WARHAMMER 40,000

KILL TEAM



CORE BOOK

PRODUCED BY THE WARHAMMER STUDIO

Kill Team Core Book © Copyright Games Workshop Limited 2021. Kill Team Core Book, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS
games-workshop.com



KILL TEAM

CONTENTS

WELCOME TO THE KILLZONE! 4
Collecting 6
Gaming 8

TEN THOUSAND YEARS OF WAR 10
The 41st Millennium 12
Only War 14
Kill Teams 16
Theatres of War 20
Killzone: Hive Usherov 22
Forces of the Imperium 24
Forces of Chaos 32
The Ancient and the Eldritch 38
The Savage and the Strange 44

CORE RULES 50
Tools of War 52
Datacards 54
Battle Structure 56
Initiative Phase 57
Strategy Phase 58
Firefight Phase 59
Normal Move 61
Charge 62
Fall Back 62
Dash 63
Pass 63
Overwatch 63
Pick Up 63
Shoot 64
Fight 66
Wounds and Damage 68
Controlling Objective Markers and Tokens 69
Line of Sight 70
Killzones 72
Terrain Traits 72
Moving Through Terrain 73
Example Boards 76
Example Terrain Features 78
Ways to Play 81

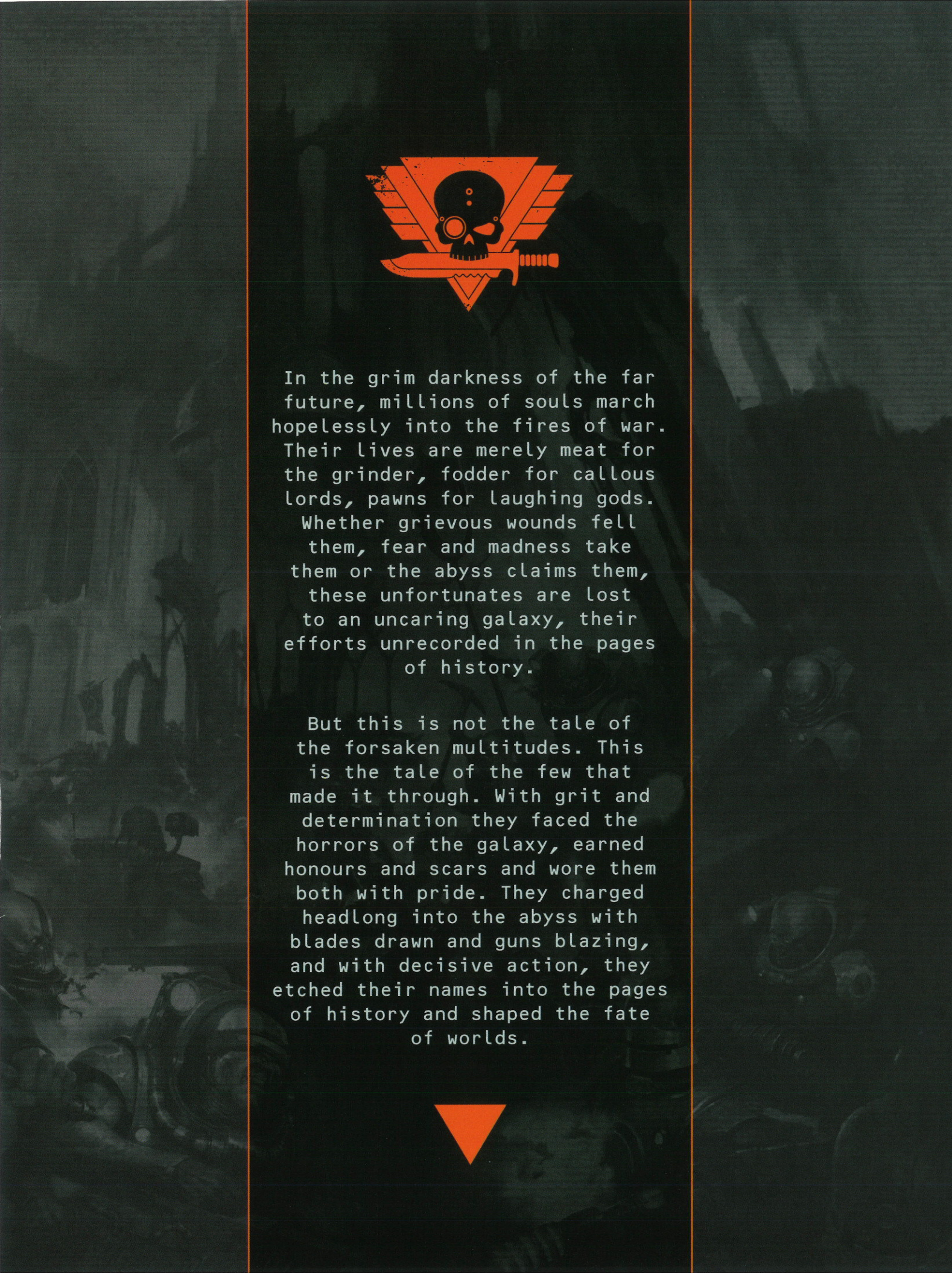
OPEN PLAY 82
Open Play Mission Sequence 84
Creating Your Own Open Play Games 85
Open Play Mission: Control the Killzone 86

MATCHED PLAY 88
Example Matched Roster 90
Blank Matched Roster 91
Matched Play Mission Sequence 92

SPEC OPS NARRATIVE PLAY 94
Starting a Spec Ops Campaign 96
Example Narrative Dataslate 97
Blank Narrative Dataslate 98
Experience 99
Casualties 102
Base of Operations 104
Requisitions 108
Spec Ops 110
1.0: Elimination 111
2.0: Recover Archeotech 111
3.0: Perform Ritual 112
4.0: Demolition 112
5.0: Infiltrate the Enemy 113
6.0: Purge Order 113
7.0: Breakout 114
8.0: Extraction 114
9.0: Honour-bound 115
10.0: Secure District 115
Narrative Play Mission Sequence 116
Critical Operations Mission Pack 119
Mission 1.1: Loot and Salvage 120
Mission 1.2: Consecration 122
Mission 1.3: Awaken the Data-spirits 124
Mission 2.1: Escalating Hostilities 126
Mission 2.2: Seize Ground 128
Mission 2.3: Domination 130
Mission 3.1: Secure Archeotech 132
Mission 3.2: Duel of Wits 134
Mission 3.3: Master the Terminals 136
Tac Ops 138
Seek and Destroy 138
Security 139
Infiltration 140
Recon 141

APPENDIX 142

BLANK NARRATIVE DATACARD 144



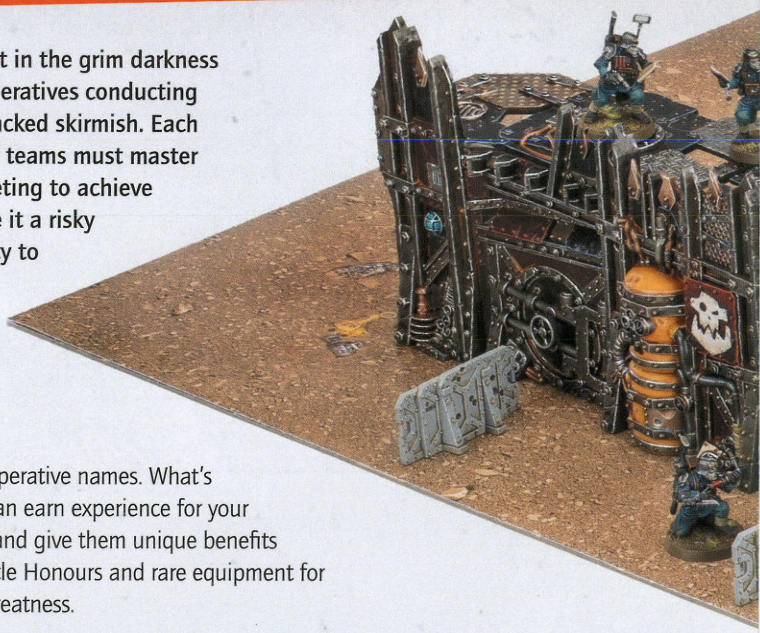
In the grim darkness of the far future, millions of souls march hopelessly into the fires of war. Their lives are merely meat for the grinder, fodder for callous lords, pawns for laughing gods. Whether grievous wounds fell them, fear and madness take them or the abyss claims them, these unfortunates are lost to an uncaring galaxy, their efforts unrecorded in the pages of history.

But this is not the tale of the forsaken multitudes. This is the tale of the few that made it through. With grit and determination they faced the horrors of the galaxy, earned honours and scars and wore them both with pride. They charged headlong into the abyss with blades drawn and guns blazing, and with decisive action, they etched their names into the pages of history and shaped the fate of worlds.



WELCOME TO THE KILLZONE!

Warhammer 40,000: Kill Team is a tabletop miniatures game set in the grim darkness of the far future. You take control of a team of highly trained operatives conducting vital and dangerous missions against their rivals in an action-packed skirmish. Each mission is set in a deadly environment called a killzone, and kill teams must master this to operate. Key mission actions and objectives need completing to achieve victory, but doing so in the crosshairs of the enemy's guns make it a risky proposition. Combining bold tactics and strategy with the ability to adapt and react is the key to success, so prepare yourself for a firefight like never before.



