

WARHAMMER
40,000

KILL TEAM



VETERAN GUARDSMAN 

ARCHETYPE: SECURITY

VETERAN GUARDSMAN KILL TEAM

42

VETERAN GUARDSMAN • OPERATIVES

Below you will find a list of the operatives that make up a **VETERAN GUARDSMAN** kill team, including, where relevant, any wargear those models must be equipped with. On the page opposite you will find additional rules for supplementing a **VETERAN GUARDSMAN** kill team with additional operatives and tactical assets.

OPERATIVES

A **VETERAN GUARDSMAN** kill team consists of 10 **VETERAN GUARDSMAN** operatives and 1 Ancillary Support option (see opposite).

10 **VETERAN GUARDSMAN** operatives are selected as follows:

- ▶ 1 **SERGEANT VETERAN** operative equipped with one of the following options:
 - Boltgun; bayonet.
 - Bolt pistol, laspistol or plasma pistol; chainsword or power weapon.
- ▶ 9 **VETERAN GUARDSMAN** operatives selected from the following list:
 - **TROOPER VETERAN**
 - **CONFIDANT VETERAN** equipped with one of the following options:
 - Boltgun or lasgun; bayonet.
 - Bolt pistol or laspistol; chainsword.
 - **ZEALOT VETERAN**
 - **MEDIC VETERAN**
 - **COMMS VETERAN**
 - **DEMOLITION VETERAN**
 - **BRUISER VETERAN**
 - **HARDENED VETERAN**
 - **SNIPER VETERAN**
 - **SPOTTER VETERAN**
 - **GUNNER VETERAN** equipped with a bayonet and grenade launcher
 - **GUNNER VETERAN** equipped with a bayonet and meltagun
 - **GUNNER VETERAN** equipped with a bayonet and plasma gun
 - **GUNNER VETERAN** equipped with a bayonet and flamer

TROOPER VETERAN operatives can be selected up to nine times, and each other operative above can be selected once.

'LET THE GREENSKINS COME. ONCE THEY ARE DESTROYED I SHALL HAVE ALL THEIR HEADS MOUNTED ON SPIKES. LET THAT WARN ANY OTHERS.'

- General Varn Kresk, 67th Death Korps Siege Regiment



TAC OPS



VETERAN GUARDSMAN

If your faction is **VETERAN GUARDSMAN**, you can use the Veteran Guardsman Tac Ops listed below, as specified in the mission sequence.

BOOTS ON THE GROUND

Veteran Guardsman – Faction Tac Op 1

You can reveal this Tac Op at the end of any Turning Point.

- At the end of that Turning Point, if there are more friendly operatives than enemy operatives within  of your drop zone, and there more friendly operatives than enemy operatives within  of your opponent's drop zone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

STAND FAST

Veteran Guardsman – Faction Tac Op 2

You can reveal this Tac Op in the Reveal Tac Ops step of any Turning Point.

- At the end of any Turning Point, if friendly operatives control two or more objective markers, and friendly operatives control more objective markers than enemy operatives do, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score an additional 1VP.

GLORY IN DEATH

Veteran Guardsman – Faction Tac Op 3

Reveal this Tac Op at the end of the battle.

- If more friendly operatives were incapacitated than enemy operatives, but you scored more victory points from the mission objective, you score 2VPs.


'THE ENTIRE 232ND INFANTRY WAS WIPED OUT ON THE TEARFLESH MASSIF YESTERDAY. A GOOD DEATH, THEY WERE DOWN TO THE LAST POWER PACK AND THROWN ROCK. THE STENCH OF ROTTING ORK DEAD COULD BE SMELLED FIFTY MILES AWAY. I BREATHED DEEP OF IT. IT IS THE SMELL OF VICTORY AND REPENTANCE. I CAN ONLY PRAY MY END IS AS GLORIOUS.'

- Colonel Thraust Von Tounos,
675th Death Korps Infantry

ABILITIES

VETERAN GUARDSMAN **LEADER** operatives in a **VETERAN GUARDSMAN** kill team have the following ability:


GUARDSMEN ORDERS

Once in each Strategy phase, when it is your turn to use a Strategic Ploy, if this operative is in the killzone, it can issue a Guardsmen Order. If it does, all friendly **VETERAN GUARDSMAN** operatives within  of and Visible to it are issued a Guardsmen Order.

Each time a friendly operative issues a Guardsmen Order, select one Guardsmen Order below to take effect until the end of the Turning Point.

If more than one Guardsmen Order could be issued by your kill team during the Turning Point, e.g. the Inspirational Leadership Tactical Ploy (page 45), they must be different Guardsmen Orders.

Move! Move! Move!

Add  to the Movement characteristic of each friendly operative that was issued this order.

Take Aim!

Each time a friendly operative that was issued this order makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of 1. This order has no effect on shooting attacks made with the mortar barrage and remote mine ranged weapons, or attacks made with tactical assets.

Hold Position!

Each time a shooting attack is made against a friendly operative that was issued this order, in the Roll Defence Dice step of that shooting attack, if that operative is in Cover, you can re-roll any or all of your defence dice results of 1. Friendly operatives that were issued this order cannot perform **Dash** or **Charge** actions.

Fix Bayonets!

