# 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

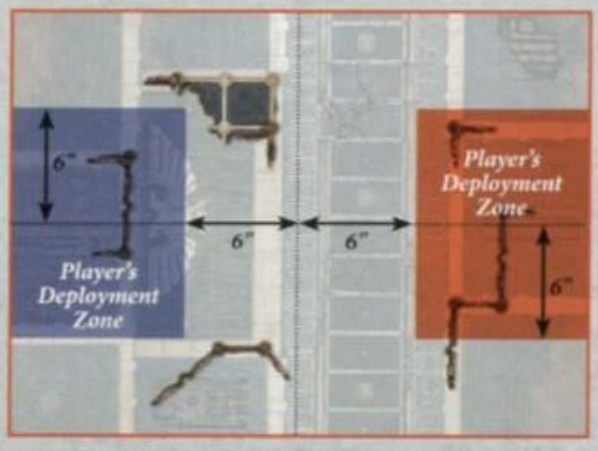
In this mission, a player's kill team is never considered to be broken whilst their Commander is on the battlefield. However, a player's kill team is automatically broken at the end of the Morale phase in a battle round in which their Commander was taken out of action.

## VICTORY CONDITIONS

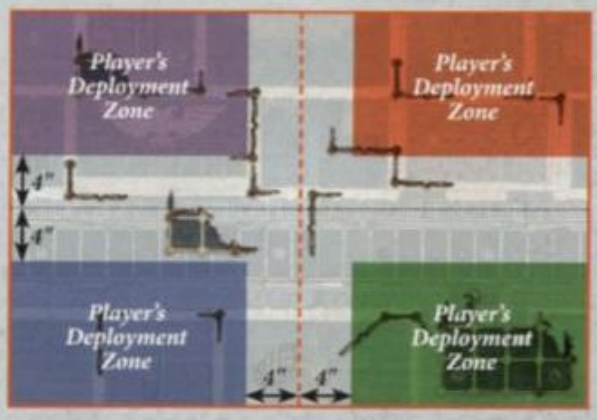
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each enemy Commander taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the 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

# 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

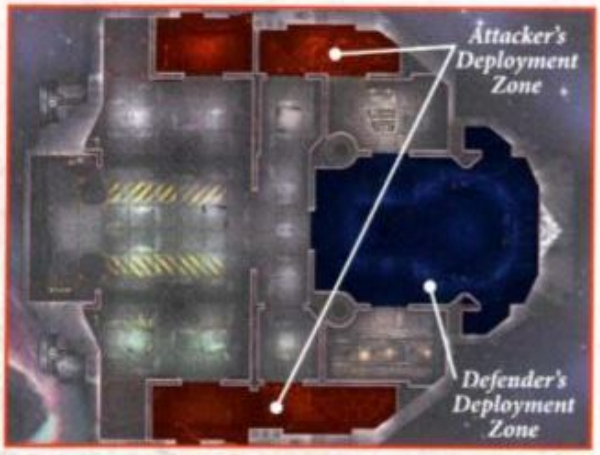
This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team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

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.

# 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

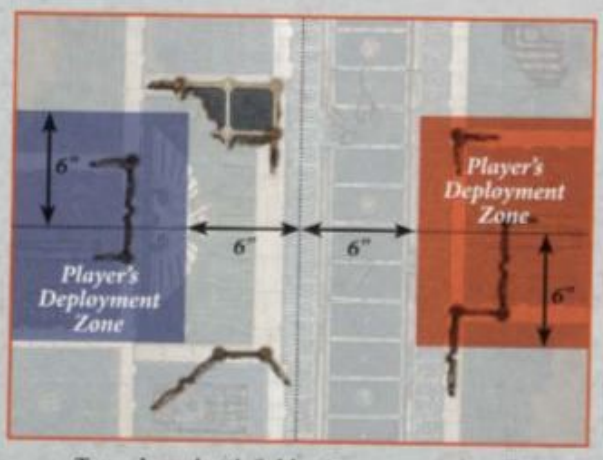
Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

## 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. 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 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

# 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

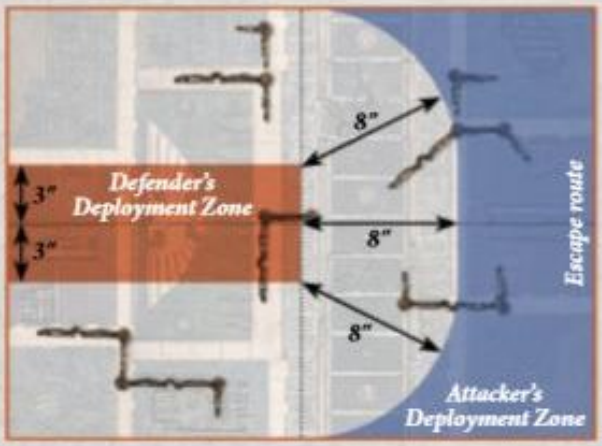
If, at the end of the battle, more of the defender's models escaped (see below) than did not escape, the defender wins. Otherwise, the attacker wins.

### 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**

MATCHED PLAY MISSION

# ANNIHILATION PROTOCOLS

**No matter the specialisms or battle honours within a kill team, no fighter is forever exempt from the raw duties of battle. When brutal necessity strikes, commanders issue the oldest battlefield directive to elite and novitiate alike: destroy the foe. Leave none alive.**

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission as long as at least one of the players who will take part is using the **Adeptus Mechanicus** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Adeptus Mechanicus player. If more than one player wishes to be the Adeptus Mechanicus player, those players roll off and the winner is the Adeptus Mechanicus player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Adeptus Mechanicus player must choose the Adeptus Mechanicus Faction. Then each player chooses a Battle-forged kill team (see the 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 on the reverse of this card.

## SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The Adeptus Mechanicus player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the 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 the 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

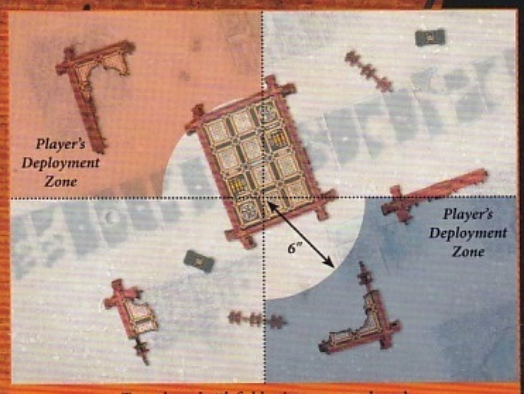
At the end of battle round 4, the Adeptus Mechanicus player rolls a D6. On a roll of 3+, the battle continues, otherwise the battle is over. At the end of battle round 5, the Adeptus Mechanicus player rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

## VICTORY CONDITIONS

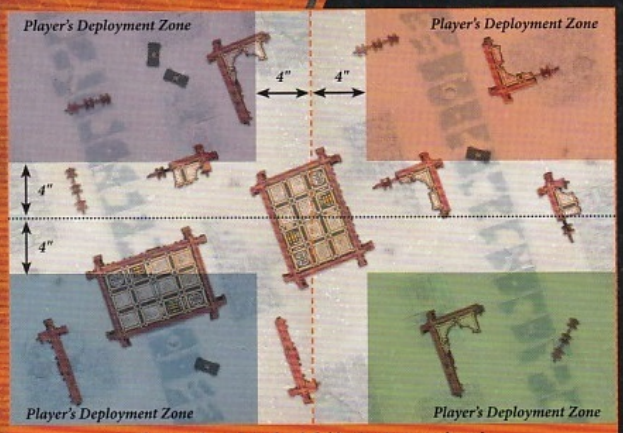
Each player scores 3 victory points for each enemy Commander or Leader taken out of action by an attack or psychic power made by a model from their kill team, and 1 victory point for each other enemy model taken out of action by an attack or psychic power made by a model from their kill team. The player with the most victory points at the end of the battle is the winner. Players tied for the most victory points draw. Any other players lose.

### Resources

In a campaign game, the player(s) that lose the mission each lose 1 Materiel and 1 Morale. Players that draw do not lose any resources.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

# 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 BATTLEFIELD

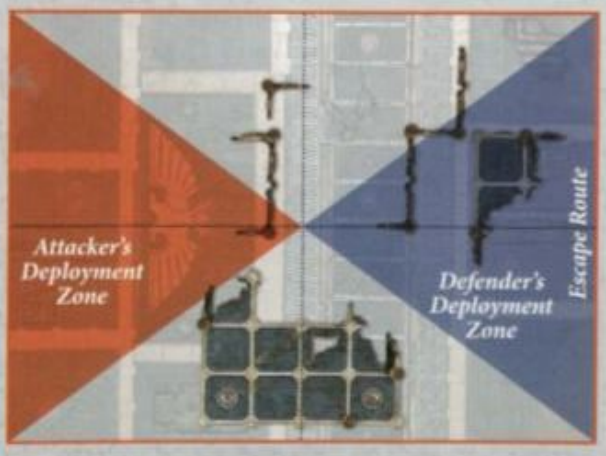
Create the battlefield and set up terrain. An example of how you might do this is shown below. The defender then places one objective marker in their deployment zone. The objective marker must be at least 6" from the edge of the battlefield.

## 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**

# 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

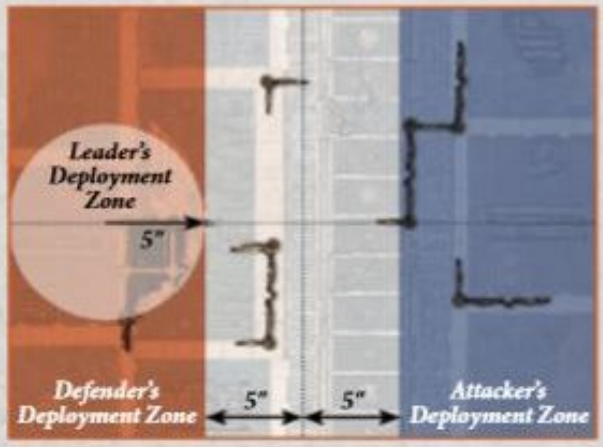
Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield their deployment zone is touching.

## 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**

## 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.

## 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

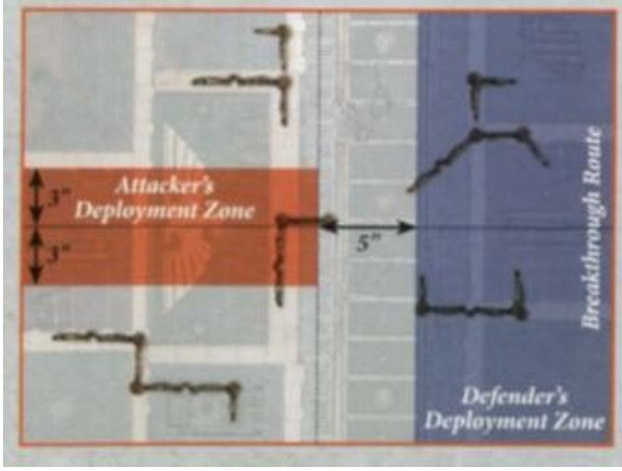
Create the battlefield and set up terrain. An example of how you might do this is shown below.

### 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

# BEHIND ENEMY LINES

**Kill teams are often sent behind enemy lines to achieve some act of reconnaissance, sabotage or assassination. Their mission complete, they then need to find a way to rejoin their forces without being captured or eliminated by the wronged party. If they are discovered, they only have two choices – escape as quickly as they can and hope to avoid further efforts to capture them, or eliminate their foe.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Wall of Martyrs. Create the battlefield. The defender then sets up terrain. An example of how you might do this is shown on the reverse of this card. The attacker then chooses which of the short edges of the battlefield their deployment zone is touching.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## DEPLOYMENT

The defender sets up their models, anywhere that is more than 5" from the attacker's deployment zone. The attacker then sets up their models, wholly within their deployment zone. Once the players have set up all their models, deployment ends and the first battle round begins.

### Sentries

In the first battle round, the defender's models cannot move or React.

## BATTLE LENGTH

At the end of a battle round, if none of the attacker's models are on the battlefield, or if all of the defender's models are shaken or out of action, the battle ends. Otherwise, at the end of battle round 5, 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 6, 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 7.

## VICTORY CONDITIONS

If the battle ended because all of the defender's models are shaken or out of action, the attacker wins. If the battle ended because none of the attacker's models are on the battlefield, the attacker wins if more of their models escaped than were taken out of action, and the defender wins otherwise. If the battle did not end as described above, then at the end of the battle, the attacker scores 1 victory point for each of their models that successfully escaped, and the defender scores 1 victory point for each of the attacker's other models. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

### Escape

The attacker 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 them 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, if the attacker wins the mission, the defender loses 2 Morale. If the defender wins the mission, the attacker loses 1 Morale.

## DAWN RAID

**Attacker Tactic**

Use this Tactic at the beginning of the first battle round. In this battle round, models cannot target models that are more than 12" away, or affect those models with psychic powers.

2 COMMAND POINTS

## WATCHFUL COMMANDER

**Defender Tactic**

Use this Tactic at the beginning of the first battle round. Your Leader is not affected by the Sentries rule.

1 COMMAND POINT

MATCHED PLAY MISSION

# BEST OF THE BEST

**The Astra Militarum is replete with veterans and specialists, auxiliary assets such as the Tempestus Scions and the Armageddon Ork Hunters, who will not hesitate to prove their reputation on the battlefield. Yet there are always other, less storied units eager to seek glory.**

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **Astra Militarum** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Astra Militarum player. If more than one player wishes to be the Astra Militarum player, those players roll off and the winner is the Astra Militarum player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Astra Militarum player must choose the **Astra Militarum** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) 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 on the reverse of this card.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The Astra Militarum player has the greatest strategic advantage in this battle. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the 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, and more than 3" from any other player's 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

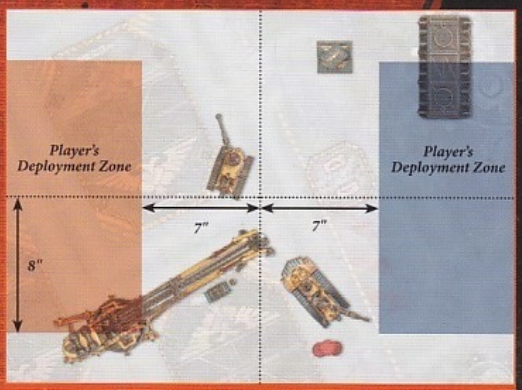
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the Astra Militarum player rolls a D6. On a roll of 3+ the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5, the Astra Militarum player rolls 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

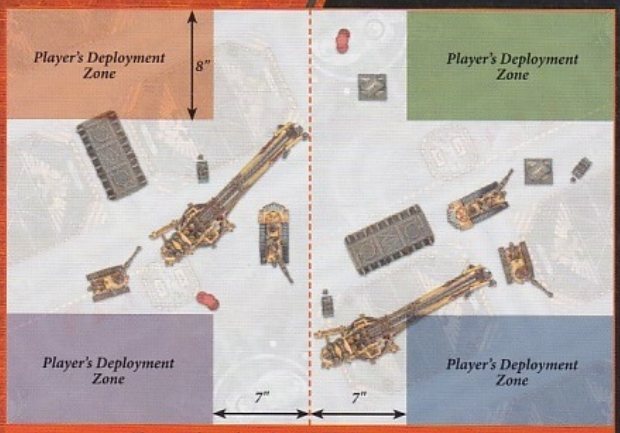
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 2 victory points for each enemy specialist taken out of action by one of their specialists' attacks or psychic powers, and 1 victory point for each other enemy model taken out of action by one of their specialists' attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, those 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 gains 1 Morale. If players draw they do not gain or lose Morale.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

NARRATIVE PLAY MISSION

# BINARY TARGETS

**Adeptus Mechanicus war leaders prefer to cogitate every outcome of an order, analysing the statistical pathways opened up by each command. Yet some missions demand fast binary decision-making, and the correct division of force can dictate victory or defeat.**

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission as long as at least one of the players who will take part is using the **Adeptus Mechanicus** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Adeptus Mechanicus player. If more than one player wishes to be the Adeptus Mechanicus player, those players roll off and the winner is the Adeptus Mechanicus player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Adeptus Mechanicus player must choose the Adeptus Mechanicus Faction. Then each player chooses a Battle-forged kill team (see the 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 Adeptus Mechanicus player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. Then set up two objective markers along the midway line between both players' deployment zones and 8" away from the centre of the battlefield.

## SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The players roll off, and the winner chooses their deployment zone; the other player has the other deployment zone. The players 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

If one player has controlled both objectives at the end of two consecutive battle rounds, the game ends immediately. Otherwise, at the end of a battle round 4, the attacker rolls a D6. On a roll of 3+, the battle continues, otherwise the battle is over. If the battle doesn't end as described above, 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 one player has controlled both objectives at the end of two consecutive battle rounds, that player wins. Otherwise, at the end of the battle, each player scores 3 victory points for each objective marker they control, 2 victory points if the enemy Commander is out of action, and 1 victory point for each other enemy model that friendly models took out of action with their 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.

### Rad Haze

When selecting a target for a shooting attack, you may not pick any models that are more than 12" away from the firing model.

### 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 Materiel.

## ASSURED ENGAGEMENT

**Attacker Tactic**

Use this Tactic in the Movement phase after a charge roll that fails. Re-roll one or both of the dice.

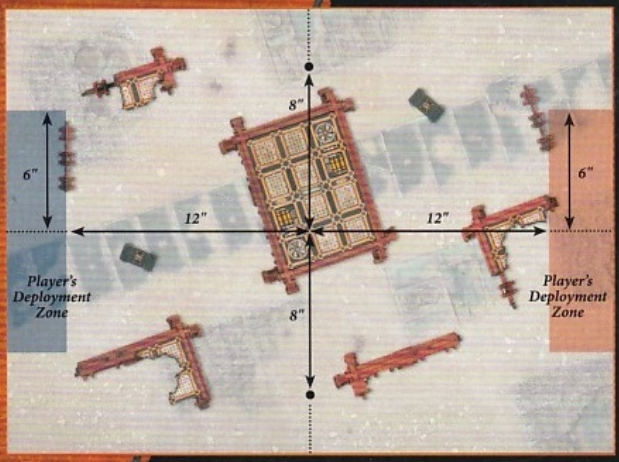
1 COMMAND POINT

## GREAT STAMINA

**Defender Tactic**

Use this Tactic at the start of the Movement phase. Choose a shaken model from your kill team. They are no longer shaken.

1 COMMAND POINT



NARRATIVE PLAY MISSION

# BREAK THEIR WILL

**For many, the source of ultimate terror lies in their own imagination. The most effective terror tactics weaponise this notion. When patrols or sentries go missing with no evidence of their disappearance, fear of the unknown can utterly destroy the morale of an enemy army.**

If you are playing a campaign, you can choose to play this mission instead of the Feint mission as long as at least one of the players who will take part is using the **Adeptus Astartes** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Adeptus Astartes player. If more than one player wishes to be the Adeptus Astartes player, those players roll off and the winner is the Adeptus Astartes player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Adeptus Astartes player must choose the **Adeptus Astartes** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The Adeptus Astartes player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

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

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## 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

If the defender's models are all shaken or out of action at the end of a battle round, the battle ends. Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 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 attacker rolls 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

At the end of the game the defender rolls a D6 for each of their models with one or more flesh wounds on the battlefield (even if you are not playing a campaign game). On a roll of 1-3, that model recovers. On a roll of 4-6, that model goes out of action. The attacker then scores 1 victory point for each enemy model that is out of action. The defender scores 1 victory point for each of their models that is not out of action. The player with the most victory points wins. 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 Morale. If the defender wins the mission, the attacker loses 1 Morale.

## FINISH THEM OFF!

**Attacker Tactic**

Use this Tactic in the Fight phase when a model from your kill team targets an enemy model with one or more flesh wounds with any of their attacks. Until the end of the phase, add 1 to any Injury rolls made as part of these attacks.

2 COMMAND POINTS

## ON YOUR FEET!

**Defender Tactic**

Use this Tactic at the start of the Morale phase if your Leader is not shaken. A -1 modifier is applied to Nerve tests made for friendly models within 6" of your Leader that phase.

1 COMMAND POINT

MATCHED PLAY MISSION

# BURNING BATTLEFIELD

**War has destroyed this land, turning a once productive industrial sector into a wasteland dotted with the dangerous remains of refineries and processing plants. Although there are still rich resources to be claimed here, those who wish to do so must brave the unpredictable hazards of this industrial death zone.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Mechanicus. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card. Then set up one objective marker midway between the centre of the battlefield and the middle of each battlefield edge, as shown in the deployment maps on the reverse of this card.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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.

### Flame Underfoot

At the beginning of each battle round, randomly determine one piece of terrain, other than impassable terrain. That piece of terrain is dangerous terrain for this battle round, as is any open ground within 1" of that terrain.

### Perilous Riches

Roll a D6 for each objective marker at the start of each battle round. On a roll of 1, each model within 2" suffers a mortal wound. On a roll of 6, if a player currently controls that objective marker, they gain 1 victory point.

## BATTLE LENGTH

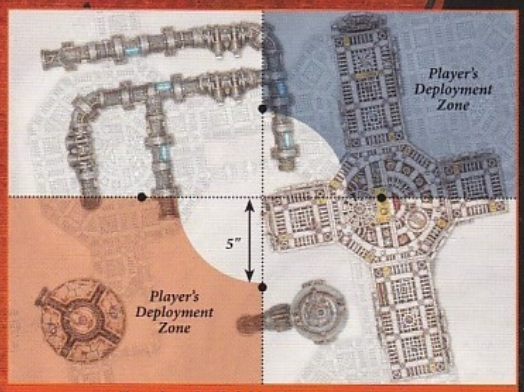
At the end of battle round 4, the player with the greatest advantage rolls a D6. The battle continues on a 3+, otherwise the battle ends. If the battle doesn't end as described above, at the end of battle round 5, the player with the greatest advantage rolls a D6. This time the battle continues on a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

## VICTORY CONDITIONS

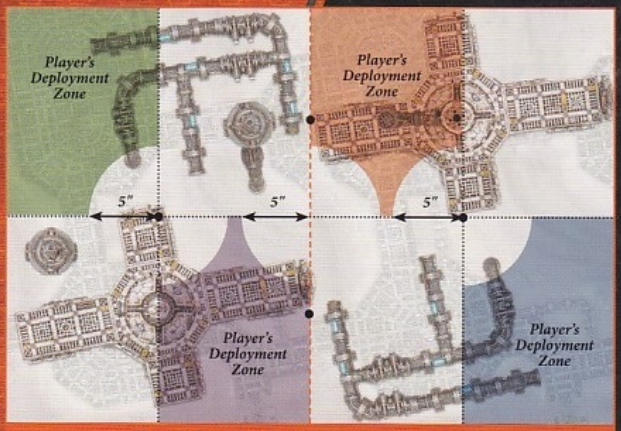
Each player scores 3 victory points for each objective marker that their kill team controls at the end of the battle. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### 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

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 of *Kill Team: Arena* and each player musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## 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 of *Kill Team: Arena*. Then set up five objective markers as shown on the reverse of this card.

## 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.

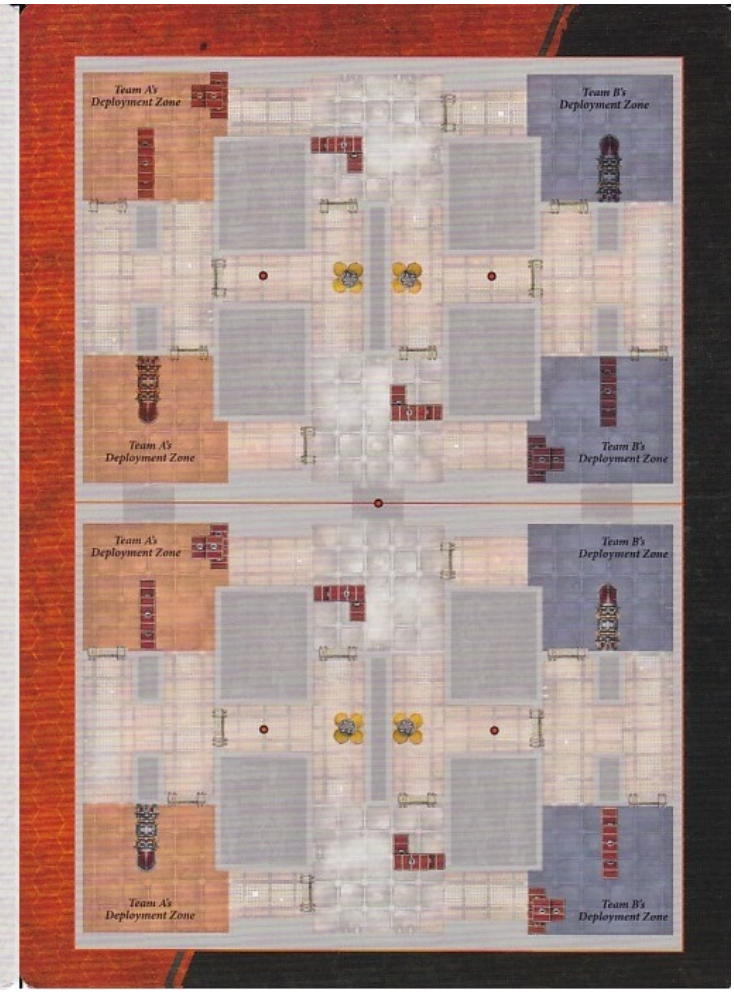
### Arena Objectives

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.