Your group of skilled, deadly operatives are your kill team, and you will soon discover that this means so much more than a collection of miniatures to play the game with. Each kill team is a faction's ultimate tool for skirmish warfare, and as you use them to complete dangerous operations, they will begin to take on a character of their own. Memorable acts will be remembered as your operatives forge their personality: charging the enemy's gunline, shrugging off grievous wounds and incapacitating foes with swings of a blade; taking hit after hit, becoming injured, but holding on long enough to secure a vital objective: lining up the perfect headshot and downing an enemy with a series of critical hits. In Kill Team, you'll experience these cinematic moments at every step.

With your operatives' personalities forged, you can capture this appropriately. Varied narrative generators allow you to establish your kill team's name, background, quirks, base of operations and individual operative names. What's more, you can earn experience for your operatives, and give them unique benefits such as Battle Honours and rare equipment for achieving greatness.

No matter how trained and experienced your operative is, however, they are one trigger-pull away from incapacitation – your opponent's operatives are also a ruthless collection of killers! Therefore, wielding a team of operatives in an effective manner is a thought-provoking challenge for the player, requiring the balancing of a variety of gameplay needs while implementing a battle plan. Those who do this will soon discover a kill team working in unison is greater than the sum of its parts, and it is under these circumstances that the most famed kill teams are forged.

Trooper Viers cast her weapon aside, its ammunition spent. She dashed for the console, her body jolting intermittently from the impact of slug rounds. Some of them recoiled off her flak armour. Most of them didn't. She didn't feel pain, though; adrenaline was high and her objective was in sight. She made it to the console, keyed in the commands, then slumped to the ground as enemy rounds continued to impact. The enemy's shield generator powered down as her last breath left her.



COLLECTING

Your Citadel miniatures aren't just components with which to play the game; they are a collection of characters, the protagonists of your tale, the heroic (or infamous!) individuals you will become attached to as they conduct missions in the grim dark universe of Warhammer 40,000, and collecting them as such is all part of the fun!

The more games you play, the more personality your miniatures will take on. Bravely weathering the enemy's offence to perform a vital mission action, defying the odds by fighting a more powerful foe in combat, or using stealth and guile to sneak into an advantageous position, your operatives will earn their fame through their acts on the table, and what better way to celebrate this than by making them look like the famed operatives they are.

Warhammer 40,000: Kill Team offers the collector an abundance of opportunity to customise their operatives in a variety of ways. The pose of your miniature will introduce it appropriately – the marksman lining up a shot, the scout running forwards, the combat operative with an aggressive lunge or the staunch operative standing tall and defiant. What's more, using parts creatively – even combining parts from different kits – allows you to display a unique narrative for your kill team and create something truly unique, as well as making each operative within your team a storied individual in their own right.

You can personalise your miniatures by painting them in the colours of your choice, unifying them as a unit and establishing their identity as a whole. Sombre military fatigues for a stern team, bright colours for a proud and heraldic team, weathered armour for a strong and defiant team, camouflage for a stealthy team – your imagination is the only limit! Citadelcolour.com will get you started with a plethora of tutorials and guidance on how to paint your kill team to get them ready for duty and looking truly special.

Once you've collected your kill team and forged their story on the tabletop, the next kill team awaits! As kill teams are a relatively small collection, finishing a kill team is an easily achieved goal, allowing you to embark on a new adventure with another kill team and enjoy the variety within the game. Whether you want to try different playstyles on the tabletop, experience creative diversity in building and painting different miniatures, or explore varied narratives, a large collection of different kill teams allows you to achieve this.



Sergeant 'Sawtooth' Vern is the leader of Vern's Sappers. Sawtooth earned his name from a lengthy campaign on Vraks; there, his chainsword could often be heard from the trenches performing its grim work in no man's land, the victim any enemy infiltrator unfortunate enough to be caught by the sergeant.



The Kommandos of the Brutal Boyz call Durk Slugpokkits a lazy git, as once he's found a good shooty spot, he doesn't move for the duration of the mission. While that may be true, when Durk opens up with his scoped big shoota, the boyz quickly stop complaining!



Sergeant Raniel is the impassioned leader of the Angels Ardent kill team. Through cunning adaptation and unbridled determination, operations involving the Angels Ardent are frequently successful, yet their mission logs are regularly redacted by the Chapter for undisclosed reasons.



Suppurax Grand knows corruption can begin anywhere. As a member of the Virulent Band, he and his fellow kill team members seek to purge their enemies entirely by contaminating supplies, sabotaging life-support machinery and infecting vital systems. As all crumbles to ruin, the Virulent Band emerges victorious.

Jurten's Fatals exemplify the Death Korps of Krieg to its fullest. They will take on any mission and face down any threat with a morbid bravery. While many in the unit have fallen, the team's spirit has never been broken, for the name of the Fatals will live on.



The Snazzy Ladz are known for having the best gear, all of which they nicked from anyone too weak enough to keep ahold of it. Their light-fingered nature makes them particularly suitable for missions behind enemy lines, where there's plenty of undefended loot ripe for thieving!



Illisar had concealed himself in the rubble, his camo cloak pulled tight around him, the tip of his ranger long rifle braced and ready. His fellow operatives had fallen, yet he had not stirred. The cultists thought the battle won, and their leader emerged. He was mere moments in the open before incapacitation from Illisar's headshot ended it. A single 'target eliminated' signal was pulsed back to base, and the ranger disengaged.



GAMING





Snickle slid the last few meters to the fuel tank and crawled underneath. As rounds pinged off the metal above him, he proceeded exactly as the boss had told him. Plant the wirey thing, press the big red button and wait until the ticking stops. He couldn't help but smile to himself at a job well done. Maybe when he got back to base, they might finally be nice to him.

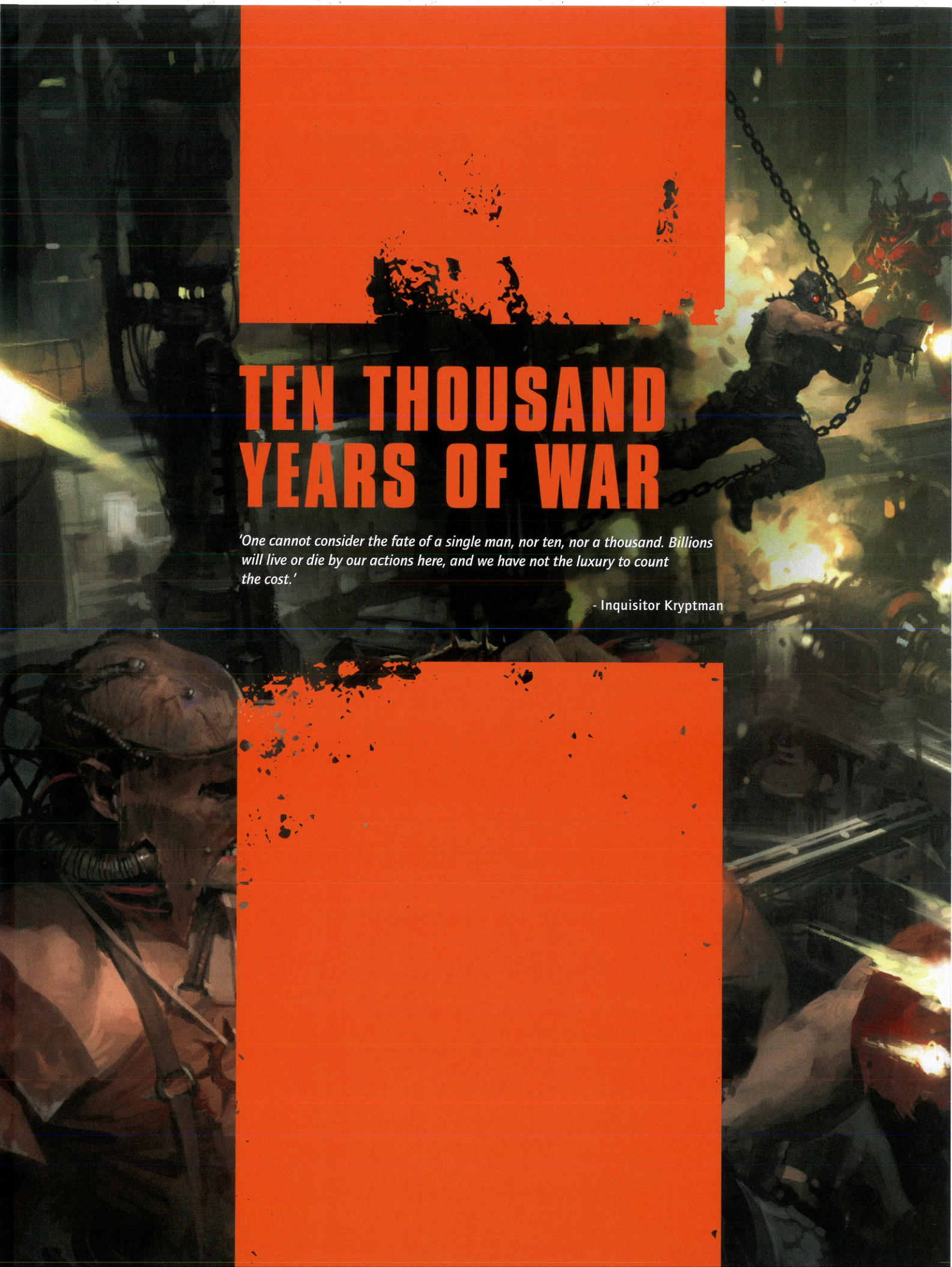
A game of Kill Team is an action-packed, back-and forth firefight in which players must make key decisions in every activation. Engaging your enemy is a sure way of gaining dominance, but doing so puts you at risk of return fire, therefore players must balance their offence with the need to conceal their operatives to keep them alive and secure the better position.

