolls:

##### HIT ROLL MODIFIERS

There is intervening terrain (see right)	-1
Each flesh wound on the attacking model	-1
Attacking model's kill team is broken (pg 36)	-1

#### 5. Consolidate

You may move the model up to 3" – the model must end the move closer to the nearest enemy model.

#### Intervening Terrain

There is said to be intervening terrain between an attacking model and its target if there is any terrain between the models that makes it impossible for the models to be placed in contact with each other.



All of these models would suffer a -1 hit penalty in the Fight phase because their targets are behind intervening terrain. Either player could, however, use a model's pile-in move to get around the intervening terrain if they wished.

## 6. MORALE PHASE

The bravest heart may quail when the horrors of battle take their toll, but some fighters will rally even in the greatest adversity.

In the Morale phase, players take it in turn to play through the following sequence, in the order determined in the Initiative phase:

### MORALE SEQUENCE

1. Check if your kill team is broken
2. Remove Shaken tokens
3. Take Nerve tests

Once the first player has played through this sequence, the next player does so, and so on until all players have done so. Once they have done so, the Morale phase and the battle round are over. The players remove any tokens from their models (other than Shaken tokens, see right), and then the next battle round begins.

#### 1. Check If Your Kill Team Is Broken

If all models in a kill team currently have flesh wounds, are shaken or are out of action, it is broken. Otherwise, if more than half of the models in your kill team currently have flesh wounds, are shaken or are out of action, it may be broken. Roll 2D6 – if the total is greater than the highest Leadership characteristic of any of the models in the kill team (other than those that are shaken or out of action), the kill team is broken. Once a kill team is broken, it stays broken for the rest of the game.

Models in a broken kill team need to take Nerve tests in each Morale phase. In addition, they suffer hit penalties as described in the Shooting and Fight phases, and there are additional penalties for broken kill teams in some missions.

#### 2. Remove Shaken tokens

If you have any shaken models, they are now no longer shaken. Remove the Shaken token from each of these models.

#### 3. Take Nerve Tests

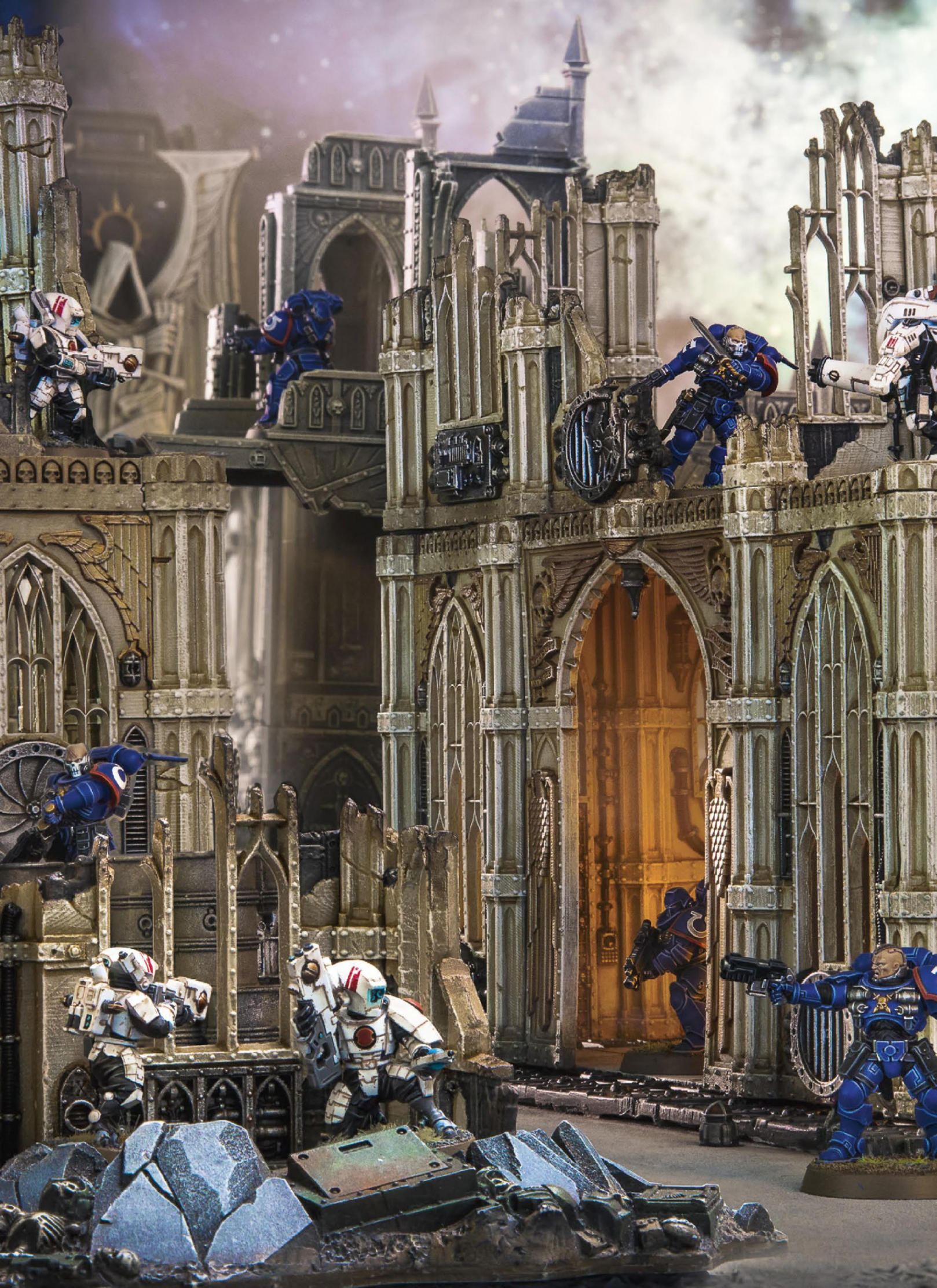
You must take a Nerve test for each of your models that has a flesh wound, and for your other models if your kill team is broken. To take a Nerve test for a model, roll a D6 and apply the following cumulative modifiers:

#### NERVE TEST MODIFIERS

Each other friendly model that is shaken or is out of action	+1
Each other friendly model (other than shaken models) within 2" of the model	-1

If the result of the Nerve test exceeds the model's Leadership characteristic, the test is failed. The model is shaken, and cannot do anything until it is no longer shaken: place a Shaken token next to it. Otherwise, the test is passed. The test is always passed on an unmodified roll of 1.





# FIGHTING A BATTLE

In games of Kill Team, your hand-picked fighters will be tasked with a specific objective, whether this is to infiltrate enemy territory, sabotage critical resources or disrupt supply lines.

## THE MISSION

Before you can fight a battle in a game of Kill Team, you must select a mission. The core rules include the Covert War mission (see opposite) which is ideal to get the action started quickly. Others can be found elsewhere in this book, in other books, or you could play a mission of your own creation. If you and your opponent(s) cannot agree on which mission to play, the players should roll off, and whoever wins decides on the mission. Alternatively, if you are playing a campaign, the campaign rules (pg 202-205) explain how to determine which mission you will play.



## THE KILL TEAMS

Once you have chosen which mission to play, you must choose your kill team. For the Covert War mission you can include any miniatures from your collection, but the full rules for choosing a kill team can be found on page 62. The mission you are playing may include additional rules that change how you choose your kill team.

## THE BATTLEFIELD

In the far future, battles are fought across an infinite variety of strange and alien planets where no land is left untouched by the blight of war. Crystal moons, derelict space hulks and nightmarish Daemon worlds are just a few of the fantastical landscapes that can be recreated whenever you play a game of Kill Team.

Once you have chosen your mission and your kill teams, you must set up the battlefield. A battlefield can be any surface upon which the models can stand – a dining table, for example, or the floor. We typically assume a battlefield is 30" by 22" – the same size as a Kill Team gameboard – though some missions will state other dimensions. The battlefield should always be large enough to accommodate all your models – if it is not, simply increase the size of the battlefield. If you are playing a game with three or four players you may wish

to increase the size of the battlefield to accommodate the extra models. This can be achieved by placing two Kill Team gameboards side by side, or by simply using a larger playing area.

Unless the mission you are playing instructs you otherwise, you should then create an exciting battlefield using any terrain features from your collection that you wish. The best games of Kill Team are played on battlefields that include a variety of terrain: some of it that can hide models from view, some of it that can be scaled to give models a better view of the battlefield, and some of it that provides a bit of cover for models dashing across otherwise open ground. In general, more is better, and we recommend having at least one, or preferably two, terrain features that can provide shelter for a handful of models or more in each 12" by 12" area (or each quarter of a 30" by 22" area).

Don't worry if your battlefield doesn't match these requirements, but keep in mind that playing on very small or very large battlefields, or ones that are either a barren wasteland or filled to overflowing with terrain features, may give an advantage to one side or the other.

## KILLZONES & EXPANSIONS

If you are battling in a specific killzone (see page 44), or if you are using a particular expansion, there might be additional rules pertaining to setting up the battlefield, and special rules that alter how some terrain interacts with your warriors. Bear these in mind when creating your battlefield.

## SCOUTING PHASE

Once you have set up the battlefield, some missions will tell you to play the Scouting phase. This phase is described in detail on page 49, but we suggest that you don't include this phase until after your first few games.

## DEPLOYMENT

Once you have set up the battlefield (and, if relevant, played the Scouting phase), it is time to set up your kill teams. Each mission will explain how to do this. Once the kill teams are set up as described in the mission (and after anything else that the mission specifies happens before the battle begins), begin the first battle round.

# OPEN PLAY MISSION COVERT WAR

The time has come to prove your worth as the leader of a covert kill team. All that stands between you and success is another kill team determined to thwart you.

## THE KILL TEAMS

To play this mission, each player must first choose a kill team from the miniatures in their collection. Any models can be included in the kill team. We recommend using 10 or fewer models in each kill team in this mission.



## THE BATTLEFIELD

Create the battlefield and set up terrain. Then, the players each roll 2D6, re-rolling any tied scores. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on.

The players then must take it in turn, in the order of greatest to least strategic advantage, to place a single objective marker to represent sites of tactical or strategic import. Each objective marker must be placed at least 8" away from any other objective marker and 6" from any battlefield edge. A player controls an objective marker if there are more models from their kill team within 2" of it than there are enemy models. Models that are shaken do not count. Whenever you measure to or from an objective marker, always measure to the centre of the marker.

The player with the greatest advantage then rolls on the primary objectives table to the right to determine which is used during the mission.

## SCOUTING PHASE

If all players agree to do so, resolve the Scouting phase, as described on page 49.

## DEPLOYMENT

The player with least advantage divides the battlefield into as many equal-sized portions as there are players (so for a two-player game, they would divide it in half). The players then take it in turn, in the order of greatest to least advantage, to decide which portion is their own deployment zone.

The players then take it in turn to deploy one model from their kill team, starting with the player with least strategic advantage. Models must be set up wholly within their own deployment zone, more than 6" from any enemy deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

## BATTLE LENGTH

The battle lasts for five battle rounds.

## VICTORY CONDITIONS

At the end of the battle, the player who has the most victory points wins a major victory. If more than one player is tied for the most victory points at the end of the battle, the player amongst them who had the least strategic advantage wins a minor victory.

### PRIMARY OBJECTIVES TABLE

D3	VICTORY CONDITION
1	<b>Secure the Battlefield:</b> At the end of the battle, each objective marker is worth 2 victory points to the player who controls it.
2	<b>Retrieve the Cache:</b> At the start of the first battle round, but before the Initiative phase begins, randomly select one objective marker; remove the other objective marker(s) from the battlefield. At the end of the battle, the remaining objective marker is worth 6 victory points to the player who controls it.
3	<b>Infiltrate:</b> At the end of the battle, each objective marker in an opponent's deployment zone is worth 2 victory points to the player who controls it. (A player can control an objective marker in their own deployment zone, but will score no victory points for doing so.)

# ADVANCED RULES

This section includes a variety of rules which add further detail and complexity to the game. They are not necessary in order to play, so they have been gathered together here for players to use if they wish. We recommend that new players ignore this section to start with, until they are familiar with the core rules.

## TERRAIN

You've already encountered some rules for terrain – a model shooting at a target that is obscured (which will often be by terrain) finds it harder to hit their target and may find it harder to take them out of action. This section introduces further rules for terrain, covering how your models move through different kinds of terrain and what effect the terrain has on them. Some of these rules override the core rules for movement, so make sure you have agreed with your opponent(s) whether or not you are using these rules before beginning your game.

### Types of Terrain

Terrain is described as open ground, difficult terrain, dangerous terrain or impassable terrain. Each has a different impact on your models, as described on this page. The rules for some terrain features tell you which kind of terrain they are. For all other terrain, before the game begins but once terrain has been set up, you should agree with your opponent(s) what is considered to be open ground, what is difficult or dangerous terrain, and what is impassable.

Some types of terrain slow a model's movement. Where this is the case, it applies to all of that model's movement, whichever phase it occurs in. Where a model moves a random distance (for example, when charging), the value is determined normally and then affected as described below.

### Open Ground

Open ground is terrain that is relatively flat and free of obstacles and hazards.

The battlefield surface, the floors of buildings and ruins, platforms, connecting walkways, doors, hatches and ladders are all considered to be open ground. Some windows may also be considered to be open ground for some smaller models – make sure you have discussed this with your opponent(s) before the game. Models can move across open ground without penalty.

### Difficult Terrain

Difficult terrain is terrain where models might lose their footing, or have to scramble over obstacles.

Difficult terrain includes steep or treacherous slopes, dense stands of foliage, pools of non-hazardous liquid, and any surface where models might lose their footing

– on ice or a spoil heap, for example. Models move over difficult terrain at half their normal rate, so 1" of movement across difficult terrain counts as 2". For example, to cross a stagnant pool 1½" wide would take 3" of movement. Similarly, if moving over a frozen lake, a model with a Move characteristic of 6" would only be able to move 3" rather than 6". This penalty applies to all moves. Models that can **FLY** ignore this penalty.

### Dangerous Terrain

Dangerous terrain is terrain which is hazardous, and which might harm a model that moves through it.

Dangerous terrain includes tar pits, deep or noxious pools, and areas of sentient and predatory vegetation. Models move over dangerous terrain at half their normal rate in the same way as with difficult terrain, but as soon as they would move into dangerous terrain, or begin their move if they are already in dangerous terrain (unless they remain stationary), the controlling player takes a dangerous terrain test by rolling a D6. On a 1, that model suffers 1 mortal wound. Models that can **FLY** ignore the movement penalty, as with difficult terrain, but if they begin or end their move in dangerous terrain (unless they remain stationary), the controlling player takes a dangerous terrain test for that model.

### Impassable Terrain

Impassable terrain is terrain that models cannot enter or move over for any reason – it might be instantly lethal to any who would enter, or simply a large, solid obstacle.

Models cannot move into impassable terrain.

### Climbing

Models can climb or traverse barriers of 1" or higher, and when they do so you measure the distance as you would normally for the kind of terrain they are moving through. A model that climbs cannot end its movement while climbing – it must be standing on a surface at the end of its movement. If it does not have sufficient movement to climb to a suitable surface, it cannot climb. A model can traverse an overhang while climbing, as long as it protrudes less than 1" from the surface the model is climbing.

Models that can **FLY** ignore these rules – they can move vertically without measuring the distance moved.

## Barriers, Gaps and Leaping

Walls, pipes, barricades and other low obstacles form barriers that a model can either go around or leap over. A model can leap onto a barrier less than 1½" high without having to include the vertical distance when determining how far they have moved. In addition, a model can leap over a barrier less than 1½" high and no more than 1½" deep without having to include the vertical distance when determining how far they have moved.



As the pipe is less than 1½" tall or 1½" deep, the Ranger can leap over it without counting the vertical movement.

A model can also leap over a gap between two pieces of terrain (e.g. from one walkway to another), as long as the gap is less than 2" across, the model has sufficient movement to reach the other side of the gap (so that their base is entirely on the other side of the gap), and the model ends its move less than 1" higher than before it leapt. Note that if the model ends its move 6" or more lower than before it leapt, you will need to use the rules for jumping down (see below). When a model leaps, you do not have to include the vertical distance moved when determining how far the model has moved.



As the gap between the ruins is less than 2", the Neophyte Hybrid can leap from one to the other.

Models that can FLY ignore these rules – they can move over barriers and gaps without penalty.

## Falling

Many terrain features have exposed edges, dangerous precipices, or precarious walkways. Before the game you should agree with your opponent(s) which terrain features it is possible for a model to fall from. Almost all buildings and ruins with more than one level are good examples of this.

## Falling Tests

If a model is on such a terrain feature and within 1" of the edge when they are hit by an attack (or if something other than an attack causes them to lose a wound), they may be knocked off the edge. After all the attacks from the attacking model have been resolved against that model (or the wound has been lost and the Injury roll made if necessary), the player who controls that model takes a Falling test by rolling a D6. On a 2+, the test is passed and the model does not fall. On a 1, the test is failed and the model is knocked off the edge. Move the model over the edge by the shortest route possible, then straight down until they hit a lower level.



The Neophyte Hybrid fails their Falling test, so they are moved over the edge by the shortest route, then down.

## Falling Damage

Roll a D6 for every full 3" the model has fallen. For each roll of 5+ they suffer 1 mortal wound. If the falling model would be placed on top of another model, make another roll as described above for the model underneath, using the same number of dice as for the falling model. The controlling player of the falling model makes any Injury rolls that result from a fall. After resolving any Injury rolls, the falling model is placed as close as possible to the point where they would have landed. This can bring them within 1" of an enemy model.

## Jumping Down

A model standing somewhere it could fall from can choose to jump down from one level to another. When they do so, use the normal falling rules but roll one fewer dice than you normally would. For example, if a model jumps down 5" you do not have to roll a dice for them; if they jump down 6", however, you would roll 1 dice for them. A model jumping down cannot choose to fall on top of another model, and cannot jump down within 1" of an enemy model, unless they are making a charge move and that model was a target of the charge.

# ULTRA-CLOSE CONFINES

In the war-ravaged 41st Millennium, many desperate struggles take place within mighty bastions, ancient tunnels or in endless manufacturums. Warriors will come into contact with the enemy at point-blank range, with often the only thing separating them a single wall or door.

If your battle is taking place in a killzone that uses the ultra-close confines rules – such as those killzones included in *Kill Team: Arena* – you should use all the normal Kill Team rules with the following additions:

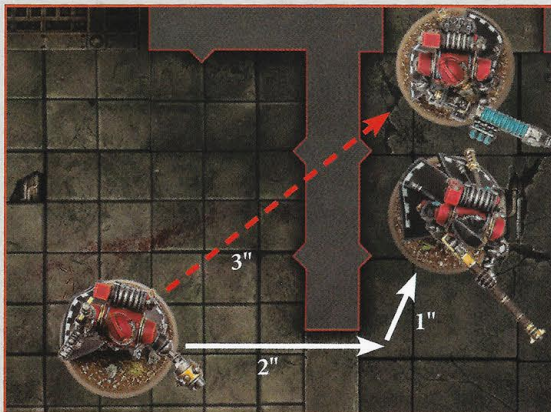
## Walls

Each of the gameboards included in *Kill Team: Arena* have walls marked on them, represented by thin red lines. Walls are a special type of terrain feature that models cannot move, draw visibility or attack through. They use the following rules:

## Measuring

Distances cannot be measured through these walls. Instead, players must measure around walls, using the shortest possible path.

In the example below, the Skitarii Vanguard with an omnispex has an ability that can affect a friendly **SKITARI** model within 3" of it. Although the Vanguard with a plasma caliver is physically less than 3" away from the model with the omnispex, there is a wall between them that prevents it from being in range of the ability. The Skitarii Ranger with a galvanic rifle, however, is in range – it is 1" from the Ranger to the corner of the wall, and a further 2" to the Vanguard with the omnispex, totalling 3". Note that the distance is measured to the part of the Ranger's base that is closest to the corner around which the measurement is being made, as opposed to the part of the base that is closest to the Vanguard with the omnispex.



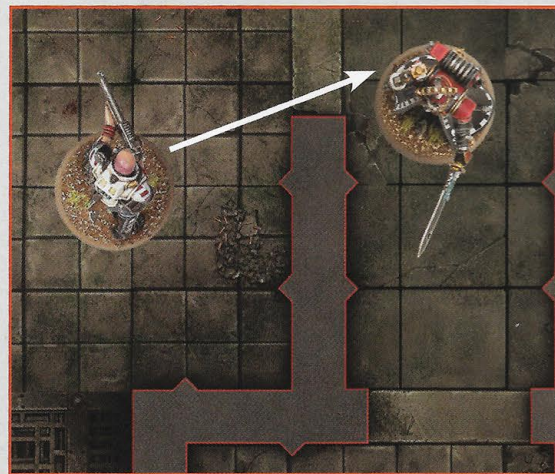
## Movement

Models cannot move through walls. This includes models that can **FLY** and so normally ignore terrain for the purposes of moving, and models with abilities that allow them to ignore terrain when they move.

## Visibility

In addition to the usual rules for determining if one model is visible to another, models cannot draw visibility through walls, even if they are represented by a terrain feature a model would normally be able to draw visibility through. This means that a model can only draw visibility to another model if it is possible to draw an imaginary straight line, 1mm in width, from any part of the first model's base to any part of the other model's base, without the line crossing a wall.

In the example below, the Skitarii Vanguard is visible to the Neophyte Hybrid, as a line can be drawn from part of the Neophyte Hybrid's base to the edge of the Skitarii Vanguard's base.

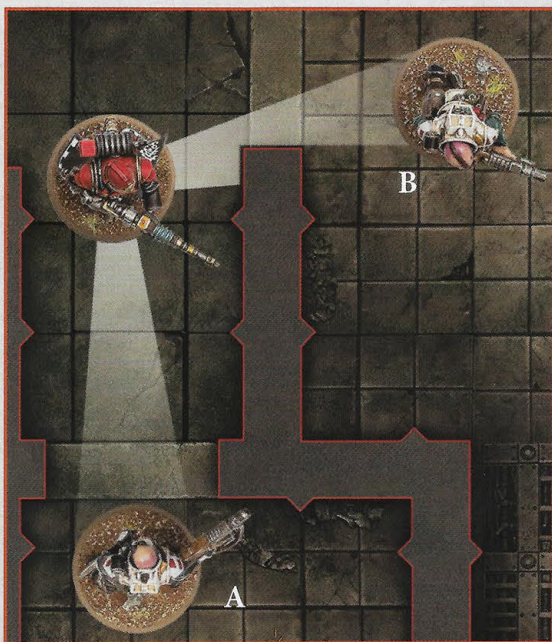


## Fighting

Models cannot attack through walls.

## Obscured

In addition to the usual rules for determining if a target is obscured (for which you may need to get a model's eye view to look for intervening models and terrain), it is necessary to determine if any intervening walls may help to obscure the target. To do so, draw a straight line from any part of the attacking model's base to the target. If the line can be drawn to all parts of the target's base without crossing a wall, they are not being obscured by any walls (model A in the example below). Otherwise they are obscured (model B in the example below).



## Doors

Some Kill Team gameboards feature doors, which are placed in doorways (see pages 8-15 to see which doorways have doors on each *Kill Team: Arena* gameboard). When the battlefield is set up, doors are placed covering the doorways (called the closed position). Doors in the closed position block movement, visibility and measurements in the same way as a wall.

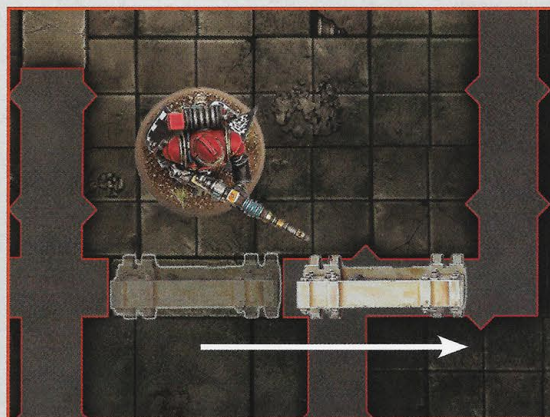
An **Infantry** or **Battlesuit** model can open a closed door or close an open door if it either starts the Movement phase within 1" of that door's doorway and remains stationary that phase, or if it ends a normal move within 1" of a doorway and there are no enemy models within 1" of that doorway. A model cannot open or close a door if it is shaken, Readied or within 1» of any enemy models.

If there are any enemy models (other than shaken models) within 1" of the doorway of the door the model is trying to open or close, one can attempt to stop the door from being operated. If one does, the controlling

player controlling the model trying to prevent the operation rolls a D6; on a 5+ they choose whether or not the door remains closed (or open).

If a door is opened, it is moved to one side (see below). Place the door in a position so it is clear where the door should be re-placed if it is subsequently closed, but will not potentially block visibility. The doorway is treated as open ground until the door is closed again.

If a door is closed, it is moved back to the closed position. If a model's base is even partially in a door's doorway when that door is closed, the door will not close, but the controlling player must roll a D6 for each such model; on a 1, that model suffers a mortal wound.



## Tactics

When you are playing a mission using the ultra-close confines rules, you can use the following Tactic:

### POINT-BLANK OVERWATCH

#### Ultra-close Confines Tactic

Use this Tactic when a model from your kill team is declared as a target of a charge, and is chosen to fire Overwatch. Do not resolve Overwatch with that model as soon as the enemy model declares its charge (other targets of the charge can make Reactions as normal). Instead, the charging model's controlling player makes a charge roll as normal. If this is insufficient for the charging model to end its move within 1" of the target, no Overwatch is made. Otherwise, the charging model's controlling player moves it along a path during which you can interrupt it once, at any point. When you do so, your model fires Overwatch as normal, using the charging model's current location. If the charging model is not taken out of action by this, continue moving the charging model.

1 COMMAND POINT

# INTO THE FORTRESS

If you wish to play a game of Kill Team set in the twisting labyrinthine tunnels of a Blackstone Fortress, you will need to make a number of adaptations in order to use these unusual environments.

## SETTING UP A MISSION

In order to play a game of Kill Team set in a Blackstone Fortress, you will need the chamber, portal, and overlay tiles from your Blackstone Fortress game. You will also need the combat cards from the exploration deck.

In order to set up your battlefield, you can either select one of the combat cards to use as the layout for your battlefield or alternatively shuffle this deck and draw one at random. Once you have selected your battlefield, set up the layout as shown on that card with the following alterations.

Replace any discovery markers with objective markers, placed as close as possible to the centre of the hex they would normally be set up in.

If the layout includes a maglev transport chamber, replace this with a portal.

Note that the hex spaces marked on the Blackstone Fortress chamber tiles are not used. All measurements are carried out as described in the *Kill Team Core Manual* as well as the Blackstone Fortress ultra-close confines rules described here.

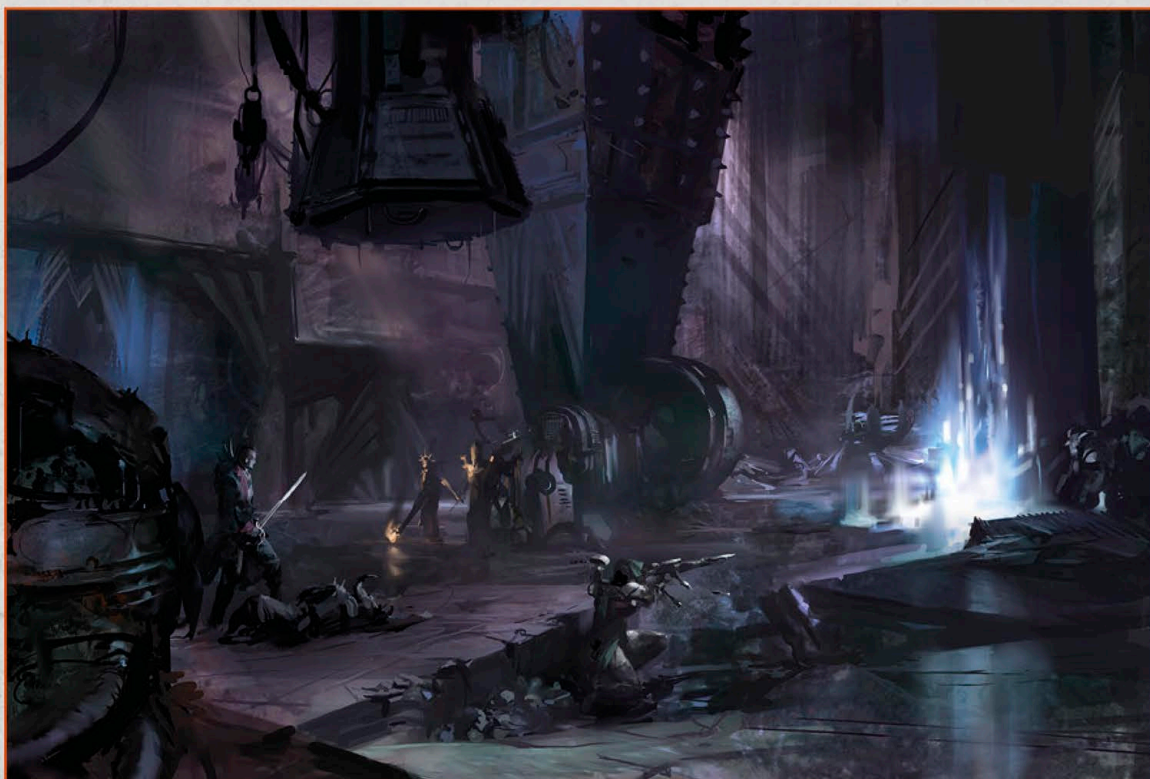
Once your battlefield is set up, you can either agree what the victory conditions for this mission will be with your opponent, or if you wish, use one of the Kill Team: Blackstone Fortress missions described later.

## DEPLOYMENT

Players should roll off, re-rolling ties. The winner picks one of the portals attached to the battlefield to be their Deployment portal. Their opponent then uses the portal which is furthest away from this portal as their Deployment portal. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within 3" of their Deployment portal. If a player runs out of models to set up, skip them. Any models that cannot be set up on the battlefield are said to be set up inside the portal and will enter play once the battle has begun as described later. Once the players have set up their models, deployment ends and the first battle round begins.

## MODELS IN THE PORTAL

Models that have been set up inside the portal can be moved onto the battlefield during the movement phase. To do so, place that model on the portal tile so that any part of its base is touching the adjacent chamber. That model then moves as normal. At the start of battle round 3, the portal closes and any models which have not moved onto the battlefield are treated as having been taken out of action.





## ULTRA-CLOSE CONFINES IN THE BLACKSTONE FORTRESS

If your battle is taking place in a Blackstone Fortress, you should use all the normal Kill Team rules with the following additions.

### Walls

Once you have created your battlefield, you should imagine that there is a wall around the outside of each chamber, except where it is adjacent to another chamber. Some of the chamber or overlay tiles included in Blackstone Fortress have walls marked on them, represented by thin purple lines. Walls are a special type of terrain feature that models cannot move, draw visibility, or attack through. They use the following rules.

### Measuring

Distances cannot be measured through these walls. Instead, players must measure around walls, using the shortest possible path.

In the example below, the Skitarii Vanguard with an omnispex has an ability that can affect a friendly Skitarii model within 3" of it. Although the Vanguard with a plasma

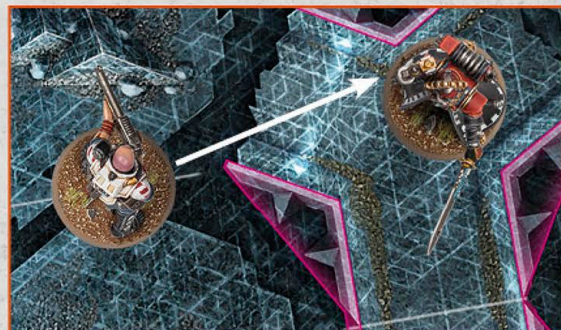
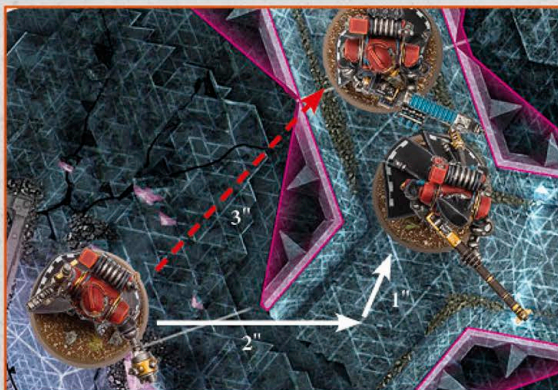
caliver is physically less than 3" away from the model with the omnispex, there is a wall between them that prevents it from being in range of the ability. The Skitarii Ranger with a galvanic rifle, however, is in range – it is 1" from the Ranger to the corner of the wall, and a further 2" to the Vanguard with the omnispex, totalling 3". Note that the distance is measured to the part of the Ranger's base that is closest to the corner around which the measurement is being made, as opposed to the part of the base that is closest to the Vanguard with the omnispex.

### Movement

Models cannot move through walls. This includes models that can Fly and so normally ignore terrain for the purposes of moving, and models with abilities that allow them to ignore terrain when they move.

### Visibility

In addition to the usual rules for determining if one model is visible to another, models cannot draw visibility through walls, even if they are represented by a terrain feature a model would normally be able to draw visibility through. This means that a model can only draw visibility to another model if it is possible to draw an imaginary straight line, 1mm in width, from any part of the first model's base to any part of the other model's base, without the line crossing a wall. In the example below, the Skitarii





Vanguard is visible to the Neophyte Hybrid, as a line can be drawn from part of the Neophyte Hybrid's base to the edge of the Skitarii Vanguard's base.

### Fighting

Models cannot attack through walls.

### Obscured

In addition to the usual rules for determining if a target is obscured (for which you may need to get a model's eye view to look for intervening models and terrain), it is necessary to determine if any intervening walls may help to obscure the target. To do so, draw a straight line from any part of the attacking model's base to the target. If the line can be

drawn to all parts of the target's base without crossing a wall, they are not being obscured by any walls (model A in the example below). Otherwise they are obscured (model B in the example below).

In addition, a model is also said to be obscured if the straight line drawn between the attacking model and the target passes over a thicker white line (model C in the example below).

### Tactics

When you are playing a mission using the ultra-close confines rules, you can use the following Tactic.



## POINT-BLANK OVERWATCH

### Ultra-close Confines Tactic

Use this Tactic when a model from your kill team is declared as a target of a charge and is chosen to fire Overwatch. Do not resolve Overwatch with that model as soon as the enemy model declares its charge (other targets of the charge can make Reactions as normal). Instead, the charging model's controlling player makes a charge roll as normal.

If this is insufficient for the charging model to end its move within 1" of the target, no Overwatch attack is made. Otherwise, the charging model's controlling player moves it along a path during which you can interrupt it once, at any point. When you do so, your model fires Overwatch as normal, using the charging model's current location. If the charging model is not taken out of action by this, continue moving the charging model.

**1 COMMAND POINT**

# KILLZONES

'To assume that the enemy is weak,  
or that they are not prepared for  
battle, is a dereliction of your duty.  
We must always be ready to face  
any foe, and by bolt and blade we  
shall scour them from the stars.'

- Agnathio Castus,  
Intercessor Sergeant



W	WS	BS	S	T	W	A	10	SI
3+	4+	4+	4+	4+	4+	4+	10	3+
5	3+	4+	4+	4+	4+	4+	10	3+

16 POINTS

NEW ACQUIST

XEOPTAR THE GREAT									
NAME	W	WS	BS	S	T	W	A	10	SI
Immortal	5"	3+	3+	4+	4+	4+	4+	10	3+
Weapons	2"	Assault 2	5	0	1	1	1	10	3+
ABILITIES	Reanimatone Protocol								
SPECIALISM	Leader - Resourceful								
EXPERIENCE	□ □ □ □ □ □ □ □ □ □								

16 POINTS



UNIT NAME: **Ork**  
TYPE: **Infantry**  
ARMY: **Ork**  
POINTS: **10**  
HEALTH: **10**  
WEAPONS: **Plasma Gun**  
SPECIAL ABILITIES: **None**

UNIT NAME: **Ork**  
TYPE: **Infantry**  
ARMY: **Ork**  
POINTS: **10**  
HEALTH: **10**  
WEAPONS: **Plasma Gun**  
SPECIAL ABILITIES: **None**

UNIT NAME: **Ork**  
TYPE: **Infantry**  
ARMY: **Ork**  
POINTS: **10**  
HEALTH: **10**  
WEAPONS: **Plasma Gun**  
SPECIAL ABILITIES: **None**

**ADAPTIVE TACTIC** **KILLING FRENZY**

**Level 1 Veteran** Use this tactic when you pick a Zealot specialist from your kill team to fight in the Fight phase. Until the end of the phase, each time you make a hit roll of 6+ for that model, you can make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.

**COMMAND POINT**

# KILLZONES

It is a vast galaxy, and wars are fought across all kinds of battlefields. From shattered city streets to sprawling refineries and shell-pocked plains, kill teams must contend not only with their foes, but also the environments in which they operate.

When you have chosen a mission for your game of Kill Team, you may decide that it is fought in a particular killzone. This book includes rules for one killzone – the Sector Imperialis – but rules for other killzones are available in other Kill Team products. Each killzone has its own rules that govern how your models interact with the battlefield and terrain, and these rules are used in addition to the rules for terrain on pages 42-43.

In many cases the killzone you fight in will be determined by the gameboards and terrain in your collection, or by the mission you are playing. However, where you have a choice of killzones and the players cannot agree, the players should roll off. Whoever wins decides which killzone the battle is fought in.

## KILLZONE: SECTOR IMPERIALIS

**Shattered streets and ruins stretch for miles in all directions. Kill teams must pick their way through the blasted remains of the lives of whatever luckless civilians dwelt here as they hunt for their objective.**

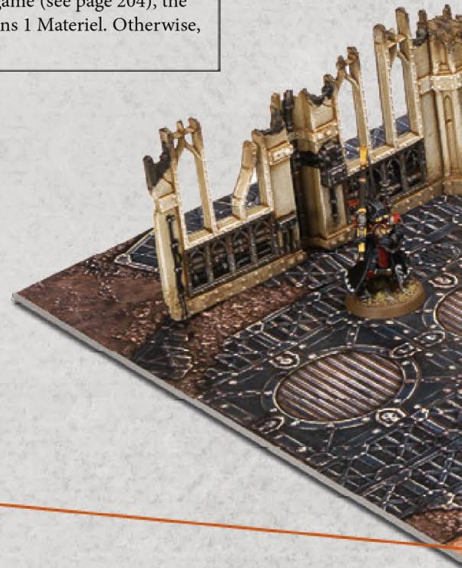
If you are playing a mission in a Sector Imperialis, one player rolls a D6 once the battlefield has been set up but before kill teams are set up, and consults the environment table to the right to determine what additional rule is used for this mission. In addition, if you are playing a mission in a Sector Imperialis, players can use any Sector Imperialis Tactics they have (these can be found in other Kill Team products).

## ENVIRONMENT TABLE

D6	RESULT
1	<b>Deserted Habs:</b> No additional rule.
2	<b>Abandoned Munitions:</b> One extra model in each kill team can shoot with a Grenade weapon they are armed with in each battle round.
3	<b>Smoke in the Air:</b> All players must subtract 1 from their hit rolls in the Shooting phase.
4	<b>Traps:</b> The upper floors of ruins are dangerous terrain.
5	<b>Tunnels:</b> If a model from your kill team begins your turn in the Movement phase within 1" of a manhole and more than 1" from any enemy models, and they are not shaken, they can enter the tunnels. When they do so, remove them from the battlefield. At the end of your turn in the Movement phase of the next battle round, you can place that model within 1" of any manhole that is within 24" of the manhole they used to enter the tunnels, and more than 1" from any enemy models. They are considered to have made a normal move. While they are not on the battlefield, they are considered to be out of action for the purposes of Nerve tests and checking whether your kill team is broken. If they are not on the battlefield at the end of the battle, they are considered to be out of action.
6	<b>Hidden Cache:</b> In a campaign game (see page 204), the player who wins the mission gains 1 Materiel. Otherwise, there is no additional rule.



On a battlefield with tunnels (see the Environment table, above) these manholes allow models to move underneath the battlefield.





On a battlefield with traps (see the Environment table, opposite) the Skitarii here would be in dangerous terrain, while the Neophyte Hybrid wouldn't be.



# KILLZONE: THE TRUEHAWK

Battle erupts when the Gellerpox Infected launch an ambush aboard the shuttle *Truehawk*. The combat is deadly, fast-paced and claustrophobic as Rogue Trader Elucia Vhane and her Elucidian Starstriders attempt to stave off what looks to be certain disaster. Close-quarters mayhem ensues...

## REMOTE ACCESS

### Truehawk/Ministorum Shrine Tactic

Use this Tactic when an **INFANTRY** model from your Kill Team that is not shaken and did not Advance or Fall Back ends a normal move within 1" of a control panel terrain feature (pg 24), and there are no enemy models within 1" of the same control panel. Open or close one door on the battlefield as if your model were within 1" of it (choose up to D3 doors and/or open doorways instead if this model is a Comms specialist).

1 COMMAND POINT

If you are playing a mission on the *Truehawk* you must use the rules for ultra-close confines (see pages 22-23). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission. If you are playing a mission on the *Truehawk*, there is no Scouting phase.



## TERRAIN FEATURES

- |                            |                        |
|----------------------------|------------------------|
| A - Door                   | F - Bridge             |
| B - Escape Pod             | G - Enginarium         |
| C - Engine Coolant Station | H - Crawl-way Entrance |
| D - Command Chair          | I - Storage Chest      |
| E - Control Panel          |                        |

## ENVIRONMENT TABLE

### D6 RESULT

- 1 All Systems Running Smoothly: No additional rule.

2 **Crawlways:** If a model from your kill team begins your turn in the Movement phase within 1" of a crawlway entrance and more than 1" from any enemy models, and they are not shaken, they can enter the crawlways. When they do so, remove them from the battlefield. At the end of your turn in the Movement phase of the next battle round, you can place that model within 1" of any crawlway entrance that is more than 1" from any enemy models. They are considered to have made a normal move, and cannot charge in that battle round. While they are not on the battlefield, they are considered to be out of action for the purposes of Nerve tests and checking whether your kill team is broken. If they are not on the battlefield at the end of the battle, they are considered to be out of action.

3 **Engine Coolant Leak:** All players must subtract 1 from their hit rolls in the Shooting phase if either the firing model or its target are within 6" of either Engine Coolant Station terrain feature. In addition, treat all open ground within 1" of either Engine Coolant terrain feature as dangerous terrain.

4 **Logis Lockdown:** The Remote Access Tactic (pg 23) costs 2 Command Points during this battle instead of 1.

5 **Grav-plate Malfunction:** The player with the greatest strategic advantage must roll a D6 at the start of each battle round. On a 1, there is a grav malfunction and every model treats the entire battlefield as difficult terrain for the rest of the battle round (models that Advance or make a charge attempt instead treat the entire battlefield as dangerous terrain until the end of the battle round).

6 **Compromised Hull Integrity:** Each time you roll an unmodified hit roll of 1 for a model in the Shooting phase, you must roll another D6. If the result is another 1, the stray shot pierces the outer hull and each player must roll a D6 for each model in their kill team. On a 1, the model being rolled for suffers a mortal wound. The hull can only be breached once per battle.



# KILLZONE: MINISTORUM SHRINE

The final fate of the newfound frontier will be determined within the dust-ridden confines of the Ministorum Shrine. Battle spills across the maze of rooms as the Gellerpox Infected and Elucidian Starstriders attack and counter-attack. What lies behind the next door could bring victory or defeat.

If you are playing a mission in the Ministorum Shrine you must use the rules for ultra-close confines (see pages 22-23). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission. If you are playing a mission in the Ministorum Shrine, there is no Scouting phase.



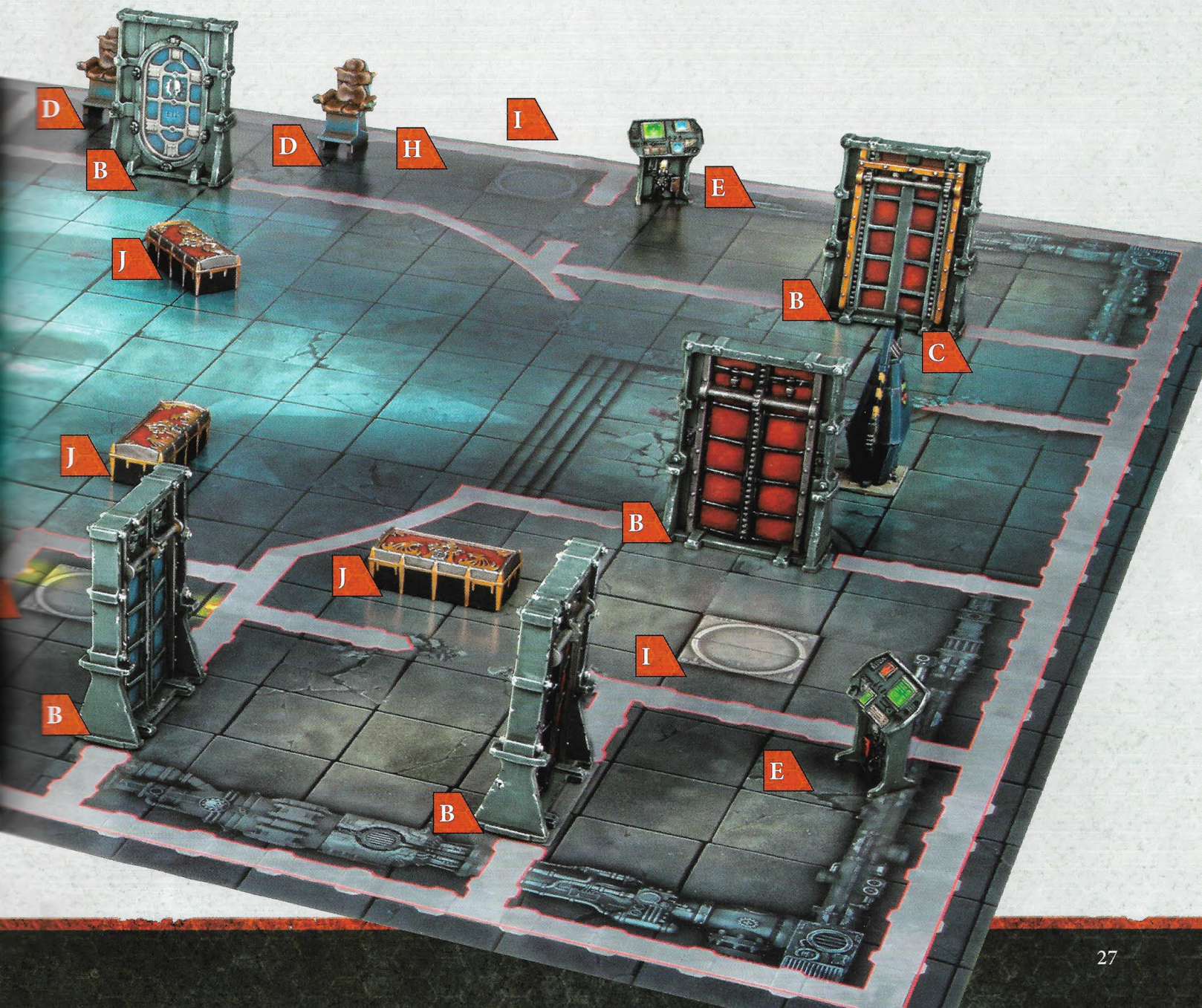
## TERRAIN FEATURES

- |                         |                           |
|-------------------------|---------------------------|
| A - Main Entrance Door  | F - Incense Unit          |
| B - Door                | G - Boiler Room           |
| C - Escape Pod          | H - Confessional Chamber  |
| D - Confessional Chairs | I - Crypt Access Trapdoor |
| E - Control Panel       | J - Storage Chest         |

## ENVIRONMENT TABLE

### D6 RESULT

- |   |  |
|---|--|
| 1 | <b>Deserted Shrine:</b> No additional rule.  |
| 2 | <b>Stronghold of the Ecclesiarchy:</b> Add 1 to the Leadership characteristic of all <b>IMPERIUM</b> models and subtract 1 from the Leadership characteristic of all <b>CHAOS</b> models.  |
| 3 | <b>Defiled Sanctum:</b> Add 1 to the Leadership characteristic of all <b>CHAOS</b> models and subtract 1 from the Leadership characteristic of all <b>IMPERIUM</b> models.   |
| 4 | <b>Dust and Debris:</b> All players must subtract 1 from their hit rolls in the Shooting phase.  |
| 5 | <b>Crypt Tunnels:</b> If a model from your kill team begins your turn in the Movement phase within 1" of a crypt access trapdoor and more than 1" from any enemy models, and they are not shaken, they can enter the crypt tunnels. When they do so, remove them from the battlefield. At the end of your turn in the Movement phase of the next battle round, you can place that model within 1" of any crypt access trapdoor that is more than 1" from any enemy models. They are considered to have made a normal move, and cannot charge in that battle round. While they are not on the battlefield, they are considered to be out of action for the purposes of Nerve tests and checking whether your kill team is broken. If they are not on the battlefield at the end of the battle, they are considered to be out of action. |
| 6 | <b>Fog of Incense:</b> Subtract 6" from the Range characteristic of all ranged weapons (to a minimum of 6") and subtract 2 from all charge rolls.  |



# KILLZONE: GENERATORIUM

The beating heart of many complexes, fortifications and spacecraft is the generatorium. Whether fuelling the fires of industry or providing power to an immense engine, weapon or defensive device, these sites are prime targets for experienced teams of saboteurs looking to deal their enemies a devastating blow.

If you are playing a mission in the Generatorium, you must use the rules for ultra-close confines (see pages 6-7). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission.



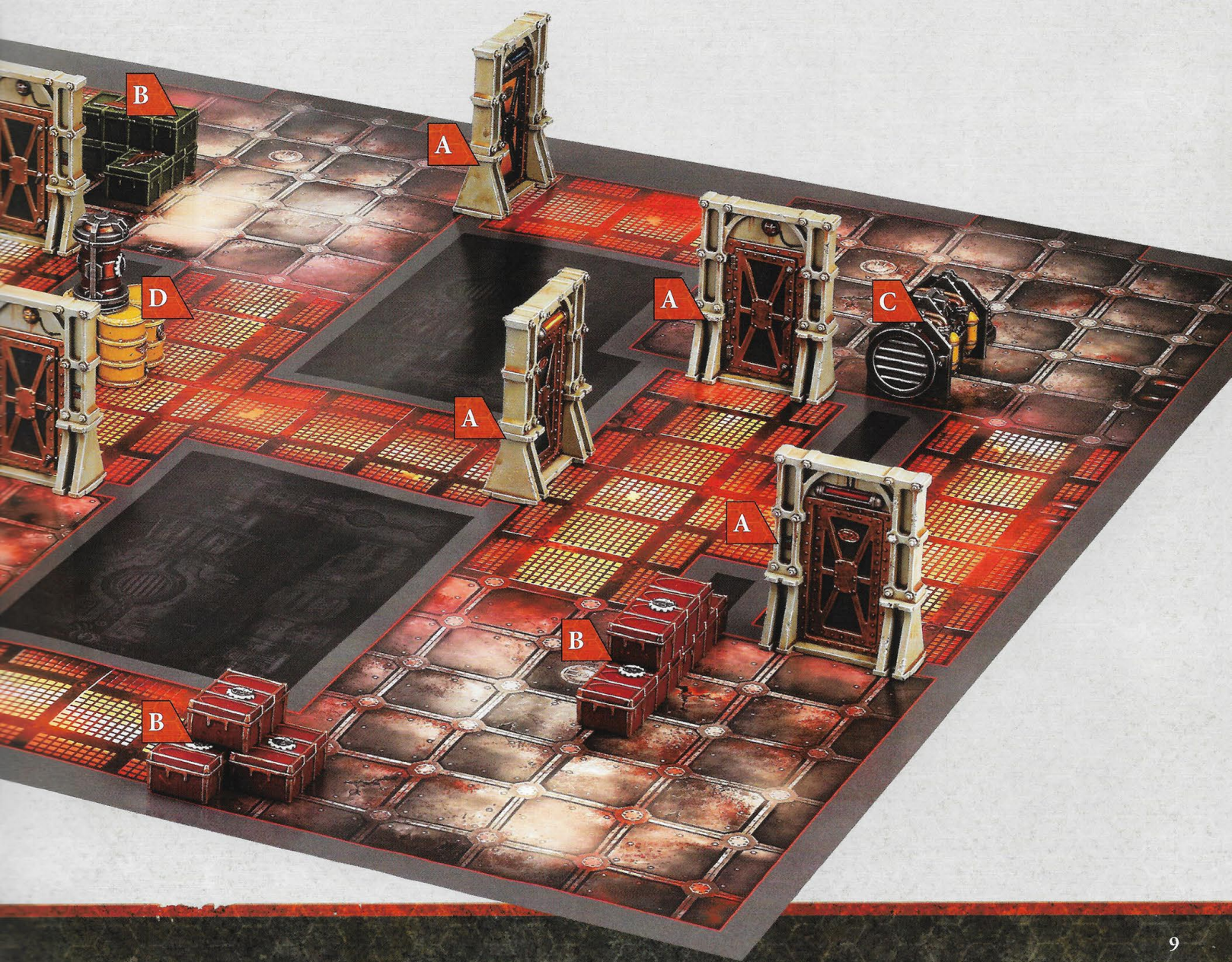
## TERRAIN FEATURES

- A - Door
- B - Crate stack
- C - Pipe
- D - Barrel stack

## ENVIRONMENT TABLE

### D6 RESULT

- |   |  |
|---|--|
| 1 | <b>Safeguards Operational:</b> No additional rule.   |
| 2 | <b>Hot as Hell in Here:</b> Before moving a model in the Movement phase, its controlling player must roll a D6. On a 1, that model is overcome by the rising heat. Subtract 1 from hit rolls made for that model until the end of the battle round.  |
| 3 | <b>Venting Steam:</b> At the end of the battle round, the player with the initiative rolls a D6. If the dice roll is equal to the battle round number, scalding steam is vented from the pipes. Roll a D6 for each model within 2" of any pipes. On a 5+ that model suffers a mortal wound.  |
| 4 | <b>Emergency Lockdown:</b> At the end of the battle round, the player with the initiative rolls a D6. On a 5+ all open doors immediately close.  |
| 5 | <b>Explosive Barrels:</b> In the Shooting phase, instead of targeting any enemy models, a shooting model can target a barrel stack as if it were an enemy model. If it does so, it makes a single attack against that barrel stack. If the attack hits, the shooting model's controlling player rolls a D6. On a 1-3, nothing happens. On a 4+ the barrel stack explodes, and each player must roll a D6 for each of their models within 2" of that barrel stack; on a 4+ that model suffers a mortal wound. If the barrel stack explodes, remove it from the battlefield. If a model is standing on the barrel stack when it explodes, it is taken out of action. |
| 6 | <b>Unstable Cargo:</b> All crate stacks are treated as dangerous terrain.  |



# KILLZONE: CATACOMBS

Many kill team battles take place in the forgotten spaces of the galaxy. Some of these have been lost for centuries, some have been abandoned. These catacombs have been left derelict for years, but are perfect for an infiltration team who do not want to be found...

If you are playing a mission in the Catacombs, you must use the rules for ultra-close confines (see pages 6-7). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission.



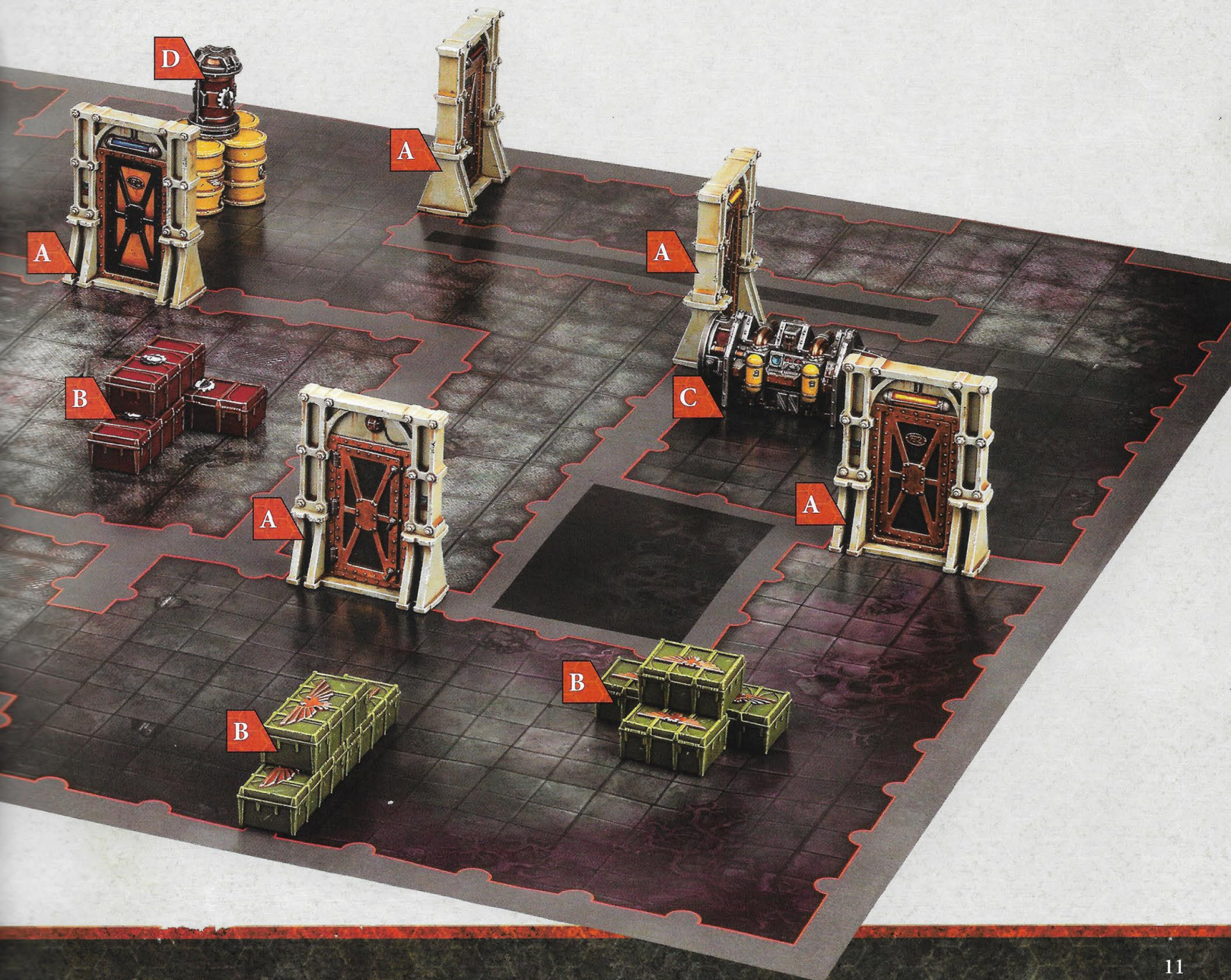
## TERRAIN FEATURES

- A - Door
- B - Crate stack
- C - Pipe
- D - Barrel stack

## ENVIRONMENT TABLE

### D6 RESULT

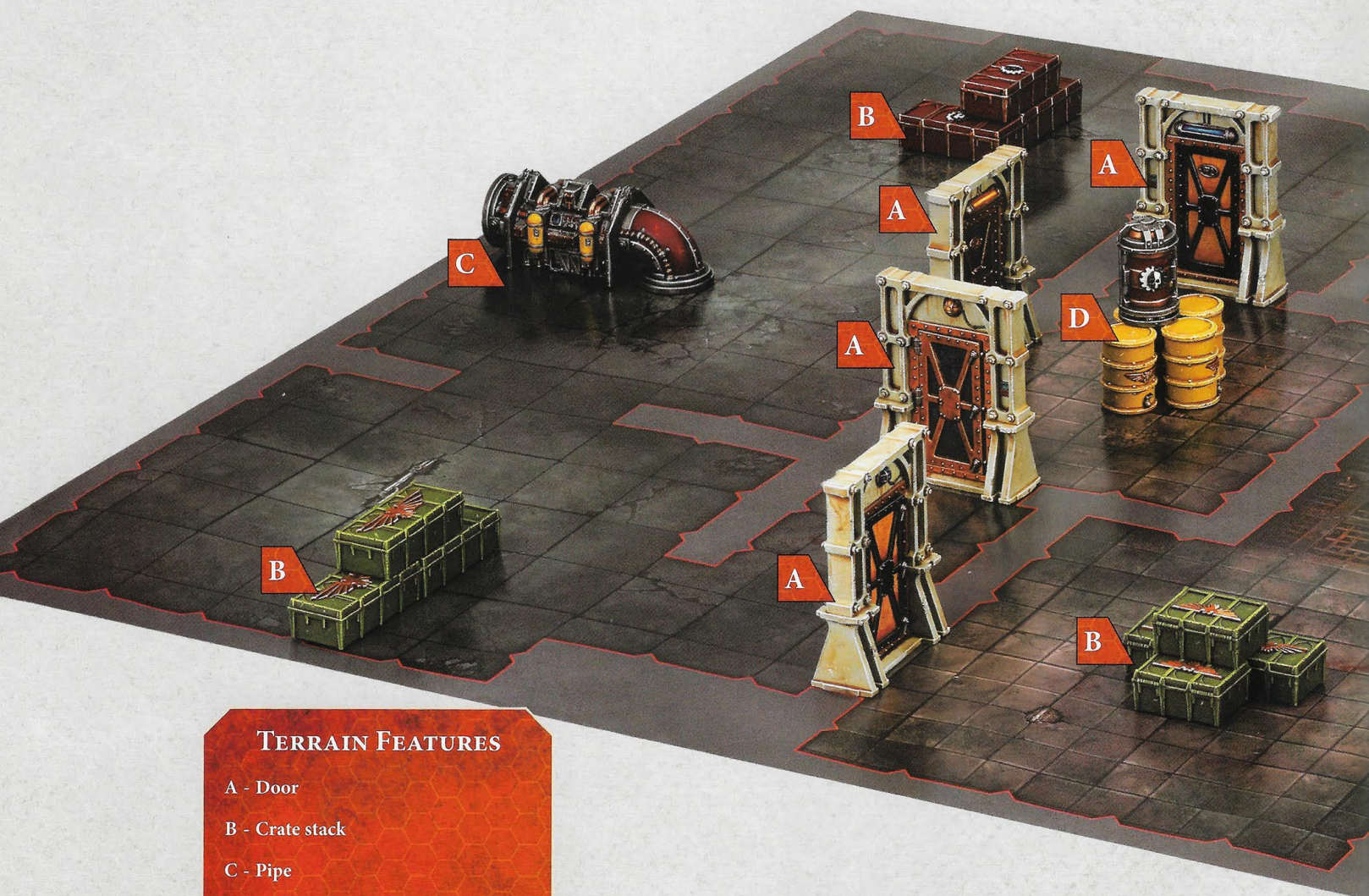
- |   |   |
|---|---|
| 1 | <b>Quiet as the Grave:</b> No additional rule.  |
| 2 | <b>Creeping Roots:</b> If two or more of the dice for a charge roll show the same number, halve the total result.   |
| 3 | <b>Shrouding Haze:</b> Each time a model Advances or makes a charge move, roll a D6. On a 6, subtract 1 from hit rolls for that model until the end of the battle round.  |
| 4 | <b>Oppressive Gloom:</b> Models cannot be chosen as the target of a shooting model's attacks if they are more than 12" away from that shooting model.   |
| 5 | <b>Toxic Storage Facility:</b> Subtract 1 from the Toughness characteristic of models while they are within 2" of any barrel stacks.  |
| 6 | <b>Lost in the Dark:</b> At the end of each battle round, each player must roll a D6 for each of their models that is not within 8" of another friendly model. On a 1, that model disappears into the darkness and is taken out of action. If this mission is being played as part of a campaign, then when making a Casualty roll for a model that disappeared into the darkness, treat results of Dead or Convalescence as Full Recovery. |



# KILLZONE: ARMORIUM STOCKPILE

When seeking supplies behind enemy lines, armoriums make for prime targets. Breaking in and stealing weapons, ammunition caches and equipment before swiftly departing is the preferred tactic of many a raiding kill team, and woe betide any who get in their way.

