

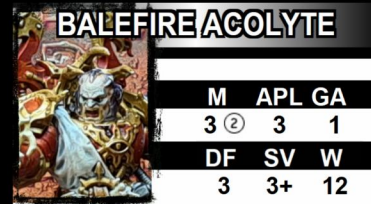


Legionary



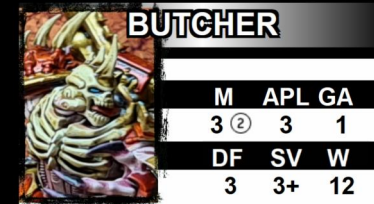
Bolt pistol 4 3+ 3/4
Rng 6
Daemonic claw 5 3+ 4/5
! Rending

Chaos Blessing
Unleash Daemon: Once per battle, when this operative is activated, the daemon can take control. If it does so, until the end of the battle:
► This operative cannot perform Overwatch, Pick Up, Shoot or mission actions.
► Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost.
► Its daemonic claw gains the Ceaseless and Lethal 5+ special rules.
► Each time this operative is activated, it can perform two Fight actions.



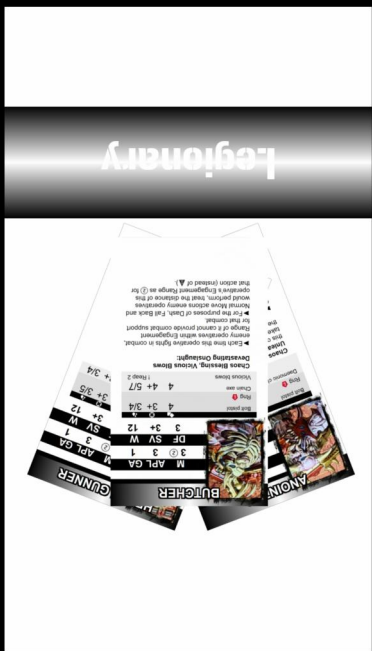
Tainted bolt pistol 4 3+ 3/4
Rng 6 Balanced
Fell dagger 5 3+ 3/4
Daemonic Energies*

Chaos Blessing
Hatred of Sorcery: This operative's MARK OF CHAOS keyword cannot be replaced with KHORNE.
***Daemonic Energies:** Each time this operative fights in combat, in the Roll Attack Dice step of that combat, each time you retain a critical hit, the target suffers 2 mortal wounds.
Manifest Psychic Power (1AP): Psychic action. Resolve a LEGIONARY psychic power as specified here. This operative cannot perform this action while within Engagement Range of an enemy operative.

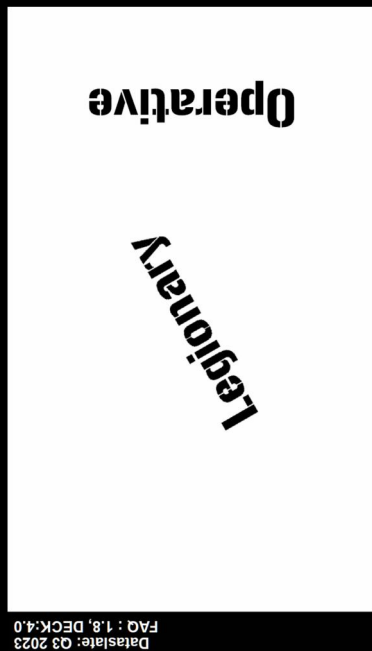


Bolt pistol 4 3+ 3/4
Rng 6
Chain axe 4 4+ 5/7
Vicious blows ! Reap 2

Chaos Blessing, Vicious Blows
Devastating Onslaught:
► Each time this operative fights in combat, enemy operatives within Engagement Range of it cannot provide combat support for that combat.
► For the purposes of Dash, Fall Back and Normal Move actions enemy operatives would perform, treat the distance of this operative's Engagement Range as 2 for that action (instead of 1).