Each time a friendly operative that was issued this order fights in combat, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice results of 1.



ANCILLARY SUPPORT

Ancillary Support are operatives and tactical assets that supplement existing kill teams. The Ancillary Support options listed below can only be taken with **VETERAN GUARDSMAN** kill teams, and only as specified on the previous page.

TROOPER VETERANS

This Ancillary Support consists of 4 **TROOPER VETERAN** operatives.

VETERAN GUARDSMAN TACTICAL ASSETS

This Ancillary Support consists of 2 tactical assets. Tactical assets are not operatives, therefore are not recorded on your roster/dataslate. Each time you select this asset, select two options from the list below to use in the battle. You can select each option once.

- Artillery Barrage
- Marked Air Strike
- Guided Missile
- Strafing Run

If you have any tactical assets that can be used, during the Firefight phase, when you would activate a Ready friendly operative, you can use one of your tactical assets instead. Select one of your tactical assets and resolve its effects. When doing so, treat that asset as a friendly operative. After you have done so, your opponent activates one of their operatives as normal. You can use no more than one tactical asset per Turning Point, and each tactical asset you have can be used once per battle.

Artillery Barrage

Perform a **Shoot** action using the ranged weapon below. For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly **VETERAN GUARDSMAN** operative. Note for the purposes of this weapon's special rules, treat that friendly **VETERAN GUARDSMAN** operative as performing the **Shoot** action.

Name	A	BS	D
Artillery Barrage	6	5+	2/3
Special Rules			
Barrage, Blast ○, Indirect			

Marked Air Strike

Perform a **Shoot** action using the ranged weapon below. For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly **VETERAN GUARDSMAN** operative. Note for the purposes of this weapon's special rules, treat that friendly **VETERAN GUARDSMAN** operative as performing the **Shoot** action.

Name	A	BS	D
Air Strike	5	4+	3/4
Special Rules			
Barrage, Blast ○			

Guided Missile

Perform a **Shoot** action using the ranged weapon below. For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly **VETERAN GUARDSMAN** operative. Note for the purposes of this weapon's special rule, treat that friendly **VETERAN GUARDSMAN** operative as performing the **Shoot** action.

Name	A	BS	D
Guided Missile	4	3+	4/6
Special Rules			
AP1			

Strafing Run

Select one enemy operative in a friendly **VETERAN GUARDSMAN** operative's Line of Sight to be the mark. Then place a Strafing Run token anywhere in the killzone (if you have a killzone edge, it cannot be placed closer to your edge than the mark is). Draw an imaginary line, 1mm wide, with unlimited height above and below between any part of the base of the mark and the centre of that Strafing Run token. Using the ranged weapon below, make a shooting attack against the mark and each other operative that has a base crossed by that line. For those shooting attacks, when determining if an other operative is a valid target and if it is in Cover, draw Visibility and Cover lines from the mark, and if they are in Cover provided by Light terrain or another operative, they are treated as having an Engage order for that attack instead.

Name	A	BS	D
Strafing Run	6	4+	2/3

STRATEGIC PLOYS

If your faction is **VETERAN GUARDSMAN**, you can use the following Strategic Ploys during a game.

OVERCHARGE LASGUNS 1CP

Until the end of the Turning Point, change the profile of lasguns that friendly **VETERAN GUARDSMAN** operatives are equipped with to the following:

Name	A	BS	D
Overcharged lasgun			
<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>			
- Standard	4	4+	2/3
- Overcharge	4	4+	2/3

Special Rules

Standard: -

Overcharge: AP1, Hot

TAKE COVER 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **VETERAN GUARDSMAN** operative, if it is in Cover, improve its Save characteristic by 1 for that shooting attack.

INTO THE BREACH 1CP

Each friendly **VETERAN GUARDSMAN** operative within your drop zone can perform a free **Dash** action, but must finish that move closer to the enemy's drop zone.


CLEAR THE LINE 1CP

Until the end of the Turning Point, each time a friendly **VETERAN GUARDSMAN** operative fights in combat, before rolling your attack dice for that combat, you can retain one as a successful normal hit without rolling it.

TACTICAL PLOYS

If your faction is **VETERAN GUARDSMAN**, you can use the following Tactical Ploys during a game.

INSPIRATIONAL LEADERSHIP 1CP

Use this Tactical Ploy during a **VETERAN GUARDSMAN LEADER** operative's activation. That operative issues a Guardsmen Order (pg 44) to all friendly **VETERAN GUARDSMAN** operatives within  of and Visible to it.

IN DEATH, ATONEMENT 1CP

Use this Tactical Ploy when a ready friendly **VETERAN GUARDSMAN** operative is incapacitated. That operative is not removed from the killzone until the end of your next activation **or the end of the battle (whichever comes first)** and does not count as being injured.

COMBINED ARMS 1CP

Use this Tactical Ploy after rolling your attack dice for a shooting attack made by a friendly **VETERAN GUARDSMAN** operative. If the target of that attack is an enemy operative that was targeted by another friendly **VETERAN GUARDSMAN** operative with a shooting attack during that Turning Point, you can re-roll any or all of your attack dice for that shooting attack.



TROOPER VETERAN

Astra Militarum Veterans have a great deal of combat experience, gained over experiencing harsh fighting for months or even years. Armed with lasguns and bayonets, they have faced down terrible danger time and time again.