Angles of offence are critical; enemy operatives are capable of finding shelter behind cover, therefore advancing into the killzone to take advantage of vantage points or lanes of crossfire will offer powerful offensive benefits. Those that advance too far, however, will put themselves at risk of being subjected to deadly charges as the enemy breaks from cover to engage in combat. A deadly duel ensues in which operatives must balance the need to strike or parry, for combat is a reliable and consistent way of dealing damage. Aggressive chargers will quickly lose steam, however, as each enemy strike adds up, so a balanced and thought-out approach is the key to success.

No matter your preferred way to play, the missions of Kill Team ensure each battle offers exciting new challenges to the players. Operatives may have to perform vital actions to secure victory such as picking up and carrying key supplies and artefacts, or performing a task at a terminal. Similarly, key areas of the killzone may have to be controlled as your operatives seek to capture a district. The variety of missions mean a player's plan of attack must vary in kind, adapting to the parameters of the mission for the best route to victory. This is supported by your Kill Team roster. Rather than having one kill team to complete your missions over and over, you have a list of operatives so that you can choose the right ones for the job.

Missions are supplemented further by Tac Ops – secret objectives bespoke to each player that are selected before the battle. They are revealed at various times during the battle, so mental jostling ensues as players try to establish and counteract their opponent's Tac Ops.

You will discover that the basics of Kill Team are quick and easy to learn. Combining all this at once, however, will prove a worthy tactical challenge for the aspiring generals. Combining the synergy of your operatives then dividing their output for offense and defence is the key to success. No matter how strong your plan is, however, your opponent is one activation away from neutralising a key part of it, so the best generals must also be able to adapt and overcome to achieve victory.



TEN THOUSAND YEARS OF WAR

'One cannot consider the fate of a single man, nor ten, nor a thousand. Billions will live or die by our actions here, and we have not the luxury to count the cost.'

- Inquisitor Kryptman



THE 41ST MILLENNIUM

In the 41st Millennium the galaxy is riven by apocalyptic war. Planets unnumbered are consumed by the raging inferno of armed conflict between huge armies even as their skies churn with the city-killing energies unleashed by vast fleets of starships duelling for control. To be a soldier in such unimaginably devastating strife is to be one amongst countless billions. Yet they are individuals nonetheless, and it is by their actions that the enemy are slain and territory is seized.

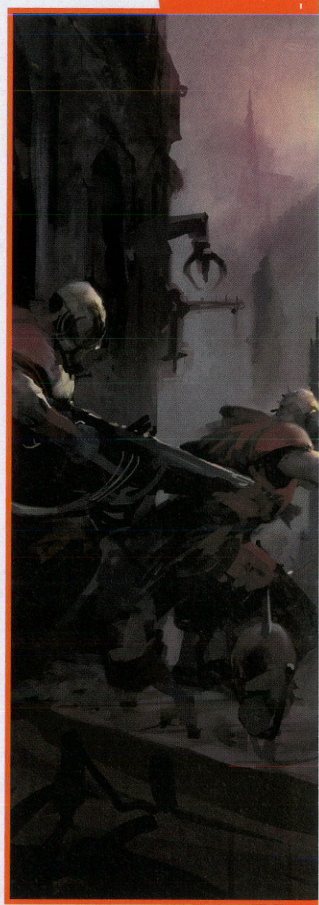
Humanity's dominion in these times is the Imperium of Man, which stretches the length and breadth of the galaxy. Its worlds, though numbering a million or more, are spread thinly across the galactic stellar disc, each an isolated flickering candlelight in the infinite darkness of space. Many are snuffed out by Mankind's marauding enemies each year, and in the same time many more are newly colonised. So vast is the Imperium that most Imperial citizens have little, if any, knowledge of the wider galaxy. But they do not need this knowledge to perform their function, whether this be to tend colossal fungi growths in agri world caverns, hew ore from rock in suffocating mining tunnels or carry out back-breaking shifts in ammunition manufactorums. They need only do and know a few things. They must praise and thank the God-Emperor of Mankind, for without him Humanity is doomed to extinction. They must work tirelessly without complaint, for the Imperial war machine must always be fed to assure survival. The Imperium of Man is cruelly totalitarian – an individual's worth is measured in their ability to contribute to the survival of the race as a whole, and for the great majority their lives are seen as utterly expendable to those in much higher tiers of authority. The horrifying reality is that without the Imperium, Mankind might already be extinct. To survive at all in a galaxy full of horrors – creatures and truths so terrible that knowledge of them would shatter the sanity of the average person – Humanity must be at its most brutal, uncompromising, draconian and pitiless.

Imperial worlds are plagued by threats from within and without. Few planets are remotely safe, and this is very much a relative term and a temporary state at best for most who claim it. Murderous alien races ever gnaw at the Imperium's borders, or threaten to drown Humanity's realm in a tide of fangs, claws and xenos-tech weaponry. Traitors and heretics plot and scheme in the depths and shadows of societies, seeking to overthrow their lords and masters. Rebellions can be found almost everywhere, from the lowest rungs of society to seats of power.

Should a world be in the grip of war, whether due to alien attacks, heretic uprisings or even both simultaneously, it must deal with these threats on its own for at least a time. Communication and transport across the vastness of space is hugely difficult and dependent on the warp. This is a dimension of ever churning energy, described by those with the capacity to peer into its depths as a roiling ocean of boundless power. Without it faster than light travel and interstellar communications are possible for Mankind, but are incredibly dangerous; the warp is riven with ferocious storms and violent tempests, and is inhabited by countless malevolent entities formed by every thought, dream and emotion of the galaxy's sentient races. Even should a planet's call for aid reach the wider Imperium, it then has to navigate the labyrinthine bureaucracy by which the Emperor's realm is managed. It will be added to a pile of countless thousands of other documents. Here it can easily be ignored, perhaps for centuries, or misplaced and lost forever.

An Imperial soldier at war must face all the horrors of the galaxy with a faithful heart, indomitable spirit and whatever arms the Imperium deigns to equip them with. They are Humanity's shield and sword, and no matter what they face they must not fail. The troops' orders descend down a chain of command they can barely understand from commanders based not only miles behind the front lines, but often on starships in orbit or even other planets entirely. Their tasks frequently bear little connection to the situation they face on the ground, but they must achieve them nonetheless, for an Imperial citizen must always do what is required of them.

It is by blood of trillions that Humanity's war machine is fuelled and oiled. An Imperial soldier can be sent to fight all over the galaxy at the







behest of their masters to serve the demands of the Imperium's endless war for survival. To serve in the Imperium's vast and complex armed forces is almost always to serve for the rest of what is, in all likelihood, a drastically reduced lifespan; being assigned to them almost certainly means a miserable, agonising or ignominious death – or all three – on some far-flung hellscape of a world. They will be expected to fight in rad-scorched deserts, plague-infested swamps and ice-encrusted tundra. If the Imperium's bureaucracy fails them, and these troops are dispatched to a world renowned for blizzards that can flense skin from flesh and are provided with fatigues designed for jungle warfare, they must fight. When the foe outnumbers them a hundred to one, they must fight. When every last burst of las-fire has been fired and every last grenade thrown, they must still fight and slay the enemies of the God-Emperor – with rifle butts, bayonets, improvised weaponry and pure faith and grit. By all the efforts of the Imperium's soldiery, for all the sacrifices they have made, for all the terrors they have endured, the Imperium has endured for ten thousand years.

ONLY WAR

There are few, if any, who can escape the 41st Millennium's incessant, catastrophic warfare for long. Peace is a near forgotten term, and to some in the Imperium the very idea of it is a heresy in itself. War is the galaxy's only constant, the singularity around which almost every deed conducted revolves, however indirectly.

The war the Imperium fights is one of both for survival and dominance at the same time. The Imperial Creed preaches Mankind's superiority, and that the galaxy is its inheritance. Yet, many are those alien races whose mere existence is a blasphemy, and whose actions obstruct Humanity's rightful claiming of the stars. The Imperium must raise armies of trillions to stand against the endless hordes of Orks and Tyranids, who bring slaughter on an unimaginable scale wherever they go. Imperial forces are expected to keep in check the arrogant ambitions of the T'au, prevent the enigmatic schemes of the Aeldari and meet the metal phalanxes of the megalomaniacal Necron lords. Imperial servants, ranging from hive enforcers and Adeptus Arbites to Space Marines and Adeptus Custodes must put down every rebellion and uprising, for the perfidious traitor and heretic will stop at nothing to see Humanity brought to its knees. They must stand up to them all, and win. But all this is impossible without the ability to navigate space. The Imperium build fleets of enormous warships to cross the void and meet the myriad threats that dwell in the dark between the stars.

To some admirals and generals, armies of millions of troops, and fleets of hundreds of ships, are but a single marker on their battlefield maps, to be used as pawns in greater stratagems. In wars that span systems, sub-sectors and sectors, sometimes these senior commanders will deem entire worlds expendable, though such a view is rarely taken lightly.

Wars consume entire cities, continents and planets, many lasting for decades as the colossal armies involved vie for supremacy. Entire generations are fed into these titanic conflicts, wiped out fighting for the same streets, buildings, hills and bridges that their parents and grandparents spent their miserable lives futilely trying to secure. As these wars drag on, more and more troops and ships are thrown into the relentless meatgrinder. Soldiers from windswept desert worlds battle through vast underground sewer networks alongside veterans of war in sub-zero temperatures. Warrior tribesmen only recently taken from planets whose populations have barely scraped their way into the stone age are thrust into years-long wars to neutralise alien-infested space hulks on course to smash into a planet populated by tens of billions.