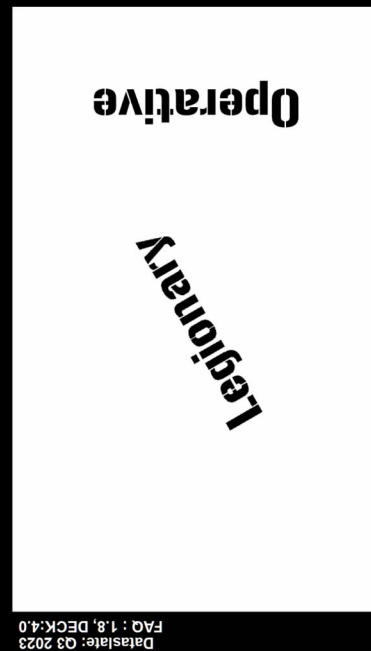


Legionary



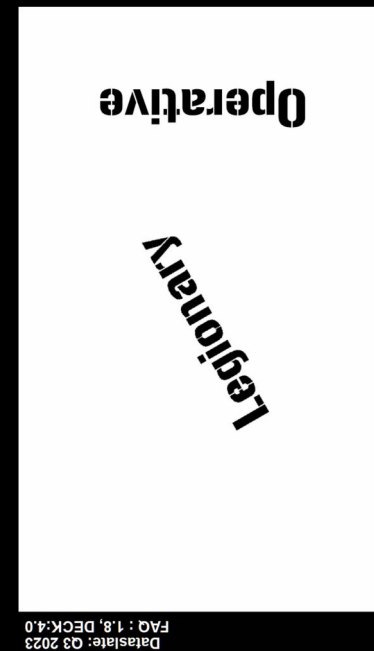
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Tainted bolt pistol 4 3+ 3/4
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Fell dagger 5 3+ 3/4
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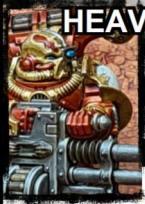


SHRIVETALON

	M	APL	GA
	3	2	3
	1		
DF	SV	W	
3	3+	12	

Bolt pistol	4	3+	3/4
Rng 			
Flensing blades	5	3+	3/5
Lethal 5+			

Chaos Blessing
Vicious Reflexes: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, if you are the Defender, then you start instead of the Attacker when resolving successful hits.
Horridifying Dismemberment: Each time this operative fights in combat, if it incapacitates an enemy operative, select one enemy operative within 2 of it. Subtract 1 from that enemy operative's APL.




HEAVY GUNNER

	M	APL	GA
	3	2	3
	1		
DF	SV	W	
3	3+	12	



Reaper chaincannon	6	3+	3/5
Ceaseless, Fusillade, Heavy			
Fists	4	3+	3/4

Chaos Blessing



CHOSEN

	M	APL	GA
	3	2	3
	1		
DF	SV	W	
3	3+	13	


Plasma pistol	4	3+	5/6
Rng  AP1			
Overcharge	4	3+	5/6
Rng  AP2 Hot			
Daemon blade	5	2+	4/7
Lethal 5+			

Chaos Blessing,
Favoured of the Dark Gods
Daemonic Aura: Each time an enemy operative starts a Fall Back action while within Engagement Range of this operative, reduce the distance that enemy operative can move by 2 (to a minimum of 2).
Soul Feast: Each time this operative fights in combat, at the end of the Resolve Successful Hits step of that combat, if this operative has not been incapacitated and any of their strikes inflicted Critical Damage, this operative regains 2 lost wounds.



WARRIOR

	M	APL	GA
	3	2	3
	1		
DF	SV	W	
3	3+	12	

Bolt Pistol	4	3+	3/4
Rng 			
Chainsword	5	3+	4/5

Chaos Blessing

Operative

Legionary

FAQ : 1.8, DECK:4.0

Date: Q3 2023

Operative

Legionary

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Date: Q3 2023

Operative

Legionary

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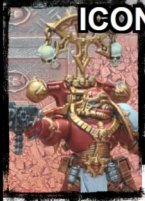
Date: Q3 2023

Operative

Legionary

FAQ : 1.8, DECK:4.0

Date: Q3 2023



ICON BEARER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Bolt Pistol	4	3+	3/4
Rng ⑥			
Chainsword	5	3+	4/5