NARRATIVE PLAY MISSION

# CHOSEN BY FATE

**The god of the Thousand Sons is a capricious one, and though his servants believe that they have been chosen for a great destiny, it is often far from clear what that might be, and how they might achieve it. Sometimes, a disciple of Tzeentch just has to follow their intuition!**

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission as long as at least one of the players who will take part is using the **Thousand Sons** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Thousand Sons player. If more than one player wishes to be the Thousand Sons player, those players roll off and the winner is the Thousand Sons player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Thousand Sons player must choose the **Thousand Sons** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The Thousand Sons player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

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

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## 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

Use the Variable Battle Length rules (see *Kill Team: Elites*) – the attacker rolls.

### What Fate Holds in Store

At the beginning of each battle round, the Thousand Sons player can roll a D10. If they do, their victory condition changes according to the following table:

| D10 | VICTORY CONDITION |
|---|---|
| 1 | Your Leader is out of action. |
| 2 | None of your fighters are out of action. |
| 3 | All enemy fighters are out of action. |
| 4 | There is at least one of your fighters in the enemy deployment zone. |
| 5 | All of your fighters (and at least one) are in your deployment zone. |
| 6 | There are no enemy fighters in your deployment zone. |
| 7 | More enemy fighters than your fighters are out of action. |
| 8 | The enemy Leader is out of action. |
| 9 | Your Leader is not out of action. |
| 10 | Re-roll the dice until you get a different result. |

## VICTORY CONDITIONS

If, at the end of the battle, the attacker has fulfilled their victory condition, they win. Otherwise 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 Morale.

## TWIST THE SKEINS OF FATE

**Attacker Tactic**

Use this Tactic after rolling the D10 according to What Fate Holds in Store. If you do, you can add or subtract 1 from the roll.

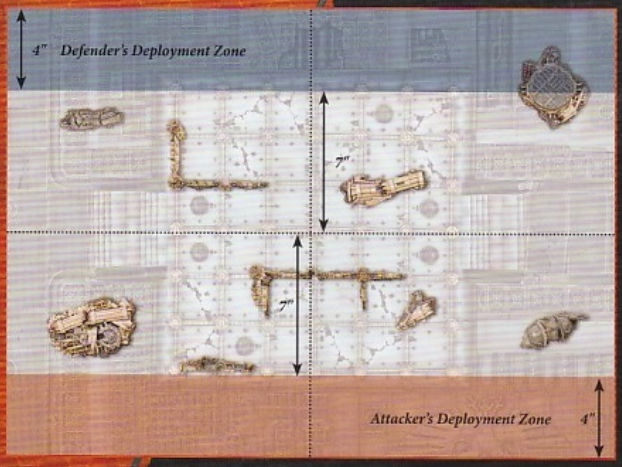
1 COMMAND POINT

## UNRAVELLING FATE

**Defender Tactic**

Use this Tactic at the beginning of a battle round. If you do, the attacker must roll the D10 according to What Fate Holds in Store – they may not choose not to this battle round. You can only use this Tactic once per battle.

3 COMMAND POINTS



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 of *Kill Team: Arena* and musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## THE BATTLEFIELD

This mission is played in a Killzone: Catacombs. Create the battlefield and set up terrain exactly as shown on pages 10-11 of *Kill Team: Arena*. Then set up five objective markers as shown on the reverse of this card.

## 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.

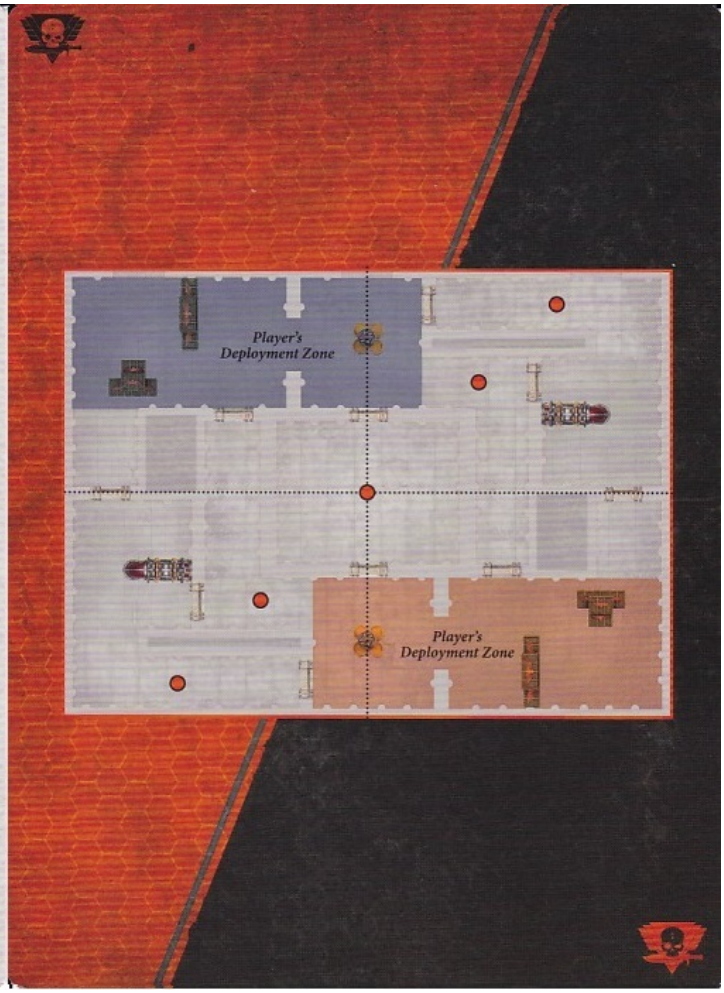
### Arena Objectives

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.



## MATCHED PLAY MISSION
# CLASH OF TITANS

**Commanders are titans of battle, striking down lesser warriors with contemptuous ease before moving on to the next. Of course, the easiest way to destroy an enemy commander is to use the skills of your own to defeat them.**

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission, as long as at least one of the players who will take part is using the **Genestealer Cults** Faction

### THE KILL TEAMS
This is a mission for two to four players. One of those players is the Genestealer Cults player. If more than one player wishes to be the Genestealer Cults player, those players roll off and the winner is the Genestealer Cults player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Genestealer Cults player must choose the **Genestealer Cults** Faction. Then each player chooses a Battle-forged kill team (see the 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 on the reverse of this card.

### THE SCOUTING PHASE
Resolve the Scouting phase (see the Core Manual).

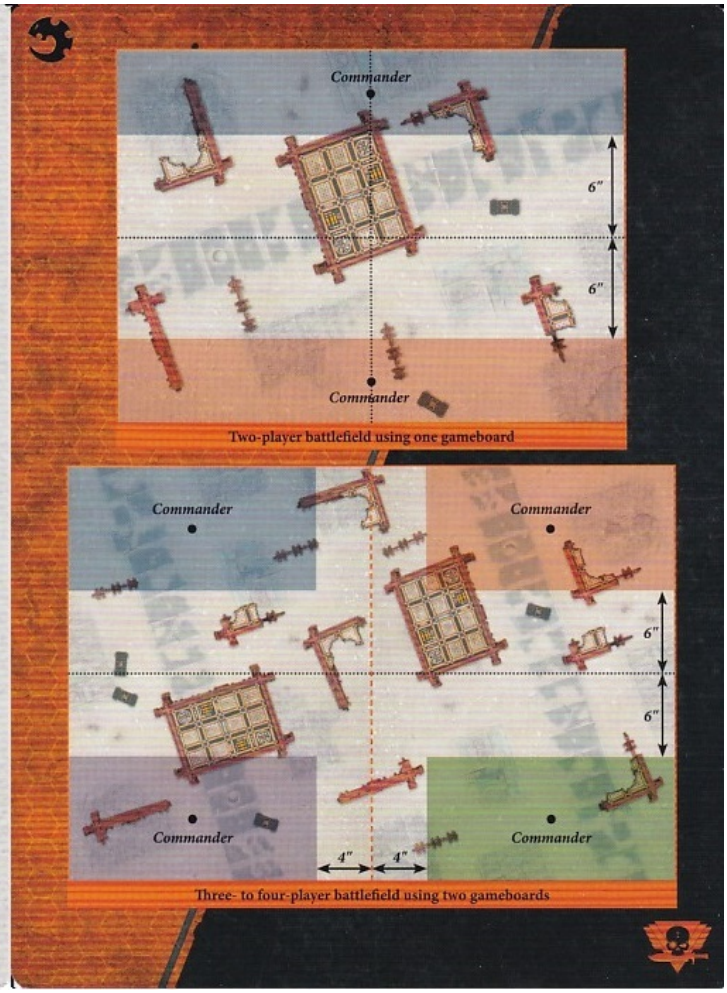
### DEPLOYMENT
The Genestealer Cults player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. All players then deploy their Commander in the centre of 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, and more than 3" from any other player's 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 Genestealer Cults player rolls a D6. On a roll of 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 Genestealer Cults player rolls 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
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, a player scores 3 victory points for each enemy Commander taken out of action by one of their Commander's attacks or psychic powers, and 1 victory point for each enemy Commander taken out of action by any other friendly model's attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### Resources
In a campaign game, players that lose the mission each lose 1 Intelligence and 1 Morale. If players draw they do not lose any resources.



# 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 of *Kill Team: Arena* and musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## 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 of *Kill Team: Arena*. Then set up four objective markers as shown on the reverse of this card.

## 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.

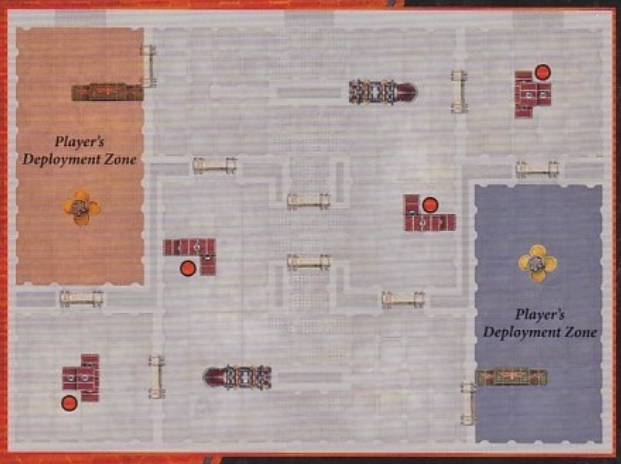
### Arena Objectives

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.



# 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

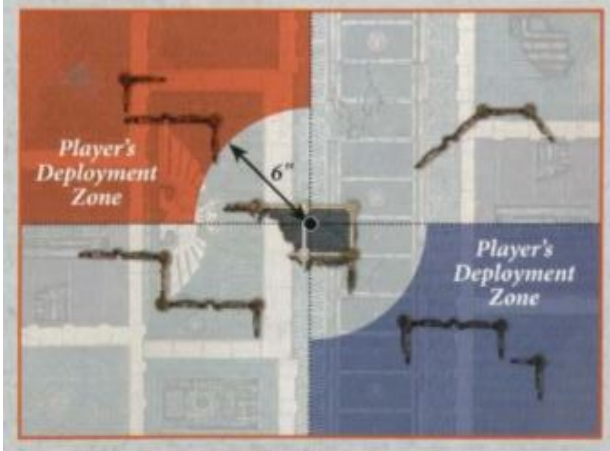
Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

## VICTORY CONDITIONS

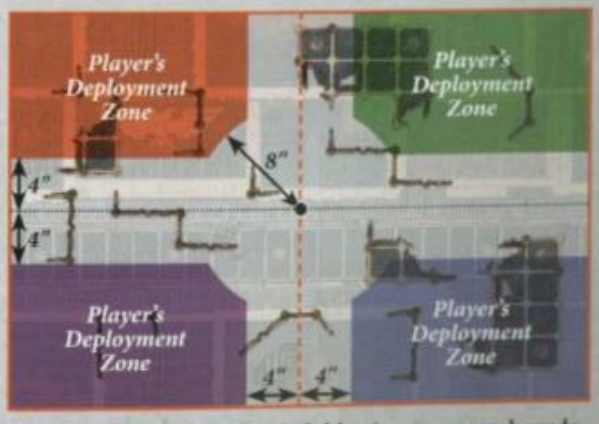
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point at the end of any battle round in which their Commander is within 2" of the centre of the objective marker. The player with the most victory 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
# CONQUEST

**The war is best won by driving the foe from the area, taking the ground from under their feet and removing their ability to consolidate their position. Once the enemy has lost territory in this way, momentum can be gained and the greater battle will surely be won.**

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission, as long as at least one of the players who will take part is using the **Genestealer Cults** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Genestealer Cults player. If more than one player wishes to be the Genestealer Cults player, those players roll off and the winner is the Genestealer Cults player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Genestealer Cults player must choose the **Genestealer Cults** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) 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 on the reverse of this card. Then, set up one objective marker in the centre of each deployment zone, as shown on the reverse of this card.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The Genestealer Cults player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the 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 player's deployment zone, and more than 3" from any other player's 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

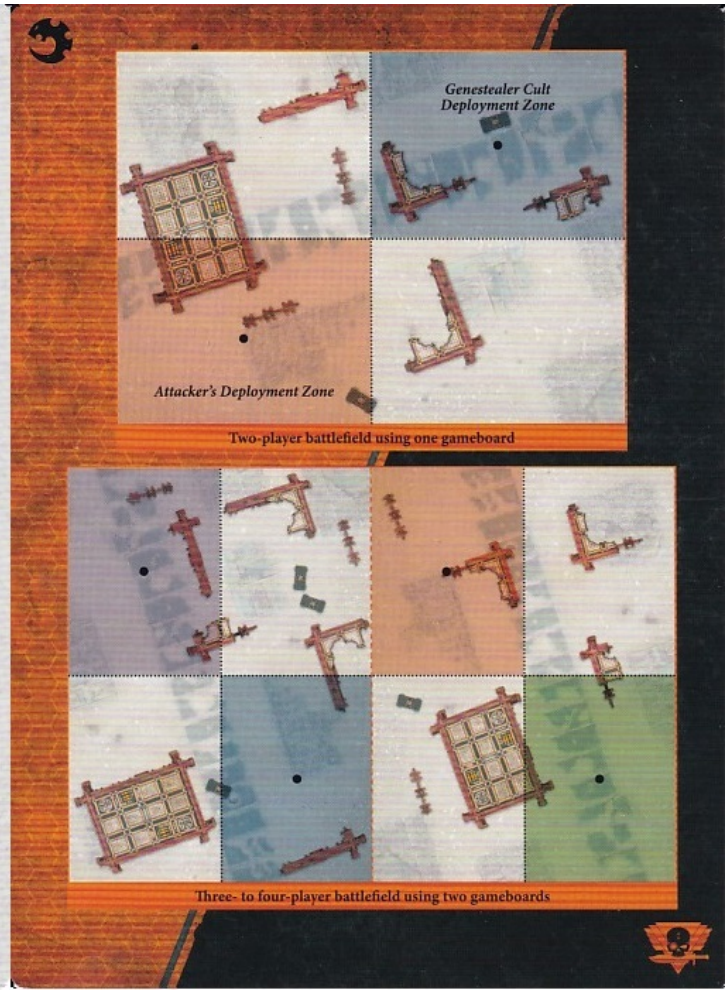
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the Genestealer Cults player rolls a D6. On a roll of 3+, the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5, the Genestealer Cults player rolls 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

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins; any other players lose. Otherwise, at the end of the battle, a player scores 1 victory point if they control the objective marker that is in their own deployment zone, and 2 victory points for each objective marker they control that is in an enemy deployment zone. The player with the most victory points wins. If players are tied for the most victory points, those players draw; any other players lose.

### Resources

In a campaign game, players 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

# 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

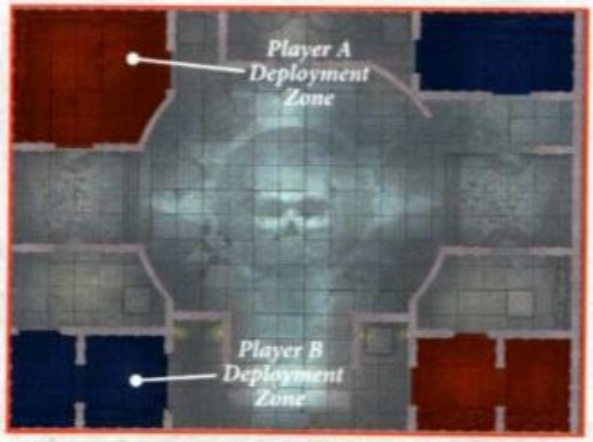
This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. If both players agree, you can play this as a Commanders mission, 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.

MATCHED PLAY MISSION

# COVER FROM THE STORM

**A lethal storm descends, and scouting kill teams are forced to take shelter in an abandoned facility. As the wind drives sand fast enough to flay flesh from bone and blasts of solar energy disrupt equipment, each kill team realises they are not the only force to seek refuge here…**

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines or Take Prisoners 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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Fronteris. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card. Then set up four objective markers as shown on the reverse of this card.

## SCOUTING PHASE

Do not play the Scouting phase in this mission.

## 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 the 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.

### Storm Conditions

Do not roll on the environment table for this mission. Instead, roll a dice at the beginning of each battle round. On a 1 or 2, any models that are not within 1" of a Ryza-pattern ruin are shaken, and all ranged weapons have a Range of 6" for that round. In addition, from the beginning of the third battle round, Comms Tactics and abilities cannot be used (except those used after the mission), and players add 1 to wound rolls made for attacks that target models that are not at least partially underneath the roof of a Ryza-pattern ruin, and add 1 to injury rolls made for such models.

## 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. If the battle does not end as described above, at the end of battle round 5, the player with the greatest advantage 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.

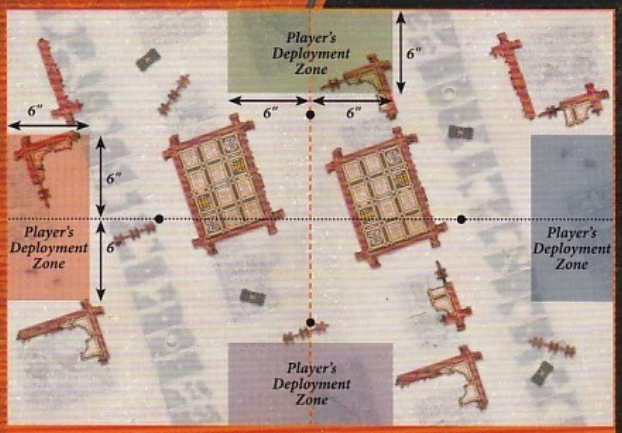
## VICTORY CONDITIONS

Each player scores 1 victory point for each objective marker that their kill team controls at the end of the battle round. In addition, each player scores 1 victory point for each enemy model that their kill team takes out of action. 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, those players draw. Any other players lose.

### Resources

In a campaign game, the player(s) that lose the mission each lose 1 Materiel and 1 Morale. If players draw they do not lose Materiel or Morale.

Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

NARRATIVE PLAY MISSION

# CRUEL INTENT

**Sadists without peer, the twisted warriors of the Drukhari will at times enter realspace for no greater purpose than the thrill of the hunt, seeking out isolated enemy combatants to corner and torment for as long as inspiration lasts.**

If you are playing a campaign, you can choose to play this mission instead of the Feint mission as long as at least one of the players who will take part is using the DRUKHARI Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Drukhari player. If more than one player wishes to be the Drukhari player, those players roll off and the winner is the Drukhari player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Drukhari player must choose the DRUKHARI Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The Drukhari player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

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

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## 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 eligible models to set up, skip them. Continue setting up models until both players have set up all eligible models; at this point deployment ends and the first battle round begins.

### REVEL IN AGONY

The Drukhari of this kill team toy with their victims, preferring prolonged torment to a quick kill. When rolling Injury rolls for the defender's models, count a result of 1-5 as a flesh wound result; only results of 6+ will take the defender's models out of action. While the attacker's models are within 6" of any enemy models that have one or more flesh wounds, add 1 to their Strength and 1 to their Weapon Skill (so a Weapon Skill of 3+ would become 2+, for example).

## 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 Drukhari player rolls a D6. On a 3+, the game continues, otherwise the game is over. If the game does not end as described above, at the end of battle round 5, the Drukhari player rolls 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

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 model taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If there is a tie, whichever player had the lowest Force is the winner. If there is still a tie, the players draw.

### RESOURCES

In a campaign game the player that lost the mission loses 2 Morale. If players draw they do not lose Morale.

### SWIFT TORMENT

**Attacker Tactic**

Use this Tactic after declaring a charge with one of your models, but before rolling the dice. Add 2 to the result of the charge roll. In addition, your opponent cannot make Overwatch attacks in response to this charge.

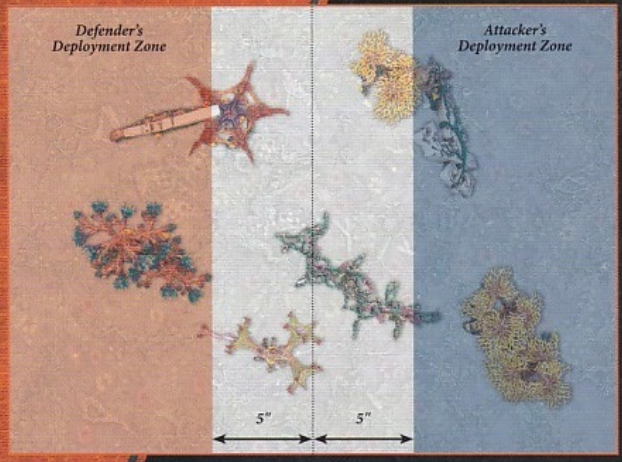
**2 COMMAND POINTS**

### IMPERVIOUS TO INJURY

**Defender Tactic**

Use this Tactic before a player makes an Injury roll for one of your models. Apply a -1 modifier to the result of the test, in addition to any other modifiers that may apply.

**1 COMMAND POINT**



# 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

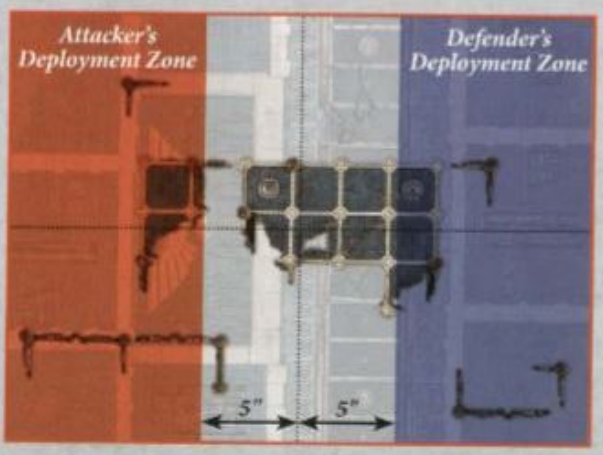
Create the battlefield and set up terrain. An example of how you might do this is shown below.