If you are playing a mission in the Armorium Stockpile, you must use the rules for ultra-close confines (see pages 6-7). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission.



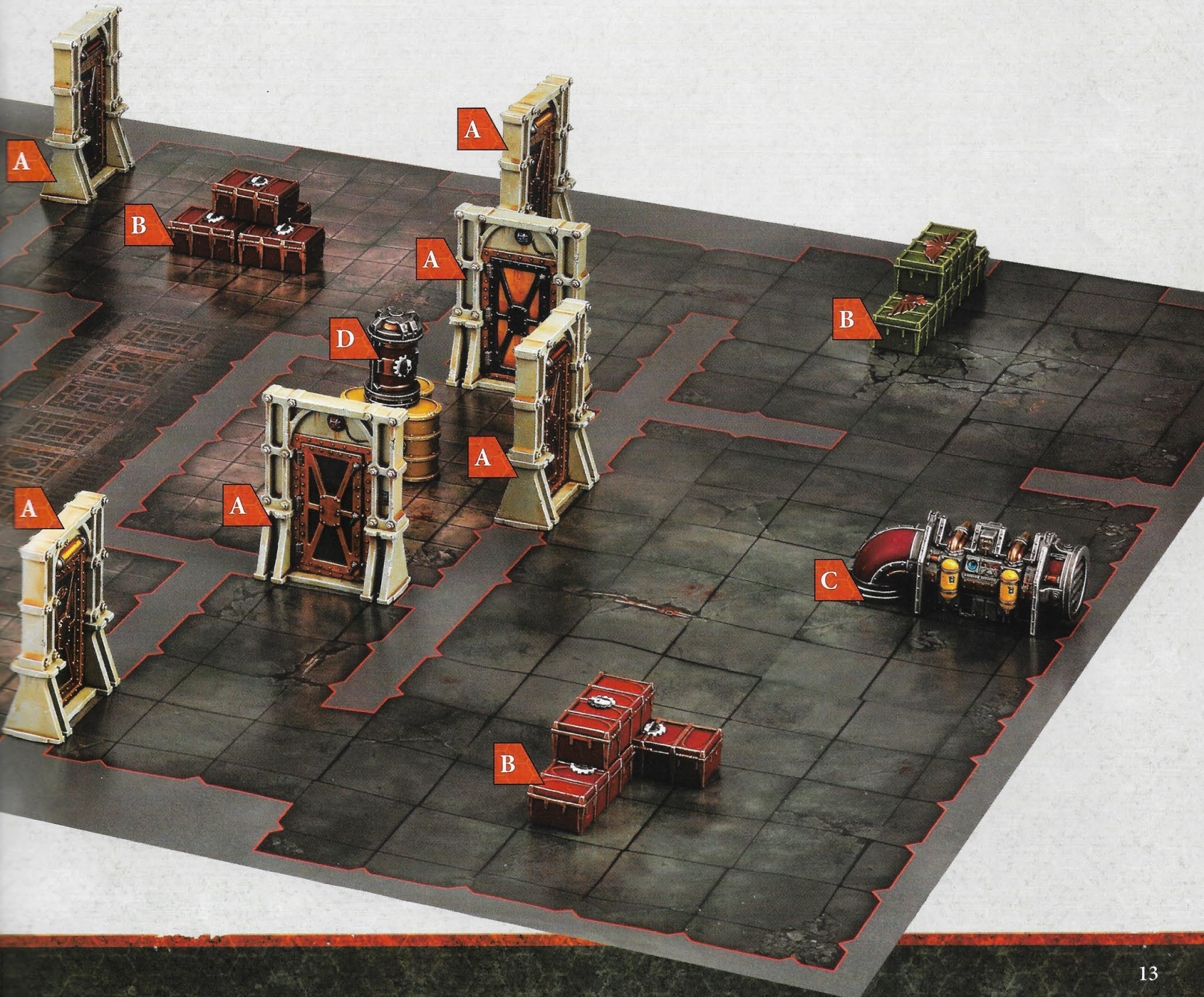
## TERRAIN FEATURES

- A - Door
- B - Crate stack
- C - Pipe
- D - Barrel stack

## ENVIRONMENT TABLE

### D6 RESULT

- |   |   |
|---|---|
| 1 | <b>Nothing Very Useful:</b> No additional rule.   |
| 2 | <b>Ammunition Crates:</b> If a model is Readied within 1" of any crate stacks, its controlling player can re-roll hit rolls of 1 for that model in the subsequent Shooting phase.   |
| 3 | <b>Oil Leak:</b> Each time a model begins an Advance or declares a charge within 2" of any barrel stacks, that model's controlling player must roll a D6. On a 1, that model does not move and must remain stationary this phase. They are still considered to have Advanced or attempted a charge.   |
| 4 | <b>Security Lockdown:</b> Each time a model wishes to open a door, its controlling player must roll a D6. On a 1, that door does not open.  |
| 5 | <b>Prowling Xenos Predator:</b> At the end of the Movement phase, each player must roll a D6 for each of their models that is more than 8" from any other models. On a 6, that model is taken out of action.  |
| 6 | <b>Prototype Weapon:</b> At the end of the Movement phase, roll a D6 for each model that is within 1" of any crate stacks, and more than 1" from any enemy models. On a 6, that model finds a prototype weapon. In the subsequent Shooting phase, instead of firing any of its other ranged weapons, that model can attempt to fire their prototype weapon. If they do so, pick an enemy model within 12" of and visible to the model with the prototype weapon. That enemy model suffers D3 mortal wounds. |



# KILLZONE: GARRISON VAULT

A particularly ruthless kill team may seek to enter the enemy's barracks and eliminate their foes as they sleep. A particularly wily kill team may anticipate or even encourage such an attempt, awaiting their would-be executioners with weapons primed and ready.

If you are playing a mission in the Garrison Vault, you must use the rules for ultra-close confines (see pages 6-7). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission.



## TERRAIN FEATURES

- A - Door
- B - Crate stack
- C - Pipe
- D - Barrel stack

## ENVIRONMENT TABLE

### D6 RESULT

- |   |   |
|---|---|
| 1 | <b>Squared Away:</b> No additional rule.  |
| 2 | <b>Leaking Sewage Pipes:</b> At the start of the Shooting phase, each player must roll a D6 for each of their models within 2" of any pipes. On a 1, subtract 1 from hit rolls for that model's attacks until the end of the phase.   |
| 3 | <b>Ration Storage:</b> If the mission being played uses objective markers, randomly determine one of them. Players can re-roll failed Nerve tests for each of their models within 1" of that objective marker.  |
| 4 | <b>Fortified Blockhouse:</b> Subtract 2 instead of 1 from hit rolls for attacks that target a model obscured by walls.  |
| 5 | <b>Lighting Malfunction:</b> At the end of the Initiative phase, the player with the initiative must roll a D6. On a 1, until the end of the battle round, models cannot be chosen as the target of a shooting model's attacks if they are more than 12" away from that shooting model. |
| 6 | <b>Unstable Munitions:</b> Each time a model climbs, traverses or leaps over a barrel stack or crate stack, roll a D6. On a 1, that model suffers D3 flesh wounds and that barrel stack or crate stack is removed from the battlefield.   |



# ADDITIONAL RULES

These pages contain two commonly used mission rules, and also introduce the rules for Reserves to your games of Warhammer 40,000: Kill Team. The Reserves rules allow you to bring models from your kill team onto the battlefield after the mission has started.

## STANDARD DEPLOYMENT

Some Kill Team missions say that they use the Standard Deployment rules. Where a mission states this, use the following rules when deploying your kill teams.

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest has the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn, in the order of least to greatest advantage, to deploy one model from their kill team. Models must be set up wholly in their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all of their models, deployment ends and the first battle round begins.

## VARIABLE BATTLE LENGTH

Some Kill Team missions last for a variable number of battle rounds (in some cases, they may last for a variable number of battle rounds unless some other condition is met, e.g. there is only one unbroken kill team on the battlefield). Where a mission states that it uses the Variable Battle Length rules, use the following rules to determine when the battle ends. Each mission that uses these rules tells you which player makes the roll.

If the battle does not end otherwise, at the end of battle round 4, roll a D6. The battle continues on a 3+, otherwise the battle ends. If the battle does not end otherwise, at the end of battle round 5, roll a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.



## RESERVES

The rules found here can be used in any games of Kill Team, with the exception of missions that use the Ultra-close Confines rules.

## SETTING UP IN RESERVE

During deployment, instead of setting up a model on the battlefield as described by the mission, you can set that model up in Reserve. You can do this with up to half of the models in your kill team, but if you are using a Battle-forged kill team, the total points cost of any models you set up in Reserve can be no greater than half of your kill team's Force.

## SETTING UP FROM RESERVE

A model that is set up in Reserve can be set up on the battlefield at the end of any Movement phase. At the end of the phase, if a player has any models in Reserve, they can decide to set up one or more of them on the battlefield. If more than one player has any models in Reserve, the players take it in turn to set up all of the models they wish to (including using any Reserve Tactics they wish to use, as described below), in the order determined in the Initiative phase.

Players do not have to set up any models from Reserve if they do not wish to, but if any models are still in Reserve at the end of the third battle round, they are considered to be out of action. When a model is set up from Reserve, it must be set up on the battlefield more

than 5" from any enemy models and within 1" of the edge of the battlefield. It must also be wholly within your deployment zone, where the mission provides a deployment zone. Note that the restrictions described in Reinforcements in the *Kill Team Core Manual* apply to models set up in this way.

## RESERVETACTICS

Some Tactics alter how models arrive from Reserve. When players use these Tactics as part of their models arriving from Reserve, they do so in the sequence described above and by following the instructions on the Tactic. Note that the restrictions described in Reinforcements in the *Kill Team Core Manual* apply to models set up in this way, unless stated otherwise.

The following Tactic can be used by any player with at least one model in Reserve.

### OUTFLANK

#### Tactic

Use this Tactic at the end of the Movement phase. Choose a model from your kill team that was set up in Reserve and set them up within 1" of the edge of the battlefield and more than 5" away from any enemy models.

1 COMMAND POINT



Amidst the tumbled ruins of an Imperial hive city, the howling warriors of Winterfang's Rimeguard meet a suppurating band of Blightlord Terminators in brutal close-quarters combat.

# ELITE OPERATIVES

This book contains rules to expand your games of Warhammer 40,000: Kill Team. There's a new Commander specialism, rules for bringing Reserves onto the battlefield, new Tactics and new datasheets for most Factions, plus Sub-faction rules and new missions to challenge your reinforced kill team.

## LEGENDARY HUNTER SPECIALISTS

Legendary Hunter is a new Commander specialism unique to some of the stealthiest and most lethal warriors of the Warhammer 40,000 galaxy. Such individuals are ideally suited to the skirmish-style warfare of Kill Team games, and as such they have access to a new set of skills and Tactics that reflect their almost supernatural ability in such engagements.

## ADDITIONAL RULES

The Standard Deployment and Variable Battle Length rules from *Kill Team: Commanders* have been included here for ease of reference. Reserves is a new mission rule that allows you to keep warriors back, ready for them to pounce at the opportune moment by dropping from the skies or launching devastating ambushes.

## SUB-FACTIONS

*Kill Team: Elites* introduces an exciting new set of rules – Sub-factions. Now your chosen Space Marine Chapter, Asuryani Craftworld, Necron Dynasty and more will have an impact on your battles, adding even more narrative depth and tactical variables to your games, and providing further inspiration for kill team creation.

## NEW TACTICS, DATASHEETS AND FACTION

On the following pages you'll find new Tactics, collected and updated Tactics and new datasheets, including for Commanders, for most of the Factions in Kill Team, as well as a new Faction: the Adeptus Custodes. You can use all of these rules in your games of Kill Team as described in the *Kill Team Core Manual*. Note that to include Commanders in your games of Kill Team and to use their Aura Tactics, you will need a copy of *Kill Team: Commanders*. If you have more than one version of a Tactic (e.g. one printed in this book and another printed on a card), you can choose which one to use, but cannot use both versions in the same game.

The datasheets on the pages that follow use a mix of familiar and new wargear. Where wargear is new, you will find its rules on the relevant datasheet (for a Commander) or in the reference section for your Faction (for all other models). Where wargear has already been presented in the *Kill Team Core Manual*, its rules are not repeated in this book, so if a piece of wargear does not appear on a datasheet or in the reference section for your Faction, refer to the *Kill Team Core Manual* for its rules. However, you must use the points values given in this book for datasheets from this book: these are found below the relevant datasheet (for a Commander) or in the reference section for your Faction (for all other models). Datasheets from other Kill Team publications are not affected.



Amongst ferrocrete barricades and smouldering ruins, Ork Flash Gitz pour salvos of fire into the Blightlord Terminators that advance relentlessly upon them.

# BATTLE BROTHERS

At times, multiple kill teams will be assigned to a particularly difficult or high priority mission, their strength combined to achieve what neither of them could alone. In such cases, their varied fighting styles and specialisms can be a great asset, but only through cooperation can they hope to overcome their foes.

Battle Brothers is a cooperative format for playing team-based competitive play games of Kill Team. Each Battle Brothers team consists of two players, whose kill teams are pitted against their opponents' to see who can complete the most objectives. Battle Brothers missions use Arena Objectives (pages 20-21), and follow all the rules of competitive play missions with the following amendments:

- Each kill team acts individually in the battle. For example, each player rolls in the Initiative phase to determine initiative as normal, and a player's kill team can be broken while their partner's is not.
- Models in your partner's kill team are considered to be neither friendly nor enemy models. This means, for example, that your kill team's Tactics will usually not affect your partner's, and that your partner's models being within 1" of one of your models does not change what that model is able to do.

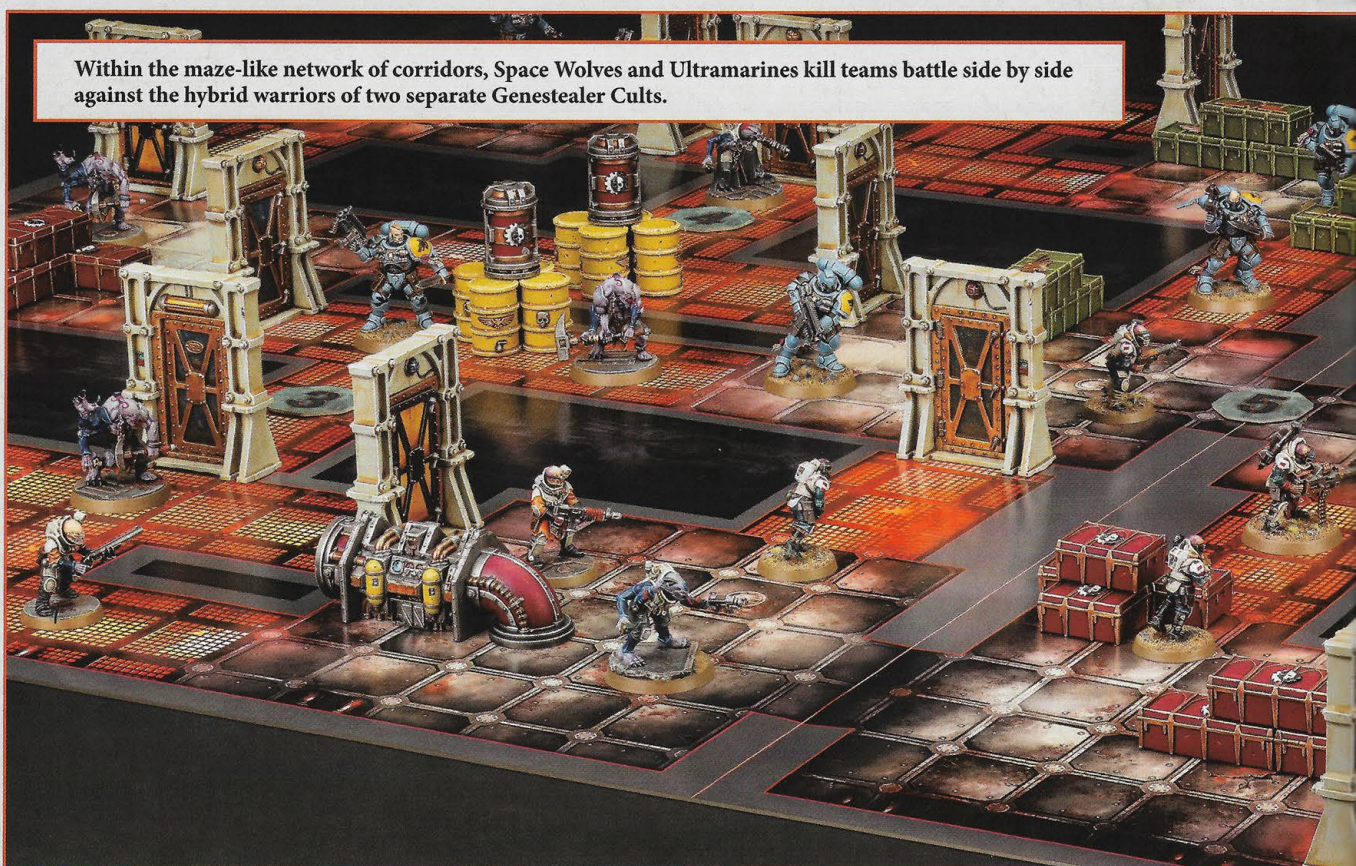
## BATTLE BROTHERS KILL TEAMS

In addition to the rules for building a command roster for competitive play found in the *Kill Team Core Manual*, the models that make up a player's command roster must share one of the following keywords with the models on their partner's roster:

- IMPERIUM
- CHAOS
- AELDARI
- NECRONS
- ORK
- T'AU EMPIRE
- TYRANIDS\*

\*Genestealers taken as part of a kill team with the **GENESTEALER CULTS** Faction keyword are treated as having the **TYRANID** keyword for the purposes of creating a Battle Brothers command roster.

Within the maze-like network of corridors, Space Wolves and Ultramarines kill teams battle side by side against the hybrid warriors of two separate Genestealer Cults.



## BATTLE BROTHERS TACTICS

On pages 48-51 you will find a selection of Battle Brothers Tactics. These are usable in any Battle Brothers mission by either player on a team in the same manner as normal Tactics, with each explaining when they can be used.

### Command Points

In Battle Brothers missions, each player generates their own pool of Command Points as normal, which cannot be shared with their partner. If a team wishes to use a Tactic that costs more than one Command Point, all the Command Points that are spent on it must be taken from one player's pool. Players cannot spend their Command Points on Tactics specific to a Faction that their own kill team does not belong to.

## BATTLE BROTHERS MISSIONS

On pages 40-47 you will find a number of Battle Brothers missions. The battlefields for these are made by combining two sets of *Kill Team: Arena* killzone gameboards and terrain.

## Objectives

In Battle Brothers, objective markers are controlled by teams rather than players. A team controls an objective marker if there are more models from its players' kill teams within 2" of the objective marker than there are enemy models. Models that are shaken do not count.

In Battle Brothers missions, references to 'you', 'your kill team' and 'your opponent' on Arena Objectives should be treated as 'your team', 'your team's kill teams' and 'your opponents' respectively.



# BATTLE BROTHERS TACTICS

On the following pages you will find a selection of new Tactics for use in Battle Brothers missions.

Some of the Tactics found below and opposite are usable by any player, allowing kill teams to interact in new ways so as to achieve victory through cooperation. Others found opposite and on the following pages are Faction-specific Battle Brothers Tactics, available to kill teams in which each model shares the relevant Faction keyword. Note that your partner's kill team does not need to be drawn from the same Faction as yours in order for you to make use of a Faction-specific Tactic.

## CROSS-DISCIPLINARY TRAINING

### Battle Brothers Tactic

Use this Tactic at the start of the first battle round. Excluding Leaders, choose a specialist from your kill team and a specialist from your partner's kill team. Your specialist can use the Level 1 ability from the other chosen model's specialism until the end of the battle.

1 COMMAND POINT

## SUPPRESSING FIRE

### Battle Brothers Tactic

Use this Tactic when an enemy model would fire Overwatch at a model from your partner's kill team. Choose a model from your kill team that is within 6" of the charging model and has visibility to the enemy model. If the enemy model is within range of any of the chosen model's ranged weapons, it cannot fire Overwatch this phase.

1 COMMAND POINT



## SECRET INTELLIGENCE

### Battle Brothers Tactic

Use this Tactic at the start of the battle round. Choose one of your opponents' face-down Arena Objectives. They must reveal it. Your team can only use this Tactic once per battle.

3 COMMAND POINTS

## REASSURING PRESENCE

### Battle Brothers Tactic

Use this Tactic at the start of the Morale phase. If your partner's kill team is not broken, and its Leader is on the battlefield and not shaken, you can treat that Leader's Leadership characteristic as the highest in your kill team when checking to see if your kill team is broken this phase.

2 COMMAND POINTS

## COMPLEMENTARY FIGHTING STYLES

### Battle Brothers Tactic

Use this Tactic when you choose a model from your kill team to fight that is within 1" of a model from your partner's kill team. You can re-roll hit and wound rolls of 1 for the chosen model until the end of the phase.

1 COMMAND POINT

## COMPETITIVE EDGE

### Battle Brothers Tactic

Use this Tactic at the start of the Shooting phase. Choose a model from your kill team that did not Advance or attempt to charge in this battle round, and is within 3" of a Readied model from your partner's kill team. The chosen model is immediately Readied.

1 COMMAND POINT

## DEFENSIVE POSITION

### Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team is chosen as the target of a charge. Choose a model from your kill team that is within 6" of your partner's model. The chosen model can fire Overwatch at the charging model as if they were also the target of the charge.

2 COMMAND POINTS

## DUCK AND COVER

### Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team is taken out of action, before the model is removed. Choose a model from your kill team that is within 3" of that model. Until the end of the phase, hit rolls for shooting attacks that target the chosen model suffer an additional -1 modifier if the target is obscured.

1 COMMAND POINT

## MORBID CURIOSITY

### Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team is taken out of action within 3" of any models from your kill team. If the model taken out of action has a different Faction keyword to models in your kill team, choose a ranged weapon that model is armed with; one of your models within 3" can immediately fire the chosen weapon as if it were the Shooting phase.

1 COMMAND POINT

## LOCAL EXPERT

### Battle Brothers Tactic

Use this Tactic before taking a dangerous terrain test if there is a model from your partner's kill team within 6" of the model you are taking the test for. You can re-roll that dangerous terrain test.

1 COMMAND POINT

## STOIC DEFENCE

### Battle Brothers Tactic

Use this Tactic at the end of the Morale phase, before any victory points are scored. Choose a model from your kill team and a model from your partner's kill team that are both within 3" of the same objective marker. Until the end of the battle round, the chosen models each count as two models when determining who controls that objective marker.

1 COMMAND POINT

## MONOFILAMENT TRIPWIRE

### Battle Brothers Tactic

Use this tactic at the end of the Movement phase. Choose a model from your kill team, and then choose a model from your partner's kill team that is within 6" of and visible to your model. Draw an imaginary line 1mm wide from any point on your model's base to any point on the other model's base. Roll a dice for each enemy model under this line. On a 5+, that model suffers a mortal wound.

1 COMMAND POINT

## ICON OF INDOMITABILITY

### Adeptus Astartes Battle Brothers Tactic

Use this Tactic at the start of the Morale phase. Your partner can subtract 1 from Nerve tests for each ADEPTUS ASTARTES model from your kill team that is not shaken and is within 2" of the model being rolled for.

1 COMMAND POINT



## NO MERCY

### Grey Knights Battle Brothers Tactic

Use this Tactic when an enemy model takes a model from your partner's kill team out of action. Until the end of the next battle round, you can re-roll hit rolls of 1 for attacks made by **GREY KNIGHTS** models from your kill team that target that enemy model.

1 COMMAND POINT

## GIFT OF THE OMNISSIAH

### Adeptus Mechanicus Battle Brothers Tactic

Use this Tactic at the start of the first battle round. Choose a model from your partner's kill team. Until the end of the battle, that model gains the benefit of the Canticles of the Omnissiah ability as if they were in your kill team (your partner makes any relevant rolls or re-rolls granted by this ability for that model).

1 COMMAND POINT

## SKEINS OF FATE

### Thousand Sons Battle Brothers Tactic

Use this Tactic at the start of the first battle round. Your partner can choose one model from their kill team that was set up within 3" of a **THOUSAND SONS** model from your kill team and set it up again anywhere in your deployment zone.

1 COMMAND POINT

## AURA OF AUTHORITY

### Astra Militarum Battle Brothers Tactic

Use this Tactic at the start of the Shooting phase, before using the Voice of Command ability. Your Leader can issue an order to a model from your partner's kill team this phase that is within 12" of your Leader and not shaken, even if that model is not **ASTRA MILITARUM**. Your partner makes any relevant rolls or re-rolls granted by that ability.

2 COMMAND POINTS

## AEGIS PROTOCOLS

### Deathwatch Battle Brothers Tactic

Use this Tactic after a model in your partner's kill team is chosen as the target of one or more of an enemy model's shooting attacks. Choose a **DEATHWATCH** model from your kill team that is not shaken and is within 2" of the targeted model. Place the Deathwatch model in contact with the targeted model, then move the targeted model up to 2" in any direction – they must end this move more than 1" from enemy models. The shooting attacks that targeted your partner's model are instead resolved against the **DEATHWATCH** model you chose.

1 COMMAND POINT

## DARK AMUSEMENT

### Heretic Astartes Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team is taken out of action. Choose a **HERETIC ASTARTES** model from your kill team. The chosen model automatically passes Nerve tests until the end of the battle.

1 COMMAND POINT

## DRAW THE EYE

### Harlequins Battle Brothers Tactic

Use this Tactic at the start of the Shooting phase. Until the end of the phase, subtract 1 from hit rolls for attacks that target models from your partner's kill team if there are any **HARLEQUINS** models from your kill team closer to the firing model than the target of the attack.

2 COMMAND POINTS



## GENEROUS GIFT

### Death Guard Battle Brothers Tactic

Use this Tactic at the start of the first battle round. Choose a model from your partner's kill team that is within 3" of a **DEATH GUARD** model from your kill team. Until the end of the battle, your partner rolls a D6 each time that model loses a wound. On a 6+ that wound is not lost. If a model already has an ability with a similar effect (such as Disgustingly Resilient or the Lucky Escape Tactic), your partner can instead re-roll rolls of 1 for such an ability.

1 COMMAND POINT

## CONSUME BIOMASS

### Tyranids Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team that is within 3" of any **TYRANIDS** models from your kill team is taken out of action. Pick one of those **TYRANIDS** models and remove one flesh wound from it.

1 COMMAND POINT

## WE IS DA BEST!

### Orks Battle Brothers Tactic

Use this Tactic in the Fight phase, when a model from your partner's kill team takes an enemy model out of action. Until the end of the phase, add 1 to the Attacks characteristic of **ORK** models from your kill team that are within 6" of your partner's model.

1 COMMAND POINT

## TRUE COOPERATION

### T'au Empire Battle Brothers Tactic

Use this Tactic at the start of the Movement phase. Until the end of the phase, models in your partner's kill team are considered to be models in your own kill team for the purposes of the For the Greater Good ability.

1 COMMAND POINT

## NOURISHED BY FEAR

### Drukhari Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team fails a Nerve test within 12" of any **DRUKHARI** models from your kill team. Choose one of those **DRUKHARI** models and remove one flesh wound from it.

1 COMMAND POINT

## STRATEGIC VARIABLE

### Necrons Battle Brothers Tactic

Use this Tactic when a **NECRONS** model from your kill team is chosen as the target of one or more of an enemy model's shooting attacks, and the targeted model is obscured by a model from your partner's kill team. When resolving those shooting attacks, hit rolls suffer an additional -1 modifier.

1 COMMAND POINT

## SWIFT INTERVENTION

### Asuryani Battle Brothers Tactic

Use this Tactic when an enemy model ends a charge move within 1" of a model from your partner's kill team and within 12" of any **ASURYANI** models from your kill team that are not shaken or within 1" of an enemy model. You can declare a charge with one of those **ASURYANI** models even if it has already moved this phase, but only that enemy model can be chosen as the target.

1 COMMAND POINT

## SHADOWY MOVEMENTS

### Genestealer Cults Battle Brothers Tactic

Use this Tactic at the end of the Movement phase. Choose a **GENESTEALER CULTS** model from your kill team that is not shaken or within 1" of any enemy models. Remove it from the battlefield and set it up again within 8" of its previous position, within 1" of a model from your partner's kill team and more than 4" from any enemy models. If it is not possible to do so, this Tactic cannot be used.

1 COMMAND POINT

# SUB-FACTIONS

This section presents the rules for using Sub-factions in your games of Kill Team. The armies of the galaxy are infinitely diverse, and even amongst the genetically engineered warriors of the Adeptus Astartes there are variations that lead to differing strengths and ways of making war.

Each set of Sub-factions tells you which Faction keyword it applies to (e.g. ADEPTUS ASTARTES). When you add a model with that Faction keyword to your kill team or command roster, you can choose for it to be drawn from a Sub-faction of your choice from those listed in that Faction's section within this book (so when you add a model with the ADEPTUS ASTARTES keyword to your command roster, you could choose for it to be drawn from the Ultramarines, for example). When you choose a Sub-faction for a model in this way, make a note of that on the model's datacard. Its Sub-faction is treated as an additional keyword that the model has, so a model drawn from the Ultramarines has the ULTRAMARINES keyword.

If your kill team is Battle-forged and all models in your kill team are drawn from the same Sub-faction, models

in the kill team gain a Sub-faction ability as described in that Faction's section. The Sub-faction ability gained depends upon the Sub-faction you chose, as described in that Faction's section. For example, if you chose the Ultramarines Chapter for your ADEPTUS ASTARTES kill team, the models in your kill team gain the Codex Discipline Chapter Tactic. In addition to gaining a Sub-faction ability for the models in your kill team, you also gain access to Tactics that are unique to that Sub-faction. For example, if you chose the Ultramarines Chapter, you can use Ultramarines Tactics.

Unless stated otherwise, if your kill team is drawn from a Sub-faction that does not have an associated Sub-faction ability, choose a Sub-faction from that Faction's section that best describes its character and fighting style.



Primaris Space Marine Intercessors of the Imperial Fists Chapter lay down a blistering hail of fire, their kill team advancing relentlessly upon their objective regardless of the odds stacked against them.

# CHAPTER TACTICS

The Sub-factions for models with the ADEPTUS ASTARTES Faction keyword are called Chapters, and their Sub-faction abilities are called Chapter Tactics. If your kill team is Battle-forged and all models in your kill team are drawn from the same Chapter, models in the kill team gain the Chapter Tactic described below, and you can use that Chapter's Tactics.

If your kill team is drawn from a Chapter that does not have an associated Chapter Tactic, use the Chapter Tactic of its founding Chapter. For example, Crimson Fists are a successor Chapter of the Imperial Fists, so should use the Chapter Tactic of the Imperial Fists. If you are unsure of a Chapter's founding Chapter, either consult the background sections of our books or choose a Chapter Tactic from those below that best describes its character and fighting style. In some cases, the Chapter a model is drawn from may change the model's wargear options – where this is the case, this will be mentioned on the model's datasheet.

## DARK ANGELS: GRIM RESOLVE

*The stalwart descendants of the Lion are renowned for their unshakeable resolve, enduring tenacity and strict fire discipline in battle.*

Re-roll unmodified hit rolls of 1 for attacks made with ranged weapons by models in your kill team (including when firing Overwatch) that have not moved in this battle round. In addition, you can re-roll the dice to determine whether or not your kill team is broken in the Morale phase.

## WHITE SCARS: LIGHTNING ASSAULT

*The White Scars are true masters of the hunt. There is the primal fury of the storm, the scent of prey upon the wind. None can escape their righteous justice.*

When a model in your kill team Advances, add an additional 2" to the distance it can move. In addition, if a model in your kill team started the Movement phase within 1" of an enemy model, but when you pick it to move there are no enemy models within 1", that model can make a charge attempt instead of Falling Back or remaining stationary.

## SPACE WOLVES: HUNTERS UNLEASHED

*The Space Wolves train their whole lives for the moment when battle is joined. After a long hunt tensed for the kill, they spring forward to devastating effect.*

In any battle round in which a model in your kill team charged, was charged or made a pile-in move granted by the Heroic Intervention Commander Tactic, add 1 to hit rolls for attacks made by that model in the Fight phase. In addition, you can use the Heroic Intervention Commander Tactic if there are any enemy models within 6" (rather than 3") of your Commander, and when you do so they can make a pile-in move of 6" (rather than 3").

## IMPERIAL FISTS: SIEGE MASTERS

*None are as well versed in siegewarfare as the Imperial Fists. No fortress world is safe from their pinpoint bombardments and disciplined fusillades of bolter fire.*

Models in your kill team do not suffer the penalty to Injury rolls for the target of their attacks being obscured and within 1" of a model or piece of terrain that is between the two models.

## BLOOD ANGELS: THE RED THIRST

*Though they strive to restrain it at every turn, the murderous ferocity of the Blood Angels simmers just beneath the surface of their thoughts. In battle this rage can be used as a weapon, lending fearsome strength to the Blood Angels' blows.*

In any battle round in which a model in your kill team charged, was charged or made a pile-in move granted by the Heroic Intervention Tactic, add 1 to wound rolls for attacks made by that model in the Fight phase.



### IRON HANDS: THE FLESH IS WEAK

*The Iron Hands seek transcendence through the replacement of their mortal flesh with cybernetics and metal augments. Such extensive modification renders them extremely difficult to kill.*

Roll a dice each time a model in your kill team loses a wound. On a 6, the damage is ignored and the model does not lose a wound. If a model already has a similar ability, choose which effect applies, and re-roll 1s when making these rolls.

### ULTRAMARINES: CODEX DISCIPLINE

*The sons of Guilliman hold the tenets of the Codex Astartes as sacrosanct. In the fury of combat its wisdom guides them as they outmanoeuvre and overpower the foe with lethal precision.*

Add 1 to the Leadership characteristic of all models in your kill team. In addition, models in your kill team can still shoot in a battle round in which they Retreated or Fell Back, but if they do so a 6 is always required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.

### SALAMANDERS: MASTER ARTISANS

*The Salamanders are peerless craftsmen, capable of forging weapons of astounding quality and lethal power from the furnaces of Nocturne.*

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

### RAVEN GUARD: SHADOW MASTERS

*From the shadows strike the Raven Guard, emerging with dizzying speed to gut the foe before they can react.*

Models in your kill team are considered to be obscured to enemy models that target them if they are more than 12" away from those models.

### BLACK TEMPLARS: RIGHTEOUS ZEAL

*True believers in the Imperial Creed, the Black Templars wish for nothing more than to slaughter the heretic and the xenos in the name of the God-Emperor.*

You can re-roll charge rolls for models in your kill team.

## REGIMENTAL DOCTRINES

The Sub-factions for models with the ASTRA MILITARUM Faction keyword are called regiments, and their Sub-faction abilities are called Regimental Doctrines. If your kill team is Battle-forged and all models in your kill team are drawn from the same regiment, models in the kill team gain the Regimental Doctrine described opposite, and you can use that regiment's Tactics.

### MILITARUM TEMPESTUS

Models with the MILITARUM TEMPESTUS keyword cannot be drawn from a regiment. However, their presence in your kill team does not prevent you using a Regimental Doctrine, as long as the models in the kill team that can be drawn from a regiment are all drawn from the same regiment. Note, however, that models with the MILITARUM TEMPESTUS keyword can never themselves benefit from a Regimental Doctrine, unless every model (other than Advisors and Auxilla, see opposite) in that kill team has the MILITARUM TEMPESTUS keyword (in which case you will use the Storm Troopers Regimental Doctrine).

### ADVISORS AND AUXILLA

Models with the following keywords cannot be drawn from a regiment. However, their presence in your kill team does not prevent you using a Regimental Doctrine, as long as the models in the kill team that can be drawn from a regiment are all drawn from the same regiment. Note, however, that models with the following keywords can never themselves benefit from a Regimental Doctrine.

- AERONAUTICA IMPERIALIS
- MILITARUM AUXILLA
- OFFICIO PRAEFECTUS
- SCHOLASTICA PSYKANA



### CADIAN: BORN SOLDIERS

*Cadians are raised from birth to fight the Imperium's endless wars. Decades of rigorous firing drills have forged them into expert sharpshooters.*

Re-roll unmodified hit rolls of 1 in the Shooting phase for models in your kill team if they have not moved in this battle round. If a model in your kill team is issued the 'Take Aim!' order and it has not moved in this battle round, re-roll all failed hit rolls for that model until the end of the phase instead.

### CATACHAN: BRUTAL STRENGTH

*In the deadly jungles of Catachan, only the strongest survive. The sons and daughters of this death world are ferocious warriors, taller and more powerful than typical humans.*

Add 1 to the Strength characteristic of models in your kill team. In addition, add 1 to the Leadership characteristic of models in your kill team if they are within 6" of a friendly CATACHAN OFFICER.

### VALHALLAN: GRIM Demeanour

*Possessed of a grim fatalism regarding the prospect of death, Valhallan Ice Warriors will march unflinchingly into the most hellish of firestorms.*

When you take a Nerve test for a model in your kill team, roll a D3 (instead of a D6).

### VOSTROYAN: HEIRLOOM WEAPONS

*Each and every Vostroyan weapon is lovingly hand-crafted and engraved with intricate ornamental detail. These are no artisanal trinkets, however, as victims of their deadly accurate firepower will attest.*

Models in your kill team do not suffer the penalty to hit rolls for their attacks that target enemy models at long range.



### ARMAGEDDON: INDUSTRIAL EFFICIENCY

*To the Steel Legions of Armageddon, the pitiless mathematics of industrialised slaughter have become a grim fact of life. One by one, their foes are butchered with dispassionate efficiency.*

Models in your kill team firing Rapid Fire weapons double the number of attacks they make if all of their targets are within 18" (instead of half the weapon's Range characteristic).

### TALLARN: SWIFT AS THE WIND

*Masters of the lightning ambush, Tallarn warriors strike with overwhelming force before swiftly fading into the wilderness as if they were never there at all.*

Models in your kill team can shoot in the Shooting phase even if they Advanced in the same battle round (with the exception of Heavy weapons). In addition, these models do not suffer the penalty to their hit rolls for shooting Assault weapons during a battle round in which they Advanced.

### MILITARUM TEMPESTUS: STORM TROOPERS

*The warriors of the Militarum Tempestus are the best of the best, merciless killers trained to obliterate their foes in a pinpoint fusillade of hot-shot las-rounds.*

If a model in your kill team targets an enemy model that is within range and not at long range when making a shooting attack, it can make an extra shot with the same weapon, at the same target, for each unmodified hit roll of 6.

### MORDIAN: PARADE DRILL

*Mordian regiments are proud, unyielding soldiers. They fight and die facing the enemy, standing tall in ordered ranks and unleashing a devastating fusillade of las-fire.*

If the base of a model in your kill team is touching the base of at least two other friendly MORDIAN models, add 1 to that model's Leadership characteristic, and when that model fires Overwatch they successfully hit on a roll of 5 or 6.

# FORGE WORLD DOGMA

The Sub-factions for models with the ADEPTUS MECHANICUS Faction keyword are called Forge Worlds, and their Sub-faction abilities are called Forge World Dogmas. If your kill team is Battle-forged and all models in your kill team are drawn from the same Forge World, models in the kill team gain the Forge World Dogma described below, and you can use that Forge World's Tactics.

## MARS: GLORY TO THE OMNISSIAH

*In all the Cult Mechanicus, there are no Forge Worlds more holy or more blessed than Mars. The favour of the Machine God can be seen in the powerful optimisation granted by every static-ridden psalm incanted by his most faithful followers.*

Each time you randomly determine which Canticle of the Ommissiah (see the *Kill Team Core Manual*) is being canted, roll two dice instead of one. Models in your kill team receive the benefit of both results, instead of just the result of the first dice (if a duplicate is rolled, no additional Canticle is canted this turn).

## GRAIA: REFUSAL TO YIELD

*Steely minded tenacity and the refusal to retreat are more than just character traits of those who serve Graia. Indeed, such qualities are hard-wired into all who bear the Forge World's symbol.*

Roll a dice each time a model in your kill team is reduced to 0 wounds. On a roll of 6, they are restored to 1 wound remaining. In addition, models in your kill team pass Nerve tests on an unmodified roll of 6 (as well as an unmodified roll of 1). However, models in your kill team cannot Retreat or Fall Back unless there is a COMMANDER from your kill team on the battlefield.

## METALICA: RELENTLESS MARCH

*Those of Forge World Metalica seek nothing less than to completely obliterate their foes and to re-order the galaxy according to their own dictates. They will let nothing sway their appointed task.*

Models in your kill team can shoot Rapid Fire weapons as if they were Assault weapons in the Shooting phase of a battle round in which they Advanced (e.g. a Rapid Fire 1 weapon would be used as if it were an Assault 1 weapon). In addition, these models do not suffer the penalty to their hit rolls for shooting Assault weapons during a battle round in which they Advanced.

## LUCIUS: THE SOLAR BLESSING

*Lucius is renowned for its craftsmanship and its unique solar-blessed ones. Those clad in such raiment consider themselves armoured by their faith in the Ommissiah.*

When making saving throws for models in your kill team, treat enemy attacks with an Armour Penetration characteristic of -1 as having an Armour Penetration of 0 instead.

## AGRIPINAA: STAUNCH DEFENDERS

*Battle-hardened by constant clashes with the horrors that issue out of the Eye of Terror, those from Forge World Agripinaa have learned the lessons of defensive warfare well.*

When a model in your kill team fires Overwatch, they successfully hit on a roll of 5 or 6.

## STYGIES VIII: SHROUD PROTOCOLS

*When the armies of Stygies VIII march to war, they do so beneath stealth screen projectors and target-befouling apparatus. That the Tech-Priests of this Forge World deny owning such technology only reinforces their untrustworthy reputation.*

Models in your kill team are considered to be obscured to enemy models that target them if they are more than 12" away from those models.

## RYZA: RED IN COG AND CLAW

*Tech-Priests of Ryza point to aggressive combat doctrines and zealous training protocols to explain the exceptional hand-to-hand prowess of their troops. Sceptics, however, counter that such designs do not explain why Ryza troops seem to revel in close-quarters violence.*

You can re-roll wound rolls of 1 in the Fight phase for attacks made by models in your kill team.



# LEGION TRAITS

The Sub-factions for models with the HERETIC ASTARTES Faction keyword are called Legions, and their Sub-faction abilities are called Legion Traits. If your kill team is Battle-forged and all models in your kill team are drawn from the same Legion, models in the kill team gain the Legion Trait described below, and you can use that Legion's Tactics. If your kill team is drawn from a Renegade Chapter or does not otherwise have an associated Legion Trait, use the Renegade Chapters Legion Trait.

## CHAOS CULTISTS

Models with the CHAOS CULTIST keyword cannot be drawn from a Legion. However, their presence in your kill team does not prevent you using a Legion Trait, as long as the models in the kill team that can be drawn from a Legion are all drawn from the same Legion. Note, however, that models with the CHAOS CULTIST keyword can never themselves benefit from a Legion Trait.

## EMPEROR'SCHILDREN: FLAWLESSPERFECTION

*Inured to everyday sensations by lifetimes of indulgence, the Emperor'sChildren find stimulation only in excess, be it shocking acts of violence or gratuitous displays of martial prowess.*

Only models with the SLAANESH keyword can be drawn from this Legion. If a model in your kill team is within 1" of an enemy model at the beginning of the Fight phase, the model in your kill team is considered to have charged.

## IRON WARRIORS: SIEGE LORDS

*Cold-hearted killers whose only faith is in their wargear, the Iron Warriors have perfected siegewarfare, and are able to gouge out even the most entrenched foes.*

Models in your kill team do not suffer the penalty to Injury rolls for the target of their attacks being obscured and within 1" of a model or piece of terrain that is between the two models.

## NIGHT LORDS: TERROR TACTICS

*The Night Lords revel in fear and mayhem, and will take apart an opposing army piecemeal, isolating the weakest enemies so that their confused cries can be savoured.*

When an opponent takes a Nerve test for a model from their kill team, they must add 1 to the test for each of your models (other than shaken models) that is within 3" of that model.

## WORLD EATERS: BUTCHER'SNAILS

*Angron'ssons hurl themselves towards their foe, intent on tearing them apart in a brutal whirlwind of violence.*

Only models with the KHORNE keyword can be drawn from this Legion. You can make one additional attack in the Fight phase with a model in your kill team if it charged, was charged or made a pile-in move granted by the Heroic Intervention Commander Tactic in that battle round.

## BLACKLEGION: BLACKCRUSADERS

*Inexorable and unflinching, the Black Legion exemplify the threat posed by the Heretic Astartes, emerging from the Eye of Terror for the sole purpose of erasing the Imperium from the galaxy.*

Add 1 to the Leadership characteristic of models in your kill team. In addition, models in your kill team can shoot Rapid Fire weapons as if they were Assault weapons in the Shooting phase of a battle round in which they Advanced (e.g. a Rapid Fire 1 weapon would be used as if it were an Assault 1 weapon).

## WORD BEARERS: PROFANE ZEAL

*The Word Bearers march to war for the glory of the Chaos pantheon, stirred into a rapturous state of fanaticism by blasphemous catechisms and the dark promises of the Ruinous Powers.*

You can re-roll failed Nerve tests for models in your kill team.

## ALPHA LEGION: HIDDEN IN PLAIN SIGHT

*The warriors of the Alpha Legion are masters of duplicity, able to mislead and misdirect even the most vigilant of enemies before delivering the killing blow.*

Models in your kill team are considered to be obscured to enemy models that target them if they are more than 12" away from those models.

## RENEGADE CHAPTERS: DARK RAIDERS

*Freed from the constraints of the Imperium, Renegade Astartes indulge their enhanced capacity for violence.*

You can re-roll charge rolls for models in your kill team.

# CRAFTWORLD ATTRIBUTES

The Sub-factions for models with the ASURYANI Faction keyword are called craftworlds, and their Sub-faction abilities are called Craftworld Attributes. If your kill team is Battle-forged and all models in your kill team are drawn from the same craftworld, models in the kill team gain the Craftworld Attribute described below, and you can use that craftworld's Tactics.

## ULTHWÉ: FORESIGHT OF THE DAMNED

*All Aeldari are psychically attuned, but none more so than those of Ulthwé. Perhaps tainted by their long proximity to the Eye of Terror, their intuition borders well into prescience.*

Roll a dice each time a model in your kill team loses a wound. On a 6, the damage is ignored and the model does not lose a wound. If a model already has a similar ability, choose which effect applies, and re-roll 1s when making these rolls.

## SAIM-HANN: WILD HOST

*Each member of a Saim-Hann Wild Host longs to be the first into the fight, the one to win all the glory; nothing stands between them and their quarry.*

You can re-roll charge rolls for models in your kill team.

## ALAITOC: FIELD CRAFT

*Through a combination of stealth, superior scouting reports and peerless camouflage, Alaitoc warriors are able to obscure themselves upon the battlefield.*

Models in your kill team are considered to be obscured to enemy models that target them if they are more than 12" away from those models.

## BIEL-TAN: SWORDWIND

*Biel-Tan warhosts are famed for the indomitable spirit of their Aspect Warriors, as well as for the prodigious storms of shuriken fire they unleash upon the foe.*

Add 1 to the Leadership characteristic of ASPECT WARRIORS in your kill team. In addition, you can re-roll hit rolls of 1 for shuriken weapons used by models in your kill team. A shuriken weapon is any weapon profile whose name includes the word 'shuriken' (e.g. shuriken pistol, Avenger shuriken catapult etc.). The ranged profile of a scorpion's claw is also a shuriken weapon.

## IYANDEN: STOIC ENDURANCE

*The tenacity of those from Iyanden is the stuff of legends. Their craftworld has suffered much, yet the spirits of both its living and dead remain unbowed.*

When you take a Nerve test for a model in your kill team, roll a D3 (instead of a D6).

# DRUKHARI OBSESSIONS

The Sub-factions for models with the DRUKHARI Faction keyword are called Kabals, Wych Cults and Haemonculus Covens, and their Sub-faction abilities are called Drukhari Obsessions. A model's keywords indicate whether it can be drawn from a KABAL, WYCH CULT or HAEMONCULUS COVEN. If your kill team is Battle-forged and all models in your kill team are drawn from the same Kabal, Wych Cult or Haemonculus Coven, models in the kill team gain the Drukhari Obsession described below, and you can use that Sub-faction's Tactics.

If your kill team is drawn from a Kabal, Wych Cult or Haemonculus Coven that does not have an associated Drukhari Obsession, choose a Drukhari Obsession for the appropriate type of Sub-faction from those listed below that best describes its character and fighting style.

## EXISTING DATASHEETS

Kabalite Warriors and Archons gain the KABAL keyword. Wyches and Succubi gain the WYCH CULT keyword. Haemonculi gain the HAEMONCULUS COVEN keyword.

## BLADES FOR HIRE

Drukhari models that do not have the KABAL, WYCH CULT or HAEMONCULUS COVEN keywords cannot be drawn from a Kabal, Wych Cult or Haemonculus Coven, but can be included in a Drukhari kill team without preventing other models in that kill team from gaining a Drukhari Obsession. Note, however, that these models can never themselves benefit from a Drukhari Obsession.

### KABALOF THE BLACKHEART: THIRST FOR POWER

*Though by far the largest and most influential Kabal, the Black Heart has been taught by Vect to never be satisfied, and to rapaciously pursue ever more power.*

Models in your kill team treat the current battle round as being 1 higher than it actually is when determining what bonuses they gain from their Power From Pain ability (see the *Kill Team Core Manual*). Models in your kill team that do not have the Power From Pain ability instead gain the Inured to Suffering bonus (see Power From Pain in the *Kill Team Core Manual*).

### KABALOF THE FLAYEDSKULL: INESCAPABLESLAYERS

*The Kabalites of the Flayed Skull excel in swift and shockingly violent raids, using their speed and manoeuvrability to harry the most elusive targets.*

Models in your kill team do not suffer the penalties to hit rolls for the target of their attacks being obscured or because of intervening terrain.

### KABALOF THE POISONED TONGUE: THE SERPENT'SKISS

*The toxin crafters of the Kabal of the Poisoned Tongue tailor their venoms to the targets of a raid, ensuring they will have the most gruesome effect on the victims' physiologies.*

Re-roll wound rolls of 1 made for melee weapons and poisoned weapons used by models in your kill team. For the purposes of this obsession, a poisoned weapon is any weapon that wounds on a particular roll (e.g. on a 4+).

### KABALOF THE OBSIDIAN ROSE: FLAWLESSWORKMANSHIP

*Every weapon produced in the workshops of the Kabal of the Obsidian Rose is a masterpiece, equal in accuracy and lethality to the finest armaments of other Kabals.*

Models in your kill team do not suffer the penalty to hit rolls for their attacks that target enemy models at long range.

### CULT OF STRIFE: THE SPECTACLE OF MURDER

*Whether enthralling spectators in the arena or slaughtering their way through an enemy army, the Cult of Strife have developed a penchant for bombastically violent opening manoeuvres.*

You can make one additional attack in the Fight phase with a model in your kill team if it charged, was charged or made a pile-in move granted by the Heroic Intervention Commander Tactic in that battle round.

### CULT OF THE CURSED BLADE: ONLY THE STRONG WILL THRIVE

*There is no place for frailties amongst the Cult of the Cursed Blade, for they teach that weakness exists only to be exploited by the strong. Those Wyches who survive in the Cult's arena are the physical embodiment of this philosophy.*

Increase the Strength characteristic of models from in your kill team by 1. In addition, when you take a Nerve test for a model in your kill team, subtract 1 from the result.

### CULT OF THE RED GRIEF: SPEED OF THE KILL

*Wyches of the Cult of the Red Grief revel in high-speed murder, and there is fierce competition amongst their ranks as to who can butcher their victims the quickest.*

You can re-roll charge rolls for models in your kill team.

### THE PROPHETS OF FLESH: CONNOISSEURS OF PAIN

*The Prophets of Flesh have modified their own bodies and those of their servants to an extraordinary extent – so much so that few weapons their enemies bring to bear against them can inflict damage greater than that they have already endured.*

Models in your kill team with the Insensible to Pain ability have an invulnerable save of 4+ (rather than 5+).

### THE DARK CREED: DISTILLERS OF FEAR

*The Coven of the Dark Creed has perfected every method of inducing terror, to the extent that their mere presence fills the minds of their enemies with nightmarish dread.*

When an opponent takes a Nerve test for a model from their kill team, they must add 1 to the test for each of your models (other than shaken models) that is within 3" of that model.

### COVEN OF TWELVE: BUTCHERS OF FLESH

*The practice of internecine assassinations that exists amongst the Coven of Twelve ensures that weapons and wits are kept razor-sharp at all times, and only those members who are master flesh-carvers survive long.*

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.

# MASQUE FORMS

The Sub-factions for models with the HARLEQUINS Faction keyword are called masques, and their Sub-faction abilities are called Masque Forms. If your kill team is Battle-forged and all models in your kill team are drawn from the same masque, models in the kill team gain the Masque Form described below, and you can use that masque's Tactics.

## MIDNIGHT SORROW: THE ART OF DEATH

*The warrior acrobats of the Midnight Sorrow move with exceptional purpose and singular dedication upon the field of battle.*

Models in your kill team can move an additional D6" when they Fall Back. In addition, they can consolidate up to 6".

## VEILED PATH: RIDDLE-SMITHS

*Harlequins of the Masque of the Veiled Path are tricksters without peer, and to meet them in battle is to encounter hallucination and misdirection from every quarter.*

At the start of each Fight phase roll two dice and discard the highest result. Until the end of the phase, each time an opponent targets a model in your kill team and makes a hit roll that, before modifiers, exactly matches your dice result, that hit roll fails.

## FROZEN STARS: HYSTERICAL FURY

*The Masque of Frozen Stars fight with frenetic glee, slaying in a mirthful frenzy that is terrifying to behold.*

You can make one additional attack in the Fight phase with a model in your kill team if it charged, was charged or made a pile-in move granted by the Heroic Intervention Commander Tactic in that battle round.

## SOARING SPITE: SERPENT'S BROOD

*The Masque of the Soaring Spite strike like the Weaver Serpents of Aeldari myth, swift and sudden.*

Models in your kill team treat all Pistol weapons they are equipped with as Assault 1 weapons during a battle round in which they Advanced. In addition, these models do not suffer the penalty to their hit rolls for shooting Assault weapons during a battle round in which they Advanced.

## DREAMING SHADOW: SOMBRE SENTINELS

*The Harlequins of the Dreaming Shadow are steeped in the grotesque and the ghastly; their only fear is that their eternal watch might falter or fail.*

When you take a Nerve test for a model in your kill team, subtract 1 from the result. In addition, when a model in your kill team is taken out of action, roll a D6 before removing that model: on a 4+, that model can make a shooting attack with one weapon as if it were the Shooting phase, or make a single attack as if it were the Fight phase.

## SILENT SHROUD: DANCE OF NIGHTMARES MADE FLESH

*To fight the Silent Shroud is to do battle with your own worst fears, magnified into a silent storm that smothers sanity and suffocates rational thought until all that remains is animalistic terror.*

Subtract 1 from the Leadership characteristic of enemy models while they are within 3" of any models in your kill team. In addition, whenever an opponent takes a Nerve test for a model that is within 3" of any models in your kill team, they must roll two dice and discard the lowest result.



# DYNASTIC CODES

The Sub-factions for models with the NECRONS Faction keyword are called dynasties, and their Sub-faction abilities are called Dynastic Codes. If your kill team is Battle-forged and all models in your kill team are drawn from the same dynasty, models in the kill team gain the Dynastic Code described below, and you can use that dynasty's Tactics.

## DYNASTIC AGENTS

Triarch Praetorians cannot be drawn from a dynasty, but can be included in a Necrons kill team without preventing other models in that kill team from gaining a Dynastic Code. Note, however, that Triarch Praetorians can never themselves benefit from a Dynastic Code.

### SAUTEKH: RELENTLESS ADVANCE

*Nothing can halt the inexorable march of the Sautekh. These disdainful conquerors will stop at nothing to retake their ancient domain, obliterating any who dare defy them in a storm of death and destruction.*

Models in your kill team can shoot ranged weapons as if they were Assault weapons in the Shooting phase of a battle round in which they Advanced (e.g. a Rapid Fire 1 weapon would be used as if it were an Assault 1 weapon).

### MEPHRIT: SOLAR FURY

*The Mephrit have harnessed the power of captive suns to power their weapons. This raging solar energy can sear through even the thickest armour with ease.*

If a model in your kill team targets an enemy model that is within range and not at long range when making a shooting attack, improve the Armour Penetration characteristic of that weapon's attack by 1 (i.e. an Armour Penetration characteristic of '0' becomes '-1', an Armour Penetration characteristic of '-1' becomes '-2', etc.).

### NOVOKH: AWAKENED BY MURDER

*The crimson hosts of Novokh remember well the sacred rites of blooding performed by their warriors in the ancient times. The dynasty's proud martial heritage awakens a spark of violent pride within its legions, lending power and ferocity to their attacks.*

You can re-roll failed hit rolls in the Fight phase for attacks made by a model in your kill team if it charged, was charged or made a pile-in move granted by the Heroic Intervention Commander Tactic in that battle round.

### NIHILAKH: AGGRESSIVELY TERRITORIAL

*Regal and arrogant, the warriors of this proud dynasty will not give a single inch to their foes. They stand their ground defiantly, unleashing a formidably accurate hail of fire that cleanses the stain of the lesser races from their rightful lands.*

Re-roll unmodified hit rolls of 1 in the Shooting phase for models in your kill team if they have not moved in this battle round.

### NEPHREKH: TRANSLOCATION BEAMS

*The bodies of the Nephrekh are crafted from metagold. This rare and wondrous alloy allows them to transform into beams of pure light in order to teleport across open ground and even phase through solid matter.*

If a model in your kill team Advances, you can re-roll the D6 to determine the increase to that model's Move characteristic. In addition, if a model in your kill team Advances, it can move across models and terrain as if they were not there.



# CLAN KULTURS

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The Sub-factions for models with the ORKS Faction keyword are called clans, and their Sub-faction abilities are called Clan Kulturs. If your kill team is Battle-forged and all models in your kill team are drawn from the same clan, models in the kill team gain the Clan Kultur described below, and you can use that clan's Tactics.

## GUNZ FOR HIRE

FLASH GITZ can be included in an Ork kill team without preventing other models in that kill team from gaining a Clan Kultur. Note, however, that FLASH GITZ can never themselves benefit from any Clan Kultur unless every model in that kill team (other than GRETCHIN – see Grots, below) is drawn from the Freebooterz.

## GROTS

GRETCHIN cannot be drawn from a clan, but can be included in an Orks kill team without preventing other models in that kill team from gaining a Clan Kultur. Note, however, that GRETCHIN can never themselves benefit from any Clan Kultur.

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## GOFFS: NO MUKKIN' ABOUT

*Goff Orks are the biggest, meanest and most ferocious of their kind. Once they get stuck into hand-to-hand combat, the Goffs quickly overwhelm their enemies by dint of sheer violent ferocity.*

Each time you make an unmodified hit roll of 6 for an attack with a melee weapon made by a model in your kill team, immediately make an additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate any further hit rolls.

## BAD MOONS: ARMED TO DA TEEF

*Bad Moons are ostentatious show-offs, whose predilection for toting the biggest, loudest and shiniest shootas means that they can typically lay down a storm of dakka that eclipses the firepower of any other clan.*

Re-roll **unmodified** hit rolls of 1 for attacks made by models in your kill team in the Shooting phase.

## EVIL SUNZ: RED ONES GO FASTA

*The Evil Sunz are firm believers in the old Ork adage 'redones go fasta', and so the Orks of this clan make sure to daub their vehicles and themselves bright red. Bizarrely, the practice actually seems to work.*

Add 1 to the Move characteristic of models in your kill team, and add 1 to Advance and charge rolls made for them. In addition, these models do not suffer the penalty to their hit rolls for shooting Assault weapons during a battle round in which they Advanced.

## DEATHSKULLS: LUCKY BLUE GITZ

*All Orks believe blue to be a lucky colour, but the notoriously superstitious Deathskulls are fervent in that belief. The clan's members are in the habit of daubing themselves liberally with blue warpaint.*

Models in your kill team have a 6+ invulnerable save, unless they already have an invulnerable save. In addition, you can re-roll a single failed hit roll and a single failed wound roll in each phase, as long as the attack was made by a model in your kill team.

## SNAKEBITES: DA OLD WAYS

*Snakebites are seen as a bit backwards to the other Ork clans. However, their refusal to rely upon 'newfangled rubbish' and their habit of allowing themselves to be bitten by venomous serpents to prove their toughness makes them remarkably resilient warriors.*

Roll a dice each time a model in your kill team loses a wound. On a 6 the wound is not lost. If a model already has a similar ability, choose which effect applies, and re-roll 1s when making these rolls.

## BLOOD AXES: TAKTIKS

*The Blood Axes are seen as untrustworthy by other Orks, but they couldn't care less; they possess an instinctive grasp of battlefield strategy that – while still undeniably Orky in its application – allows them to surprise even the most seasoned enemy commanders.*

Models in your kill team are considered to be obscured to enemy models that target them if they are more than 18" away from those models. In addition, models in your kill team can shoot even if they Fell Back in the same battle round.