Chaos Blessing, Favoured of the Dark Gods
Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

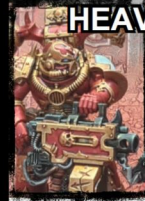


WARRIOR

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Bolt Pistol	4	3+	3/4
Rng ⑥			
Chainsword	5	3+	4/5

Chaos Blessing

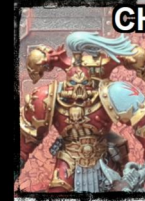


HEAVY GUNNER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Heavy bolter	5	3+	4/5
Fusillade, Heavy			! P1
Fists	4	3+	3/4

Chaos Blessing



CHAMPION

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	13

Plasma pistol	4	2+	5/6
Rng ⑥ AP1			
Overcharge	4	2+	5/6
Rng ⑥ AP2 Hot			
Power weapon	5	2+	4/6
Lethal 5+			

Chaos Blessing, Favoured of the Dark Gods
In the Eyes of the Gods: Once per Turning Point, during this operative's activation, if it incapacitates an enemy operative, it can perform one free action during that activation.

Operative

Legionary

Operative

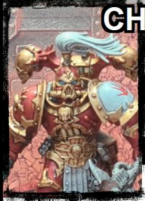
Legionary

Operative

Legionary

Operative

Legionary



CHAMPION

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	13

Plasma pistol	4	2+	5/6
Rng ④ AP1			
Overcharge	4	2+	5/6
Rng ④ AP2 Hot			
Power Fist	5	3+	5/7
Brutal			

Chaos Blessing, Favoured of the Dark Gods

In the Eyes of the Gods: Once per Turning Point, during this operative's activation, if it incapacitates an enemy operative, it can perform one free action during that activation.



CHAMPION

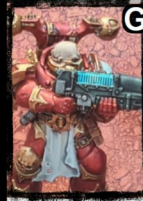
M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	13

Plasma pistol	4	2+	5/6
Rng ④ AP1			
Overcharge	4	2+	5/6
Rng ④ AP2 Hot			
Tainted Chainsword	5	2+	4/5
Parry Hook			

Chaos Blessing, Favoured of the Dark Gods

***Parry Hook:** Each time a friendly operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time you parry with a normal hit, you can select one of your opponent's critical hits to be discarded instead.

In the Eyes of the Gods: Once per Turning Point, during this operative's activation, if it incapacitates an enemy operative, it can perform one free action during that activation.

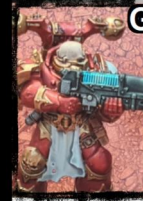


GUNNER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Plasma gun	4	3+	5/6
AP1			
Overcharge	4	3+	5/6
AP2 Hot			
Fists	4	3+	3/4

Chaos Blessing



GUNNER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Meltagun	4	3+	6/3
Rng ④ AP2			! MW4
Overcharge	4	3+	5/6
AP2 Hot			
Fists	4	3+	3/4

Chaos Blessing

Operative

Legionary

Operative

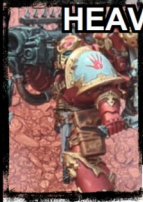
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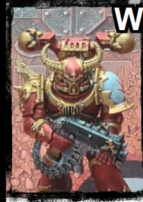


HEAVY GUNNER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Frag	4	3+	3/5
Blast ② Heavy			
Krak	4	3+	5/7
AP1 Heavy			
Fists	4	3+	3/4

Chaos Blessing

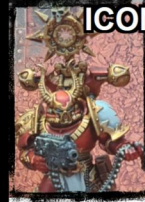


WARRIOR

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Bolter	4	3+	3/4
Fists	4	3+	3/4

Chaos Blessing



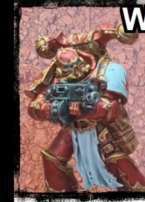
ICON BEARER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Bolter	4	3+	3/4
Fists	4	3+	3/4

Chaos Blessing, Favoured of the Dark Gods

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).