The Imperium's requirements in terms of materiel are truly astonishing, and almost every citizen and every world is in some way, shape or form engaged in fulfilling them. In its time the Imperium has stripped entire worlds bare of all natural resource, though even these worlds serve still, for Humans are an asset nonetheless. Quadrillions of people eke out brutish lives on gigantic promethium rigs battered by ferocious storms, in ore mines where every strike of a pick can unleash clouds of hitherto undiscovered toxic gas, or in vast forests where a single misstep can see someone plummet hundreds of feet to their doom. Even this scratches the surface – there are many more opportunities to serve the Emperor in munitions factorums, in the burning heat of a starship's enginarium or in gore-slicked slaughterhouses. It is a person's entire life to work in these places. They are born into it, as were their ancestors going back countless generations. Very few ever break out of this cycle. One such way is conscription into the Imperium's armed forces – and there is little telling whether such a thing will be for their good or ill.

With such great cogs of merciless industry and war-fuelling economy endlessly turning, and with near-infinite resources available, the Imperium's arsenals of war are vast, provided it has the physical labour needed to produce them. But the constant demands on this are almost impossible to meet, such is the scale of war the Imperium faces. To produce advanced weapons, war engines and starships it needs to survive, the Imperium relies on ancient technology from more enlightened ages millennia before, but a significant proportion of this technical knowledge has been lost to time, ignorance and calamity. Due to a terrible, long-lived fear that few know the origin of, there is a strict regulation on

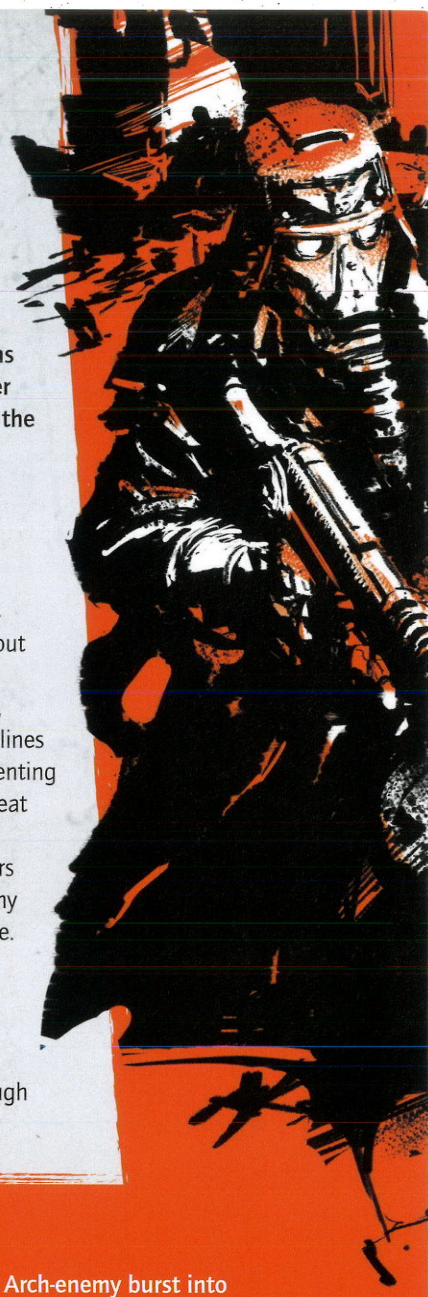
many kinds of innovation and invention, reducing it to a religious mummery. New technologies are often in fact rediscoveries of lost troves of knowledge or archeotech artefacts. What advances are made happen at a glacially slow pace, with even minor alterations to existing technology taking centuries to be approved by jealous and fastidious tech-priests. Often, despite the difficulty in making changes of any kind, those are made are superficial. Given the Imperium's poor understanding of much of the technology it operates, it is not unheard of for alterations to have detrimental effects.

For all its stagnation and barbarity, the Imperium is nonetheless highly advanced, and there are few areas in which its technology is more highly developed than that of war. The Imperium has terrible biological, chemical and radiological weapons that can render worlds lifeless, and thermo-nuclear explosives that can shatter planets into pieces. Fleets of kilometres-long warships, with some ships having millions of crew, can carry hundreds of these devices. There are countless other esoteric archeotech weapons systems held by the Imperium, hidden within deeply buried bunker complexes, private archives and other secret or forgotten locations. The destruction they are capable of wreaking is beyond the imagination of almost all Imperial citizens, and many would scoff at anything or anyone having that kind of power, save the Emperor himself. But this is the kind of power the Imperium commands. At its mightiest, it can force any enemy to its knees and drench the very stars themselves in blood.



KILL TEAMS

Though many of the galaxy's wars are unimaginably vast, within each conflict countless kill teams conduct missions of enormous variety to tip the balance and secure victory for their side. Whether specially formed for specific tasks, gathered ad hoc as and when required, or thrown together by the whims of fate and fortune, their actions are an integral part of war in the 41st Millennium.



No matter the scale of a war or battle, victories are won by individuals who pull triggers, plant explosives, swing blades, throw grenades, fire missiles, storm bunkers and push detonation buttons.

Kill teams are small units of these individuals, carrying out the orders of far away commanders, desperately fighting for survival and striving against other hand-picked bands to achieve their goals. Their sheer variety is staggering. They can be highly disciplined elite forces, well equipped. Some are the remnants of much larger, devastated forces, others are loose, independent groupings driven by opportunism, greed or any number of personal motivations. Frequently, kill teams are assembled to carry out those missions that larger armies cannot accomplish because of a need for stealth, speed and flexibility.

Sometimes a charismatic demagogue, dangerous witch or enemy commander must be slain. Sometimes a kill team has to strike down sacrificial victims to disrupt a malefic ritual before hordes of daemons can be summoned to drown a world in blood. On other occasions a kill team will pursue its own vendettas, seeking to eliminate specific foes who have wronged them in the past, perhaps by killing their squadmates, desecrating a holy relic or insulting them in some other fashion. Regardless of the target, many unfortunate individuals have found the security of their headquarters, inner sanctums or command tanks insufficient to the task of protecting them from those who would have their head.

On any battlefield there are countless vital strategic assets the destruction of which can bring victory to those who can eliminate them. Void shield generators, orbital defence control matrices, shrines to gods, command centres, webway portals, bridges, fuel dumps, ammunition dumps, vehicle depots, bunkers and laboratories where weapons conventional, biological, chemical and radiological are developed – all are viable targets for kill teams.

Intelligence gathering is another task of kill teams. It is an immensely dangerous one, involving infiltrating behind enemy lines or, yet successful operations can lend enormous advantages for a given side. Information about enemy troop movements, the likelihood of upcoming offensives, and the foe's weapons, technology, disposition of forces and supply lines is absolutely vital to securing victory or preventing defeat. Many a commander who has won great victories across entire continents owes their success to small bands of determined warriors discovering the slightest weaknesses in enemy lines or uncovering plans of a secret offensive.

Some kill teams fulfil the role of guardians rather than attackers. To them falls the task of being bodyguards for officials and commanders, and escorting dignitaries through

KILL TEAM RAUSCH

On Armageddon, after the forces of the Arch-enemy burst into reality following the emergence of the Great Rift, the Death Korps of Krieg stationed on the world rallied swiftly. The 411th Siege Regiment was performing essential fortification work in Hive Infernus at the time. Within weeks, a number of Blood Cults had been identified in the hive, their numbers growing rapidly. General Vun Klaub, commander of the 411th, ordered the deployment of scores of kill teams to put down the cults.

Sergeant Rausch commands one such kill team. Renowned for giving hundreds of his troops glorious deaths, he takes pride in never learning the names of those who serve under him. Besides earning a glorious death, to him they have a single role to play as a part of his squad's mission to slaughter cultists wherever they find them. Under Rausch's leadership, his communications experts have coordinated with other kill teams to wipe out several cults in their entirety, his demolition experts have destroyed dozens of altars and his zealots have ceaselessly preached the Imperial creed – a warning to all citizens of Hive Infernus that turning from the Emperor will be punished swiftly.



sniper-watched streets. They provide sentries for sanctified locations, supply dumps, arco-laboratories and other important assets. They may be assigned a mission to hunt down enemy infiltrators amidst ruined basilicas and crumbled statuary.

There are various other assignments that take a more strange form. Secreting toxins brewed of warp stuff into aquifers, acting to fulfil ancient prophecy or prevent a prophecy from coming true, or painting a target with psycho-receptive resonators in preparation for psychic bombardment are just a few of many.

How a kill team comes into existence varies enormously. Some forces and units' entire modus operandi are kill team operations, and are well trained and equipped to carry them out. Sometimes a team may be especially assembled for a particular mission. These teams often include skilled specialists whose equipment and training ensures there is a wide spread of required abilities for the given task. Deathwatch kill teams, Genestealer Cults kill-broods and T'au infiltration teams are fine examples of such forces.

Some kill teams are assembled in the field, in response to a developing threat or viable opportunity. Such examples include a mob of Orks being bullied into something resembling a cohesive whole by an Ork Nob, or a group of hastily optimised Skitarii assembled to reclaim lost archeotech that their magi superiors had not realised were in situ. Others can be warriors of the Adeptus Astartes racing to recover the bodies of fallen battle-brothers, or despoiled and shell-shocked Astra Militarum troops making their way back to Imperial lines through a hellish war zone.

Some kill teams are drawn wholesale from the ranks, pre-existing squads given missions of vital import. These might be Adepta Sororitas Battle Sisters ordered to guard a sacred reliquary, Space Marine Intercessors storming an enemy command bunker or Wyches despatched to a world to seize prize specimens for Commorragh's gladiatorial pits. Though they may not have the diversity of skills that a select kill team possesses in its ranks, such squad-based groupings have the advantage of having fought together before, and their close warrior bond serves them well in conflict.