## FREEBOOTERZ: COMPETITIVE STREAK

*There's something a little off about most Freebooterz. These mercenary loot-hounds are just that bit more mean-spirited, vicious and sneaky, and substantially more competitive than their fellow greenskins.*

Add 1 to hit rolls for attacks made by models in your kill team for each other model in your kill team that has taken an enemy model out of action with an attack in this phase.

# SEPT TENETS

The Sub-factions for models with the T'AU EMPIRE Faction keyword are called septs, and their Sub-faction abilities are called Sept Tenets. If your kill team is Battle-forged and all models in your kill team are drawn from the same sept, models in the kill team gain the Sept Tenet described below, and you can use that sept's Tactics.

## KROOT

KROOT models cannot be drawn from a sept, but can be included in a T'au Empire kill team without preventing other models in that kill team from gaining a Sept Tenet. Note, however, that KROOT models can never themselves benefit from any Sept Tenet.

## T'AUSEPT: COORDINATED FIRE ARCS

*The rigorously drilled Fire Warriors of T'au Sept utilise overlapping fields of fire to envelop charging enemies in a kill-storm of searing pulse energy.*

When a model in your kill team uses their For the Greater Good ability, or when they fire Overwatch whilst they are within 6" of a friendly model, they successfully hit on a roll of 5 or 6.

## VIOR'LA SEPT: STRIKE FAST

*The Commanders of Vior'la harness their warriors' fiery temperaments by embracing a highly mobile and aggressive form of warfare, taking the fight to the heart of the enemy.*

Models in your kill team can shoot Rapid Fire weapons as if they were Assault weapons in the Shooting phase of a battle round in which they Advanced (e.g. a Rapid Fire 1 weapon would be used as if it were an Assault 1 weapon). In addition, these models do not suffer the penalty to their hit rolls for shooting Assault weapons during a battle round in which they Advanced.

## BORK'AN SEPT: SUPERIOR CRAFTSMANSHIP

*From Bork'an Sept's renowned applied science divisions come the most advanced and ingenious weapon prototypes, field-tested by elite contingents of Fire caste soldiers.*

Models in your kill team do not suffer the penalty to hit rolls for their attacks that target enemy models at long range.

## DAL'YTH SEPT: ADAPTIVE CAMOUFLAGE

*The T'au of Dal'yth prize victory at any cost, and have mastered the art of sudden ambushes and elaborate traps. They utilise adaptive camouflage fields to elude and disorient their foes.*

If a model in your kill team does not move in the Movement phase, for the remainder of the battle round it is considered to be obscured to enemy models that target it.

## SA'CEA SEPT: CALM DISCIPLINE

*The Fire Warriors of the densely populated Sa'cea Sept train extensively for the close-range hell of city combat, learning the vital importance of fire discipline and combined arms.*

Add 1 to the Leadership characteristic of models in your kill team. In addition, you can re-roll hit rolls of 1 for shooting attacks made by models in your kill team.

## FARSIGHT ENCLAVES: DEVASTATING COUNTER-STRIKE

*Commander O'Shovah's mastery of Mont'ka has bled into the martial culture of the Farsight Enclaves. Its warriors are experts in the deadly art of engaging the enemy in close confines.*

Re-roll hit and wound rolls of 1 for shooting attacks made by models in your kill team that target an enemy model that is within 6" of the firing model.



# HIVE FLEET ADAPTATIONS

The Sub-factions for models with the TYRANIDS Faction keyword are called hive fleets, and their Sub-faction abilities are called Hive Fleet Adaptations. If your kill team is Battle-forged and all models in your kill team are drawn from the same hive fleet, models in the kill team gain the Hive Fleet Adaptation described below, and you can use that hive fleet's Tactics.

If you are using a splinter fleet rather than a hive fleet, use the Hive Fleet Adaptation of its parent hive fleet. For example, the Court of the Nephilim King is a splinter fleet of Hive Fleet Behemoth, so should use the Behemoth Hive Fleet Adaptation. If you are unsure of a splinter fleet's parent hive fleet, either consult the background sections of our books or choose an adaptation from those below that best describes its character and fighting style.

## BEHEMOTH: HYPER-AGGRESSION

*Driven by a frenzied hunger, Hive Fleet Behemoth unleashes the full might of its swarms in an overwhelming frontal assault.*

You can re-roll charge rolls for models in your kill team.

## KRAKEN: QUESTING TENDRILS

*The Kraken harries and unbalances its foes with lightning-fast flanking attacks, before encircling them for the final, bloody massacre.*

When a model in your kill team Advances, roll three D6 instead of one and pick the highest to add to the Move characteristic of that model for that Movement phase. In addition, if a model in your kill team started the Movement phase within 1" of an enemy model, but when you pick it to move there are no enemy models within 1", that model can make a charge attempt instead of Falling Back or remaining stationary.

## LEVIATHAN: SYNAPTIC IMPERATIVE

*Hive Fleet Leviathan's synaptic network is so strong that its organisms can be compelled by the Hive Mind to fight in spite of injuries that should have crippled or slain them outright.*

Roll a D6 each time a model in your kill team loses a wound whilst it is within 6" of a friendly SYNAPSE model. On a 6, the damage is ignored and the model does not lose a wound. In addition, models in your kill team that are within 6" of a friendly SYNAPSE model do not suffer the penalty to their hit rolls from one flesh wound they have suffered.

## GORGON: ADAPTIVE TOXINS

*The toxins produced by Hive Fleet Gorgon's swarm-creatures adapt with terrifying speed to any foe, agonising and ravaging the bodies of their unfortunate victims.*

You can re-roll wound rolls of 1 in the Fight phase for attacks made by models in your kill team.

## JORMUNGANDR: TUNNEL NETWORKS

*The warrior-organisms of Hive Fleet Jormungandr attack from subterranean tunnels, making them extremely difficult to target until it is far too late.*

Models in your kill team (other than models that can FLY) are considered to be obscured to enemy models that target them. If the model Advances or charges, however, it loses this benefit until the end of the battle round.



## HYDRA: SWARMING INSTINCTS

*Hive Fleet Hydra's super-swarms overwhelm their prey with sheer weight of numbers, drowning them in a tide of chitin, flesh and slashing claws.*

You can re-roll hit rolls in the Fight phase for attacks made by models in your kill team that target an enemy model that is within 1" of another model in from your kill team.

## KRONOS: BIO-BARRAGE

*Hive Fleet Kronos obliterates its foes at range by unleashing devastating barrages of bio-plasma and living missiles.*

Re-roll unmodified hit rolls of 1 in the Shooting phase for models in your kill team if they have not moved in this battle round.

# CULT CREEDS

The Sub-factions for models with the GENESTEALER CULTS Faction keyword are called cults, and their Sub-faction abilities are called Cult Creeds. If your kill team is Battle-forged and all models in your kill team are drawn from the same cult, models in the kill team gain the Cult Creed described below, and you can use that cult's Tactics (e.g. if all models in your kill team are drawn from the Cult of the Four-armed Emperor, those models gain the Subterranean Ambushers Cult Creed, and you can use Cult of the Four-armed Emperor Tactics).

## XENOS PHYSIOLOGY

GENESTEALER models cannot be drawn from a cult. However, their presence in your kill team does not prevent you using a Cult Creed, as long as the models in the kill team that can be drawn from a cult are all drawn from the same cult. Note, however, that models with the GENESTEALER keyword can never themselves benefit from a Cult Creed.

## CULT OF THE FOUR-ARMED EMPEROR: SUBTERRANEAN AMBUSHERS

*The Cult of the Four-armed Emperor hails from a mining dynasty. It specialises in launching surprise assaults from the subterranean realms of the Imperium.*

Add 1 to Cult Ambush rolls made for models in your kill team.

## THE TWISTED HELIX: EXPERIMENTAL SUBJECTS

*The bio-chemists of the Twisted Helix seek to perfect their hybridised creations by blending the strength of the Genestealer with human stock in inventive new ways.*

Add 1 to the Strength characteristic of models in your kill team. In addition, when a model in your kill team Advances add an additional 2" to the distance it can move.

## THE RUSTED CLAW: NOMADIC SURVIVALISTS

*The Rusted Claw believe they need only to endure to secure total victory. The scruffy and weather-beaten appearance of these nihilists belies a hidden stamina.*

When making saving throws for models in your kill team, treat enemy attacks with an Armour Penetration characteristic of -1 as having an Armour Penetration of 0 instead.

## THE HIVECULT: DISCIPLINED MILITANTS

*The Hivecult recruits its converts from military organisations and criminal underworlds. It values firepower highly, and knows how best to use it.*

When you take a Nerve test for a model in your kill team, roll a D3 (instead of a D6). In addition, models in your kill team can shoot in a battle round in which they Retreated or Fell Back, but if they do so a 6 is always required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.

## THE BLADED COG: CYBORGISED HYBRIDS

*Often hailing from forge worlds, cultists of the Bladed Cog blend man, machine and alien into disgusting hybrid anatomies that they see as perfect organisms.*

Models in your kill team have a 6+ invulnerable save. Models in your kill team that already have an invulnerable save instead improve their invulnerable save by 1 (to a maximum of 3+). In addition, models in your kill team do not suffer the penalty to their hit rolls for moving and shooting Heavy weapons.

## THE PAUPER PRINCES: DEVOTED ZEALOTS

*The frothing fanatics of the Pauper Princes believe that martyrdom is the finest of acts. They fight with a religious frenzy when their fellows are threatened.*

You can re-roll failed hit rolls in the Fight phase for attacks made by a model in your kill team if it charged, was charged or made a pile-in move granted by the Heroic Intervention Commander Tactic in that battle round.



# MISSIONS

'Damnation man, this is a critical moment! Brute force simply won't be enough! Send word to Sergeant Marius. His Blood Angels will get the Governor out alive.'

- General Kasmund Dar-Galot,  
during the last days of the Axi-  
mal Secession





# COUNTLESS BATTLES

In a galaxy at war there are no limits to the kinds of missions your kill teams will undertake, and no end to the dangers they face. Kill Team gives you the freedom to play the games you want, how you want, as described here.

## DIFFERENT WAYS TO PLAY

Kill Team is a game that pits groups of diehards against one another, but beyond that core premise there is huge variety in the games you can play and the stories you can tell. The different ways of playing are described here under three headings – open play, narrative play and matched play.

### OPEN PLAY

Open play is the least restrictive type of gaming because it can be as simple or as complex as you like. All you need to play an open play game are your painted miniatures, their datasheets, the Kill Team core rules, a mission, a set of dice, a tape measure and a flat surface on which to play. Then, just set up your models and begin the battle! A simple mission to get you started is included on page 41, and there are some additional ideas and missions on pages 50-51. You can add extra dimensions to your open play games by incorporating any of the rules or guidelines that appear in this and other Kill Team products, or invent missions and rules of your own.

### MATCHED PLAY

Matched play games allow for kill teams to be tested against each other under conditions that give no particular advantage to either side, to see which kill team is strongest and which commander is canniest. Kill teams in matched play games are chosen following a set of rules that mean players can be sure that their forces will have a fair fight. Key to these rules are the points values that are given to each model and piece of wargear in matched play. You can find these values at the end of each Faction section in this book.

Matched play is ideal for competitive play as it provides clear guidelines on the size and strength of the kill teams taking part, as well as ensuring that all battles are as fair as they can be.

### NARRATIVE PLAY

Narrative play games are all about telling stories in the grim darkness of the far future. This can be as simple as devising a reason for two kill teams to battle each other, such as a deep-seated rivalry or a vital objective that must be secured. Creating a setting like this turns Kill Team into more than a competitive game, as each battle is woven into the ongoing story of the war-torn galaxy.

There are endless ways to build a story into your games. Kill teams might be modified to better reflect the plot, specific terrain might play a part in recreating the landscape and 'house rules' might be invented to represent the consequences of victory and defeat. There are a number of missions available in this book that represent some of the most common archetypes for these stories (pg 52-55). By linking together the narrative battles you fight, you can turn a story into a saga in which your kill team are the protagonists. The campaign rules in this book (pg 202-205) help you create such a tale.

### NO WRONG WAY TO PLAY

Each mission in this book tells you what type of play it is designed for. However, there's nothing stopping you from taking elements from a mission meant for matched play and using it for a narrative play game, or taking one of the narrative play missions and basing an open play game on the core idea of that mission. It's up to you!

### SCOUTING PHASE

This section introduces the Scouting phase – a phase that takes place before the battle and represents the kill teams' efforts before they engage in direct conflict.

### TACTICS

Some of the missions that follow in this section include Tactics that one or more players gain access to during that mission. For more information about Tactics and how to use them, see pages 64-65.

### OBJECTIVE MARKERS

Many missions include objective markers. Each objective marker should be around 1" across. When a mission includes objective markers it will tell you how to set them up, but if you are unable to place an objective marker as described by the mission (e.g. because there is terrain in the way), you can instead place it as close as possible to its correct position. Whenever you measure to or from an objective marker, unless stated otherwise measure to the centre of the marker, and when measuring to another objective marker or the edge of the battlefield, only measure the horizontal distance. A player controls an objective marker if there are more models from their kill team within 2" of it than there are enemy models. Models that are shaken do not count.

# SCOUTING PHASE

**Operatives creep into position, eliminating sentries, disarming or laying traps and relaying information about the distribution of enemy forces. Their success or otherwise will determine who has the upper hand should it come to a contest of arms.**

Once you have chosen a mission and your kill teams, and set up the battlefield, but before you set up your kill teams, you play the Scouting phase. This phase is used to determine the success of each kill team's planning, preparing and manoeuvring before the battle, and may have an impact on how the kill teams are set up, how the terrain affects the battle, and so on.

In the Scouting phase, each player secretly chooses one of the following strategies by hiding a D6 behind their hand with the relevant number showing on the top face of the dice.

1. Scout Out Enemy Forces
2. Plant Traps
3. Disarm Traps
4. Scout Out Terrain
5. Take Forward Positions
6. Eliminate Sentries

Once all players have done so, they reveal their choices simultaneously, with the effects described below.

Once they have done this, the Scouting phase is over and the players continue with deployment.

## 1. Scout Out Enemy Forces

If you choose this strategy, you can set aside up to 20 per cent of the models in your kill team (rounding up) during deployment. For example, if you have 5 models in your kill team, you can set aside 1 model, if you have 3 models in your kill team, you can set aside 1 model, and if you have 20 models in your kill team, you can set aside 4 models. Once all kill teams have been set up, you can then set these models up, following the rules for deployment in the mission you are playing. If more than one player chooses this, you must roll off. Whichever player wins gains the benefit of this strategy. The other player(s) gain no benefit.

## 2. Plant Traps

If you choose this strategy you can booby-trap up to D3 pieces of terrain, other than impassable terrain, that are no bigger than 8" in height, length or width. Before any models are set up, you must choose which pieces of terrain your kill team has booby-trapped, and note those down clearly on a piece of paper. If an enemy model moves within 1" of one of these terrain pieces, or begins their move within 1" of one (unless they remain stationary), they trigger the booby trap: reveal to your

opponent(s) that the terrain is booby-trapped, and roll a D6 for the enemy model. On a 1, they suffer 1 mortal wound. Models that can FLY do not trigger the booby trap unless they begin or end their move within 1" of a booby-trapped terrain piece (and do not remain stationary). After the model's move is complete, enemy models treat that piece of terrain, and all open ground within 1" of it, as dangerous terrain. It is no longer booby-trapped.

## 3. Disarm Traps

If you choose this strategy, choose an enemy player who chose the Plant Traps strategy. That player's strategy has no effect. If there is no such player, your strategy has no effect.

## 4. Scout Out Terrain

If you choose this strategy, choose up to D3 pieces of difficult or dangerous terrain (each piece of terrain can be no bigger than 8" in height, length or width). Your models can move through this terrain without penalty in this mission. In addition, if a friendly model suffers a mortal wound from this terrain, roll a D6. On a 5+, that mortal wound is ignored.

## 5. Take Forward Positions

If you choose this strategy, once all kill teams have been set up but before the first battle round begins, up to 20 per cent of the models in your kill team (rounding up) can make a normal move as if it were your turn in the Movement phase. If more than one player chooses this strategy, those players must roll off. Whichever player wins gains the benefit of this strategy. The other player(s) gain no benefit.

## 6. Eliminate Sentries

If you choose this strategy, once all kill teams have been set up but before the first battle round begins, up to 20% of the models in your kill team (rounding up) can make a shooting attack as if it were your turn in the Shooting phase. When they do so, they must target a model that has made a normal move as a result of the Take Forward Positions strategy. If more than one player chooses this strategy, those players must roll 2D6 to establish an Initiative order as if it were the Initiative phase, and then take it in turn to resolve any attacks as if it were the Shooting phase, in the order just established. If no player chose the Take Forward Positions strategy, this strategy has no effect.

# BEHIND ENEMY LINES

Kill team operations take place under any number of unusual circumstances. On these pages you will find three examples of open play missions for playing games of Kill Team. You will also find a few ideas below to spark your imagination for other exciting open play games of Kill Team.

- Surrounded by a numerically superior foe, an elite force must break out or drive off the enemy.
- A ragtag band of survivors from various units come together in no man's land to try to get back to their own lines.
- A routine patrol is ambushed in dense terrain when returning with essential intelligence. They must escape to bring this information to their commander.
- A small band of planetary defenders must hold a vital communications array until reinforcements can arrive from orbit.
- Command wants to use a fleet of bombers to annihilate the enemy headquarters, but there is only one viable route to the target, covered by anti-air defences. These guns must be destroyed.
- A sorcerer is conducting a fell ritual. An army will not be able to get past his forces, but if a small team can defeat his elite guards they can stop the sorcerer before he completes his work.
- A spy has been wounded while trying to escape your camp and must be hunted down before he can get back to his comrades.
- A key artefact was buried in a ruined city when it fell. Your team must retrieve this artefact before the enemy can find it.
- A traitor has gone over to the enemy! Find and eliminate him before he can give up his secrets.
- The enemy has seeded this area with explosives. You must disarm them all before the rest of the army can move through.

## OPEN PLAY MISSION AERIAL STRIKE

Sometimes the only way to get troops into a critical fortified position is from above, dropping from the sky on grav-chutes or by other means to sabotage vital enemy equipment.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team (see page 62).

### THE BATTLEFIELD

Create the battlefield and set up terrain. The defender then places 3 objective markers anywhere on the battlefield. Each objective marker must be at least 6" from other objective markers.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

### DEPLOYMENT

The defender sets up their models, anywhere on the battlefield. Divide the battlefield into four even quarters and number them 1-4. The attacker then rolls a D6 for each of their models. On a 1-4, that model is set up in the quarter corresponding to the number rolled. On a 5-6, the attacker may pick which quarter the model is set up in. The attacker's models must be set up more than 4" from any of the defender's models.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 5.

### VICTORY CONDITIONS

If any of the attacker's models are within 1" of an objective marker at the end of a battle round, they may attempt to destroy it. Roll a D6 for each of those models. On a 5+, that objective is destroyed: remove it from the battlefield. At the end of the battle, each objective marker is worth 2 victory points to the attacker if it has been destroyed or 2 victory points to the defender if it is still on the battlefield. Each player also scores 1 victory point for each enemy specialist that is out of action at the end of the battle. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

## OPEN PLAY MISSION

# SEARCH AND RESCUE

When a key operative is lost behind enemy lines, the rest of their unit must retrace their steps and locate their missing comrade before the enemy does.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the rescuer and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team (see page 62).

### THE BATTLEFIELD

Create the battlefield and set up terrain. The defender places 5 objective markers anywhere on the battlefield. Each objective marker must be at least 4" from other objective markers and the edge of the battlefield. They then divide the battlefield into even halves.

### SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

### DEPLOYMENT

The rescuer picks a battlefield half to be their deployment zone and sets up a model anywhere in that deployment zone, more than 8" from the enemy deployment zone. Players then alternate setting up models in this way. If one player finishes deploying first, the other player may continue to set up models until all members of both kill teams are set up.

### BATTLE LENGTH

The battle ends at the end of battle round 5.

### VICTORY CONDITIONS

At the end of the Movement phase, roll a D6 in turn for each objective marker within 1" of any of your

models and more than 1" from any enemy models (if both players can do so, take it in turn following the order determined in the Initiative phase). On a 6, immediately remove all the other markers from the battlefield, including any yet to be rolled for. From this point onwards, do not make any further rolls for objectives. At the end of the battle, whichever player has the most models within 2" of the remaining objective marker is the winner. If neither player has more models within 2" of the objective marker than their opponent, or if all of the objective markers are still on the battlefield, the rescuer wins.

## OPEN PLAY MISSION

# LINES OF BATTLE

Sometimes it is up to a single unit to try to hold a flank and stop the enemy from breaking through to their defenceless support and supply trains. If they fail, the war is almost certainly lost!

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team (see page 62).

### THE BATTLEFIELD

Create the battlefield and set up terrain. The defender then picks one battlefield edge to be the line they must hold.

### SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

### DEPLOYMENT

The defender sets up their kill team anywhere within 6" of the battlefield edge they must hold. The attacker then sets up their kill team anywhere within 6" of the opposite battlefield edge.

### BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

The attacker can move their models off the defender's battlefield edge, if that model's move is sufficient to take it wholly over the edge of the battlefield. A model that does so has broken through – it is not out of action, but takes no further part in the mission. At the end of the battle, the attacker scores 1 victory point for each model that has broken through, while the defender scores 1 victory point for each of the attacker's models that has not broken through. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

# NARRATIVE PLAY MISSION

## DISRUPT SUPPLY LINES

The success or failure of an army depends on how well it is supplied, and kill teams play a vital part in both sabotaging and safeguarding supply lines. When high command receives intelligence that a supply line is in danger, they will quickly despatch a kill team to intercept and eliminate the saboteurs.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction keyword they chose.

### THE BATTLEFIELD

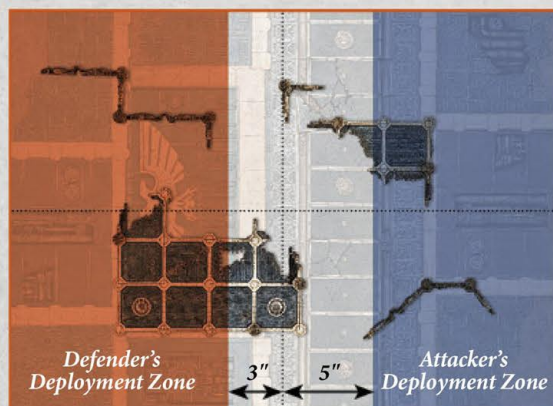
Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield their deployment zone is touching. The defender then places three objective markers in their territory. Each objective marker must be at least 6" from other objective markers and the edge of the battlefield.

### SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

At the end of the battle, each objective marker is worth 3 victory points to the player who controls it. In addition, the attacker scores 1 victory point for each objective marker they have destroyed, and a player scores 1 victory point if the enemy player's kill team is broken. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

### RESOURCES

In a campaign game (see page 202) if the attacker wins the mission, the defender loses 2 Materiel. If the defender wins the mission, the attacker loses 1 Morale.

### DISRUPT SUPPLY LINE

#### Attacker Tactic

Use this Tactic at the end of a battle round. Choose an objective marker you control. You destroy that objective marker – remove it from the battlefield. You can only use this Tactic once per battle round.

1 COMMAND POINT

### PROTECT THE ASSETS

#### Defender Tactic

Use this Tactic at the start of a battle round. Until the start of the next battle round, objective markers may not be destroyed whilst within 2" of any of your models.

2 COMMAND POINTS

# NARRATIVE PLAY MISSION

## AMBUSH

When a choke point is found, a kill team can cause significant damage to a superior force. Canny commanders will send their kill teams to hold these areas, setting ambushes that will restrict enemy movement and potentially cause disproportionate damage to their foes.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction keyword they chose, but the defender can spend an additional 20 points on their kill team.

### THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield their deployment zone is touching.

### SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

### DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. A player's models must be set up wholly within their deployment zone. Once the players have set up all their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

If the defender's models are all either shaken, out of action or have escaped (see right) at the end of a battle round, the battle ends. If not, at the end of battle round 4, the attacker rolls a D6. The battle continues

on a 3+, otherwise the battle ends. If the battle doesn't end as described above, at the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

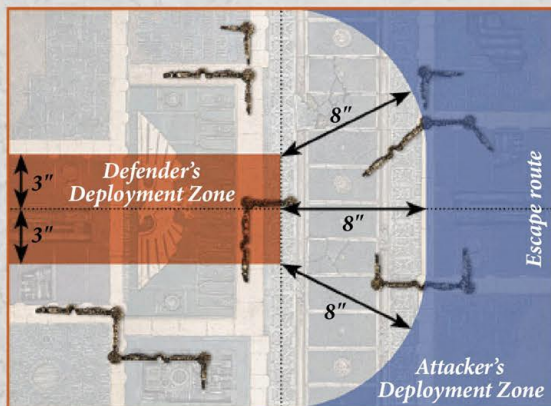
If, at the end of the battle, more of the defender's models escaped (see below) than did not escape, the defender wins. Otherwise, the attacker wins.

### ESCAPE

The defender can move their models off the edge of the battlefield labelled 'escape route' in the Movement phase, if that model's move is sufficient to take it wholly over the edge of the battlefield. A model that escapes this way is not considered to be out of action, but takes no further part in the mission.

### RESOURCES

In a campaign game (see page 202) if the attacker wins the mission, the defender loses 1 Intelligence and 1 Territory. If the defender wins the mission, the attacker loses 1 Territory.



### YOU'RE GOING NOWHERE

#### Attacker Tactic

Use this Tactic at the start of the Movement phase. Choose a model from your kill team that is not shaken. Enemy models within 1" of this model cannot Fall Back in this phase.

1 COMMAND POINT

### SLINK AWAY

#### Defender Tactic

Use this Tactic at the start of the Movement phase. Choose a model from your kill team and roll a D6. On a 6, that model is removed from the battlefield and is treated as if it had escaped.

1 COMMAND POINT

# NARRATIVE PLAY MISSION

## FEINT

By staging a suitably loud, brutal and spectacular attack, a kill team can cause enough disruption and mayhem to make a commander believe they face a much larger force. As they hurriedly reassign troops to where they believe they are needed, the real attack strikes at their most vulnerable spot.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction keyword they chose.

### THE BATTLEFIELD

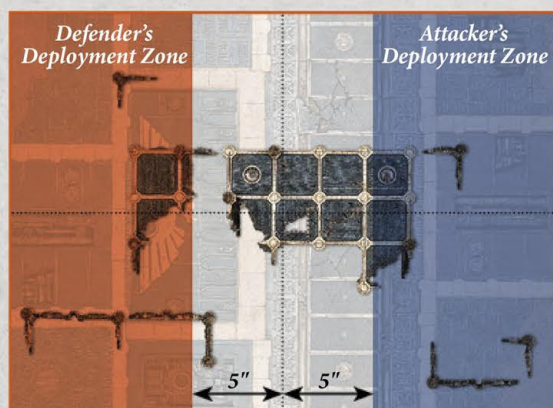
Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield their deployment zone is touching. Starting with the defender, the players then take it in turn to place an objective marker until each player has placed three objective markers. Each objective marker must be more than 5" from other objective markers and more than 5" from the edge of the battlefield.

### SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

At the end of the battle, the defender scores 2 victory points for each objective marker that is still on the battlefield (see the Cause Mayhem Tactic below). The attacker scores 1 victory point for each objective marker they have destroyed. In addition, the attacker scores 1 victory point if the enemy kill team is broken, and 1 victory point for each enemy specialist that is out of action at the end of the battle. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

### RESOURCES

In a campaign game (see page 202) if the attacker wins the mission, the defender loses 1 Materiel and 1 Territory. If the defender wins the mission, the attacker loses 1 Territory.

### CAUSE MAYHEM

#### Attacker Tactic

Use this Tactic at the end of a battle round. Choose an objective marker you control. You destroy that objective marker – remove it from the battlefield.

1 COMMAND POINT

### REINFORCEMENTS INBOUND

#### Defender Tactic

Use this Tactic at the beginning of the Morale phase. You can subtract 1 from any Nerve tests you make in this phase.

1 COMMAND POINT

# NARRATIVE PLAY MISSION

## ASSASSINATE

An army without its commanders is helpless, a beast ready for the slaughter. Kill teams are often despatched with the intent of eliminating enemy leaders, thereby disrupting the war effort in that area so that rapid gains can be made.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction keyword they chose.

### THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield their deployment zone is touching.

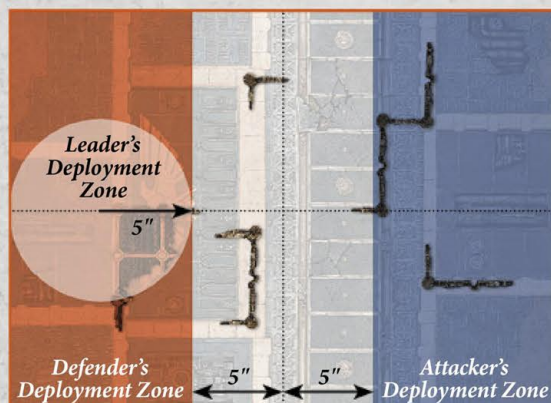


### SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. In addition, the defender's Leader must be set up wholly within 5" of the centre of the defender's deployment zone. If a player runs out of models to set up, skip them. Continue setting up models



until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

If the defender's Leader is taken out of action, the battle ends immediately. If not, at the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. If the battle doesn't end as described above, at the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

If the attacker takes the defender's Leader out of action, the attacker is the winner. Otherwise, the defender wins.

### RESOURCES

In a campaign game (see page 202) if the attacker wins the mission, the defender loses 1 Intelligence and 1 Morale. If the defender wins the mission, the attacker loses 1 Morale.

### CUT OFF THE HEAD

#### Attacker Tactic

Use this Tactic at the start of the Shooting phase or Fight phase. For the rest of the phase, you can re-roll wound rolls of 1 for attacks that target the enemy Leader.

1 COMMAND POINT

### STAYING LOW

#### Defender Tactic

Use this Tactic at the start of the Shooting phase. For the rest of the phase, enemy models cannot target your Leader, unless your Leader is the closest enemy model that is visible to them.

2 COMMAND POINTS

# MATCHED PLAY MISSION

## SWEEP AND CLEAR

When securing territory, it is imperative that all enemy forces are driven out of it, lest lurking saboteurs strike at supposedly safe locations. Kill teams are often employed in this task, sweeping contested areas quickly and stealthily to eliminate any threats that might still be active in the area.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction keyword they chose.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Then set up four objective markers midway between the centre of the battlefield and the middle of a battlefield edge, as shown in the deployment maps below.

### SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

### DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

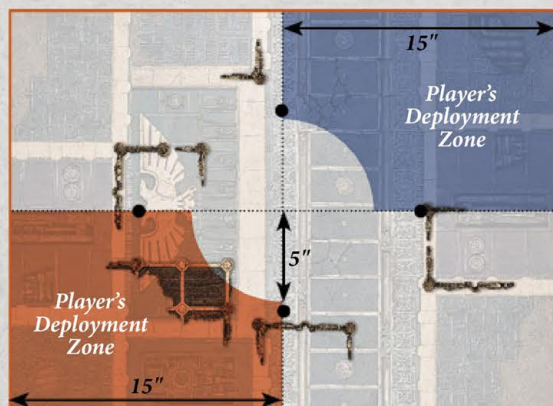
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the player with the greatest advantage rolls a D6. The battle continues on a 3+, otherwise the battle ends. If the battle doesn't end as described above, at the end of battle round 5, the player with the greatest advantage again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

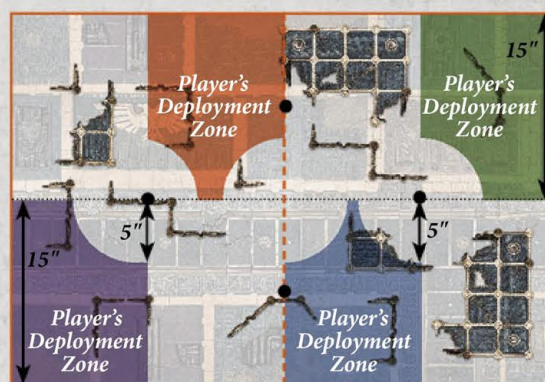
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 3 victory points for each objective marker that their kill team controls at the end of the battle and 1 victory point for each enemy model taken out of action by one of their model's attacks or psychic powers. The player with the most victory points is the winner. If there is a tie, whichever of those players had the lower Force (see page 19) is the winner. If there is still a tie, the tied players draw and any other players lose.

### RESOURCES

In a campaign game (see page 202) the player(s) that lose the mission each lose 2 Territory. If players draw they do not lose Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## TAKE PRISONERS

Kill team operatives are often privy to sensitive information such as the locations of high-ranking personnel, hidden supply caches and secret routes through defensive lines. Rival kill teams may thus seek to seize their enemies alive, so that this vital intelligence can be extracted from them.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction keyword they chose.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below.

### SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

### DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

At the end of battle round 4, the player with the greatest advantage rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the greatest advantage again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

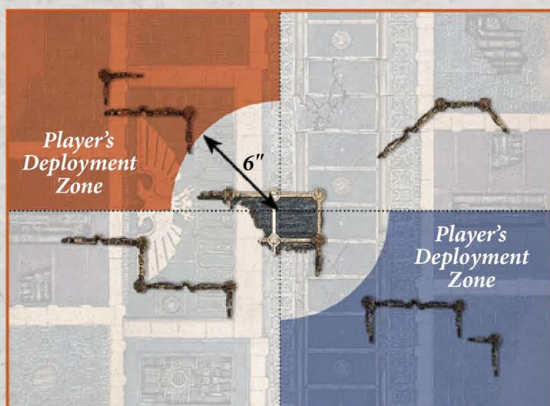
Each player scores 3 victory points for each enemy Leader that their kill team has captured (see below) and 1 victory point for each other enemy model that their kill team has captured. The player with the most victory points is the winner. If there is a tie, whichever of those players had the lower Force (see page 19) is the winner. If there is still a tie, the tied players draw and any other players lose.

### CAPTURED

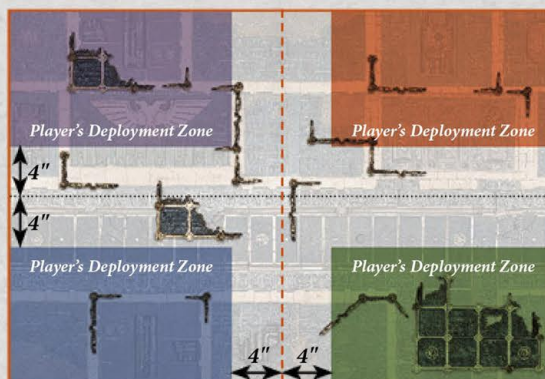
An enemy model is captured by your kill team if it is taken out of action for whatever reason whilst it is within 1" of a model from your kill team (excluding shaken models) and there are no other enemy models (excluding shaken models) within 2" of your model. Enemy models that go out of action after the battle ends in a campaign game do not count. The enemy model is still considered to be out of action, and in a campaign game the model's player will make a Casualty roll for them as normal.

### RESOURCES

In a campaign game (see page 202) the player(s) that lose the mission each lose 1 Materiel and 1 Morale. If players draw they do not lose any resources.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## RECOVER INTELLIGENCE

Strategic intelligence is a weapon more deadly than any amount of plasma warheads or bolt rifles. It often falls to fast-moving, hard-hitting kill teams to seize the data-augurs, orbital uplinks and the like that contain such data and swiftly exload it so that their commanders can outmanoeuvre the enemy.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction keyword they chose.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Set up one objective marker in the centre of the battlefield, and then set four more up; each should be midway between the centre of the battlefield and a corner of the battlefield, as shown on the deployment maps below.

### SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

### DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly in their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If

a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

At the end of battle round 4, the player with the greatest advantage rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the greatest advantage again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

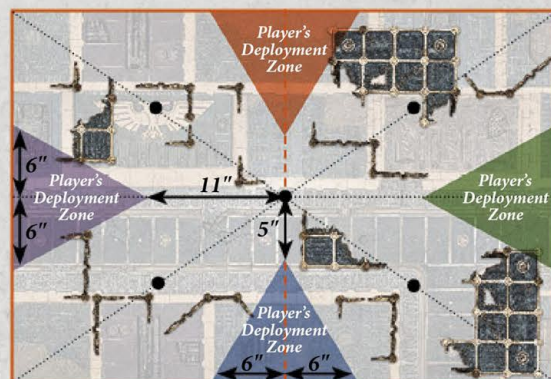
Each player scores victory points for each objective marker their kill team controls at the end of each battle round (keep a score from battle round to battle round). Each player scores 1 victory point for controlling each of the objective markers closest to their deployment zone, 3 victory points if they control the objective marker in the centre of the battlefield, and 2 victory points for each other objective marker they control. The player with the most victory points is the winner. If there is a tie, whichever of those players had the lower Force (see page 19) is the winner. If there is still a tie, the tied players draw and any other players lose.

### RESOURCES

In a campaign game (see page 202) the player(s) that lose the mission each lose 2 Intelligence. If players draw they do not lose Intelligence.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## TERROR TACTICS

An enemy force whose nerve has failed them is little more than a gaggle of victims waiting to be slaughtered. Some commanders deploy kill teams on dedicated terror raids, their mission to spread as much panic and confusion as possible, scattering the foe and punching through their lines.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction keyword they chose.

### THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below.

### SCOUTING PHASE

Resolve the Scouting phase as described on page 49.

### DEPLOYMENT

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

At the end of battle round 4, the player with the greatest advantage must roll a D6. On a 3+, the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5, the player with the greatest advantage must roll a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

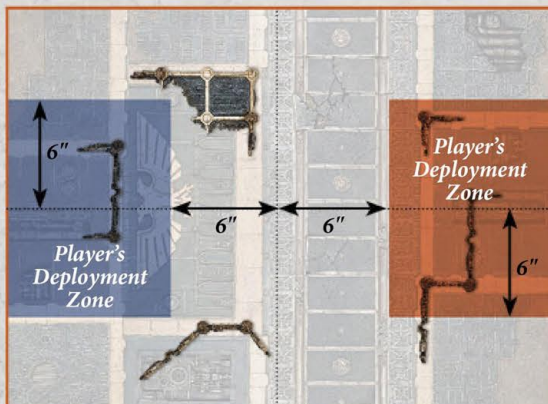
Each player scores 2 victory points for each of their models that have broken through enemy lines (see below), and 1 victory point for each enemy model taken out of action by one of their model's attacks or psychic powers. The player with the most victory points is the winner. If there is a tie, whichever of those players had the lower Force (see page 19) is the winner. If there is still a tie, the tied players draw and any other players lose.

### WREAK HAVOC

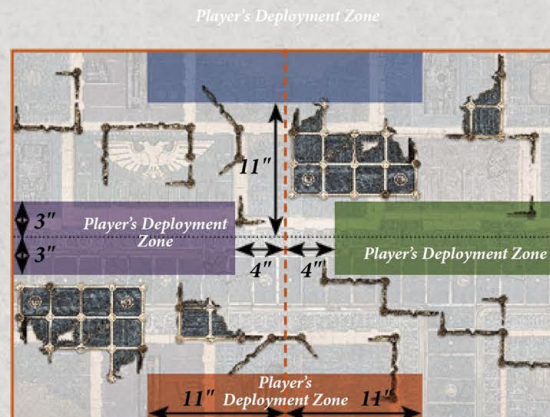
Any player can move their models off the battlefield edge directly opposite their own deployment zone in the Movement phase, if that model's move is sufficient to take it wholly over that battlefield edge. A model that does so has broken through the enemy lines and takes no further part in the mission (it is not considered to be out of action).

### RESOURCES

In a campaign game (see page 202) the player(s) that lose the mission each lose 2 Morale. If players draw they do not lose Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MISSIONS

Below you will find three examples of open play missions for games of Kill Team that include elite warriors, along with ideas to spark your imagination for other open play games. On pages 136-139 you will find four narrative play missions, and on pages 140-143 you will find four matched play missions.

- A group of diehards is sent deep behind enemy lines to intercept and eliminate an enemy commander.
- A kill team has failed to report in. The army's elite are sent to ascertain their fate.
- High command wants to put some newly requisitioned assets through their paces, and sends them on a dangerous mission.
- Seeking revenge for a teammate, an elite team defy orders and set out to hunt down an assassin.
- A lone operative is trapped behind enemy lines, which is unfortunate for the enemy – this terrifying warrior is more than a match for whole platoons.
- The army's most potent warriors are teleported into the heart of the enemy's command.
- A commander and their accompanying bodyguard are the only survivors of an ambush, and must fight through hostile territory to rejoin their army.
- A small band of warriors has been tasked with the defence of vital assets, but they are isolated and vastly outnumbered by the approaching enemy.
- A handful of elite killers has been wreaking havoc far from the front. A team of hunters is assembled to track them down and bring an end to their rampage.
- A chance meeting in no man's land between two scouts quickly escalates as all of the assets available on both sides are funnelled into the conflict.
- A macabre contest between elite forces leads to a mismatched team venturing into enemy territory, with each warrior determined to claim the most kills.

## OPEN PLAY MISSION DEEP STRIKE

A key defensive emplacement must be taken before the army can advance. High command authorises a dangerous strike directly onto the target, the better to overwhelm the defenders.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team.

### THE BATTLEFIELD

Create the battlefield and set up terrain.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

### DEPLOYMENT

The defender sets up their kill team anywhere wholly within 6" of the centre of the battlefield. The attacker must set up all of their models in Reserve.



### PRIORITY TARGET

When an attacker's model is set up from Reserve, it can be set up within 1" of the edge of the battlefield and more than 5" away from any enemy models. In addition, if the attacker's kill

team is Battle-forged they gain an additional 1CP at the start of each battle round.

### BATTLE LENGTH

The battle ends at the end of battle round 5.

### VICTORY CONDITIONS

If, at the end of the battle, the defender's models are all shaken or out of action, the attacker wins. Otherwise, the defender wins.

## OPEN PLAY MISSION AGAINST THE ODDS

Cornered and vastly outnumbered, a small team of diehards prepares to overcome insurmountable odds or perish in the attempt.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team. The defender's kill team cannot include more than 5 models, and the attacker's kill team cannot include fewer than 10 models.

### THE BATTLEFIELD

Create the battlefield and set up terrain.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

The defender first sets up their entire kill team anywhere wholly within 5" of one of the short edges of the battlefield. The attacker then sets up their entire kill team anywhere wholly within 5" of the opposite edge of the battlefield.



### LAST STAND

Subtract 2 (rather than 1) from Nerve tests taken for the defender's models for each other model (do not count shaken models) from their kill team that is within 2".

### VICTORY CONDITIONS

If, at the end of the battle, the defender's models are all shaken or out of action, the attacker wins. Otherwise, the defender wins.

### BATTLE LENGTH

The battle ends at the end of battle round 5.

## OPEN PLAY MISSION ALL OR NOTHING

As their fortunes in the ongoing war begin to wane, one side decides on an all-or-nothing gambit – a strike by their mightiest warriors to eliminate a key enemy strategist, in an attempt to change destiny.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team that may include one Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. The defender picks one half of the battlefield to be their deployment zone. The other half of the battlefield is the attacker's deployment zone.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

### DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone.

### BATTLE LENGTH

The battle ends at the end of battle round 5.

### VICTORY CONDITIONS

At the end of the battle, each player scores 3 victory points if the enemy Leader is out of action, 5 victory points if an enemy Commander is out of action, and

1 victory point for each other enemy model that is out of action. The player with the most victory points is the winner. If there is a tie, the defender wins if their Leader and/or Commander is still on the battlefield, otherwise the attacker wins.



# NARRATIVE PLAY MISSION

## VITAL SABOTAGE

There are some targets that are so vital to one side of a war that their opponents are willing to pay any price to see them destroyed. In one such case, a crack team is sent with orders to sabotage the target, and if necessary to die trying.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

### THE BATTLEFIELD

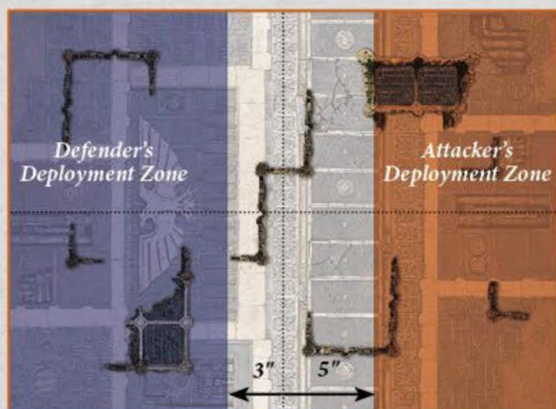
Create the battlefield and set up terrain. An example of how you might do this is shown below. The defender places three objective markers in their deployment zone, and secretly numbers them 1, 2 and 3 (they should note this down, or if you are using Kill Team tokens, simply place the objective markers with the numbered side down). Each objective marker must be at least 6" from other objective markers and the edge of the battlefield.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

Use the Variable Battle Length rules (pg 14) – the attacker rolls. In addition, if the target is sabotaged (see below), the battle ends.

### SABOTAGE

If the attacker controls an objective marker at the end of a battle round, the defender must reveal its number. If it is numbered 1 or 2, remove it from the battlefield. If it is numbered 3, it is the target, and the attacker may attempt to sabotage it: to do so, they roll a D6 for each model (other than shaken models) from their kill team that is within 2" of that objective marker. On any roll of 6+, the target is sabotaged.

### VICTORY CONDITIONS

If, at the end of the battle, the target has been sabotaged, the attacker wins. Otherwise, the defender wins.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Intelligence and 1 Morale. If the defender wins the mission, the attacker loses 1 Morale.

### ONLY THE MISSION MATTERS

#### Attacker Tactic

Use this Tactic at the end of the battle round, before making any dice rolls as described in Sabotage. Add 1 to the result of each dice you roll. You can only use this Tactic once per battle round.

2 COMMAND POINTS

### DESPERATE DEFENDER

#### Defender Tactic

Use this Tactic at the end of the battle round, before determining which player controls which objectives. Choose a model from your kill team (other than a shaken model). That model is considered to be 2 models until the end of the battle round.

1 COMMAND POINT

# NARRATIVE PLAY MISSION

## SURROUNDED

Even the most experienced warriors can find themselves outmanoeuvred and surrounded. When this happens, there's little they can do other than hope that they are able to hold out until reinforcements arrive.

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The defender then splits their kill team into two parts, with at least one model in each part.

### THE BATTLEFIELD

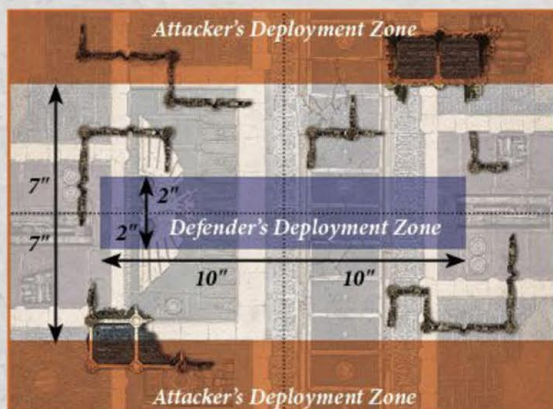
Create the battlefield and set up terrain. An example of how you might do this is shown below.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

### DEPLOYMENT

The defender sets up all of the models in one part of their kill team wholly within their deployment zone (they cannot set up any of these models in Reserve). Their remaining models are set up in Reserve. Then the attacker sets up one of their models wholly within one of their deployment zones, then another model wholly within their other deployment zone, and continues to alternate like this until all of their models have been set up. Once the players have set up all of their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

Use the Variable Battle Length rules (pg 14) – the attacker rolls.

### VICTORY CONDITIONS

If, at the end of the battle, all of the defender's models are out of action, shaken or in Reserve, the attacker wins. Otherwise, the defender wins.

### AWAITING REINFORCEMENTS

The defender's models cannot be set up from Reserve in the first battle round. When a defender's model is set up from Reserve, it can be set up within 1" of the edge of the battlefield and more than 5" away from any enemy models.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Morale and 1 Territory. If the defender wins the mission, the attacker loses 1 Materiel.

### FINISH THEM

#### Attacker Tactic

Use this Tactic at the beginning of the Fight phase, if your Leader is on the battlefield and not shaken. Until the end of the phase, add 1 to wound rolls for attacks made by models from your kill team whilst they are within 3" of your Leader.

**1 COMMAND POINT**

### VENGEFUL REINFORCEMENTS

#### Defender Tactic

Use this Tactic at the end of the Movement phase. You can choose any number of models from your kill team that were set up from Reserve in this battle round. Each of those models can make a charge attempt, but when they do so you only roll a D6 (rather than 2D6) for their charge roll.

**1 COMMAND POINT**

# NARRATIVE PLAY MISSION

## RAMPAGE

A group of dyed-in-the-wool killers have broken through enemy lines, and are now set to wreak havoc through the unsuspecting reserves. They must make their attack count – if they rampage for too long, they are sure to be cut off and eliminated.

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The attacker may include a Commander in their kill team, and the defender may not include a Commander in their kill team.

### THE BATTLEFIELD

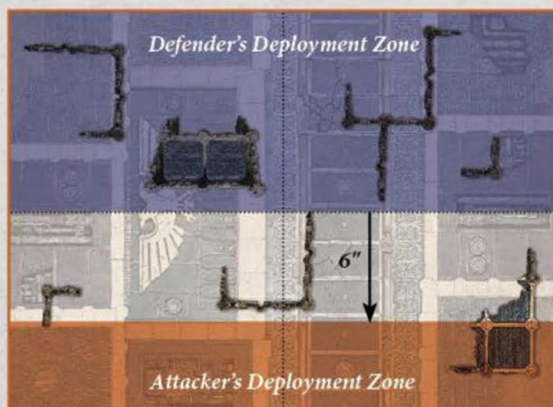
Create the battlefield and set up terrain. An example of how you might do this is shown below.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

The players alternate setting up models, starting with the defender. The defender cannot set up any models in Reserve. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

Use the Variable Battle Length rules (pg 14) – the attacker rolls. In addition, if at the end of a battle round all of the defender's models are shaken or out of action, or the attacker's Rampage count is 10 or more (see below), the battle ends.

### RAMPAGE COUNT

Keep track of the attacker's rampage as described here:

EVENT	RAMPAGE COUNT
Defender's model is taken out of action	+X where X is that model's Wounds characteristic
End of a phase in which one or more of your models inflicted one or more mortal wounds	+1
Attacker makes an Injury roll for a defender's model with 3 or more dice	+1
End of the battle round (after checking if Rampage count is 10+)	-1
At the end of the battle round, any of the attacker's models are in their deployment zone	-1

### VICTORY CONDITIONS

If the battle ends because all of the defender's models are shaken or out of action, or because the attacker's Rampage count is 10 or more, the attacker wins. Otherwise, the attacker scores a number of victory points equal to their Rampage count. The defender scores 2 victory points for each attacker's model that is out of action. The player with the most victory points is the winner. If there is a tie, the defender wins.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Materiel and 1 Morale. If the defender wins the mission, the attacker loses 1 Morale.

### GORY SPECTACLE

#### Attacker Tactic

Use this Tactic when a defender's model is taken out of action. Add 1 to the Rampage count. You can only use this Tactic once per battle round.

**1 COMMAND POINT**

# NARRATIVE PLAY MISSION

## ESCAPE THE FACILITY

To their great shame, some elite warriors were captured. However, through ingenuity, opportunism or simple brute force, they have escaped, and must now fight their way out of the facility and its surroundings to freedom.

If you are playing a campaign, you can choose to play this mission instead of the Feint mission.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. Each player may include a Commander in their kill team.

### THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

### DEPLOYMENT

The attacker sets up all of their models wholly within their deployment zone (they cannot set up any models in Reserve). Then the defender sets up their models anywhere on the battlefield that is more than 8" from any of the attacker's models. Each of the defender's models must also be more than 4" from any of the defender's other models. Once the players have set up all of their models, deployment ends and the first battle round begins.

### SENTRIES

In the first battle round, the defender's models on the battlefield cannot move (for any reason) or React. In addition, if at the beginning of the defender's turn in the Movement phase there are no attacker's models within 9" of a defender's model on the battlefield, that model cannot move (for any reason) or make any shooting attacks in that battle round. Commanders are not affected by this rule.

### ESCAPE

The attacker can move any of their models off the battlefield edge labelled 'Escape route' if that model's move is sufficient to take them wholly over the edge of the battlefield. A model that leaves the battlefield this way is not considered to be out of action, but takes no further part in the mission.

### BATTLE LENGTH

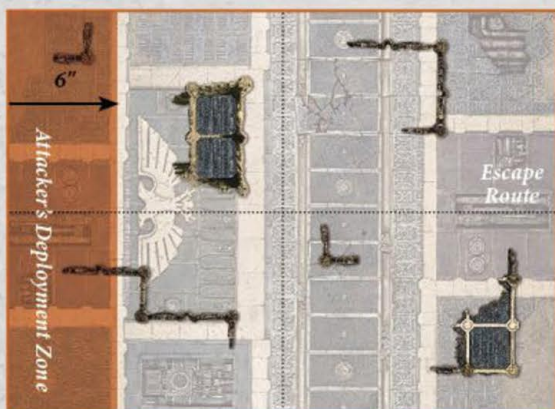
Use the Variable Battle Length rules (pg 14) – the defender rolls. In addition, if at the end of a battle round all of the attacker's models have escaped (see above) and/or are out of action, the battle ends.

### VICTORY CONDITIONS

If, at the end of the battle, more of the attacker's models have escaped than are on the battlefield or have been taken out of action, the attacker wins. Otherwise, the defender wins.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Intelligence and 1 Morale. If the defender wins the mission, the attacker loses 1 Morale.



### BREAK FREE

#### Attacker Tactic

Use this Tactic at the beginning of your turn in the Movement phase. Choose a model from your kill team (other than a shaken model) that is within 1" of any enemy models. That model can Advance as if it had not begun the Movement phase within 1" of any enemy models.

1 COMMAND POINT

# MATCHED PLAY MISSION

## ESCALATING CONFLICT

Your scouts have made contact with the enemy, and are calling in support – they are either pinned in place or have identified an objective that you cannot afford falling into enemy hands. Despatch your finest warriors as quickly as you can to recover your operatives and deny victory to your enemies.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Then set up one objective marker in the centre of the battlefield.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

Each player must divide their kill team into two parts, one of which is approximately half the points value of the other. Players then use the Standard Deployment rules (pg 14) to set up the smaller parts of their kill teams. All other models are automatically set up in Reserve.

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 14) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

### VITAL OBJECTIVE

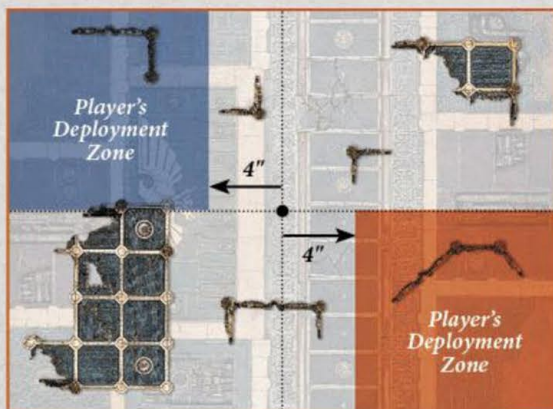
Models that are within 2" of the centre of the objective marker automatically pass Nerve tests.

### VICTORY CONDITIONS

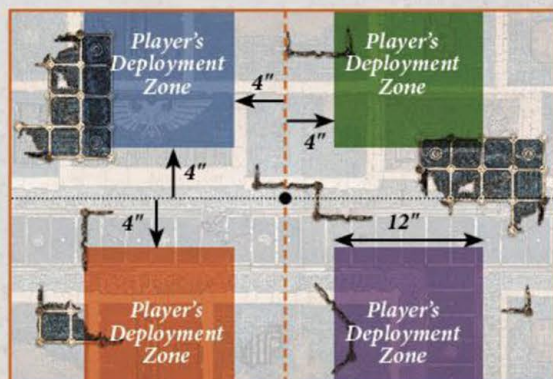
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, if one player controls the objective at the end of the battle, that player wins. If no player controls the objective, the player with the greatest Force (in points) on the battlefield (not including shaken models) is the winner. If players are tied for the greatest force, the tied players draw. Any other players lose.

### RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Intelligence and 1 Materiel. If players draw they do not lose Intelligence or Materiel.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## CRUSH THEIR CHAMPIONS

Sometimes the simplest solution to a problem is best. Your enemies have proved unbreakable, so with a brazen challenge from your champion, you hope to draw their commanders out, risking your finest warrior for an opportunity to destroy the morale of the opposing armies.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points and must include one Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

Use the Standard Deployment rules (pg 14). Players cannot set up their Commanders in Reserve.

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 14) – the player with the greatest advantage (determined during deployment) rolls.

### CRUSHING BLOW

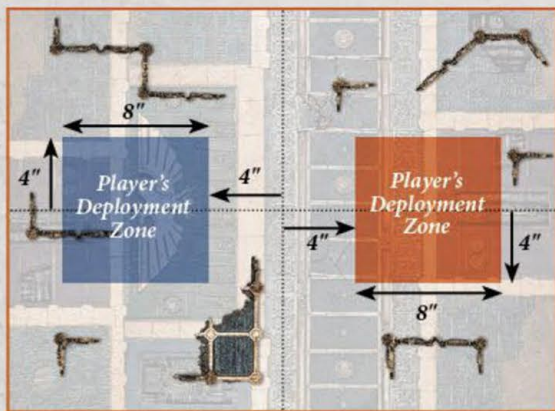
If a player's Commander is out of action when they check to see if their kill team is broken in the Morale phase, their kill team is automatically broken. In addition, whenever a player's Commander takes an enemy model out of action with an attack or psychic power, friendly models within 6" of that Commander that are shaken are no longer shaken.

### VICTORY CONDITIONS

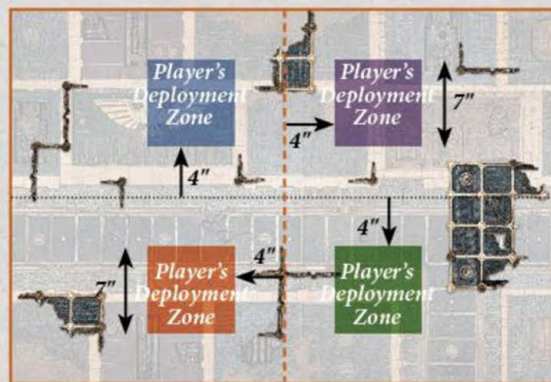
If there is only one unbroken kill team on the battlefield at the end of the battle, that kill team's player wins. Otherwise, each player scores 3 victory points for each enemy Commander taken out of action by an attack made or psychic power manifested by a model from their kill team, and 1 victory point for each other enemy specialist taken out of action by an attack made or psychic power manifested by a model from their kill team. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

### RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Intelligence and 1 Morale. If players draw they do not lose Intelligence or Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## OBJECTIVE ULTIMA

A crucial piece of archeotech has become the site of an ongoing battle, as each of the opposing sides struggles to seize it for themselves. As control shifts one way and then the other, it becomes clear that to consolidate their claim, a force also needs to take the surrounding control nodes.

If you are playing a campaign, you can choose to play this mission instead of the Recover Intelligence mission.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Then set up an objective in the centre of the battlefield (this is the primary objective), and four other objectives each halfway between the centre of the battlefield and a corner of the battlefield (these are the secondary objectives).

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

Use the Standard Deployment rules (pg 14).

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 14) – the player with the greatest advantage (determined during deployment) rolls.

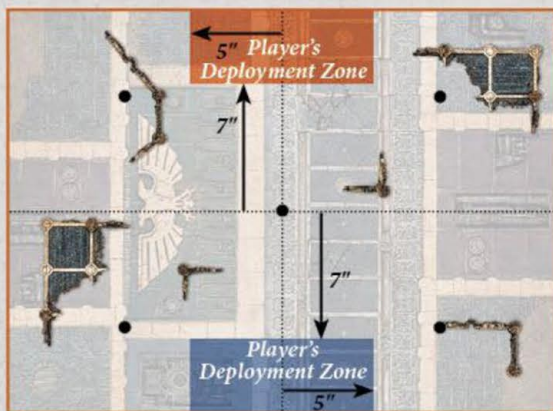


### VICTORY CONDITIONS

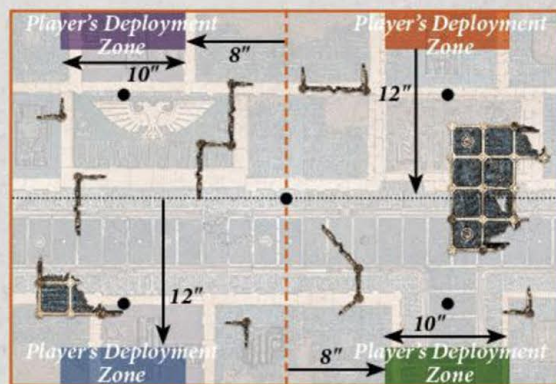
If a player controls the primary objective and at least one secondary objective at the end of a battle round, they gain a number of victory points equal to the number of secondary objectives they control. The player with the most victory points at the end of the battle is the winner. If players are tied for the most victory points, whichever of those players controls the primary objective at the end of the battle is the winner. If none of the tied players controls the primary objective, the tied players draw. Any other players lose.

### RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Intelligence and 1 Territory. If players draw they do not lose Intelligence or Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## SHIFTING PRIORITIES

In the confusion of battle, orders may be garbled or misinterpreted, leaders in the field may prioritise the wrong objective, and fighters can become disoriented. Amidst this maelstrom, a commander with a cool head and the ability to adapt their battle plan on the fly is likely to claim victory.

If you are playing a campaign, you can choose to play this mission instead of the Terror Tactics mission.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points and may include a Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Then set up four objectives each halfway between the centre of the battlefield and a battlefield edge, numbered from 1-4.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

Use the Standard Deployment rules (pg 14). Models must be set up at least 4" from enemy deployment zones.

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 14) – the player with the greatest advantage (determined during deployment) rolls.

### PRIORITY ONE

The player with the greatest advantage (determined during deployment) rolls a D6 at the beginning of each battle round, and consults the following table.

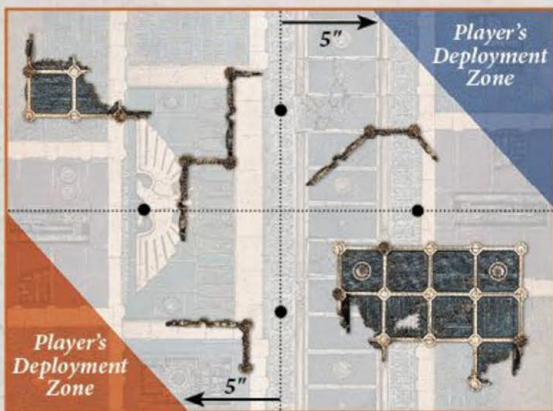
D6	RESULT
1	If objective 1 is on the battlefield, remove it from the battlefield.
2	If objective 2 is on the battlefield, remove it from the battlefield.
3	If objective 3 is on the battlefield, remove it from the battlefield.
4	If objective 4 is on the battlefield, remove it from the battlefield.
5-6	If there is no objective in the centre of the battlefield, and any objectives have been removed from the battlefield, set up one of those objectives in the centre of the battlefield.