WARRIOR

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	12

Bolter	4	3+	3/4
Fists	4	3+	3/4

Chaos Blessing

Operative

Legionary

Operative

Legionary

Operative

Legionary

Operative

Legionary

(3) SAVAGE BUTCHER

You can reveal this Tac Op in the Target Reveal step of any Turning Point. Select one friendly operative.

- If two or more enemy operatives are incapacitated in combat by that friendly operative, you score 1VP.
- If three or more enemy operatives are incapacitated in combat by that friendly operative, you score 1VP.

Melee Monster

(1) SACRILEGIOUS MUTILATION

Reveal this Tac Op the first time an enemy operative is incapacitated. Each time an enemy operative is incapacitated, before it is removed from the killzone, place one of your Enemy Corpse tokens underneath the operative as close as possible to the centre of its base.

DEFILED FOR THE DARK GODS 1AP:
An operative can perform this action while within ▲ of one of your Enemy Corpse tokens. An operative cannot perform this action while within ② of an enemy operative. Remove that Enemy Corpse token from the killzone.

- The second time a friendly operative performs the Defiled For The Dark Gods action, you score 1VP.
- The fourth time a friendly operative performs the Defiled For The Dark Gods action, you score 1VP.

2/4 Actions on Corpse

(2) DARK DESEGRATION

This Tac Op is not in use when the Close Quarters rules are in effect. Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one terrain feature that includes any parts with the Heavy trait.

- If two or more enemy operatives are incapacitated while within ▲ of that terrain feature, you score 1 VP.
- If you achieve the first condition and at the end of the battle the total APL of friendly operatives within ▲ of that terrain feature is greater than that of enemy operatives, you score 1VP.

Kill Near Heavy

MUTABILITY AND CHANGE

Tactical

1CP

Use this Tactical Ploy when a friendly TZEENTCH operative is activated. Add 1 to that operative's APL.

Tzeentch +1 APL

Tac Op

Legionary

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Tac Op

Legionary

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Tac Op

Legionary

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Tactical

Legionary

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MALIGNANT AURA

Tactical

1CP

Use this Tactical Ploy during a friendly NURGLE operative's activation. Until the end of the Turning Point, while an enemy operative is within **3** of that NURGLE operative, subtract 1 from the Defence characteristic of that enemy operative.

Nurgle Area -1 Df

SICKENING CAPTIVATION

Tactical

1 CP

Use this Tactical Ploy during a friendly SLAANESH operative's activation. Select one enemy operative Visible to and within **3** of that SLAANESH operative. Subtract 1 from that enemy operative's APL.

Slaneesh -1 APL

GRISLY MARK

Ability

Grisly Mark (2AP): Place a Grisly Mark token within **▲** of this operative. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

► Each time an enemy operative would perform a mission action or the Pick Up action, if that enemy operative is within **3** of your Grisly Mark token, one additional action point must be subtracted to perform that action.

► When determining control of an objective marker that Grisly Mark token is within **3** of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

Shrivetalon

VICIOUS BLOWS

Ability

***Vicious Blows:** Each time this operative fights in combat:

► If this operative is the Attacker, this weapon gains the Ceaseless special rule for that combat.

► If this operative performed a Charge action during this activation, this weapon gains the Relentless special rule for that combat.

Butcher

Tactical

Legionary

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Tactical

Legionary

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Ability

Legionary

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Ability

Legionary

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KHORNE

Blessing

Wrathful Onslaught: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, if you did not retain any critical hits, you can strike with one normal hit as if it were a critical hit.

Khorne Hit to Crit

KHORNE

Blessing

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Blessing

Legionary

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Blessing

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Khorne Hit to Crit

NURGLE

Blessing

Disgusting Vigour: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can retain one normal save as a critical save.

Nurgle Retain Crit

NURGLE

Blessing

Disgusting Vigour: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can retain one normal save as a critical save.

Nurgle Retain Crit

Blessing

Legionary

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Blessing

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Nurgle Retain Crit

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Nurgle Retain Crit

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Blessing

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SLAANESH

Blessing

Unnatural Agility: Add ▲ to this operative's Movement characteristic.