## 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 suffers 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

# DA MEGA-PYRE

**The Orks have scoped out an enemy-held munitions stockpile. If they can plant enough stikkbomb charges around the site, they can light up the sky with a massive explosion and draw enemies from every direction upon which to satisfy their penchant for violence.**

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission as long as at least one of the players who will take part is using the **Orks** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Orks player. If more than one player wishes to be the Orks player, those players roll off and the winner is the Orks player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Orks player must choose the **Orks** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The Orks player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

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

The defender then places three objective markers in their territory. Each objective marker must be between 6" and 9" from each other objective marker.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## 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

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield or explosives are currently armed at all three objective markers (see below). Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 3+, the battle continues, otherwise the battle is over. If the battle doesn't end as described above, 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, explosives are armed at 0-1 objective markers, the defender wins the mission. If explosives are armed at 2 objective markers, the game is a draw. If explosives are armed at all 3 objective markers, the attacker wins the mission.

### Planting Explosives

At the end of any battle round, the attacker can make one attempt to plant explosives at each objective marker they control. To do so, roll a D6 for each such objective marker; on a 4+, explosives have been successfully planted at that objective marker. Once successfully planted, these explosives are considered to be armed for the purpose of battle length and victory conditions until the game ends or if the explosives at that objective marker are disarmed (see the Disarm Attempt Defender Tactic, overleaf).

### 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 Morale. If the players draw, the defender loses 1 Material and the attacker does not lose any resources.

### DEAD SNEAKY!

**Attacker Tactic**

Use this Tactic at the end of a battle round if your opponent controls an objective marker, but you have at least 1 model (other than shaken models) within 2" of it. You can attempt to plant explosives at that objective marker as if you controlled it. You can only use this Tactic once per battle round.

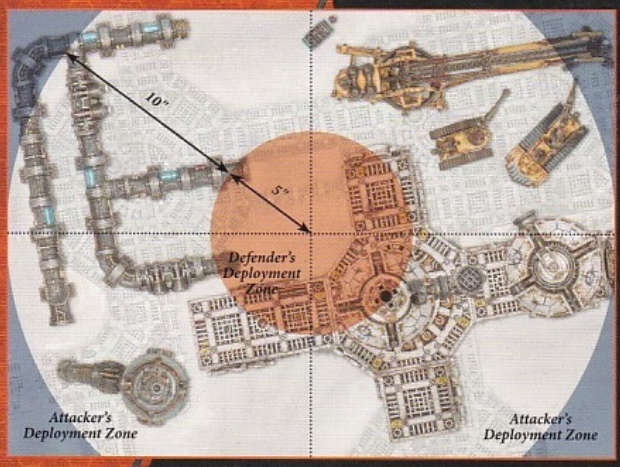
**1 COMMAND POINT**

### DISARM ATTEMPT

**Defender Tactic**

Use this Tactic at the end of a battle round if you control an objective marker at which explosives have been successfully planted. Roll a D6; on a 6, the explosives have been successfully disarmed, though further attempts can now be made to plant explosives at that objective marker.

**1 COMMAND POINT**



NARRATIVE PLAY MISSION

# DARING AMBUSH

**Laying an ambush takes on a new level of danger when it is done in the lethal surroundings of a death world forest. The kill team assigned with setting the trap must contend with deadly flora and fauna as they get into position to strike at their enemies. If they succeed, however, their prey will find themselves in a situation in which their hopes of survival are infinitesimal.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Death World Forest. Create the battlefield. An example of how you might do this is shown on the reverse of this card. The players roll off, and the player that wins chooses which of the long edges of the battlefield their deployment zone is touching.

## SCOUTING PHASE

Resolve the Scouting phase as described in the 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 teams. 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.

### There's Something Crawling On Me!

Once deployment ends, the attacker rolls a D6 for each of their models on the battlefield. On a roll of 1, that model suffers a mortal wound.

## BATTLE LENGTH

The battle ends at the end of a battle round if the defender's models are all either shaken, out of action or have escaped (see below). Otherwise, 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 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 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 them 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, if the attacker wins the mission, the defender loses 2 Territory. If the defender wins the mission, the attacker loses 1 Territory.

## PITFALL

**Attacker Tactic**

Use this Tactic in the Movement phase, when your opponent chooses a model to move and that model Advances, or when your opponent chooses a model to Fall Back. Roll a D6. On a 4+ that model suffers a mortal wound before they move. If they are not taken out of action they can then move normally.

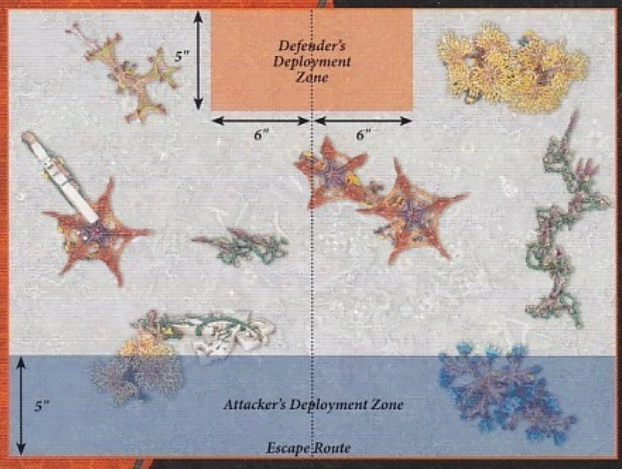
**2 COMMAND POINTS**

## DESPERATE STRUGGLE

**Defender Tactic**

Use this Tactic in the Fight phase when you choose a model from your kill team to fight. You can re-roll failed hit rolls for that model until the end of the phase.

**2 COMMAND POINTS**



# MATCHED PLAY MISSION
# DATAWIPE

**Some war zones are littered with more than bodies and detritus. In the furnace of battle critical caches of strategic data can become lost or exposed, and it often falls to forward operatives to destroy these dangerous information stores before they fall into enemy hands.**

If you are playing a campaign, you can choose to play this mission instead of the Feint or Terror Tactics mission as long as at least one of the players who will take part is using the **Adeptus Mechanicus** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Adeptus Mechanicus player. If more than one player wishes to be the Adeptus Mechanicus player, those players roll off and the winner is the Adeptus Mechanicus player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Adeptus Mechanicus player must choose the Adeptus Mechanicus Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) 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 on the reverse of this card. Then set up four objective markers midway between the centre of the battlefield and the battlefield edge, as shown in the deployment maps on the reverse of this card. The objective markers represent data caches in this mission.

## SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The Adeptus Mechanicus player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the 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 the 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 Adeptus Mechanicus player rolls a D6. On a roll of 3+, the battle continues, otherwise the battle is over. At the end of battle round 5, the Adeptus Mechanicus player 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.

### Destroy Data Caches

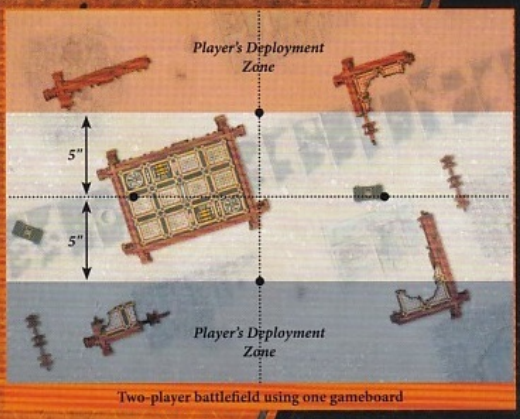
If any models from the same kill team (other than shaken models) are within 1" of the same data cache at the end of the battle round, for two consecutive battle rounds, and there are no enemy models (other than shaken models) within 1" of that data cache, then that kill team's player may choose to destroy that cache. Remove the marker from the battlefield and take note of the player who destroyed the data cache.

## VICTORY CONDITIONS

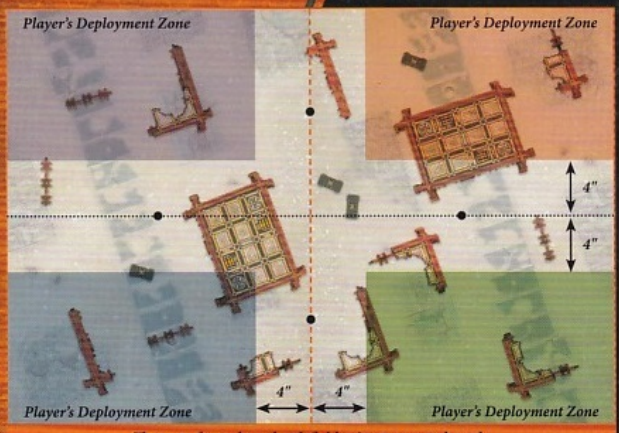
Each player scores 2 victory points for destroying the cache furthest from their deployment zone, and 1 victory point for each other cache they destroy. The player with the most victory points at the end of the battle wins. Players tied for the most victory points draw. Any other players lose.

### Resources

In a campaign game, the player(s) that lose the mission each lose 1 Intelligence and 1 Territory. Players that draw do not lose any resources.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

MATCHED PLAY MISSION

# DEATH IN THE DARKNESS

**Experts in covert warfare are never more at home than when engaging an unprepared foe, and an assault at night all but guarantees an advantage to the attacking force.**

If you are playing a campaign, you can choose to play this mission instead of the Ambush or Recover Intelligence missions, as long as at least one of the players who will take part is using the **Adeptus Astartes** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Adeptus Astartes player. If more than one player wishes to be the Adeptus Astartes player, those players roll off and the winner is the Adeptus Astartes player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Adeptus Astartes player must choose the **Adeptus Astartes** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) 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 on the reverse of this card. Set up one objective marker in the centre of the battlefield.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The Adeptus Astartes player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the 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, and more than 3" from any other player's 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 Adeptus Astartes player rolls a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 5, the Adeptus Astartes player rolls 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.

### In the Dead of Night

Models cannot target models that are more than 12" away, or affect those models with psychic powers.

## VICTORY CONDITIONS

Each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers, and the player that controls the objective marker at the end of the battle scores 3 victory points. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### Resources

In a campaign game the player(s) that lose the mission each lose 1 Morale and 1 Territory. If players draw they do not lose Morale or Territory.

Two-player battlefield using one gameboard

Three- to four-player battlefield using two gameboards

NARRATIVE PLAY MISSION

# DEFEND THE SETTLEMENT

**Kill teams are sometimes despatched on missions to attack isolated settlements. Often they find the inhabitants unprepared for their assault, and the battle is easily won. However, they are not always so lucky, and may find the settlement forewarned and well defended.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Fronteris. Create the battlefield. The defender then sets up terrain, which must include at least three separate Ryza-pattern ruins that measure at least 4" in at least one dimension, placed so that each is at least 5" from any other Ryza-pattern ruin. An example of how you might do this is shown on the reverse of this card. The attacker then chooses which of the short edges of the battlefield their deployment zone is touching.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual, with the exception that the defender can choose two strategies rather than one.

## DEPLOYMENT

The defender sets up their models, anywhere that is more than 5" from the attacker's deployment zone. The attacker then sets up their models, wholly within their deployment zone. Once the players have set up all their models, deployment ends and the first battle round begins.

## BATTLE LENGTH

At the end of a battle round, if all of one player's models are shaken or out of action, or if the attacker controls all of the Ryza-pattern ruins on the battlefield (see below), the battle ends. Otherwise, at the end of battle round 5, 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 6, 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 7.

## VICTORY CONDITIONS

If the battle ends because all of one player's models are shaken or out of action, their opponent wins. If the battle ends because the attacker controls all of the Ryza-pattern ruins on the battlefield, the attacker wins. Otherwise, if the attacker controls more Ryza-pattern ruins than the defender, the attacker wins, and if the defender controls an equal or greater number of Ryza-pattern ruins than the attacker, the defender wins.

### Control the Ruins

In this mission, treat each Ryza-pattern ruin that measures at least 4" in at least one dimension as an objective marker (see the Core Manual), with the exception that you measure from the closest point on the ruin to a model when determining how close a model is to that ruin.

### Resources

In a campaign game, 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.

## DETERMINED ASSAULT

**Attacker Tactic**

Use this Tactic at the start of the Fight phase. Until the end of the phase, add 1 to the Attacks characteristic of models from your kill team that charged in this battle round.

2 COMMAND POINTS

## PREPARED POSITIONS

**Defender Tactic**

Use this Tactic at the start of the first battle round. Until the end of the battle round, your opponent must subtract 1 from Injury rolls they make for models from your kill team, unless the model moved (for any reason) in this battle round.

2 COMMAND POINTS

NARRATIVE PLAY MISSION

# DEFEND THE SHRINE

**There are countless sites sanctified by the Imperium, whether because they immortalise a victory, house the bones of a saint or simply because of the numbers that were martyred there. If any intrude on this sacred ground, a kill team may be despatched to end their insolence.**

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 Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Sanctoris. Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card, but you must place an Imperial Statue at the centre of the battlefield. The defender places one objective marker anywhere in their territory.

## 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. Once the players have set up all of 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. If the battle does not end, 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.

## THE RELIC

If the attacker controls the objective marker at the end of a battle round, remove the objective maker from the battlefield.

## THE RELIQUARY

The attacker's models treat the Imperial Statue as if it was an enemy model. Attacks that target the Imperial Statue hit automatically in the Fight phase. It has a Toughness characteristic of 5, a Wounds characteristic of 5, and an invulnerable save of 4+. If it is reduced to 0 wounds, remove it from the battlefield.

## VICTORY CONDITIONS

If, at the end of the battle, the objective marker and the Imperial Statue are on the battlefield, the defender wins. If neither the objective marker nor the Imperial Statue are on the battlefield, the attacker wins. Any other result is a draw.

### 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. If the result is a draw, the defender loses 1 Morale.

### DEMOLISH THE RELIQUARY

**Attacker Tactic**

Use this Tactic when you choose a model to fight with in the Fight phase. Until the end of the phase, you can re-roll wound rolls for that model's attacks that target the Imperial Statue.

2 COMMAND POINTS

### STRENGTH OF RIGHTEOUSNESS

**Defender Tactic**

Use this Tactic when you choose a model to fight with in the Fight phase. Until the end of the phase, you can add 1 to wound rolls for that model's attacks.

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

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 of *Kill Team: Arena* and musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## 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 of *Kill Team: Arena*. Then set up four objective markers as shown on the reverse of this card.

## 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 on the reverse of this card). 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.

NARRATIVE PLAY MISSION

# DESPERATE RECOVERY

**Forced to abandon a vital facility in the face of an oncoming army, the defenders of this Sector Fronteris have been tasked with recovering a hitherto secret asset. Even as the vanguard of the enemy forces are spotted, a kill team must quickly locate, secure and recover the objective.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Fronteris. Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. Then set up five objective markers as shown on the reverse of this card. 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 in the Core Manual.

## 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 a battle round, if all of one player's models are shaken or out of action, or if the defender has recovered the objective (see below) the battle ends. Otherwise, at the end of battle round 5, 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 6, 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 7.

## VICTORY CONDITIONS

If the battle ends because all of one player's models are shaken or out of action, their opponent wins. If the battle ends because the defender recovered the objective (see below), the defender wins. Otherwise, the attacker wins.

### Recover the Objective

At the end of each battle round, the players take it in turn to roll a dice for each objective marker they control, starting with the defender. If a player rolls a 6 for an objective marker, replace it with an Inquisitorial crate and remove all other objective markers from the battlefield. A model can carry the crate if it is within 1" of the crate and there are no enemy models within 1" of the crate at the start of their move (shaken models do not count). After the carrier has moved, or if it is taken out of action, place the crate within 1" of it. If a model from the defender's kill team carries the crate, it can move off the battlefield in the Movement phase, if that model's move is sufficient to take it wholly over an edge of the battlefield. A model that does so has recovered the objective (it is not considered to be out of action).

### Resources

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

### SWIFT ADVANCE

**Attacker Tactic**

Use this Tactic at the start of the Movement phase. Until the end of the phase, add 1 to the Move characteristics of all models in your kill team that Advance.

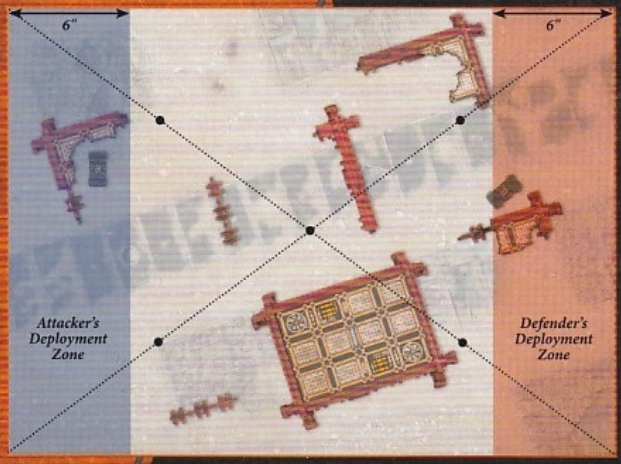
1 COMMAND POINT

### FRENZIED SEARCH

**Defender Tactic**

Use this Tactic at the end of the battle round, before any player makes rolls to determine whether they discover the objective. You can re-roll rolls you make to determine whether you discover the objective in this battle round.

1 COMMAND POINT



MATCHED PLAY MISSION

# DESTINED ONE

**The portents are clear – this next battle will be pivotal for the war effort, and one individual will be singled out for greatness, if they can but escape a grisly fate! Naturally, the faithful of Tzeentch believe that they will be singled out for this destiny, but only time will tell…**

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission, as long as at least one of the players who will take part is using the **Thousand Sons** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Thousand Sons player. If more than one player wishes to be the Thousand Sons player, those players roll off and the winner is the Thousand Sons player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Thousand Sons player must choose the **Thousand Sons** Faction. Then each player chooses a Battle-forged kill team (see the 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 on the reverse of this card. Then set up a single objective marker in the centre of the battlefield.

## THE SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## DEPLOYMENT

Before any models are deployed, each player secretly chooses one of the models in their kill team to be a Destined One and makes a note of this. Then, use the Standard Deployment rules (see *Kill Team: Elites*) with the exception that the Thousand Sons player has the greatest strategic advantage – the other players roll to determine their advantage relative to each other as normal. Players cannot set up a Destined One in Reserve.

## BATTLE LENGTH

Use the Variable Battle Length rules (see *Kill Team: Elites*) – the Thousand Sons player rolls. In addition, if there is only one Destined One on the battlefield at the end of a battle round, the battle ends.

### Cruel Fate

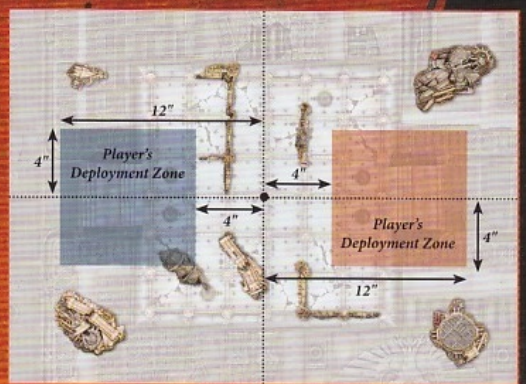
If, at the end of a battle round, a player's Destined One is out of action, that player must reveal this. Their kill team plays no further part in the battle – their models are removed from the battlefield.

## VICTORY CONDITIONS

If the battle ends because there is only one Destined One on the battlefield, the Destined One's controlling player wins. Otherwise, the player whose Destined One is closest to the objective marker wins. If more than one player has a Destined One closest to the objective marker, those players draw and the other players lose. If there are no Destined Ones on the battlefield, all players lose.

### Resources

In a campaign game the player(s) that lose the mission each lose 1 Morale and 1 Territory. Players that draw do not lose any resources. In addition, in a campaign game the Destined One of the winning player (or their fire team) gains 1 additional experience (unless they cannot gain experience).




Two-player battlefield using one gameboard

Three- to four-player battlefield using two gameboards

NARRATIVE PLAY MISSION

# DESTROY THE FACILITY

**A faction has retrieved intelligence of a facility that is being used to resupply its enemies. The facility's location is too exposed for them to take and hold it – they must despatch a kill team to destroy it instead in a rapid raid.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Mechanicus. Create the battlefield and set up terrain. Of the terrain that is set up, three pieces must be at least 4" across in height, length or width, and at least 4" from other pieces of terrain and the edge of the battlefield. An example of how you might do this is shown on the reverse of this card. The players roll off, and the player that wins chooses a corner of the battlefield for their deployment zone – their opponent's deployment zone is in the opposite corner. The defender then chooses three pieces of terrain (which must be at least 4" across in height, length or width) to be the vital machinery. Each piece of vital machinery must be at least 4" from other pieces of vital scenery and the edge of the battlefield.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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 battle, each surviving piece of vital machinery is worth 3 victory points to the defender, and each destroyed piece of vital machinery (see 'Destroy Machinery' on the reverse of this card) is worth 3 victory points to the attacker. The player with the most victory points is the winner.

### Resources

In a campaign game if the attacker wins the mission, the defender loses 2 Materiel. If the defender wins the mission, the defender gains 1 Materiel.

## DESTROY MACHINERY

### Attacker Tactic

Use this Tactic at the beginning of the battle round. Choose a piece of vital machinery and a model from your kill team that is not shaken and that is within 1" of that vital machinery. That model cannot be chosen to do anything (move, shoot, fight, etc.) in this battle round, but if they are not shaken or out of action at the end of the Fight phase, the vital machinery is destroyed (mark it with a token to show this).

**1 COMMAND POINT**

## PROTECT THE MACHINES

### Defender Tactic

Use this Tactic at the beginning of the Fight phase. Until the end of the phase, add 1 to the Attacks characteristic of any of the models from your kill team that charged in this battle round.

**1 COMMAND POINT**

## 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

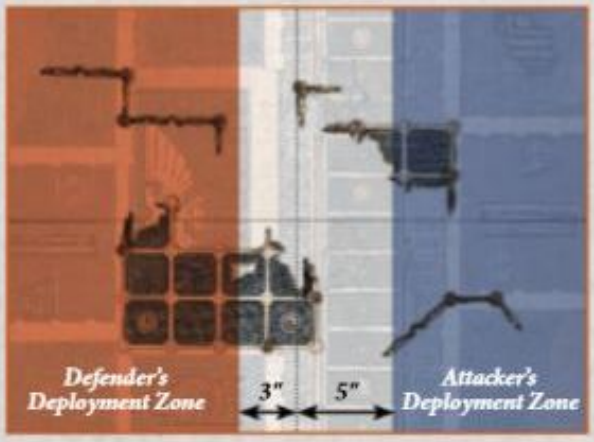
Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield their deployment zone is touching. The defender then places three objective markers in their territory. Each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

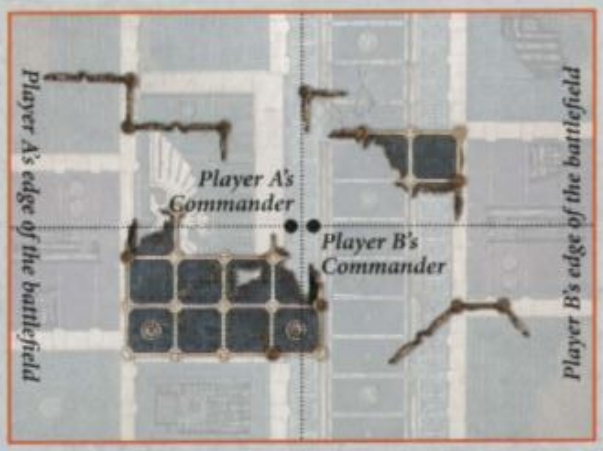
Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield will be theirs.

## SCOUTING PHASE

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

## DEPLOYMENT

The players set up their Commanders ½" 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**

# 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

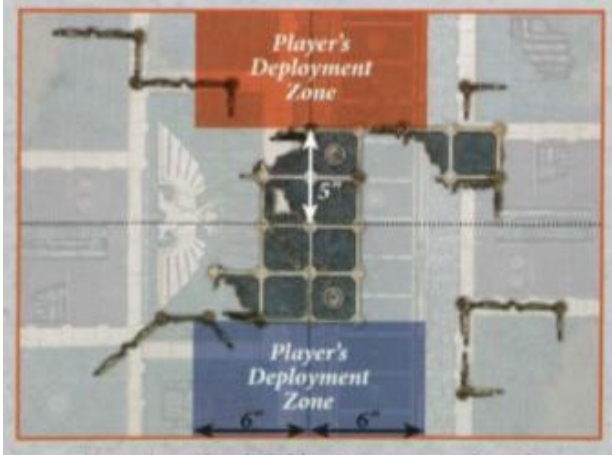
In this mission, if a player's Commander takes an enemy Commander out of action with one of their attacks or psychic powers, that player can use all of their Commander's Aura Tactics (if they have any) in the next battle round at no cost in Command Points.