### VICTORY CONDITIONS

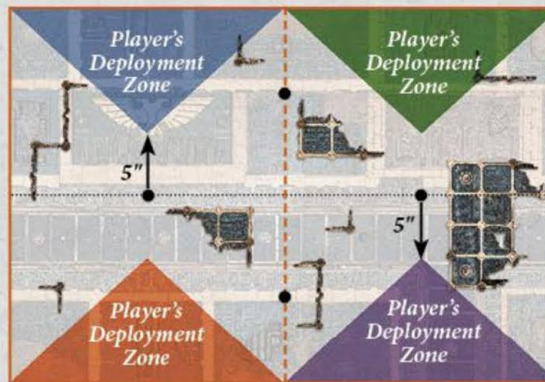
Each player scores 1 victory point at the end of each battle round for each objective they control. The player with the most victory points at the end of the battle is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

### RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Materiel and 1 Territory. If players draw they do not lose Materiel or Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MISSIONS

Below you will find three examples of open play missions for games of Kill Team with Commanders, along with ideas to spark your imagination for other open play games. In addition, on pages 108-113 you will find six narrative play missions, and on pages 114-119 you will find six matched play missions.

- A commander herds a disposable band of misfits on a suicidal mission behind enemy lines.
- A leader has shown great potential, and is being assessed in the field by their commanding officer.
- A newly promoted commander is given a baptism of fire to prove their worth.
- Though not a commander as such, a solitary warrior of rare and incredible skill sets off into the darkness to take the fight to the enemy alone.
- High command is convinced that a traitor lurks within their ranks. Those most suspected are sent into battle under the watchful gaze of a commander tasked with rooting out the informant.
- A commander has sworn to avenge the death of their comrade at the hands of an enemy officer.
- Surrounded after a terrible defeat, a general and the last few survivors of their army prepare to make their final stand.
- An audacious junior officer is eager for promotion, and volunteers to lead a small band of hard-bitten veterans on a dangerous raid into no man's land.
- A senior officer lies wounded in the field, defended only by their loyal aide-de-camp and bodyguard. They must hold out long enough for an emergency extraction.
- The last survivors of a crashed aerial transport must evade their hunters and make their way through enemy lines back to safety.
- A legendary sniper has been plying their deadly trade in this area. Hunt them down or die in the attempt.

## OPEN PLAY MISSION NONE SHALL PASS

A commander leads an elite band of specialist warriors to guard a route into the heart of a city against the vanguard of an impossibly large enemy host.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team. The defender can include one Commander, and all of their other models can be specialists if you wish. We recommend that the attacker's only specialist be a Leader, but their kill team should heavily outnumber the defender's kill team.

### THE BATTLEFIELD

Create the battlefield and set up terrain. The defender then picks one battlefield edge to be the line they must hold.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

### DEPLOYMENT

The defender sets up their kill team anywhere wholly within 6" of the battlefield edge they must hold. The attacker then sets up their kill team anywhere wholly within 6" of the opposite battlefield edge.



### BATTLE LENGTH

The battle ends at the end of battle round 5.

### VICTORY CONDITIONS

The attacker can move any of their models off the defender's battlefield edge if that model's move is sufficient to take them wholly over the edge of the battlefield. A model that does so has broken through – it is not considered to be out of action, but takes no further part in the mission. At the end of the battle, the attacker scores 1 victory point for each model that has broken through, while the defender scores 1 victory point for each of the attacker's models that was taken out of action. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

## OPEN PLAY MISSION HEROIC STAND

Surrounded on all sides by the enemy, a valiant commander chooses to stand their ground to buy time for their kill team to escape.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a kill team. The defender can include one Commander, whilst we recommend that the attacker does not.

### THE BATTLEFIELD

Create the battlefield and set up terrain.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

### DEPLOYMENT

The defender first sets up their entire kill team anywhere wholly within 5" of the centre of the battlefield. The attacker then sets up their entire kill team anywhere on the battlefield that is more than 8" from the defender's models.



### BATTLE LENGTH

The battle ends at the end of battle round 5.

### VICTORY CONDITIONS

The defender can move any of their models, other than their Commander, off any battlefield edge if that model's move is sufficient to take them wholly over the edge of the battlefield. A model that leaves the battlefield this way is not considered to be out of action, but takes no further part in the mission.

If the defender manages to move at least half of the models in their kill team (excluding their Commander) off the battlefield before their Commander is taken out of action, the defender wins. Otherwise the attacker wins.

## OPEN PLAY MISSION FACE-OFF

In the middle of a raging battle, two commanders find themselves alone in the eye of the storm. With weapons loaded and blades drawn, they are both ready to face their moment of destiny.

### THE KILL TEAMS

This is a mission for two players. Each player chooses a kill team consisting of one Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. The players roll off, with the winner picking one table edge to be their starting position.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

### DEPLOYMENT

The player that won the earlier roll-off sets up their Commander anywhere wholly within 3" of the battlefield edge they chose. Their opponent then sets up their Commander anywhere wholly within 3" of the opposite battlefield edge.

### BATTLE LENGTH

The battle lasts until one player's Commander is taken out of action.

### VICTORY CONDITIONS

The player that took their opponent's Commander out of action wins.



# NARRATIVE PLAY MISSION

## CUT OFF THE HEAD

Should an enemy commander be located, finding a way to eliminate them can strike a massive blow for the ongoing war effort. Yet such important dignitaries are rarely found without a hardened bodyguard to protect them, making any assassination attempt an incredibly risky venture.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. The defender must include one Commander in their kill team, and the attacker cannot include a Commander.

### THE BATTLEFIELD

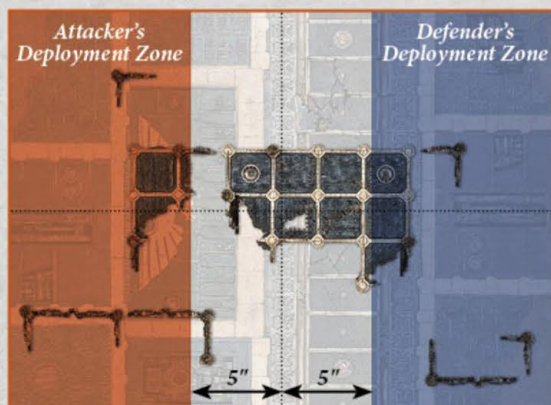
Create the battlefield and set up terrain. An example of how you might do this is shown below.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the attacker rolls. In addition, if the defender's Commander is out of action at the end of a battle round, the battle ends.

### VICTORY CONDITIONS

If, at the end of the battle, the defender's Commander has been taken out of action, the attacker wins. Otherwise, the defender wins.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Intelligence and 1 Morale. If the defender wins the mission, the attacker loses 1 Morale.

### ISOLATE AND ELIMINATE

#### Attacker Tactic

Use this Tactic at the start of the Fight phase if there are no enemy models within 3" of the enemy Commander. You can re-roll hit rolls of 1 for attacks that target the enemy Commander that phase.

1 COMMAND POINT

### LUCK FAVOURS THE BOLD

#### Defender Tactic

Use this Tactic after declaring a charge with your Commander. For the rest of the battle round, roll a D6 each time your Commander loses a wound. On a 5+ that wound is not lost. If a model already has an ability with a similar effect (such as Disgustingly Resilient), you can choose which effect applies, and re-roll 1s when making these rolls.

1 COMMAND POINT

# NARRATIVE PLAY MISSION

## AUTHENTICATION PROTOCOLS

Reliable intelligence or intercepted communications can be invaluable if used correctly. However, ensuring the veracity of such information is crucial before any military commitment can be made, and many warlords insist upon confirmation in person by a commander of sufficient rank whenever possible.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. The attacker must include one Commander in their kill team, and the defender cannot include a Commander.

### THE BATTLEFIELD

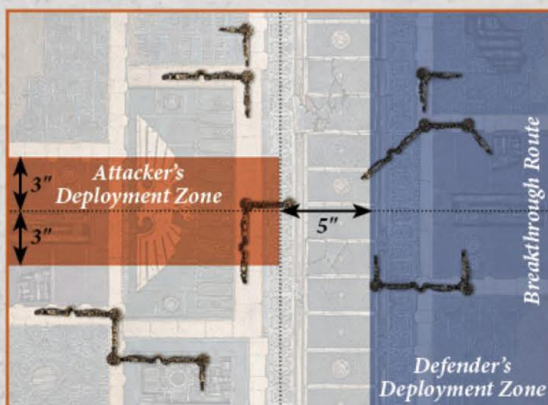
Create the battlefield and set up terrain. An example of how you might do this is shown below.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the defender rolls. In addition, if the attacker's Commander is out of action at the end of a battle round, or makes a successful breakthrough (see below), the battle ends.

### VICTORY CONDITIONS

If, at the end of the battle, the attacker's Commander has made a successful breakthrough, the attacker wins. Otherwise, the defender wins.

### BREAKTHROUGH

The attacker can move their Commander off the edge of the battlefield labelled 'Breakthrough Route' in the Movement phase if their move is sufficient to take them wholly over the edge of the battlefield. If they do so their Commander is not considered to be out of action, but takes no further part in the mission.

### RESOURCES

In a campaign game, the losing player loses 1 Intelligence and the winner gains 1 Intelligence.

### FORCE A PASSAGE!

#### Attacker Tactic

Use this Tactic at the start of the Movement phase. Until the end of the phase, you can re-roll failed charge rolls for your Commander and any friendly models that are within 3" of them when you use this Tactic.

1 COMMAND POINT

### DRIVE THEM BACK!

#### Defender Tactic

Use this Tactic at the start of the Fight phase. Pick a model from your kill team that is within 1" of an enemy model. That model can be chosen to fight in the Hammer of Wrath section of the Fight phase even if they did not make a charge move.

1 COMMAND POINT

# NARRATIVE PLAY MISSION

## TIP OF THE SPEAR

Commanders are often found at the head of an important offensive, fighting from the front to ensure the success of the attack. When faced with such a formidable adversary, the enemy must redouble their efforts lest their line be overrun.

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. The attacker must include one Commander in their kill team, and the defender cannot include a Commander.

### THE BATTLEFIELD

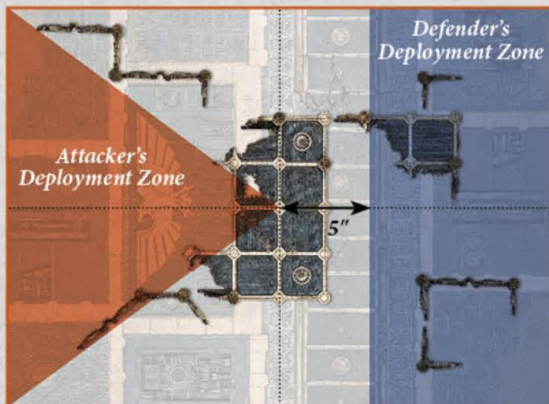
Create the battlefield and set up terrain. An example of how you might do this is shown below.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

The players alternate setting up models, starting with the defender. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the initiative in that battle round rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

### VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, at the end of the game, the attacker scores 3 victory points if their Commander is wholly within the defender's deployment zone, and 1 victory point for each other model from their kill team that is wholly within the defender's deployment zone. The defender scores 3 victory points if the enemy Commander was taken out of action, and 1 victory point for each other enemy model that was taken out of action. The player with the most victory points is the winner. If there is a tie, the attacker wins if their Commander is still on the battlefield, otherwise the defender wins.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Territory. If the defender wins the mission, the attacker loses 1 Morale.

### SPEARTIP STRIKE

#### Attacker Tactic

Use this Tactic at the start of the Fight phase if your Commander made a charge move earlier in the battle round. Add 1 to wound rolls for your Commander's attacks in that phase.

1 COMMAND POINT

### HOLD YOUR GROUND!

#### Defender Tactic

Use this Tactic at the start of the Morale phase. If you do so, friendly models wholly within your deployment zone automatically pass Nerve tests until the end of that phase.

2 COMMAND POINTS

# NARRATIVE PLAY MISSION

## EXTRACTION

If a commander is wounded in battle, it is imperative that a rescue attempt be made before they are finished off, or worse, spirited away and subjected to interrogation, for the knowledge they hold cannot be allowed to fall into the hands of the enemy.

If you are playing a campaign, you can choose to play this mission instead of the Feint mission.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. The attacker must choose one Commander, but this model is free (they do not need to pay points to include them in their kill team).

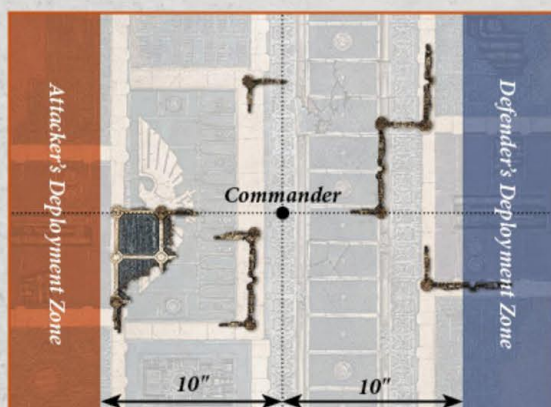


### THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. The attacker then sets up their Commander as close as possible to the centre of the battlefield.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.



### DEPLOYMENT

The players alternate setting up models, starting with the attacker. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill team. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins. The attacker can choose which player has the initiative in the first battle round.

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the attacker rolls. In addition, if the attacker's Commander is out of action at the end of a battle round, the battle ends.

### VICTORY CONDITIONS

If, at the end of the battle, the attacker's Commander has been taken out of action, the defender wins. Otherwise, the attacker wins.

### WALKING WOUNDED

The Commander is badly wounded, so starts the game with one flesh wound and their Move, Attacks, Leadership, Wounds and Strength characteristics are reduced by 1 for the duration of the battle. In addition, the Commander cannot Advance or make charge moves during the battle.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Intelligence. If the defender wins the mission, the attacker loses 1 Intelligence and 1 Morale.

### THROUGH GRITTED TEETH

#### Attacker Tactic

Use this Tactic when it is your turn to move in the Movement phase. Your Commander can Advance or attempt to charge this phase.

1 COMMAND POINT

# NARRATIVE PLAY MISSION

## DUEL OF HONOUR

Almost every form of human and alien life possesses its own warrior culture. As such, it is not unusual to find two enemy commanders advancing out in front of their lines to engage in personal combat, their honour guards either unwilling or forbidden to interrupt until one stands and the other falls.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission.

### THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield will be theirs.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

### DEPLOYMENT

The players set up their Commanders 1/2" apart in the centre of the battlefield, on the side that is nearest their edge of the battlefield (see the example below), and then the first battle round begins. At the end of their turn to move in the Movement phase of the first battle round, each player sets up the remaining models from their kill team wholly within 6" of their edge of the battlefield.



### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the initiative in that battle round rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

### VICTORY CONDITIONS

If, at the end of the battle, a player's Commander has been taken out of action, their opponent scores 3 victory points, or 5 victory points if that Commander was taken out of action by a Commander. Each player scores 1 victory point for each other enemy model taken out of action. The player with the most victory points is the winner. If there is a tie, the Victor (see below) is the winner. If there is a tie and there is no Victor, the result is a draw.

### HONOUR DUEL

Neither Commander can Fall Back in the first battle round. Players cannot target or charge the enemy Commander with any models from their kill team other than their own Commander (for example, a PSYKER that is not a Commander cannot manifest the *Psybolt* psychic power if it would target the enemy Commander), unless their Commander is out of action. If the enemy Commander was taken out of action by an attack made or psychic power manifested by a player's Commander, that player is the Victor, and can use the Trophy Kill Tactic (see below) from that point on, as long as their Commander is not shaken or out of action.

### RESOURCES

In a campaign game, the losing player loses 1 Morale. The winner gains 1 Morale if they are a Victor, but otherwise does not lose or gain Morale. Players that draw do not lose or gain Morale.

### TROPHY KILL

#### Victor Tactic

Use this Tactic at the start of the Morale phase. All friendly models on the battlefield automatically pass Nerve tests.

1 COMMAND POINT

# NARRATIVE PLAY MISSION

## ARMY OF ONE

Whether they are the sole survivor of a crashed transport or they prefer to fight alone, unencumbered by the weight of leadership, a commander will sometimes perform a solo mission. Although they will inevitably be horribly outnumbered, commanders rarely reach such elevated positions by accident...

If you are playing a campaign, you can choose to play this mission instead of the Feint mission.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then the defender chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose, and does not include a Commander. The attacker's kill team is a Commander with the Faction keyword they chose that does not cost more than 100 points (including their wargear and Commander Traits). [The attacker's kill team is treated as being Battle-forged for the purposes of generating Command Points.](#)

### THE BATTLEFIELD

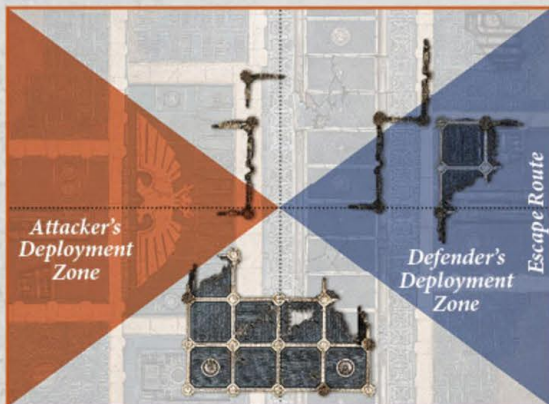
Create the battlefield and set up terrain. An example of how you might do this is shown below. The defender then places one objective marker in their deployment zone. The objective marker must be at least 6" from the edge of the battlefield.

### SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

### DEPLOYMENT

The defender sets up all of their models first, followed by the attacker. A player's models must be set up wholly within their deployment zone. Once the players have set up all of their models, deployment ends and the first battle round begins. The attacker can choose which player has the initiative in the first battle round.



### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the defender rolls. In addition, if the attacker's Commander is out of action at the end of a battle round, or the attacker achieves their mission objective (see below), the battle ends.

### VICTORY CONDITIONS

At the start of the battle, the attacker secretly rolls a D6 (either hide the dice for the duration of the battle or note down the result on a piece of paper), and consults the table below to discover their mission objective.

#### D6 MISSION OBJECTIVE

- 1-2 **Escape:** Move your Commander off the edge of the battlefield labelled 'Escape Route' in the Movement phase. Your Commander can escape in this manner if their move is sufficient to take them wholly over the edge of the battlefield – they are not considered to be out of action.
- 3-4 **Slay the Leader:** Take the enemy Leader out of action.
- 5-6 **Destroy Munitions Cache:** Finish a battle round within 2" of the objective marker.

At the end of the battle, the attacker reveals their mission objective to the defender. If the attacker achieved their mission objective, the attacker wins. Otherwise, the defender wins.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Morale and 1 additional resource, depending on the mission objective: Escape – Territory; Slay the Leader – Intelligence; Destroy Munitions Cache – Materiel. If the defender wins the mission, the attacker loses 1 Intelligence.

### APPLY FIELD DRESSING

#### Attacker Tactic

Use this Tactic at the start of a battle round. Restore 1 wound and remove 1 flesh wound suffered by your Commander.

**1 COMMAND POINT**

# MATCHED PLAY MISSION

## A MEETING OF FATES

Every commander is acutely aware of their own importance to the war effort – and that of the officers who oppose them. Should a chance encounter present them with an opportunity to eliminate one of their adversaries, they must seize it, knowing that should they succeed they will greatly advance their cause.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

Use the Standard Deployment rules (pg 19).

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

### INSPIRING PRESENCE

In this mission, a player's kill team is never considered to be broken whilst their Commander is on the battlefield. However, a player's kill team is automatically broken at the end of the Morale phase in a battle round in which their Commander was taken out of action.

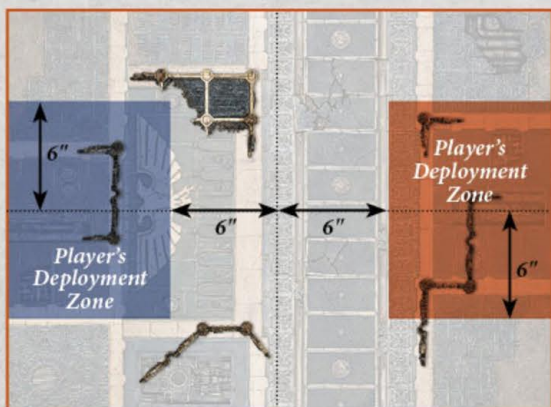


### VICTORY CONDITIONS

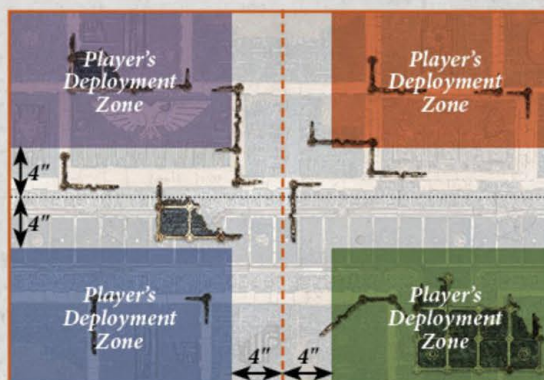
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each enemy Commander taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

### RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Materiel and 1 Intelligence. If players draw they do not lose Materiel or Intelligence.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## COMMS DOWN

Maintaining a reliable communications network can be crucial to the success of any campaign, and comms hubs subsequently form common battlegrounds between those attempting to deliver, intercept or prevent messages from getting through.

If you are playing a campaign, you can choose to play this mission instead of the Recover Intelligence mission.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Then set up one objective marker in the centre of the battlefield to represent a comms array.

### ORDERS RECEIVED

In this mission, each player whose Commander is within 2" of the centre of the objective marker at the start of a battle round gains 1 additional Command Point.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

Use the Standard Deployment rules (pg 19).

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

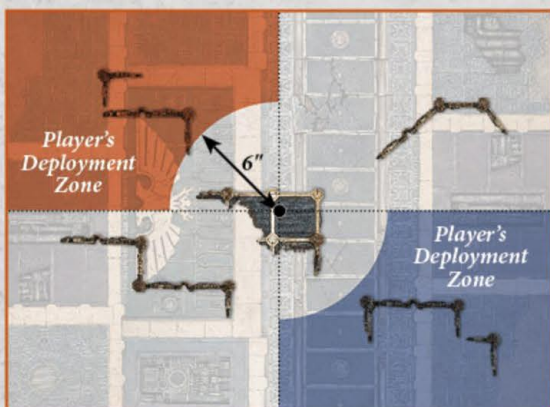


### VICTORY CONDITIONS

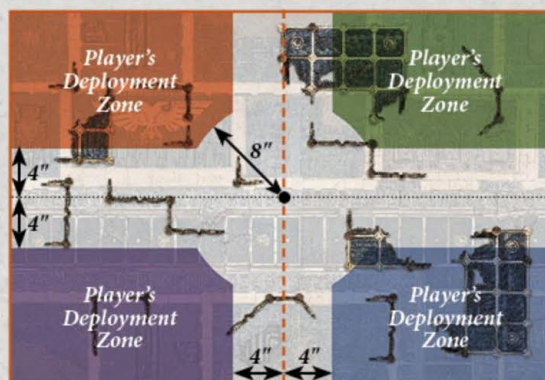
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point at the end of any battle round in which their Commander is within 2" of the centre of the objective marker. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

### RESOURCES

In a campaign game the player(s) that lose the mission each lose 2 Intelligence. If players draw they do not lose Intelligence.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## HOLD THE LINE

Such is the august position that a commander holds that their presence alone can often be enough to turn the tide of a battle. They are commonly deployed, or bravely volunteer, to lead the defence of crucial sectors to ensure that the enemy does not breach their lines.

If you are playing a campaign, you can choose to play this mission instead of the Recover Intelligence mission.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Then set up four objective markers by dividing the battlefield into quarters and placing an objective as close as possible to the centre of each quarter, as shown in the deployment maps below.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

Use the Standard Deployment rules (pg 19).

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

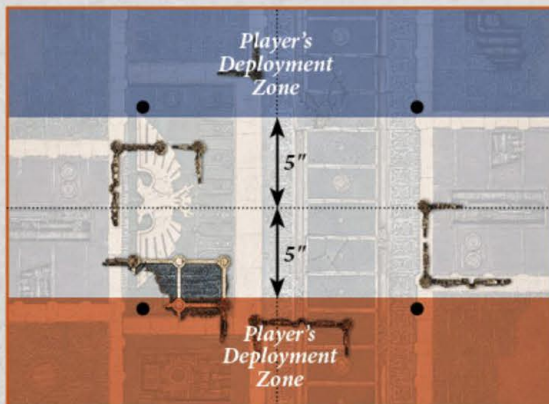
### VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each objective marker that their kill team controls at the end of the battle and 1 victory point for each enemy Commander that was taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

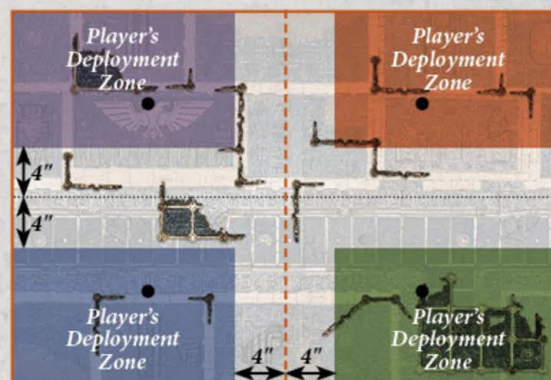


### RESOURCES

In a campaign game the player(s) that lose the mission each lose 2 Territory. If players draw they do not lose Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## EXEMPLARS OF WAR

Whether a Genestealer Patriarch or a Captain of the Adeptus Astartes, a commander has earned their place as a champion of their kind, and may be called on not only to lead from the front but to strike down their foes in personal combat to inspire those that follow them into battle.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

Use the Standard Deployment rules (pg 19).

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

### A GLORIOUS DEED

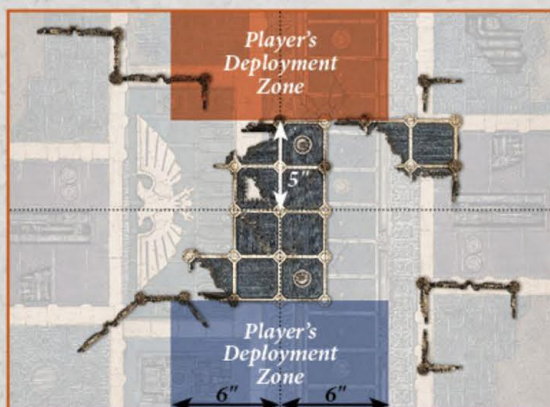
In this mission, if a player's Commander takes an enemy Commander out of action with one of their attacks or psychic powers, that player can use all of their attacks or psychic powers, that player can use all of their Commander's Aura Tactics (if they have any) in the next battle round at no cost in Command Points.

### VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 3 victory points for each enemy Commander taken out of action by an attack made or psychic power manifested by their Commander, 2 victory points for each other enemy specialist taken out of action by an attack made or psychic power manifested by their Commander, and 1 victory point for each other enemy model taken out of action by an attack made or psychic power manifested by their Commander. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

### RESOURCES

In a campaign game the player(s) that lose the mission each lose 1 Morale and the player that wins the mission gains 1 Morale. If players draw they do not lose or gain Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## ALL-OUT ATTACK

Commanders are often found where the fighting is fiercest, leading their warriors to victory. Yet they cannot be everywhere at once, so commanders must rely on those that fight alongside them to do their part, for only together can they hope to strike the enemy hardest.

If you are playing a campaign, you can choose to play this mission instead of the Terror Tactics mission.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

Use the Standard Deployment rules (pg 19).

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

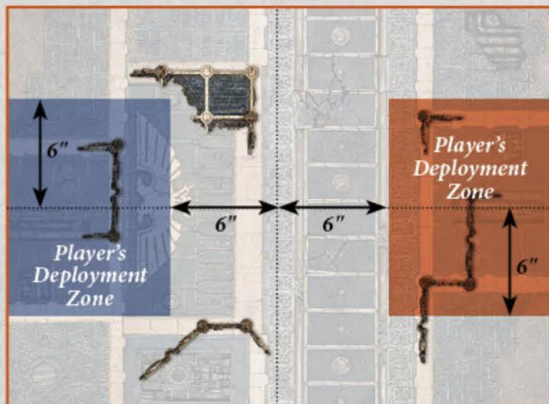
### VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 3 victory points for each enemy Commander taken out of action by one of their models' attacks or psychic powers, 2 victory points for each other enemy specialist taken out of action by one of their models' attacks or psychic powers, and 1 victory point for each other enemy model taken out of action by one of their models' attacks or psychic powers. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

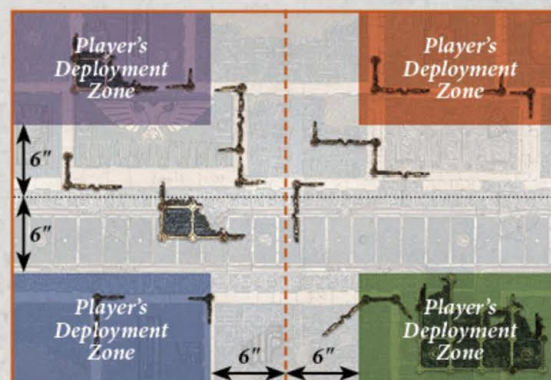


### RESOURCES

In a campaign game the player(s) that lose the mission each lose 1 Materiel and 1 Territory. If players draw they do not lose Materiel or Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION

## RECLAMATION RAID

Many races possess unique, ancient, or highly esoteric technology. Should examples of such archeotech be lost in battle and at risk of falling into the hands of their enemies, a commander will waste no time in leading a sortie to recover it.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.

### THE KILL TEAMS

This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

### THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown below. Set up one objective marker in the centre of the battlefield, and then set up four more; each should be midway between the centre of the battlefield and a corner of the battlefield, as shown in the deployment maps below.

### PRICELESS ARCHEOTECH

In this mission, subtract 1 from Nerve tests made for models that are within 2" of the centre of an objective marker.

### SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

### DEPLOYMENT

Use the Standard Deployment rules (pg 19).

### BATTLE LENGTH

Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

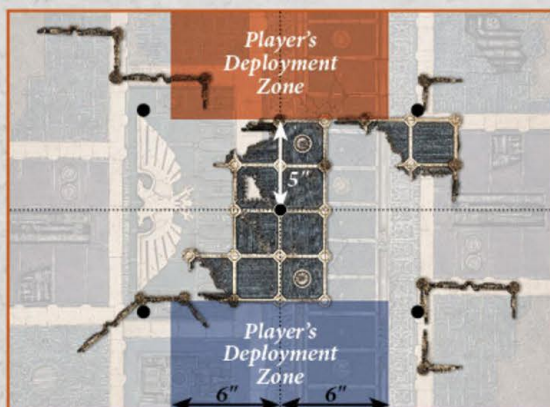


### VICTORY CONDITIONS

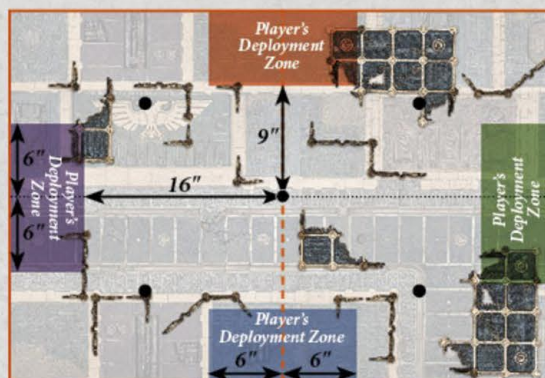
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each objective marker that their kill team controls at the end of the battle. The player with the most victory points is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose.

### RESOURCES

In a campaign game the player(s) that lose the mission each lose 1 Materiel, and the player that wins gains 1 Materiel. If players draw they do not lose or gain Materiel.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

# OPEN PLAY MISSIONS

Kill team operations often take place in ultra-close confines. On these pages you will find three examples of open play missions for playing games of Kill Team in either Killzone: The Truehawk or Killzone: Ministorum Shrine. You will also find a few ideas below for other exciting open play games of Kill Team.

- An abandoned shuttle has been found drifting amidst an asteroid field. Board the ship and retrieve whatever intelligence is kept within its databanks.
- Intruders have hidden a bomb aboard the *Truehawk*. You must eliminate the rearguard, find the bomb and disable it before it can go off.
- Forced to abandon the ship, the crew have engaged their shuttle's self-destruct sequence. The boarders must eliminate the remaining crew and fight their way to the bridge to deactivate the sequence before it is too late.
- There is a stowaway aboard the *Truehawk*, a potential saboteur who is using the ducts and crawl-ways to evade detection. The crew must repair the damage already caused and locate the intruder before they disable the shuttle's shields and leave the *Truehawk* vulnerable to attack.
- A Chaos cult has defiled an Ecclesiarchal shrine and is using it to perform a daemonic summoning ritual. There is no time to muster more forces, and the small scouting force sent to investigate must act now if they are to stop the ritual in time.
- A key enemy building must be destroyed, but its walls are heavily armoured and impervious to bombardments. A small team must therefore infiltrate past the building's sentries and plant explosives on the main power conduit to cause a chain reaction that will raze the structure.
- The Ministorum Shrine is besieged, but whilst its adamantium entrance doors remain closed, the enemy are kept at bay. However, a kill team is attempting to sneak in through the crypt below and activate all the control panels to override the lockout, open the doors and let their forces inside.

## OPEN PLAY MISSION ASSAULT THE BRIDGE

Often the quickest way to capture an enemy craft is to teleport aboard a ship and assault the bridge. However, it is also one of the most bloody and difficult ways, for shuttle bridges are heavily defended.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner chooses). If both players agree, you can play this as a Commanders mission, in which case each kill team must include one Commander.

### THE BATTLEFIELD

This mission is played in Killzone: The Truehawk. Set up terrain as shown on pages 24-25.

### DEPLOYMENT

The defender sets up their models first. All of their models must be set up on the bridge of the Truehawk. The attacker then sets

up their models, one at a time, by rolling a D6 and consulting the following chart to determine where they have teleported to:

#### D6 Location

- 1-3 Set up this model anywhere in the Truehawk's enginarium.
- 4-5 Set up this model anywhere in the Truehawk's enginarium, or anywhere in either of the two rooms on either the port or starboard side of the Truehawk.
- 6 Set up this model anywhere in the Truehawk other than the bridge.

### BATTLE LENGTH

The battle ends at the end of battle round 5.

### VICTORY CONDITIONS

At the end of the battle, the attacker receives 2 victory points for each of their models that is on the bridge of the Truehawk (shaken models do not count). The defender receives 1 victory point for each enemy model taken out of action by one of their model's attacks or psychic powers. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

## OPEN PLAY MISSION

# THEY CAME FROM BELOW

What seems at first a safe refuge – a place where a kill team can take a quick respite – can quickly turn into a desperate fight for survival when such a resting place sits atop a crypt filled with a horde of foes.

### THE KILL TEAMS

This is mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner chooses). If both players agree, you can play this as a Commanders mission, in which case each kill team must include one Commander.

### THE BATTLEFIELD

This mission is played in Killzone: Ministorum Shrine. Set up terrain as shown on pages 26-27.

### DEPLOYMENT

The defender sets up their models first. All of their models must be set up within 6" of the centre of the

battlefield. The attacker then sets up their models. They must be set up anywhere that is wholly within 3" of a crypt access trapdoor, but a second model cannot be placed within 3" of the same trapdoor until all have at least one model within 3". Similarly, you cannot place a third model within 3" of the same trapdoor until all have two models within 3", and so on.

### THE ENDLESS HORDE

In this battle, each time an Injury roll is made for one of the attacker's models, it is automatically an 'out of action' result – do not roll any dice. However, the attacker can, at the end of each Movement phase,

take any models from their kill team that are out of action and set them up again anywhere that is wholly within 3" of a crypt access trapdoor and more than 1" from any enemy models.

### BATTLE LENGTH

The battle ends at the end of battle round 6, or at the end of any battle round in which all the defender's models are out of action.

### VICTORY CONDITIONS

At the end of the battle, the defender wins if at least one of their models is on the battlefield. Any other result is a win for the attacker.

## OPEN PLAY MISSION

# FREE PRISONERS

A kill team has been sent to rescue prisoners from an enemy stronghold. The captors must ensure their 'guests' do not escape, but neither can they be killed before they have been fully interrogated.

### THE KILL TEAMS

This is mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner chooses). If both players agree, you can play this as a Commanders mission, in which case each kill team must include one Commander. The attacker must select one specialist or two other models from their kill team to be prisoners.

### THE BATTLEFIELD

This mission can be played in Killzone: The Truehawk or Killzone: Ministorum Shrine. Set up terrain as shown either on pages 24-25 or pages 26-27.

### DEPLOYMENT (TRUEHAWK)

First, the attacker sets up their prisoner(s) in one of the rooms adjacent to the bridge. All of their other models must be set up in the enginarium. The defender then sets up their models anywhere that is more than 6" from any enemy models.

### DEPLOYMENT (SHRINE)

First, the attacker sets up their prisoner(s) in the confession chamber. All of their other models must be set up wholly within 6" of the main shrine entrance door. The defender then sets up their models anywhere that is more than 6" from any enemy models.

### PRISONERS

In this mission, prisoners are armed only with a close combat weapon. Until a friendly model moves within 1" of them, they are shaken and cannot be targeted or affected by attacks or psychic powers.

### BATTLE LENGTH

The battle ends at the end of battle round 8.

### VICTORY CONDITIONS

At the end of the battle, the attacker wins if all the prisoners are within 2" of an escape pod (if on the Truehawk), or within 2" of the entrance door (if in the Ministorum Shrine). Any other result is a win for the defender.

# NARRATIVE PLAY MISSION

## SABOTAGE THE SHUTTLE

A kill team has managed to stow away aboard an enemy command shuttle, intent on destroying it or else forcing it to land. The defending commander and their crew must repel the intruders swiftly and protect their vessel, before the foe can cause catastrophic damage to their craft's systems.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.

### THE KILL TEAMS

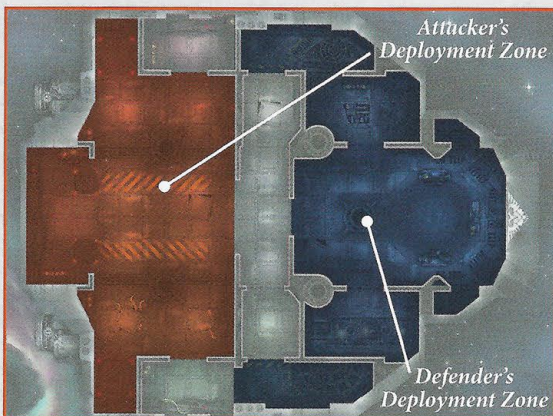
This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. Each kill team can cost up to 150 points, and must include one Commander.

### THE BATTLEFIELD

This mission is played in Killzone: The Truehawk. Set up terrain as shown on page 24-25. In this mission the four control panels and the two engine coolant stations are all objective markers.

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker rolls a D6. This

time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

At the end of the game, each objective marker is worth 2 victory points to the player who controls it. In addition, the attacker scores 1 victory point for each objective marker they have destroyed (see below). The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Materiel. If the defender wins the mission, the attacker loses 1 Intelligence.

### DESTROY VITAL SYSTEMS

#### Attacker Tactic

Use this Tactic at the end of a battle round. If you spent 1 Command Point, choose a control panel objective marker you control, and if you spent 2 Command Points, choose an engine coolant station objective marker you control. In either case, you destroy that objective marker – remove it from the battlefield. You can only use this Tactic once per battle round.

1/2 COMMAND POINTS

### PROTECT THE SHIP

#### Defender Tactic

Use this Tactic at the start of a battle round. Until the start of the next battle round, objective markers may not be destroyed whilst within 2" of any of your models.

2 COMMAND POINTS

# NARRATIVE PLAY MISSION

## ABANDON SHIP

An enemy kill team has succeeded in inflicting fatal damage to the shuttle's engines. A crash is imminent, and the defenders must get their champions to the escape pods as soon as possible to ensure their survival. However, the enemy have sworn to prevent their quarry escaping, no matter the cost.

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission.

### THE KILL TEAMS

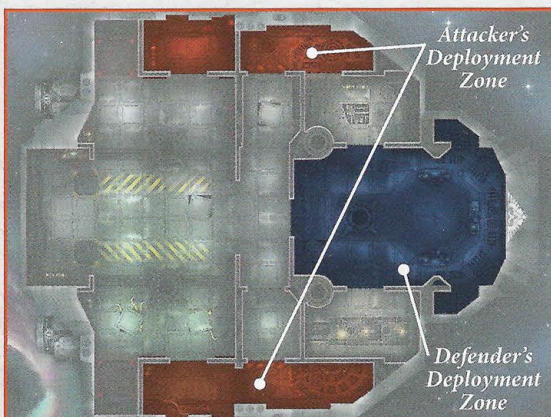
This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. Each kill team can cost up to 150 points, and must include one Commander.

### THE BATTLEFIELD

This mission is played in Killzone: The Truehawk. Set up terrain as shown on page 24-25.

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. The Defender must set up their Commander as their first model, within 1" of a command chair. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

The game immediately ends if the defender's Commander or all of the defender's other specialists are taken out of action, or if the defender's Commander and at least one other specialist have escaped (see opposite). Otherwise, at the end of battle round 4, the attacker rolls

a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

If, at the end of the battle, the defending player's Commander and at least one other specialist escaped, the defender wins. Otherwise, the attacker wins.

### ESCAPE

A model in the defender's kill team can escape in the Movement phase, if that model ends a normal move within 2" of an escape pod and there are no enemy models – other than shaken models – within 2" of that pod. When a model escapes, remove them and that pod from the battlefield; that model is not out of action, but takes no further part in the mission.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Morale. If the defender wins the mission, the attacker loses 1 Materiel.

### YOU'RE GOING NOWHERE

#### Attacker Tactic

Use this Tactic at the start of the Movement phase. Choose a model from your kill team that is not shaken. Enemy models within 1" of this model cannot Fall Back in this phase.

2 COMMAND POINTS

### EMERGENCY LAUNCH

#### Defender Tactic

Use this Tactic at the end of the Movement phase. Choose a model from your kill team that is within 2" of an escape pod and roll a D6. On a 5+ that model escapes in that escape pod, even if there are enemy models within 2" of that escape pod.

1 COMMAND POINT

# NARRATIVE PLAY MISSION

## RECOVER AND RESCUE

A commander's escape pod has crash-landed inside a building, but the doors have jammed and trapped the pod's occupant. A kill team has been sent to rescue the commander, but they must hurry, for an enemy kill team has already converged on the pod, and their commander is not far behind them.

If you are playing a campaign, you can choose to play this mission instead of the Feint mission.

### THE KILL TEAMS

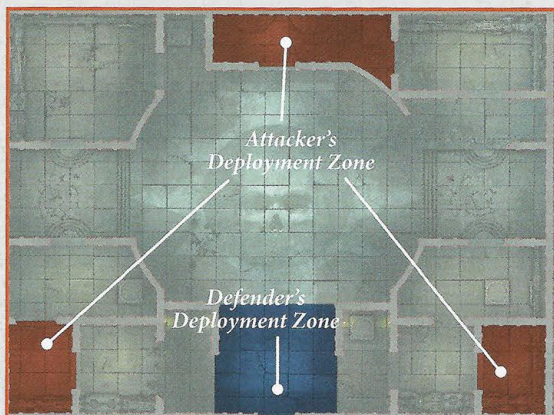
This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. Each kill team can cost up to 150 points, and must include one Commander.

### THE BATTLEFIELD

This mission is played in Killzone: Ministorum Shrine. Set up terrain as shown on pages 26-27.

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. Neither player's Commander starts the battle on the battlefield (they are not considered to be out of action before they are set up). If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

If the defender's Commander is taken out of action, the battle ends immediately. Otherwise, at the end of battle round 6, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 7, the attacker rolls a D6. This time the battle

continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 8.

### FREE THE COMMANDER

Once per battle, the defender can open an escape pod if a model from their kill team ends a normal move in the Movement phase within 1" of it. When an escape pod is opened, set up your Commander as close to that escape pod as possible and more than 1" from any enemy models (they can do nothing else this phase).

### VICTORY CONDITIONS

At the end of the game, the defender wins if their Commander is on the battlefield and wholly within the defender's deployment zone. Any other result is a win for the attacker.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Intelligence. If the defender wins the mission, the attacker loses 1 Territory.

### DELAYED BUT DEVIOUS

#### Attacker Tactic

Use this Tactic at the end of the Movement phase if your Commander has not yet been set up. Roll a D6 and add the current battle round number to the result. On a 7+, set up your Commander on any crypt access point (they can do nothing else this phase).

1 COMMAND POINT

### FREE YOURSELF

#### Defender Tactic

Use this Tactic at the end of the Movement phase if your Commander has not yet been set up. Roll a D6. On a 6, choose an escape pod and set up your Commander as close as possible to it and more than 1" from any enemy models (your Commander can do nothing else this phase).

1 COMMAND POINT

# NARRATIVE PLAY MISSION

## DEFIANCE OR DEATH

A kill team has surrounded a high-profile target, who even now is mustering their troops in a desperate defence. If this commander falls, the defenders will have no choice but to abandon the stronghold, but if they stand firm despite their predicament and prevails, they will have won a famous victory.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission.

### THE KILL TEAMS

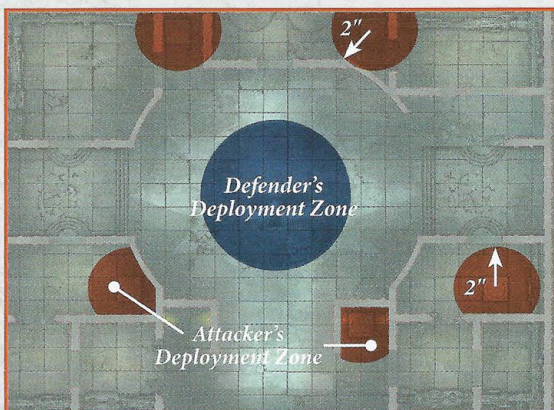
This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. Each kill team can cost up to 150 points, and must include one Commander.

### THE BATTLEFIELD

This mission is played in Killzone: Ministorum Shrine. Set up terrain as shown on pages 26-27.

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone (in this mission, the Attacker has several deployment zones, made up of the areas that are within 2" of the centre of each crypt access point). If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

If the defender's Commander is taken out of action, the game ends immediately. Otherwise, at the end of battle round 5, the attacker rolls a D6. The battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

If, at the end of the game, the defender's Commander has been taken out of action, or the defender's Commander is not wholly within the defender's deployment zone, the attacker wins. Otherwise, the defender wins.

### RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Territory. If the defender wins the mission, the attacker loses 1 Morale.



### CUT OFF THE HEAD

#### Attacker Tactic

Use this Tactic at the start of the Shooting phase or Fight phase. For the rest of the phase, you can re-roll wound rolls of 1 for attacks that target an enemy Commander.

1 COMMAND POINT

### STAYING LOW

#### Defender Tactic

Use this Tactic at the start of the Shooting phase. For the rest of that phase, enemy models cannot target your Commander unless your Commander is the closest enemy model.

2 COMMAND POINTS

# MATCHED PLAY MISSION

## HEIST

An abandoned shuttle has been detected passing through the system. Such craft often contain valuable cargo that could prove critical for the war effort. Kill teams have been transported to the shuttle to search for and recover any supplies, bringing them back to the teleport site for retrieval before the foe can.

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission.

### THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. If both players agree, you can play this as a Commanders mission, in which case each kill team can cost up to 150 points, and must include one Commander.

### THE BATTLEFIELD

This mission is played in Killzone: The Truehawk. Set up terrain as shown on pages 24-25, but do not set up the storage chests. The players roll off; the player who wins chooses one deployment zone, and their opponent has the other. Then, starting with the player who won the roll-off, the players alternate placing the storage chests anywhere on the battlefield that is at least 5" from either deployment zone or from any other storage chest (ignore walls when measuring this distance when setting them up). Each storage chest is an objective marker.

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

At the end of battle round 4, the player who chose their deployment zone rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player who chose their deployment zone rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.



### VICTORY CONDITIONS

At the end of the game, each objective marker is worth 3 victory points to the player who controls it. If an objective marker is in a player's deployment zone at the end of the game, that player controls it, irrespective of what models are within 2" of it. The player with the most victory points is the winner. If the players have the same number of victory points, the player who had the lower Force is the winner – if there is still a tie, the battle is a draw.

### SECURE CARGO

An **INFANTRY** model that began the Movement phase within 1" of a storage chest can drag a single storage chest as part of their normal move. If it does so, the model moving the chest can move no more than 6" this phase, but you can also move the storage chest as if it were a friendly model (it is also moved up to 6", cannot be moved within 1" of any enemy models, and must end its move within 1" of the model dragging it). A model cannot drag a storage chest if any enemy models (other than shaken models) are within 1" of the same storage chest at the start of the Movement phase. If a storage chest occupies an open doorway, that door cannot be closed.

### RESOURCES

In a campaign game, the player who lost the mission loses 2 Materiel. If players draw they do not lose Materiel.

# MATCHED PLAY MISSION

## SHUTTLEJACKERS

A long-lost shuttle has been found drifting amidst an asteroid field. Though stripped of its cargo, the craft might provide vital intelligence if its machine spirit can be forced to comply. Your kill team has been tasked with securing the craft and inloading new fidelity codes to control the ship's stubborn cogitators.

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission.

### THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. If both players agree, you can play this as a Commanders mission, in which case each kill team can cost up to 150 points, and must include one Commander.

### THE BATTLEFIELD

This mission is played in Killzone: The Truehawk. Set up terrain as shown on pages 24-25. The players roll off; the player who wins chooses one deployment zone, and their opponent has the other. In this mission, the control panels are objective markers.

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



### BATTLE LENGTH

At the end of battle round 4, the player who chose their deployment zone rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player who chose their deployment zone rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

Each player scores victory points for each objective marker their kill team controls at the end of each battle round (keep a score from battle round to battle round). A player scores 3 victory points for controlling the objective marker on the bridge of the Truehawk, and 2 victory points for each of the other objective markers they control. The player with the most victory points is the winner. If the players have the same number of victory points, the player who had the lower Force is the winner – if there is still a tie, the battle is a draw.

### COMMAND CODES REQUIRED

Only Leaders, Commanders and Comms Specialists can control the objective marker on the bridge of the Truehawk (ignore all other models when determining which player controls this objective marker).

### RESOURCES

In a campaign game (see page 56) the player who lost the mission loses 2 Intelligence. If players draw, they do not lose Intelligence.

### ENGINARIUM COGITATOR

#### Level 1 Comms Tactic

Use this Tactic at the end of the battle round if a Comms specialist from your kill team that is not shaken is within 2" of the control panel objective marker in the enginarium monitor room and you control that objective marker. Score 1 bonus victory point this battle round. You can only use this tactic once per battle round.

1 COMMAND POINT

# MATCHED PLAY MISSION

## RETRIEVE THE RELIC

Two kill teams are seeking to locate a priceless holy relic in an ancient Ecclesiarchal shrine, either to secure and safeguard it for the benefit of their own troops, or else to steal and desecrate it, and thereby inflict a shattering blow to the morale of the enemy army.

If you are playing a campaign, you can choose to play this mission instead of the Feint mission.

### THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. If both players agree, you can play this as a Commanders mission, in which case each kill team can cost up to 150 points, and must include one Commander.

### THE BATTLEFIELD

This mission is played in Killzone: Ministorum Shrine. Set up terrain as shown on pages 26-27, but do not set up the storage chests. The players roll off; the player who won places the storage chests anywhere on the battlefield. Each must be at least 5" from any other (ignore walls when measuring this distance setting them up). The storage chests are objective markers, and one chest contains a relic (see right). Then, the player who lost the roll-off chooses one deployment zone (their opponent has the other).

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

At the end of battle round 4, the player who chose their deployment zone rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player who chose their deployment zone rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

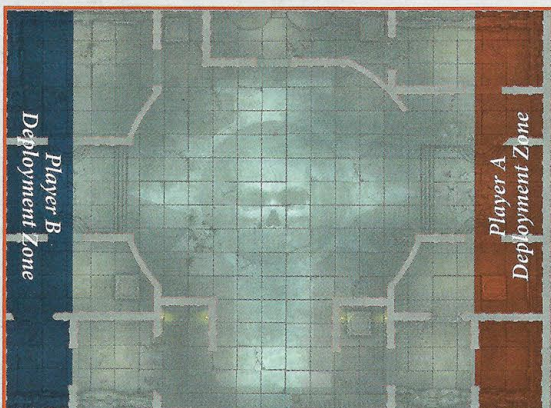
At the end of the game, the player who controls the objective marker that contains the relic wins. If neither player controls that objective marker, or if the storage chest containing the Relic has not yet been identified, the player who had the lower Force is the winner – if there is still a tie, the battle is a draw.

### SEARCH CHEST

An **INFANTRY** model that ends the Movement phase within 1" of a storage chest can search it. A model cannot search a storage chest if it is shaken or Readied or if it advanced or made a charge attempt, or if any enemy models (other than shaken models) are within 2" of the same storage chest. Each storage chest can only be searched once. When a storage chest is searched, the searching player rolls a D6 and adds 2 to the result for each other storage chest that has already been searched (this cannot be re-rolled for any reason): on a 6+ the Relic is found within that storage chest (if two storage chests have been searched, when the third storage chest is searched the Relic is automatically found within it). Once the Relic is found, models cannot search storage chests.

### RESOURCES

In a campaign game the player who lost the mission loses 2 Morale. If players draw they do not lose Morale.



# MATCHED PLAY MISSION

## CONSECRATE WITH BLOOD

An Adeptus Ministorum shrine stands intact in the middle of a contested city. If it can be captured by a forward Kill Team it would serve as an ideal staging post for the next phase of the war. However, such a stronghold is also coveted by the enemy, and blood is certain to be spilled if the site is to be secured.

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission.

### THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. If both players agree, you can play this as a Commanders mission, in which case each kill team can cost up to 150 points, and must include one Commander.

### THE BATTLEFIELD

This mission is played in Killzone: Ministorum Shrine. Set up terrain as shown on pages 26-27.

### DEPLOYMENT

The players roll off, and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zones. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players

have set up all their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

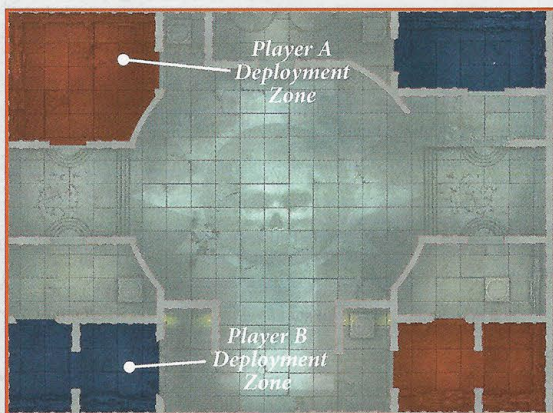
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the player who chose their deployment zone rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player who chose their deployment zone rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 3 victory points for each enemy Commander taken out of action, 2 victory points for each enemy Leader taken out of action, and 1 victory point for each other enemy model taken out of action. The player with the most victory points is the winner. If the players have the same number of victory points, the player who had the lower Force is the winner (if there is still a tie, the battle is then a draw).

### RESOURCES

In a campaign game, the player who lost the mission loses 2 Territory. If players draw, they do not lose Territory.



# COMPETITIVE PLAY MISSION

## INTERLOPERS

The security of a high-tech facility has been compromised. Dispatched to drive the enemy from the building's engine rooms, a rapid-response force engages the intruders, and a fierce conflict ensues as the two groups of warriors vie for control of the area.

### THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Generatorium. Create the battlefield and set up terrain exactly as shown on pages 8-9. Then set up four objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Take and Hold:** At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition in this mission.

### ARENA OBJECTIVES

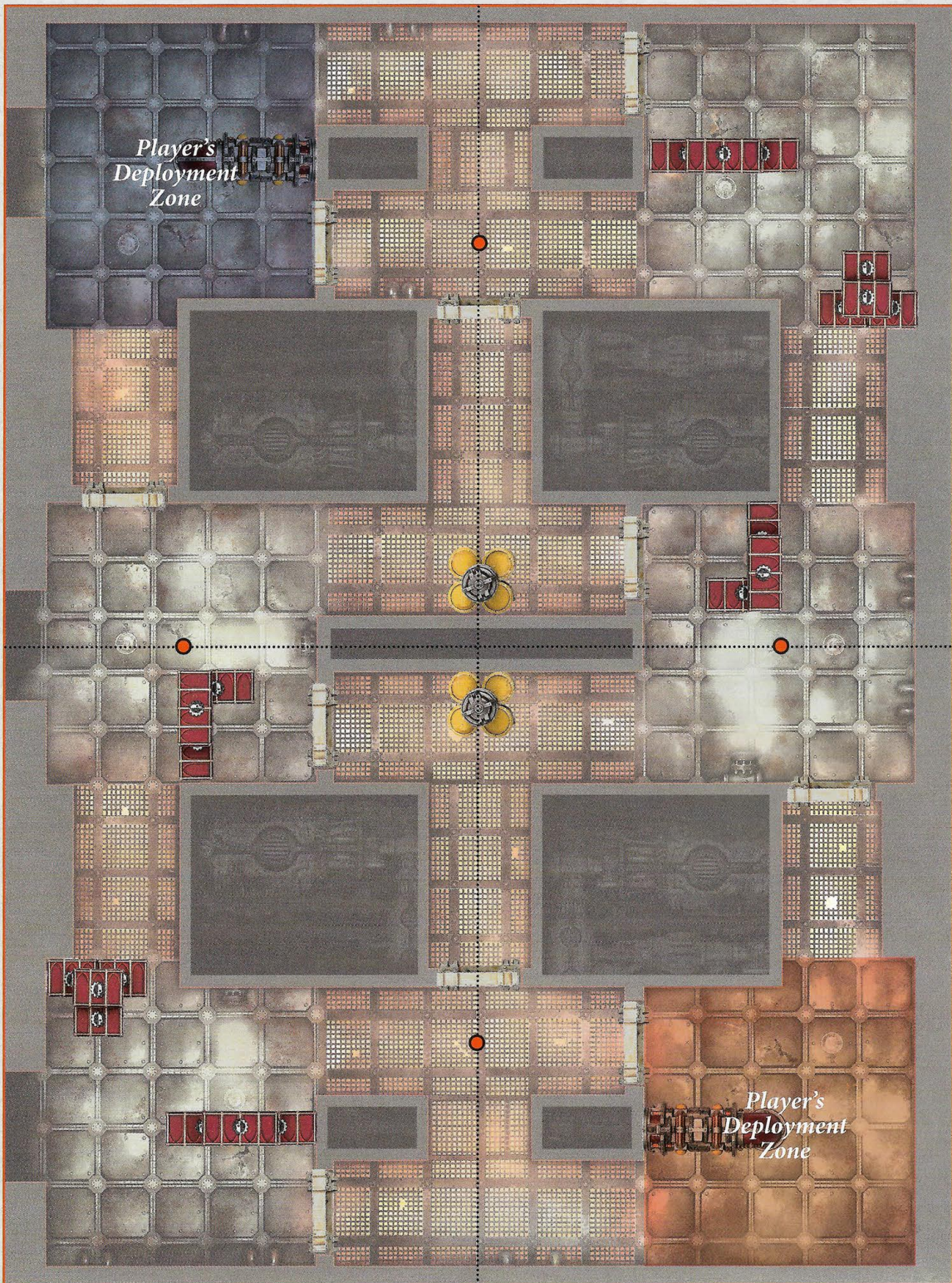
The Arena Objectives available in this mission are:

#### **Cut Apart, Death From Afar, Domination, Engage On All Fronts, Scout the Field**

**Activate Engines:** At the beginning of the Movement phase, if you control one or more objective markers, you can choose a model from your kill team (other than a shaken model) that is within 1" of an objective marker you control and not within 1" of an enemy model. If you do so, you score 1 victory point. This model cannot be chosen to move, React, manifest psychic powers or shoot in this battle round, and can only be chosen to fight in the Fight phase if it is charged in this battle round.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





# COMPETITIVE PLAY MISSION

## HOLD THE TERMINALS

Seeking to destroy an enemy facility's reactor, a kill team moves to secure a number of key terminals. Realising the nature of their plan, the foe sends combatants to put an end to the nefarious plot – if they fail, the overload could level the entire structure.

### THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Generatorium. Create the battlefield and set up terrain exactly as shown on pages 8-9.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Terminal Corridors:** At the end of the battle round, a player scores 1 victory point if they control any Terminal Corridors (see the map opposite), or 3 victory points if they control more Terminal Corridors than their opponent. A player controls a Terminal Corridor if the total Wounds characteristic of models from their kill team that are wholly within that Terminal Corridor is higher than the total Wounds characteristic of enemy models wholly within that Terminal Corridor. A player cannot score more than 9 victory points for this victory condition in this mission.