As kill teams work together they grow more proficient. Individual members develop their skills and gain experience, and all learn how their fellows operate. Skilled marksmen become expert snipers, confident leaders are transformed into firebrand zealots, humble soldiers discover a talent as skilled bladesmen or bloody-handed butchers. Over time they are united by their victories and defeats, display ad hoc markings on their armour, skin or weapons and may become highly insular and difficult for their superiors to control. Over time they also build reputations as elite military forces, and become legendary groups of heroes or villains.

God-Emperor, forgive us this blasphemy, Sergeant Argan thought. Xar took her lascutter to the grating in the boundary wall of the Basilica of Saint Melyna, Smiter of Heathens Unnumbered. *This is only to safeguard the relic of your great champion, I trust you know, God-Emperor.* Kakris and Unthar had scouted all of the Basilica's entrances. All were guarded by the traitors of the Pergundan 37th Regiment, who had turned their backs on the Imperium and had committed atrocities and sacrileges untold. This was the only viable way in.

It had fallen to Sergeant Argan and his squad to recover the relic of Saint Melyna – an ancient spearhead locked in stasis, still stained with the blood of the Great Butcher, the heretic despot she had slain and by whose death she ended a forty-year rebellion. Argan could hear the rumble of artillery and mortar fire in the near distance. *The distraction is underway. Good,* he thought.

The grating fell to the gravel floor with a heavy crunch, its edges glowing with intense heat. Within seconds, Argan was moving through the hole made, lasgun at the ready. He knew Kakris, Unthar and the rest of the team would be immediately behind. As he emerged on the other side, he covered one zone of fire. Kakris covered the other. Very shortly, the whole squad was through. They had emerged into the centre of a narrow lane, which ran around an outer chancel with walls alabaster white. Small piles of rubble from battle damage littered the way. There were two exits, one to the left out of the grate, one to the right.

'Deban, which way?' Argan asked. Deban smoothly drew his cartograspec, which included a layout of the entire complex, and began studying it intently.

'South-east, sergeant, the way you're facing. We get to the end of the lane where the building ends, then run to the next.'

'Move out,' ordered Argan. He led the way, lasgun pointed at the end of the lane. He was ready to take down any traitor that might appear. The rest of the squad followed. Deban, Kakris and Unthar moved at the front with him. Bes and Shen, carrying a heavy bolter between them, and Lerah, bearing a sniper rifle, brought up the rear. It was their standard formation advance, one they had drilled countless times. Argan didn't need to order them to take it anymore.

They closed on the corner at the end of the chancel. Kakris drew ahead of the squad. *She's a natural scout*, Argan thought, as he always did when they fought together. When she reached the corner, she moved to poke her head around to see what was there. Argan quickly grabbed her, stopping her from doing so.

'This doesn't look good,' he said. He picked up a piece of broken masonry from the ground. Between his position and the next building they needed to reach, there was a thirty metre open stretch, the only cover being a ruined shrine in the centre. He threw the lump of rubble out into the space. A burst of heavy stubber fire blew the chunk of stone apart, reducing it to a puff of grit and dust.

'The Pergundians don't want us going this way,' Kakris observed.

'No, they don't,' said Argan. 'And they've put their twitchiest troops on the position.' He snorted. 'This is what happens when you turn against the Imperium. Discipline collapses. Skills decline. Bes, Shen, get up front.'

They arrived quickly. 'What do you need, sergeant?'

'How is Adrestyea's machine spirit?' Argan asked.

Bes smiled, cradling the heavy bolter lovingly. 'She is very eager. It's been too long since she's been fired in anger. It's been two whole hours.'

'Then the Emperor is smiling on her today. Work out where our friend Twitchy is, then let Adrestyea do her magic. Cover us as we get across.'

Bes and Shen nodded in affirmation. 'Yes, Sergeant,' they said together. They went to the corner and took position, Kakris moving out of their way. Argan picked up another block of rubble and threw it out. As the traitor fired in its direction, Bes and Shen opened up in return, firing controlled bursts at what he thought was the heretic's position.

'Kakris, go' Argan said. Kakris ran, keeping low. She moved to the shrine, took cover behind it

and shot at on the position Bes and Shen were firing at. 'Unthar, you're next.' Unthar advanced to Kakris' position without question. When he reached her, she sprinted to the other building the rest of the way across. *That's one down*, thought Argan.

One by one, the rest of the squad made their way across, leaving Argan to go last. 'Time to end this heretic's miserable life,' Argan said to Lerah, who was hunkered down behind the shrine, taking aim with her sniper rifle. 'I'm going to draw their fire.' He smiled. 'Don't miss.'

He sped as quickly as he could to the other side. It felt like the longest thirty metres he'd ever traverse. The enemy gunner was more cautious now, after having been shot at so much, and didn't open fire straight away. Argan kept running, panting, not looking anywhere except ahead. He heard a single crack of rifle fire just as he reached the building.

'He's gone,' called Lerah.

***

Kyro, the squad's demolitions expert, had to disarm three trip wires on the rest of their journey to the site where the relic was kept, but the team encountered no other enemies or obstacles. The basilica itself was almost a ruin, reduced from its former glory by intense shell fire. Its fine masonry was shattered and covered in scorch marks. Argan had ordered Lerah to take up overwatch on a nearby chapel's rooftop as the rest of the squad moved in. Such was the destruction inflicted upon the basilica that much of the ceiling had been destroyed, and Lerah could see in and guide her comrades' progress.

***

'Two guarding a doorway. Facing away from you,' said Lerah as she watched Argan enter the ruins of the basilica. The squad didn't slow down as they slit the guards' throats, moved the bodies to one side and proceeded. 'You're approaching two corridors, both lead to the relic chamber. Suggest taking both.' With a single swift hand gesture, Argan split the squad. As they advanced down the corridors, she saw two heretics burst from a chamber wielding long blades and run at her squadmates. She pulled the trigger twice. Blood burst from the heads of the traitors, spraying over the walls. Their bodies flopped to the floor. *Thank you, God-Emperor*. She had had no time for invocations of accuracy.

Out of the corner of her eye Lerah saw a flicker of movement elsewhere in the Basilica. Another enemy. She tracked the rag-tag soldier's movements through her rifle's scope. She waited for the correct moment, savouring the opportunity for the perfect shot. The heretic stopped walking. She controlled her breath. *Emperor, grant me your eyes*, she prayed. An artillery round exploded. *Emperor, grant me your guiding hand*. She pulled the trigger, letting the sound of the blast obscure that of her rifle.

She brought her gaze back to the squad. They had formed a perimeter around the relic. She saw Myax and Xar lift it from its resting place as Unthar read from a holy text – removing a relic from its revered place was no small matter, even in a time of war that placed a sacred artefact's very existence at risk. *Blessed Emperor, thank you for guiding us here safely. Thank you for helping us secure the relic of one of your gloried saints. May this be a sign of greater victory*, she prayed.

As she scanned the surrounds again, she saw it. A red dot on Argan's forehead.

'Sergeant,' she screamed in warning. It came too late; her leader dropped to the ground at the exact moment of a terrific explosion. She never heard the shot that struck down the man who had led her team on dozens of dangerous missions. The rest of the squad instinctively dove into nearby cover.

'Where in the Emperor's name did that come from?' Kakris shouted down the vox.

Lerah took a deep breath. 'Focus,' she said to herself. She searched for the sniper. She saw far more than she expected. A dozen heretical troops were surging on her team's position. Two of their number were setting up an autocannon. Another was gesturing and shouting. *The leader*. She took aim at him before opening the vox channel to her entire squad.

'You have bigger problems. Multiple heretics incoming. Make them pay for what they have done here.'

THEATRES OF WAR

Much of the galaxy burns in the fires of war. At any one time, the roar of weapons fire and the battle cries of combatants can be heard across planets and moons of all kinds.

Kill teams fight in almost every environment imaginable. Whether it be blister-inducing rad-zones, stratospheric mountain ranges, icewind-swept tundras, city-sized sewer networks or colossal fortification complexes, any battlefield has its own suite of dangerous challenges, arduous conditions as well as great opportunities for kill teams to endure and exploit.

Many harsh environments greatly suit kill team warfare, where it is difficult for large armies, supply convoys and armoured columns to move. In steaming jungles populated by venomous creatures and toxic flora, kill teams can go where other forces can't in such conditions. While larger armies flounder and suffer in the harsh terrain, kill teams can move quickly to strike at valuable targets. On the world of Irnmire, for example, kill teams of Telghun Marshlanders navigated jungles dense with sentient, predatory vines and landsharks to slaughter a vital Tyranid node-beast.

It is a lesson swiftly learned by many commanders that on occasion the deployment of small teams can have immensely greater effect than massed armies. On the oceanic agri world of Parsella, where vast undersea fields of billions of molluscoids were harvested each day, the planet's overseers dwelled in great rigs that towered over the ocean surface. Defended by enormous batteries of weapons that could threaten even starships, the world's Genestealer Cultists could not hope to overrun any of the rigs, even with the overwhelming numbers of troops they had. Instead, small numbers of the most determined cultists who could pass well for Human infiltrated rigs all over the planet, joining gun crews and household servants. They poisoned food, disabled weaponry, ensured colleagues and overseers suffered 'unfortunate accidents', and carried out innumerable other minor tasks over a period of years, with such incredible effect that their efforts culminated in the capturing of every one of the planet's rigs within the space of a single Terran week.