M	APL	GA
3 ●	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Lasgun	4	4+	2/3	-	-
✕ Bayonet	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

VETERAN GUARDSMAN ●, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, TROOPER VETERAN



SERGEANT VETERAN

Veteran Sergeants command squads of Veterans in battle. Calm under pressure and unphased by the horrors of war, they are solid combat leaders who will fight tooth and nail to achieve victory as well as see their comrades survive to fight another day.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Bolt pistol	4	3+	3/4	Rng ●	-
☉ Boltgun	4	3+	3/4	-	-
☉ Laspistol	4	3+	2/3	Rng ●	-
☉ Plasma pistol	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	3+	5/6	Rng ●, AP1	-
- Supercharge	4	3+	5/6	Rng ●, AP2, Hot	-
✕ Bayonet	4	3+	2/3	-	-
✕ Chainsword	4	3+	3/4	Balanced	-
✕ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

UNIQUE ACTIONS

Guardsmen Orders (pg 44)

VETERAN GUARDSMAN ●, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, LEADER, SERGEANT VETERAN



SNIPER VETERAN

Expert marksmen, their skills honed in the harsh conditions of numerous battlefields, Sniper Veterans are sharpshooters who specialise in cutting down key enemy troops at extreme ranges – all unseen by the foe.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Long-las	4	2+	3/3	-	MW3
✕ Bayonet	3	4+	2/3	-	-

ABILITIES

Sniper: Each time this operative is activated, so long as it does not perform a **Normal Move**, **Charge** or **Fall Back** action during that activation, its long-las gains the Silent special rule for that activation.

UNIQUE ACTIONS

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, SNIPER VETERAN



GUNNER VETERAN

With experience and skills in wielding a whole host of specialist weapons, Gunner Veterans are called whether a Sergeant Veteran needs a xenos nest burned to nothing, a bunker reduced to melted sludge or to bring down heavy enemy infantry that lasguns are insufficient for.



M	APL	GA
3 ○	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Flamer	5	2+	2/2	Rng 🔴, Torrent ○	-
☉ Grenade launcher	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Frag	4	4+	2/4	Blast ○	-
- Krak	4	4+	4/5	AP1	-
☉ Meltagun	4	4+	6/3	Rng 🔴, AP2	MW4
☉ Plasma gun	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
✕ Bayonet	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, GUNNER VETERAN



CONFIDANT VETERAN

Even the best Sergeant Veterans need to call on solid tactical advice – and their confidants are experts. Experienced troops and capable leaders themselves, they can be trusted to carry out the sergeant's orders in the field as well as contribute to the formulation of a solid battle plan.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Bolt pistol	4	4+	3/4	Rng ●	-
☉ Boltgun	4	4+	3/4	-	-
☉ Laspistol	4	4+	2/3	Rng ●	-
☉ Lasgun	4	4+	2/3	-	-
✕ Bayonet	3	4+	2/3	-	-
✕ Chainsword	4	4+	3/4	Balanced	-

ABILITIES

Second in Command: If a friendly **SERGEANT VETERAN** operative is incapacitated and removed from the killzone, you can nominate this operative for command. If you do, until the end of the battle, it gains the **LEADER** keyword and the Guardsman Orders ability (pg 44).

Directive: Each time this operative is activated, if it has not been nominated for command, you can select one **other** ready friendly **VETERAN GUARDSMAN** operative within ● of and Visible to it. After this operative's activation ends, activate that operative, and treat its Group Activation characteristic as 1 for that activation.

VETERAN GUARDSMAN ●, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, CONFIDANT VETERAN



DEMOLITION VETERAN

Whether blowing up ammo dumps or cracking open defences, many kill teams need explosives experts. Demolition Veterans are such troops. Naturally daring, they often have to put themselves in harm's way to plant their remote mines at the optimum point to blow their target into smithereens.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Lasgun	4	4+	2/3	-	-
☉ Remote mine	4	2+	5/6	AP1, Detonate*, Silent	-
✕ Bayonet	3	4+	2/3	-	-

ABILITIES

***Detonate:** Each time this operative makes a **Shoot** action using its remote mine, make a shooting attack against each operative within ■ of the centre of its Mine token with that weapon. When making those shooting attacks, each operative (friendly and enemy) within ■ is a valid target, but when determining if it is in Cover, treat this operative's Mine token as the active operative. Then remove this operative's Mine token. An operative cannot make a shooting attack with this weapon by performing an **Overwatch** action, or if its Mine token is not in the killzone.

UNIQUE ACTIONS

Plant Mine (1AP): Place a Mine token within ▲ of and Visible to this operative, then perform a free **Dash** action with this operative. This operative cannot perform this action if it is within Engagement Range of an enemy operative, or if this operative's Mine token is in the killzone. If this operative is incapacitated and removed from the killzone, remove its Mine token.

VETERAN GUARDSMAN ●, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, DEMOLITION VETERAN



ZEALOT VETERAN

Zealot Veterans are deeply spiritual warriors, often claiming their survival through the horrifying battlefields they've experienced is only thanks to the direct intervention of the Emperor himself.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Lasgun	4	4+	2/3	-	-
✕ Bayonet	3	4+	2/3	-	-

ABILITIES

The Emperor Protects: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.