Slaanesh +1 M

SLAANESH

Blessing

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Blessing

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Slaanesh +1 M

Blessing

Legionary

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Blessing

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Slaanesh +1 M

SLAANESH

Blessing

Unnatural Agility: Add ▲ to this operative's Movement characteristic.

Slaanesh +1 M

TZEENTCH

Blessing

Empyrean Guidance: Each time this operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can retain one of your attack dice results of 5+ that is a successful hit as a critical hit.

Tzeentch Crit 5+

TZEENTCH

Blessing

Empyrean Guidance: Each time this operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can retain one of your attack dice results of 5+ that is a successful hit as a critical hit.

Tzeentch Crit 5+

Blessing

Legionary

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TZEENTCH

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Tzeentch Crit 5+

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Tzeentch Crit 5+

TZEENTCH

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Tzeentch Crit 5+

Blessing

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Blessing

Legionary

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UNDIVIDED

Blessing

Vicious Reavers: Each time this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if the target is within 6 of it, you can re-roll one of your attack dice.

Undivided 1 reroll

UNDIVIDED

Blessing

Vicious Reavers: Each time this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if the target is within 6 of it, you can re-roll one of your attack dice.

Undivided 1 reroll

UNDIVIDED

Blessing

Vicious Reavers: Each time this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, if the target is within 6 of it, you can re-roll one of your attack dice.

Undivided 1 reroll

UNDIVIDED

Blessing

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Blessing

Legionary

Blessing

Legionary

Blessing

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UNDIVIDED

Blessing

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Undivided 1 reroll

Blessing

Legionary

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UNDIVIDED

Blessing

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Undivided 1 reroll

Blessing

Legionary

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HATEFUL ASSAULT

Strategic

1CP

Until the end of the Turning Point, each time a friendly LEGIONARY operative is activated, if it does not perform a Shoot action during that activation, it can perform two Fight actions during that activation.

All Fight x2

Strategic

Legionary

FAQ : 1.8, DECK:4.0
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MALICIOUS VOLLEYS

Strategic

1CP

Until the end of the Turning Point, each time a friendly LEGIONARY operative is activated, if it does not perform a Fight action during that activation, it can perform two Shoot actions during that activation if a bolt weapon is selected for each of the shooting attacks. A bolt weapon is a ranged weapon that includes the word 'bolt' in its name e.g. boltgun, heavy bolter etc.

All Shoot x2

Strategic

Legionary

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BLOOD FOR THE BLOOD GOD

Strategic

1CP

Until the end of the Turning Point, each time a friendly KHORNE operative fights in combat, in the Resolve Successful Hits step of that combat, if it performed a Charge action during that activation, the first time it strikes, inflict one additional damage.

Khorne +1D

PERPETUAL AGGRESSION

Strategic

1CP

Until the end of the Turning Point, each time after a friendly KHORNE operative fights in combat, if it is not within Engagement Range of an enemy operative, it can make a move following the same rules as a Normal Move action, with the following exceptions:

- ▶ It can only move up to 1.
- ▶ It can move within Engagement Range of enemy operatives.
- ▶ If it can, it must finish the move within Engagement Range of the closest Visible enemy operative.
- ▶ It can do so even if it's performed a Normal Move or Charge action during the activation, and vice versa, doing so doesn't prevent it from subsequently performing a Normal Move or Charge action during that activation in the normal manner.

Khorne Fight Move

MUTAGENIC FLESH

Strategic

1CP

Until the end of the Turning Point, each time Normal Damage would be inflicted upon a friendly NURGLE operative from an attack dice, subtract 1 from the damage inflicted from that attack dice (to a minimum of 3).

Nurgle -1 Normal D

IMPLACABLE

Strategic

1CP

Until the end of the Turning Point, friendly NURGLE operatives:

- ▶ Are not treated as being injured.
- ▶ Ignore all negative modifiers to their APL.
- ▶ Ignore the worsening of their Ballistic Skill when performing an Overwatch action.