There are many scenarios where kill teams can work closely together with conventional forces to bring about a victory otherwise impossible. When tech-hungry magi of the Adeptus Mechanicus seized a number of webway portals and ancient



shrines on the Aeldari maiden world of Vyaneth, they swiftly built up enormous fortifications and bastions to hold their takings, churning the pristine ground, pulling down glorious forests and pumping heavy pollution into the atmosphere. Knowing a full-scale assault would be ruinously costly, as well as highly likely to fail, the Asuryani of Alaitoc Craftworld formed a number of kill teams, drawing together Aspect Warriors and Rangers. With precise long rifle fire, the Rangers picked off Skitarii sentries and drew defenders out, giving room for Dire Avengers to rapidly storm the weakened Imperial defences. After weeks of this kind of fighting, Alaitoc deployed a vast host alongside a number of Revenant Titans, who utterly destroyed the hollowed out Mechanicus bastions and ground them to dust.

The forge world of Adifakius has been in a state of constant war since its tech-magi overlords discovered their mega-manufactora were situated in the vicinity of the tomb complex of a minor Necron dynasty. For many years have Skitarii kill teams been infiltrating the tomb complex to procure Necron relics whilst their armies attempt to contain the wider awakening, as well as defending the forge world's own refineries, factorums, fragdrills and forgeshrines as the Necrons take the fight back to them.

The once glorious cardinal world of Astorgius is inflamed with war after the T'au Empire's invasion as a part of their Fifth Sphere of Expansion. Scores of mighty fortress-cathedra, chapels and chancels have been reduced to ruins in cataclysmic fighting. T'au and Imperial kill teams alike clash amidst the skeletons of once-mighty basilicas in a terrible war of ideologies, battling for supremacy. Kill teams have proven their worth in such cityscapes, recovering lost artefacts, setting ambushes and laying traps.

The shardwrack spines, barbed venomgorse, bladed throttlevines and grapple weed disguised the ancient remains of Aeldari civilisation on one unnamed world, though their sheer age did not prevent the Harlequins of the Masque of the Morning Stars from waging a ferocious guerrilla war against the elite landing teams of Rogue Trader Archiroxus Belledar XVII and Inquisitor Philemon Mar investigating them. By utilising their knowledge of the terrain and acting independently, the Harlequins made it impossible for the Imperial forces to predict their movements and formulate an effective response.

For the kill teams of the Drukhari of Commorragh, putting on a spectacle of pain and butchery is as much a part of their missions as any strategic goal. Orks, being brutes that can endure more pain than many other species, make for prime prey for this. Thus, Drukhari kill teams delight in creating arenas out of the huge scrapheaps that collect wherever Orks gather in number. The Dark City denizens can cause all kinds of confusion to Ork hordes, upsetting the balance of power by assassinating leaders and luring groups away with distractions for capture or slaughter.



'OURS IS NOT A FIGHT FOR CONQUEST, OR RICHES, OR GLORY. IT IS A FIGHT FOR THE SURVIVAL OF OUR SPECIES, FOR THE RIGHT TO SEE ANOTHER DAWN. IT IS THE VERY DESPERATION OF OUR CAUSE THAT RENDERS US SO DANGEROUS...'

- Iradil the Wanderer, Ranger of Craftworld Alaitoc

KILLZONE
HIVE USHEROV

Hive Usherov is the primary hive city on Riatov Tertius, third world of the Riatov System. When Commander Shadowsun led her Fifth Sphere Expansion into the Chalnath Expanse, she directed Commander Darkstar to bring the Riatov System into the fold of the Greater Good.

As was customary for any Fire caste leader, Commander Darkstar went to great lengths to persuade the planetary governors of the Riatov System to join the T'au peacefully. Water caste envoys delivered beautiful speeches that highlighted every boon and benefit of belonging to the fledgling but rapidly expanding empire. Trusted Humans gave moving testimonies of how their worlds and their own lives had been transformed for the better by becoming allies with the T'au. Darkstar was not foolish or naive, however. He had seen many worlds refuse the T'au their allegiance, and though it saddened him deeply, knew it could well happen in this system. Even as negotiations continued, he ordered operations that would either move discussion in T'au favour or prepare the ground for military conquest.

The various hives of Riatov Tertius provided ample opportunity for the insertion of infiltration teams, spies, agents provocateurs and other clandestine operators. Usherov was one such hive, and the tactics utilised by the T'au there were used in hives throughout the system to varying degrees, depending on local politics and topography. Kroot kill teams resembled hideous mutants to the ignorant folk of the lower hive levels, who only grew more terrified and angrier with those above them. To these people Water caste envoys preached that freedom, safety and prosperity would all be theirs if they joined with the empire. The T'au also armed rebellious groups and gangs, buying loyalty and causing more unrest to distract the world's leadership.

But then T'au operatives started going missing. Whole teams missed scheduled contact times and were never heard from again. Newly acquired Human allies reported trouble of their own or also disappeared. T'au analysts determined that it could not have been local enforcers or troops who had done this. It was something else. When the Genestealer Cults rose, the T'au knew who was responsible.

The Genestealer Cults arose earlier than they had intended; the arrival of the T'au on their world had forced their hand. Nonetheless, they had sunk their claws deep into many parts of Usherov's underhive, and fought back savagely and with sinister intelligence. Even as T'au diplomats and Human rulers discussed politics, war escalated in ferocity in the underhive and fighting grew rapidly in intensity. The T'au brought in more and more troops to protect Human enclaves they had allied with. Local enforcers, gang fighters and militia forces also took to the tunnels and caverns of the underhive. The territory was dense, labyrinthine and hazardous. Many of the battles were fleeting, short but incredibly intense, and almost always fought between small teams. T'au, Genestealer Cults and Imperial forces set ambush after ambush and fought relentlessly to root each other out, all factions developing skills and strategies to succeed in the unforgiving terrain.

Riatov Tertius' governor refused to yield to the T'au, and that was all Darkstar needed to commit his forces wholesale into the fighting – yet the terrain of the hives themselves was not suited to full-scale warfare. He ordered many of his cadres to break down into smaller fighting units, adapting the Kauyon to squad-level tactics and developing a highly fluid style of warfare. The governor responded by calling for aid of a similar kind. The Deathwatch had been watching the area from afar for some time, and when all-out war broke out and the clarion call sounded, they committed many of their kill teams to the fighting. With the ideology of the T'au, Imperium and Genestealer Cults in absolute conflict, they knew they were fighting for Humanity's collective soul as much as for a world of the Emperor's realm.



FORCES OF THE IMPERIUM

The vast military might of the Imperium is drawn from numerous different branches. Each has its own histories, traditions, methods of waging war, particularly hated foes and combat styles. All can point to enormous campaigns and battles their warriors have taken part in, going back thousands of years, and all, each in their own way, utilise small groups of warriors to accomplish vital strategic goals.

ADEPTUS ASTARTES

The Space Marines of the Adeptus Astartes are genetically enhanced post-human warriors, stronger, faster and tougher than almost any other force the Imperium can muster. Organised into small, autonomous armies called Chapters, they are among the best-equipped combatants in the galaxy. Their power armour is made of thick adamantine and ceramite plate that completely encloses the wearer. The various makes of bolt weapons they employ fire self-propelled miniature warheads that detonate within the target. The Space Marines are the Emperor's Angels of Death, and by their hand is bloody destruction brought to the enemies of Mankind.

ASTRA MILITARUM

The overwhelming majority of those in the Imperium's armed forces belong to the Astra Militarum, the Hammer of the Emperor. Recruited, conscripted or press-ganged from every world in the Emperor's realm, many Astra Militarum soldiers undergo swift and brutal training en route to the war zone they have been designated to fight in. Unlike those in other branches, they lack genetic enhancement and sophisticated weaponry. Surviving service in the Astra Militarum for very long requires incredible grit and determination, not to mention luck; those who achieve this feat make excellent kill team members, with the veterans drawing on all their experience and skills to face down the horrors of the galaxy.

ADEPTA SORORITAS

Also known as the Sisters of Battle, the Adepta Sororitas are zealous fanatics, spiritual soldiers dedicated to the Emperor and the Ecclesiarchy – the organisation responsible for preaching, proselytising and enforcing the Imperial Creed. They are clad in indomitable faith and power armour both, and wield the holy trinity of bolter, flamer and melta with righteous fury. For them there is no greater purpose than



eradicating the blasphemous and unclean from the galaxy, and their Wars of Faith have cleansed innumerable star systems of vile heretics, mutants and unsanctioned psykers.

ADEPTUS MECHANICUS

The ancient and powerful Tech-Priesthood of the Adeptus Mechanicus see the hoarding of knowledge as a holy directive, and so guard the scientific secrets of Humanity in the name of the Omnissiah, the Machine God. These Tech-Priests preside over their forge worlds, replacing their weak flesh parts with cybernetic components and fashioning the wargear and war engines the Imperium needs to fight its enemies. Their armies are the Skitarii Legions, made up of countless maniples. The magi commanding these forces inload their warriors with doctrina imperatives. These control signals pass through the soldiers like a religious rapture, rendering them fearless and erasing all thought of the horrors they must face – and indeed commit – to win victory. The weapons they wield in their wars of auto-religious conquest are ferociously destructive, incorporating dark and ruthlessly effective technologies.

ADEPTUS CUSTODES

It is the sole purpose of the Adeptus Custodes to safeguard the Emperor himself. There are no finer warriors in the Imperium than they – through bio-alchemy, each is fashioned from infancy to be a formidable combatant and incomparable strategist. For more than ten thousand years has this been their duty, and in the 41st Millennium they pursue it with ruthless proactivity, striking out across the stars to eliminate threats to Terra and the Emperor before they even get close.