### ARENA OBJECTIVES

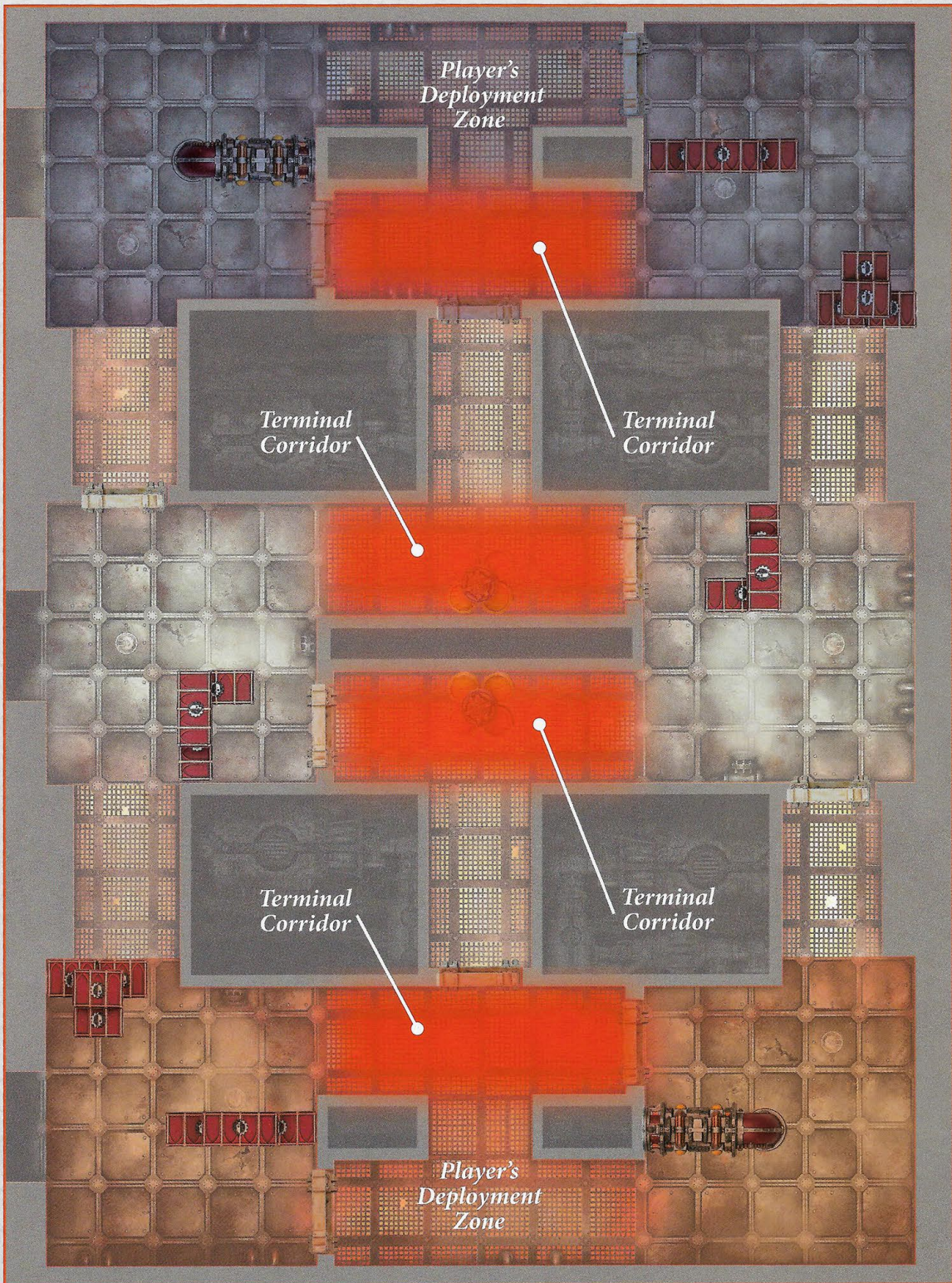
The Arena Objectives available in this mission are:

**Attrition, Cut Off the Head, High-Profile Targets, Proximity Alert, Scout the Field**

**Vent Reactor:** At the end of the battle round, score 1 victory point if there are any specialists from your kill team (other than shaken models) wholly within any Terminal Corridors that you control.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whoever controls more Terminal Corridors at the end of the battle is the winner. If there is still a tie, the game is a draw.





# COMPETITIVE PLAY MISSION

## CLAIM THE CATACOMBS

A territorial battle between reconnaissance forces has begun in the dank catacombs beneath an Ecclesiarchy building. Both look to secure the key intersections of the underground structure, driving their enemy back tunnel by tunnel until they are expelled entirely.

### THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Catacombs. Create the battlefield and set up terrain exactly as shown on pages 10-11. Then set up five objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Take and Hold:** At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition in this mission.

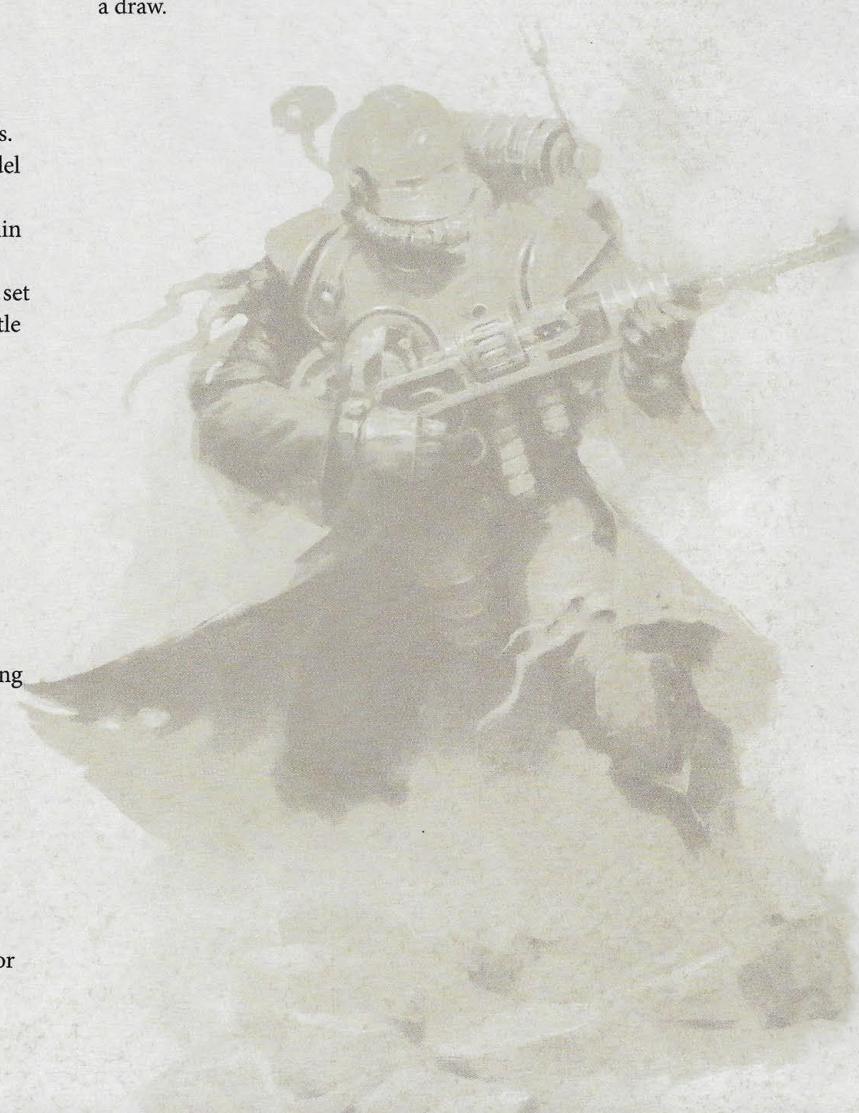
### ARENA OBJECTIVES

The Arena Objectives available in this mission are:

**Attrition, Bounty Hunters, Domination, Recon Sweep, Thin Their Ranks**

**Contained:** At the end of the battle round, score 1 victory point if you control the two objective markers closest to the battlefield edges.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





# COMPETITIVE PLAY MISSION

## HIDDEN VAULT

Energy signatures suggest there is an incredible power source in a vault deep within a series of underground tunnels. A structural analysis has revealed a concealed entrance to this vault, and a kill team has been despatched to secure the area – but their enemies have similar plans.

### THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Catacombs. Create the battlefield and set up terrain exactly as shown on pages 10-11. Then set up four objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Vault Entrance:** At the end of the battle round, a player scores 1 victory point if they control any objective markers, and 2 additional victory points if they control both of the objective markers closest to the Entrance Room (see opposite). A player cannot score more than 9 victory points for this victory condition in this mission.

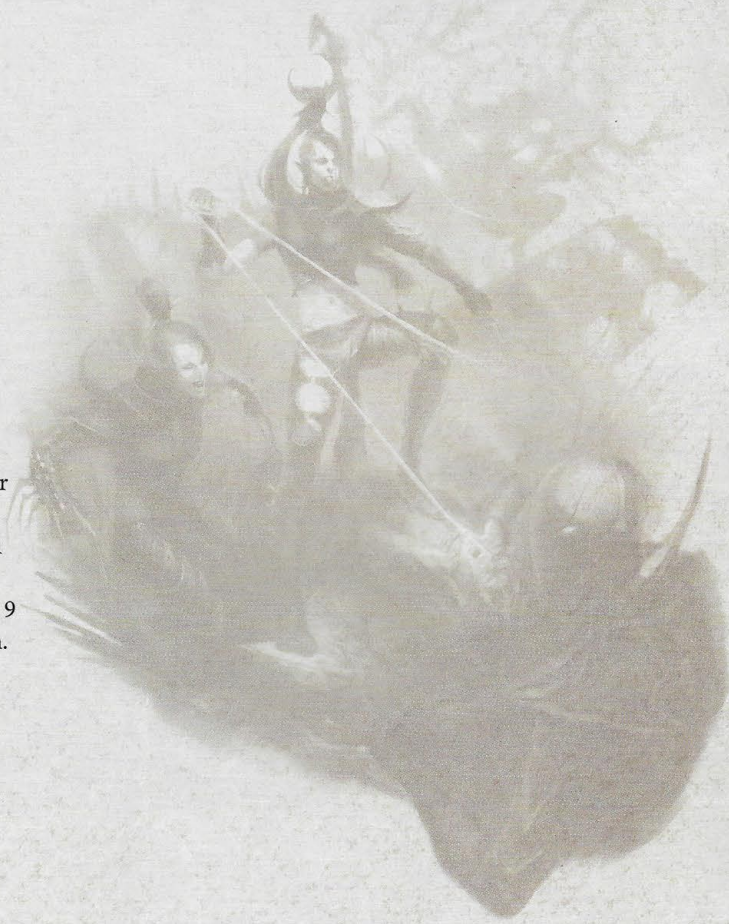
### ARENA OBJECTIVES

The Arena Objectives available in this mission are:

**Cut Off the Head, Domination, Engage On All Fronts, High-Profile Targets, Proximity Alert**

**Jam Signal:** At the end of the battle round, score 1 victory point if you control the objective marker closest to your opponent's deployment zone, and a specialist from your kill team (other than a shaken model) is within 2" of that objective marker.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, and one player controls the two objective markers closest to the Entrance Room at the end of the battle, that player is the winner. If there is still a tie, the game is a draw.





# COMPETITIVE PLAY MISSION

## SECURE THE DELIVERY SITES

An armorium that is due to receive a large delivery of munitions by servo-drones has been assaulted by an enemy force intent on stealing the supplies. A nearby kill team has been redirected to intercept them and ensure the ammunition is received by its rightful owners.

### THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Armorium Stockpile. Create the battlefield and set up terrain exactly as shown on pages 12-13. Then set up six objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Take and Hold:** At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player may not score more than 9 victory points for this victory condition in this mission.

### ARENA OBJECTIVES

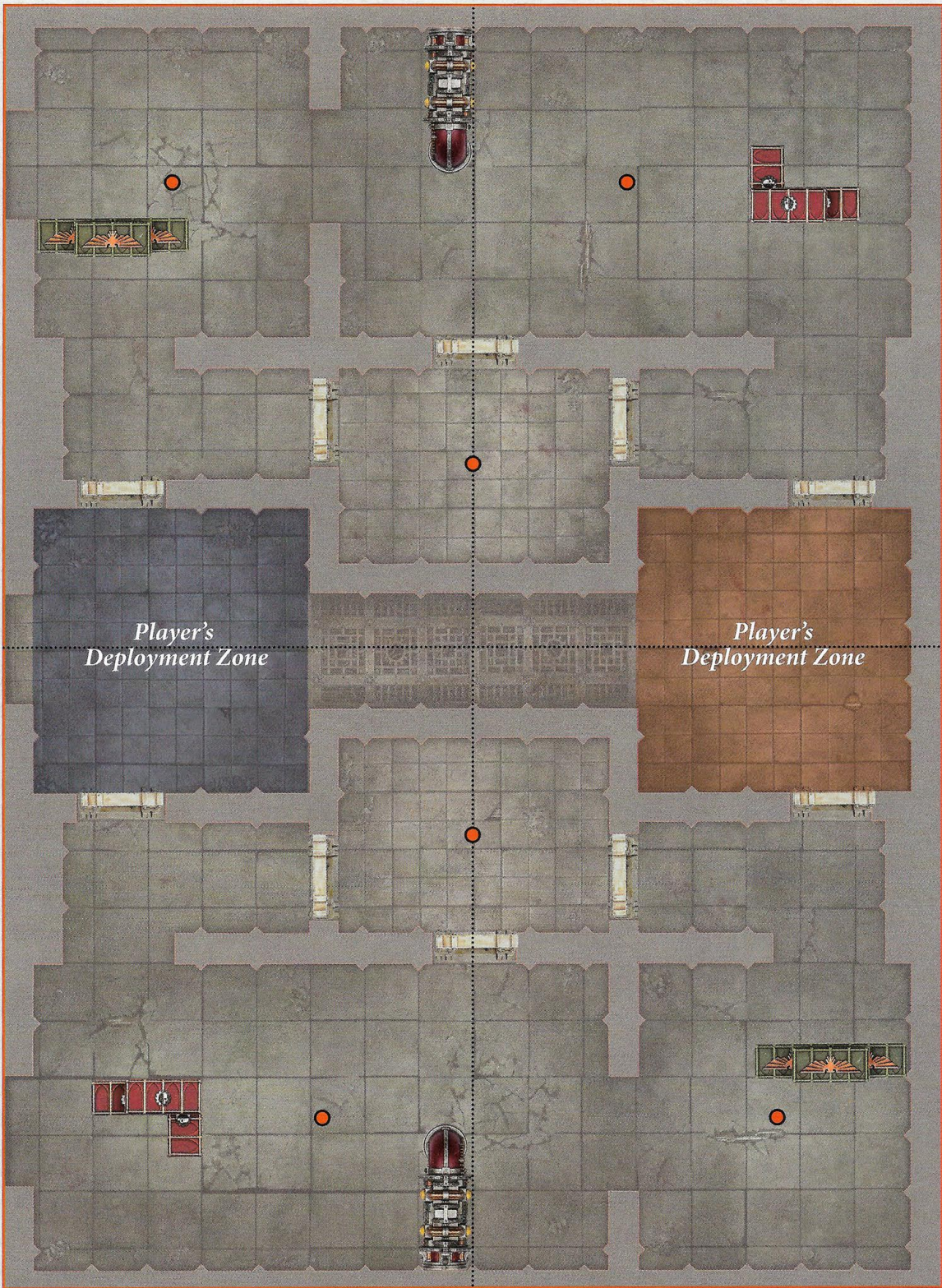
The Arena Objectives available in this mission are:

**Death From Afar, Engage On All Fronts, Recon Sweep, Scout the Field, Thin Their Ranks**

**Divert Drones:** At the end of the battle round, score 1 victory point if you control the two objective markers closest to the centre of the battlefield.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





# COMPETITIVE PLAY MISSION

## DESPERATE DESTRUCTION

As one kill team deploys to sabotage an enemy's armoury by planting explosives in the ammunition stockpile at the facility's heart, another moves to stop them from reaching their goal. Before long the building echoes with the sounds of frenzied battle.

### THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Armorium Stockpile. Create the battlefield and set up terrain exactly as shown on pages 12-13. Then set up four objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Access to the Hatch:** At the end of the battle round, a player scores 1 victory point if they control any objective markers, or 2 victory points if they control the two objective markers closest to their opponent's deployment zone. In addition, they score 1 victory point if they control the Stockpile Hatch (see the map opposite). A player controls the Stockpile Hatch if the total Wounds characteristic of models from their kill team that are wholly within the Stockpile Hatch is higher than the total Wounds characteristic of enemy models wholly within the Stockpile Hatch. A player cannot score more than 9 victory points for this victory condition in this mission.

### ARENA OBJECTIVES

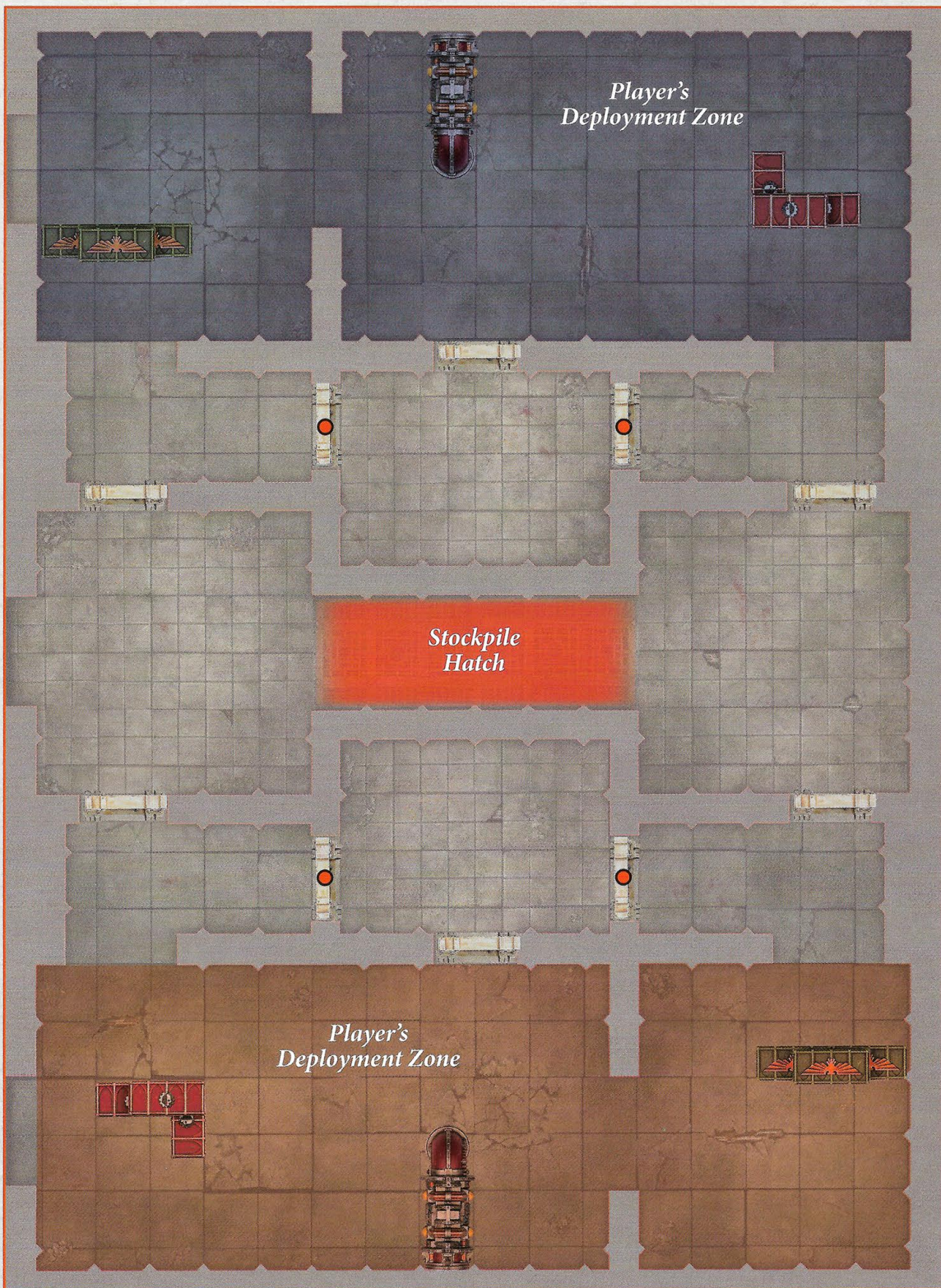
The Arena Objectives available in this mission are:

**Cut Apart, Cut Off the Head, Engage On All Fronts, Proximity Alert, Thin Their Ranks**

**Headlong Charge:** At the end of the Movement phase, score 1 victory point if two or more models from your kill team charged in that phase.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, and one player controls the Stockpile Hatch at the end of the battle, that player is the winner. If there is still a tie, the game is a draw.





# COMPETITIVE PLAY MISSION

## FORGOTTEN DATA

During their rapid withdrawal from a war zone, an army left behind valuable intel relating to the wider conflict. Knowing that their foe's forces are doubtless en route to the abandoned barracks in which this data is stored, they send a kill team to destroy the intel before it can be used against them.

### THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Garrison Vault. Create the battlefield and set up terrain exactly as shown on pages 14-15. Then set up four objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Take and Hold:** At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition in this mission.

### ARENA OBJECTIVES

The Arena Objectives available in this mission are:

**Attrition, Bounty Hunters, Death From Afar, Domination, Scout the Field**

**Data Recovery:** At the end of the mission, score 3 victory points if there is at least one objective marker that you have controlled at the end of every battle round.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





# COMPETITIVE PLAY MISSION

## CODEBREAKERS

Operating on freshly acquired intelligence, a kill team infiltrates a barracks with the intention of claiming the codebreaking devices in the possession of its occupants. The defenders will not give them up easily, however – the decrypting tools will have to be wrested from their cold, dead hands.

### THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Garrison Vault. Create the battlefield and set up terrain exactly as shown on pages 14-15. Then set up four objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Codebreakers:** In this mission, each objective marker is 'tagged' by one player or the other. At the start of the mission, each player has tagged the two objective markers closest to their deployment zone. At the end of the battle round, each player tags the objective markers they control. Objective markers that are not controlled remain tagged for the same player. At the end of the battle round, after any objective markers have been tagged, a player scores 1 victory point if they have two tagged objective markers, or 3 victory points if they have three or more tagged objective markers.

A player may not score more than 9 victory points for this victory condition in this mission.

### ARENA OBJECTIVES

The Arena Objectives available in this mission are:

**Bounty Hunters, Cut Apart, High-Profile Targets, Proximity Alert, Recon Sweep**

**Retrieved Tools:** When the enemy Leader is taken out of action, score 1 victory point, or 3 victory points if they were taken out of action in the Fight phase.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player has taken the most enemy specialists out of action at the end of the battle is the winner. If there is still a tie, the game is a draw.





# BATTLE BROTHERS MISSION

## BURNING DEPTHS

Within the heat-hazed bowels of a spacecraft's engines, a bold boarding action comes to its culmination as the vessel's invaders face off against a group of the ship's defenders sent to hunt down and eliminate them. Should the infiltrators emerge triumphant, they would be perfectly placed to destroy the entire ship.

### THE KILL TEAMS

This is a mission for two teams of two players. Each team chooses three Arena Objectives as described on page 20 and each player musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Generatorium. Create the battlefield by placing two Generatorium gameboards next to each other and setting up terrain exactly as shown on pages 8-9. Then set up five objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The teams roll off, and the team that loses the roll-off chooses whether to deploy in Team A's deployment zones or Team B's. The other deployment zones will be their opponents'. The teams then take it in turns to deploy one model from either of their players' kill teams, starting with the team that lost the roll-off. Models must be set up wholly within one of their own deployment zones. If a team runs out of models to set up, skip them. Once the teams have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Take and Hold:** At the end of each battle round, each team scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A team cannot score more than 9 victory points for this victory condition in this mission.

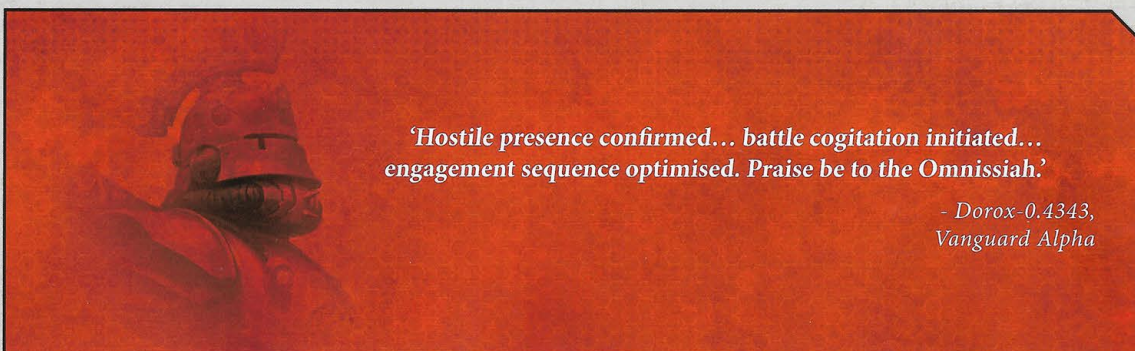
### ARENA OBJECTIVES

The Arena Objectives available in this mission are:

**Attrition, Engage On All Fronts, Proximity Alert, Recon Sweep, Thin Their Ranks**

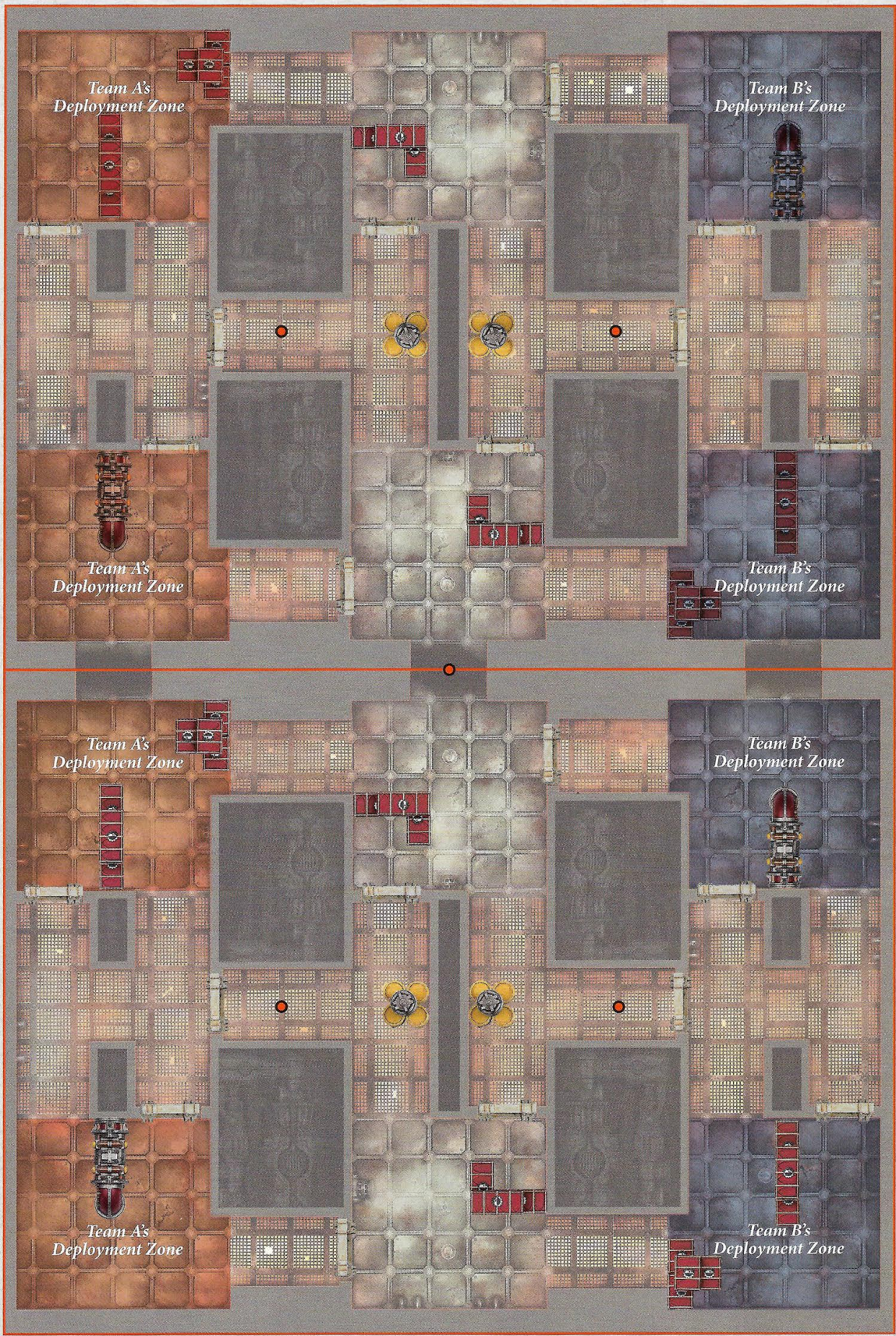
**Denial:** Score 1 victory point when an enemy model that is within 2" of an objective marker is taken out of action.

At the end of the battle, the team with the most victory points is the winner. If there is a tie, whichever team controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



*'Hostile presence confirmed... battle cogitation initiated...  
engagement sequence optimised. Praise be to the Omnissiah.'*

*- Dorox-0.4343,  
Vanguard Alpha*



# BATTLE BROTHERS MISSION

## FORGOTTEN TUNNELS

Kill teams have been sent to gain ingress into a towering enemy fortress by way of a secret route revealed by recently acquired schematics. The foe has long been aware of the weakness in their structure's security, however, and has assigned warriors to defend the underground tunnels.

### THE KILL TEAMS

This is a mission for two teams of two players. Each team chooses three Arena Objectives as described on page 20 and each player musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Catacombs. Create the battlefield by placing two Catacombs gameboards next to each other and setting up terrain exactly as shown on pages 10-11. Then set up five objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The teams roll off, and the team that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponents'. The teams then take it in turns to deploy one model from either of their players' kill teams, starting with the team that lost the roll-off. Models must be set up wholly within their own deployment zone. If a team runs out of models to set up, skip them. Once the teams have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Take and Hold:** At the end of each battle round, each team scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A team cannot score more than 9 victory points for this victory condition in this mission.

### ARENA OBJECTIVES

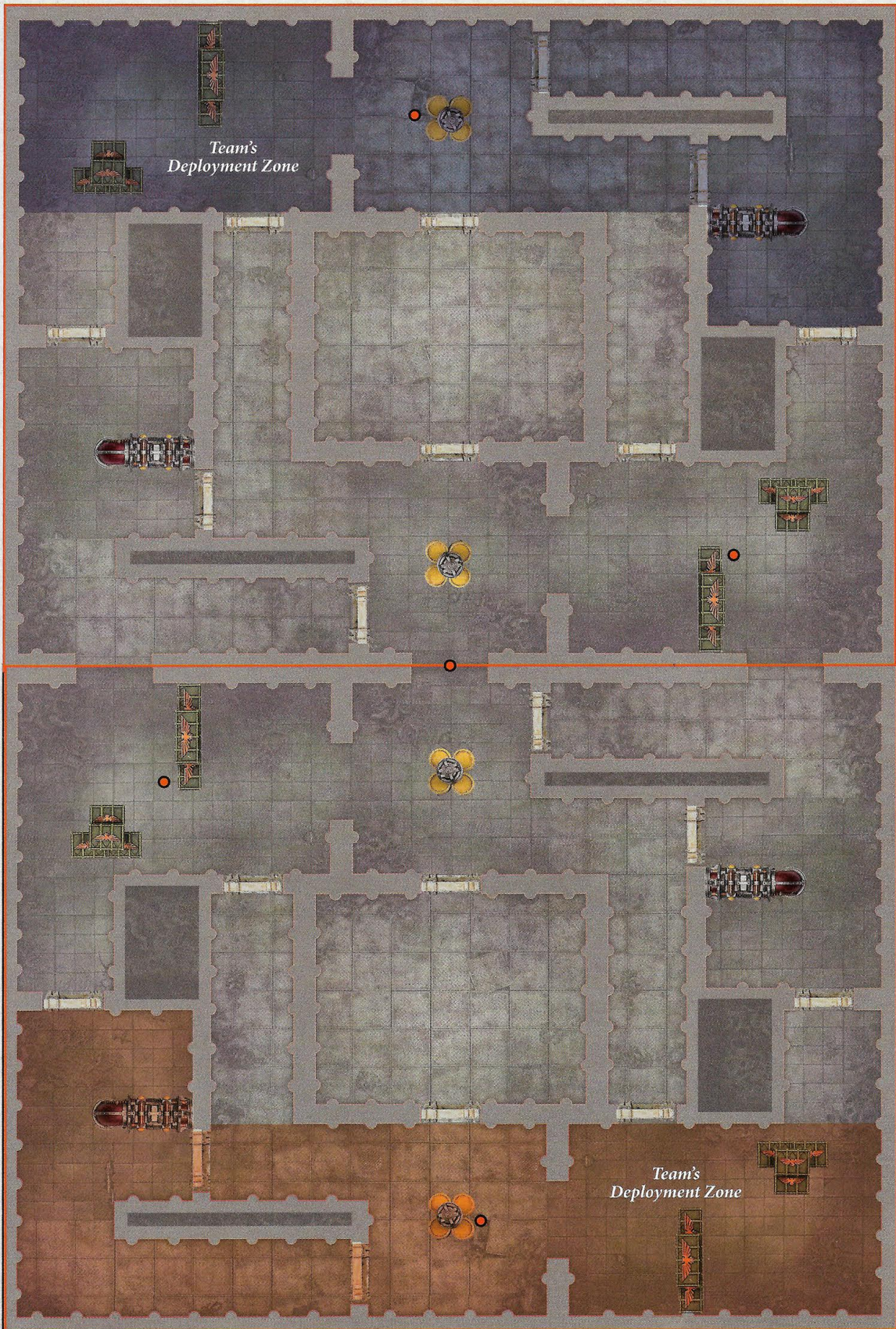
The Arena Objectives available in this mission are:

#### Cut Apart, Death From Afar, Domination, High-Profile Targets, Scout the Field

**Rapid Advance:** At the end of a battle round, score 1 victory point if all models from your team's kill teams (other than models that are out of action) are on the same gameboard as your opponents' deployment zone.

At the end of the battle, the team with the most victory points is the winner. If there is a tie, whichever team controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





# BATTLE BROTHERS MISSION

## STOCKPILE

Having carried out weeks of surveillance on an enemy storage facility, a kill team has called for support from an allied force operating in the region so as to penetrate the building's formidable defences and overcome its elite defenders.

### THE KILL TEAMS

This is a mission for two teams of two players. Each team chooses three Arena Objectives as described on page 20 and each player musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Armorium Stockpile. Create the battlefield by placing two Armorium Stockpile gameboards next to each other and setting up terrain exactly as shown on pages 12-13. Then set up five objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The teams roll off, and the team that loses the roll-off chooses whether to deploy in Team A's deployment zones or Team B's. The other deployment zones will be their opponents'. The teams then take it in turns to deploy one model from either of their players' kill teams, starting with the team that lost the roll-off. Models must be set up wholly within one of their own deployment zones. If a team runs out of models to set up, skip them. Once the teams have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Take and Hold:** At the end of each battle round, each team scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A team cannot score more than 9 victory points for this victory condition in this mission.

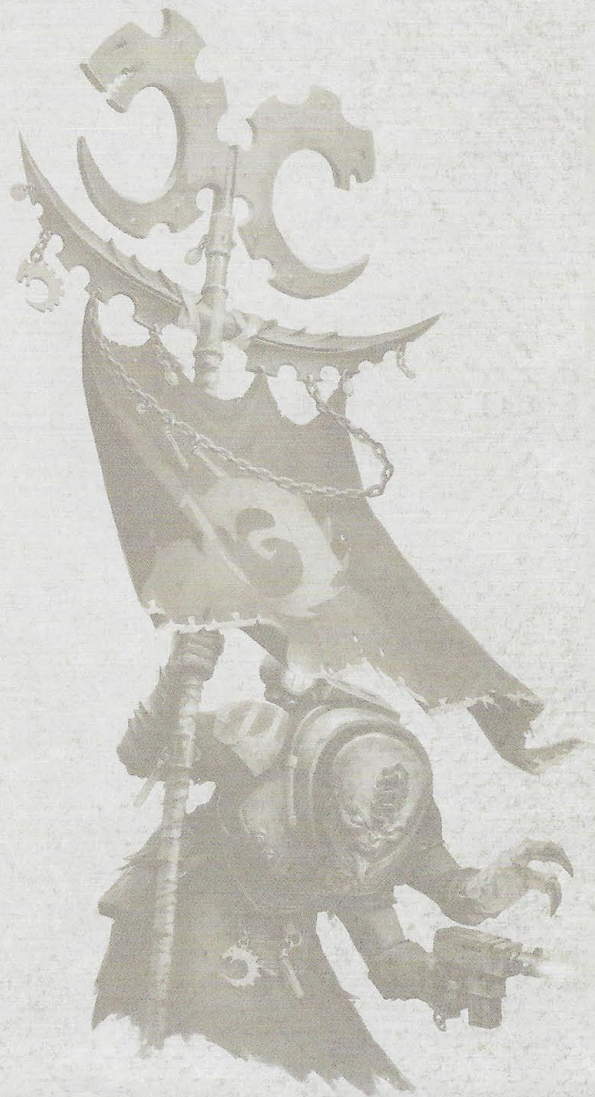
### ARENA OBJECTIVES

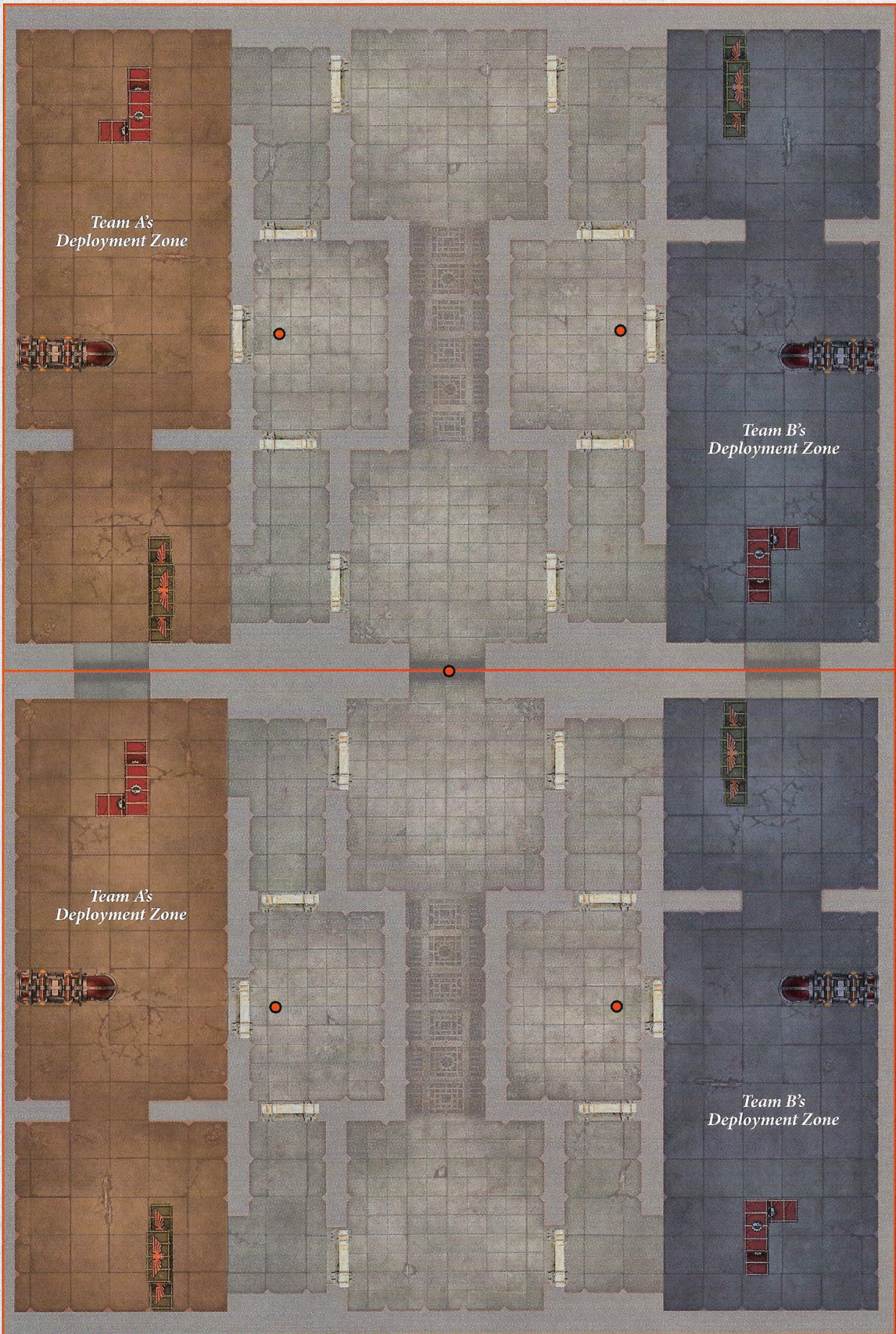
The Arena Objectives available in this mission are:

**Bounty Hunters, Cut Apart, Cut Off the Head, Domination, Recon Sweep**

**Rapid Assault:** At the end of the Movement phase, score 1 victory point if three or more models from your team's kill teams charged in that phase.

At the end of the battle, the team with the most victory points is the winner. If there is a tie, whichever team controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





# BATTLE BROTHERS MISSION

## SILENCE THE GUARDS

A pair of kill teams have infiltrated the enemy's barracks, hoping to slaughter their foes while they sleep. Some of the building's occupants, however, have just returned from night-fighting training and are fully armed, equipped and more than prepared for combat!

### THE KILL TEAMS

This is a mission for two teams of two players. Each team chooses three Arena Objectives as described on page 20 and each player musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

This mission is played in a Killzone: Garrison Vault. Create the battlefield by placing two Garrison Vault gameboards next to each other and setting up terrain exactly as shown on pages 14-15. Then set up five objective markers as shown opposite.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The teams roll off, and the team that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponents'. The teams then take it in turns to deploy one model from either of their players' kill teams, starting with the team that lost the roll-off. Models must be set up wholly within their own deployment zone. If a team runs out of models to set up, skip them. Once the teams have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Take and Hold:** At the end of each battle round, each team scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A team cannot score more than 9 victory points for this victory condition in this mission.

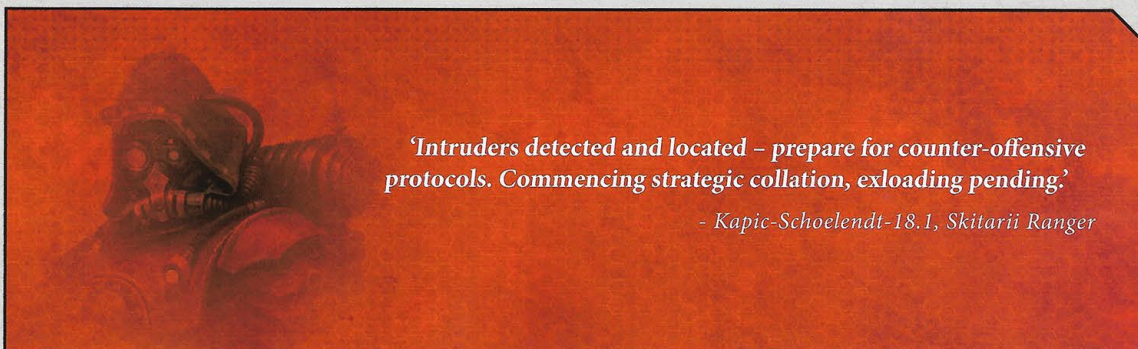
### ARENA OBJECTIVES

The Arena Objectives available in this mission are:

**Cut Off the Head, Engage On All Fronts, Proximity Alert, Scout the Field, Thin Their Ranks**

**Silenced:** Score 1 victory point when an enemy model is taken out of action and there is no enemy model within 5" of that model.

At the end of the battle, the team with the most victory points is the winner. If there is a tie, whichever team controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





# ULTIMA MISSIONS

Sometimes kill teams will run across each other in situations where neither one side nor the other holds an advantage. Under these circumstances, objectives may be delivered on the fly, or a kill team may take it upon themselves to decide the best course of action to take. Either way, only one side can emerge victorious.

The Ultima rules presented on these pages allow for the creation of custom competitive play missions using the killzones found in *Kill Team: Arena*. By utilising randomly generated killzones and deployment maps, as well as the rules for Arena Objectives on pages 20-21, this format ensures no two competitive play games are exactly alike.

As kill teams are mustered before the killzone and deployment map are generated, Ultima is ideal for players who enjoy the challenge of creating a kill team that is adaptable to any situation.

## GENERATING A KILLZONE

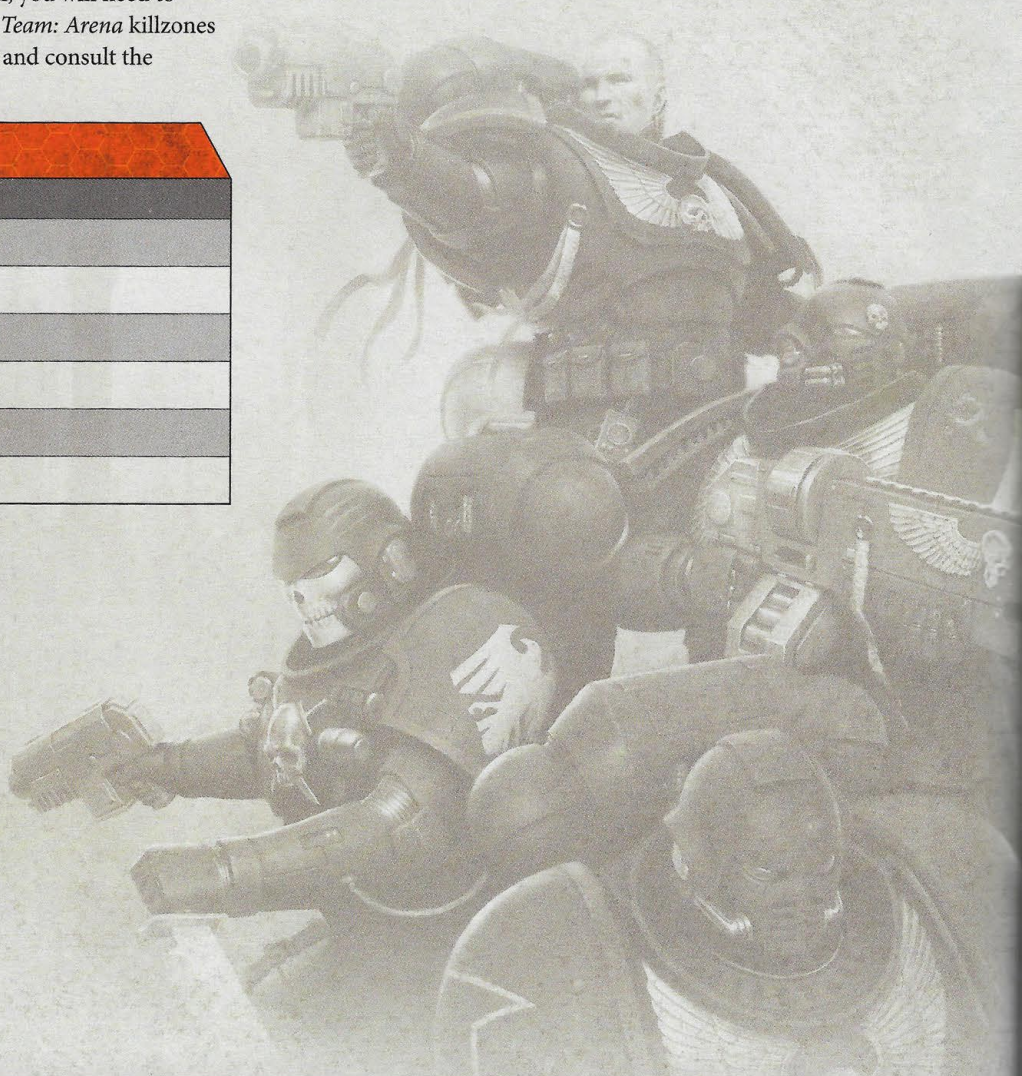
Before playing an Ultima mission, you will need to determine which of the four *Kill Team: Arena* killzones will be used. To do so, roll a dice and consult the table below.

KILLZONE	
D6	RESULT
1	Generatorium
2	Armorium Stockpile
3	Catacombs
4	Garrison Vault
5	Re-roll
6	Re-roll

## GENERATING A DEPLOYMENT MAP

Each of the Ultima killzones has two pre-set deployment maps, A and B, that show deployment zones and the location of objective markers. These deployment maps can be found on pages 54-57.

After determining the killzone for the mission, players should roll a dice; on a 1-3, deployment map A for that killzone should be used; on a 4-6, deployment map B for that killzone should be used.



# COMPETITIVE PLAY MISSION

## ULTIMA

In a true test of their skills and experience, two kill teams clash on a battlefield in which neither side have an advantage. In order for one to overcome the other and achieve victory, they must use all their strength and guile to strike down their foes and establish control the war zone.

### THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

### THE BATTLEFIELD

Generate the killzone and deployment map for this mission as described opposite. Create the battlefield and set up terrain exactly as shown on the battlefield map for the generated killzone (pages 8-15). Then set up five objective markers as shown on the generated deployment map.

### SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

### DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

### BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

### VICTORY CONDITIONS

Victory points are scored for the following:

**Take and Hold:** At the end of each battle round, each player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

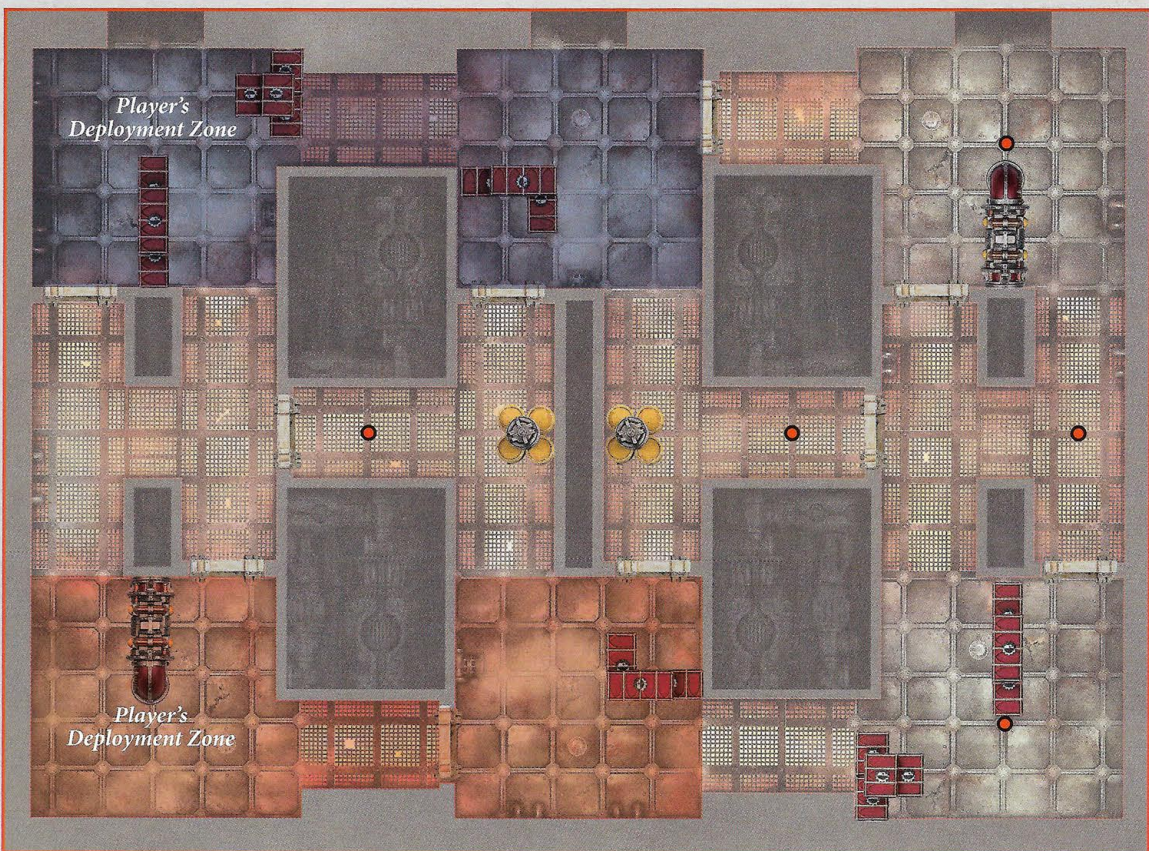
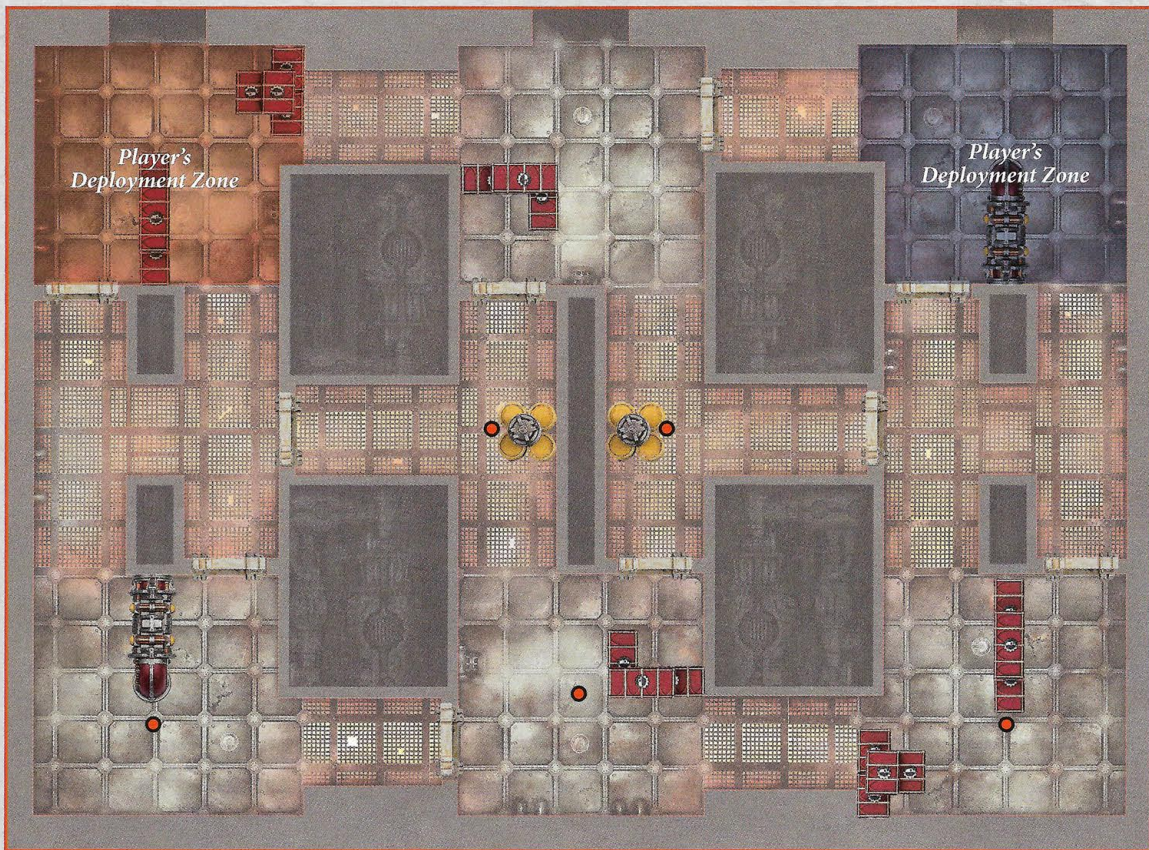
A player cannot score more than 9 victory points for this victory condition in this mission.

### ARENA OBJECTIVES

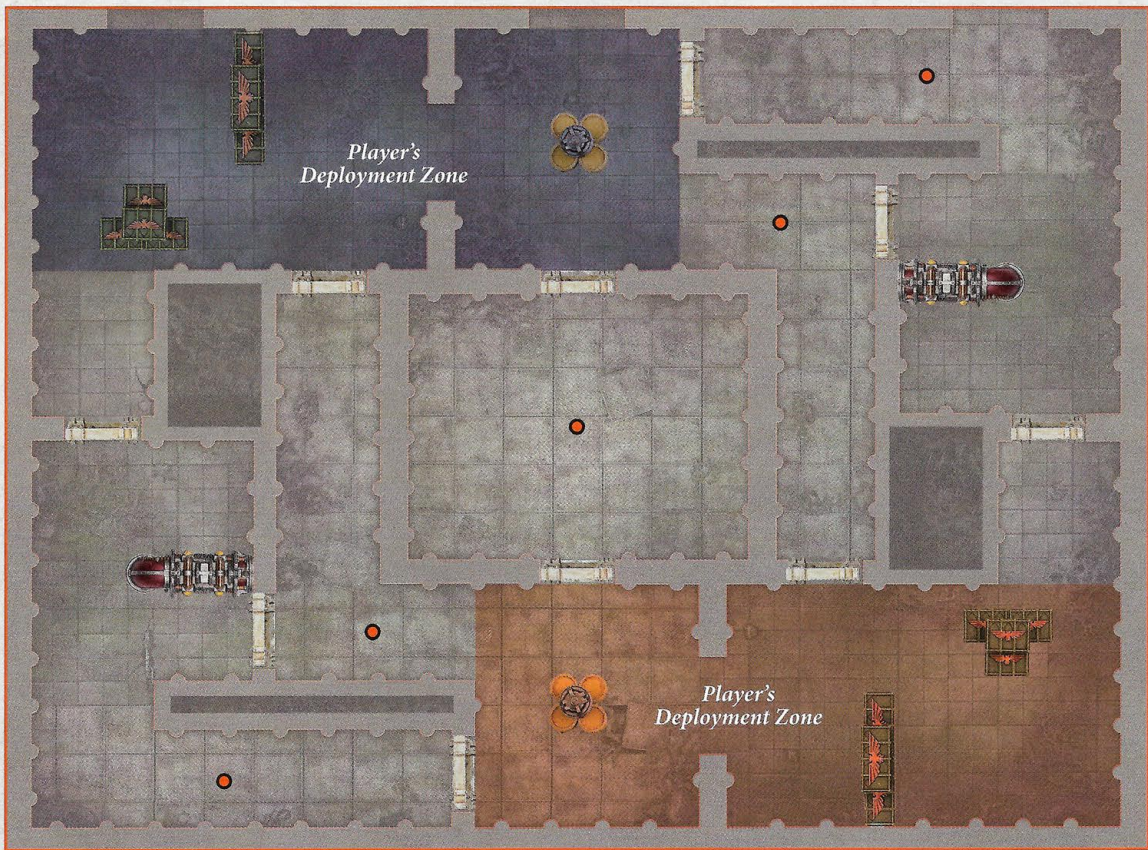
To determine which Arena Objectives are available to them in this mission, the players roll off. The winner of the roll-off shuffles all of their Arena Objectives together, places them face down, and then draws six cards that they show to their opponent. Their opponent then draws the same six cards from their own Arena Objectives. Each player then secretly chooses three of the six Arena Objectives that they have drawn to be their Arena Objectives in this mission. They return their other Arena Objectives to their sleeves.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the player whose models on the battlefield are worth the highest combined number of points is the winner. If there is still a tie, then the player whose models have the least number of flesh wounds at the end of the battle is the winner. If there is still a tie, the player with the most specialists on the battlefield at the end of the battle is the winner. If there is still a tie, then the players roll off; the player who wins the roll-off is the winner.