## VICTORY CONDITIONS

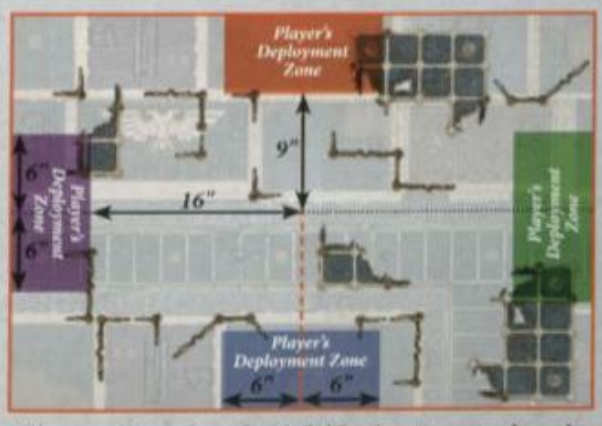
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 3 victory points for each enemy Commander taken out of action by an attack made or psychic power manifested by their Commander, 2 victory points for each other 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

# EXPERIMENTAL WEAPONS

**Each side in a war is always looking for any advantage that they might gain over the others, and often they will look to their weapons technology. The Death Guard are no exception, and when they develop a virulent new strain of disease, they like to put it through its paces.**

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission, as long as at least one of the players who will take part is using the **Death Guard** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Death Guard player. If more than one player wishes to be the Death Guard player, those players roll off and the winner is the Death Guard player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Death Guard player must choose the **Death Guard** Faction. Then each player chooses a Battle-forged kill team (see the 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 on the reverse of this card.

## THE SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## DEPLOYMENT

Use the Standard Deployment rules (see *Kill Team: Elites*) with the exception that the Death Guard player has the greatest strategic advantage – the other players roll to determine their advantage relative to each other as normal. When each player sets up their last model, they must choose a model from their kill team that is on the battlefield. That model is carrying their experimental weapon (see right).

## BATTLE LENGTH

Use the Variable Battle Length rules (see *Kill Team: Elites*) – the Death Guard player rolls.

### Experimental Weapon

Choose one of the weapons that is on the datacard of the model that you chose to carry your experimental weapon. Roll a D3 and apply the relevant modifier from the table below to that weapon for this battle:

| D3 | Result |
|---|---|
| 1 | Add 1 to that weapon's Type (e.g. Assault D6 becomes Assault D6+1, Rapid Fire 1 becomes Rapid Fire 2). If the chosen weapon has the Melee Type, re-roll this result. |
| 2 | Add D3 to that weapon's Strength characteristic. |
| 3 | Add 1 to that weapon's Damage characteristic. |

In addition, if you roll any unmodified hit rolls of 1 for that weapon's attacks, the bearer suffers a mortal wound after all of its declared attacks have been resolved.

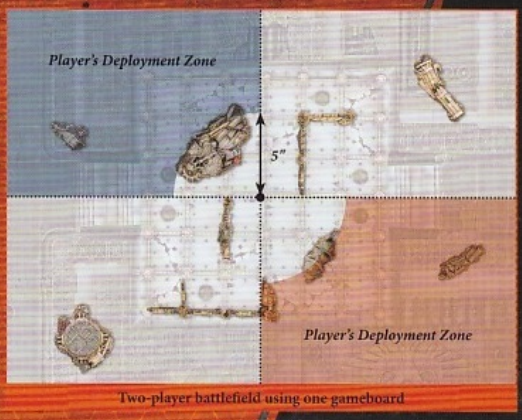
If the bearer of an experimental weapon is taken out of action, after removing the model from the battlefield, that model's player places an objective token on the battlefield, with the centre of the objective token at the centre of where the removed model was standing. If another model from that player's kill team moves into contact with that objective token in any phase, that model is treated as having the experimental weapon (roll for one of that model's weapons as described above).

## VICTORY CONDITIONS

Players score 1 victory point for each enemy model that is taken out of action by an attack made with an experimental weapon by a model from their kill team. The player with the most victory points at the end of the mission is the winner. If players are tied for the most victory points, those 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. Players that draw do not lose any resources.




Two-player battlefield using one gameboard

Three- to four-player battlefield using two gameboards

# 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

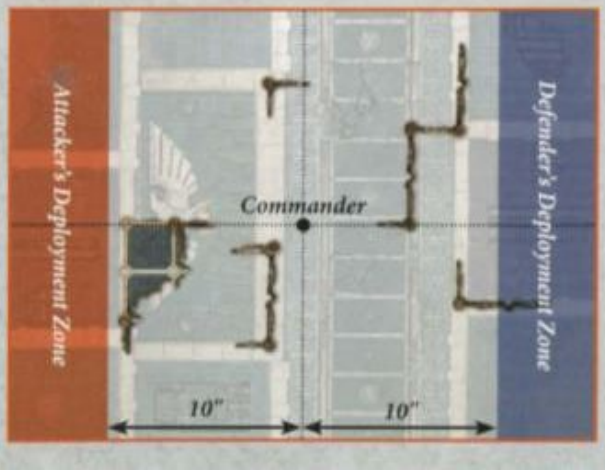
If, at the end of the battle, the attacker's Commander has been taken out of action, the defender wins. Otherwise, the attacker wins.

### 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

# EXTREME MEASURES

**Word has spread of an arsenal of weapons deep in enemy territory. Without a full-scale invasion of a heavily defended area, there's no way to capture it, so instead it must be destroyed. A kill team may be able to infiltrate, locate the arsenal and set charges to destroy it, seriously damaging their enemy. They might even survive.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Munitorum. Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. The players roll off, and then they take it in turn, starting with the highest scorer, to set up an objective marker until there are six objective markers on the battlefield. Each objective marker must be at least 4" from other objective markers and 6" from the edge of the board. The players then roll off again, and the player that wins chooses a corner of the battlefield for their deployment zone – their opponent's deployment zone is in the opposite corner.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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 battle, if there are more marked objectives (see 'Set Charges' on the reverse of this card) than there are unmarked objectives, the attacker wins. Otherwise, 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.

### SET CHARGES

**Attacker Tactic**

Use this Tactic at the end of the battle round. Choose an objective that you control, and mark it (if you are using Kill Team tokens, flip the token).

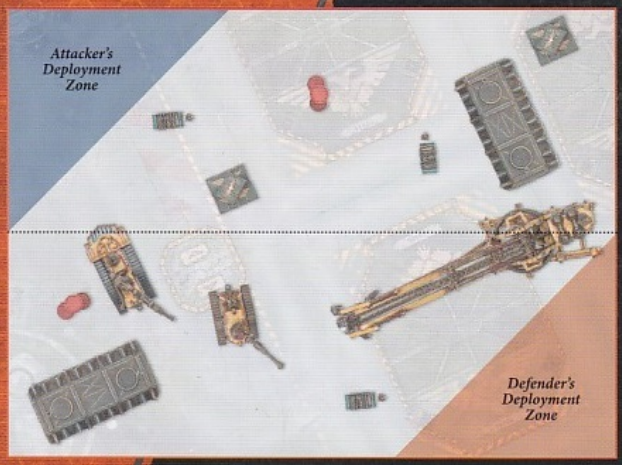
1 COMMAND POINT

### DEFUSE CHARGES

**Defender Tactic**

Use this Tactic at the end of the battle round. Choose a marked objective (see left) that you control, and remove the mark (if you are using Kill Team tokens, flip the token back over).

1 COMMAND POINT



## 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.

MATCHED PLAY MISSION

# FEARLESS FORAGING

**In a protracted war in a death world forest, supplies can quickly reach critical levels as resupply efforts hit obstacle after obstacle. In that situation, kill teams may be sent out to forage as best they can, with the hope of sustaining themselves and – potentially – making a discovery that will allow for supply of a greater part of the army as well. Competition for resources is fierce, however, and kill teams sent on these missions often come into conflict.**

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines or Take Prisoners 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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Death World Forest. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card. 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 on the reverse of this card.

## THE SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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.

### FORAGE

At the end of each battle round, each player rolls a D6 for each objective marker they control, and consults the following table:

| D6 | Result |
|---|---|
| 1 | **Bitten:** Randomly determine a model from your kill team within 2" of the objective marker. They suffer a mortal wound. |
| 2 | **Keep Looking:** No effect. |
| 3 | **Useful Find:** Gain 1 Command Point. |
| 4-5 | **It's Edible:** Gain 1 victory point. |
| 6 | **Hidden Cache:** Gain 3 victory points. |

## BATTLE LENGTH

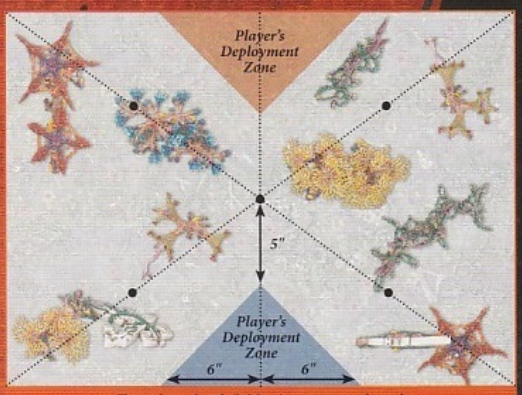
At the end of battle round 4, the player with the greatest advantage rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 5, the player with the greatest advantage rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically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

## VICTORY CONDITIONS

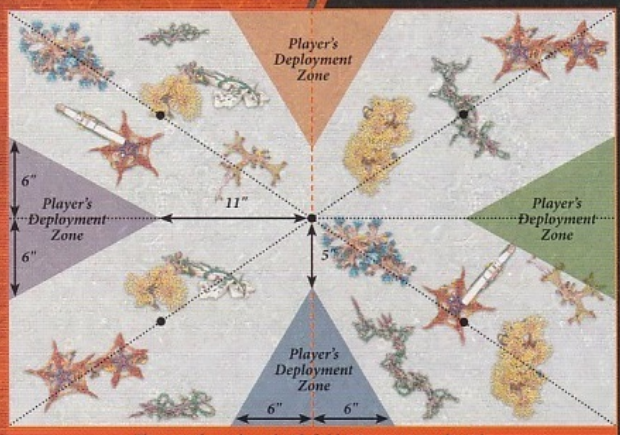
The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### RESOURCES

In a campaign game, the player(s) that lose the mission each lose 2 Territory. If players draw they do not lose or gain resources.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

# 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

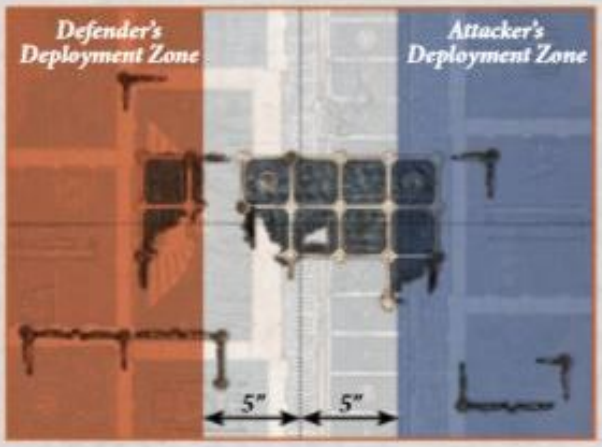
Create the battlefield and set up terrain. An example of how you might do this is shown below. The players roll off, and the player that wins chooses which of the short edges of the battlefield their deployment zone is touching. Starting with the defender, the players then take it in turn to place an 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**

MATCHED PLAY MISSION

# FIND THE RELIC

**Sectors Sanctoris offer rich pickings to unscrupulous commanders, and if a kill team stumbles upon a shrine that has not yet been looted they will quickly try to determine if there are any artefacts of value before they are discovered.**

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 Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Sanctoris. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card, but the more terrain you use, the better.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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, 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.

## BATTLE LENGTH

At the end of battle round 4, the player with greatest strategic advantage rolls 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, the same player 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.

## FIND THE RELIC

Each model can search one piece of terrain in each Movement phase, instead of moving, if they are within 1" of that terrain and not within 1" of an enemy model. When a model makes a search, roll a D6. If the result is a 6, that model has found the relic – do not use this rule any more. Otherwise, mark the terrain to show that it has been searched. A piece of terrain cannot be searched twice. If there is only one piece of terrain that has not been searched, and the relic has not been found, the first model to search it will find the relic.

## CARRYING THE RELIC

A model that finds the relic carries it from that point. If that model is taken out of action by a model's attack in the Fight phase, the model that made the attack now carries the relic. If it is taken out of action in any other way, place an objective marker where it was standing. The first model to make any sort of move that touches the objective marker carries the relic – remove the objective marker when this happens.

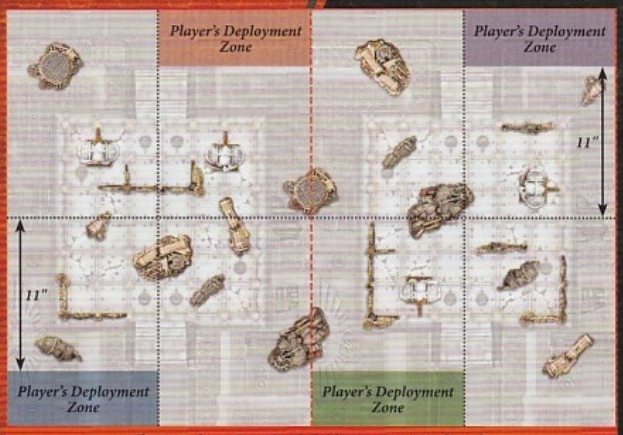
## VICTORY CONDITIONS

At the end of the battle, the controlling player of the model that is carrying the relic wins. All other players lose. If no model is carrying the relic, all players lose.

## RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Intelligence and 1 Materiel.

Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

MATCHED PLAY MISSION

# FIRE AT WILL

**A kill team has stumbled upon a rich prize – a store of weapons, ammunition and supplies that will be a great asset to their faction. However, they are not the only ones to locate this stash, and the only way to establish their claim is to destroy their rivals. The close confines and the hazardous environment mean that it will be a lucky fighter that emerges unscathed.**

If you are playing a campaign, you can choose to play this mission instead of the Ambush or Recover Intelligence 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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Munitorum. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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.

### Unexploded Munitions

Each time you roll an unmodified hit roll of 1 when making a shooting attack (other than Overwatch), if the target of the attack is within 1" of a terrain feature, they suffer 1 mortal wound.

## BATTLE LENGTH

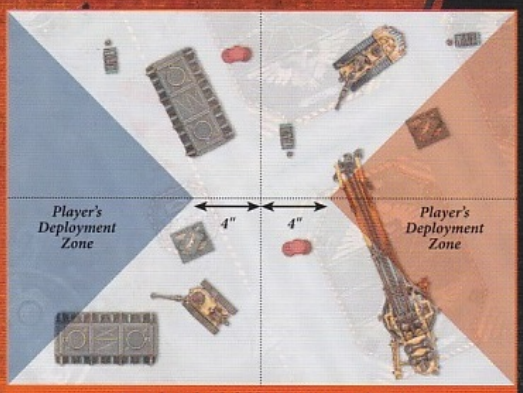
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the player with the greatest advantage rolls a D6. On a 3+, the game continues, otherwise the game is over. If the battle doesn't end as described above, at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

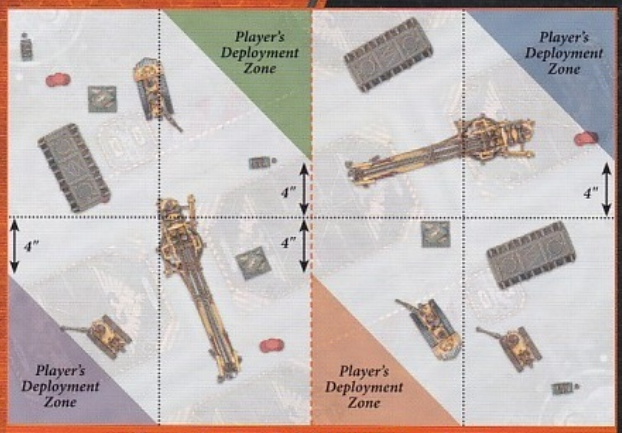
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### Resources

In a campaign game, the player(s) that lose the mission each lose 1 Territory, while the player that wins gains 1 Materiel. If players draw they do not lose or gain resources.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

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 of *Kill Team: Arena* and musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## 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 of *Kill Team: Arena*. Then set up four objective markers as shown on the reverse of this card.

## 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.

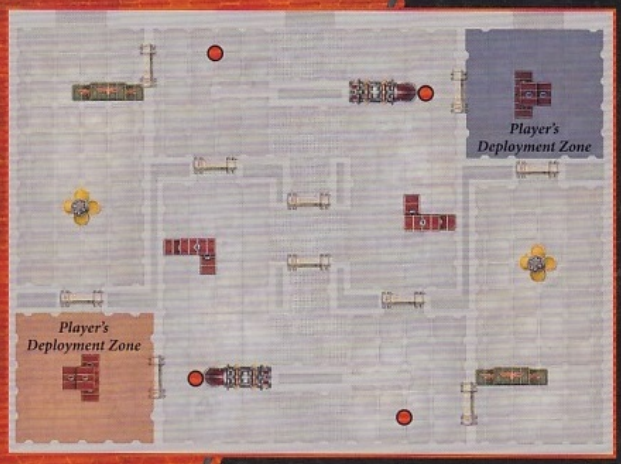
### Arena Objectives

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.



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 of *Kill Team: Arena* and each player musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## 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 of *Kill Team: Arena*. Then set up five objective markers as shown on the reverse of this card.

## 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.

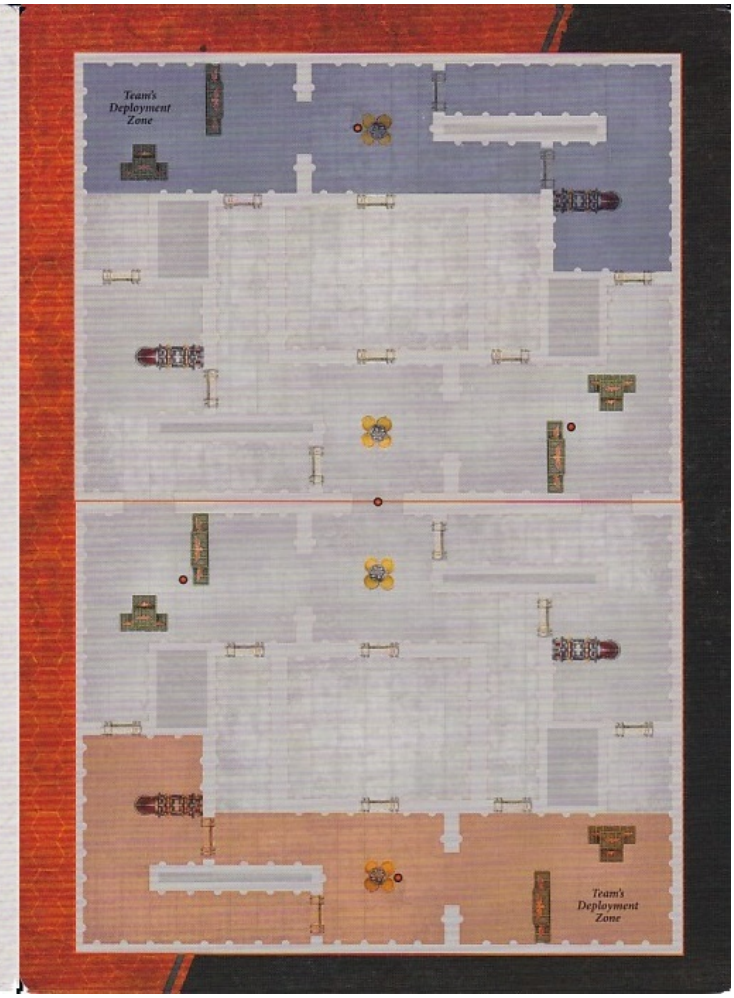
### Arena Objectives

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.



NARRATIVE PLAY MISSION

# FORWARD POSITION

**A bold advance has left a faction stretched thin, but they are recovering their strength as they lay claim to resources previously out of reach. If their position is overrun, however, they risk handing their hard-won advantage over to their foes. The warriors charged with guarding the facility must hold out until reinforcements can reach 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 – 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 Core Manual) that only includes models with the Faction keyword they chose. The attacker can spend an additional 20 points on their kill team.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Mechanicus. Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. The players roll off, and the player that wins chooses which of the long edges of the battlefield the defender's deployment zone is touching.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## DEPLOYMENT

The attacker sets up their kill team, and then the defender sets up their kill team. 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 or out of action at the end of a battle round, the battle ends. Otherwise, at the end of battle round 4, the defender 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 defender 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, if the defender's models are all shaken or 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 Materiel and 1 Morale. If the defender wins the mission, the defender gains 1 Materiel.

### PRESS THE ATTACK

**Attacker Tactic**

Use this Tactic at the beginning of the Fight phase. Re-roll hit rolls of 1 for models from your kill team until the end of the phase.

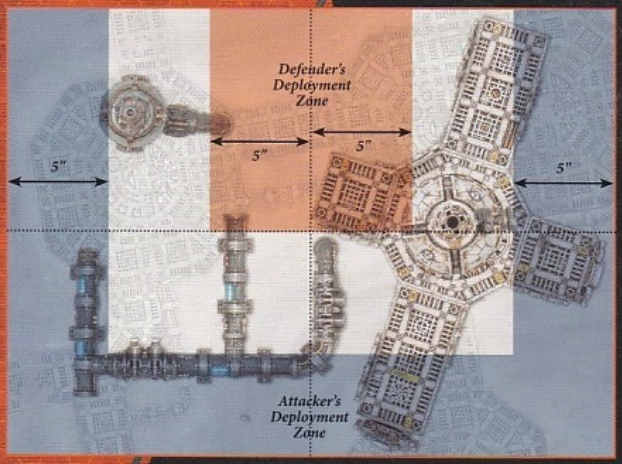
2 COMMAND POINTS

### DEMAND REINFORCEMENTS

**Defender Tactic**

Use this Tactic at the end of the battle round, before rolling the dice to see if the battle ends. You can subtract 1 from the roll. You can only use this Tactic once per battle round.

4 COMMAND POINTS



## 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

# HALL OF STATUES

**A deserted shrine offers much to a kill team – shelter, a secluded route through an area, and sometimes an ideal site for an ambush. One kill team has found just such a site, and with foreknowledge of the enemy patrol routes, is poised to spring a deadly trap.**

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 Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Sanctoris. Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. Include as many Imperial Statues and Fallen Statues as you can.

## SCOUTING PHASE

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

## DEPLOYMENT

The attacker secretly notes down a hiding place for each model in their kill team. These hiding places must be Imperial Statues or Fallen Statues anywhere on the battlefield that is not in the defender's deployment zone, and the attacker's note should make it clear which piece of terrain is being referred to. Up to three models can be set up in hiding in each Imperial Statue, and one model can be set up in hiding in each Fallen Statue. If there are not enough hiding places for all of the attacker's models, they set up the remainder wholly within their deployment zone. Once the attacker has set up all of their models, the defender sets up all of their models wholly within their deployment zone.

## BATTLE LENGTH

If at the end of a battle round all of the defender's models have escaped (see below) and/or are out of action, the battle ends. Otherwise, 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 does not end otherwise, 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.

## AMBUSH

At the end of any Movement phase, the attacker can set up any of their models that were set up in hiding within 1" of the terrain that they were hiding in, and more than 3" from any enemy models.

## ESCAPE ROUTE

The defender 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.

## VICTORY CONDITIONS

At the end of the battle, the attacker scores 1 victory point for each enemy model that is out of action, and the defender scores 1 victory point for each of their models that is not out of action, or 2 victory points if that model escaped. 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 Territory. If the defender wins the mission, the attacker loses 1 Territory.

## SUDDEN CHARGE

**Attacker Tactic**

Use this Tactic after setting up a model on the battlefield using the Ambush rule. You can immediately declare that that model will attempt to charge, but when you make the charge roll you only roll one D6 (instead of 2D6).

1 COMMAND POINT

## THE STATUES ARE ALIVE

**Defender Tactic**

Use this Tactic in any Shooting phase after the first battle round, when you choose a model to shoot with. Until the end of the phase, they can target any statue as if it were an enemy model. If the result of a hit roll made for an attack that targets one of these statues is 5+, and there is at least one model hiding in the terrain, the attacker must immediately set up one of those models as described in the Ambush rule, and then you continue to resolve the attack against that model (even if the model is not visible).