GREY KNIGHTS

The existence of the Grey Knights is known to few in the Imperium. The task allotted to this ancient order of Space Marines is one of the most vital any servant of the Emperor can be given – to battle and banish the daemons of Chaos wherever they are found. To defeat these terrifying foes, every Grey Knight must be psychically gifted, and their mental and spiritual fortitude must be above that of even other Space Marines. Aboard sanctified warships, they go forth from their fortress monastery on Titan to combat daemon infestations, seal warp portals and slay those who would – unwittingly or otherwise – unleash the daemonic upon the galaxy.

IMPERIAL AGENTS

The Imperium is full of mysterious organisations. One example is the Inquisition, whose Inquisitors have almost no bounds placed on their power – they can commandeer ships, take control of armies and order whole planets destroyed. Frequently, however, they deploy teams of specialist agents and elite troops on covert missions to recover dangerous artefacts and eliminate emerging threats to the Imperium. Another example is the Sisters of Silence, an order of highly skilled hunters of witches and rogue psykers, who stop at nothing to capture or kill their quarry.



ADEPTUS ASTARTES

The Space Marines are used to fighting in small, self-contained strike forces, and are well versed in the tactics of squad-based warfare. Every battle-brother brings his own skills and strengths. Their incredible training includes hypno-indoctrination, and combined with their physical enhancements and iron discipline Space Marines can fight for days without need for rest.

No matter what they are tasked to accomplish, whether it be slaughtering countless enemies, cutting down rebellious leaders, purging a mutant infestation or toppling key enemy infrastructure, the Space Marines are equal to the task.



Dark Angels Intercessor



Blood Angels Heavy Intercessor



Imperial Fists Intercessor



Ultramarines Assault Intercessor



Raven Guard Incursor



Space Wolves Reiver







Veteran Guardsmen



Tempestus Scions

ASTRA MILITARUM

Astra Militarum kill teams wield the best weapons and wargear that regiments can offer. Some are formations of grizzled veterans, trusted to undertake important missions. Others are ragtag survivors, banded together in desperate times. Many are scouting patrols formed on an ad hoc basis, made up of veterans and newer recruits. Whatever the reason for their existence, they face the dread horrors of the galaxy with a lasgun, bayonet, sheer guts and faith in the Emperor.

ADEPTA SORORITAS

For the kill teams of the Adepta Sororitas, the Holy Trinity of bolter, flamer and melta applies even at the smallest scale of warfare, lending them a diverse range of tools for any task. Operating in isolation, these teams can purge clean even the most well hidden and well defended enclaves of traitors, relentlessly pursue those who pillage holy sites and recover sacred relics long thought lost to the Ecclesiarchy and the Imperium as a whole. Wherever they go to war, the Sisters of Battle are the living embodiment of the Emperor's omnipotence, showing that there is nowhere – and no one –beyond the reach of his judgement.



Battle Sisters



Arco-flagellants

Sisters Repentia

ADEPTUS MECHANICUS

Whether gathering data, seeking out lost archeotech or simply eliminating their foes with terrifying ruthlessness, the augmetic warriors of Adeptus Mechanicus kill teams go about their holy work chanting static-ridden psalms to the Machine God. They are optimised with specific battlefield protocols and adaptive subroutines to deal with each threat. Thanks to cybernetic enhancements, they can survive in the most hellish environments, and their deep conviction combined with advanced technology makes them foes nearly impossible to overcome or evade.



Skitarii Vanguard

Skitarii Rangers



Sicarian Ruststalkers

Sicarian Infiltrator





ADEPTUS CUSTODES

The enemies of the Emperor are as widespread as they are diverse. Thus have the Adeptus Custodes been despatched all over the galaxy, breaking up into smaller forces to put down threats before they arise in full, assassinating influential cult leaders or destroying unholy relics of formidable power. Though few in number, each Custodian is death incarnate, their battle skills almost preternatural. Custodians fight as individuals – their might and prowess makes each of them equal to a horde of foes. In kill team actions this renders them supremely flexible. Each warrior carries out their tasks as they see fit, regardless of the mission and with ruthless efficiency.



Custodian Warden



Allarus Custodian



Custodian Guard







Grey Knight with Nemesis force halberd



Grey Knight with Nemesis force sword



Grey Knight with psycannon



Justicar

GREY KNIGHTS

Although few in number, Grey Knights kill teams are exceptionally powerful combatants, capable of and driven to achieve any mission they are assigned to. Armed with an array of psychically charged Nemesis force weapons and sanctified bolters, they can scythe through hordes of foes and duel with the most elite of opponents. Clad in blessed power armour, they are nigh impervious to attacks both conventional and psychic.

When their Prognosticars foresee coming calamities, the Grey Knights send kill teams to silence those attempting to weaken the barrier between realspace and the warp. Just as often the Sons of Titan are charged with executing those who have fought against empyric entities, so as to ensure that knowledge of the existence of daemons is not allowed to spread amongst the Imperial populations.



FORCES OF CHAOS

There is no greater threat to the Imperium of Man than Chaos, and the worshippers of the Dark Gods are as dangerous as they are numerous and varied. Not only do they plot the downfall of the Imperium, but their own ascension to power and immortality.

HERETIC ASTARTES

Chaos Space Marines were once loyal servants of the Imperium, and some of Mankind's staunchest defenders. Now they are driven by hatred, spite and a deep-seated need for vengeance. They have all the preternatural speed and power of the Space Marines, as well as their devastating wargear, only infused with the blessings of the Dark Gods. The longer they have served their malevolent patrons, the more likely they will be blessed by them. Some receive vicious, weapon-like mutations, unnatural abilities, darkly powerful weapons and esoteric wargear from their benefactors.

Heretic Astartes warbands are highly independent groups of ferocious warriors. Once removed from the order and dictates of the Imperium, many Chaos Space Marines become psychopathic killers as they indulge their every whim without restraint or regret. Some go on to enslave entire worlds and bring terror and ruin to whole swathes of space. Many pursue knowledge that would once have been forbidden to them in the hopes of acquiring great power, slaughtering all who get in their path. Others seek to taste hedonistic sensations, and care not for the suffering they inflict to do so. One thing all Heretic Astartes seek is power – over a squad, a warband or an entire army, and those who oppose them they utterly crush.

CHAOS DAEMONS

The daemons of Chaos are considered – by those few who know of their existence – to be the single most dangerous threat in the entire galaxy. They are numberless and malignant, spawned in the unnatural energy dimension of the warp and formed of the stuff of the immaterium itself. They take the shape of mortals' most horrifying nightmares

and insane appetites. Nothing would please the daemons' spiteful, vicious spirits more than ripping reality itself apart, and they are unstoppable in their pursuit of their divine patrons' goals, using wicked blades, claws, fangs and hellish sorceries to carry out their gods' wishes.

Each Chaos God has their own legions of daemonic followers – the furious Bloodletters of Khorne, the cackling Horrors of Tzeentch, lithe Daemonettes of Slaanesh and rotting Plaguebearers of Nurgle to name but a few. All stop at nothing to serve their god's purposes, as willing to fight each other as the mortal races. Nonetheless, the Chaos Gods will ally themselves with one another when they share a common goal, and bands of their daemonic followers will align themselves in battle

DEATH GUARD

The Chaos Space Marines of the Death Guard Legion are rancour and rot embodied. Having fallen to corruption and given themselves over to Nurgle, the Plague God, their now bloated bodies are carriers of hideous diseases and maladies. Wherever they tread swarms of fat, hungry plague flies accompany them. Their weapons, even now resembling the Imperial wargear they once were, are corroded and rusted. Many are drenched in plagues and pus. To an outsider these afflictions seem to be foul curses, but they make the Death Guard even more powerful, enabling them to rain poxes and corrosive fluids on the foe. To the Death Guard, their apparent afflictions are signs of their divine patron's blessing, and in gratitude they spread his malign concoctions wherever they march.

THOUSAND SONS

The Thousand Sons are the arch-sorcerers of Chaos, a Traitor Legion wholly enthralled to the Chaos God Tzeentch – the one known as the Changer of the Ways. Obsessed with securing lost and forbidden knowledge and artefacts, completing complex and arcane rituals and claiming vengeance for a betrayal ten millennia ago, everything they do is part of a larger and grander scheme. For those who dare try, ascertaining the true agendas of the Thousand Sons' Sorcerers is a maddening task.

When the Thousand Sons fight, time itself warps around them, and the air is filled with eldritch winds. Rubricae warriors – little more than armoured shells filled with semi-sentient dust – unleash ensorcelled rounds from their bolters. Alongside them, mutated Tzeentch-worshipping beasts called Tzaangors shriek as they hack down foes and scavenge the battlefield for treasures.

RENEGADES AND CULTISTS

All over the Imperium, people are drawn by the lure of Chaos, many never even realising the true horror of that which tempts them. Some believe they have stumbled across a greater truth. Some see a way to throw off the shackles of brutal Imperial drudgery and oppression. Many desire power or to sate depraved yearnings. They dwell in every corner of the Imperium, biding their time as they plot their rise to power through worship of the Dark Gods. They pray for deliverance, they pray for power, they heap praise, conduct secret sermons and perform evil rituals. These degenerates daub strange and vile symbols on their hive walls or on factory tools. They steal and store weapons of all kinds. They undermine their Imperial masters at every turn, conducting riots and protests and storming enforcers' barracks. They butcher innocents and sacrifice victims in orgies of blood and violence. All this these damned souls do in the hope of gaining the favour of their gods.