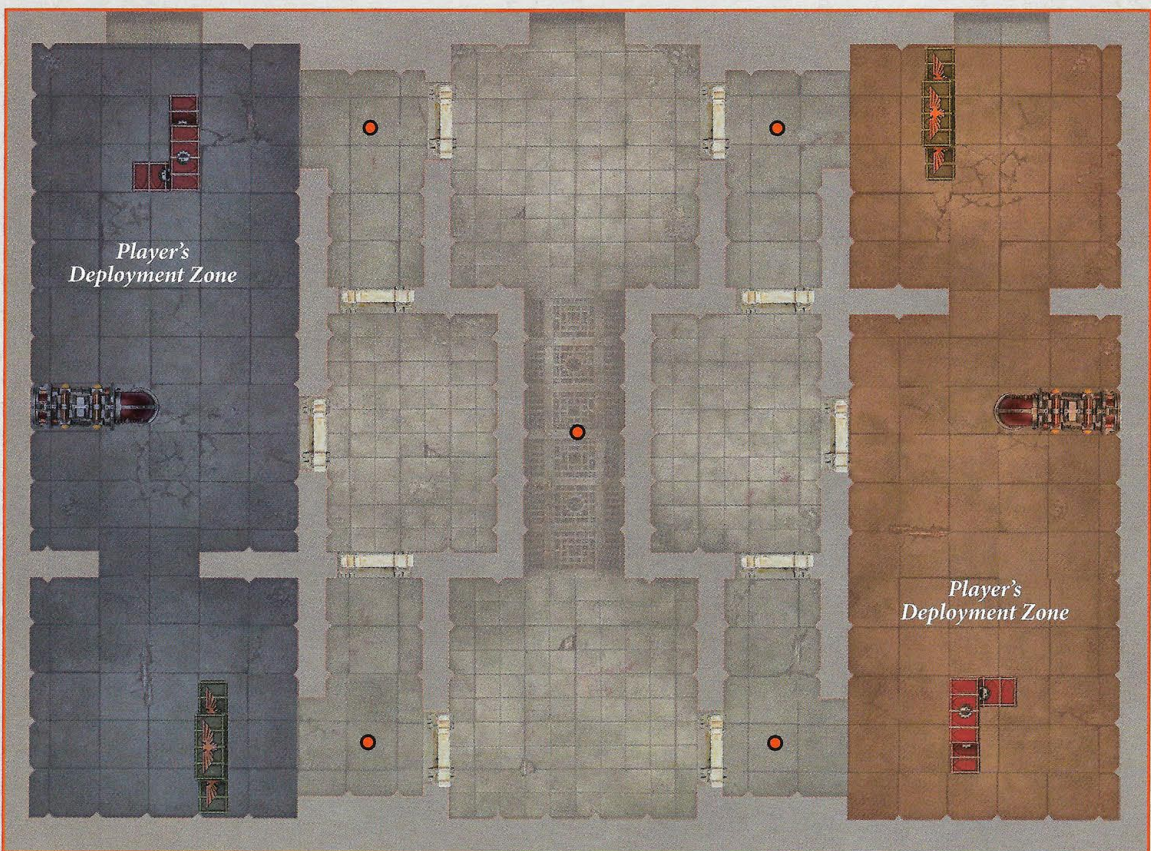
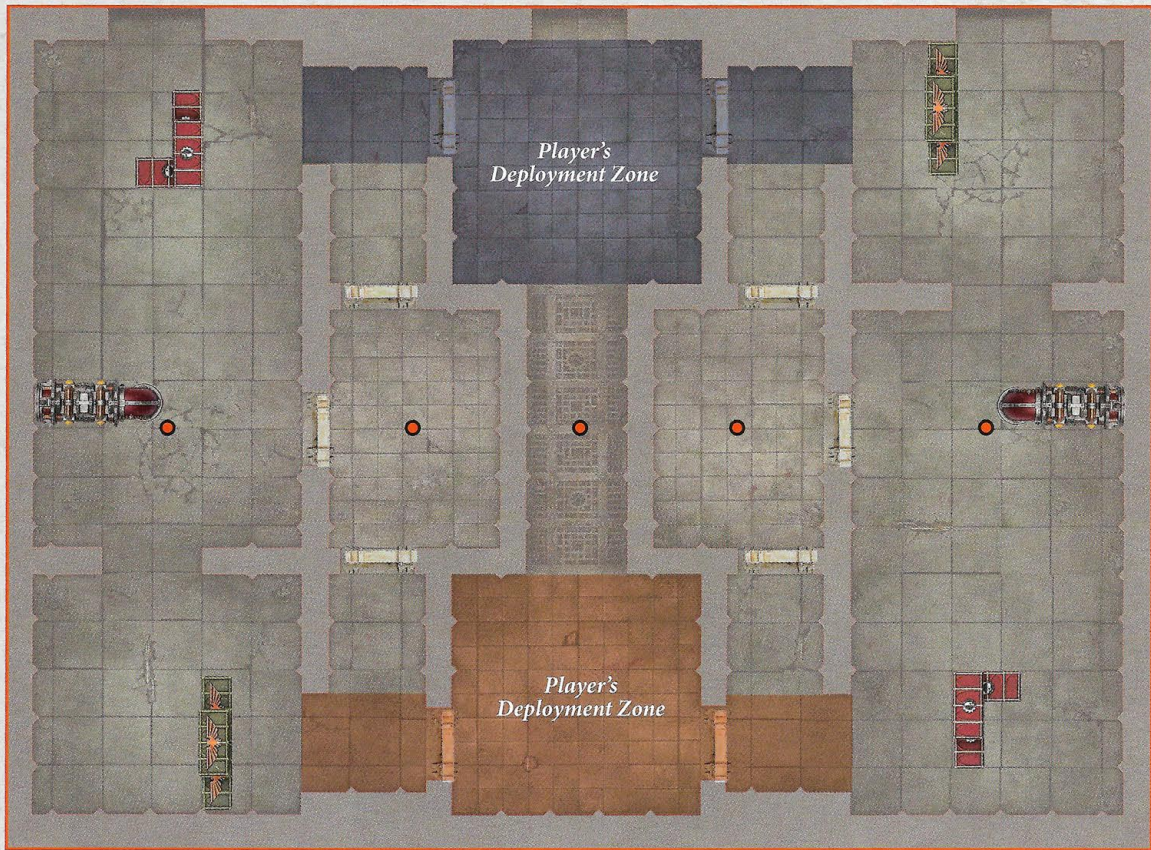
# GENERATORIUM MAPS A & B



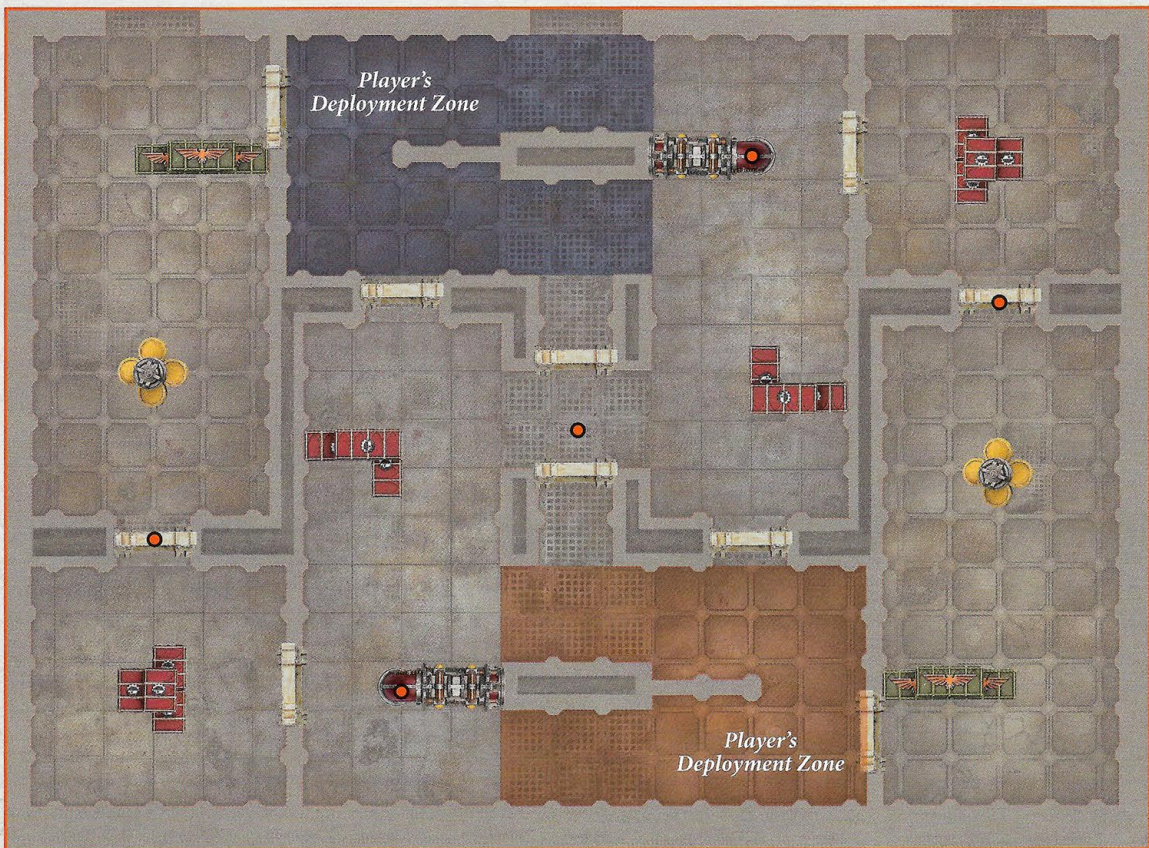
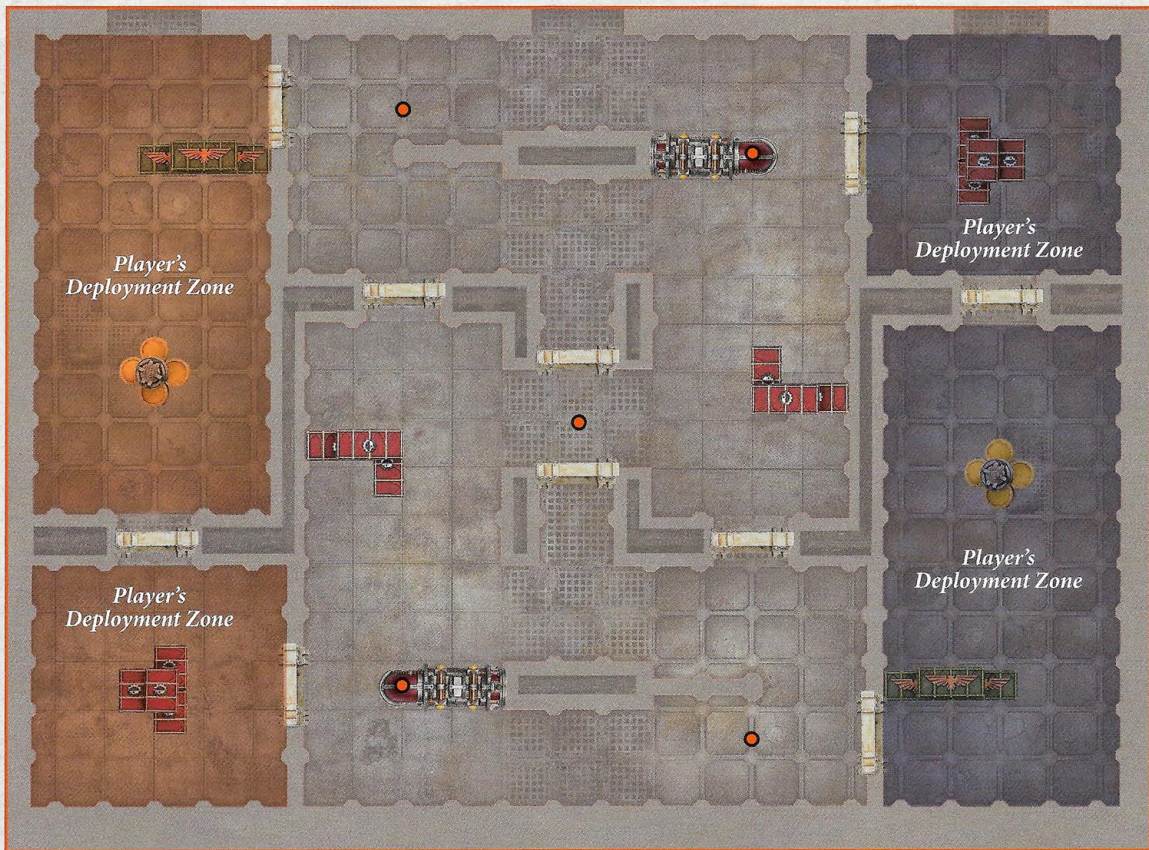
# CATACOMBS MAPS A & B



# ARMORIUM STOCKPILE MAPS A & B



# GARRISON VAULT MAPS A & B



# KILL TEAM BLACKSTONE FORTRESS MISSION

## TERRITORIAL IMPERATIVE

The first step in controlling any territory is to hold the key points and drive out any opposing forces. Whilst this is never a simple task aboard a Blackstone Fortress, it certainly isn't impossible.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose.

### THE BATTLEFIELD

Create the battlefield as described in the Kill Team: Into the Fortress rules.

### SCOUTING PHASE

Do not resolve the Scouting Phase in this mission.

### DEPLOYMENT

Players deploy their kill teams as described in the Kill Team: Into the Fortress rules.

### BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

At the end of the battle, each player scores 2 victory points for each objective marker that they control.

Players can also score additional victory points for fulfilling the following conditions:

Score 1 victory point if the enemy kill team is broken at the end of the battle.

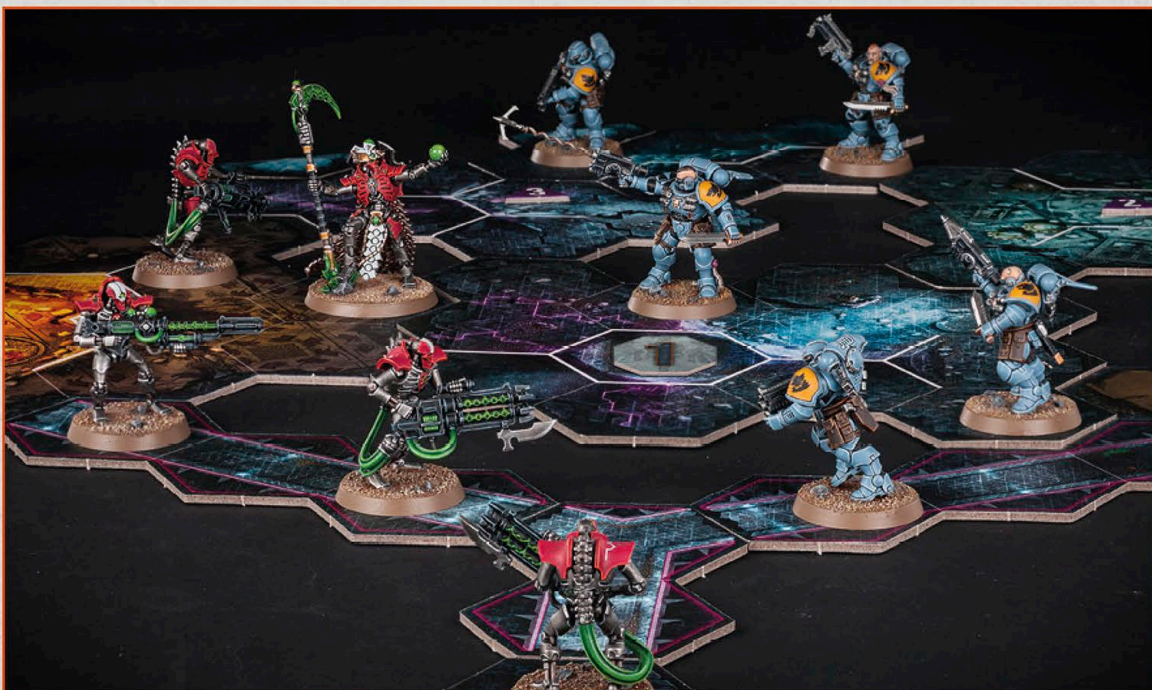
Score 2 victory points if the enemy kill team's Leader is out of action at the end of the battle.

Score 1 victory point for each Specialist from the enemy kill team that is out of action at the end of the battle.

The player with the most victory points is the winner. If both players have the same score, the game is a draw.

### RESOURCES

In a campaign game, the player who loses this mission loses 1 Materiel.



# KILL TEAM BLACKSTONE FORTRESS MISSION

## ARCHEOTECH HUNT

Valuable archeotech litters the Blackstone Fortress – relics of an ancient age, priceless unknown technology, or simply lost from previous owners slain by the inhabitants of this dark and unknowable realm.

### THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose.

### THE BATTLEFIELD

Create the battlefield as described in the Kill Team: Into the Fortress rules.

### SCOUTING PHASE

Do not resolve the Scouting Phase in this mission.

### DEPLOYMENT

Players deploy their kill teams as described in the Kill Team: Into the Fortress rules.

### THE ARCHEOTECH

At the end of each battle round, starting with the player with the initiative, players can alternate picking one objective marker that is within 3" of any models from their kill team and rolling one D6. On a 5+, the archeotech has been found. Remove all of the other objective markers from the battlefield. Each objective marker can only be rolled for once per battle round. If the archeotech has not been found after all eligible objective markers have been rolled for at the end of battle round 4, continue alternating until the archeotech is found.

### BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

### VICTORY CONDITIONS

At the end of the battle, the player who controls the archeotech objective marker is the winner. If neither player controls the archeotech, the game is a draw.

### RESOURCES

In a campaign game, the player who loses this mission loses 1 Materiel.



# KILL TEAMS

'Each of those valiant Players was worth one hundred lesser warriors.

When they fought as one in Cegorach's name, their might was magnified still further, so that none could stand against them.'

- *The Lay of the Harlequins' Blades,*  
from the *Song of Decay and Rebirth*





# CHOOSING A KILL TEAM

**No two kill teams are alike – each is assembled to accomplish a specific vital mission, regardless of the odds or the enemy forces stacked against them, and each contains individuals of exceptional and unique talents that can mean the difference between defeat and victory.**

The rules for choosing a kill team are different depending on what kind of game you want to play. The three ways to play Kill Team are described earlier in the book (see page 48). Whichever way you choose to play, you'll complete a datacard (see opposite) for each model in your kill team: this acts as a handy reminder for that model's characteristics, wargear and abilities during the game, and also lets you record details like flesh wounds suffered. For matched play (and narrative play, in some cases) you will also complete a command roster that lists all of the models available for you to choose a kill team from.

## OPEN PLAY

Simply choose a kill team from the models available to you (using the datasheets included in this book and other Kill Team products), choose one of those models to be the kill team's Leader and fill in a datacard for each of your models. You can use any other of the rules on this page that you and your opponent(s) agree on.

## MATCHED PLAY

For a matched play game, you need to create a command roster of up to twenty models available to you, all of which must share a Faction keyword. You'll find a blank command roster on page 206. Write the details of each of your models in the spaces provided. Once the mission has been determined, you then choose a Battle-forged kill team (see below) from the models on your command roster.

### Battle-forged Kill Team

For your kill team to be Battle-forged, you must adhere to the following restrictions:

- Your kill team must consist of at least three models, and no more than twenty models.
- Your kill team must include one (and only one) Leader – see page 68.
- Your kill team can include up to three other specialists – see page 66.
- Your kill team cannot include more than the

maximum of any particular model, as detailed on its datasheet.

- All models must share a Faction keyword – see page 18.
- Your kill team cannot cost more than 100 points. Each model and each of their pieces of wargear has an associated points cost, as detailed in the points section for each Faction. The total cost of your kill team in points is referred to as its 'Force'.

It's a good idea to work out your kill team on a piece of scrap paper first, as you may have to juggle the wargear and models to get as close as you want to the 100-point limit.

## NARRATIVE PLAY

If you want to play a narrative game, the mission may dictate how you choose your kill team, or you may decide to choose a kill team as for open play or matched play, making whatever adjustments you feel are necessary to create the best narrative experience.

In a Kill Team campaign, as described on pages 202-205, you use the command roster to keep track of all the operatives that you have used in your missions. You can choose kill teams from the models on the command roster, but you can also add new models to the roster as the campaign progresses. In addition, during a campaign battle you may wish to make notes on your command roster or datacards to record details such as which specialists have used a Tactic.

### Forging a Narrative

We strongly encourage you to come up with some background for your team: their personalities, quirks, names and the like. Tables full of inspiration for this can be found in the Faction sections of this book. Some of these tables require you to roll a D10 – that is, a ten-sided dice. Some others use a D66. To roll a D66, simply roll two six-sided dice, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.



# COMMAND POINTS AND TACTICS

Having a plan is all very well, but any kill team worthy of the name must be able to adapt to the changing circumstances of their mission – reacting in a split second to a new threat or directive, utilising special equipment or ammunition, or simply digging deep to surpass their mortal limits.

When you choose a Battle-forged kill team, you gain access to Command Points. These can be spent to utilise Tactics, each of which represents a tactical asset available to your kill team.

All Battle-forged kill teams generate 1 Command Point at the beginning of each battle round. In addition, at the start of the first battle round your kill team generates 1 additional Command Point for each 10 points difference between your kill team's Force and that of the kill team with the highest Force (e.g. if your kill team's Force was 19 points lower than that of the kill team with the highest Force, it would generate 1 additional Command Point. If it was 20 points lower, it would generate 2 additional Command Points). Kill teams may have other ways of generating Command Points in addition to this. Unused Command Points can be carried over to subsequent battle rounds until they are spent.

You can spend Command Points to use a Tactic during a battle. Each time you use a Tactic, reduce your Command Points total by the appropriate amount. If you do not have enough Command Points for a specific Tactic, you cannot use it. Unless otherwise stated, you can use the same Tactic multiple times during the

course of a battle, but only once in any given phase. Note that the beginning and end of each battle round are not phases, so you may be able to use certain Tactics multiple times at these points.

The different Tactics available to players depend on the mission they are playing. Players can always use the six Tactics presented on the opposite page. In addition, each specialism has its own Tactics, presented in the following section, each Faction has their own unique Tactics, presented in the Faction sections of this book, and some missions, killzones and expansions may introduce additional Tactics to your battles.

If you are playing an open play or narrative play game, you may choose to use the Command Point rules – simply discuss this with your opponent(s) before the game. Note that some Kill Team open play and narrative missions may include Tactics – it is best to use the Command Point rules in these games!



## DECISIVE MOVE

### Tactic

Use this Tactic at the start of the Movement phase. Pick a model from your kill team and make a move with it before any other models (including an Advance move, Fall Back move or charge attempt if you wish). If another player uses this Tactic, roll off: the winner goes first.

1 COMMAND POINT

## DECISIVE STRIKE

### Tactic

Use this Tactic at the start of the Fight phase. Pick a model from your kill team that is eligible to fight and fight with it before any other models. If another player uses this Tactic, roll off: the winner goes first.

2 COMMAND POINTS

## DECISIVE SHOT

### Tactic

Use this Tactic at the start of the Shooting phase. Pick a model from your kill team that is eligible to shoot and shoot with it before any other models. If another player uses this Tactic, roll off: the winner goes first.

2 COMMAND POINTS

## INSANE BRAVERY

### Tactic

Use this Tactic before taking any Nerve tests in the Morale phase. You can automatically pass a single Nerve test for a model from your kill team.

1 COMMAND POINT

## TACTICAL RE-ROLL

### Tactic

Re-roll a single Advance roll, charge roll, Psychic test, Deny the Witch test, hit roll, wound roll, saving throw, Injury roll or Nerve test.

1 COMMAND POINT

## GRITTED TEETH

### Tactic

Use this Tactic when you choose a model with one or more flesh wounds to shoot in the Shooting phase or fight in the Fight phase. Until the end of the phase, this model's attacks do not suffer any penalty to their hit rolls from this model's flesh wound(s).

1 COMMAND POINT



# SPECIALISTS

Each kill team is led by a hard-bitten warrior – a veteran of countless conflicts trusted with command of a vital mission. They are supported by specialists – fighters hand-picked for the mission that are a cut above the rest in their bravery, tenacity or skill.

## CHOOSING SPECIALISTS

Experienced warriors are represented in Kill Team with rules for specialisms, which reward you for taking specialists on missions by giving you access to their special abilities and Tactics.

Each model's datasheet tells you which specialisms can be taken by that model. When you add a model to your command roster, you can choose one specialism for it from those listed on its datasheet. When you choose a specialism for a model, note that down on its datacard. You cannot change it later.

Some models can have the Leader specialism. You must include one model with this specialism in your kill team, and this model is your kill team's Leader.

For a Battle-forged kill team, you can include up to three other models with specialisms, aside from your Leader. Each model's specialism must be unique – you cannot have two models with the same specialism in your kill team. Note that you may have more than one of any kind of specialist (including Leaders) on your command roster.

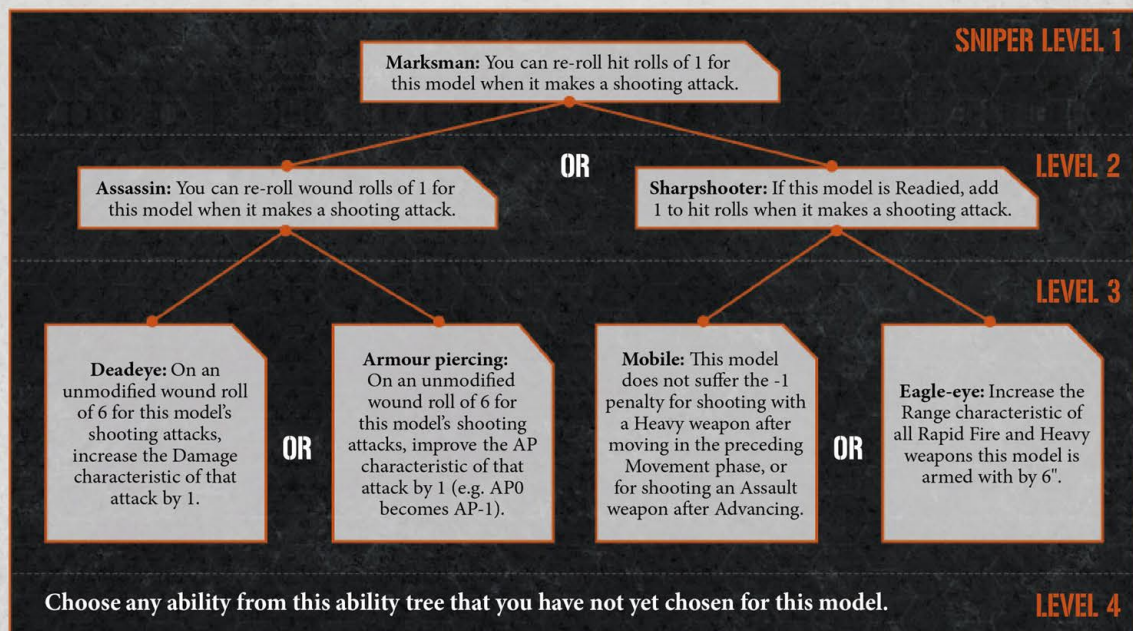
## ABILITIES

Each specialist has one or more abilities, depending on how experienced they are. These abilities are set out in an 'ability tree' on that specialism's page. A specialist starts at Level 1, and has the ability shown in the band for that level. In a campaign, specialists gain experience and can advance up to Level 4 (see page 204).

When a specialist advances to Level 2, choose one of the abilities shown in the Level 2 band and make a note of this on their datacard. Be sure to choose carefully, as this will have a bearing on which ability you can choose at Level 3. The specialist gains this ability in addition to the ability gained at Level 1.

When a specialist advances to Level 3, choose one of the abilities shown in the Level 3 band that are connected to the ability you chose at Level 2 and make a note of it on the model's datacard as above – note that you cannot choose abilities connected to the other Level 2 ability.

When a specialist advances to Level 4, you can choose any ability from the ability tree that you have not already chosen for them. They gain this ability in addition to those they already have – make a note of this on their datacard. A specialist cannot advance beyond Level 4.



Here is an example of an ability tree – that of Sniper specialists. A Sniper specialist always has the Marksman ability. When a Sniper advances to Level 2, their player chooses whether they gain the Assassin or Sharpshooter ability.

## TACTICS

If you have a specialist in your kill team, and they are not currently shaken or out of action, you have access to Tactics that are specific to that model's specialism. Each of these Tactics has a level: the specialist must be that level or higher for you to be able to use that Tactic.

### CAREFUL AIM

#### Level 1 Sniper Tactic

Use this Tactic when you choose a Sniper specialist from your kill team to shoot in the Shooting phase. You can add 1 to hit rolls for that model until the end of the phase.

**1 COMMAND POINT**

You can use this specialist Tactic if you have a Sniper in your kill team who is not shaken or out of action.

## WORTH THEIR WEIGHT

Specialists bring valuable new abilities and Tactics to your kill team. In a Battle-forged kill team, these abilities carry an increased cost for that model, as shown in this table:

Specialist	Cost
Level 1	+0 points
Level 2	+4 points
Level 3	+8 points
Level 4	+12 points

Note that, in a normal matched play game, you can only include Level 1 specialists in your kill team. The points provided for Level 2-4 specialists allow players to choose Battle-forged kill teams including these hard-bitten veterans in Kill Team campaigns.



# LEADER SPECIALISTS

A kill team's Leader is its brain and its heart both. Typically the most experienced warrior in the team, the Leader has ultimate responsibility for his warriors' actions on the battlefield, and the success or failure of their mission. With crisp, concise orders or bellowed roars, the Leader inspires courage or terror in his warriors – whatever they require to keep them in the fight and drive them on to overcome their foes. Nor are Leaders simple figureheads. Most are exceptional combatants who can go blade to blade with the finest warriors amongst the enemy ranks. With unparalleled access to some of their forces' most powerful weapons and wargear, these individuals have the power to single-handedly cut a path to victory.

## FIRE ON MY TARGET

### Level 2 Leader Tactic

Use this Tactic when you pick a Leader of Level 2 or higher from your kill team to shoot in the Shooting phase. Choose another friendly model within 3" of them that is eligible to shoot. You can make a shooting attack with each of these models, in an order of your choice, before the next player's turn.

1 COMMAND POINT

## LEAD BY EXAMPLE

### Level 1 Leader Tactic

Use this Tactic when you pick a Leader from your kill team to fight in the Fight phase. Choose another friendly model within 3" of them that is eligible to fight. You can fight with each of these models, in an order of your choice, before the next player's turn.

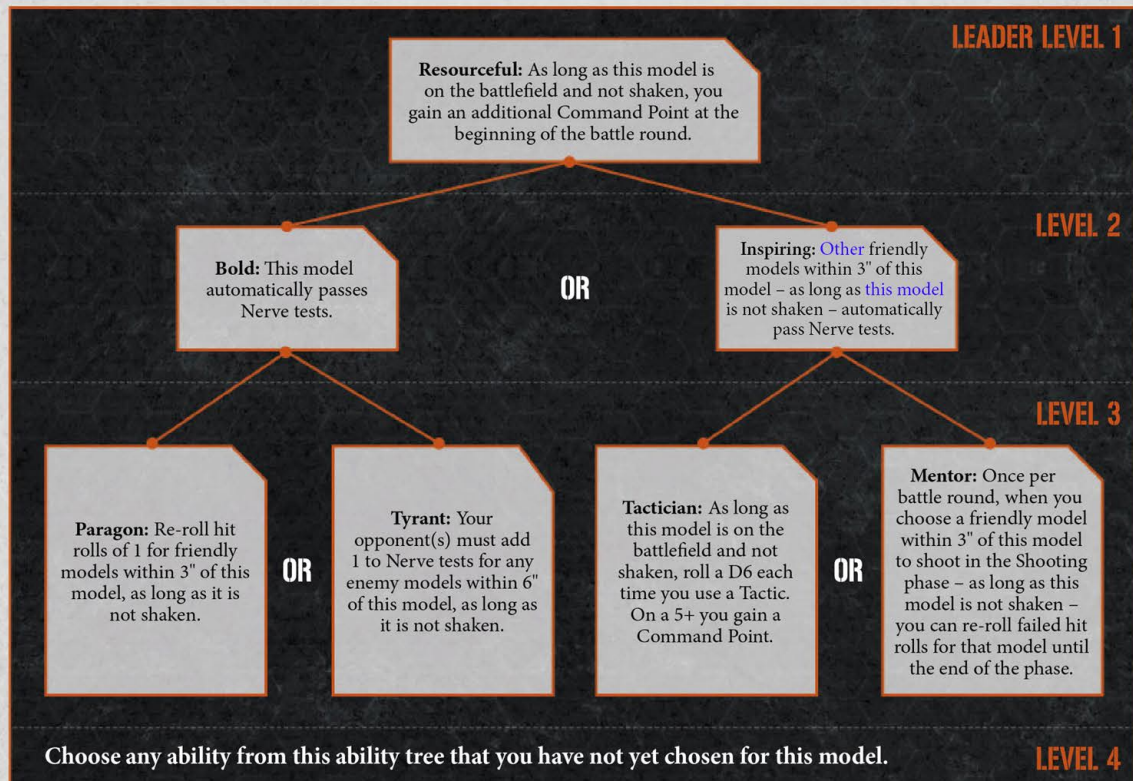
1 COMMAND POINT

## FORCE OF WILL

### Level 3 Leader Tactic

Use this Tactic at the start of the battle round, if a Leader of Level 3 or higher from your kill team is on the battlefield and not shaken. In this battle round, your kill team does not suffer the penalty for being broken.

1 COMMAND POINT



# COMBAT SPECIALISTS

Some warriors excel in the close-quarters cut and thrust of battle. Whether sublimely skilled bladesmen who fight with absolute composure, berserk savages who live to hack their victims limb from limb, or calculating murderers who know every dirty trick in the book, such warriors are an incredible asset to their comrades. Combat specialists are ideal for leading headlong charges into the heart of the foe, or for rushing to intercept and put down enemies that have broken through their own lines. They swiftly and quietly eliminate enemy sentries, charge down ranged combatants and butcher them up close, and often strike the final blow to break the enemy's nerve altogether.

## DEFENSIVE FIGHTER

### Level 2 Combat Tactic

Use this Tactic at the start of the Fight phase. Pick a Combat specialist of Level 2 or higher from your kill team. Until the end of the phase, you must subtract 2 from that model's Attacks characteristic (to a minimum of 1), but your opponent(s) must re-roll successful hit rolls made against that model.

1 COMMAND POINT

## UP AND AT 'EM!

### Level 1 Combat Tactic

Use this Tactic in the Fight phase, after attacking with a model from your kill team. Pick a Combat specialist from your kill team that has not yet attacked this phase: **you can choose this model to fight next, before another player chooses a model to fight.**

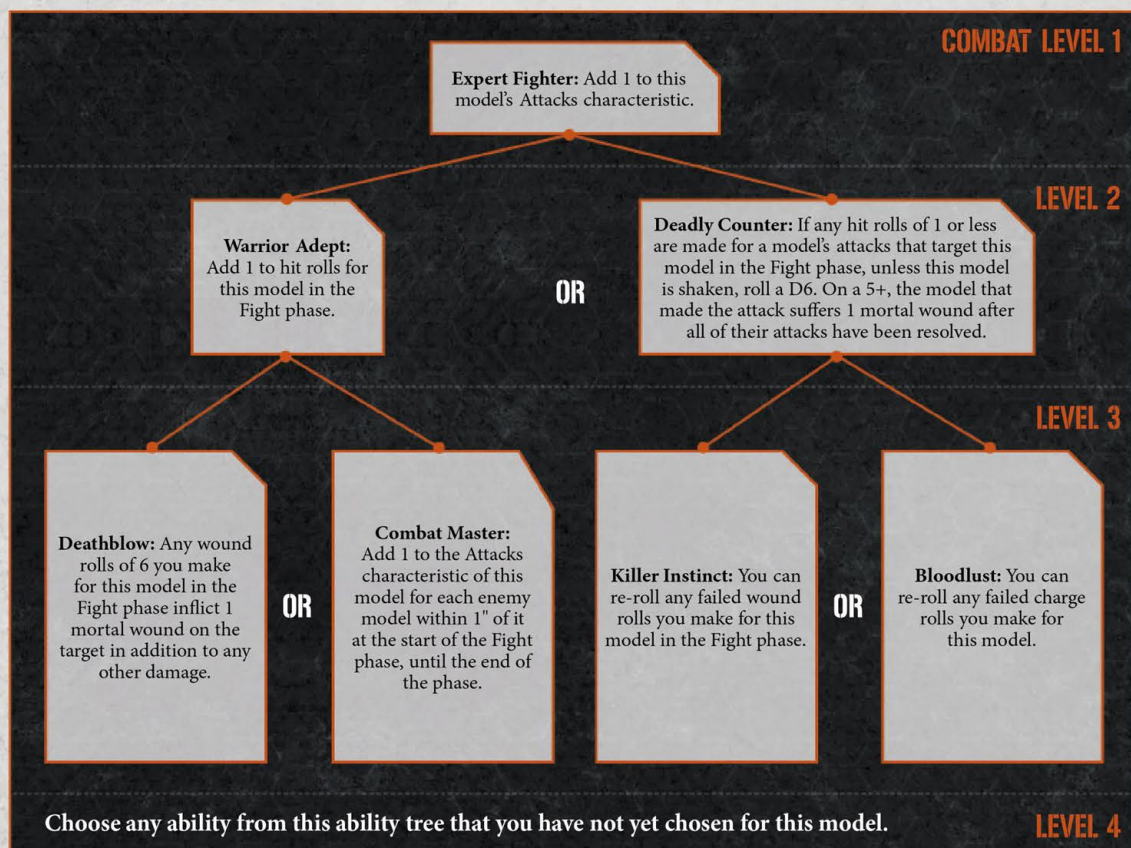
1 COMMAND POINT

## DEADLY CHARGE

### Level 3 Combat Tactic

Use this Tactic when a Combat specialist of Level 3 or higher from your kill team finishes a charge move within 1" of an enemy model. Roll a D6; on a 5+ that enemy model suffers 1 mortal wound.

1 COMMAND POINT



# COMMS SPECIALISTS

Some kill teams include a warrior whose area of specialisation is signalling and coordination. Be it an Imperial vox operator, an Ork Mek with a penchant for sowing confusion, or even a Tyranid node-beast capable of sending out powerful synaptic pulses, these warriors can prove potent battlefield assets. Providing their comrades with an eagle-eye view of the battlefield, Comms specialists support and enhance the efforts of the warriors around them. Some relay a constant stream of orders from high command, or beam targeting data directly to their allies, while others jam the enemy's communications and leave them in disarray.

## ROUSING TRANSMISSION

### Level 1 Comms Tactic

Use this Tactic in the Morale phase before taking any Nerve tests. Until the end of the phase you can subtract 1 from Nerve tests for models from your kill team as though the Comms specialist was within 2" of them.

1 COMMAND POINT

## SCANNER UPLINK

### Level 2 Comms Tactic

Use this Tactic when you pick a model from your kill team that is within 6" of a friendly Comms specialist of Level 2 or higher to shoot in the Shooting phase. That model can target an enemy model that is not visible to them. If they do so, a 6 is required for a successful hit roll irrespective of the model's Ballistic Skill or any other modifiers, even if that weapon would normally hit automatically. The target is treated as obscured.

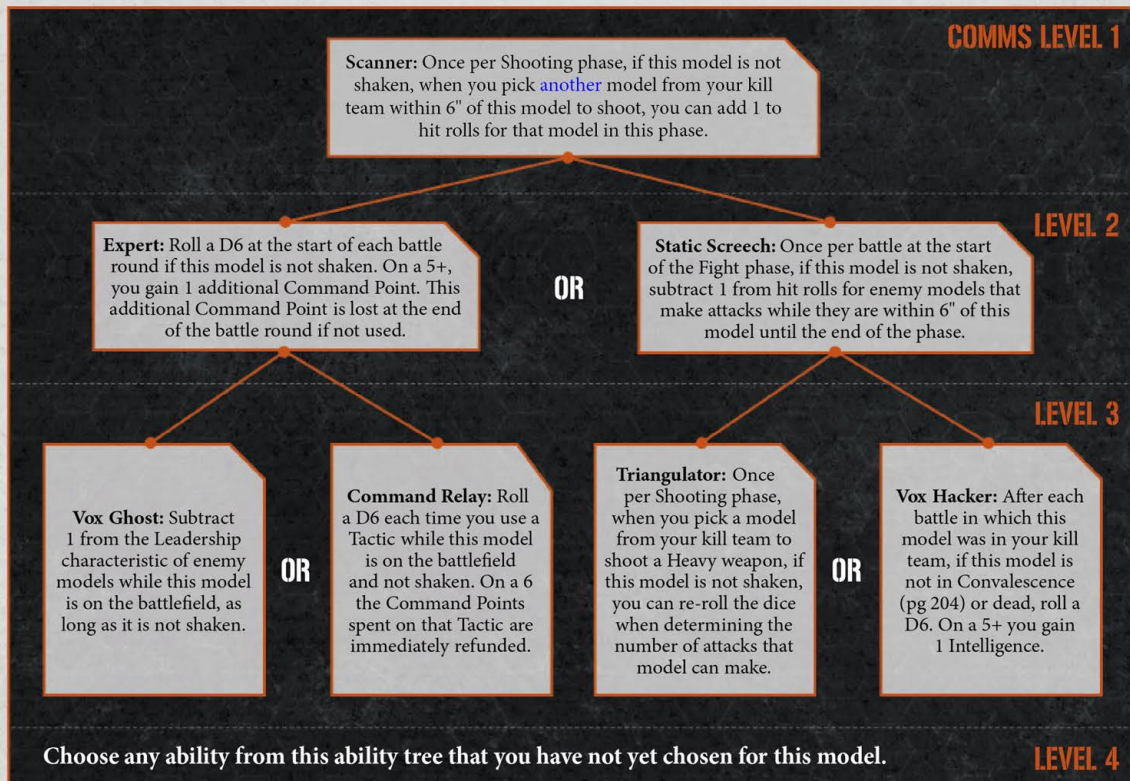
2 COMMAND POINTS

## NEW INTELLIGENCE

### Level 3 Comms Tactic

Use this Tactic at the end of the Movement phase. Pick a model from your kill team within 12" of a friendly Comms specialist of Level 3 or higher. Ready that model.

1 COMMAND POINT



# DEMOLITIONS SPECIALISTS

There are those warriors for whom the rush of gunfire or bladework simply is not enough, and whose eyes take on a dangerous glint at the mention of high explosives. Such Demolitions specialists excel in the deployment of bombs, grenades and other pyrotechnic munitions, and on a good day they can swiftly be responsible for the explosive demise of swathes of the foe. Fireballs billow to the skies and sundered corpses tumble through the air as the Demolitions specialists ply their lethal trade, and whether they are using carefully laid booby traps, explosive launchers or roaring flamethrowers, Demolitions specialists are terrifying warriors to face.

## LUCKY ESCAPE

### Level 2 Demolitions Tactic

Use this Tactic at the start of the Shooting phase. Pick a Demolitions specialist of Level 2 or higher from your kill team. Roll a D6 each time that model loses a wound in this phase; on a 5+ that wound is not lost.

1 COMMAND POINT

## CUSTOM AMMO

### Level 1 Demolitions Tactic

Use this Tactic when you pick a Demolitions specialist from your kill team to shoot in the Shooting phase. You can add 1 to wound rolls for that model's ranged weapons in this phase.

1 COMMAND POINT

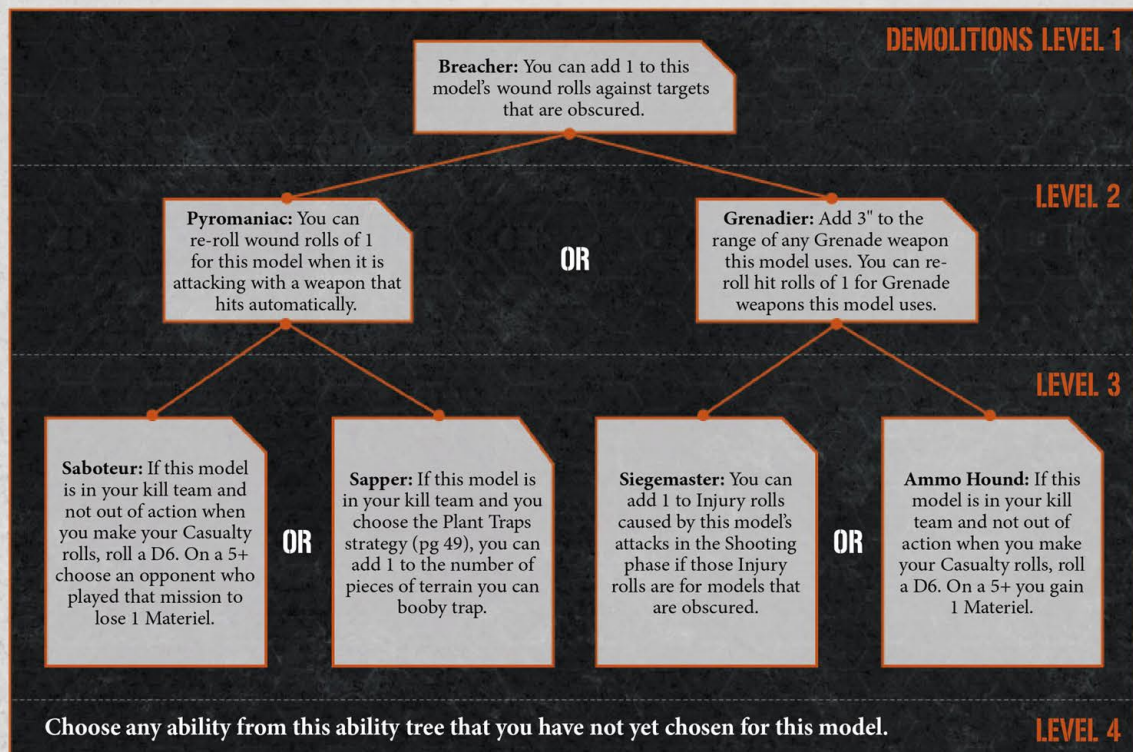


## HIGH EXPLOSIVE

### Level 3 Demolitions Tactic

Use this Tactic when you pick a Demolitions specialist of Level 3 or higher from your kill team to shoot in the Shooting phase. In this Shooting phase, they can only shoot a single weapon, and that weapon can only fire 1 shot (even if it would normally fire more). However, that weapon's Damage characteristic is increased by 2. You cannot use this Tactic in the same battle round as the Custom Ammo Tactic.

1 COMMAND POINT



# HEAVY SPECIALISTS

In a ferocious firefight between small, elite bands of infantry, a doughty warrior toting a suitably heavy weapon can be every bit as devastating as a battle tank or gun emplacement would in a larger battle. Feet planted, heavy weapon kicking and roaring, the Heavy specialist directs relentless hails of fire into the enemy. Those caught in the open are blown apart, reduced to bloody mist and spinning body parts in the blink of an eye. Even those ducked down in cover can only fire blindly back and scream in terror as their temporary haven is rapidly blasted apart by round after explosive round. Thus does the Heavy specialist act as a lynchpin for their kill team, suppressing and slaughtering the foe while their allies advance.

## OVERWHELMING FIREPOWER

### Level 2 Heavy Tactic

Use this Tactic when you pick a Heavy specialist of Level 2 or higher from your kill team to shoot in the Shooting phase. That model can shoot twice in this Shooting phase; after they have shot a first time, immediately shoot with them again. You cannot use this Tactic in the same battle round as the More Bullets Tactic.

2 COMMAND POINTS

## MORE BULLETS

### Level 1 Heavy Tactic

Use this Tactic when you pick a Heavy specialist from your kill team to shoot in the Shooting phase. You can add 1 to the number of shots fired by that model's ranged weapons, with the exception of weapons that would otherwise fire 1 shot (e.g. an Assault 2 weapon would fire 3 shots, but a Rapid Fire 1 weapon at long range would fire 1 shot) in this Shooting phase.

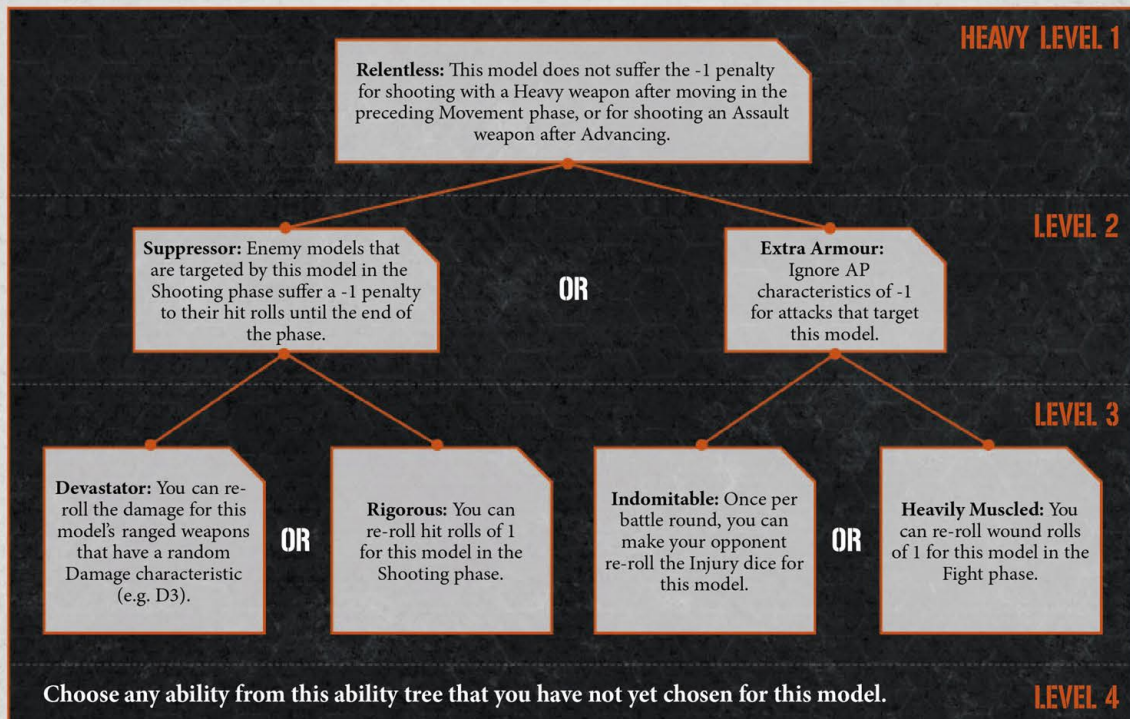
1 COMMAND POINT

## UNKILLABLE

### Level 3 Heavy Tactic

Use this Tactic at the start of your turn in the Morale phase. Pick a Heavy specialist of Level 3 or higher from your kill team that has one or more flesh wounds. Remove one of that model's flesh wounds.

1 COMMAND POINT



# MEDIC SPECIALISTS

When fighting deep behind enemy lines, squads of warriors must be as self-sufficient as possible, for they have little – if any – hope of receiving support or aid. In such circumstances, a Medic specialist can prove invaluable. Whether they be a highly trained field surgeon, a leering flesh-stitcher or something altogether stranger, Medic specialists concentrate on keeping their comrades in the fight and allowing them to push through terrible injuries to claim victory regardless. Such warriors are instrumental in ensuring the long-term durability of their squad, repairing physical hurts that would otherwise leave permanent injuries, or even fitting whole new augmetics where necessary. Of course, their skills can also be turned to offensive purposes...

## STIMM-SHOT

### Level 1 Medic Tactic

Use this Tactic at the start of the Movement phase. Pick a model from your kill team within 2" of a friendly Medic specialist that is not shaken. You can add 1 to Advance rolls and charge rolls for that model, and add 1 to that model's Attacks characteristic until the end of the battle round.

1 COMMAND POINT

## PAINKILLER

### Level 2 Medic Tactic

Use this Tactic at the end of the Movement phase. Pick a model from your kill team within 2" of a friendly Medic specialist of Level 2 or higher that is not shaken. Add 2 to that model's Toughness characteristic until the end of the battle round.

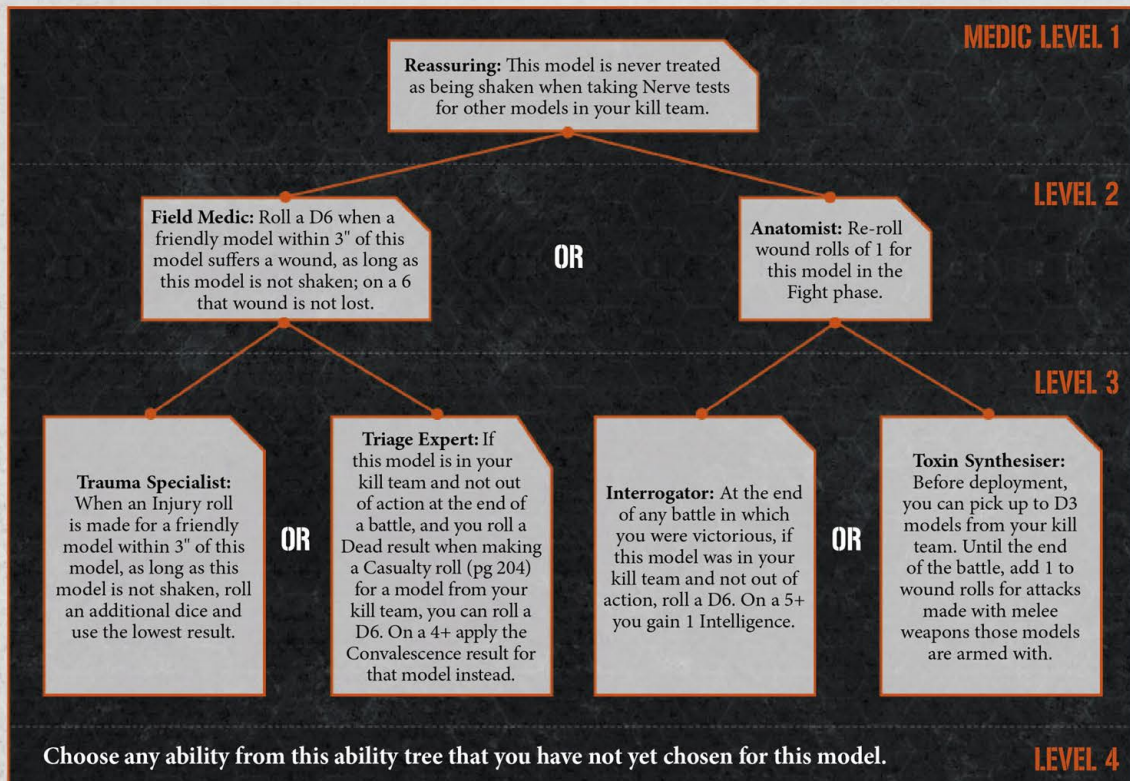
2 COMMAND POINTS

## EMERGENCY RESUSCITATION

### Level 3 Medic Tactic

Use this Tactic when a Medic specialist of Level 3 or higher from your kill team that is not shaken is within 2" of another model from your kill team that suffers an Out of Action Injury roll result. That model suffers a Flesh Wound result instead.

2 COMMAND POINTS



# SCOUT SPECIALISTS

In fast-paced, squad-on-squad combat, information is key. Knowing the enemy's disposition, feeling out their movements, spotting traps and ambushes or locating vital objectives to be eliminated: all of these are the role of the Scout specialist. Ghosting ahead of their comrades, these elite warriors are expert at tracking the enemy to their lair, observing without being observed, and scavenging crucial munitions and wargear that can be turned against their former owners. Many Scout specialists are skilled in evading the enemy's fire, utilising camouflage or natural stealth and agility to defend themselves as effectively as any suit of armour might. Others spread sedition and confusion, ensuring the enemy's plans fall apart even as battle begins.

## QUICK MARCH

### Level 1 Scout Tactic

Use this Tactic when you pick a Scout specialist from your kill team to move in the Movement phase. **Increase the model's Move characteristic by 2" this phase.**

1 COMMAND POINT

## MARKED POSITIONS

### Level 2 Scout Tactic

Use this Tactic at the start of the Shooting phase. Pick an enemy model within 6" of a Scout specialist of Level 2 or higher from your kill team that is not shaken. You can re-roll hit rolls of 1 for shooting attacks made by models in your kill team that target that enemy model until the end of the phase.

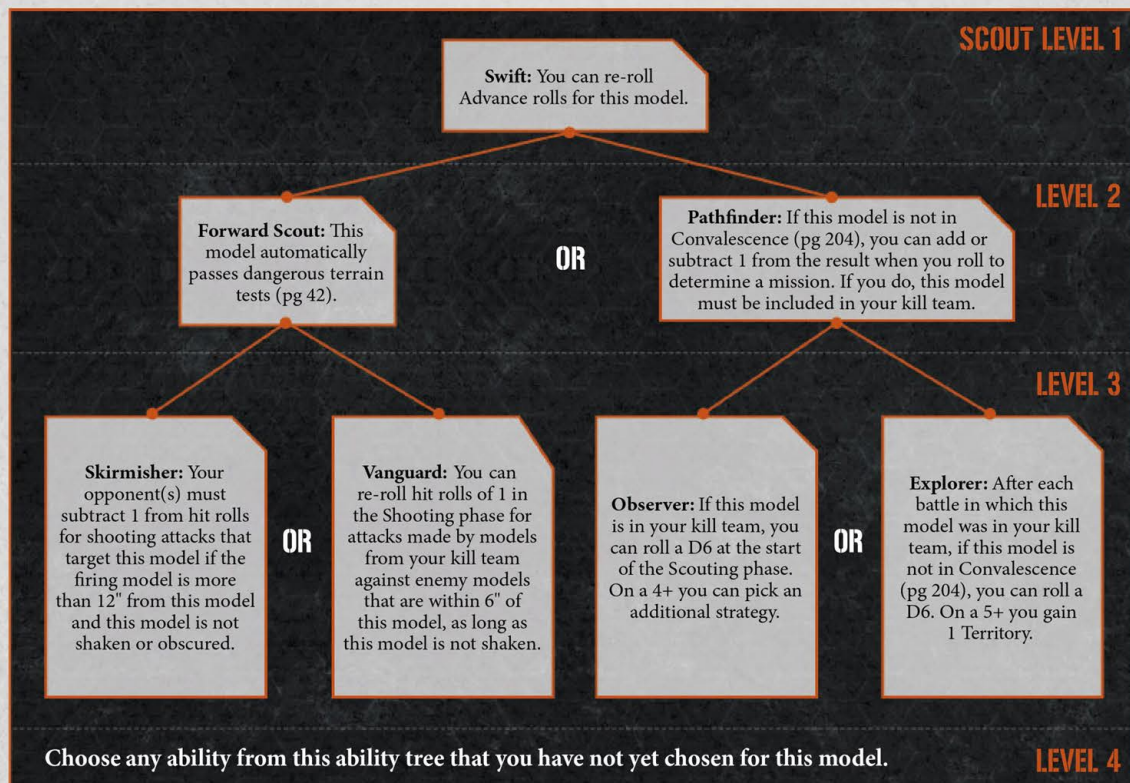
1 COMMAND POINT

## MOVE UNSEEN

### Level 3 Scout Tactic

Use this Tactic at the start of your turn in the Movement phase. Pick a Scout specialist of Level 3 or higher from your kill team that is not shaken. Remove that model from the battlefield and set it up again anywhere within 18" of its previous position and more than 3" from any enemy models. It is considered to have Advanced.

2 COMMAND POINTS



# SNIPER SPECIALISTS

Many kill teams include operatives who excel in the field of ranged combat. More than merely fine shots, these warriors are so skilled that they can pull off feats of marksmanship that appear nigh-on supernatural. Like predators of the battlefield they hunt their targets, lying concealed amidst the shadows for hours, even days at a time. Only when the moment is perfect do they exhale, squeeze the trigger, and place another perfect, killing shot. Of course, every sniper has their own areas of exceptional talent, from shooting with lethal accuracy while on the move, to finding weak spots in enemy armour or slaying targets far beyond what should be extreme range. Whatever their particular skill, all Snipers bring death from afar.

## CAREFUL AIM

### Level 1 Sniper Tactic

Use this Tactic when you choose a Sniper specialist from your kill team to shoot in the Shooting phase. You can add 1 to hit rolls for that model until the end of the phase.

1 COMMAND POINT



## HEADSHOT

### Level 2 Sniper Tactic

Use this Tactic when you pick a Sniper specialist of Level 2 or higher from your kill team to shoot in the Shooting phase. Until the end of the phase, when that model shoots at obscured targets they are considered not to be obscured.

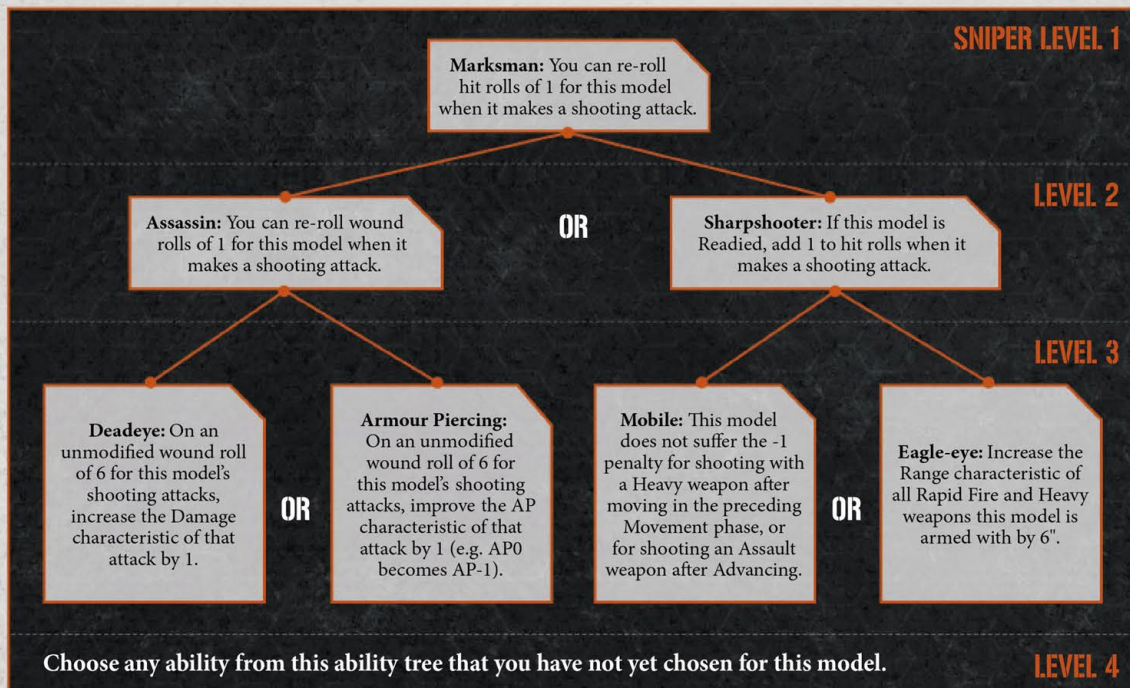
1 COMMAND POINT

## QUICK SHOT

### Level 3 Sniper Tactic

Use this Tactic when you pick a Sniper specialist of Level 3 or higher from your kill team to shoot in the Shooting phase. In this Shooting phase, double the number of shots fired by that model's ranged weapons (e.g. an Assault 2 weapon would fire 4 shots), but subtract 1 from hit rolls for that model. You cannot use this Tactic in the same battle round as the Headshot Tactic.

1 COMMAND POINT



# VETERAN SPECIALISTS

Some kill teams are lucky enough to include a warrior who has fought through dozens of war zones. These Veteran specialists have reaped vast tallies of battlefield experience, and are now able to share this bounty of martial wisdom with their comrades. The Veterans' commanders know that they can be relied upon, absolutely and without exception, to do their duty no matter the circumstances. Veterans know when best to strike at the foe, and exactly where to hit them. They have seen the worst that the galaxy has to offer and fought on regardless, their nerves steely and their hands steady. They know all the most important tricks to survival, and in some cases even personalise and adapt their weapons to be even more lethal.

## ADAPTIVE TACTICS

### Level 1 Veteran Tactic

Use this Tactic at the start of the first battle round, but before the Initiative phase. Pick a Veteran specialist from your kill team. They can make a normal move or Advance. You can only use this Tactic once per battle.

1 COMMAND POINT

## WELL DRILLED

### Level 2 Veteran Tactic

Use this Tactic at the start of your turn in the Shooting phase. Pick a Veteran specialist of Level 2 or higher from your kill team. Ready them unless they are within 1" of an enemy. They can shoot in that phase as if they had not moved in the Movement phase.

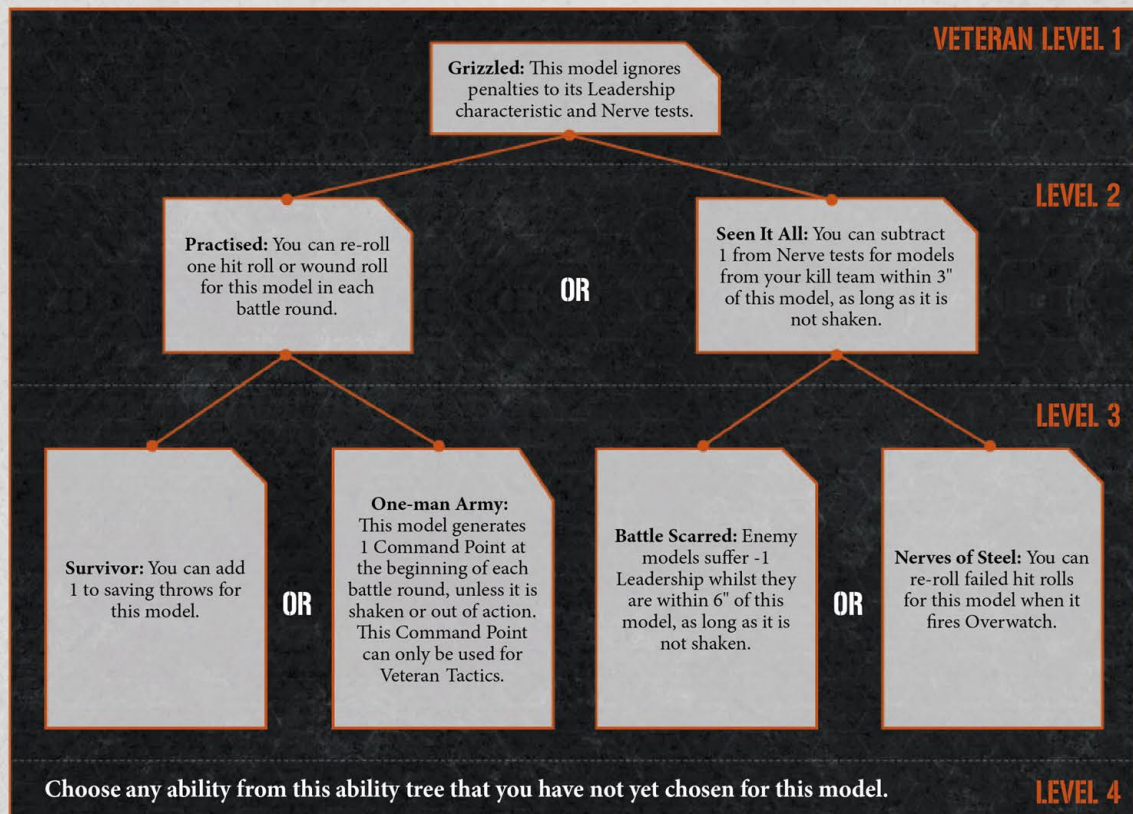
2 COMMAND POINTS

## ROLL WITH THE HITS

### Level 3 Veteran Tactic

Use this Tactic during your opponent's turn in the Shooting phase. Pick a Veteran specialist of Level 3 or higher from your kill team that has been Injured, before your opponent makes the Injury roll. Your opponent can only roll a single dice for that Injury roll.