Nurgle Not Wounded

Strategic

Legionary

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Strategic

Legionary

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Strategic

Legionary

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Strategic

Legionary

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GRACEFUL KILLER

Strategic

1CP

Until the end of the Turning Point, add 1 to the Critical Damage characteristic of friendly SLAANESH operatives' melee weapons.

Slaanesh +1 Crit D

DELICIOUS AGONY

Strategic

1CP

Until the end of the Turning Point, each time a friendly SLAANESH operative fights in combat, in the Resolve Successful Hits step of that combat, when you would resolve your first successful hit, if the target is injured, you can resolve two of your successful hits (instead of one).

Slaanesh Hit x2

PROTECTED BY FATE

Strategic

1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly TZEENTCH operative, in the Roll Defence Dice step of that shooting attack, if you retain any critical saves, you can select one of your failed saves to be retained as a successful normal save.

Tzeentch Save Better

AETHERIC WARD

Strategic

1CP

Until the end of the Turning Point, friendly TZEENTCH operatives have a 4+ invulnerable save.

Tzeentch 4+ Invul

Strategic

Legionary

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Strategic

Legionary

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Strategic

Legionary

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Strategic

Legionary

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VETERAN OF THE LONG WAR

Tactical

1CP

Use this Tactical Ploy during a friendly LEGIONARY operative's activation, after it fights in combat or makes a shooting attack. If the target did not lose any wounds as a result of that combat or shooting attack, repeat that combat or shooting attack.

All Shoot Again

Tactical

Legionary

FAQ : 1.8, DECK:4.0
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UNENDING BLOODSHED

Tactical

1CP

Use this Tactical Ploy when a ready friendly KHORNE operative is incapacitated in combat by an enemy operative. Before that friendly operative is removed from the killzone, select one melee weapon it is equipped with and roll one attack dice as if it is the attacker fighting in combat. If the result is a successful hit, you can immediately strike an enemy operative within Engagement Range of it. Then remove that friendly operative from the killzone as normal.

Khorne Hit when Die

Tactical

Legionary

FAQ : 1.8, DECK:4.0
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WARDED ARMOUR

Max: 1

3EP

Change the operative's Save characteristic to 2+ for the battle. In the Resolve Successful Hits step of a combat or shooting attack, if an attack dice inflicts damage on this operative, its Save characteristic is changed back to its normal characteristic for the rest of the battle.

2+ Sv

Equipment

Legionary

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SUSPENSOR SYSTEM

3EP

The operative gains the following ability for the battle:

Suspensor System: The Heavy special rule of ranged weapons the operative is equipped with is treated differently. Instead, an operative cannot move more than 3 Ⓢ in the same activation in which it performs a Shoot action with any of those ranged weapons.

Heavy Move 6

Equipment

Legionary

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MALIGN SCRIPTURE

2EP

LEGIONARY BALEFIRE ACOLYTE
operative only. The operative gains the
following ability for the battle:
Malign Scripture: Once per battle, this
operative can perform two Manifest
Psychic Power actions during its
activation.

Do 2 Spells

TAINTED ROUNDS

Max: 1

3EP

Select one boltgun, bolt pistol or tainted
bolt pistol the operative is equipped with.
Add 1 to both Damage characteristics of
that weapon.

Bold Weapon +1/1 D

GRISLY TROPHY

Max: 1

3EP

The operative gains the following ability for
the battle:
Grisly Trophy: While this operative is
Visible to and within 1 of an enemy
operative, subtract 1 from the Attacks
characteristic of ranged and melee
weapons that enemy operative is
equipped with.

Bold Weapon +1/1 D

MALEFIC BLADE

Max: 1

2EP

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

Malefic Blade	5	3+	3/5
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Equipment

Legionary

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Equipment

Legionary

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Equipment

Legionary

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Equipment

Legionary

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FIREBLAST

Perform a free Shoot action using the following ranged weapon:

Fireblast	4	3+	3/4
No Cover Blast ②	! Splash 1		

MALIGN INFLUENCE

Select one friendly LEGIONARY operative Visible to this operative. Until the end of the Turning Point, weapons that operative is equipped with gain the Lethal 5+, No Cover and Brutal special rules.