UNIQUE ACTIONS

Uplifting Primer (1AP): Until the end of the Turning Point, while a friendly **VETERAN GUARDSMAN** operative is within ■ of this operative, that friendly operative is uplifted. While an operative is uplifted, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can select one of your results of 5+ to be retained as a critical hit.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, ZEALOT VETERAN



MEDIC VETERAN

The efforts of the Medic Veteran is all that stands between life and miserable death for the troops of his squad. Equipped with little more than basic medical equipment, they strive to keep their comrades alive in the most hazardous conditions.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Lasgun	4	4+	2/3	-	-
✕ Bayonet	3	4+	2/3	-	-

ABILITIES

Medic! Once per Turning Point, the first time another **VETERAN GUARDSMAN** operative would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That operative is not incapacitated, has 1 wound remaining, and if it was a shooting attack, any remaining attack dice are discarded. That other friendly operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

Medikit (1AP): Select one friendly **VETERAN GUARDSMAN** operative within ▲ of and Visible to this operative. That operative regains 2D3 lost wounds. An operative cannot be selected for this if it was revived using the Medic! ability during the same Turning Point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, MEDIC, MEDIC VETERAN



COMMS VETERAN

Comms Veterans are consummate professionals, accompanying their leaders wherever required whilst carrying heavy equipment, all to receive and transmit communications that are vital for their comrades and superiors to understand the inevitable confusion of battle.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-

ABILITIES

Relay Orders: Once in each Turning Point, when this operative is issued a Guardsman Order, it can relay it. If an order is relayed, subtract 1 from this operative's APL and all friendly **VETERAN GUARDSMAN** operatives in the Killzone are issued that order.

UNIQUE ACTIONS

Signal (1AP): Select one friendly **VETERAN GUARDSMAN** operative within of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, COMMS VETERAN



BRUISER VETERAN

For some, war and fighting just agrees with them. Bruiser Veterans are such people. They look the galaxy's endless malevolent threats in the eye with a trench club in their hand, ready to bludgeon anything and everything to death.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	3+	2/3	-	-
Trench club	3	3+	3/3	-	Stun

ABILITIES

Bruiser: Once per Turning Point, when this operative fights in combat, in the resolve successful hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

UNIQUE ACTIONS

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, BRUISER VETERAN



HARDENED VETERAN

Some Veterans are resilient above and beyond even their peers. These troops are steel in body as well as in mind, with bionics in the place of body parts lost in battle. Despite the horrific wounds they have suffered, they fight on still, unbowed.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-
Bionic arm	3	4+	4/5	-	-

ABILITIES

Hardened by War: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. You can ignore any or all modifiers to this operative's APL.

UNIQUE ACTIONS

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, HARDENED VETERAN



SPOTTER VETERAN

To direct battle-winning heavy fire, forward observers form a part of kill teams. These Spotter Veterans possess great focus, accurately guiding salvos of mortar fire from safe lines even when under immense pressure. With this they can stymie enemy attacks or pin them down in their defences.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Mortar barrage	5	4+	2/3	Barrage, Unwieldy, Blast, Silent	-
Bayonet	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Spotter (ZAP): Select one enemy operative Visible to this operative, then select one other ready friendly VETERAN GUARDSMAN operative with a Group Activation characteristic of 1 within of and Visible to this operative. After this activation ends, you can activate that other friendly operative, and during its next activation, it treats that enemy operative as if it has an Engage order. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, SPOTTER VETERAN



EQUIPMENT

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

HOT-SHOT CAPACITOR PACK [2EP]

Modify the operative's ranged weapons for the battle as follows:

- Add 1 to both Damage characteristics of lasguns and laspistols this operative is equipped with.

ROSARY+ [2EP]

The operative gains the following ability for the battle:

Rosary: Once per battle, in the Resolve Successful Hits step of a shooting attack or combat, you can ignore the damage inflicted on this operative from one attack dice.

HAND AXE [2EP]

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

Name	A	WS	D
Hand axe	3	4+	3/5

TRENCH SHOVEL [2EP]

The operative gains the following ability for the battle:

Dug Trench: While this operative is wholly within your drop zone, each time an enemy operative makes a shooting attack, if it is more than ● from this operative, this operative is treated as being in Cover provided by Light terrain. This operative loses this ability if it performs a **Normal Move**, **Charge**, **Fall Back** or **Dash** action.

FRAG GRENADE [2EP]

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

Name	A	BS	D
Frag grenade	4	3+	2/3

Special Rules

Rng ●, Limited, Blast ●, Indirect

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action.

Name	A	BS	D
Krak grenade	4	3+	4/5

Special Rules

Rng ●, Limited, Indirect, AP1

CHRONOMETER+ [3EP]

The operative gains the following ability for the battle:

Chronometer: Once per battle, after rolling off to determine initiative, this operative can use this ability. If it does, you can re-roll your dice.

TOPOGRAPHICAL CHART+ [3EP]

The operative gains the following ability for the battle:

Topographical Chart: During the mission sequence, if this friendly operative was selected for deployment, after resolving your selected option in the Scouting step, you can select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection.



VETERAN GUARDSMAN SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **VETERAN GUARDSMAN** as your faction keyword.