1 COMMAND POINT

# 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

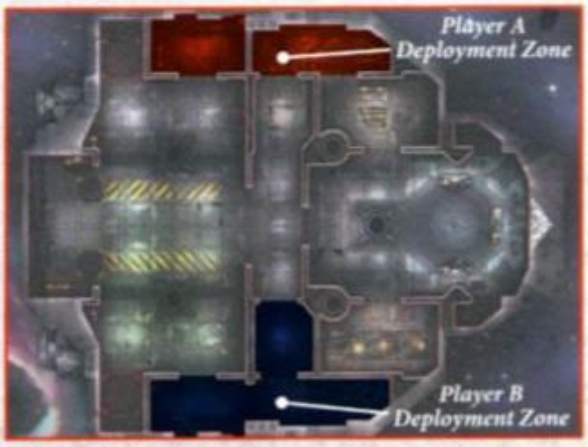
This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose. If both players agree, you can play this as a Commanders mission, 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.

## 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.

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 of *Kill Team: Arena* and musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## THE BATTLEFIELD

This mission is played in a Killzone: Catacombs. Create the battlefield and set up terrain exactly as shown on pages 10-11 of *Kill Team: Arena*. Then set up four objective markers as shown on the reverse of this card.

## 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 the map on the reverse of this card). A player cannot score more than 9 victory points for this victory condition in this mission.

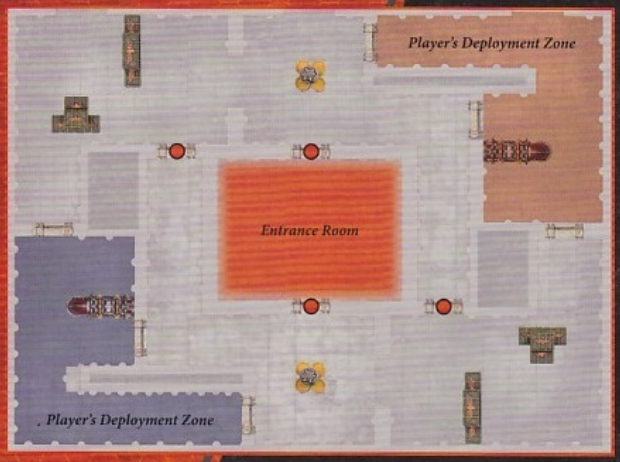
### Arena Objectives

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.



# 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

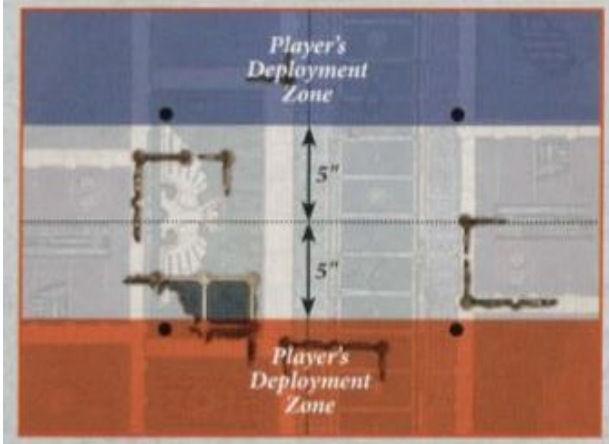
Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

## VICTORY CONDITIONS

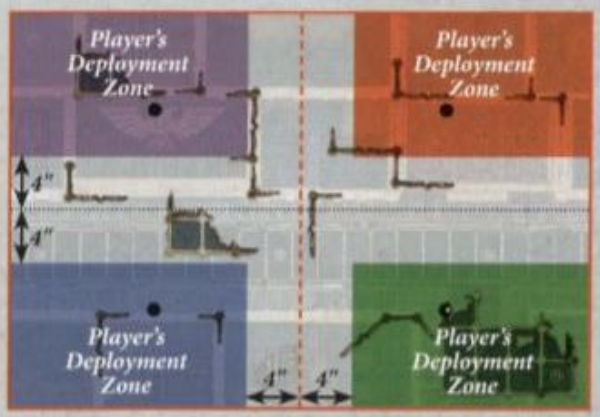
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each objective marker that their kill team controls at the end of the battle and 1 victory point for each enemy Commander that was taken 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

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 of *Kill Team: Arena* and musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## THE BATTLEFIELD

This mission is played in a Killzone: Generatorium. Create the battlefield and set up terrain exactly as shown on pages 8-9 of *Kill Team: Arena*.

## 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 on the reverse of this card), 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.

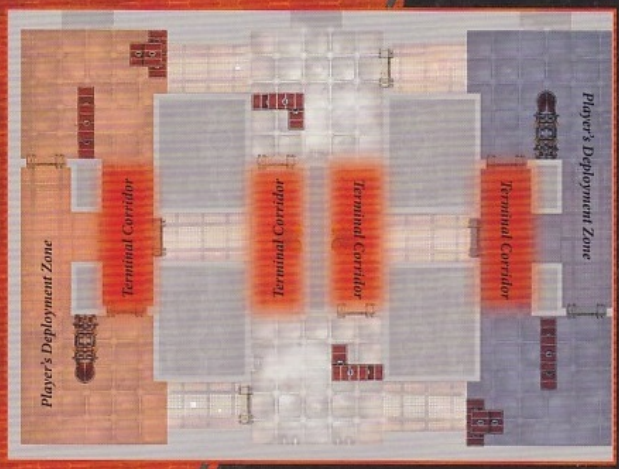
### Arena Objectives

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.



# NARRATIVE PLAY MISSION
# INFESTATION

**When a Tyranid infestation is uncovered, all available military assets are deployed to eliminate the threat before it spreads. However, the Hive Mind never gives up its footholds without a fight, and more often than not, those sent to purge the site are never seen again…**

If you are playing a campaign, you can choose to play this mission instead of the Feint mission as long as at least one of the players who will take part is using the **Tyranids** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Tyranids player. If more than one player wishes to be the Tyranids player, those players roll off and the winner is the Tyranids player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Tyranids player must choose the **Tyranids** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The Tyranids player is the defender and their opponent is the attacker; the attacker 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 on the reverse of this card.

## THE SCOUTING PHASE

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

## DEPLOYMENT

First, the defender sets up a number of tokens on the battlefield equal to the number of models in their kill team, plus three. For example, if the defender had 8 models in their kill team, they would need to set up 11 tokens. Each token must be at least 5" from any other tokens and the edge of the battlefield. Their models are placed to one side – they arrive later in the battle. The attacker then sets up all of their models, anywhere wholly within 3" of the edge of the battlefield. Once the attacker has 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 either kill team is broken. Otherwise, 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 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.

### The Trap is Sprung

In each battle round, at the start of their turn in the Movement phase, the defender rolls a D6 for each of their models that have not yet arrived on the battlefield, adding 1 to the roll for each battle round that has been completed. On a 4+, they must set up that model anywhere within 2" of the centre of any token on the battlefield; that token is then removed from play. On a 1-3, the model is not set up: the defender will roll again for that model in the Movement phase of the next battle round. Models set up in this manner cannot Move or Advance in the phase in which they are set up, but can charge. After all of the models in your kill team have been set up, any remaining tokens are removed from play.

## VICTORY CONDITIONS

If the battle ends because either kill team is broken, the other kill team's player wins. Otherwise, a player scores 2 victory points if the enemy Leader is 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 there is a tie, the defender is the winner.

### 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 Morale and 1 Territory.

### BROOD TUNNEL

**Attacker Tactic**

Use this Tactic after setting up a model within 2" of a token. That token remains in play until all of the models in your kill team have been set up, after which it is removed from play as normal.

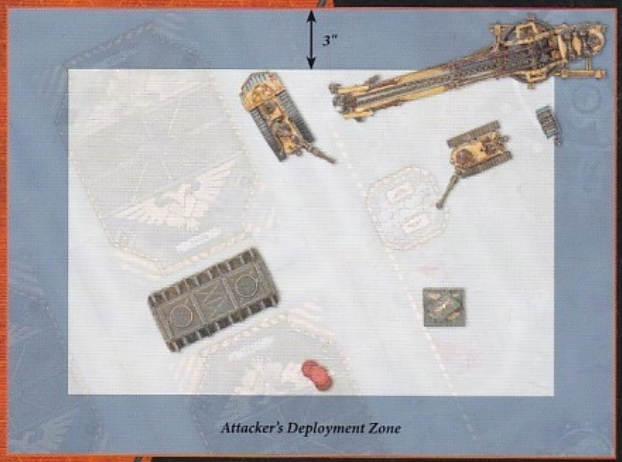
**1 COMMAND POINT**

### ITCHY TRIGGER FINGER

**Defender Tactic**

Use this Tactic after firing Overwatch with one of your models. You can immediately fire Overwatch again.

**1 COMMAND POINT**




*Attacker's Deployment Zone*

COMPETITIVE PLAY MISSION

# INTERLOPERS

**The security of a high-tech facility has been compromised. Despatched 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 of *Kill Team: Arena* and musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## THE BATTLEFIELD

This mission is played in a Killzone: Generatorium. Create the battlefield and set up terrain exactly as shown on pages 8-9 of *Kill Team: Arena*. Then set up four objective markers as shown on the reverse of this card.

## 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.

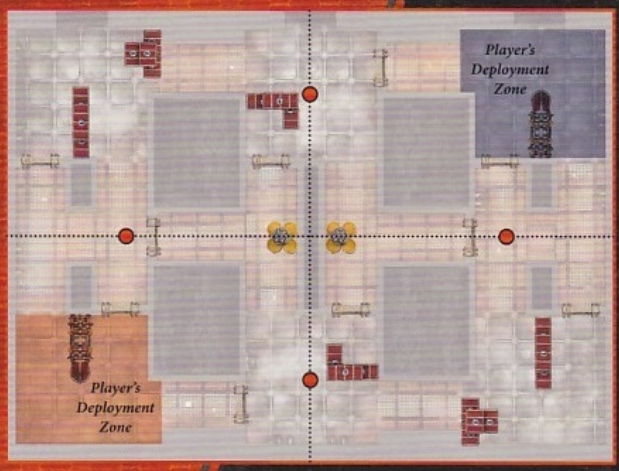
### Arena Objectives

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.



NARRATIVE PLAY MISSION

# LIGHT THE BEACONS

**Forward reconnaissance teams of the T'au Empire will often deploy ahead of larger operations, singling out and marking critical enemy assets to be the targets of clinical Sun Shark Bomber strikes.**

If you are playing a campaign, you can choose to play this mission instead of the Feint mission as long as at least one of the players who will take part is using the T'au Empire Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the T'au Empire player. If more than one player wishes to be the T'au Empire player, those players roll off and the winner is the T'au Empire player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The T'au Empire player must choose the T'au Empire Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The T'au Empire player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. The players roll off, and the player that wins chooses which of the long edges of the battlefield their deployment zone is touching. The defender then places three objective markers in their deployment zone. Each objective marker must be at least 5" from other objective markers and the edge of the battlefield. These markers represent enemy assets that must be lit with Markerlight Beacons.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## 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.

### Light Them Up

At the start of each Movement phase, if the attacker is controlling an objective marker, roll a D6. On a 4+ a Markerlight Beacon is lit at that location. A Beacon remains lit at this location even if the attacker's models move away. If the defender gains control of an objective marker and a Markerlight Beacon is lit there, that Beacon is immediately extinguished.

## BATTLE LENGTH

At the end of battle round 4, the T'au Empire player rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 5, the T'au Empire player rolls 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

At the end of the battle, the attacker scores 3 victory points for each objective marker at which a Markerlight Beacon is lit. The defender scores 2 victory points for each objective marker at which no Markerlight Beacon is lit. In addition, each player scores 1 victory point for each enemy model taken out of action by one of their models' 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.

### Resources

In a campaign game, the player that loses the mission loses 1 Territory, and the player that wins gains 1 Territory.

## AUGMENTED TACTICAL VISION

**Attacker Tactic**

Use this Tactic in the Shooting phase. Until the end of the phase, add 1 to hit rolls for models from your kill team that target enemy models that are within 6" of an objective marker that is lit with a Markerlight Beacon.

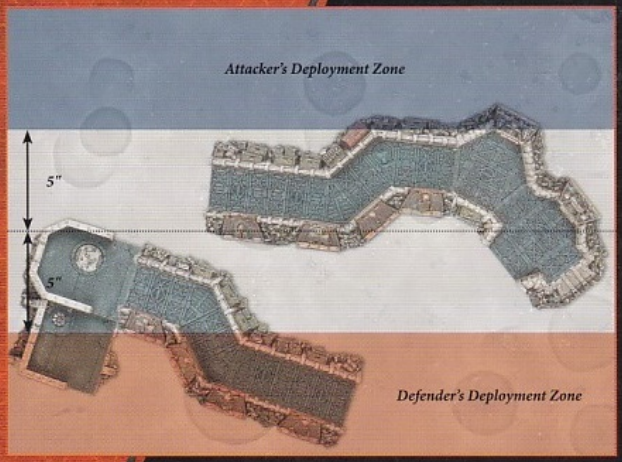
1 COMMAND POINT

## HOLD FAST

**Defender Tactic**

Use this Tactic before making a saving throw for a model from your Kill Team that is controlling an objective. Until the end of the turn you may re-roll failed save rolls of 1 for that model.

1 COMMAND POINT



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.

MATCHED PLAY MISSION

# MAKE YOUR ESCAPE

**Rival kill teams have stumbled across each other in the midst of a lethal jungle. When the initial shots are fired, however, the flora takes on a life of its own and myriad biting, stinging creatures swarm from every hollow to attack the perceived threat to their habitat. The kill teams have no choice but to withdraw, doing their utmost to survive, with the elimination of their enemies a secondary consideration.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Death World Forest. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card.

## SCOUTING PHASE

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

## 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 to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up anywhere on the battlefield that is more than 3" from enemy models and more than 6" from the battlefield edge. 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. If a player runs out of room to set up their models, they stop setting up models. Any remaining models from their kill team do not take any part in the mission (including the post-battle sequence in a campaign mission). Once the players have set up all their models, deployment ends and the first battle round begins.

### Deadly Jungle

All terrain (including open ground) other than impassable terrain is dangerous terrain.

## BATTLE LENGTH

The battle ends at the end of a battle round if all of the models of at least one player's kill team have escaped (see below) or are out of action.

## VICTORY CONDITIONS

At the end of the mission, each player scores 1 victory point for each of their models that escaped, and loses 1 victory point for each of their models that is still on the battlefield or is out of action. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### Escape

At the beginning of the first battle round, each player randomly determines an edge of the battlefield. Players can move their models off the edge of the battlefield that they determined in this way in the Movement phase, if that model's move is sufficient to take them 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, the player(s) that lose the mission each lose 1 Materiel and 1 Morale. If players draw they do not lose Materiel or Morale.

Two-player battlefield using one gameboard

Three- to four-player battlefield using two gameboards

NARRATIVE PLAY MISSION

# MARKED FOR DESTRUCTION

**When Imperial High Command seeks to eliminate an enemy installation, standard practice will see the entire area levelled by heavy bombardment. However, circumstances will at times favour a more subtle and elegant solution in the form of a hand-picked strike team.**

If you are playing a campaign, you can choose to play this mission instead of the Feint mission, as long as at least one of the players who will take part is using the **Astra Militarum** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Astra Militarum player. If more than one player wishes to be the Astra Militarum player, those players roll off and the winner is the Astra Militarum player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Astra Militarum player must choose the **Astra Militarum** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The Astra Militarum player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. The defender then places three objective markers on the battlefield. Each objective marker must be at least 6" from any other objective markers and the edge of the battlefield. Whenever you measure to or from an objective marker, always measure to the centre of the marker.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## 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

The battle ends at the end of a battle round if all three objective markers have been destroyed (see Destruction Protocols, below). Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 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 attacker rolls 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.

### Destruction Protocols

The attacker's models can charge and target objective markers as if they were enemy models. Each objective marker has a Toughness characteristic of 7, a Save characteristic of 3+, and is destroyed once it has lost 5 wounds.

## VICTORY CONDITIONS

If, at the end of the battle, 0-1 objective markers have been destroyed, the defender wins the mission. If 2 objective markers have been destroyed, the game is a draw. If all 3 objective markers have been destroyed, the attacker wins the mission.

### 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 Morale. If the players draw, the defender loses 1 Materiel.

## WEAK POINT LOCATED

**Attacker Tactic**

Use this Tactic after choosing a model to attack with. Double the Damage characteristic of any of that model's weapons that target an objective marker this phase.

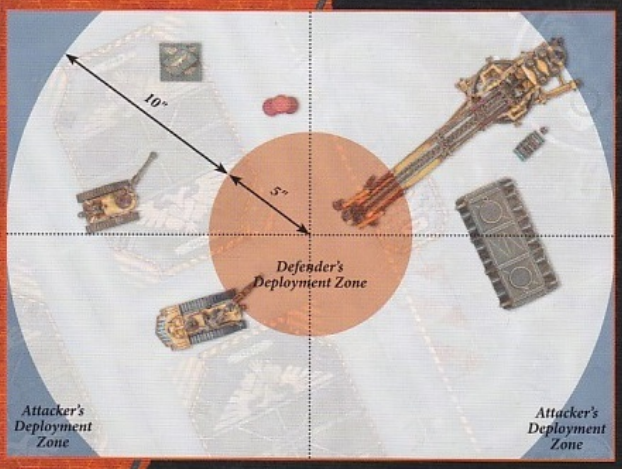
1 COMMAND POINT

## BODY ON THE LINE

**Defender Tactic**

Use this Tactic after failing a saving throw for an objective marker that is within 3" of a model from your kill team that is not shaken. No damage is inflicted upon the objective marker, but one model of your choice from your kill team that is within 3" of the objective marker and not shaken suffers a number of mortal wounds equal to the Damage characteristic of the weapon used for the attack.

1 COMMAND POINT



NARRATIVE PLAY MISSION

# MINDSHACKLE ABDUCTION

**Immediate termination is not always the fate the Necrons most favour for their enemies, when greater retribution can be gained through servitude. In this mission a Necron kill team has been dispatched to implant mindshackle scarabs into a key enemy leader.**

If you are playing a campaign, you can choose to play this mission instead of the Feint mission as long as at least one of the players who will take part is using the NECRONS Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Necrons player. If more than one player wishes to be the Necrons player, those players roll off and the winner is the Necrons player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Necrons player must choose the NECRONS Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The Necrons player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

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

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## 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.

### IMPLANT THE SCARABS

At the start of the Movement phase, if the defender's Leader is shaken and is within 1" of at least one model from the attacker's kill team that is not shaken, roll a dice. On a 4+ the defender's Leader has been implanted with Mindshackle Scarabs.

## 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 Necrons player rolls a D6. On a 3+ the game continues, otherwise the game is over. If the game does not end as described above, at the end of battle round 5, the Necrons player rolls 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

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 model taken out of action by one of their models' attacks or psychic powers. In addition, if at the end of the battle the defender's Leader is still on the battlefield and is implanted with Mindshackle Scarabs, the attacker gains 3 victory points. The player with the most victory points is the winner. If there is a tie, whichever player had the lowest Force is the winner. If there is still a tie, the players draw.

### RESOURCES

In a campaign game the player that loses the mission loses 2 Intelligence. If players draw they do not lose Intelligence.

## ANCIENT COMMANDER

**Attacker Tactic**

Use this Tactic at the start of the Fight phase. Until the end of the phase, you can re-roll hit rolls of 1 for your Leader and models in your kill team that are within 6" of your Leader.

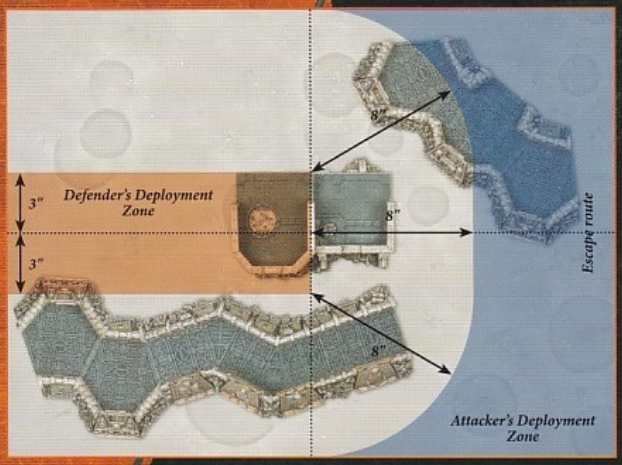
1 COMMAND POINT

## STAUNCH RESOLVE

**Defender Tactic**

Use this Tactic when you are required to make a saving throw for a model in your kill team. You can re-roll failed saving throws of 1 for that model until the end of the battle round.

1 COMMAND POINT



## 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.

# 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

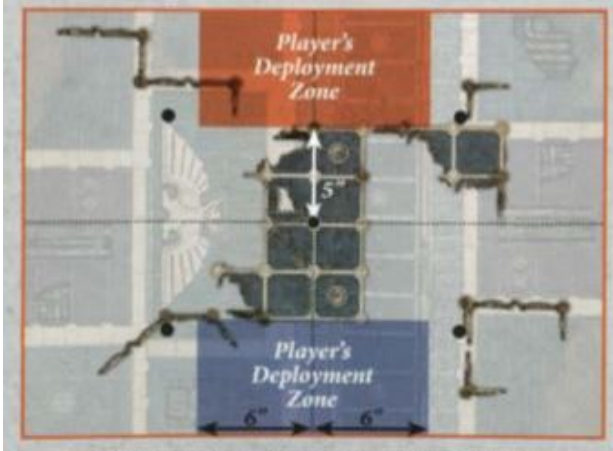
Use the Variable Battle Length rules (pg 19) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends.

## VICTORY CONDITIONS

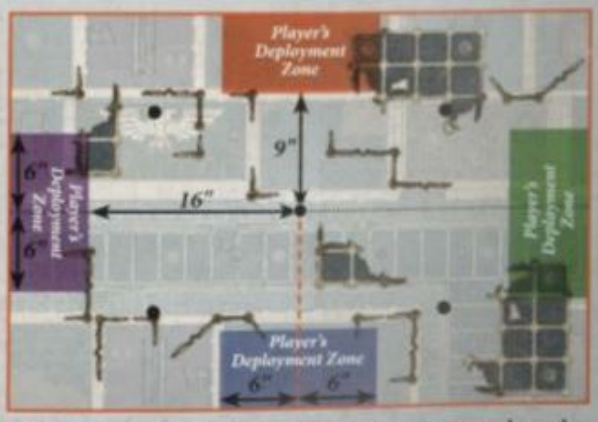
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each objective marker that their kill team controls at the end of the battle. The player with the most victory points is the winner. If players 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

## 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

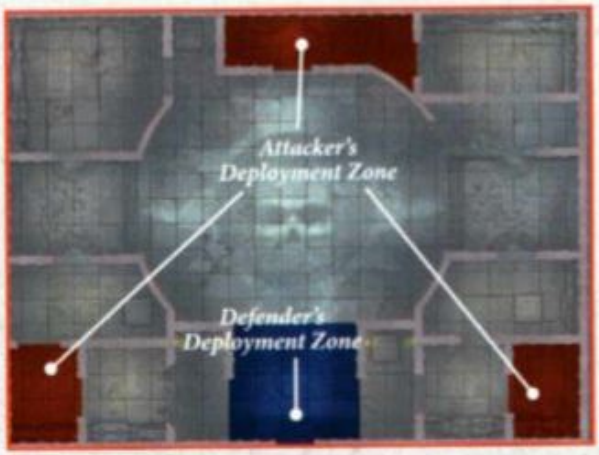
This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes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

## 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.

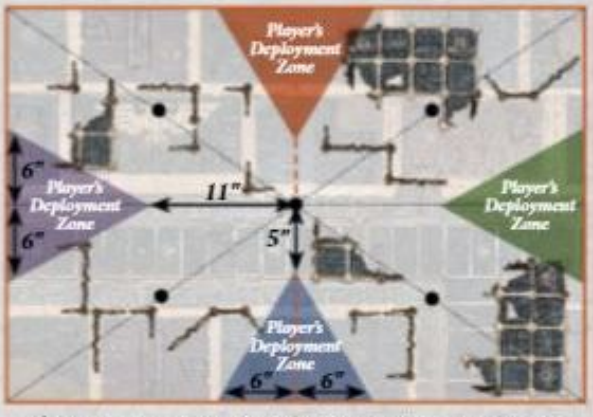
### VICTORY CONDITIONS

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

# NARRATIVE PLAY MISSION
# RESCUE

**An individual vital to the war effort has been lost somewhere beyond friendly lines. This would be cause for concern in any conflict, but when the war is being prosecuted on a death world it necessitates the desperate mobilisation of multiple kill teams, all tasked with tracking down the missing asset, before they fall afoul of the planet's lethal environs.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Death World Forest. Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. The players roll off, and then they take it in turn, starting with the winner, to set up an objective marker until there are 6 objective markers on the battlefield. Each objective marker must be at least 4" from other objective markers and 6" from the edge of the board.