Buff Friendly

LIFE SIPHON

Perform a free Shoot action using the following ranged weapon:
Siphon Life Force: Each time a friendly operative makes a shooting attack with this weapon, in the Resolve Successful Hits step of that shooting attack, if you resolve two or more attack dice, you can select one friendly LEGIONARY operative within ⬢ of the target to regain D3 lost wounds.

Life siphon	5	3+	3/3
Siphon Life Force			

AGGRESSION STIMULANTS

Max: 1

3EP

The operative gains the following ability for the battle:
Aggression Stimulants: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, if this operative performed a Charge action during this Turning Point, you can re-roll one of your attack dice.

1 reroll on charge

Spell

Legionary

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Spell

Legionary

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Spell

Legionary

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Equipment

Legionary

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FRAG GRENADE

Max: 1

2EP

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

Frag grenade	4	3+	2/3
Rng	Blast	Indirect	Limited

KRAK GRENADE

Max: 1

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:

Krak grenade	4	3+	4/5
Rng	AP1	Indirect	Limited

LEGIONARY

Seek and Destroy, Security

1 Leader (Chosen or Champion) and 5 Operatives

LEGIONARY CHOSEN
Daemon Blade and either Tainted Bolt Pistol or Plasma Pistol

LEGIONARY ASPIRING CHAMPION
One of Plasma pistol, tainted bolt pistol and one of Tainted chainsword, power weapon, power fist

LEGIONARY SPECIALISTS (x4)
LEGIONARY ANOINTED, LEGIONARY BUTCHER, LEGIONARY BALEFIRE ACOLYTE, LEGIONARY SHRIVETALON

LEGIONARY WARRIOR
Boltgun, fists or Bolt pistol; chainsword

LEGIONARY GUNNER
Flamer, Meltagun or Plasma Gun and Fists

LEGIONARY HEAVY GUNNER
Heavy bolter, Missile LAuncher or Chainreaper Cannon and fists

LEGIONARY ICON BEARER
Boltgun, fists or Bolt pistol; chainsword

FAVOURED OF THE DARK GODS

Faction Ability

Once per Turning Point, when it is your turn to use a Strategic Ploy, if any friendly operatives with this ability are in the killzone, you can use a Strategic Ploy without spending any CPs; that Strategic Ploy must have the same MARK OF CHAOS selectable keyword as one friendly operative with this ability. For example, if an operative with this ability has the KHORNE keyword, you could use the Blood for the Blood God Strategic Ploy. If an operative with this ability has the UNDIVIDED keyword, you can use the following Strategic Plays for this ability instead: Hateful Assault, Malicious Volleys.

Equipment

Legionary

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Equipment

Legionary

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Team

Legionary

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Abilities

Legionary

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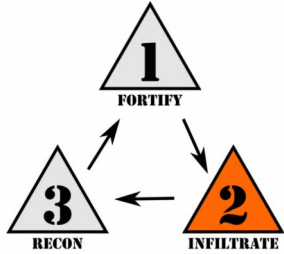
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



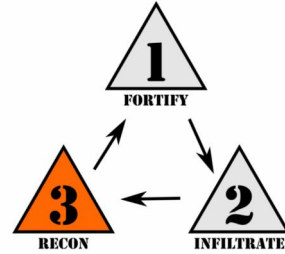
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



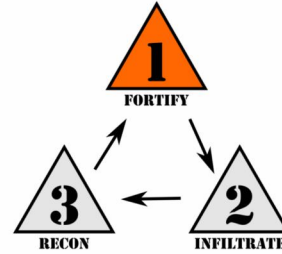
FORTIFY

Matched Play

Set up one additional barricade within  of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Scouting

Legionary

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Scouting

Legionary

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Scouting

Legionary

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Matched

Legionary

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TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
			1
			2
			3
	1	2	
	2	3	
	3	4	

PHIL TEAM

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Matched

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Scorecard

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Credits

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