BATTLE HONOURS


Each time a **VETERAN GUARDSMAN** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the Veteran Guardsman Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

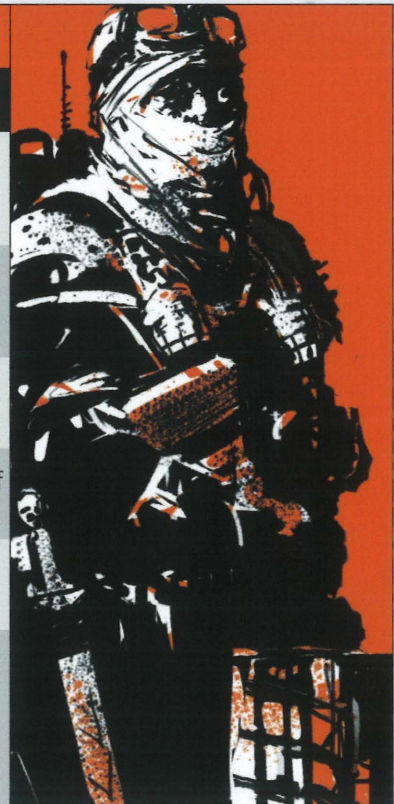
'WITH EVERY CODED REPORT WE SEND, EVERY HIDDEN DEMOLITION CHARGE WE PLACE AND EVERY PULL OF THE TRIGGER, WE DO THE EMPEROR'S WORK. EVERY GREENSKIN WE KILL IS ONE INSULT TO HIM REPAID. I WOULD HAVE NONE OF HIS HONOUR BESMIRCHED, WOULD YOU?'

- Sergeant Junden Starnerr, 151st Death Korps Light Infantry, addressing his squad before the fourth advance against the Lentorian Highlands on Emush

VETERAN GUARDSMAN SPECIALIST

D6 Battle Honour

- | | |
|---|--|
| 1 | Capable Under Fire: If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point. |
| 2 | Brash: Each time this operative is issued a Guardsman Order, you can select what order it receives (it can be a different order to what other friendly operatives receive). |
| 3 | Siege Specialist: Select one of this operative's ranged weapons. It gains the No Cover special rule. |
| 4 | Grit and Determination: While this operative is within  of the centre of an objective marker, increase its Defence characteristic by 1. |
| 5 | Decorated Veteran: Improve the Ballistic Skill characteristic of this operative's ranged weapons by 1 (to a maximum of 3+). |
| 6 | Final Litany: When this operative is incapacitated, you can use the In Death, Atonement Tactical Ploy without spending any Command Points if this operative is the VETERAN GUARDSMAN selected. If you do, for that operative's next activation, change the Ballistic Skill characteristic of its ranged weapons to 2+ respectively. |



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **VETERAN GUARDSMAN**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. RELIC SIDEARM [2EP]


Select a bolt pistol or laspistol the operative is equipped with. It gains the following improvements for the battle:

- Improve its Ballistic Skill characteristic by 1.
- Add 1 to its Attacks characteristic.

2. PRIZED SABRE [1EP]

Select a power weapon the operative is equipped with. It gains the Balanced special rule for the battle.


3. VID-CAPTURE RELAY [2EP]

COMMS VETERAN operative only. The operative gains the following ability for the battle: 'Each time this operative performs the **Signal** action, it can select any friendly operative in the killzone, rather than within  of and Visible to it.'

4. LITANY OF SACRIFICE [3EP]

ZEALOT VETERAN operative only. The operative gains the following unique action for the battle:

LITANY OF SACRIFICE 1AP

Until the end of the Turning Point, while a friendly **VETERAN GUARDSMAN** operative is within  of this operative, it is inspired by sacrifice. While an operative is inspired by sacrifice, each time it fights in combat or is the target of a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can change one of your opponent's critical hits to a normal hit.

5. REGIMENTAL HEIRLOOM [2EP]

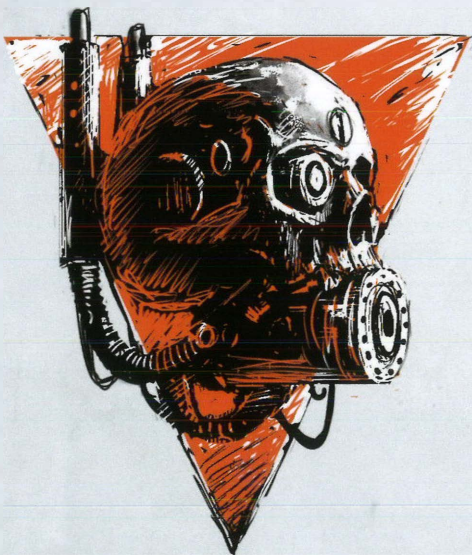
The operative gains the following ability for the battle: 'At the end of this operative's activation, if it did not perform a **Shoot** action during that activation, until the start of its next activation it is motivated by honour. While an operative is motivated by honour:

- When determining control of an objective marker, treat its APL as 1 higher (to a maximum of 3). Note that this is not a modifier.
- In the Resolve Successful Hits step of a shooting attack or combat, each time damage is inflicted on the operative, halve the damage that is applied (rounding up).'