The players then roll off again, and the winner chooses which of the short edges of the battlefield their deployment zone is touching.

## THE SCOUTING PHASE

Do not use the rules for the Scouting phase.

## 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.

### Tracking Vital Signs

At the beginning of each battle round, the players roll off, and then take it in turn to move an objective marker that has not already been moved and is not currently controlled by either player up to 3", starting with the winner of the roll-off. This move cannot bring the objective marker within 2" of a model from either kill team. Continue moving objective markers until all eligible objective markers have been moved.

### Identifying Vital Signs

When you control an objective marker at the end of the Movement phase, you identify it. Pick a friendly model within 2" of the objective marker and roll a D6: on a roll of 1, that model suffers a mortal wound. Then remove the objective marker. On a roll of 2-5, remove the objective marker. On a roll of 6, you have identified the VIP: remove all other objective markers from the battlefield. If there is only one objective marker on the battlefield, it is automatically identified as the VIP. Once the VIP has been identified, the Tracking Vital Signs rule no longer applies.

## 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 battle, if the attacker controls the VIP objective marker, the attacker wins. Otherwise, the defender wins.

### 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.

### HOMING SIGNAL

**Attacker Tactic**

Use this Tactic at the beginning of your turn in the Movement phase. Choose an objective marker that is not controlled, and move it up to 3". This move must take it closer to a model from your kill team, but cannot bring it within 2" of a model from either kill team. You cannot use this Tactic once the VIP has been identified.

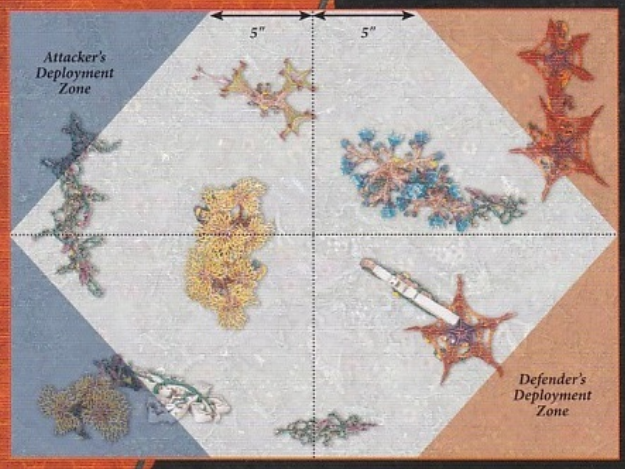
1 COMMAND POINT

### RELEASE DECOY

**Defender Tactic**

Use this Tactic at the end of the battle round if there are fewer than six objective markers on the battlefield. Place an objective marker on the battlefield, anywhere more than 3" from models from either kill team. You cannot use this Tactic once the VIP has been identified.

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.

NARRATIVE PLAY MISSION

# REVIVE THE SHRINE

**Power is the lifeblood of all machines, and when sacred energy-shrines are disabled by enemy forces, the priesthood of the Adeptus Mechanicus commit their finest operatives to returning them to full operational level.**

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission as long as at least one of the players who will take part is using the **Adeptus Mechanicus** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Adeptus Mechanicus player. If more than one player wishes to be the Adeptus Mechanicus player, those players roll off and the winner is the Adeptus Mechanicus player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Adeptus Mechanicus player must choose the Adeptus Mechanicus Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The Adeptus Mechanicus player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. Place a marker in the centre of the battlefield – the area within 5" of the centre of this marker is the defender's deployment zone. The area more than 15" from the centre of this marker is the attacker's deployment zone. The attacker places two objective markers wholly within their deployment zone. Each objective marker must be more than 12" from the other objective marker and more than 1" from the edge of the battlefield. The objective markers represent energy vessels in this mission.

## SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## 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. On a roll of 3+, the battle continues, otherwise the battle is over. If the battle doesn't end as described above, 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, 2 energy vessels are located wholly within the defender's deployment zone, the attacker wins the mission. Otherwise, the defender wins the mission.

### Carrying the Vessels

A model can carry a vessel if it is within 1" of the vessel at the start of its move in the Movement phase, and there are no enemy models within 1" of the vessel (shaken models do not count). After the carrier has moved, or if it is taken out of action or becomes shaken, place the vessel within 1" of it. A model carrying a vessel cannot Advance, and a model can only carry a single vessel at a time.

### 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 Morale.

### HOLY CAUSE

**Attacker Tactic**

Use this Tactic at the start of the Movement phase. Choose a model from your kill team that is not shaken. That model may Advance this phase even if it is carrying an energy vessel.

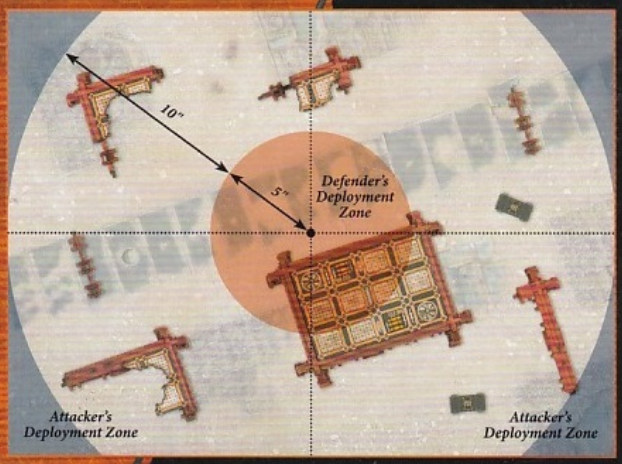
1 COMMAND POINT

### LAY THEM LOW

**Defender Tactic**

Use this Tactic at the start of the Fight phase. Choose a model from your kill team. Until the end of the phase, re-roll failed hit rolls for that model's attacks that target an enemy model which is within 1" of an energy vessel.

1 COMMAND POINT



## 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

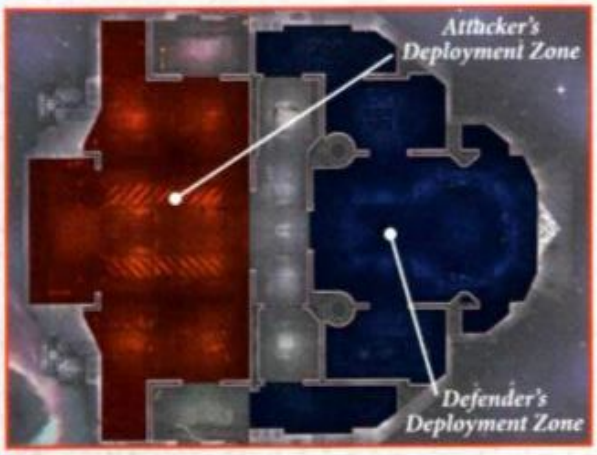
This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team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

MATCHED PLAY MISSION

# SCAVENGE SUPPLIES

**A faction has crumbled and its rivals now descend to plunder its holdings, like carrion flocking to a fresh kill. Warehouses are a prime target, though whether they actually contain spoils worth the risk of encountering competitors cannot be foreseen.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Munitorum. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card. Then set up four objective markers midway between the centre of the battlefield and each corner of the battlefield, and one objective marker in the centre of the battlefield, as shown in the deployment maps on the reverse of this card.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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.

### SCAVENGE SUPPLIES

If a player controls an objective marker at the end of a battle round, and it has not been identified, they roll a D6 and consult the following table. The objective marker has then been identified.

| D6 | Result |
|---|---|
| 1 | **Nothing of Value:** Remove the objective marker. |
| 2-3 | **Curio:** Remove the objective maker and gain 1 victory point. |
| 4-5 | **Supplies:** If a player controls this objective marker at the end of the battle, they gain 2 victory points. |
| 6 | **Vital Resource:** If a player controls this objective marker at the end of the battle, they gain 3 victory points. |

## BATTLE LENGTH

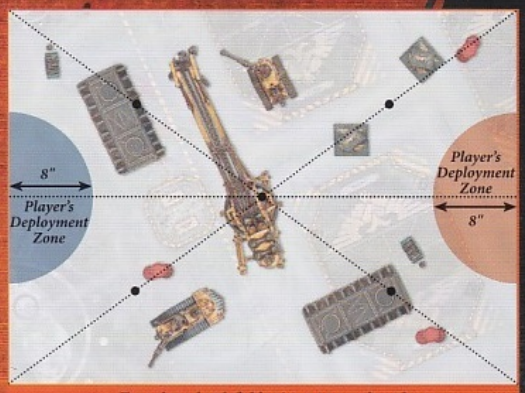
At the end of battle round 4, the player with the greatest advantage rolls a D6. The battle continues on a 3+, otherwise the battle ends. If the battle doesn't end as described above, at the end of battle round 5, the player with the greatest advantage rolls a D6. This time the battle continues on a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

## VICTORY CONDITIONS

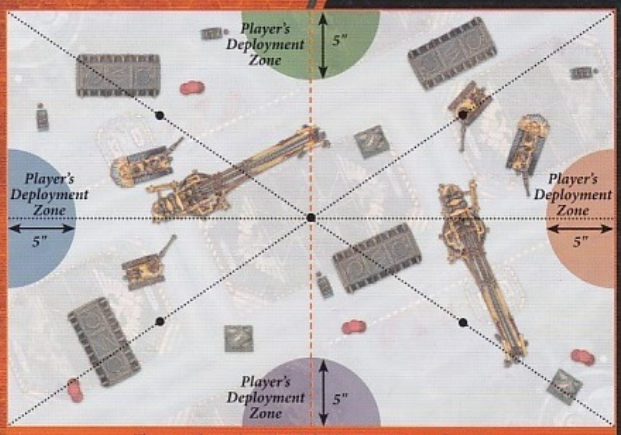
The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### 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 or gain resources.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

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.

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 of *Kill Team: Arena* and musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## 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 of *Kill Team: Arena*. Then set up six objective markers as shown on the reverse of this card.

## 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.

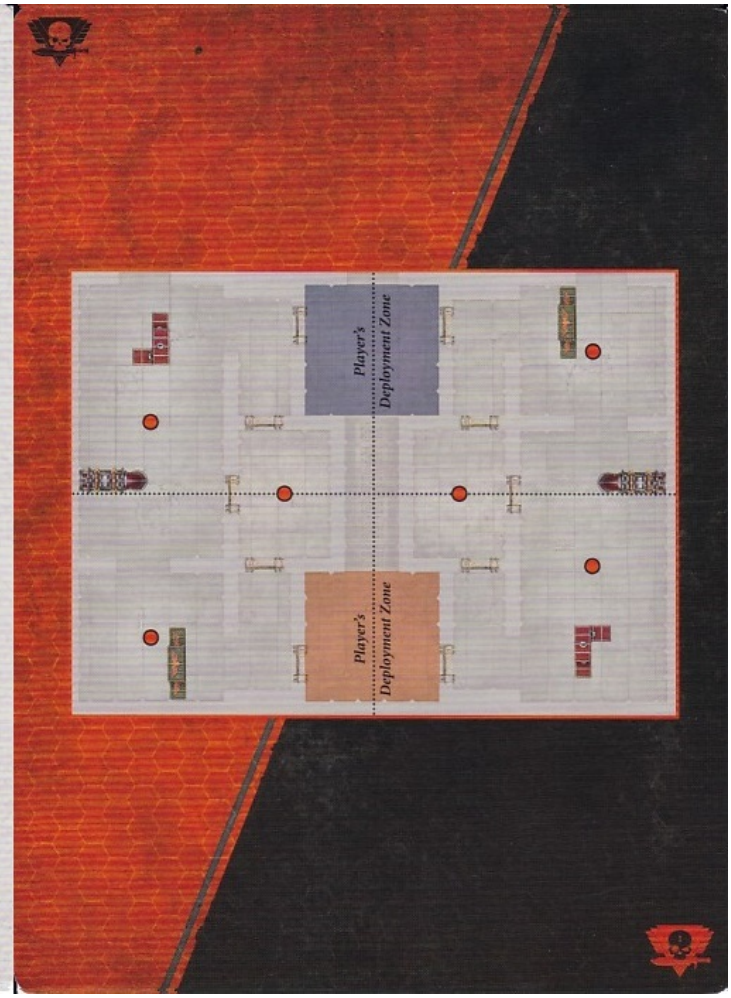
### Arena Objectives

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.



MATCHED PLAY MISSION

# SECURE THE SUMMIT

**High ground gives an age-old tactical advantage, but the addition of scanning technologies can create a firebase from which even small kill teams can dominate the wider battlefield.**

If you are playing a campaign, you can choose to play this mission instead of the Recover Intelligence mission, as long as at least one of the players who will take part is using the **T'AU EMPIRE** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the T'au Empire player. If more than one player wishes to be the T'au Empire player, those players roll off and the winner is the T'au Empire player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The T'au Empire player must choose the **T'AU EMPIRE** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) 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 on the reverse of this card. One objective marker is then set up in the centre of the battlefield.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The T'au Empire player has the greatest strategic advantage in this battle. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the 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, and more than 3" from any other player's 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 T'au Empire player rolls a D6. On a 3+ the game continues, otherwise the game is over. If the game does not end as described above, at the end of battle round 5, the T'au Empire player rolls 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.

### FIREBASE

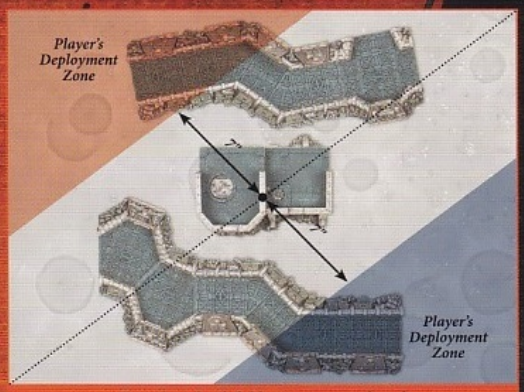
If a player controls the objective marker, they may re-roll hit rolls of 1 in the Shooting phase for any models from their kill team within 6" of the centre of the objective marker, and ignore the modifier for shooting at long range with these models.

## VICTORY CONDITIONS

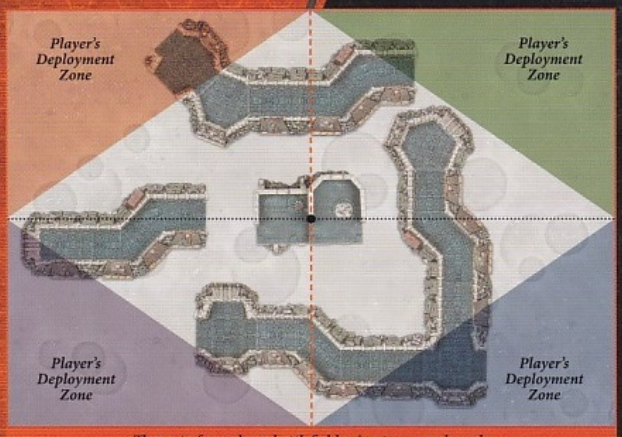
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers, and the player that controls the objective marker at the end of the battle scores 3 victory points. The player with the most victory points is the winner. If players are tied for the most victory points, those 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 gains 1 Territory. If players draw they do not gain or lose Morale or Territory.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

MATCHED PLAY MISSION

# SEIZE THE BUNKER

**In any battle, a fortification has the potential to make an army's position invulnerable, extending their reach and giving them a safe place from which to strike at their enemies. The same is true even in small-scale skirmishes, and an abandoned bunker is a prize that will be fiercely fought over for the advantage it gives to those who control it.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Wall of Martyrs. Create the battlefield and set up terrain. You must include a single Imperial Bunker, which is placed in the centre of the battlefield. Examples of how you might do this are shown on the reverse of this card.

## SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## 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.

### If We Can't Have It...

The Imperial Bunker can be targeted in the shooting phase as if it was an enemy model, except by models currently occupying it. It has a Toughness of 8, 12 Wounds and a 3+ Save. If it is reduced to 0 wounds, it is destroyed – leave it where it is, but it can no longer be occupied, and any models that were occupying it are taken out of action. Players cannot use any abilities to prevent this from happening.

## BATTLE LENGTH

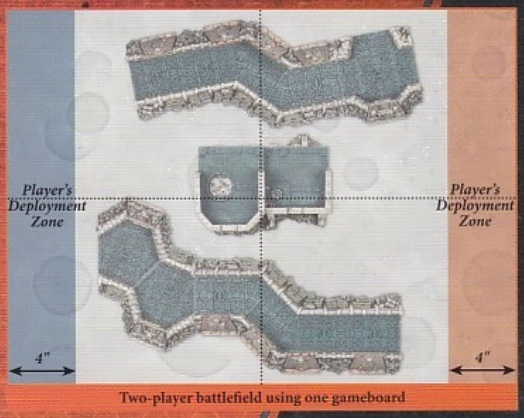
The battle ends immediately if the Imperial Bunker has been destroyed. Otherwise, at the end of battle round 4, the player with the greatest advantage must roll a D6. On a 3+, the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5, the 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

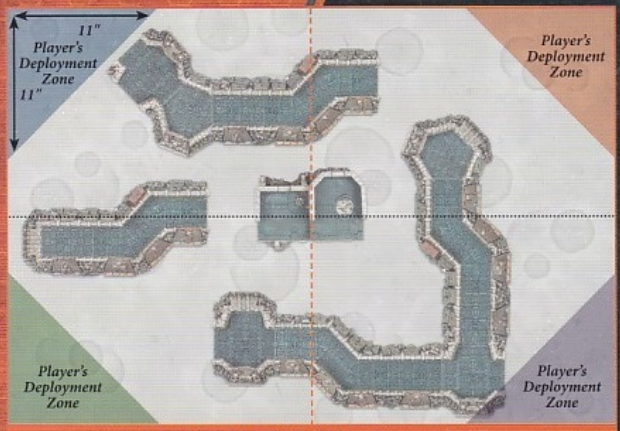
If the battle ends because the Imperial Bunker has been destroyed, the player whose model inflicted the final wound on the bunker wins, and any other players lose. Otherwise, the player who has at least one model occupying the bunker wins, and any other players lose. If the bunker has not been destroyed and is not occupied, the result is a draw.

### Resources

In a campaign game, the player(s) that lose the mission each lose 1 Materiel and 1 Territory. If players draw they lose 1 Territory.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

# MATCHED PLAY MISSION
# SHOOT OUT

**A chance encounter between scouting parties turns sour as the first shots ring out through the ruins of a deserted settlement. As fighters scramble for cover and draw their weapons, the air is filled with shot, shell and blazing beams of energy as the kill teams fight to the death.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Fronteris. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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.

### GUNFIGHT

Models cannot charge or Fight in the first two battle rounds.

## BATTLE LENGTH

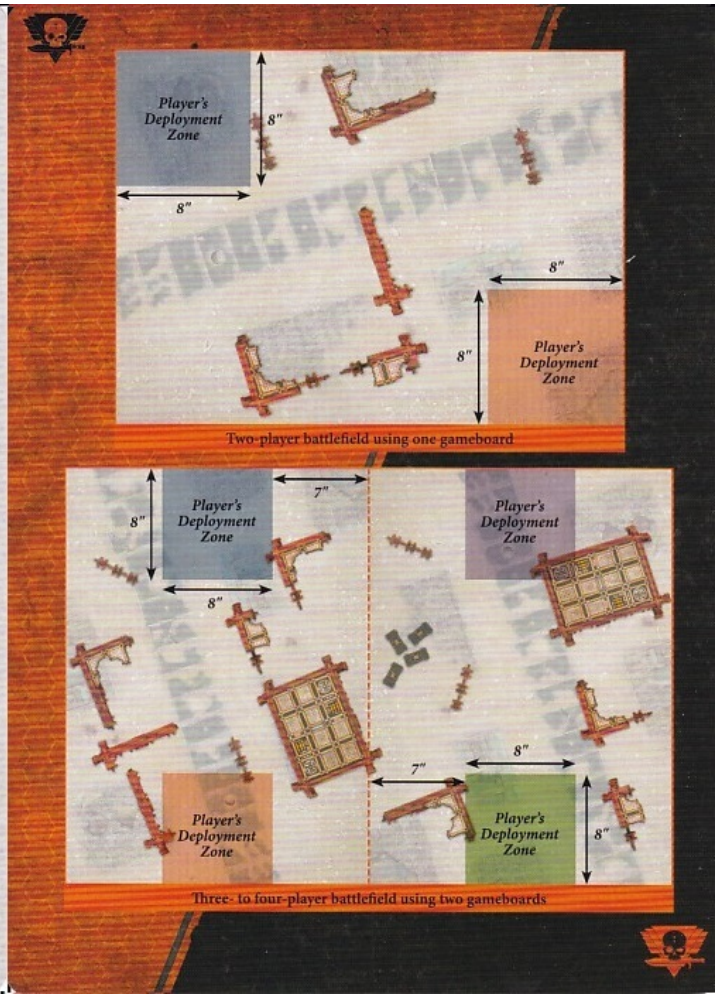
At the end of battle round 4, the player with the greatest advantage rolls a D6. The battle continues on a 3+, otherwise the battle ends. If the battle doesn't end as described above, at the end of battle round 5, the player with the greatest advantage rolls a D6. This time the battle continues on a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

## VICTORY CONDITIONS

Each player scores 1 victory point for each enemy model that their kill team takes out of action. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Morale and 1 Territory. If players draw they do not lose Morale or Territory.



# 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

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 of *Kill Team: Arena* and each player musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## 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 of *Kill Team: Arena*. Then set up five objective markers as shown on the reverse of this card.

## 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.

MATCHED PLAY MISSION

# STEALTH SIPHON

**Factories extracting the life of this world dot the landscape. Not all factions have the means to build or protect such facilities, but all can make use of the resources they are gathering. When such facilities are left lightly defended, a small team can easily infiltrate and steal the resources necessary for the war effort – as long as they don't run into any competition.**

If you are playing a campaign, you can choose to play this mission instead of the Ambush or Recover Intelligence 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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Mechanicus. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card. The players each roll 2D6. If two or more players are drawn for the highest score, they re-roll to determine which of them has the highest score. Then each player takes it in turn, starting with the highest scorer and going clockwise, to set up an objective marker. Each objective marker must be at least 4" from other objective markers and 6" from the edge of the board.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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

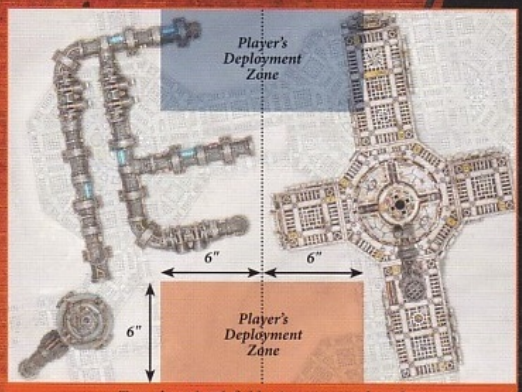
At the end of battle round 4, the player with the greatest advantage rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the greatest advantage rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically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

## VICTORY CONDITIONS

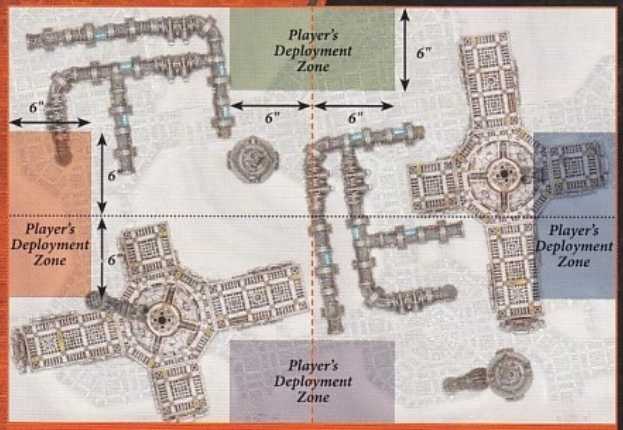
Each player scores 1 victory point for each objective marker that their kill team controls at the end of each battle round – keep track as you play the mission. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Materiel, while 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

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 of *Kill Team: Arena* and each player musters a Battle-forged kill team as described on page 18 of *Kill Team: Arena*.