1 COMMAND POINT



# ZEALOT SPECIALISTS

It is a dark galaxy, and sometimes all the skill and equipment a warrior can possess is simply no match for sheer, bloody-minded faith. Zealots are driven by an absolute belief in their chosen deity or particular world view, their eyes full of fire and their conviction plain for all to see as they storm into battle. It is their deranged fanaticism that allows them to shrug off wounds that ought to have killed them several times over, lends their arm inhuman strength and allows them to inspire their comrades to ever greater feats in battle. In extremis, such warriors think nothing of making the ultimate sacrifice, gladly martyring themselves for the glory of their deity or vindication of their creed.

## MARTYR

### Level 2 Zealot Tactic

Use this Tactic when a Zealot specialist of Level 2 or higher from your kill team loses their last wound, before any player rolls on the Injury table. You may immediately shoot with one of its weapons as if it were the Shooting phase, or pile in and make one attack as if it were the Fight phase.

2 COMMAND POINTS

## KILLING FRENZY

### Level 1 Zealot Tactic

Use this Tactic when you pick a Zealot specialist from your kill team to fight in the Fight phase. Until the end of the phase, each time you make a hit roll of 6+ for that model you can make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.

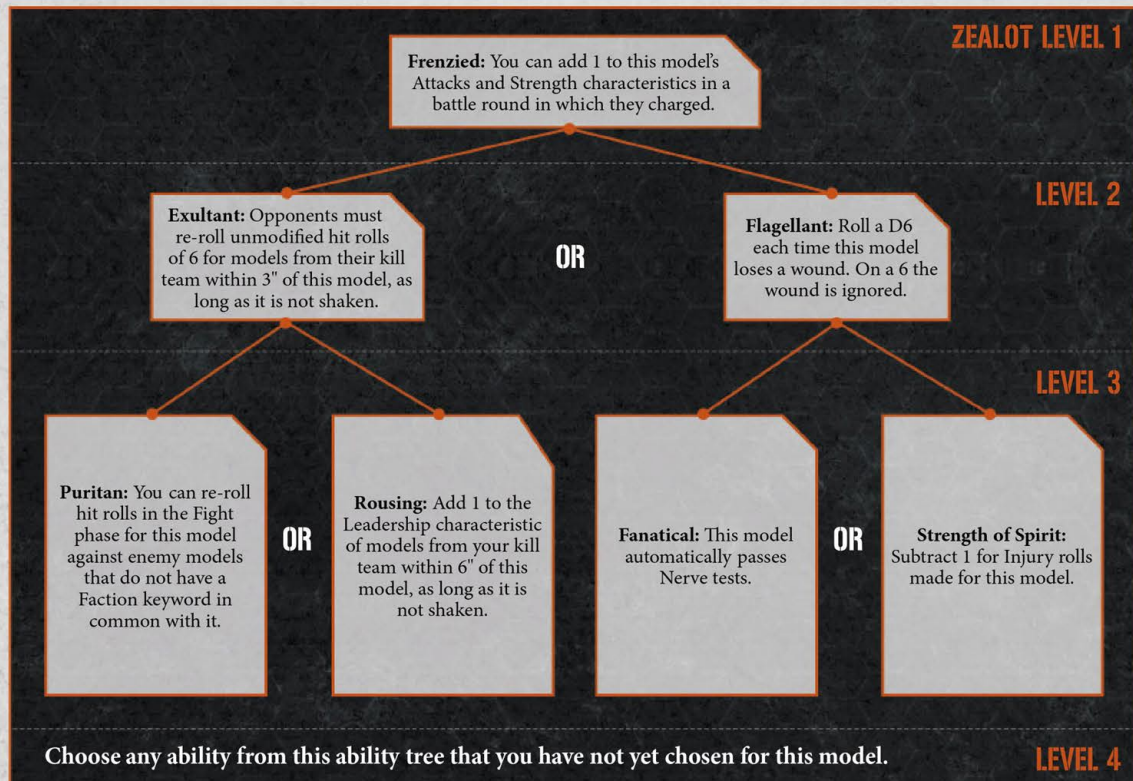
1 COMMAND POINT

## TERRIFYING RAMPAGE

### Level 3 Zealot Tactic

Use this Tactic at the start of the Morale phase. Pick a Zealot specialist of Level 3 or higher from your kill team that took an enemy model out of action in the preceding Fight phase. Each enemy model within 6" of the Zealot must take a Nerve test. If the test is failed the model is shaken.

2 COMMAND POINTS



# COMMANDERS

Sometimes kill teams will be led into battle by a great hero, a high-ranking officer or even the warlord of a whole army. Such individuals are only committed to action in this way when their unique skills and experience are absolutely critical for mission success.

## INCLUDING COMMANDERS

You can only include a Commander in your kill team if you are playing a mission that says, in the Kill Teams section, that your kill team can include a Commander. Unless stated otherwise, a kill team can never include more than one Commander.

When you add a Commander to your kill team or command roster, you must choose their wargear in the same way as you would for any other model. A Commander's wargear options are all described on their datasheet and, for the purposes of Battle-forged kill teams, the points values for these options are found below each datasheet. This book includes forty-one datasheets for Commanders for (pg 32-95), from the Death Guard's noxious Foul Blightspawn to the monstrous Tyranid Prime.

Each Commander must have a specialism – this does not count towards the maximum number of specialists you can include in a kill team. The specialisms they can choose from are listed on their datasheet – note that some of these are specific to Commanders, and the ten specialisms found on the datasheets in this book are detailed in this section (pg 20-29). A kill team can still only include one of each kind of specialist.



A sadistic band of Drukhari Wyches bursts from the shadows of a burned-out refinery to fall upon a kill team of Skitarii Rangers, who respond with a desperate fusillade from their galvonic rifles.

## COMMANDER TACTICS

Commanders have access to specific Tactics. Each is identified either as a Commander Tactic or a <name> Tactic, where <name> is the name of a datasheet. The second kind of Commander Tactic is restricted to Commanders chosen from the named datasheet. Your Commander must be on the battlefield and not shaken in order to use them.



## COMMANDER UPGRADES

Not all Commanders are created equal. When you include a Commander in your kill team, in addition to their weaponry, you can choose Commander upgrades for them, in the form of Commander Levels and Commander Traits. List the upgrades a Commander has on their datacard.

## Commander Levels

When you first include a Commander in your kill team, you must choose whether that Commander is a Level 1, Level 2, Level 3 or Level 4 Commander. The different levels of each Commander have individual points costs for the purposes of Battle-forged kill teams, as detailed below that Commander's datasheet. The level of a Commander determines the Tactics they can use and the abilities they have (see pages 66-67 of the *Kill Team Core Manual*). Some Kill Team expansions provide rules for Commander specialisms that vary from this system. Where this is the case, they will explain how to determine the abilities of your Commander.

## Commander Traits

Different Commanders employ different tactics or have preferred styles of waging war. When you first include a Commander in your kill team, you can purchase up to three different Commander Traits for them from those listed on the following page. Each has a different points cost for the purposes of Battle-forged kill teams, as shown on the following page.

## COMMANDERS AND CAMPAIGNS

If you are playing a Kill Team campaign, and you are incorporating Commanders, then use the following additional rules:

- Your command roster cannot include more than 1 of any particular Commander model.
- Commanders do not gain experience points like the other members of your kill team. Instead, when you first include a Commander in your kill team, you can purchase Commander upgrades for them (Commander Levels and Commander Traits, see above). You cannot purchase additional upgrades for your Commander during the course of the campaign.
- If a Commander takes an enemy specialist out of action, treat any rolls of 8 made for that model's subsequent Casualty roll as a Hard Knocks result instead. That model has faced one of the deadliest foes in their enemy's army and lived to tell the tale.
- A specialist gains one experience point after a mission if one of its attacks or psychic powers took an enemy Commander out of action. Similarly, a fire team gains one experience point after a mission if one of its models' attacks or psychic powers took an enemy Commander out of action.
- If a player's Commander was taken out of action during a mission, the player loses one Morale at the end of that mission, regardless of the outcome of the battle itself.
- If a player's Commander was taken out of action during a battle, roll on the table below for them at the end of the mission, instead of the normal Casualty Roll table:

### COMMANDER CASUALTY ROLL

#### D10 RESULT

1	<b>Serious Injury:</b> This Commander starts your next mission with one flesh wound, and you must reduce its Move, Attacks, Leadership, Wounds and Strength characteristics by 1 for the duration of that mission.
2-3	<b>Minor Injury:</b> This Commander starts your next mission with one flesh wound and you must reduce its Move, Attacks and Leadership characteristics by 1 for the duration of that mission.
4-5	<b>Contusion:</b> This Commander starts your next mission with one flesh wound.
6-10	<b>Full Recovery:</b> Your Commander makes a full recovery and can be used in your next mission without penalty.

# COMMANDER TACTICS

It is no easy task to command in battle. Such an individual must inspire devotion amongst the troops, be able to make split-second decisions and be counted upon to hold their own in deadly combat against the most dangerous foes the enemy can muster. While leaders in the 41st Millennium are often amongst the most skilled of warriors, it is not enough to simply outfight a foe. Being able to out-think and outmanoeuvre the enemy is equally important, and can often spell the difference between glorious triumph and ignoble death.

## HEROIC INTERVENTION

### Commander Tactic

Use this Tactic at the end of the Movement phase if there are any enemy models within 3" of your Commander and your Commander did not Advance, Fall Back, Retreat or make a charge attempt this phase. Your Commander can immediately make a pile-in move as described in the Fight phase.

1 COMMAND POINT

## DUEL OF HONOUR

### Commander Tactic

Use this Tactic at the start of the Fight phase. Your Commander can only target enemy Commanders this phase, but you can re-roll failed hit and wound rolls for your Commander's attacks until the end of the phase.

1 COMMAND POINT

## LOOK OUT, SIR!

### Commander Tactic

Use this Tactic when you fail a saving throw for your Commander if there is another model from your kill team within 2" of them (excluding shaken models). Roll a D6; on a 2+ the damage is inflicted on that model instead of your Commander.

1 COMMAND POINT

# COMMANDER TRAITS

When you first include a Commander in your kill team, you can upgrade them to have up to three different Commander Traits. Write any traits a Commander has on their datacard. Note that the Generalist and Master Specialist traits are only available to Level 4 Commanders.

5 PTS

## IRON WILL

*Commander Trait*

This model automatically passes Nerve tests.

10 PTS

## STOIC HERO

*Commander Trait*

Ignore the penalty to this model's hit rolls from flesh wounds it has suffered.

10 PTS

## DESTINED BY FATE

*Commander Trait*

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

15 PTS

## TACTICAL PLANNER

*Commander Trait*

At the start of the first battle round you gain D3 Command Points.

15 PTS

## GENERALIST

*Level 4 Commander Trait*

Instead of choosing the Level 4 ability from their specialism's ability tree, you can choose a Level 1 ability for this model from a different specialism listed on their datasheet. Their specialism does not change.

30 PTS

## MASTER SPECIALIST

*Level 4 Commander Trait*

Instead of choosing an ability for this model not already chosen from their specialism's ability tree (for being Level 4), you can choose two abilities not already chosen from their specialism's ability tree.

# PSYCHIC POWERS

The battle psykers of the 41st Millennium are amongst the deadliest adversaries to fight, for each is capable of unleashing a myriad of warp-born powers that can dominate any military engagement.

Any **COMMANDER PSYKER** can choose to exchange *Psybolt* and/or any other powers they know for one of the psychic powers listed here. To do so, you can either roll a D6 to generate the powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.



## D6 RESULT

### 1 IRON ARM

*By transmuting their flesh into living metal, the psyker can wade through enemy fire unscathed and pulp skulls with their bare fists.*

*Iron Arm* has a warp charge value of 7. If manifested, then until the start of the next Psychic phase, add 2 to the psyker's Strength and Toughness characteristics.

### 2 FOREWARNING

*The psyker's prophetic powers render them all but immune to bullet and bolt, blade and bombardment.*

*Forewarning* has a warp charge value of 6. If manifested, then until the start of the next Psychic phase, the psyker has a 4+ invulnerable save.

### 3 FIRE SHIELD

*With a sweep of their arms, the psyker throws up a towering wall of flame to protect their ally.*

*Fire Shield* has a warp charge value of 6. If manifested, pick a friendly model within 8" of the psyker. Until the start of the next Psychic phase, that model counts as obscured, even if they are completely visible to the firing model.

### 4 PSYCHIC SHRIEK

*The psyker breathes in deeply the power of the warp before emitting a banshee howl of psychic energy that harrows their enemy.*

*Psychic Shriek* has a warp charge value of 5. If manifested, select an enemy model within 12" of and visible to the psyker. That model must immediately take a Nerve test as if it were the Morale phase.

### 5 ENFEEBLE

*As the psyker channels their powers, tendrils of warp energy lash over their victim, every caress sapping strength and vitality from their body.*

*Enfeeble* has a warp charge value of 7. If manifested, select an enemy model within 12" of and visible to the psyker. Until the start of the next Psychic phase, your opponent must subtract 1 from hit and wound rolls for the target model's close combat attacks.

### 6 MISFORTUNE

*The psyker twists fate so that the bullets and blows of their allies punch through the weakest points in the armour of the hapless victim.*

*Misfortune* has a warp charge value of 7. If manifested, select an enemy model within 12" of and visible to the psyker. Until the start of the next Psychic phase, improve the AP characteristic of any weapon that targets that model by 1 (for example, an AP0 weapon becomes AP-1).



# ADDITIONAL RULES

Commanders bring a new level of tactics and strategy to your missions, and the rules on this page explain the effect this has on your games of Kill Team.

## AURA TACTICS

Kill Team: Commanders includes a new type of Tactic, called Aura Tactics. Aura Tactics are 'passive' abilities (i.e. they have a constant effect once they are used), that affect certain models within a given distance for a specific duration of time – most commonly until the end of the phase in which the Aura Tactic was used, or the end of the battle round.

Unless the Aura Tactic in question says otherwise, the model that used the Aura Tactic is always within range of its effects. For example, an Adeptus Astartes or Deathwatch Primaris Captain can use the Rites of Battle Aura Tactic (see right), which affects all friendly models within 6" of him. As the Primaris Captain is a friendly model, he benefits from the Aura Tactic as well, effectively leading by example.

## rites of battle

### Adeptus Astartes/Deathwatch Tactic Primaris Captain Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **PRIMARIS CAPTAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

**1 COMMAND POINT**

## KILL TEAM: COMMANDERS TOKENS

The Kill Team: Commanders box and Kill Team: Commander Set expansion boxes each come with tokens for use in your games of Kill Team. Some of these are similar to the tokens found in the Kill Team Starter Set and the Kill Team Faction Starter Set boxes, but are suitably more impressive versions worthy of the mighty Commander leading your kill team to battle. The new counters are designed to help you keep track of the powerful new skills and abilities your Commander brings to the battlefield.

You do not need these tokens to play Kill Team, but if you have a set, you'll find the tokens shown here to be a very useful way of keeping track of what actions your Commander has taken in each battle round. The core rules explain when many of these tokens are used, and what significance they have, whilst the new tokens are introduced here.

**1** **Wound Markers:** Wound markers range from 1-5 wounds. As soon as your Commander suffers one or more wounds in battle, place the appropriate wound marker next to their model to show how many wounds they have suffered.



**Aura Tactic Tokens:** If you spend Command Points to use any of your Commander's Aura Tactics, place an Aura Tactic token next to their model as a reminder that it is in effect.



**Psychic Power Tokens:** If you use any psychic powers that have an ongoing effect, place a Psychic Power token next to the affected model as a reminder.



## STANDARD DEPLOYMENT

Some Kill Team missions say that they use the Standard Deployment rules. Where a mission states this, use the following rules when deploying your kill teams.

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest gets the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn, in the order of least to greatest advantage, to deploy one model from their kill team. Models must be set up wholly in their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all of their models, deployment ends and the first battle round begins.

## VARIABLE BATTLE LENGTH

Some Kill Team missions last for a variable number of turns (in some cases, they may last for a variable number of turns unless some other condition is met, e.g. there is only one unbroken kill team on the battlefield). Where a mission states that it uses the Variable Battle Length rules, use the following rules to determine when the battle ends. Each mission that uses these rules tells you which player makes the roll.

If the battle does not end otherwise, at the end of battle round 4, roll a D6. The battle continues on a 3+, otherwise the battle ends. If the battle does not end otherwise, at the end of battle round 5, roll a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.



In the midst of a vicious firefight with fleet-footed Aeldari warriors, an Ork Painboy seeks to test out some of his more unpleasant surgical techniques upon the unwilling flesh of his nemesis, a Saim-Hann Farseer.

# LEGENDARY HUNTER SPECIALISTS

When a Commander has the Legendary Hunter specialism, their datasheet will state what level they are (they are always at that level and cannot gain experience). The Commander has the abilities stated at that level and all lower levels (so a Commander who is a Level 3 Legendary Hunter has the Hard Case, Sudden Ambush and Stealthy Hunter abilities). You also have access to the Legendary Hunter Tactics for your Commander's level and all lower levels. Legendary Hunter specialists cannot have Commander Traits.

## LEGENDARY HUNTER LEVEL 1

**Hard Case:** Ignore the penalty to this model's hit rolls from flesh wounds it has suffered.

## LEVEL 2

**Sudden Ambush:** When you set up this model from Reserve, set them up anywhere on the battlefield that is more than 5" away from any enemy models.

## LEVEL 3

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

## LEVEL 4

**Like Fighting a Shadow:** Once per battle, at the start of any Movement phase, if there are no enemy models within 6" of this model (other than shaken models) and this model is not shaken, you may remove this model from the battlefield and place them in Reserve.

## NINE LIVES

### Level 1 Legendary Hunter Tactic

Use this Tactic when your opponent makes an Injury roll for a Legendary Hunter specialist from your kill team. They must subtract 1 from each of the dice rolled.

1 COMMAND POINT

## FIGHTING WITH THE LEGEND

### Level 2 Legendary Hunter Tactic

Use this Tactic at the beginning of the Morale phase if there is a Legendary Hunter of Level 2 or higher that is not shaken on the battlefield. That model and friendly models within 2" of them automatically pass any Nerve tests in this phase.

1 COMMAND POINT

## LEGENDARY SKILL

### Level 3 Legendary Hunter Tactic

Use this Tactic when you choose a Legendary Hunter of Level 3 or higher to attack in the Shooting phase or Fight phase. You can re-roll failed hit and wound rolls for that model until the end of the phase.

2 COMMAND POINTS



# FEROCITY SPECIALISTS

Sheer, unchecked fury can be a powerful weapon for any warrior. A mad-eyed berserker charging into battle slathered in the blood of their foes is a fearsome sight to behold, striking terror into the hearts of even veteran soldiers as they bellow their terrible war cries. These ferocious killers live only for the sensation of gore splattering across their skin, and the feel of their weapons biting deep into flesh. Driven by an uncontrollable rage, they shrug off all but the most grievous wounds, striking back at their foes with frenzied blows that cleave heads and crush spines. Even when mortally wounded some berserkers are capable of entering a murderous frenzy, butchering their foes in one last surge of violence before death takes them.

## BELLOW OF WRATH

### Level 2 Ferocity Tactic

Use this Tactic at the start of the Morale phase. In this phase, your opponent(s) must re-roll successful Nerve tests taken for enemy models within 6" of a Ferocity specialist of Level 2 or higher from your kill team that is not shaken.

2 COMMAND POINTS

## MURDERLUST

### Level 1 Ferocity Tactic

Use this Tactic when it is your turn to move in the Movement phase. A Ferocity specialist from your kill team that is not shaken can make a charge attempt against an enemy model within 15" of them, and you can add D3 to their charge roll.

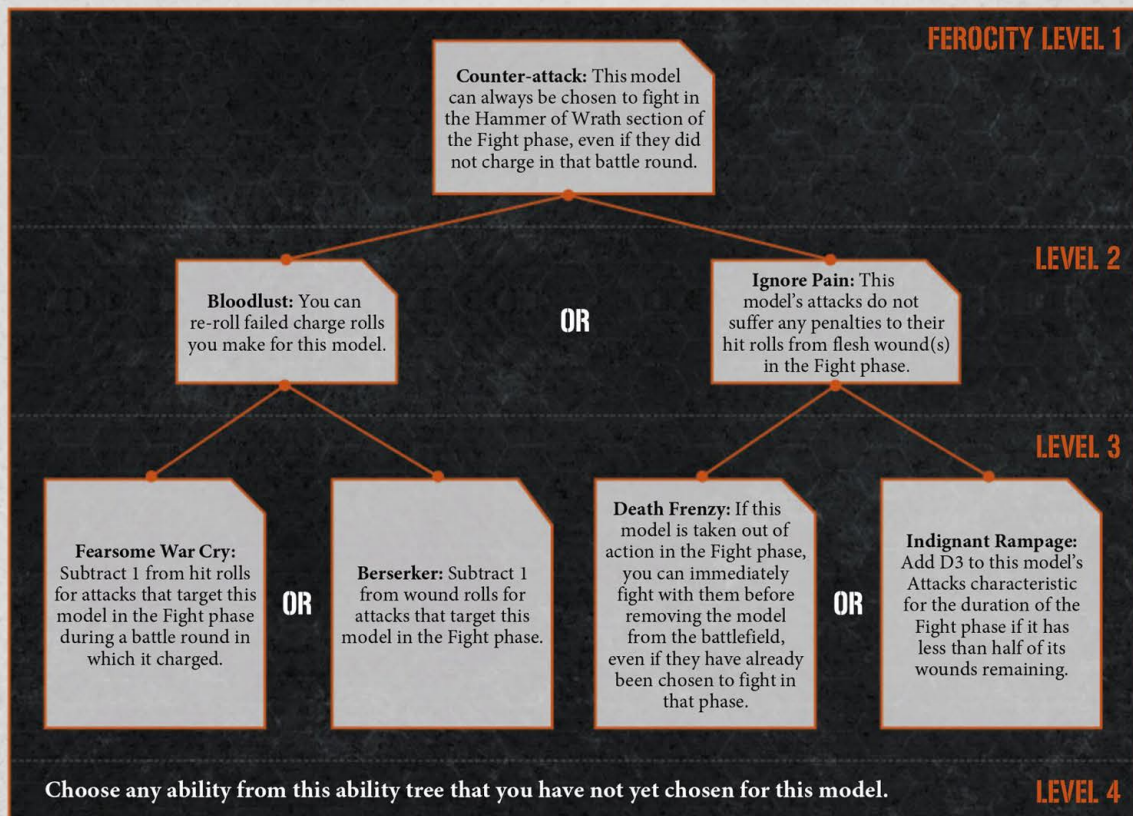
1 COMMAND POINT

## FURY UNLEASHED

### Level 3 Ferocity Tactic

Use this Tactic in the Fight phase, before attacking with a Ferocity specialist of Level 3 or higher from your kill team. Add 1 to Injury rolls you make when resolving attacks for this model in this phase.

2 COMMAND POINTS



# FORTITUDE SPECIALISTS

Some commanders are legendary not only for their combat skill, but for their ability to dismiss pain and fight resolutely on through the most horrendous injuries. These iron-tough, utterly unyielding warriors refuse to give in even when all seems lost. Impossible odds are nothing to these heroes. They deny the enemy's every attack with sheer stubbornness and strength of will, spitting defiance in the face of their foes. Such utter contempt for danger inspires those the commander fights alongside, lending them a portion of their leader's implacable resolve.

## IT'S JUST A SCRATCH

### Level 2 Fortitude Tactic

Use this Tactic at the start of the Morale phase. Roll a D6 for each flesh wound that a Fortitude specialist of Level 2 or higher from your kill team has suffered. On a 5+, that flesh wound is removed.

1 COMMAND POINT

## PAIN IS FOR THE WEAK!

### Level 1 Fortitude Tactic

Use this Tactic when an opponent makes an Injury roll for a model from your kill team that is within 3" of a friendly Fortitude specialist (use this Tactic before the Injury roll is made). Subtract 1 from all dice rolled as part of that Injury roll.

1 COMMAND POINT

## REFUSAL TO FALL

### Level 3 Fortitude Tactic

Use this Tactic when your opponent makes an Injury roll for a Fortitude specialist of Level 3 or higher from your kill team (use the Tactic before the Injury roll is made). Apply a -2 modifier to that Injury roll.

2 COMMAND POINTS



# LEADERSHIP SPECIALISTS

It is a rare and invaluable gift to inspire true loyalty in those under your command. Those leaders who develop an unbreakable bond with their charges can motivate them to accomplish truly heroic deeds. With their force of personality and charismatic drive they can forge a ragtag squad of specialists into a band of heroes whose actions can change the course of a battle. Words are as much a weapon for these commanders as blades or bolters. With an exhortation of zealous fury or a passionate speech amidst the carnage of battle, they fill the hearts of their warriors with resolve, driving them to stand defiant in the face of impossible odds, fulfilling their mission even when horrendously outgunned.

## BRING THEM DOWN!

### Level 2 Leadership Tactic

Use this Tactic at the start of the Shooting phase. Pick an enemy model that is visible to a Leadership specialist of Level 2 or higher from your kill team. You can re-roll hit rolls of 1 for friendly models' attacks made in this phase that target the model you picked.

1 COMMAND POINT

## SECOND IN COMMAND

### Level 1 Leadership Tactic

Use this Tactic at the start of the battle round. Until the end of the battle round, your kill team's Leader can use any of your Commander's Aura Tactics. When they do so, they are the model that gains the aura ability, rather than your Commander.

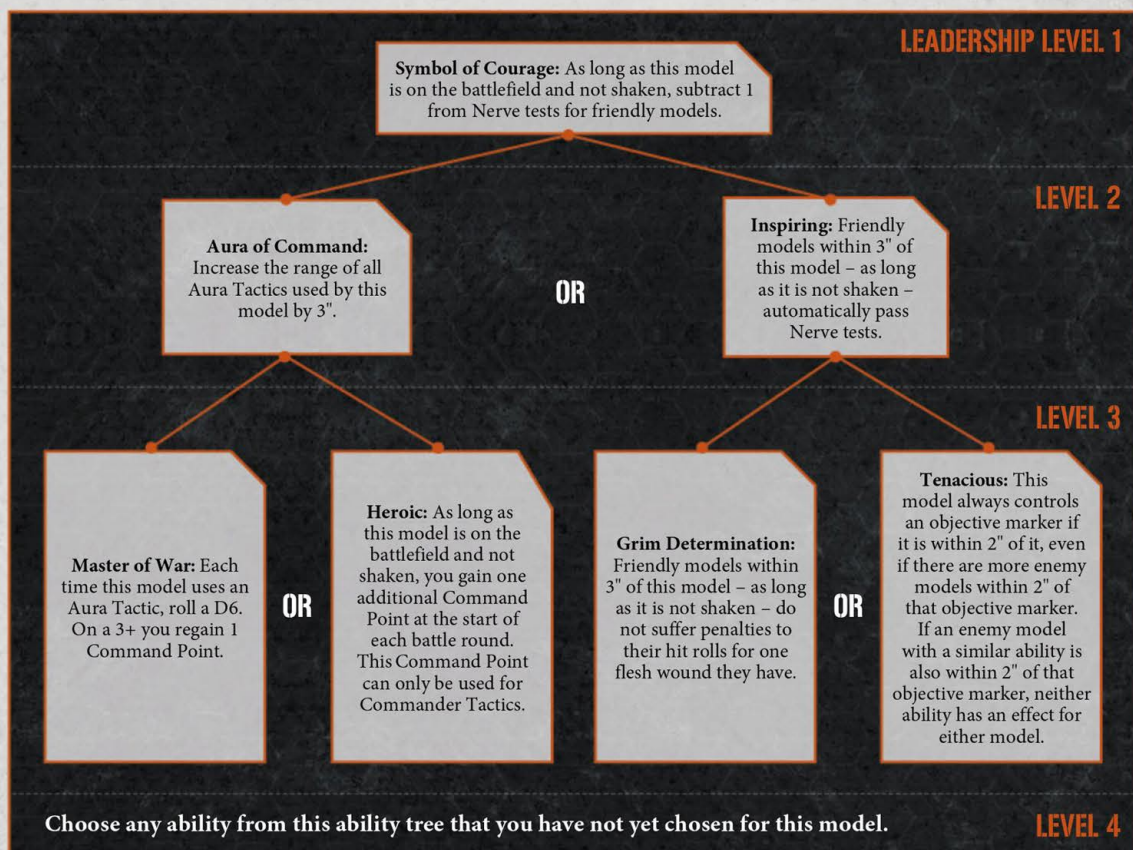
1 COMMAND POINT

## INSPIRATIONAL ORATORY

### Level 3 Leadership Tactic

Use this Tactic at the start of the Morale phase. As long as a Leadership specialist of Level 3 or higher from your kill team is on the battlefield and not shaken, all friendly models on the battlefield automatically pass Nerve tests made in this phase.

2 COMMAND POINTS



# LOGISTICS SPECIALISTS

It is a universal truth that the more prepared warrior has the advantage – the ability to produce the right equipment for any strategic situation can turn the tide of a battle in a moment. Logistics specialists know this well, and ensure that their warriors enter battle equipped for any possible eventuality, whether that means they carry armour-piercing slugs for bringing down towering foes or rangefinder scopes for precision, long-range kills. Of course, one cannot always rely on having a steady supply of munitions at hand, and so many logistical experts master the art of scavenging and improvisation.

## GRAV-CHUTE

### Level 1 Logistics Tactic

Use this Tactic at the start of the first battle round, before the Initiative phase. Pick a model from your kill team. For the duration of the battle, that model never suffers falling damage, and never falls on another model. If it would, instead place that model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.

1 COMMAND POINT

## ARMOUR-PIERCING AMMUNITION

### Level 2 Logistics Tactic

Use this Tactic in the Shooting phase when a Logistics specialist of Level 2 or higher from your kill team makes a shooting attack with an Assault, Rapid Fire, Heavy or Pistol weapon. When resolving the attacks, increase the weapon's Strength characteristic by 1, and improve its AP by 1 (e.g. AP0 becomes AP-1).

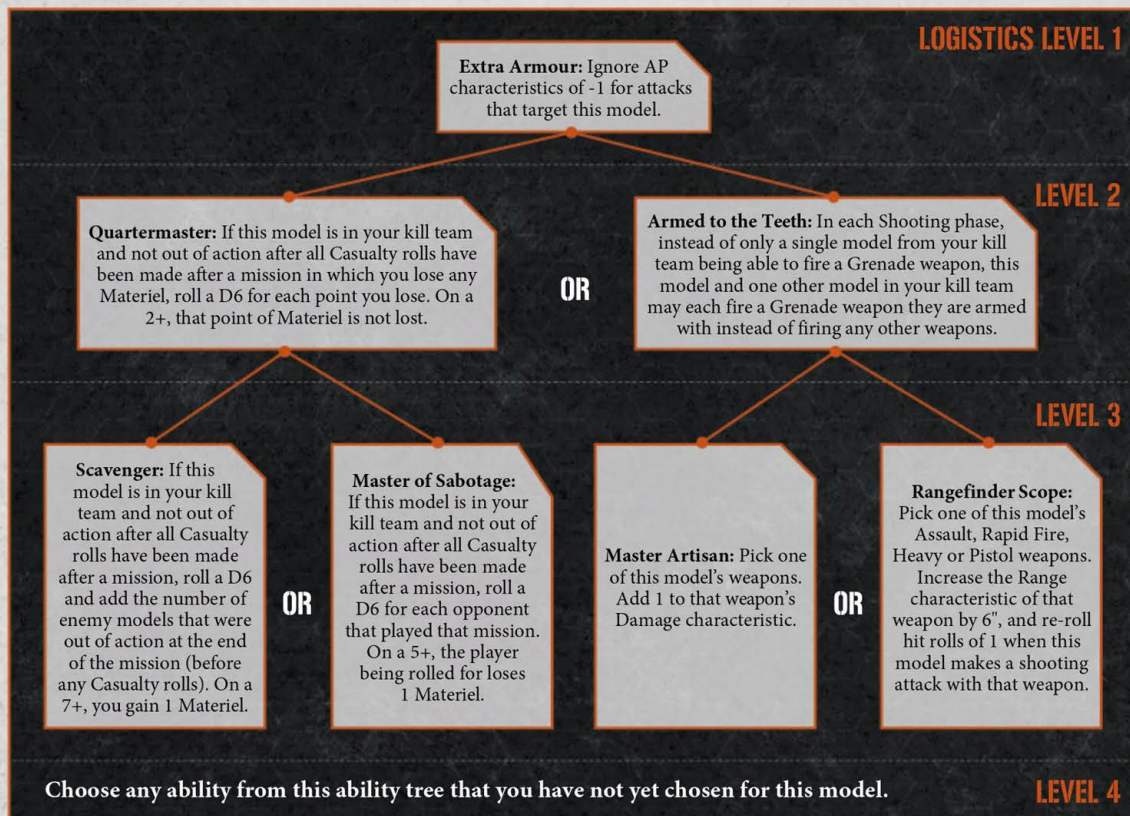
1 COMMAND POINT

## REFRACTOR FIELD

### Level 3 Logistics Tactic

Use this Tactic at the start of the first battle round, before the Initiative phase. Pick a model from your kill team; for the duration of the battle, that model has a 5+ invulnerable save.

1 COMMAND POINT



# MELEE SPECIALISTS

True mastery of the blade takes a lifetime, but for those commanders who devote themselves to the arts martial the rewards are great indeed. Peerless duellists, these champions wield their weapons as if they were extensions of their own flesh. To even land a blow upon them seems all but impossible. They fight with almost preternatural grace, carving their foes apart with precise ripostes and counter-strikes, their bladework so swift it is little more than a blur. Though these champions favour precision over blunt savagery, they are not above using less subtle tactics in order to achieve victory. A swift haymaker or pommel strike can leave an enemy dazed and reeling, perfect prey for a killing strike.

## HAYMAKER

### Level 2 Melee Tactic

Use this Tactic when a Melee specialist of Level 2 or higher from your kill team makes an attack that targets an enemy model in the Fight phase (use the Tactic before the hit roll is made). If that attack is successful, any damage inflicted is doubled.

1 COMMAND POINT

## STUNNING BLOW

### Level 1 Melee Tactic

Use this Tactic when a Melee specialist from your kill team makes an attack that targets an enemy model in the Fight phase (use the Tactic before the hit roll is made). If that attack hits (whether or not the wound roll is successful), your opponent must subtract 1 from that model's hit rolls for the rest of the battle round.

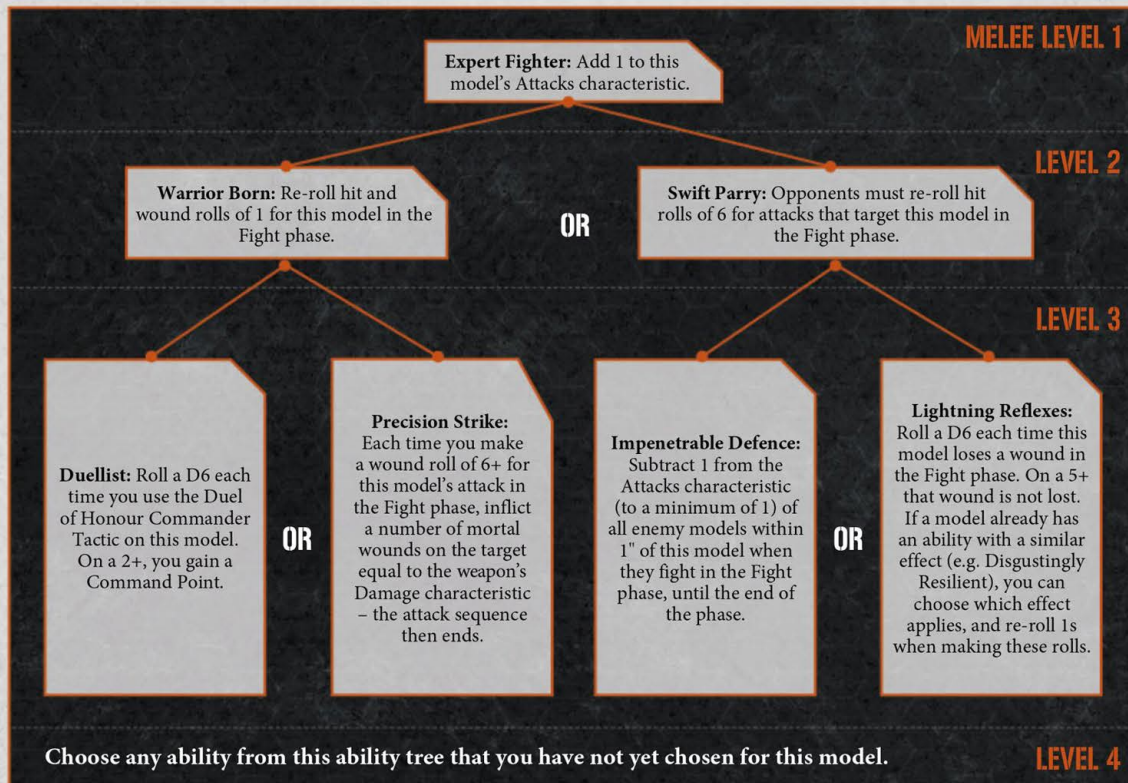
1 COMMAND POINT

## FIGHT DIRTY

### Level 3 Melee Tactic

Use this Tactic when an enemy model makes any attacks that target a Melee specialist of Level 3 or higher from your kill team in the Fight phase (use the Tactic before any hit rolls are made). For the rest of the battle round, the enemy model's controlling player must subtract 2 from hit rolls for that model's attacks.

2 COMMAND POINTS



# PSYKER SPECIALISTS

Psyker commanders wield the devastating power of the warp, channelling psychic energies in order to bolster their allies and obliterate their foes. These imposing figures dominate the battlefield, summoning aetheric storms that melt armour and sear flesh even as they weave complex protective wards to deflect incoming fire. In order to fend off the corrupting influence of the immaterium these figures have developed formidable mental focus, and are capable of manifesting multiple psychic powers at once. To meet such a fearsome opponent upon the battlefield is to risk not just death, but complete annihilation of the soul.

## MENTAL FOCUS

### Level 1 Psyker Tactic

Use this Tactic after a manifesting the *Psybolt* psychic power with a Psyker specialist from your kill team. You can attempt to manifest *Psybolt* a second time this phase. This Tactic costs 1 Command Point unless the specialist can normally attempt to manifest only one psychic power in each Psychic phase, in which case it costs 2 Command Points instead.

1-2 COMMAND POINTS

## LOREMASTER

### Level 2 Psyker Tactic

Use this Tactic at the start of the Psychic phase. You can exchange one psychic power that a Psyker specialist of Level 2 or higher from your kill team knows (other than *Psybolt*) for a new power generated from the Psychic Powers list (pg 17).

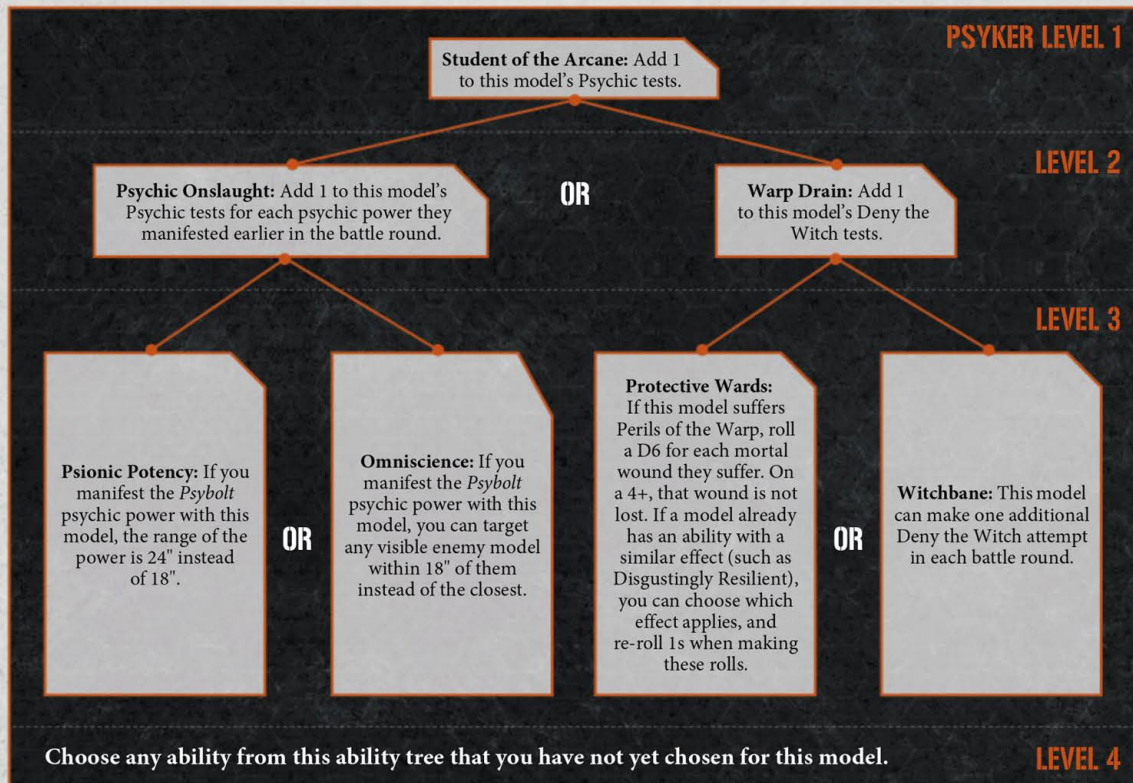
2 COMMAND POINTS

## PSYCHIC BARRAGE

### Level 3 Psyker Tactic

Use this Tactic when you choose a Psyker specialist of Level 3 or higher from your kill team to manifest a psychic power in the Psychic phase. That model can attempt to manifest one additional psychic power in this phase that it has not already attempted to manifest in this phase.

2 COMMAND POINTS



# SHOOTING SPECIALISTS

The greatest sharpshooters and gunslingers in the galaxy can end a war with a single perfect shot. To these expert marksmen, the impossible is ordinary. Whether they opt to wield heavy rifles or pistols, they mow down their foes with uncanny accuracy. To the enemy it seems as if they are under fire from many opponents at once, so overwhelming is the intensity of the assault. Heavily armoured foes are slain by pinpoint shots that breach minuscule weaknesses in their defences. Even those who hunker down behind seemingly impenetrable cover are not safe – the sharpshooter’s bolts or las-blasts find them still, bursting heads and burning vital organs to ash. Some of these ranged-combat specialists have dedicated time to mastering the use of grenades, hurling these weapons seemingly impossible distances with the same unerring accuracy displayed in their shooting.

## ITCHY TRIGGER FINGER

### Level 1 Shooting Tactic

Use this Tactic at the start of the Shooting phase to immediately Ready a Shooting specialist from your kill team that is neither shaken nor within 1" of an enemy model.

1 COMMAND POINT

## LUCKY HIT

### Level 2 Shooting Tactic

Use this Tactic when a Shooting specialist of Level 2 or higher from your kill team makes an attack that hits an enemy model in the Shooting phase (use the Tactic before the wound roll is made). Do not make a wound roll – it is automatically successful.

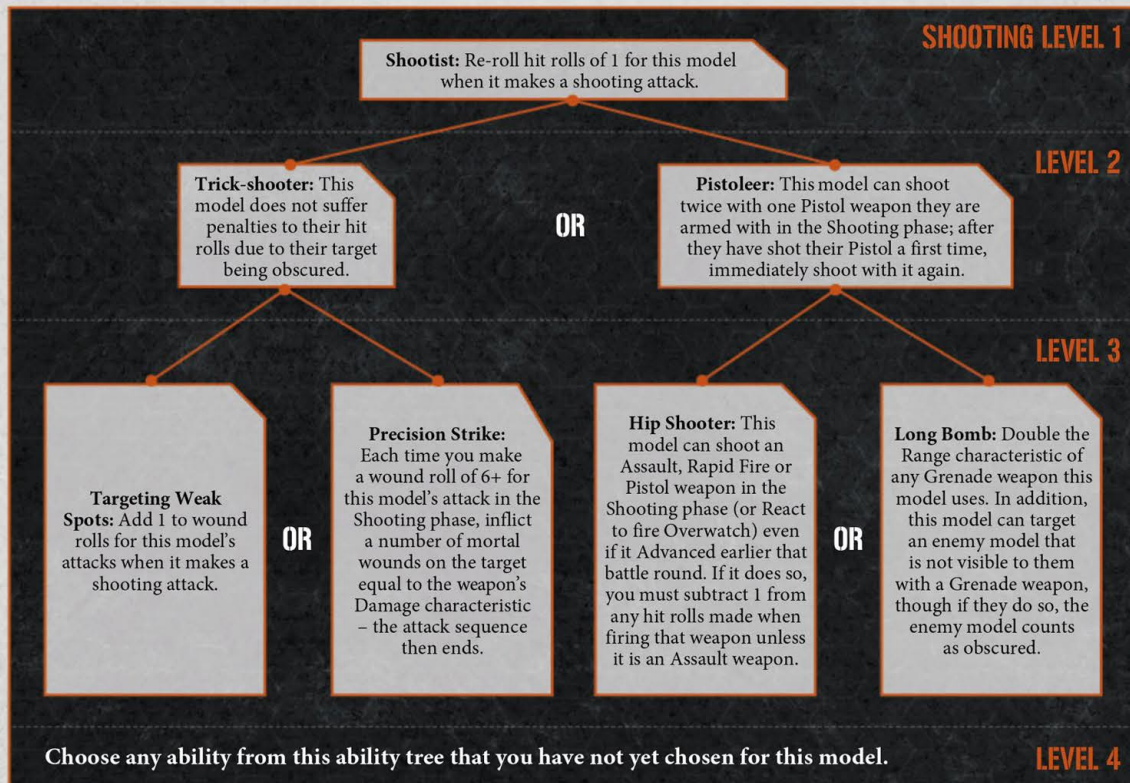
1 COMMAND POINT

## IMPOSSIBLE SHOT

### Level 3 Shooting Tactic

Use this Tactic when a Shooting specialist of Level 3 or higher from your kill team makes an attack that targets an enemy model in the Shooting phase (use the Tactic before the hit roll is made). Do not make a hit roll – it is automatically successful. You cannot use this Tactic in the same battle round as the Lucky Hit Tactic.

1 COMMAND POINT



# STEALTH SPECIALISTS

For some commanders, the best method for winning a war is not to meet the enemy head-on, but to strike from the shadows, crippling the foe before they even realise they are under attack. To these stealth specialists, concepts of honour and fair play are entirely irrelevant – only the success of the mission matters. They are the finest hunters in the galaxy, capable of stalking through densely populated war zones without alerting their prey before striking with a single, devastatingly precise assault. Should the enemy manage to return fire, they will find their assailants all but impossible to pin down, darting from cover to cover with lightning speed to outmanoeuvre their foes and deliver another unexpected strike.

## HIDDEN DEPLOYMENT

### Level 1 Stealth Tactic

Use this Tactic at the start of the first battle round, before the Initiative phase. A Stealth specialist from your kill team can immediately make a normal move as if it were the Movement phase. You can only use this Tactic once per battle.

1 COMMAND POINT

## DIVE FOR COVER

### Level 2 Stealth Tactic

Use this Tactic at the start of the Shooting phase if a Stealth specialist of Level 2 or higher from your kill team is within 2" of any terrain feature. The specialist is considered to be obscured from all enemy models until the end of the phase.

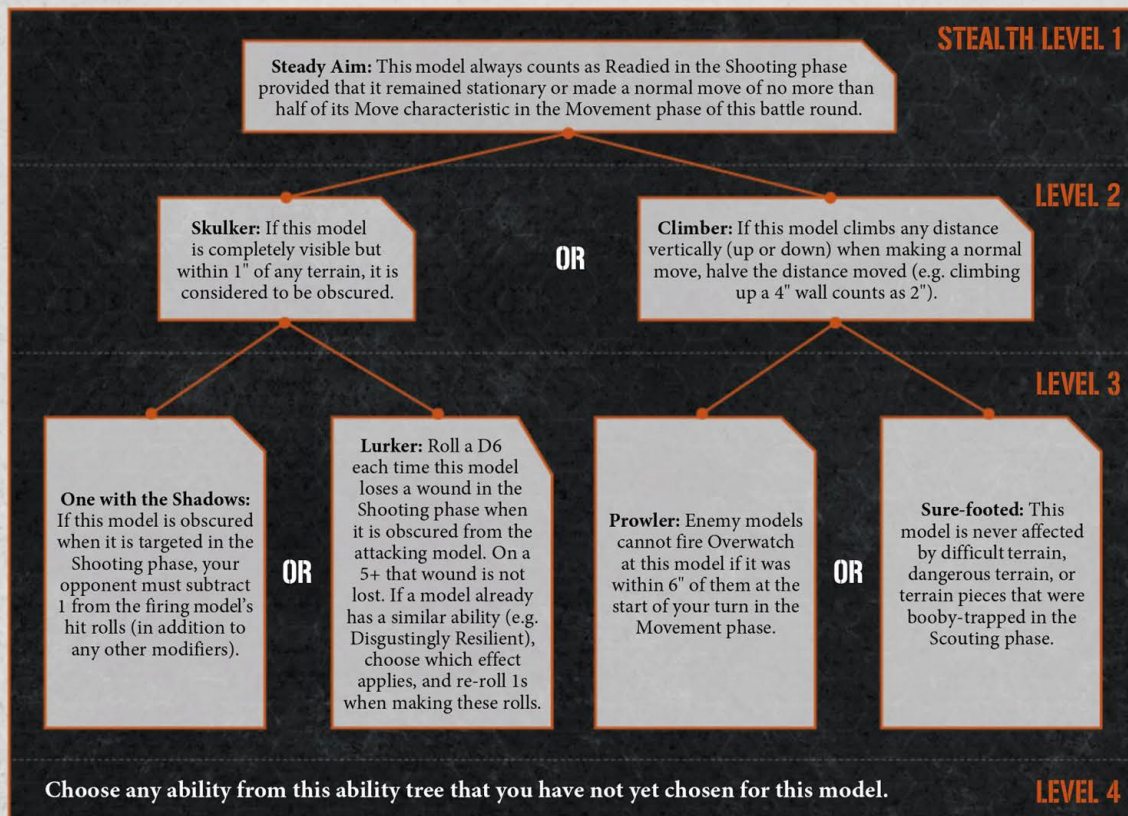
1 COMMAND POINT

## BACKSTAB

### Level 3 Stealth Tactic

Use this Tactic in the Fight phase when a Stealth specialist of Level 3 or higher from your kill team makes an attack against a target that is within 1" of any other friendly model (before the hit roll). If the attack hits, the specialist inflicts a number of mortal wounds on the target equal to the weapon's Damage characteristic – the attack sequence then ends.

2 COMMAND POINTS



# STRATEGIST SPECIALISTS

At their best, a mastermind of battle strategy is a force multiplier, their perfectly timed commands enabling a few troops to have the impact of many times their number. To be able to think clearly and stay focused on tactical goals in the maelstrom of combat is a skill worth much more than mere brawn. The best strategic leaders can not only maximise their followers' strengths, but capitalise on their foes' weaknesses. They know when and how to drive their warriors onwards, and also when to employ a cunning ruse, such as a feigned retreat or a tactical counter that foils their enemy's most carefully laid plans.

## INSPIRED TACTICS

### Level 2 Strategist Tactic

Use this Tactic after you have used a Tactic from the Command Points and Tactics section of the Kill Team Core Manual. You can use that Tactic again this phase.

1 COMMAND POINT

## DECOYS

### Level 1 Strategist Tactic

Use this Tactic at the start of the first battle round, before the Initiative phase. Roll a D3; you can remove up to that number of models from your kill team from the battlefield and set them up again, following any restrictions described in the mission (e.g. that they must be set up in your deployment zone). You can only use this Tactic once per battle.

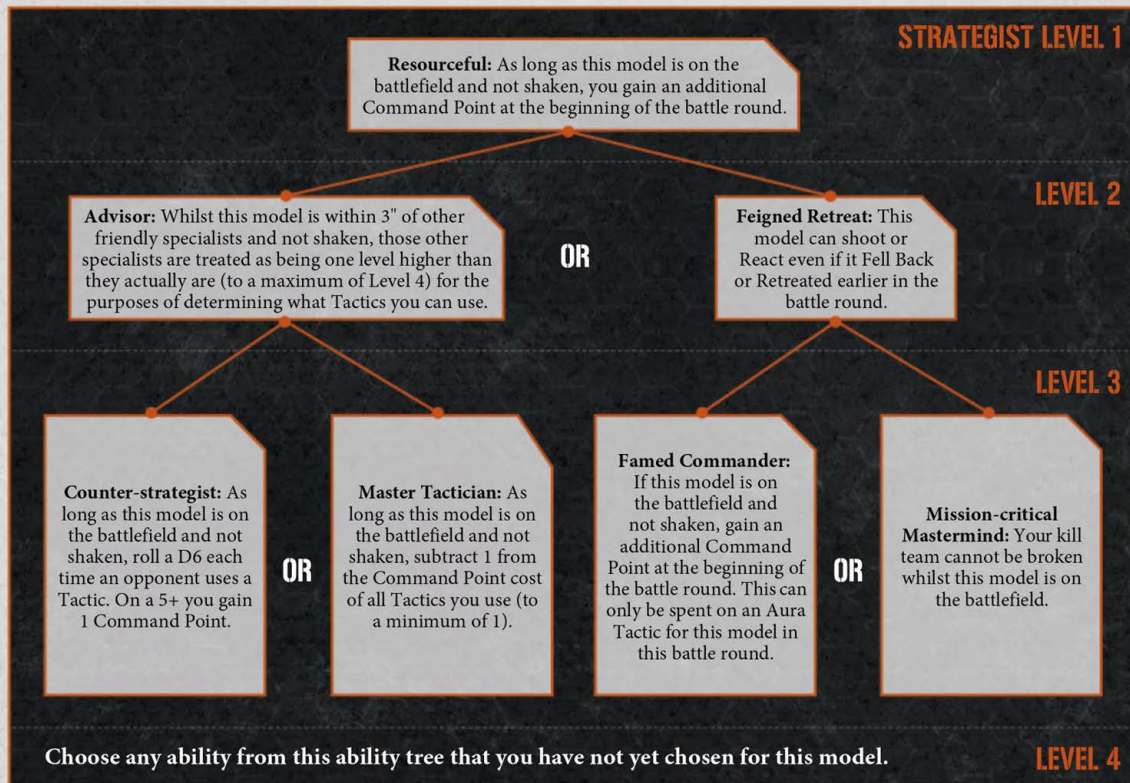
2 COMMAND POINTS

## COUNTER-TACTICS

### Level 3 Strategist Tactic

Use this Tactic after your opponent has spent Command Points to use a Tactic. Your opponent must spend 1 additional Command Point to use that Tactic. If they choose not to (or they cannot) their Command Points are refunded but the Tactic they attempted to use is not resolved and cannot be attempted again this phase.

2 COMMAND POINTS



# STRENGTH SPECIALISTS

Those possessed of not just great but superlative strength can single-handedly wreck entire enemy warbands. Such power can be used to deliver piledriver blows or brutish body slams, and with fists alone the mightiest beings can shatter ferrocrete walls. Charging forwards with unstoppable momentum, these living wrecking balls throw themselves into the enemy ranks, not offering even a moment's respite as they take the fight up close and personal. Against such raw force even the foes' finest armour can be battered and rent. Combat tactics for these specialists range from barging attacks that hit multiple enemies like an avalanche, to physically picking up and hurling individual foes or pulverising them with bone-crunching impact.

## BODY SLAM

### Level 1 Strength Tactic

Use this Tactic when a Strength specialist from your kill team ends a charge move within 1" of any enemy models. Roll a D6 for each enemy model within 1" of that Strength specialist; on a 6, that enemy model suffers 1 mortal wound.

1 COMMAND POINT

## MIGHTY BLOW

### Level 2 Strength Tactic

Use this Tactic when a Strength specialist of Level 2 or higher from your kill team makes an attack that targets an enemy model in the Fight phase (use the Tactic before the hit roll is made). If the attack hits, this specialist inflicts 1 mortal wound on the target – the attack sequence then ends.

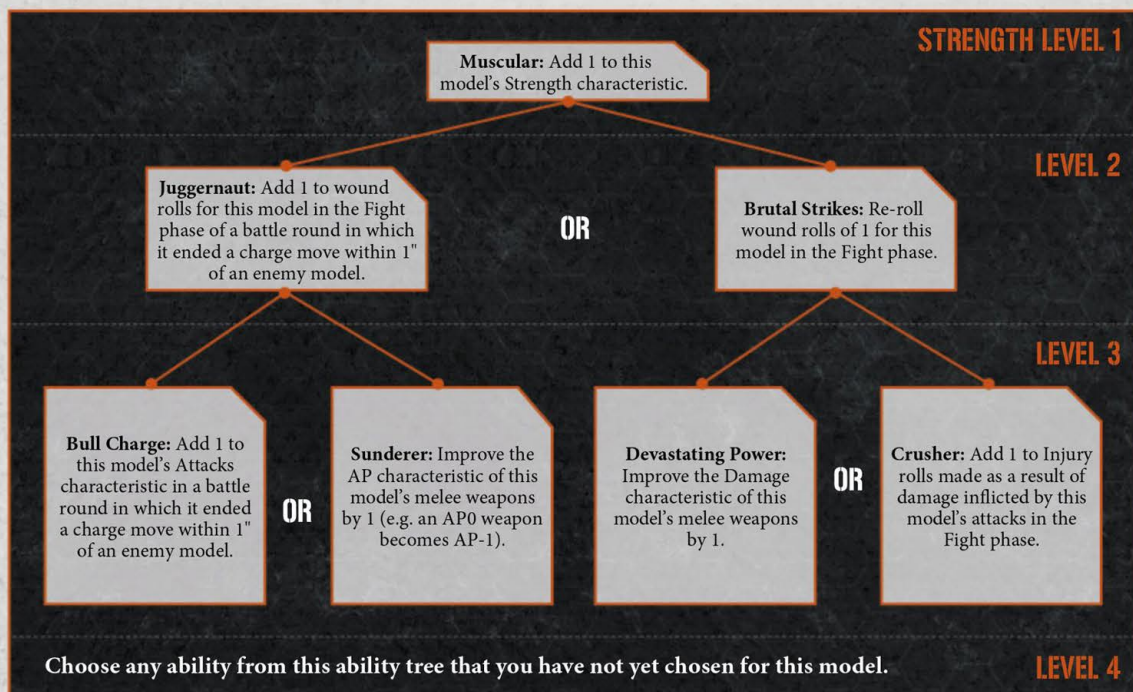
1 COMMAND POINT

## GRAB AND THROW

### Level 3 Strength Tactic

Use this Tactic when a model in an opposing kill team has to take a Falling test whilst within 1" of a Strength specialist of Level 3 or higher from your kill team that is not shaken and does not have to take a Falling test. Instead of taking the Falling test in the normal fashion, the controlling player for each model rolls a D6 and adds their model's Strength characteristic to the result. If your score equals or beats your opponent's, the Falling test is failed, otherwise it is passed.

1 COMMAND POINT



# COMPETITIVE PLAY

'To perform memorably on the stage of pain, you first need a worthy enemy. There are many cruel dances to choose from, and at all times it must be you that takes the lead, guiding your prey through the shifting tempos of suffering.'

- Shemriel Khoryssa,  
Hekatrix

**DTANO**

**NAME** Breacher-She-tai

**POINTS** 8 POINTS

	M	HS	BS	S	T	W	A	LE	SI
6" Heavy 1	6	5	4	3	3	1	2	7	4
8" Assault 1	5	4	3	2	1	1	1	1	1
10" Assault 2	4	3	2	1	1	1	1	1	1
15" Assault 2	3	2	1	1	1	1	1	1	1
17" Pistol 1	2	1	1	1	1	1	1	1	1
17" Grenade 2x	1	1	1	1	1	1	1	1	1

When attacking with this weapon, choose one of the profiles below

Marked with \* are Marked with \*\* are

Standard Profile:

Reinforced:

Armoured:

Unarmoured:

Chameleon:

New Recruit:





# COMPETITIVE PLAY MISSION RULES

Engagements between kill teams are a merciless affair, with no quarter given nor asked for. The outcomes of many such conflicts are often balanced on a knife-edge, but a tactical master stroke or bold gamble can end a deadlock in an instant.

This section of *Kill Team: Arena* includes competitive play rules, terrain maps and missions intended for use in games where balance is paramount – such as those played in tournaments – so as to provide players with an even playing field. The competitive play missions are designed for the gameboards and scenery pieces included in *Kill Team: Arena*.

## THE KILL TEAMS

Before playing a competitive play mission, each player must create a command roster consisting of between 3 and 20 models, all of which must share a Faction keyword and at least one of which must be a Leader.

## MUSTERING

Once the mission has been determined, players will muster their kill teams and choose Arena Objectives (see pages 20-21). Players have a maximum of five minutes to select datacards for models from their command roster, following all the normal restrictions for Battle-forged kill teams as found on page 62 of the *Kill Team Core Manual*.

Once a player has selected a datacard, it must be placed face down in a stack, which should be concealed from their opponent(s). Players may need to add or remove datacards from their stack during this mustering period in order to not exceed the 100-point limit. When a player has finished selecting datacards, they must declare to their opponent(s) that their muster is complete. If all players declare that their muster is complete before the time limit is reached, the datacard stacks are revealed simultaneously, the players collect the models for the datacards in their stack and proceed to the next mission step.