6. DIAGNOSTICATOR [2EP]

MEDIC VETERAN operative only. The operative gains the following abilities for the battle:

- Each time this operative performs the **Medikit** action, the friendly operative selected regains D3+3 lost wounds, rather than 2D3.
- After the battle, in the Update Dataslates step of the mission sequence, if this operative was not incapacitated during the battle, you can re-roll two Casualty tests as a result of this Medic, rather than 1.




ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **VETERAN GUARDSMAN** , you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

PRELIMINARY BOMBARDMENT

The kill team's base is equipped with vox-nets linked to artillery batteries behind friendly lines. Using it, they can call in artillery bombardments to weaken the enemy's positions.

At the start of the Set Up Operatives step of the mission sequence, you can call in a Preliminary Bombardment. If you do:

- Select one terrain feature that includes any parts with the Heavy trait. Enemy operatives cannot be set up with an Engage order on or within  of that terrain feature.
- Unless a friendly **SPOTTER VETERAN** was selected for deployment, you must select the Fortify option in the Scouting step of this battle.


MUNITORUM SUPPLY LINES







The kill team's base of operations is regularly resupplied by the Munitorum.

In the Strategy phase of the first Turning Point, add 1 additional CP to your pool.

EXPANDED ENGINEERING BAY

The kill team's base has the facilities to construct razorwire and all other manner of defensive equipment that can hinder the enemy's movement in battle.

In the Scouting step, if you select the Fortify option or a friendly **DEMOLITION VETERAN** was selected for deployment, when resolving your selection, you can place a Fortify token within  of your drop zone.

- Each time an operative performs a **Dash** action, it cannot move within  of a Fortify token (unless it can **FLY**, in which case it cannot start or end the move within  of a Fortify token).
- Each time an operative performs a **Charge** action, if it would move within  of a Fortify token, subtract  from the distance it can move for that action (unless it can **FLY**, in which case only subtract  if it would start or end that move within  of a Fortify token).



REQUISITIONS

In a Spec Ops campaign, if your faction is **VETERAN GUARDSMANI**, you can use the following Requisitions in addition to those presented in other sources.

UNENDING MANPOWER 1RP

The endless wars of the Astra Militarum produce large numbers of Veterans to replace the many casualties kill teams suffer.

Purchase this Requisition after a game in which one or more friendly **VETERAN GUARDSMANI** operatives failed a Casualty test and were slain. For each friendly **VETERAN GUARDSMANI** operative that was slain in this manner, you can use the Operative Assigned Requisition without spending any Requisition points. Each operative you add to your roster as a result must be a **TROOPER VETERAN** operative.

FIELD PROMOTION 1RP

As they complete more missions, Veteran Guardsmen learn more skills that enormously benefit their kill team.

Purchase this Requisition before or after a game. Select one friendly **TROOPER VETERAN** operative with the Ace, Grizzled or Revered rank. Remove that operative from your roster and replace it with a new operative from your faction (excluding a **SERGEANT VETERAN** operative). The new operative has the same number of experience points as that **TROOPER VETERAN** operative (select its Battle Honours accordingly) and has the same Battle Scars (if any).

ACCOLADE OF DISTINCTION 1RP

Veteran Guardsmen regularly carry out deeds of extraordinary bravery, and many receive medals or accolades for their achievements.

Purchase this Requisition when a friendly **VETERAN GUARDSMANI** operative gains the Revered rank. You can select the following Battle Honour for that operative, instead of selecting one from another source:

Accolade of Distinction: Change the operative's APL to 3.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **VETERAN GUARDSMANI**, you can select one from those found opposite instead of selecting one from another source.



VICTORY OR DEATH

Your veterans deploy for a foolhardy mission more appropriate for a combat patrol or platoon. Yet their faith in the Emperor is absolute. They will pay any price to achieve victory, for He will guide them, or they will fall in His name.

OPERATION 1: IN LIFE, WAR

Despite the odds, your veterans must fight like never before.

Win six games.

OPERATION 2: IN DEATH, PEACE

All personal agendas must be set aside as your veterans put themselves in harm's way to see their orders completed. They may fall and become a mere footnote to the war effort, yet the Emperor's guiding hand can see them through to fight another day.

Complete a game in which you scored victory points from the 'Glory in Death' Tac Op.

COMMENDATION

- Each friendly operative that was selected for deployment earns 1 XP.
- Each friendly operative that was incapacitated in the battle scores 1 XP.
- Each friendly operative that was incapacitated, but completed any mission actions in the battle, and/or earned you any victory points for controlling an objective marker in the battle, earns 1 XP.
- For each friendly operative that passes a Casualty test after the battle, if it earned 3 XP from the commendations above, it is not limited to 3 XP as a result of that passed Casualty test.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Honour Bound' Spec Op.

GRAND OFFENSIVE

For many months two forces have fought a grinding war of attrition, but their commanders have crafted a new plan to break the deadlock. Kill teams will strike at weak points in the enemy's line, paving the way for a larger assault. When the time comes, they will join the grand offensive themselves.

OPERATION 1: SECURE APPROACHES

By pushing back the enemy and securing the area, your kill team must use their strength to make inroads into the enemy's lines.

Complete five games in which you scored victory points from the 'Boots on the Ground' or 'Stand Fast' Tac Op.