## 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 of *Kill Team: Arena*. Then set up five objective markers as shown on the reverse of this card.

## 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.

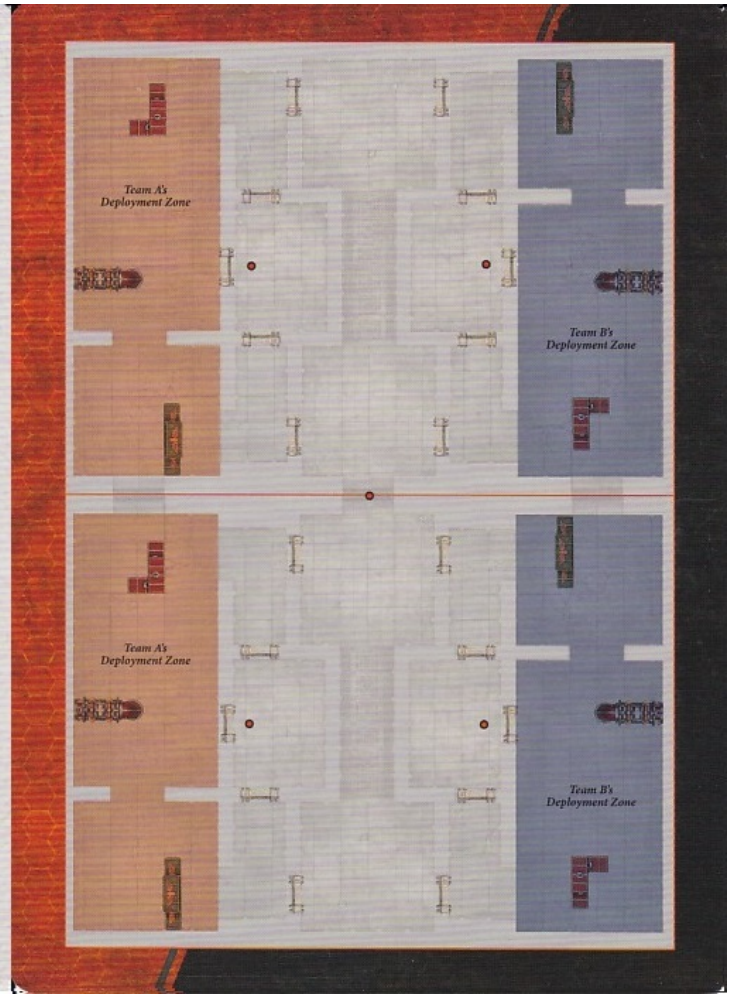
### Arena Objectives

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.



NARRATIVE PLAY MISSION

# STOWAWAY

**Intelligence indicates an opening in a powerful foe's defences – an automated shipment could provide an easy route behind their lines and afford a small but daring group of warriors a chance to wreak untold damage before escaping. All that they have to do is infiltrate the distribution hub and stow away without causing so much alarm that they are discovered.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Munitorum. Create the battlefield and then the defender sets up terrain, which must include at least six Munitorum Armoured Containers. An example of how you might do this is shown on the reverse of this card. The attacker then chooses which of the short edges of the battlefield their deployment zone is touching.

## SCOUTING PHASE

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

## DEPLOYMENT

The defender sets up their models, anywhere that is more than 5" from the attacker's deployment zone. The attacker then sets up their models, wholly within their deployment zone. Once the players have set up all their models, deployment ends and the first battle round begins.

### Sentries

In the first battle round, the defender's models cannot move or React.

### Stowaways

The attacker's models can stowaway in the Munitorum Armoured Containers. To do so, they must begin the battle round within 1" horizontally and 4" vertically of that Munitorum Armoured Container, and can do nothing else in that battle round. If, at the end of the battle round, they are not shaken and there is no enemy model within 4" (except shaken models) they can stowaway – remove them from the battlefield. They are not considered to be out of action, but otherwise play no further part in the mission. Only one model can stowaway in each Munitorum Armoured Container.

## 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 battle, the attacker scores 1 victory point for each of their models that successfully stowed away, and the defender scores 1 victory point for each of the attacker's models that is shaken or 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.

### Resources

In a campaign game if the attacker wins the mission, the defender loses 2 Morale. If the defender wins the mission, the defender gains 1 Materiel.

## CREATE DISTRACTION

**Attacker Tactic**

Use this Tactic at the end of the Movement phase. Choose an enemy model that is not shaken and is not within 1" of a model from your kill team, and move them 3". You cannot move them through dangerous terrain and you cannot make them jump down. This move does not affect what the model is able to do in this battle round (e.g. if that model was Readied, they are still Readied).

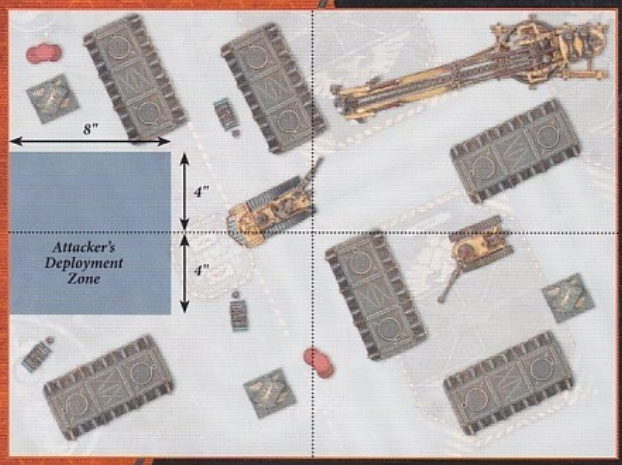
2 COMMAND POINTS

## ROUSE YOURSELVES

**Defender Tactic**

Use this Tactic at the beginning of the first battle round. Choose one model from your kill team. That model is not affected by the Sentries rule.

2 COMMAND POINTS



MATCHED PLAY MISSION

# STRIKE AT THE HEART

**Working with steel-cold precision, Deathwatch kill teams are able to strike at pivotal enemy strongpoints without compromising important strategic locations of their own.**

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the DEATHWATCH Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Deathwatch player. If more than one player wishes to be the Deathwatch player, those players roll off and the winner is the Deathwatch player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Deathwatch player must choose the DEATHWATCH Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) 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 on the reverse of this card. Each player sets up one objective marker in a different deployment zone, at least 6" away from the edge of the battlefield. The objective marker in a player's deployment zone is known as that player's home objective, while all other objective markers are known to that player as enemy objectives.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The Deathwatch player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. A player may only choose a deployment zone in which there is an objective marker.

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, and more than 3" from any other player's 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 Deathwatch player rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 5, the same player rolls 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.

### POSITION COMPROMISED

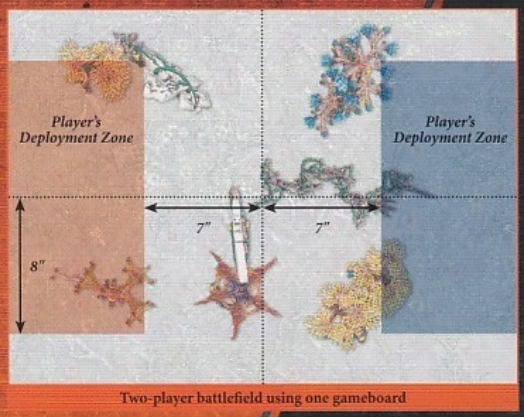
In the Morale phase, if a player's home objective is held by an opponent, add 1 to all Nerve rolls that player makes.

## VICTORY CONDITIONS

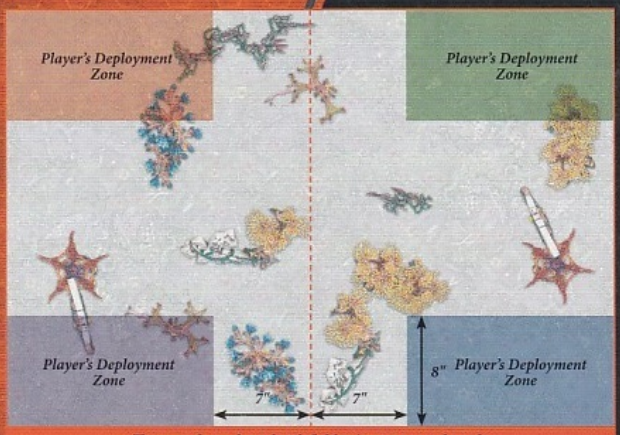
At the end of the game, each player scores 1 victory point for each enemy model that was taken out of action by one of their models' attacks or psychic powers, 1 victory point for holding their home objective, and 3 victory points for holding an enemy objective. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### RESOURCES

In a campaign game 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

# 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

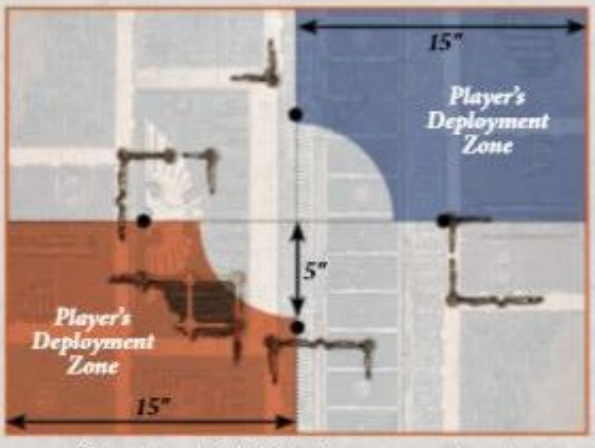
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the player with the greatest advantage rolls a D6. The battle continues on a 3+, otherwise the battle ends. If the battle doesn't end as described above, at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

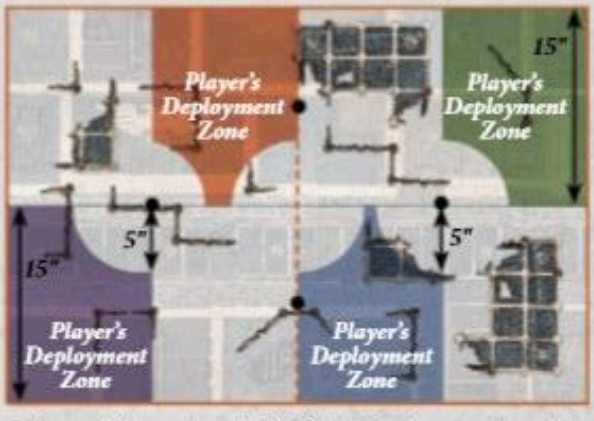
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 3 victory points for each objective marker that their kill team controls at the end of the battle and 1 victory point for each enemy model taken out of action 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

# TAKE THE HIGH GROUND

**In this sparsely built area, the high ground is all important for a commander seeking tactical supremacy. Unfortunately, such a prize is rarely claimed without a fight, and a kill team seeking an ideal sniper's eyrie often needs to dislodge its current occupants first.**

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 Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

## THE BATTLEFIELD

This mission is played in a Killzone: Sector Sanctoris. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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, 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.

## BATTLE LENGTH

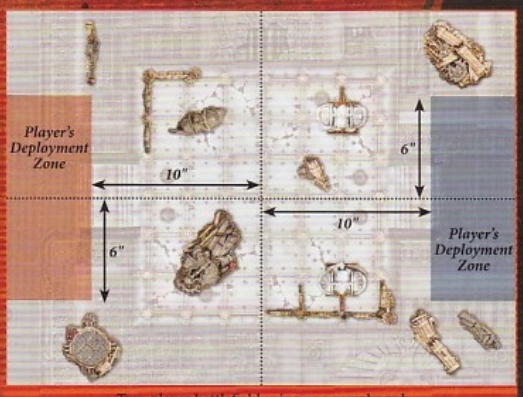
If, at the end of a battle round, there is only one unbroken kill team on the battlefield, the battle ends. If the battle does not end otherwise, at the end of battle round 4, the player with the greatest strategic advantage rolls a D6. The battle continues on a 3+, otherwise the battle ends. If the battle does not end otherwise, at the end of battle round 5, the same player 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

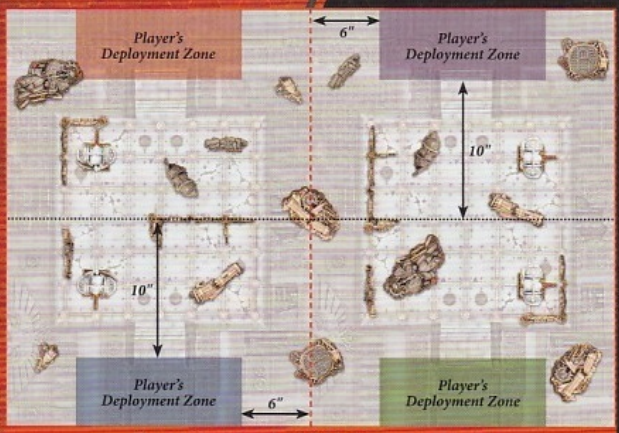
If there is only one unbroken kill team on the battlefield at the end of the battle, that kill team's player wins. Otherwise, whichever player has the most models wholly on the shrine floor(s) at the end of the battle (other than shaken models) wins. If players are tied for the most models wholly on the shrine floor(s), 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 1 Territory. If players draw they do not lose Morale or Territory.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

MATCHED PLAY MISSION

# TARGET PRIORITY

**When faced with a Tyranid force of any size, bitter experience has taught many commanders to target their leader beasts at all costs. However, eliminating its prey's command structure is also a common strategy of the Hive Mind, and is often the sole task of its vanguard units.**

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **Tyranids** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Tyranids player. If more than one player wishes to be the Tyranids player, those players roll off and the winner is the Tyranids player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Tyranids player must choose the **Tyranids** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) 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 on the reverse of this card.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The Tyranids player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the 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, and more than 3" from any other player's 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 Tyranids player rolls a D6. On a roll of 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 Tyranids player rolls 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.

### Decapitated

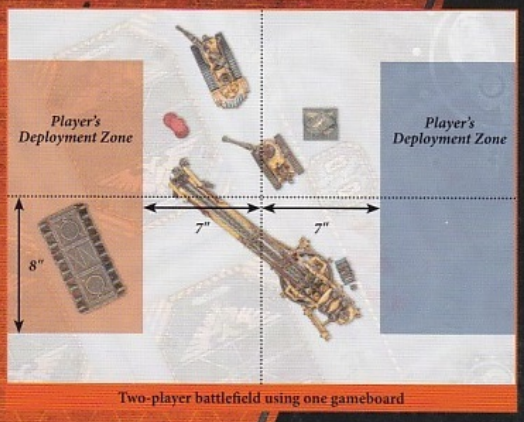
If your kill team is not broken at the end of the Morale phase but your Leader has been taken out of action, your kill team is broken.

## VICTORY CONDITIONS

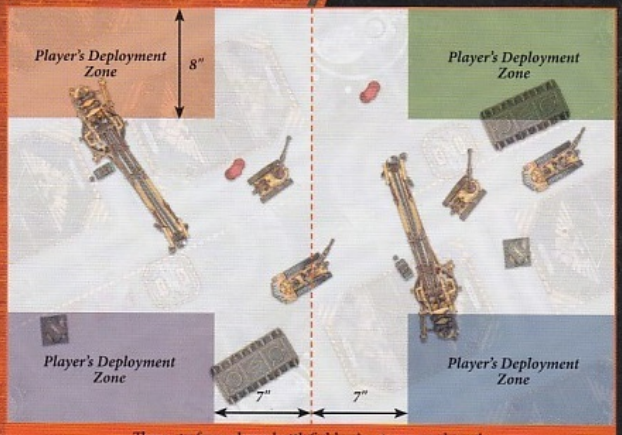
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, a player scores 2 victory points for each enemy Leader taken out of action by one of their models' attacks or psychic powers, and 1 victory point for each other enemy specialist 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, those players draw. Any other players lose.

### Resources

In a campaign game 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

# 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

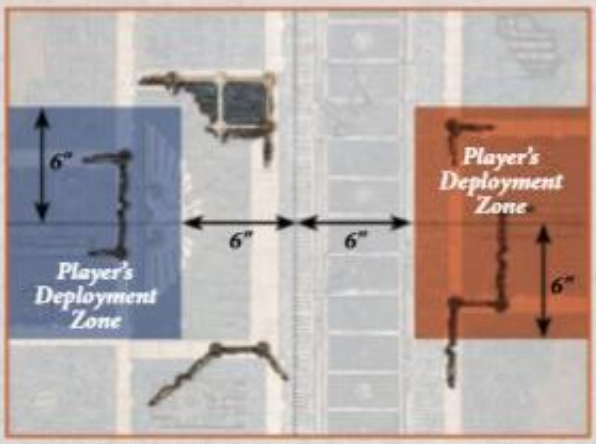
Each player scores 2 victory points for each of their models that have broken through enemy lines (see below), and 1 victory point for each enemy model taken out of action by one of their model's attacks or psychic powers. The player with the most victory points is the winner. If there is a tie, whichever 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

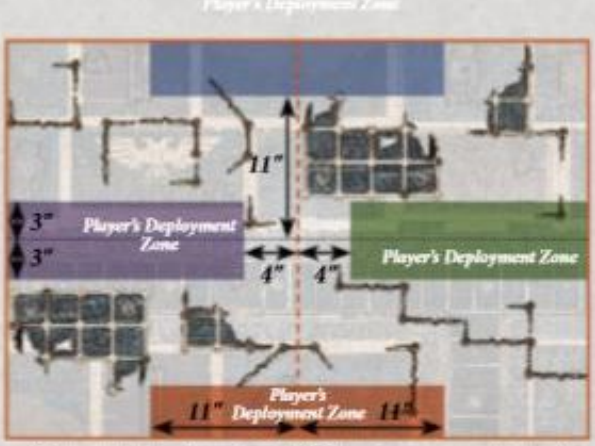
Any player can move their models off the battlefield edge directly opposite their own deployment zone in the Movement phase, if that model's move is sufficient to take it wholly over that battlefield edge. A model that does so has broken through the enemy lines and takes no further part in the mission (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

MATCHED PLAY MISSION

# THE CASKET

**A cache of genetic samples has become separated from an Imperial supply line, and Drukhari are amongst the first to descend upon the bounty, fuelled by motives dark and sickening.**

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **Drukhari** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Drukhari player. If more than one player wishes to be the Drukhari player, those players roll off and the winner is the Drukhari player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Drukhari player must choose the **Drukhari** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) 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 on the reverse of this card. One objective marker is then set up in the centre of the battlefield. This represents the Casket.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The Drukhari player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the 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, and more than 3" from any other player's 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 Drukhari player rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 5, the Drukhari player rolls 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.

### The Casket

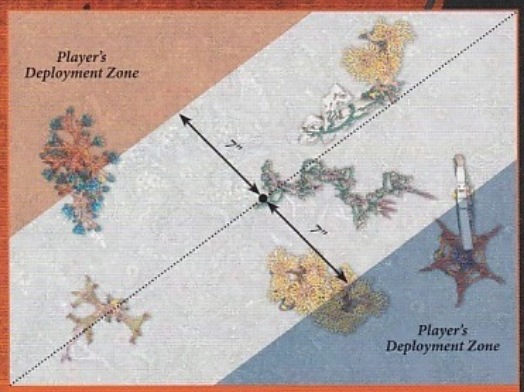
Any specialist can carry the Casket by moving into contact with it while it is not being carried – that model then automatically picks it up. From that point, the Casket remains with the model (move the Casket with the model to show this) until it is dropped, which only happens if the model is taken out of action. A model carrying the Casket cannot move further than 9" in any single phase for any reason.

## VICTORY CONDITIONS

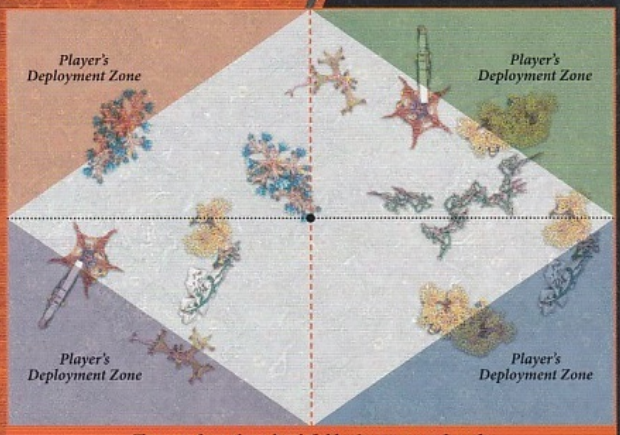
At the end of the battle, if a model from a player's kill team is carrying the Casket, then that player wins the mission. If the Casket is not being carried, then each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers, and the player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### Resources

In a campaign game the player(s) that lose the mission each lose 1 Morale. If players draw they do not lose Morale.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

NARRATIVE PLAY MISSION

# THE CULL

**Scattered and surrounded, the elite brethren of the Deathwatch remain ever steadfast in their task. Though the foe appear to reinforce themselves tirelessly, these Adeptus Astartes will not relent until the kill zone is cleared.**

If you are playing a campaign, you can choose to play this mission instead of the Feint mission as long as at least one of the players who will take part is using the DEATHWATCH faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Deathwatch player. If more than one player wishes to be the Deathwatch player, those players roll off and the winner is the Deathwatch player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Deathwatch player must choose the DEATHWATCH Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The player using the Deathwatch kill team is the attacker and their opponent is the defender. The defender can spend an additional 50 points on their kill team.

## THE BATTLEFIELD

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

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## 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 may only deploy up to half of the total number of models in their kill team; the remainder are kept off the battlefield in reserve. If a player runs out of eligible models to set up, skip them. Continue setting up models until both players have set up all eligible models; at this point deployment ends and the first battle round begins.

### QUELL THE TIDE

In each battle round, at the end of the Movement phase, the defender may deploy a number of models from their kill team that were kept in reserve equal to the number of models from their kill team that were taken out of action in the previous battle round. The defender places these models anywhere in their deployment zone that is more than 9" from enemy models. They are considered to have moved in this phase.

## 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 Deathwatch player rolls a D6. On a 3+, the game continues, otherwise the game is over. If the game does not end as described above, at the end of battle round 5, the Deathwatch player rolls 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

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 model taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If there is a tie, the attacker wins.

### RESOURCES

In a campaign game the player that loses the mission loses 2 Materiel, and the player that wins gains 1 Territory.

## PURGE THE SHADOWS

**Attacker Tactic**

Use this Tactic in the Shooting phase, before shooting with one of your models. When making the next shooting attack, ignore any modifiers for the target being obscured.

1 COMMAND POINT

## CHOSEN PREY

**Defender Tactic**

Use this Tactic at the start of the Shooting phase. Select one model in the opponent's kill team to be your chosen prey. Re-roll all hit and wound rolls of 1 for attacks that target that model until the end of the phase.

1 COMMAND POINT

MATCHED PLAY MISSION

# THE LURE OF LOOT

**Orks may be brutal, but they can be cunning too. They have even been known to offer up their hard-won (or sneakily scavenged) loot in order to tempt rivals or enemies into a fight. Though they risk losing the loot in the act, the chance of a good fight is usually enough of an excuse!**

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **Orks** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Orks player. If more than one player wishes to be the Orks player, those players roll off and the winner is the Orks player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Orks player must choose the **Orks** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) 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 on the reverse of this card. Set up a stack of objective markers equal to the number of players as close as possible to the centre of the battlefield. The objective markers represent loot counters in this mission.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The Orks player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the 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, and more than 3" from any other player's 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 Orks player rolls a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 5, the Orks player rolls 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.

### Making Off with the Loot

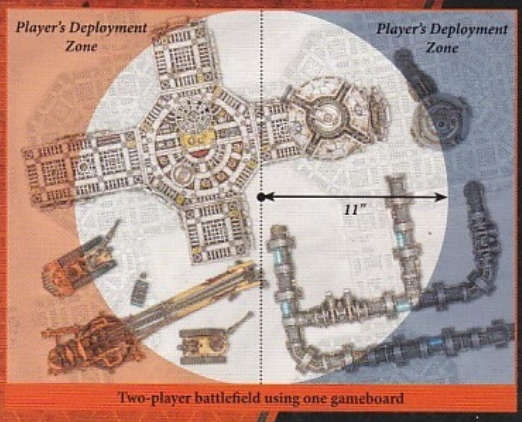
A model can carry a single loot counter, and can pick one up if it ends its move in the Movement phase within 2" of a loot counter – move the loot counter with the model carrying it each time they move. The model cannot Advance, and will drop the loot if taken out of action, after which any model can pick it up as normal. A model with a loot counter can be moved off any edge of the battlefield in the Movement phase, if that model's move is sufficient to take them 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.