If the time limit is reached and not all players have declared that their muster is complete, players who have not completed their mustering can only use datacards that are already in their stack at the point the time expires. If the datacards in their stack break any of the Battle-forged kill team restrictions, their opponent(s) must carry out the following steps:

1. If more than one Leader is in the stack, or if there are no Leaders in the stack, choose which of the player's Leaders is included in the stack, removing or adding datacards as necessary.
2. If the stack contains more than 3 specialists (excluding the Leader), remove specialists until the specialist limit is reached.
3. If the stack includes more than the maximum of any particular model, as detailed on its datasheet, remove datacards for that model until the limit is reached.
4. If, after carrying out the necessary steps above, the Force of the datacards in the stack exceeds 100 points, remove one datacard at a time from the stack, excluding the Leader and prioritising non-specialists, until the Force is less than or equal to 100 points.

If the time limit is reached before any players have declared their muster is complete, the muster continues until one player declares their muster complete, at which point all other players can only use datacards that are already in their stack. If the datacards in a player's stack breaks any of the Battle-forged kill team restrictions, their opponent(s) must carry out the steps above.

## THE BATTLEFIELD

When playing a competitive play mission, do not use the environment table for the killzone you are using – these tables are meant for use when playing other Kill Team missions in these killzones.



## TERRAIN FEATURES IN COMPETITIVE PLAY

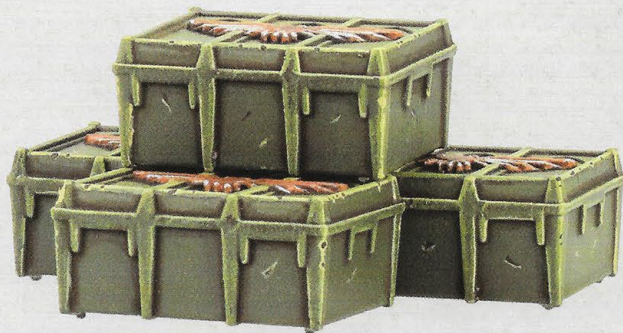
The battlefield maps for competitive play missions have been designed to be as symmetrical as possible, to ensure that no player has an advantage based on the availability of cover, the location of objectives, and so on. If you have built the terrain features on a mission's map in a different configuration to that shown, you should strive to set up your terrain in as symmetrical

a manner as possible, working with your opponent to ensure a balanced playing area.

The diagrams shown on pages 8-15 should serve as a guide to terrain feature placement, while the exact configuration of these terrain features is shown and explained below.



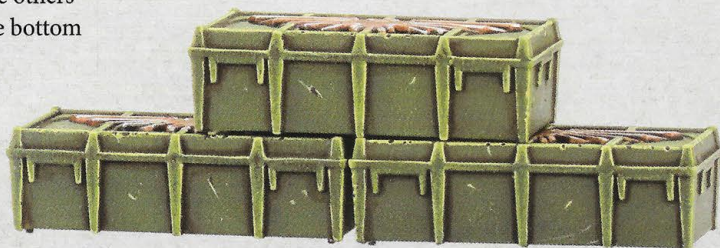
When playing a mission in one of the *Kill Team: Arena* killzones, a barrel stack refers to barrels arranged in the configuration shown above, with four barrels in a square, with a plasma barrel on top.



Crate stacks are arranged in three different configurations. The smaller crates are arranged as shown above, with three at the base and one on top.



Large crates are arranged in stacks of three. Two of these stacks will be arranged in an L-shape, with two crates on the bottom and one on top, as shown above. The others will be arranged in a line, with two crates on the bottom and one on top, as shown to the right.



# ARENA OBJECTIVES

Each kill team is assembled for a particular purpose, and each warrior is included because they make the mission's success more likely. This means that even on the same battlefield, rival kill teams may have very different objectives, each playing to their strengths. A successful kill team must take these objectives and prioritise, focus on and achieve them while not losing sight of their ultimate goal.

## USING ARENA OBJECTIVES

Arena Objectives provide a variety of challenging mission parameters for you to complete. When playing a *Kill Team: Arena* mission, each player or team will require their own deck of 12 Arena Objective cards. Two decks are provided with *Kill Team: Arena*, along with a storage sleeve for each to ensure the decks are not accidentally mixed.

The Arena Objectives set challenges for a player to meet during a battle. Players choose which Arena Objectives they have – and therefore which feats they must accomplish – in each mission. Each Arena Objective explains how it is scored, and in each mission, a player can only score a maximum of 3 victory points for each of their Arena Objectives – even if a player could score more than 3 victory points by fulfilling the requirements of the Arena Objective, they cannot score more than this maximum.

Each *Kill Team: Arena* mission lists the Arena Objectives that can be used in that mission. When a player musters their kill team (see page 18) they also choose three Arena Objectives from those listed in that mission. Some missions include a bespoke Arena Objective – a player may always choose this as one of their three Arena Objectives when playing that mission. Once they have chosen their Arena Objectives, the

players place the relevant Arena Objective cards face down in the playing area and return the other cards to their sleeve.

If the time limit for mustering is reached and not all players have chosen three Arena Objectives eligible for the mission being played, each of those players must shuffle all of their Arena Objectives together, place them face down and draw cards until they have drawn three Arena Objectives that are eligible for the mission being played. They then return all their other Arena Objectives to their sleeve, and use the three Arena Objectives they have drawn in the mission being played.

A player's Arena Objectives are kept secret from their opponent. When a player first scores an Arena Objective, that Arena Objective is turned face up.

We have included a summary of the Arena Objectives on the page opposite as a handy reference for players.

### ATTRITION

At the end of the battle round, score 1 victory point if more enemy models than friendly models were taken out of action in this battle round.

### BOUNTY HUNTERS

When an enemy model is taken out of action, place a Kill Team token in contact with its base before removing the model from the battlefield. Score 1 victory point if a model from your kill team ends its move in contact with any of these markers, and then remove one of those markers the model is in contact with.

### CUT APART

At the end of the Fight phase, score 1 victory point if one or more models from your kill team made an attack that took an enemy model out of action in that phase.

### CUT OFF THE HEAD

When the enemy Leader is taken out of action, score victory points equal to 5 minus the number of the current battle round.

### DEATH FROM AFAR

When a model from your kill team makes a shooting attack at long range that takes an enemy model out of action, score 1 victory point.

### DOMINATION

At the end of the battle round, score 1 victory point if more models from your kill team are within 3" of the centre of the battlefield than there are enemy models within 3" of the centre of the battlefield (not including shaken models).

### ENGAGE ON ALL FRONTS

Divide the battlefield into four equal rectangles, a corner of each of which meets the others in the centre of the battlefield. At the end of the battle round, score 1 victory point if there is at least one model from your kill team (other than shaken models) wholly within each of these rectangles.

### HIGH-PROFILE TARGETS

When an enemy specialist (other than a Leader) is taken out of action, score 1 victory point.

### PROXIMITY ALERT

At the end of the battle round, score 1 victory point if there is any enemy model within 2" of two or more models (other than shaken models) from your kill team.

### RECON SWEEP

At the end of the battle round, score 1 victory point if one or more models from your kill team (other than shaken models) are wholly within the enemy deployment zone.

### SCOUT THE FIELD

At the end of the battle round, score 1 victory point if there are models from your kill team (other than shaken models) within 1" of at least three different battlefield edges. Models wholly within your deployment zone do not count unless they are within 1" of a battlefield edge that does not extend beyond your deployment zone, in which case they only count for one battlefield edge.

### THIN THEIR RANKS

At the end of the battle round, score 1 victory point if two or more enemy models were taken out of action in that battle round.

# KILL TEAM TOURNAMENTS

**In this section you will find guidelines for running and participating in competitive play Kill Team tournaments. Organisers should feel free to adapt the format presented here for their own events, while players may find it useful to familiarise themselves with the behaviours and practices expected of them when they participate in such a competition.**

The guidelines here have been designed primarily for use with the competitive play missions found on pages 22-37. While those missions should be considered the default choice for tournaments, guidance for running tournaments using the Battle Brothers and Ultima formats presented in this book, as well narrative play missions in other Kill Team publications, can be found on pages 61-63.

## TOURNAMENT STRUCTURE

### REGISTRATION AND COMMAND ROSTER CHECK

Upon arrival at an event, all players must register with an official appointed by the tournament organiser. When they do so they give their name, the Faction keyword shared by all models on their command roster and a copy of their roster, which must be clearly legible. The roster will be checked by the tournament officials, but that doesn't remove the responsibility of players to ensure that it follows all the rules on page 62 of the *Kill Team Core Manual*. Once a command roster has been submitted, it may not be altered in any way, except to correct any errors. The organiser may penalise players who submit invalid command rosters.

Each player will then be given a number that identifies them for the duration of the tournament. Players must use the command roster they registered in each game they play. Once all players are registered, pairings for the first round will be randomly allocated by player number.

**Designer's Note:** *The Resources column of the command roster is not used for tournament play, and should be ignored. Players can fill out the Mission, Background and Squad Quirk sections if they wish, but they will not have any effect in the games that follow.*

### ROUNDS AND PAIRING

Kill Team tournaments are played in a series of rounds, with one hour afforded for each (this includes the five-

minute kill team mustering period before the start of each mission).

For round 1, pairings are randomly generated using the player numbers that were assigned at registration. If there are an odd number of players, one player (determined randomly) will play against a spare player. A spare player is one of the tournament officials or a spectator who is available to play a game should there be an odd number of players. If there is no spare player available, the randomly determined player will receive a bye. They are treated as winning the game and as having scored 13 victory points in that game.

For subsequent rounds, pairings are allocated randomly within brackets of players with the same tournament score (so after the first match, all players with 3 points will be paired randomly with each other). If there are an odd number of players in a bracket, one player randomly selected from the bracket below will be included in the higher bracket's pairings. If there are an odd number of players, the lowest-ranked player overall will play the spare player or receive a bye, as described previously. No player can play against the spare player more than once in a tournament, and if they would, the next lowest-ranked player will play against the spare player instead. Players will also not be paired with an opponent they have already faced; if necessary, a player will be paired with a randomly determined player from the bracket below to avoid this.

### Killzones and Missions

Which of the competitive play missions found in this book (pages 22-37) is played in each round is decided by the tournament organiser, based on the killzone gameboards available to them. The organiser might decide to instruct each player to bring their own *Kill Team: Arena* gameboard, in which case the tournament organiser tells players which mission to play at the start of each round.

## Scoring

When a game ends, the players record the result – including if a game ends in a draw – on their results sheets. If time runs out before the game ends, players should finish that battle round and then record the result as it stands at that point, using the same victory conditions stated in the mission and their Arena Objectives. Both players must also record their victory points scored after each game, as well as the number of Arena Objectives for which they scored one or more victory points – these are used as tiebreakers after each round when determining which player plays the spare player or receives a bye (if necessary), and (if necessary) for the final results (see below).

After filling in their results sheets together, players should hand them in to an appointed official, who will record the results.

## Ranking

Three points are scored for a match win, 1 for a match draw and 0 for a match loss. The higher a player's score, the higher they are in the rankings. If there is a tie, highest total victory points is used as a tiebreaker; if there is still a tie, the number of Arena Objectives for which a player scored one or more victory points should be used. For the purposes of final rankings, in the unlikely event that there is still a tie, an additional tiebreaker may be used (as specified in the event rules). If the event does not specify a final tiebreaker, the tied players must roll off. Whichever player wins the roll-off is the victor. If there are more than two players tied, the losers of the first roll-off then roll off against each other in the same way, until all the places are decided.

## BREAKS AND RESULTS

Players will have a short break between rounds while scores and the next round of matches are calculated. The pairings for the next round are then announced, and another round begins.

After the final round has been played, the final scores will be calculated and the results announced.

## TOURNAMENT RULES

### MINIATURES

Each model must completely and accurately represent its entry on your army roster (including all wargear). Conversions are acceptable, but must still represent what the model is armed with. If a conversion is deemed to be misleading by the organiser, or if a miniature is damaged or assembled in such a way that it cannot easily be identified, the player will not be allowed to use that miniature. If the player is unable to field a legal

Battle-forged kill team as a result (e.g. the damaged model is that player's only Leader), then that player must forfeit any games until they can provide a suitable alternative. Players cannot handle their opponent's miniatures. A player can waive this rule for their own miniatures if they wish, and should indicate to their opponent where this is the case.

### DATA CARDS

Players should have a completed datacard for each model on their command roster that clearly shows equipment, abilities and any specialism that model has. Players are permitted to write only the name of an ability on the datacard, rather than the full text, but must ensure they are familiar with the ability and how it works, as well as having a copy of the Kill Team product containing that ability to hand should an opponent ask to read the ability.

### TOKENS

Players should strive to bring sufficient Kill Team tokens, including objective markers, to their games. If a player does not have sufficient tokens to clearly display effects (Readying a model, Advancing etc.), that player should make it clear to their opponent what effect is in place. In such an event, their opponent is permitted to place a token of their own next to the player's model.

### ARENA OBJECTIVES

Each player must provide their own Arena Objectives deck, and bring it to each game. Before drawing Arena Objectives for an Ultima mission, or in the event that a player must randomly determine their Arena Objectives, a player must thoroughly shuffle their deck before presenting it to their opponent, who can then cut it. If either player sees the face of a card in a deck, they must state this, and the deck must be shuffled and cut again. If a player believes that their opponent has not sufficiently shuffled their deck, they may ask a judge to enforce and observe another shuffle.

### BATTLEFIELDS

*Kill Team: Arena* battlefields must be set up as shown on pages 8-15, and players cannot move terrain features unless a mission rule specifies they should.

### DICE

When a player makes a dice roll, they must roll the dice in such a manner as to generate a completely random result. They may use a dice tower to do so if they wish. Dice that are rolled off the table or that do not land flat ('cocked' dice) must be re-rolled.

## CONDUCT

A Kill Team tournament should be held in the spirit of friendly competition. All participants, whatever their role, are expected to show good conduct throughout the tournament. They are expected to treat each other with respect and behave in a mature and considerate manner, including during disputes, and should behave in accordance with the following guidelines:

### Advice

Players are not permitted to seek advice from any other person during a round. They can, however, seek rules clarifications from an official.

### Timeliness

Players are expected to register promptly, and to find their opponent in a timely fashion when each pairing is announced. Players who fail to do so may have to forfeit the game in question at the discretion of a judge, or be expelled from the tournament at the discretion of the organiser.

Players must not stall or deliberately play slowly so as to lengthen a game. If a player suspects that their opponent is deliberately slowing the game down, they can ask an available judge to observe their game.

## Playing Area

Each player is responsible for ensuring that the playing area is clear of any clutter, and that the state of the game is clear to their opponent and to a judge. Players suspected of deliberately obscuring datacards, Tactics cards or tokens that should be visible to both players, or otherwise obfuscating the state of the game, may be penalised.

### Spectating

Players can be spectators when they are not playing a match. Spectators are not permitted to interfere in any match that is being played, including by giving any information to either of the players. They may, however, inform a judge if they suspect a player of cheating.

### Cheating

Players are expected to know the rules of the game, and cannot, through either action or inaction, create a situation that is against the rules. If a player suspects that their opponent is cheating, they must inform a judge. A player found to be cheating may have to forfeit the game at the discretion of the judge, or be expelled from the tournament at the discretion of the organiser.

**Tournaments are a great way to meet and play against new players, pitting your skills against people outside of your regular gaming group.**





## ALTERNATIVE FORMATS

### BATTLE BROTHERS

The rules for competitive play Kill Team tournaments presented on the previous pages can easily be adapted for Battle Brothers missions (pages 40-47). When registering for such an event, players in a team should submit their command rosters together, notifying the official of not just the Faction keyword of all models on their individual command rosters, but the keyword shared by all models on both of their rosters.

Each team is only required to bring one Arena Objectives deck to a game, and each player is permitted to discuss strategy with their partner and ask each other for advice at any time.

### ULTIMA

Instead of using the competitive play missions on pages 22-37 for a tournament, the organiser may decide to use the Ultima format found on pages 52-57. This format is perhaps the one that requires the least organisation prior to the event, but if it is employed, the same killzone and deployment map should be used by all players each round to ensure an even playing field.

The killzones and deployment maps for missions can either be decided before the event or before each round, with the latter keeping players on their toes and ensuring the most tactical flexibility will be required of players. Either way, it is important to ensure that the killzone and deployment map being used in each round is communicated clearly to all players.

# ASYMMETRICAL EVENTS

There are a number of evocative narrative play missions across the various Kill Team publications, which, when used with the standard tournament rules, may not be suitable for competitive events. By taking a slightly different approach to tournament structure, however, these exciting scenarios can be used to determine who is truly the best kill team commander in a group of competitors.

A great many Kill Team missions are designed in such a way as to provide an evocative scenario and interesting challenges to players. These narrative play missions often use an attacking player and a defending player, both of whom will have different objectives to achieve in order to be victorious, and are not overly concerned with symmetrical deployment zones and battlefield terrain. Asymmetrical events are designed to overcome these obstacles; players will find themselves being divided into two groups, with all players in a group taking on the same role in a mission, usually attacker or defender. The performance of a player is then compared against players taking on the same role in that mission.

Asymmetrical events require a little more organisation than a regular tournament, although they also offer an entirely different tactical experience to that presented by other formats. The format challenges players to create a kill team command roster that can adapt to a much wider range of battlefield conditions and tactical situations; in one mission they may find themselves requiring tougher models capable of holding ground, while in the next they may find fast-moving models are needed to outflank the foe.

Asymmetrical events are best played in an even number of rounds, so that all players have the opportunity to play as attacker and defender the same number of times, with players swapping roles each round. When playing a mission, players should use the competitive play rules for choosing a Battle-forged kill team found on page 18, taking into account any modifications to the process detailed in the narrative play mission (such as the defender being afforded an additional 20 points for their kill team, for instance). A different scoring system to the one presented on page 59 of this book should also be employed in order to ensure that even in the most unbalanced mission, both the attacker and defender have the opportunity to score the same number of points overall, so that no player is penalised for being placed into either one of the groups.

## SCORING IN ASYMMETRICAL EVENTS

Narrative missions that use an attacker or a defender sometimes favour one player, so the scoring system should reflect this. The best way to measure performance fairly is to compare all the attacking players against each other and all the defending players against each other, and then reward the players in order of how each of them performed against players with the same role.

Opposite you will find an example results grid for an 18-player asymmetrical event in which players are divided into brackets of three. In each round, nine of those players will be attackers and nine will be defenders. After the round is complete, the attacking players will be ranked from 1-9 based on how many victory points they scored in their game. The top three highest scoring attackers will each receive 3 tournament points, the next highest will each receive 2 tournament points, and the final three players will each receive 1 tournament point.

The defenders will then be allocated a number of tournament points using the same system. In this way, at the end of each round, the best attacking players and the best defending players should be on an equal tournament point score. If tiebreakers are required to help rank participants accurately, a useful system is to have players record the points value of enemy models they took out of action during the game (represented in our completed example by the numbers in parentheses), with the player who took the highest points value of enemy models out of action winning that tiebreak.

A larger event will require either more or bigger brackets. In a 30-player event, for example, the top five attacking and defending players – rather than the top three – could each score 3 tournament points, or each group of players could be divided into five brackets, with the top bracket scoring 5 tournament points rather than 3.



# KILL TEAM CAMPAIGNS

**Kill Team campaigns let you collect operatives and fight battles of Kill Team in a series of connected missions. These form a narrative of covert battles fought alongside a greater war, where the skirmishes you fight have an impact far beyond the battlefields you are contesting.**

Kill Team can be played and enjoyed in one-off missions – you do not need to use these extra rules in your games. However, playing through a campaign can be a fun and rewarding alternative, giving you and your friends the opportunity to write the story of your own kill teams, charting their successes and failures as they grow in experience. In the end, one of you will be able to claim the glory of total victory!

In order to take part in a Kill Team campaign, you will need two or more players. All players will need a collection of Citadel Miniatures, which they will organise into kill teams. For more detail about choosing your kill team for a mission, see the opposite page.

The players fight missions against each other using the kill teams they create. The combatants in each mission gain experience, and may become more skilled or stronger as the campaign progresses (see page 66). In addition, the outcome of each mission will affect the wider war being fought, as described below. The more success a player has in their missions, the more likely it is that they will be crowned victor of the campaign.

## THE WAR EFFORT

The missions that your operatives are fighting are part of a larger war effort, and the mission your kill team undertakes has an impact on this war. If you succeed in your sabotage mission, your opponent's materiel is severely depleted. If you cannot stop enemy assassination missions, your force's morale plunges!

The fluctuating fortunes of the different factions in the war, and your impact on these, are represented by four resources: Intelligence, Materiel, Morale and Territory.

- **Intelligence:** A faction's spy networks and intelligence gathering assets.
- **Materiel:** A faction's military resources, whether it be weaponry, armour, transport or more esoteric items.
- **Morale:** A faction's will to keep fighting, whether through nobility, determination, hatred or spite.

- **Territory:** A measure of the locations and facilities currently controlled by the faction.

If a faction runs out of any one of these resources, their armies will crumble and they will be reduced to guerrillas in this conflict. You will need to guard your resources while striking at your enemies' weakest points.

Each player begins a campaign with a set number of resource points. We suggest starting the campaign with 8 points in each resource, but you can agree with the other players that you will all start with a different number, or even different numbers in each resource (for example, you might have D6+3 points for each resource, giving each player their own strengths and weaknesses). Note your starting resources on your command roster.

Each mission tells you what impact the mission has on the resources of the players that take part in it. After the mission, record any changes to each player's resources on their roster sheet. Once you have done so, any player who has been reduced to 0 or less in any resource is reduced to a guerrilla faction. This is explained in more detail on page 205.

## VICTORY

Unless the players in the campaign agree otherwise at the beginning of the campaign, the last player who hasn't been reduced to a guerrilla faction wins the campaign – theirs is the only force with the cohesion and the means to secure victory over all others!

If the only remaining non-guerrilla factions are reduced to guerrilla factions after the same mission, the campaign will be decided by sudden death. At this point, anyone can win! This is described in more detail on page 205.

You can instead decide at the beginning of the campaign to set your own victory condition – this might be when one player has won a certain numbers of victories, or the player with the highest combined total of resources after a certain number of games have been played. It's up to you!

# MISSION CRITICAL

Following the orders of their commanders, kill teams battle in the darkness of a nightmarish and war-torn landscape. The leaders of these teams play games of cat and mouse with their foes amidst monolithic refineries and tangled hab-complexes, leading their squads in daring strikes against their enemies.

## CHOOSING A MISSION

You can arrange to fight missions as and when you wish, and can use any Kill Team mission that is available to you. Either choose a mission that you and your opponent(s) want to play, or roll off, and the winner rolls 2D6 and consults the following table. Where a mission has an attacker and a defender, whichever player has more Territory than the other is the defender. If there is a tie, the players roll off – whoever wins is the attacker:

2D6	RESULT
2	The player with the highest total resources decides which mission will be played. If there is a tie, the tied players roll off and the winner decides.
3-4	Play the Disrupt Supply Lines mission (pg 52) (or Take Prisoners matched play mission (pg 57) if you have more than two players).
5	Play the Ambush mission (pg 53) (or Recover Intelligence matched play mission (pg 58) if you have more than two players).
6	Play the Feint mission (pg 54) (or Terror Tactics matched play mission (pg 59) if you have more than two players).
7	Choose the Assassinate mission (pg 55) or Sweep and Clear matched play mission (pg 56).
8	Play the Take Prisoners matched play mission (pg 57).
9	Play the Recover Intelligence matched play mission (pg 58).
10-11	Play the Terror Tactics matched play mission (pg 59).
12	The player with the lowest total resources decides which mission is played. If there is a tie, the tied players roll off and the winner decides.

## CHOOSING A KILL TEAM

Once you have chosen a mission, the players choose kill teams using the rules for choosing a Battle-forged kill team (see page 62) subject to the mission you are playing, with the following exception: they must each choose their kill team from their campaign command roster (see below). Players choose their kill teams in secret – they will be revealed together once the battlefield has been set up. We suggest that each player keeps the Faction keyword they chose for the length of the campaign.

## CAMPAIGN COMMAND ROSTER

Each player in a campaign has a campaign command roster, from which they choose their kill team for each mission. This roster is created in the same way as for a matched play command roster (see page 62), with the following difference: it starts with up to twelve models,

rather than up to twenty, and can grow beyond twenty models as the campaign progresses.

If a player has already played a mission in the campaign, they can choose their kill team from any of the models on their campaign command roster but they can also choose to add new models with new datacards to their kill team (though see Adding Members to a Fire Team on page 205), or even use a kill team chosen entirely from new models. Each time a player completes a datacard for a model that they add to their kill team, they should also record that model's details on their roster. Adding new models to their kill team for a mission in this way is the only way for players in a campaign to increase the number of models on their roster.

The campaign command roster therefore becomes a record of all of the models that you have used in the campaign, and comes to represent the 'pool' of Kill Team models available for you to choose kill teams from. A player might, on their command roster, have models from every specialism, and a number of Leaders. However, they need to choose a kill team from their campaign command roster (and any new models) that matches the restrictions for each mission. This means that kill teams will often be made up of a mix of experienced and new models, and players will need to balance the flexibility of using their whole collection against the reliability of using certain stalwarts.

## PLAY THE MISSION

Once you have decided on a mission and the players have chosen their kill teams, play the mission!

## STRATEGIC WITHDRAWAL

At the end of the third battle round, and at the end of each subsequent battle round, before any dice roll to determine whether or not the battle ends, a player can make a strategic withdrawal. Players make the decision about whether or not to do so in the order determined in the Initiative phase. If a player makes a strategic withdrawal, they lose the mission – if there is only one other player remaining, that player wins the mission. When a player makes a strategic withdrawal, all of their models are removed from the battlefield. They must roll a dice for each model with one or more flesh wounds when they do so to determine whether or not they go out of action, as described in Casualties (see overleaf).

# CONSEQUENCES OF BATTLE

As the dust settles after a battle, each side retreats to count the cost. Territory may be won or lost, and morale may suffer a devastating blow. Whatever happens, the fighters in each kill team come away with new experience and scars, gaining in value even as they prepare for their next death-or-glory mission.

After each mission, each player who took part in the mission should play through the following steps.

1. Resources
2. Casualties
3. Experience

Once the players have all completed this sequence, it's time to start planning the next mission!

## RESOURCES

Each player should update the resources listed on their command roster as described in the mission. Players may find themselves reduced to guerrillas at this point, as described opposite, and if there is only one non-guerrilla faction left, that player wins (unless you agreed on a different way to end your campaign).

## CASUALTIES

Each player should roll a D6 for each model from their kill team on the battlefield that has one or more flesh wounds. On a roll of 1-3, that model recovers. On a roll of 4-6, that model goes out of action.

Each player then makes a Casualty roll for each of their models that is out of action at the end of a mission by rolling a D10 and consulting the following table:

CASUALTY ROLL	
D10	RESULT
1	<b>Dead:</b> The model is dead! It can no longer be included in your kill team – discard or erase its datacard and delete it from your command roster.
2	<b>Convalescence:</b> The model cannot be used in your next mission. Check the Convalescence box on its datacard.
3-8	<b>Full Recovery:</b> The model makes a full recovery and can be used in your next mission.
9-10	<b>Hard Knocks:</b> The model makes a full recovery as described above, and if it is a specialist it gains an additional experience point (see right).

After making any casualty rolls, each player removes all flesh wounds from their models.

## EXPERIENCE

Then, the members of your kill team progress as described below, becoming even more formidable as they gain experience.

### Specialists

Each specialist in your kill team gains an experience point – check one of the experience boxes on their datacard. They also gain an experience point at the end of the mission if you used at least one Tactic from their specialism. Check the boxes left to right; when you check a box with an orange outline, your specialist has reached the next level – a Level 1 specialist becomes Level 2, and so on. You can then choose a new ability for them as described on page 66, and you may also gain access to new Tactics for that fighter. Once you have checked all the boxes on the model's datacard, it cannot progress any further – every fighter has their limits!

### Fire Teams

The other models in your kill team may not be specialists, but they are all learning a thing or two during these covert operations, and their bonds of camaraderie are growing!

The non-specialist models in your collection are organised into fire teams, where each fire team consists of all of the non-specialist models chosen from a single datasheet. For example, if you had 6 Rangers on your command roster (not counting specialists), those 6 Rangers would be a fire team.

As long as two or more models from a single fire team were in your kill team and are not dead as a result of Casualty rolls, all models in that fire team (even those who did not take part in the mission) gain an experience point. In addition, all models in a fire team gain an experience point at the end of the mission if at least one enemy model was taken out of action by an attack made or psychic power manifested by a member of that fire team. Check these points of experience on your models' datacards in the same way as described above. When you check a box with an orange outline, all models in that fire team have reached the next level – Level 1 models become Level 2, and so on. At each level, roll a D6 and consult the table on the opposite page to see what advance your fire team gains. All members of the fire team gain this advance. Each fire team can only gain each advance once – if you roll a result you have already rolled, re-roll until you roll a new result.

D6 RESULT	
1	<b>Fleet:</b> Add 1" to this model's Move characteristic.
2	<b>Lucky:</b> You can re-roll save rolls of 1 for this model.
3	<b>Courageous:</b> You can re-roll failed Nerve tests for this model.
4	<b>Skilled:</b> Choose one: - You can re-roll hit rolls of 1 for this model when it makes shooting attacks. - You can re-roll hit rolls of 1 for this model in the Fight phase.
5	<b>Lethal:</b> Choose one: - You can re-roll wound rolls of 1 for this model when it makes shooting attacks. - You can re-roll wound rolls of 1 for this model in the Fight phase.
6	<b>Die-hard:</b> You can subtract 1 from Injury rolls for this model.

Once you have checked all the boxes on a fire team's datacards, it cannot progress any further.

### Crack Troops

As your fire teams grow in experience, so their worth increases. In a Battle-forged kill team, this greater value is accompanied by an increased cost for each member of that fire team, as shown in this table:

Fire Team	Cost per model
Level 1	+0 points
Level 2	+1 point
Level 3	+2 points
Level 4	+3 points

### ADDING MEMBERS TO A FIRE TEAM

Even as your fire teams grow in experience, you can recruit new members to replace losses or to expand their presence in your kill team. However, your green recruits will take some breaking in!

When choosing your kill team for a mission as described on the previous page, you can add a new member to a fire team: take the appropriate model and fill in a datacard for it. You must include it in your kill team in this mission. You can even do this with multiple new members if you like. For each new member you include in your kill team you must include at least one experienced member of the fire team (to 'show them the ropes'). This means if you only have one member of a fire team remaining, you can only include a single new member alongside them in a mission.

In their first mission, new members of a fire team cannot use the advances that the fire team has earned – check the New Recruit box on their datacard to show this. At the end of the mission, you can erase the check and fill in their experience points so that they have the same number as the other members in their fire team. They also gain the fire team's advances at this point.

Note that, if all members of a fire team are dead as a result of your Casualty rolls, their experience is lost! You cannot add new members to a fire team that has been wiped out in this way.

A player can choose to disband a fire team after a mission. When they do so, they discard or erase all datacards for that fire team and delete them from their command roster. They can then add a new fire team chosen from the same datasheet to their kill team in the next mission.

### GUERRILLA FACTIONS

When a player has had one or more of their resources reduced to 0 or less, they are reduced to a guerrilla faction. A guerrilla faction has had their strength broken, and fights without central leadership or territory they can call their own. A guerrilla faction cannot normally win a campaign, with the exception of a campaign that is decided by sudden death (see below).

A guerrilla faction has no resources and cannot gain resources, but otherwise they take part in missions like any other player. In this way they can still take part in the campaign, and have an impact on who wins in the end. If a guerrilla faction is very successful, they may even manage to manipulate events so that they have a shot at victory!

A guerrilla faction cannot add new members to a fire team. They can, however, disband a fire team in the same way as described above.

### SUDDEN DEATH

If all non-guerrilla players are reduced to guerrillas after the same mission, the campaign enters sudden death! At this point, any player can win, as there is no faction in the lead. Play a game of Kill Team using any mission that allows all players in the campaign to play at once. If you cannot agree on a mission, determine one randomly. Whoever wins the mission wins the campaign! If there is no victor, resolve the steps after the mission as normal, and then play another game as described above. Repeat this until a victor is decided.

### ESCALATION

If all players agree, after a set point in the campaign (it could be after a certain number of battles have been played, or after a certain number of weeks – it's up to you) you can increase the size of the kill teams to represent the increasing resources being poured into this escalating conflict. If you do so, your Battle-forged kill teams can cost up to 150 points (though you should still apply any adjustments to this total as described in the mission you are playing).

# USING COMPETITIVE PLAY MISSIONS IN CAMPAIGNS

Whilst the missions in *Kill Team: Arena* are designed for competitive, tournament-style play, they are also a rich source of new missions for players who wish to use them while playing through a campaign as described in the *Kill Team Core Manual*.

## RESOURCES

When choosing a mission to play as part of a campaign, you can choose a competitive play mission (pages 22-37) instead of a narrative or matched play mission as normal. If you do so, the mission will not specify the resources lost by the player who loses the battle. Instead, after choosing the mission but before choosing your kill teams, one of the players should roll on the table below to determine the resources at stake.

## BATTLE BROTHERS

Battle Brothers missions (pages 40-47) can be chosen in campaigns if there are four players available, and if those players are able to fulfil the requirements for Battle Brothers kill teams found on page 38. To do so, choose which Battle Brothers mission you wish to play and split the players into teams of two, adhering to these restrictions and then following the instructions for Battle Brothers games as normal. These missions will also not specify the resources lost by the players who lose the battle. Instead, after choosing the mission but before choosing your kill teams, one of the players should roll on the table below to determine the resources at stake.

CAMPAIGN RESOURCES AT STAKE	
D10	RESULT
1	The player or players that lose the mission each lose 1 Materiel and 1 Morale. If players draw, they do not lose any resources.
2	The player or players that lose the mission each lose 1 Materiel and 1 Territory. If players draw, they do not lose any resources.
3	The player or players that lose the mission each lose 1 Materiel and 1 Intelligence. If players draw, they do not lose any resources.
4	The player or players that lose the mission each lose 1 Morale and 1 Territory. If players draw, they do not lose any resources.
5	The player or players that lose the mission each lose 1 Morale and 1 Intelligence. If players draw, they do not lose any resources.
6	The player or players that lose the mission each lose 1 Territory and 1 Intelligence. If players draw, they do not lose any resources.
7	The player or players that lose the mission each lose 2 Materiel. If players draw, they do not lose any resources.
8	The player or players that lose the mission each lose 2 Morale. If players draw, they do not lose any resources.
9	The player or players that lose the mission each lose 2 Intelligence. If players draw, they do not lose any resources.
10	The player or players that lose the mission each lose 2 Territory. If players draw, they do not lose any resources.





## Designers' Commentary, August 2019

The following commentary is intended to complement the *Kill Team Core Manual* and accompanying products. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

### MOVEMENT PHASE

*Q: Why does pivoting count as moving if model facing doesn't matter?*

A: Some models are on bases that are not circular.

*Q: If a model Falls Back from one of my models, can my model declare a charge against them when it is my turn to act in that phase?*

A: No. Your model was within 1" of an enemy model at the beginning of the phase, so it can only remain stationary or Fall Back (but this move doesn't have to be 'backwards').

*Q: Can a model declare a charge against a model that is not visible?*

A: Yes.

*Q: Can a Readied model React (to Retreat or fire Overwatch)?*

A: Yes. If it Retreats, it is no longer Readied.

*Q: What does Retreating mean for my model?*

A: A model can only Retreat if it has not already moved in that phase. Once it has Retreated, it cannot move again in that phase, and it cannot shoot in that battle round. Note that Retreating doesn't stop the enemy

model from making a charge attempt, but with your model's 3" Retreat move you can make it much harder for the enemy model to make a successful charge.

*Q: Can you jump down or leap as part of a Fall Back or Retreat move?*

A: Yes.

*Q: Can a model both fire Overwatch and Retreat?*

A: Not as a Reaction to the same charge attempt. However, a model that has fired Overwatch earlier in the phase (as a Reaction to a different charge attempt) could React to a subsequent charge attempt by Retreating. A model that has Retreated cannot React later in that phase.

*Q: When choosing a target for a charge, how do you measure the 12" distance when the models are at different heights?*

A: You measure the distance from one model's base to the other model's base (so you will measure diagonally).

*Q: During a charge move, can my model move within 1" of an enemy model that was not declared as a target of the charge?*

A: No.

*Q: When a model fails its charge, do I have to move it in a straight line? And do I have to move it the full distance rolled?*

A: You have a choice: the model can stay where it is, or it must move as close as possible, within the distance rolled, to at least one target of its charge - which in most cases will mean using the full distance rolled and moving in a straight line.

*Q: If my model fails its charge, can it React later in the phase?*

A: No.

*Q: Can a model move vertically without a surface to climb? For example, can a model move up to an edge of a gantry without a ladder or pillar to climb?*

A: No. If there is any doubt as to what terrain might be considered 'climbable', discuss it with your opponent before the game begins.

*Q: When my model jumps down, do I count the vertical distance moved against the distance my model can move (e.g. if my model has jumped down 3", is it considered to have moved 3")?*

A: No.

*Q: Can my model climb down terrain (without jumping)?*

A: Yes – when it does you count the vertical distance moved against the distance the model can move.

*Q: How does leaping combine with jumping down?*

A: A model that leaps and ends its move 6" or more lower than before it leapt also uses all of the rules for jumping down. You do not measure the vertical distance to determine how much of its move the model has used, but you do to determine whether or not it takes falling damage.

*Q: Can my model voluntarily jump down within 1" of an enemy model, thereby getting into combat without making a charge move?*

A: No.

*Q: Does my attack need to wound an enemy model near an edge to force that model to take a falling test, or does my attack just need to hit the enemy model?*

A: It just needs to hit.

*Q: A model falls to a lower level of a building and is within 1" of the edge of the new level. It fails the falling damage roll and takes 1 or more mortal wounds. After the Injury roll is resolved, does that model take another falling test?*

A: Yes.

*Q: If I declare more than one model as the target of a charge, but fail to roll sufficient charge distance to reach one of them, can I still make attacks against that target if the pile-in move for my model brings them within 1" of it?*

A: No.

*Q: I declare a charge against 1 model that is subsequently taken out of action whilst firing Overwatch (for example by supercharging a plasma weapon). Since I can no longer end that charge move within 1" of any targets of my charge, can I still move up to the distance rolled, and if so, in which direction?*

A: No, the model cannot move towards a target of its charge, so cannot move.

## SHOOTING PHASE

*Q: What do the rules mean when they refer to an attack that is 'allocated' to a model?*

A: An attack is allocated to a model when that model is chosen as the target of that attack.

*Q: Can a Readied model pass in the Ready, Fire! section of the Shooting phase and then fire in the Fire At Will section of the Shooting phase?*

A: Yes.

*Q: How many weapons can a model fire in the Shooting phase?*

A: All of its weapons (except Pistol and Grenade weapons), or one Grenade weapon (as long as no other model in your kill team has fired a Grenade weapon in that phase), or all of its Pistol weapons.

*Q: Can I choose a different target for the second and subsequent weapons a model fires in the Shooting phase?*

A: Yes.

*Q: If I fire a combi-weapon, can I choose different targets for each weapon?*

A: Only using the rules for weapons that make more than one attack – you still need to choose an initial target model, and then you can split the attacks from both profiles between that model and any eligible enemy models within 2" of that target.

*Q: Can I fire a Grenade weapon in Overwatch and again in the Shooting phase?*

A: Yes.

*Q: Can my model use a Pistol weapon in a battle round in which it charged or was charged?*

A: No.

*Q: How does long range interact with Rapid Fire weapons?*

A: A model firing a Rapid Fire weapon doubles the number of attacks it makes if all of its targets are within half the weapon's Range characteristic. If the targets are within half the weapon's Range characteristic, they are not at long range.

*Q: If my model is obscured from an enemy model (even a little), does that mean that the enemy model is obscured from my model?*

A: Not necessarily. You check visibility from any part of your model, so if your model's head is sticking out from behind a wall (for example) you can check visibility from that part of the model to every part of your target model.

*Q: Can I choose an enemy model as a target for a shooting attack in a multiplayer game, even if they are within 1" of an enemy model from another kill team?*

A: As long as no friendly models are within 1" of that model, yes.

*Q: If I want to choose multiple targets for a model's shooting attacks, when do I do so?*

A: At the Choose Ranged Weapon and Targets stage of the Attack sequence. If you are using a weapon with random attacks, like a flamer, you generate the number of attacks first, and then choose your targets.

*Q: When I choose multiple targets for a model's shooting attacks, do they all have to be visible?*

A: Yes (unless the weapon has an ability that means it can be fired at targets that are not visible).

*Q: When I choose multiple targets for a model's shooting attacks, can I allocate some attacks to models that are obscured and some to models that are in the open?*

A: Yes, as long as you follow all other restrictions.

*Q: Who rolls the Injury roll?*

A: In most cases, the player whose attacking model dealt the damage will roll the Injury roll (see page 31, Inflict Damage). When the damage is caused by something other than an attacking model (for example, by falling) then the controlling player (that is, the player whose model has been damaged) rolls the Injury roll.

*Q: If I have allocated multiple attacks with a Damage characteristic of 1 to a single model with a Wounds characteristic of 1, and that model is damaged by the first of these attacks, what happens?*

A: You will make a single Injury roll with a single dice and apply the result. The remaining attacks are not resolved.

*Q: If I have allocated multiple attacks with a random Damage characteristic (e.g. D3) to a single model, and two or more of those attacks wound the target and the saving rolls are failed, how is damage resolved?*

A: You need to determine the damage for these attacks one at a time. Determine one of those attacks' Damage characteristics and resolve the Inflict Damage step. If no Injury roll is made as a result (e.g. if the attack reduces a model's wounds, but not to 0) determine the next attack's Damage characteristic, and so on until all the attacks are resolved or an Injury roll is made. When an Injury roll is made, no more of the attacks are resolved. The number of dice rolled for the Injury roll is equal to the (randomly determined) Damage characteristic of the attack that reduces the target to 0 wounds.

*Q: When my model shoots a weapon that deals a mortal wound on a wound roll of 6+ (for example, the sniper rifle), and I roll a 6+, when is the mortal wound allocated?*

A: It is allocated immediately after the wound roll. If the target only has one wound remaining, you will make an Injury roll for the target then and there (the attack ends at that point). If the target has more than one wound remaining, they will lose one wound from the mortal wound and then you will continue to resolve the attack.

*Q: If you use the Immovable Automaton, Rune of Ynnead or the Just a Flesh Wound tactic on a model that is taken out of action that already has 3 flesh wounds, what happens?*

A: The model is still taken out of action, as a model with 3 flesh wounds that gains another flesh wound is taken out of action.

*Q: Can a model from my kill team fire a Pistol weapon at an enemy model that is within 1" of another model from my kill team if that firing model is not within 1" of the target model?*

A. No.

## FIGHT PHASE

*Q: Can a model whose charge failed fight in the Fight phase?*

A: Only if they themselves were charged in that battle round, or if they are within 1" of an enemy model.

*Q: If a model charged, and all of the targets of their charge are taken out of action before they are chosen to fight in the Fight phase (and they were not themselves charged) can they still pile in and consolidate?*

A: They can still pile in, but they cannot consolidate – the fight sequence ends at step 2 as they have no valid targets.

*Q: Can a model end a Consolidate move within 1" of an enemy model?*

A: Yes.

## MORALE PHASE

*Q: Does the order in which I take Nerve tests for my kill team matter?*

A: Yes. Each Nerve test you fail will make all successive tests in the same phase harder, as a model that fails a Nerve test is shaken, and Nerve tests have a +1 modifier for each friendly shaken model.

*Q: What can a shaken model do?*

A: Nothing. They cannot move, React, attempt to manifest psychic powers, shoot, fight, control objectives, use Tactics, and so on. However, a shaken model's abilities still work unless specified otherwise – so, for example, a shaken model with Disgustingly Resilient can still use that ability to attempt to avoid losing a wound, and the Icon of Flame ability still works even if the model bearing the icon is shaken.

*Q: If I have an odd number of models in my kill team, how do I work out if I need to roll to see if it is broken?*

A. If I had 9 models in my kill team, half of this number would be 4.5. Therefore, once 5 models had flesh wounds, were shaken or were out of action, a roll would be required to check if my kill team was broken.

## MISSIONS

*Q: If all enemy models are out of action, do I automatically win?*

A: Not unless the mission's victory conditions states this.

*Q: Is the vertical distance considered when measuring between objective markers?*

A: No.

*Q: In the Take Prisoners mission, if one of my models takes an enemy model out of action with a 'final attack', e.g. by using the Only In Death Does Duty End Tactic, is the enemy model captured even though my model is then taken out of action, as long as all the other conditions for being captured are fulfilled?*

A: Yes.

*Q: In the Terror Tactics mission, when a model is moved off the battlefield using the Wreak Havoc rule, do they still count when determining whether more than half the models in a kill team have flesh wounds, are shaken, or are out of action?*

**A:** They take no further part in the mission, but they are still part of your kill team. They are not considered to be out of action, and you do not include them in any count of the number of models that have flesh wounds.

## TACTICS

*Q: When I use a Tactic such as Decisive Shot or Decisive Strike, does that Tactic allow that model to act twice in that phase?*

**A:** No.

*Q: Can I use the Tactical Re-roll Tactic to re-roll a dice my opponent rolled?*

**A:** No.

*Q: If two players both use the Decisive Move/Strike/Shot Tactic, does the loser of the roll-off still get to do their Decisive Move/Strike/Shot immediately after the winner?*

**A:** Yes.

*Q: If I use the Tactical Re-roll Tactic to re-roll an Injury roll for a weapon with a Damage characteristic of 2 or more, how many dice do I re-roll?*

**A:** You must re-roll all the dice. For example, if the Tactical Re-roll Tactic was used to re-roll the Injury roll for an attack made with a weapon that has a Damage characteristic of 3, all three dice must be re-rolled.

## CHOOSING A KILL TEAM

*Q: Does a model's cost include its weapons and wargear?*

**A:** No.

*Q: Some datasheets allow you to equip models with wargear combinations that don't seem particularly optimal. Why is that?*

**A:** These options are in there so that, no matter how you have built your models from the kit, you should be able to use them in games of Kill Team.

*Q: Do Gunners, Sergeants and the like have to be specialists?*

**A:** No.

## SPECIALISTS

*Q: When I use the Combat specialist's Deadly Charge Tactic, if I end my charge within 1" of two enemies, can I roll for both?*

**A:** No. Choose one when you use the Tactic.

*Q: When I use the Comms specialist's New Intelligence Tactic to Ready a model, can I use this to allow a model that would not normally be able to shoot (e.g. a shaken model, or a model that made a charge attempt) to shoot?*

**A:** No.

*Q: If I have a Comms specialist with Expert and Command Relay, if I use the Expert Command Point on a Tactic and it is refunded by Command Relay, do I still lose that Command Point at the end of the battle round?*

**A:** No.

*Q: Can the Demolitions specialist's Lucky Escape Tactic prevent mortal wounds as well?*

**A:** Yes.

*Q: Can I still use the Heavy specialist's More Bullets Tactic when using a weapon that fires a random amount of shots?*

**A:** Yes. You choose to use the Tactic before the number of attacks is determined.

*Q: If I use the More Bullets Tactic and fire a Rapid Fire 1 weapon at a target that is not at long range, how many attacks does the weapon make?*

**A:** 3.

*Q: If I use the Medic specialist's Trauma Specialist ability against a weapon with a Damage characteristic of more than 1, how is it resolved?*

**A:** An additional dice is rolled, and then the lowest result across all of the dice is used.

*Q: If I use the Scout specialist's Marked Positions Tactic on an enemy model and that model then ends up more than 6" away from my Scout for some reason (for example, if it falls) can my models still re-roll hit rolls of 1 for attacks that target that model?*

**A:** Yes.

*Q: What are the penalties mentioned by the Veteran specialist Grizzled ability?*

**A:** Negative modifiers to Leadership and positive modifiers to Nerve tests.

*Q: If I use the Veteran specialist's Adaptive Tactics to move or Advance with a model before the Initiative phase, can that model move again in the Movement phase (including Advancing or charging, for example)?*

**A:** Yes.

*Q: Does the Veteran specialist's Seen It All ability 'stack' with the normal -1 to Nerve tests for being within 2" of another model that is not shaken?*

**A:** Yes.

*Q: Does the Zealot specialist's Martyr Tactic allow a model that failed a charge in this battle round to shoot with one of its weapons?*

**A:** Yes.

*Q: If I have a Zealot specialist with both Flagellant and Disgustingly Resilient, can I use both abilities when the model loses a wound?*

**A:** Yes.

## ADEPTUS ASTARTES

*Q: Does the Auspex ability ignore modifiers granted by abilities such as the Scout's Camo Cloak or the Lictor's Chameleonic Skin, and granted by Tactics such as the Tyranids' Lurk?*

**A:** Yes.

*Q: For the Alchomite Detonation Tactic (in the Fangs of Ulfrich expansion), if a model that was standing on the Alchomite Stack is placed on the battlefield after removing the Alchomite Stack, does that model count as having fallen?*

A: No.

### DEATHWATCH

*Q: Do I use the points values from the Adeptus Astartes list when I add a Reiver or Intercessor to my kill team?*

A: Yes, but note that some of their weapons have different points values, as listed in the Deathwatch points table.

*Q: Can I add any model from the Reiver and Intercessor datasheets using the Fortis Kill Team rule? And do they have the same wargear options?*

A: Yes.

### ASTRA MILITARUM

*Q: Can a model with Voice of Command issue an order to themselves?*

A: No.

*Q: Can the Move! Move! Move! order be issued to an **ASTRA MILITARUM** model that has Fallen Back or Retreated this turn?*

A: Yes.

### ADEPTUS MECHANICUS

*Q: Can I pick a Canticle of the Ommissiah in some rounds and roll randomly in others? And if so, can I pick a Canticle that was randomly determined earlier in the battle?*

A: Yes.

*Q: Can a Ranger Alpha or Vanguard Alpha take an enhanced data-tether or an omnispex?*

A: No.

*Q: Can one Ranger in my kill team take an enhanced data-tether and another Ranger in the same kill team take an omnispex?*

A: No.

### DEATH GUARD

*Q: If I pass one or more Disgustingly Resilient rolls for an attack with a Damage characteristic of more than 1, but not enough to prevent an Injury roll, is the number of dice rolled for the Injury roll reduced?*

A: No.

*Q: Can I use the Tactical Re-roll Tactic to re-roll a roll for Disgustingly Resilient?*

A: No.

*Q: When I roll a 6+ to hit with a flail of corruption, and the target is an **IMPERIUM** model, how many hit rolls do I make for the additional attack granted by Death to the False Emperor?*

A: D3.

### THOUSAND SONS

*Q: Does the All is Dust ability work against an attack with the Toxin Sacs upgrade, when that attack deals 1 additional damage?*

A: Yes.

### ASURYANI

*Q: Are models with the Battle Focus ability always Readied?*

A: No.

*Q: How do I add a Heavy Weapon Platform to my kill team?*

A: Add it to your kill team the same way you would add a Guardian Defender to your kill team. It costs 8 points plus the cost of whatever weapon it is armed with.

*Q: Can a Readied Heavy Weapon Platform shoot in the Ready, Fire! section of the Shooting phase, even if the Guardian Defender I choose to 'fire' it is not Readied?*

A: Yes.

*Q: Can I choose a Guardian Defender to 'fire' a Heavy Weapon Platform if that Guardian Defender has made a charge attempt, Fallen Back or Retreated in the same battle round?*

A: No.

*Q: When a Heavy Weapon Platform shoots, do I check range and visibility from that model or from the Guardian Defender?*

A: From the Heavy Weapon Platform.

### DRUKHARI

*Q: Do I roll to determine the effect of Combat Drugs before or after I choose my kill team?*

A: After.

### HARLEQUINS

*Q: Do Players trigger traps as described in the Plant Traps strategy in the Scouting Phase?*

A: Yes.

*Q: Can Players shoot in a battle round in which they Fell Back?*

A: No.

### NECRONS

*Q: When I use a weapon with a Damage characteristic of more than 1, do I have to use the highest roll for the Injury roll (which might be a 6, triggering a Necron's Reanimation Protocols)?*

A: Yes. Higher damage weapons are more likely to trigger a Necron's Reanimation Protocols, which is something to consider when choosing your kill team.

*Q: Can I use the Mindshackle Scarabs Tactic to shoot with an enemy model that couldn't normally shoot (because it had made a charge attempt in that battle round, for example)?*

A: No.

### ORKS

*Q: When I use the Grot Shield Tactic, does my opponent check line of sight (for the purposes of penalties to hit rolls and Injury rolls) to the model I picked or the **GRETCHIN** model?*

A: The model you picked.

## T'AU EMPIRE

*Q: When must I decide if I will use the For the Greater Good ability for each model within range of a target of a charge?*

A: You must declare all models that wish to fire Overwatch using this ability before resolving any of the attacks. A model that you declare will use this ability is treated as having done so, even if the charging model is taken out of action before that model's Overwatch attacks are resolved, and therefore will be unable to fire Overwatch again or Retreat for the rest of the phase.

*Q: What is considered long range for the different pulse blaster profiles?*

A: For the Close range profile, any distance greater than 2.5". For the Medium range profile, any distance greater than 5". For the Long range profile, any distance greater than 7.5".

*Q: Who rolls the Injury dice for a Drone using the Saviour Protocols ability?*

A: The Drone's controlling player.

*Q: Are there any modifiers to the Injury roll for a Drone using the Saviour Protocols ability?*

A: As the mortal wound is inflicted by the Drone's controlling player, the only modifier that applies is +1 for each flesh wound on the Drone (see the Injury Rolls errata in this document). There are no modifiers for the Drone being obscured.

*Q: Is a DS8 Tactical Support Turret a model in your kill team?*

A: Yes.

*Q: How does the For the Greater Good ability interact with the Point-blank Overwatch Tactic found in Kill Team: Rogue Trader and Kill Team: Arena?*

A: Models within 6" of the target of the charge can use For the Greater Good to fire Overwatch when the charge is declared as normal, but cannot use this ability when you choose to interrupt the charging model's move to resolve Overwatch attacks made by the target of the charge.

*Q: How many DS8 Tactical Support Turrets can I include in my T'AU EMPIRE kill team?*

A: 1. The Maximum Number (Max) characteristic for this model is 1, therefore, as per the datasheet rules on page 18 of the *Kill Team Core Manual*, only one of these models can be included in your kill team, whether it is purchased to accompany a Shas'ui or Breacher Shas'ui.

*Q: If I use the Support Turret Replacement Tactic to replace a destroyed DS8 tactical turret, does the replacement model have to be armed with the same weapon as the model that was removed from the battlefield?*

A: Yes.

## TYRANIDS

*Q: How do I use the Metabolic Overdrive Tactic to move a model from my Kill Team?*

A: In most cases, you will use Metabolic Overdrive to make a charge attempt after a normal move, or to Advance after Advancing\*, or to make a move after a failed charge. However, the following describes in full how you can use Metabolic Overdrive:

After a model from your kill team has made a normal move, Fallen Back, Advanced, Retreated, or moved as part of a failed charge, you can use the Metabolic Overdrive Tactic. That model can then make another move. If the model began the Movement phase within 1" of an enemy model, this can only be to Fall Back. If the model has made a normal move or Retreated, this can be to make a normal move, Advance, or make a charge attempt. If the model has Advanced or moved as part of a failed charge, this can be to make a normal move or Advance. Whichever you choose, the model cannot shoot for the rest of the battle round.

\* Note that if a model Advances twice in the same Movement phase using this Tactic or another rule like it, make an Advance roll each time it Advances and add each result to that model's Move characteristic for that phase.

*Q: If a Tyranid Warrior is equipped with two pairs of boneswords, do they make one or two additional attacks?*

A: One.

*Q: How many Tyranid Warriors or Tyranid Warrior Gunners in my kill team can have flesh hooks?*

A: Any or all of them.

*Q: How many Genestealers in my kill team can have flesh hooks?*

A: One.

*Q: Can a model shoot with flesh hooks in a battle round in which it was charged?*

A: Yes.

*Q: When making an Injury roll for an attack made by a model with toxin sacs, how is the 1 additional damage applied?*

A: This ability will add 1 to the Damage characteristic of the weapon being used for that attack. For example, a model with toxin sacs makes a wound roll of 6 for an attack made with boneswords. The Damage characteristic of the boneswords for that attack will be treated as 2 instead of 1, and therefore if the saving throw for that attack is failed and the target is reduced to 0 wounds, two D6 would be rolled for the Injury roll and the highest result applied.

## GENESTEALER CULTS

*Q: Do Genestealers taken as part of a Genestealer Cult kill team gain the Cult Ambush ability?*

A: No.

*Q: Can a Neophyte Leader take a shotgun?*

A: Yes.

*Q: When attacking with a Heavy Rock Cutter, when do I make the roll to determine whether or not a model is instantly taken out of action?*

A: After the damage has been dealt, before the Injury roll.

*Q: When making an Injury roll against an **ABERRANT** model, do I roll the number of dice shown by the Damage characteristic of the weapon used for that attack, or the damage suffered by the model after it has been reduced by the Bestial Vigour ability?*

Use the modified Damage characteristic of the attack after it has been reduced by Bestial Vigour.

## CAMPAIGNS

*Q: How do I build my command roster at the start of a campaign?*

A: Just choose up to 12 models, all of which must share a Faction keyword. The total points cost of the models doesn't matter, the Max characteristic of the models doesn't matter, and you can have multiples of the same Specialist on your command roster. When you play your first mission, you will choose a kill team from this command roster that must be a Battle-forged kill team.

*Q: How do I add models to my command roster during a campaign?*

A: You will only add models to your command roster when you are using those models in your next mission (so you can't add models to your command roster after the start of the campaign without using them in at least one mission). Other than this, there is no limit to the number of models on your command roster, or the number of Specialists, or the total points value of the models on your command roster, and so on.

When you choose a kill team for a mission, you will do one of three things:

- 1) Choose a kill team from models that are already on your command roster. You do not add any models to your command roster.
- 2) Choose an entirely new kill team. This kill team can include new Specialists (including a new Leader) – the only restrictions here are the normal limits for Battle-forged kill teams. Add these new models to your command roster.

The kill team can also include any number of models chosen from a datasheet for which you do not have a fire team (so, for example, if you only have an Intercessor fire team on your command roster, you could freely add Reivers to your kill team) – again, the only restrictions here are the normal limits for Battle-forged kill teams. Add these new models to your command roster.

- 3) Choose a kill team that is a mix of models from your

command roster and new models. This kill team can include new models as described above. Add these new models to your command roster.

This kill team can also include new models for existing fire teams, subject to the restrictions on adding new models to a fire team (see below). Add these new models to your command roster.

This kill team can also include models that are already on your command roster, subject to the restrictions for Battle-forged kill teams.

*Q: How do I add new models to a fire team during a campaign?*

A: When you choose a kill team for a mission, you can include one new member of a fire team (and add that model to your command roster) for each existing member of the fire team that you include in your kill team. So, if I wanted to add two new Reivers to an existing Reiver fire team, I would need to choose those two new Reivers to be in my kill team for the next mission, alongside at least two existing Reivers (other than Specialists) from my command roster. The two new Reivers would be New Recruits, as described in Adding Members to a Fire Team in the Kill Team Core Manual.

*Q: If I disband a fire team, how do I later add models from that datasheet to my command roster?*

A: If you do not have a fire team for a datasheet (because you disbanded them, or they have all been killed, or you just haven't chosen any yet) you can add any number of models from that datasheet to your command roster by including them in the kill team you choose for your next mission.

*Q: Can a fire team of a single model gain experience?*

A: Yes. A fire team of a single model gains 1 experience point after a mission if at least one enemy model was taken out of action during that mission by an attack made or psychic power manifested by that model (or another model from that model's fire team that was later killed).

*Q: Do New Recruits in an experienced fire team also cost the increased amount of points listed under Crack Troops?*

A: Yes.

*Q: I have a fire team of two experienced models and one New Recruit. In the next battle, the New Recruit survives but both experienced models die. What happens?*

A: The New Recruit gains the fire team's experience and advances. They do not gain one experience point for taking part in the mission. However, they could still gain one experience point after the mission if at least one enemy model was taken out of action during that mission by an attack made or psychic power manifested by that model (or another model from that model's fire team that was later killed).

*Q: Can I choose not to assign a model to a fire team?*

A: No. All non-specialist models chosen from a single datasheet always form a fire team.

*Q: How are models that are not part of fire teams (like DS8 Tactical Support Turrets and Drones) added to a command roster in a campaign?*

A: They can be added to your kill team (and your command roster) in the same way as new Specialists (but they do not count as Specialists).

*Q: Can I choose a campaign roster with models from more than one faction?*

A: In the campaign presented in the Kill Team Core Manual, you cannot, as all models on a matched play command roster (which is the starting point for your campaign roster) must share a faction keyword. However, if your gaming group wants to allow players to have campaign rosters that include models from more than one faction, that's entirely up to you!

*Q: Can I change the wargear a model on my command roster is equipped with during a campaign?*

A: No.

# REFERENCE

1. Initiative phase	The players roll off to determine who will act first in each phase.	4. Shooting phase	Models may shoot at enemy models.
2. Movement phase	Players move any models that are capable of doing so, and may charge their enemies	5. Fight phase	Models pile in and attack with melee weapons.
3. Psychic phase	Psykers can use powerful mental abilities.	6. Morale phase	Players test to see if their kill team is broken and if their models keep their nerve.

### SHOOTING ATTACK HIT ROLL MODIFIERS

Target model is at long range (pg 31)	-1
Target model is obscured (pg 30)	-1
Each flesh wound on the attacking model (pg 32)	-1
Attacking model's kill team is broken (pg 36)	-1

### PSYCHIC POWER/SHOOTING ATTACK INJURY ROLL MODIFIERS

Injured model is obscured from the psyker/shooting model, and within 1" of a model or piece of terrain that is between the two models	-1
Each flesh wound on the injured model (pg 32)	+1

### CLOSE COMBAT ATTACK HIT ROLL MODIFIERS

There is intervening terrain (pg 35)	-1
Each flesh wound on the attacking model (pg 32)	-1
Attacking model's kill team is broken (pg 36)	-1

### CLOSE COMBAT ATTACK INJURY ROLL MODIFIER + INJURY ROLL MODIFIER IN ANY OTHER CASE

Each flesh wound on the injured model (pg 32)	+1
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### WOUND ROLL

ATTACK'S STRENGTH VS TARGET'S TOUGHNESS	D6 ROLL REQUIRED
Is the Strength <b>TWICE (or more than twice)</b> the Toughness?	2+
Is the Strength <b>GREATER</b> than the Toughness?	3+
Is the Strength <b>EQUAL</b> to the Toughness?	4+
Is the Strength <b>LOWER</b> than the Toughness?	5+
Is the Strength <b>HALF (or less than half)</b> the Toughness?	6+

### D6 INJURY ROLL RESULT

3 or less	Flesh wound
4+	Out of action

### NERVE TEST MODIFIERS

Each other friendly model that is shaken or is out of action	+1
Each other friendly model (other than shaken models) within 2" of the model	-1