OPERATION 2: ALL OUT OFFENSIVE

With various routes to the enemy's position secured, the grand offensive begins. Needing to secure their own section of the enemy's line, your forces break out from cover and attack.

Complete a game in which you scored victory points from the 'Plant Banner' Tac Op.

COMMENDATION

- You gain three Requisition points.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Secure District' Spec Op.

NAMES AND DEMEANORS

This section is a tool to help you forge the names of your Astra Militarum kill team. If you wish to randomly generate a name for one of your guardsmen, you roll a D66 and consult one of the tables below. To roll a D66 simply roll two D6, one after the other - the first represents tens, the second represents digits, giving you a result between 11 and 66.

22

CADIAN NAMES

D66	TROOPER
11	Jens
12	Karsk
13	Hekler
14	Reeve
15	Pavlo
16	Hektor
21	Nils
22	Thenmann
23	Kyser
24	Erlen
25	Raphe
26	Creed
31	Lasko
32	Ackerman
33	Mattias
34	Mortens
35	Dansk
36	Feodor
41	Tomas
42	Kolson
43	Vance
44	Pask
45	Niems
46	Gryf
51	Willem
52	Sonnen
53	Ekhter
54	Farestein
55	Dekker
56	Graf
61	Arvans
62	Viers
63	Kolm
64	Bask
65	Vesker
66	Pavlo

CATACHAN NAMES

D66	TROOPER
11	Gunnarsen
12	Harker
13	Grytt
14	'Snake' Vandien
15	Greiss
16	Stryker
21	Storm
22	Lance
23	'Crazy' Winters
24	Cage
25	Hammer
26	Cobra
31	'Hardhead' Jackson
32	'Stonefist' Kage
33	'Boss' Stransky
34	'Bomber' Johnson
35	Jacksen
36	Marshall
41	'Fangs' Lorson
42	'Cold-eye' McKay
43	Wolf
44	'Shiv' Frost
45	Brent
46	'Ironheart' McKillen
51	'Killer' Crowe
52	'Wildman' Weiss
53	'Ice' Creek
54	Dane
55	Steeljaw
56	Dransky
61	'Slim' Hasker
62	Mason
63	Hawks
64	Axel
65	Carver
66	Payne

DEATH KORPS NAMES

D66	TROOPER
11	Kraust
12	Transk
13	Vern
14	Lensk
15	Thraust
16	Junden
21	Starnerr
22	Gershtak
23	Jent
24	Rausch
25	Jurten
26	Arnim
31	Kagorik
32	Voorscht
33	Trymon
34	Stagler
35	Tyborc
36	Kulth
41	Kraevahn
42	Garric
43	Karis
44	Venner
45	Keist
46	Bozanko
51	Horrst
52	Jonkar
53	Kabil
54	Varpok
55	Hebiz
56	Vanchok
61	Valbek
62	Adnan
63	Pajk
64	Dovorr
65	Guanat
66	Kyuras

TALLARN NAMES

D66	TROOPER
11	Alem
12	Hallain
13	Laskair
14	Nathal
15	Altarem
16	Mohal
21	Dhareem
22	Hasman
23	Sonnam
24	Ushmet
25	Shadnan
26	Asphret
31	Ushad
32	Tal'hasen
33	Ashmyr
34	Shashlem
35	Haseed
36	Ushar
41	Raheim
42	Dassed
43	Sahleim
44	Alhret
45	Khaleeth
46	Eshmet
51	Ul'shalem
52	Talannar
53	Al'phareim
54	El'shan
55	Khabor
56	Khalym
61	'Swiftrider'
62	'Dunestrider'
63	'Hawkseye'
64	'Sand Devil'
65	'the Mirage'
66	'the Hunter'

KILL TEAM NAME

Astra Militarum kill teams are named in all manner of ways for all manner of reasons. Some are named for the leader – for example, Kill Team Varpok of the Death Korps of Krieg. You can use the name generator on these pages to name your kill team in such a way. Others are just granted a number. This generator lets you decide your kill team name by using your Leader's name and an epithet. Roll on either of the two tables below, and append the result to the name of your kill team Leader. For example, if your kill team Leader is called Lensk, and you then roll Phantoms on the table below, your kill team will be called Lensk's Phantoms. Alternatively, choose whichever you like best.

D6	NAME	D6	NAME
1	Faithful	1	Rangers
2	Death Dealers	2	Survivors
3	Raiders	3	Last Chancers
4	Sappers	4	Bluebloods
5	Phantoms	5	Firestarters
6	Tunnelers	6	Ferals

BACKGROUND

D6 WAR STORY

- 1 Best of the Best:** Offered one last chance to earn redemption through service, this band of deadly but ill-disciplined soldiers must serve or die.
- 2 Sworn to Vengeance:** The soldiers who make up this kill team have been done a dreadful wrong by a hated foe, and now intend to hunt them down and exact revenge.
- 3 Infamous:** Even fellow Imperial Guardsmen fear the cold-eyed killers who make up this kill team, and whose merciless reputation is well founded.
- 4 Ghosts:** By order of someone far up the chain, these soldiers have been removed from all records. Officially, they do not exist.
- 5 A Second Chance:** Spared the Commissar's justice only thanks to their value as combat assets, these veterans are on their own personal penitent crusade.
- 6 Propaganda Assets:** Renowned far beyond their own regiment, these soldiers' exploits are used by the Departamento Munitorum to inspire their fellow Imperial Guardsmen.