## VICTORY CONDITIONS

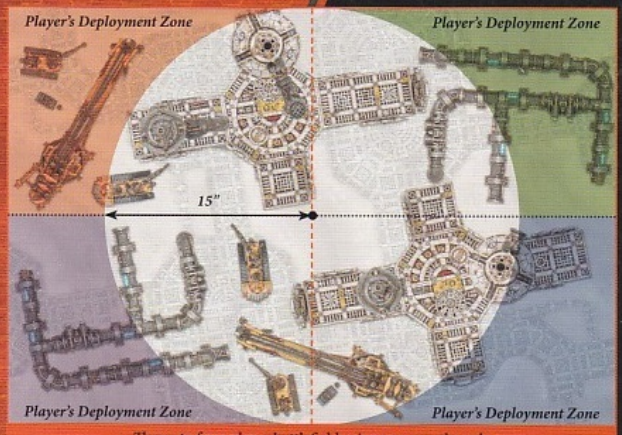
The player that had the most models successfully escape with loot counters by the end of the battle (see above) wins. If players are tied for the most models escaped, those players draw. Any other players lose.

### Resources

In a campaign game the player(s) that lose the mission each lose 1 Morale, and the winner gains 1 Morale. Players that draw do not lose or gain Morale.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

NARRATIVE PLAY MISSION

# THE PURGING

**Not all uprisings go to plan or even come to fruition. On occasion, authorities are forewarned and the cult finds itself caught off guard before they are ready to reveal themselves. At such times, they must often retreat and go into hiding before their work is destroyed.**

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission as long as at least one of the players who will take part is using the **Genestealer Cults** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Genestealer Cults player. If more than one player wishes to be the Genestealer Cults player, those players roll off and the winner is the Genestealer Cults player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Genestealer Cults player must choose the **Genestealer Cults** Faction. Then, each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. The Genestealer Cults player is the defender and their opponent is the attacker.

## THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. Then set up two objective markers 1" from the short edge of the battlefield closest to the attacker's deployment zone, as shown on the map.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The players take it in turn to deploy one model from their kill team, starting with the defender. Models must be set up wholly within their own deployment zone. Once a player has set up all their models, their opponent continues setting up models until both players have set up their kill teams. Once the players have set up 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 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 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.

## ESCAPE!

If a defender's model finishes a move within 2" of an objective marker, the player can remove that model from the battlefield. That model is said to have escaped. Models which escape are not treated as out of action (e.g. for the purposes of checking whether their kill team is broken).

## VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, the defender scores 2 victory points for each model which escapes. The attacker scores 1 victory point for each defender's model which is taken out of action, or 2 victory points if that model is a Leader. The player with the most victory points is the winner. If the players are tied for victory points, the attacker wins.

### Resources

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

## COVERING FIRE

**Defender Tactic**

Use this Tactic when it is your turn to pick a model to shoot with. You can pick a model which has escaped the battlefield. When you do so, draw line of sight and measure range from any point on the short edge of the battlefield closest to the attacker's deployment zone. The model is considered to have moved in the preceding Movement phase.

**2 COMMAND POINTS**

## LOCKDOWN

**Attacker Tactic**

Use this Tactic at the start of a battle round. Pick an objective marker within 2" of a model from your kill team (other than a shaken model). Models from the defender's kill team cannot escape the battlefield whilst they are within 2" of that objective marker until the end of the battle round.

**2 COMMAND POINTS**

## 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.

## 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

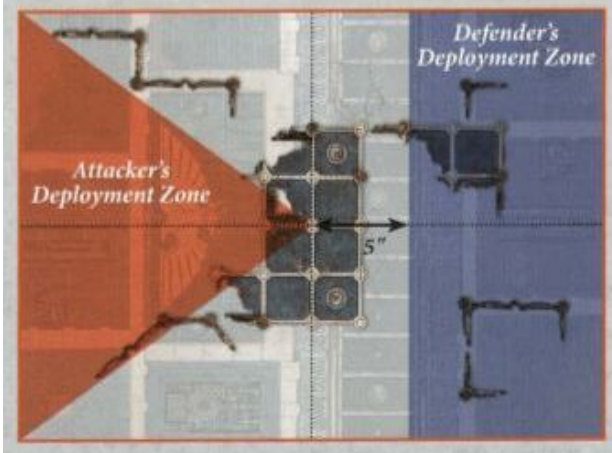
Create the battlefield and set up terrain. An example of how you might do this is shown below.

### 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**

MATCHED PLAY MISSION

# TROPHY HUNTERS

**Any aspiring Nob worth their teef knows that reputation is everything – Orks naturally follow the biggest and toughest of their kind, and there's no better way to prove that you're the biggest and toughest than finding the most menacing foe you can and giving them a kicking!**

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission, as long as at least one of the players who will take part is using the **Orks** Faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Orks player. If more than one player wishes to be the Orks player, those players roll off and the winner is the Orks player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Orks player must choose the **Orks** Faction. Then each player chooses a Battle-forged kill team (see the 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 on the reverse of this card.

## THE SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## DEPLOYMENT

Use the Standard Deployment rules (see *Kill Team: Elites*) with the exception that the Orks player has the greatest strategic advantage – the other players roll to determine their advantage relative to each other as normal.

## BATTLE LENGTH

Use the Variable Battle Length rules (see *Kill Team: Elites*) – the Orks player rolls.

### Champion

In the first battle round, keep a tally of the number of models taken out of action by each model's attacks and psychic powers. Whichever model has the highest tally at the end of the round is the champion. If models are drawn for the highest tally, randomly determine among them which is the champion. If no models have been taken out of action by attacks or psychic powers, or if the champion is taken out of action by anything other than another model's attack or psychic power, use these rules again in the next battle round, and so on.

### Trophy

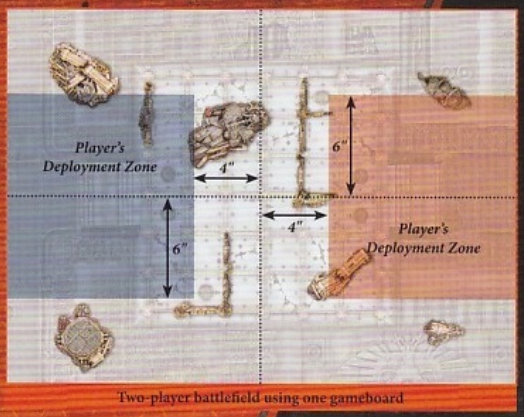
If a model takes a champion out of action with an attack or a psychic power, they claim a trophy and become the champion.

## VICTORY CONDITIONS

At the end of the battle, if there is a champion on the battlefield, the player whose kill team includes the champion wins. If there is no champion on the battlefield at the end of the battle, whichever player's kill team claimed the most trophies wins. If players are tied for the most trophies, those players draw. Any other players lose.

### Resources

In a campaign game the player(s) that lose the mission each lose 1 Morale and 1 Territory. Players that draw do not lose any resources.




Two-player battlefield using one gameboard

Three- to four-player battlefield using two gameboards

MATCHED PLAY MISSION

# UNDER BOMBARDMENT

**The environments that kill teams are sent into are often extremely hazardous, but particularly luckless individuals may find themselves tasked with eliminating enemy agents in a battlefield that is still under bombardment – they have a chance of survival and success where a larger force could be targeted and destroyed.**

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines or Take Prisoners 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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Wall of Martyrs. Create the battlefield and set up terrain. Examples of how you might do this are shown on the reverse of this card.

## SCOUTING PHASE

Resolve the Scouting phase as described in the Core Manual.

## 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.

### Stray Shells

At the beginning of each battle round, randomly determine a piece of terrain. All models within 2" of that piece of terrain suffer a mortal wound.

## BATTLE LENGTH

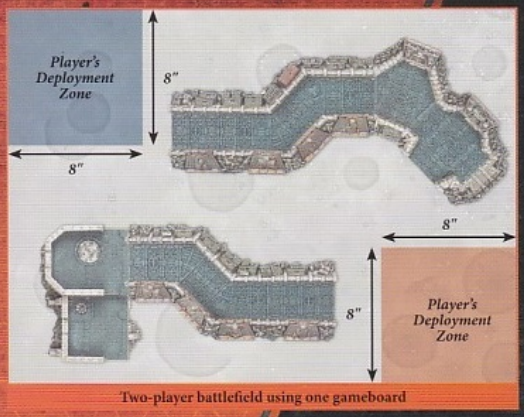
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the player with the greatest advantage rolls a D6. The battle continues on a 3+, otherwise the battle ends. If the battle doesn't end as described above, at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

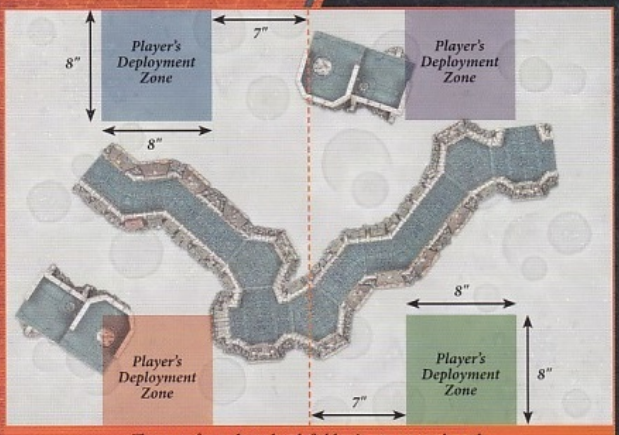
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### Resources

In a campaign game, the player(s) that lose the mission each lose 1 Morale and 1 Territory. If players draw they do not lose or gain resources.




Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards

NARRATIVE PLAY MISSION

# UPRISING

**When a Genestealer Cult reveals itself, specially trained teams of fighters will be deployed at speed to destroy the command infrastructure of their oppressors and pave the way for the coming of the glorious Four-armed Emperor.**

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission as long as at least one of the players who will take part is using the **Genestealer Cults** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Genestealer Cults player. If more than one player wishes to be the Genestealer Cults player, those players roll off and the winner is the Genestealer Cults player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Genestealer Cults player must choose the **Genestealer Cults** Faction. Then, each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. Both players must include one Commander in their kill team. The Genestealer Cults player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

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

## THE SCOUTING PHASE

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

## DEPLOYMENT

The defender sets up their kill team wholly within their deployment zone. The attacker then sets up their kill team wholly within their deployment zones, dividing their models as they wish between their two deployment zones. Once the players have set up 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 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 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, at the end of the battle, if the defender's Commander has been taken out of action, the attacker is the winner. If the defender's Commander is still on the battlefield at the end of the battle, the defender is the winner.

## Resources

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

### SINGULAR PURPOSE

**Attacker Tactic**

Use this Tactic at the start of the Morale phase. Models from your kill team automatically pass Nerve tests until the end of the phase.

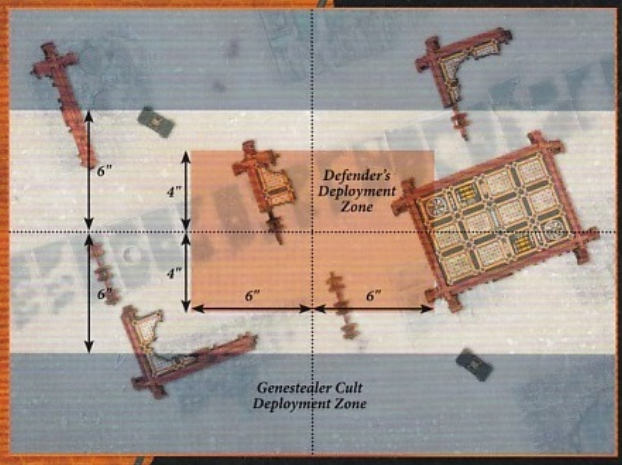
**2 COMMAND POINTS**

### LIFEWARDS

**Defender Tactic**

Use this Tactic at the start of the battle round. Pick a model from your kill team. Until the end of the battle round, each time your Commander suffers a wound whilst within 3" of this model, you can roll a dice. On a 3+, that wound is instead inflicted on the model you picked (unless that model is shaken).

**1 COMMAND POINT**



NARRATIVE PLAY MISSION

# VANGUARD

**Kill teams are often sent ahead of a large invasion force to gather intelligence, map out secure routes and clear traps to ensure that when the invasion is launched it strikes with devastating force. The odds are stacked against them though – they venture into enemy territory with no idea of the obstacles they may face or if they are walking into an ambush.**

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 Core Manual) that only includes models with the Faction keyword they chose.

## THE BATTLEFIELD

This mission is played in a Killzone: Wall of Martyrs. Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. The defender then sets up 3 objective markers on the battlefield. Each objective marker must be at least 4" from other objective markers and 6" from the edge of the board.

The defender then secretly chooses three pieces of terrain and notes those down clearly on a piece of paper. These pieces of terrain are trapped (see right). The players then roll off, and the winner chooses which of the long edges of the battlefield their deployment zone is touching.

## SCOUTING PHASE

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

## 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.

### Trapped

If a model from the attacker's kill team moves within 1" of a trapped terrain piece, or begins their move within 1" of one, the defender must reveal this. The players roll off. If the attacker wins, the trap is spotted and disarmed. If the defender wins, the trap detonates, and the attacker's model suffers D3 mortal wounds. The terrain is then no longer trapped.

### Area Secured

At the end of each battle round, remove any objective markers the attacker controls from the battlefield.

## BATTLE LENGTH

At the end of battle round 4, the defender rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the defender 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 attacker scores 1 victory point for each trap they disarmed, and for each objective marker removed from the battlefield. The defender scores 1 victory point for each trap that detonated, and for each objective marker still on the battlefield. In addition, a player scores 1 victory point if the enemy 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, if the attacker wins the mission, the defender loses 2 Territory. If the defender wins the mission, the attacker loses 1 Morale.

### FIND TRAPS

**Attacker Tactic**

Use this Tactic at the beginning of your turn in the Movement phase. Add 1 to all rolls you make for the Trapped rule on the front of this card until the end of the phase.

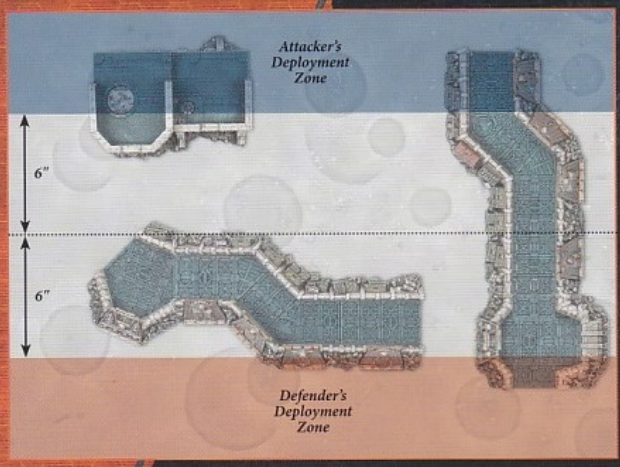
2 COMMAND POINTS

### TO THE DEATH

**Defender Tactic**

Use this Tactic at the beginning of the battle round. Until the end of the battle round, the attacker cannot remove any objective markers while you have at least one model (that is not shaken) within 2" of that objective marker.

2 COMMAND POINTS



NARRATIVE PLAY MISSION

# VIRULENT VECTORS

**The diabolical chemists of the Plague Planet have excelled themselves and produced a singularly potent weapon. Your team has been tasked with delivering it secretly and safely to a facility that will distribute it across the planet and bring the blessings of Nurgle to billions.**

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission as long as at least one of the players who will take part is using the **Death Guard** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Death Guard player. If more than one player wishes to be the Death Guard player, those players roll off and the winner is the Death Guard player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Death Guard player must choose the **Death Guard** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The Death Guard player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

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

## THE SCOUTING PHASE

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

## DEPLOYMENT

The attacker sets up all of their models first. A player's models must be set up wholly within their deployment zone. Once the attacker has set up all of their models, they place an objective marker touching the base of one of their models, and then the other player sets up all of their models. Once the players have set up all their models, deployment ends and the first battle round begins.

### Plague Vat

When the attacker chooses one of their models to move in the Movement phase, if the objective marker (representing the plague vat) is touching that model's base and has not been moved in this phase, that model can move the plague vat. Remove the plague vat from the battlefield, and once the model has moved, place it on the battlefield touching that model's base. Until you have placed the plague vat back on the battlefield, that model is said to be moving the plague vat. A model cannot make a charge attempt and move the plague vat in the same phase.

If the model moving the plague vat is shaken or taken out of action, place the plague vat on the battlefield touching their base before the model is removed from the battlefield.

A model moving the plague vat can move off the battlefield edge labelled vector route, if they have sufficient movement to reach that battlefield edge.

## BATTLE LENGTH

Use the Variable Battle Length rules (see *Kill Team: Elites*) – the attacker rolls. In addition, if one of the attacker's models moves the plague vat off the battlefield, the battle ends immediately.

## VICTORY CONDITIONS

If the battle ends because the attacker moved the plague vat off the battlefield, the attacker wins. Otherwise 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 Materiel.

## PLODDING TO VICTORY

**Attacker Tactic**

Use this Tactic when you choose a model to move in the Movement phase, and that model can move the plague vat. Add D3" to the distance that model can move in this phase. If you do so, the model must move the plague vat. The model may still Advance.

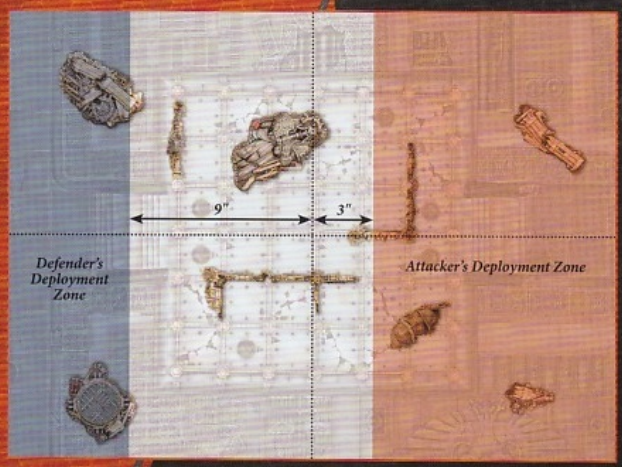
1 COMMAND POINT

## DESPERATE SACRIFICE

**Defender Tactic**

Use this Tactic when a model from your kill team would be taken out of action, if that model is within 1" of an enemy model that is touching the plague vat. If you do, that model can fight as if it were the Fight phase (even if they have already fought in this phase) before they are removed from the battlefield. They must target an enemy model that is touching the plague vat with all of their attacks.

1 COMMAND POINT



NARRATIVE PLAY MISSION

# WRECKING SPREE

**There's nothing Orks love better than a good fight, but sometimes their enemies won't play along. When this happens, wily Orks will mess up the shiniest-looking monuments that they can find – they know this is a reliable way to rile their enemies and get a good scrap!**

If you are playing a campaign, you can choose to play this mission instead of the Feint mission as long as at least one of the players who will take part is using the **Orks** Faction.

## THE KILL TEAMS

This is a mission for two players. One of those players is the Orks player. If more than one player wishes to be the Orks player, those players roll off and the winner is the Orks player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Orks player must choose the **Orks** Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The Orks player is the attacker and their opponent is the defender.

## THE BATTLEFIELD

Create the battlefield and set up terrain. An example of how you might do this is shown on the reverse of this card. You must set up at least three pieces of terrain, but more is better, and ideally you should include Fallen Statues in the terrain.

## THE SCOUTING PHASE

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

## DEPLOYMENT

The attacker sets up all of their models first. A player's models must be set up wholly within their deployment zone. Once the attacker has set up all of their models, the other player sets up all of their models. Once the players have set up all their models, deployment ends and the first battle round begins.

### Ruined Relics

Terrain features that are at least 2" in one or more dimensions (i.e. height, depth or breadth) can be controlled as if they were objective markers in this mission, with the exception that, when you measure to or from a terrain feature, you do so from the closest point as opposed to the centre of the terrain.

## BATTLE LENGTH

Use the Variable Battle Length rules (see *Kill Team: Elites*) – the attacker rolls.

## VICTORY CONDITIONS

At the end of each battle round, players score victory points for the following: 2 victory points if they control more terrain features than their opponent, and 1 victory point for each Fallen Statue they control. The player with the most victory points at the end of the mission 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 2 Morale. If the defender wins the mission, the attacker loses 1 Morale.

### REDECORATE

**Attacker Tactic**

Use this Tactic when you choose a model to shoot with in the Shooting phase. You gain 1 victory point and, until the end of the phase, that model cannot make shooting attacks.

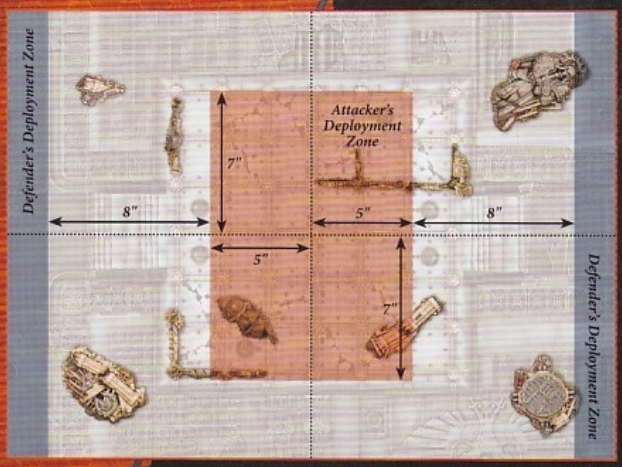
1 COMMAND POINT

### CLEANSE THE SANCTUM

**Defender Tactic**

Use this Tactic at the start of the Shooting or Fight phase. Until the end of the phase, you can re-roll hit and wound rolls of 1 for attacks made by models from your kill team that are within 1" of any terrain.

1 COMMAND POINT



MATCHED PLAY MISSION

# YIELD TO NO ONE

**Just as the Necron legions claim and hold their conquests with terrifying tenacity, so too do their counterparts who operate at a more agile specialist level. Even a single Necron warrior is a dogged and deathless foe, and operating in small tactical cohorts they are easily capable of claiming and holding critical ground.**

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the NECRONS faction.

## THE KILL TEAMS

This is a mission for two to four players. One of those players is the Necrons player. If more than one player wishes to be the Necrons player, those players roll off and the winner is the Necrons player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Necrons player must choose the NECRONS Faction. Then each player chooses a Battle-forged kill team (see the Core Manual) 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 on the reverse of this card. Each player sets up one objective marker in a different deployment zone, at least 6" away from the edge of the battlefield.

## THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

## DEPLOYMENT

The Necrons player has the greatest strategic advantage in this battle. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. A player may only choose a deployment zone in which there is an objective marker.

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, and more than 3" from any other player's 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 Necrons player rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 5, the Necrons player rolls 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.

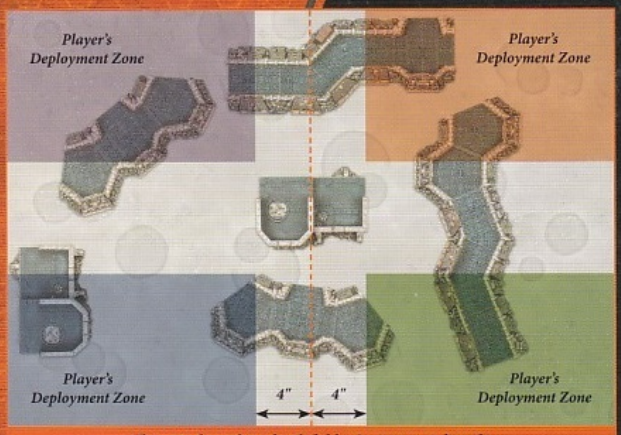
## VICTORY CONDITIONS

Each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers. In addition, at the end of each battle round, each player scores 1 victory point for each objective they control. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

### RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Territory, and the player that wins gains 1 Territory. If players draw they do not gain or lose Territory.

Two-player battlefield using one gameboard




Three- to four-player battlefield using two gameboards