BASE OF OPERATIONS

D6 LOCATION

- 1 Command Tank:** A large, rumbling vehicle clad in thick armour plating serves as the kill team's base of operations.
- 2 Command Bunker:** Within Imperial lines, the kill team re-arms and regroups in a heavily fortified command bunker.
- 3 Hidden Cave:** The kill team has found a hidden cave somewhere behind enemy lines, from which they strike at the foe.
- 4 Ruined Enforcers' Outpost:** The kill team has discovered a ruined Enforcers' outpost, putting its inbuilt medbays and armouries to use.
- 5 Forgotten Shrine:** The kill team has found a forgotten shrine to a saint no one knows the name of. In this small sanctuary they rest and prepare for the next mission.
- 6 Trench Section:** The kill team has its own section of trenchline, into which they have built additional dugouts to suit their varied purposes.

SQUAD QUIRK

D6 TRAIT

- 1 Unspeaking:** Perhaps an ominous affectation, perhaps a result of some terrible trauma, these soldiers fight on in unsettling silence.
- 2 Fanatics:** Fervent faith has grown into something even more extreme amongst these psychotically zealous warriors.
- 3 The Mourned:** This squad was reported dead on operations long ago, perhaps erroneously, perhaps for some more shadowy reason.
- 4 Wilful Improvisation:** These veteran warriors have learned all manner of survivors' tricks that would get less well-regarded soldiery shot for insubordination.
- 5 Powerful Patron:** What hidden Imperial politico or Inquisitorial agent watches over this squad is unclear, but their influence is keenly felt.
- 6 By the Book:** These veterans live, die and kill by the tenets of the Imperial Infantryman's Uplifting Primer and the *Tactica Imperialis*.



VETERAN GUARDSMAN

UPDATE 1.5

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: OCTARIUS

Page 44, Guardsmen Orders

Add the following sentence:

'If more than one Guardsmen Order could be issued by your kill team during the Turning Point, e.g. the Inspirational Leadership Tactical Ploy (pg 45), they must be different Guardsmen Orders.'

Page 45, Tactical Ploys, In Death, Atonement

Change the second sentence to read:

'That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.'

Page 46, Sergeant Veteran, plasma pistol


Change the BS characteristic of both profiles to '3+.'

Page 48, Confidant Veteran, bolt pistol

Change the BS characteristic to '4+.'

Page 48, Confidant Veteran, Directive ability

Change the first sentence to read:

'Each time this operative is activated, if it has not been nominated for command, you can select one other ready friendly VETERAN GUARDSMAN operative within  of and Visible to it.'

Page 48, Demolition Veteran, Detonate special rule

Change the second sentence to read:

'When making those shooting attacks, each operative (friendly and enemy) within  is a valid target, but when determining if it is in Cover, treat this operative's Mine token as the active operative.'

Page 48, Demolition Veteran, Plant Mine action

Change the relevant part of the first sentence to read:

'Place a Mine token in a location Visible to and within  of this operative.'

Page 49, Medic Veteran, Medic! ability

Change the relevant part of the first sentence to read:

'the first time another friendly VETERAN GUARDSMAN operative would be incapacitated'

Page 53, Battle Honours, Final Litany

Change the final sentence to read:

'If you do, for that operative's next activation, change the Ballistic Skill characteristic of its ranged weapons to 2+.'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: OCTARIUS

*Q: When using the **CONFIDANT** operative's Directive ability, can I select a ready friendly operative, but then subsequently use a tactical asset instead?*

A: No.

Q: If a tactical asset is used but there are no valid targets for it to be resolved, can I cancel the asset and use it again later in the Turning Point?

A: Yes.

*Q: When performing a **Shoot** action with a tactical asset, if the friendly operative that Line of Sight is being drawn from is on a Vantage Point, does the **Shoot** action gain the benefit of that Vantage Point?*

A: Yes.

*Q: When starting a Spec Ops campaign, can I add the four **TROOPER VETERAN** operatives (Ancillary Support) to my dataslate?*

A: Yes.

CLOSE QUARTERS

**Q: Does the Condensed Environment rule of Close Quarters affect Tactical Assets?*

A: Yes, in all instances (i.e. all three bullet points of Condensed Environment).

++ VETERAN GUARDSMAN - NARRATIVE DATASLATE ++

KILL TEAM NAME:

REQUISITION POINTS

ASSET CAPACITY

SPEC OPS LOG:

PLAYER NAME:

FACCTION KEYWORD:

SELECTABLE KEYWORD:

BASE OF OPERATIONS:

STASH:

STRATEGIC ASSETS:

HISTORY:

NOTES:

QUIRKS:

++ NARRATIVE DATACARD ++

OPERATIVE:

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE:

SPECIALISM



BATTLE HONOURS:



BATTLE SCARS:



NOTES:



++ NARRATIVE DATACARD ++

OPERATIVE:

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE: WOT 'E DUZ

SPECIALISM



BATTLE HONOURS: SPE2HUL SKILLZ



BATTLE SCARS: NOCKS



NOTES:



LAZY!

ORKS

HOW BIG 'E IZ