THE CHAOS GODS

The gods of the dark pantheon dwell within the ever-churning swells of the hellish dimension known as the warp. Four in number, the Dark Gods are entities of boundless malice and unimaginable power who each believe they should rule over the entirety of the warp and realspace, and each reflects an element of mortal terrors and obsessions. They are schemers and conquerors all, growing in power through the thoughts, emotions, nightmares and deeds of mortals. Khorne is the Blood God, obsessed with battle and slaughter, and always possessed of a mindless rage. He cares not from where the blood flows, so long as it does. Nurgle, known also as the Plague God, is the concocter of every terrible affliction that has ever wracked mortals, and his followers imagine him as a vast, bloated hulk, hunched over a cauldron brimming with new maladies and infections. Tzeentch, known as the Great Sorcerer and the Architect of Fate, is the master of change, destiny and sorcery. Manipulation, lies and politicking are his domain, and he is a supreme crafter of the most devious plans. Slaanesh is the god of excess in all forms. Lust, greed, ambition, sadism – all feed his power, as do even virtues such as love and pride, provided they grow to obsession.

CHAOS SPACE MARINES

Heretic Astartes kill teams vary enormously in composition and purpose, depending on which Traitor Legion or Renegade Chapter they come from, as well as the malefic will of their champions. Some are elite killers, selected by their lord. Others are survivors of warbands devastated by conflict or seemingly cursed by the gods. Some include thronging cultists who are dedicated to their augmented masters. All are extremely powerful, their enhancements and wargear enabling them to meet almost any challenge. Whilst followers of certain Chaos Gods find common cause with their fellow believers, kill teams can include worshippers of any of the pantheon. Strife within the ranks is common, but is kept in check by the strength of the leader – that is, until one more worthy of the Dark Gods' praise takes their place.



Chaos Space Marines



Havoc with heavy bolter



Chaos Cultists









Bloodletter

Daemonette

CHAOS DAEMONS

No one can truly comprehend the motives of daemons. There is no blasphemous horror they will not commit, no extreme level of bloodshed they will not delight in. Materialising from the warp through tears in realspace, they distort the fabric of existence around them and erode the minds and souls of those who look upon them. They bring about death with wild abandon upon emergence, whether that be through subversive guile, the swings wicked blades, vomits of disease or hails of mutating warp energies.

Horrors

Plaguebearers

DEATH GUARD

Death Guard kill teams stride through enemy fire and weather weapon blows with impunity, praising their diseased patron as they slaughter his foes and spread his gifts. Death Guard Legionaries fire volleys of bolts into the foe or drown them in deluges of liquid pestilence before carving them apart with brutal sweeps of their heavy plague knives. Poxwalkers, their features twisted and stretched into malevolent grins, groan ceaselessly as they shuffle towards the enemy. The mere sound of their mindless cacophony can infect victims with the plague they carry, known as the Walking Pox. These unfortunate souls in turn become Poxwalkers, rotting to death before being reanimated and eager to seek out more living to infect.



Poxwalkers



Plague Marines





THOUSAND SONS

The unimaginably complex schemes of the Thousand Sons' sorcerers mean that there are always vital tasks for Thousand Sons kill teams. Experts in reading the skeins of fate and masters of deepest lore, the Thousand Sons are experts in outwitting their enemies. They operate many steps ahead of their opponents, knowing in advance what they will do and even manipulating their actions to suit whichever evil end the Thousand Sons are seeking to bring about.



Aspiring Sorcerer

Rubric Marines

THE ANCIENT AND THE ELDRITCH

The galaxy is home to countless xenos species, each utterly different from the next. Most of these are utterly hostile towards the Imperium and vice versa – some are comparatively young and dynamic, while others are ancient and malevolent, dating from the earliest pre-history of the galaxy itself.

ASURYANI

The Asuryani, a faction of the Aeldari race, live in vast interstellar arks called craftworlds. Vessels of great beauty, it is upon these that the Asuryani's ancestors escaped the Fall. This terrible event, brought about by the Aeldari's own hubris, nearly destroyed their entire race and brought about the rapid fall of their once galaxy-spanning empire. Such was the fury of the event it birthed the Chaos God Slaanesh. The Asuryani's entire way of life is designed to prevent any such event from ever happening again. All these Aeldari now follow the Path, a strict discipline and focus on a single skill set. The Path of the Warrior is one such avenue an Asuryani can take.

The Path of the Warrior produces skilled and focused fighters for the Asuryani's war for survival. Though many follow this, such is the need for warriors that even the citizens of the craftworlds who tread more peaceful Paths receive military training, becoming Guardians. Even these fighters are highly skilled, for the Aeldari are extremely long-lived, and can dedicate much time to training. Such individuals might leave their world-ship to walk the Path of the Outcast, or may even leave the Path altogether. Though they may leave their craftworld, many nonetheless maintain ties with their home, fighting for it as Rangers.

DRUKHARI

The Drukhari are a race of cruel killers and sadists. They are a subset of the Aeldari race whose entire existence revolves around merciless self-advancement and the infliction of pain and misery. These nightmarish beings possess hyper-intelligence, speed, agility and frightening battle prowess. Yet they are hollow creatures. Ever since the Fall the souls of the Drukhari have been constantly draining away. The only way for them to slow this process is to feed off the pain and terror of others.

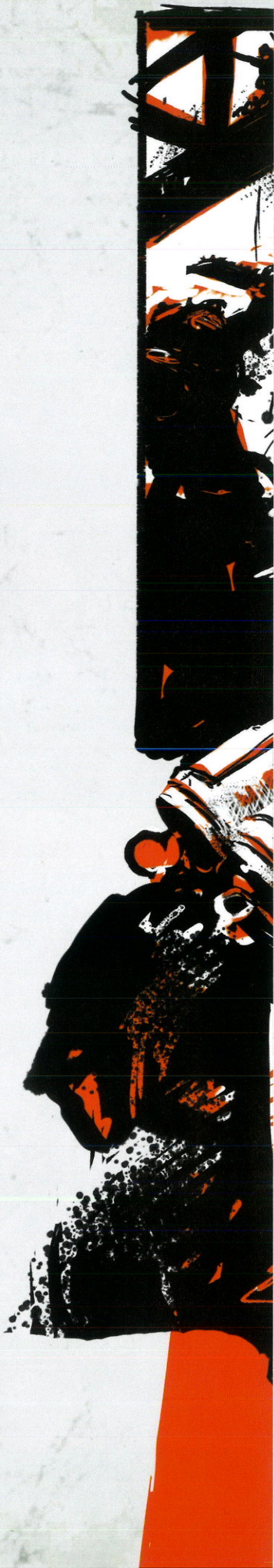
From the Dark City of Commorragh in the webway the Drukhari launch their devastating raids against settled worlds across the galaxy. In lightning-quick attacks they seize countless slaves and treasures. Most importantly, however, they bathe in the suffering they inflict. Drukhari Kabals are as much criminal cartels as they are noble houses, vying daily to climb to the top of Commorragh's blood-slicked hierarchical ladder. The Wych Cults fight to prove their phenomenal martial talents and win renown. Whatever their motivation, the Drukhari leave those worlds they attack in a state of ruin and dread, their kill teams having picked them clean of slaves and demonstrated their raiding talents in the process.

HARLEQUINS

To these mysterious and enigmatic warrior acrobats, war and art are inseparable disciplines, and there is no distinction between staging performance and fighting in battle. Each of these Aeldari warriors' actions, down to flicks of the wrist and steps of the feet, contributes to the recounting of mythological and cautionary tales. Each Player takes on a role – body and soul – in these great acts until they have completed the chosen ritualised dance.

The Harlequins are the followers of Cegorach, the Laughing God, giving their lives over to him upon joining his ranks. Thus many have a twisted sense of humour as well as a deep appreciation for irony. Their faith in Cegorach is well placed, for when they die their patron deity takes their soul and spirits it into the webway, far from the clutches of Slaanesh.

Though they all follow the same deity, Harlequins fight for all manner of reasons. Many wage war to bring about the defeat of Chaos, some aim to restore the Aeldari empire of old, and some stand guard over sacred sites such as the Black Library. Regardless, all fight with breathtaking elegance using polychromatic holofields, anti-gravitic flip belts and an array of esoteric close combat weaponry.





ORKS

The belligerent and brutish Orks swarm the stars in their trillions. These immensely tough creatures thrive on violence and infest all corners of the galaxy. They destroy all in their path in their search to find the biggest and best battles. Orks think of little else besides their next punch-up or deafening gunfight, and when not battling other races gladly fight each other – over loot, for leadership of a tribe, or simply for fun. To the greenskins, might makes right, and the largest and strongest of their number are always in charge. Some of these creatures grow so massive that they can command a Waaagh!, a star-spanning military migration that drowns entire star systems in a sea of primal ferocity and bloodshed.

Although they tend to mix freely in tribes, any given Ork belongs to one of six clans. Each of these groupings is distinguished by the traits and tendencies displayed by their members. All clans in their own way are terrible threats to the galaxy, whether they are traditionalist Snakebites, brutally aggressive Goffs, ostentatious – by Ork standards – Bad Moons, cunning and plundering Deathskulls, surprisingly tactical Blood Axes or speed-obsessed Evil Sunz.

NECRONS

Arising from a sixty-million-year-long stasis sleep, the deathless android legions of the Necrons strike out en masse to reclaim the vast empire they once held. Though the galaxy has changed much, the megalomaniacal ambition of the soulless and merciless Necron Overlords has not dimmed in the slightest – yet many of them have found their minds have been ravaged by time. To them, the races that now populate the galaxy are vermin at worst, and chattel at best. Necron armies now march from deeply buried archeotechnological tombs to reclaim the surface, and mighty fleets power through the void.

Necron technology is so advanced that to many lesser races it is akin to magic. The Necrons' bodies of undying metal are impervious to all but the most powerful blasts and barrages, and even damaged Necron warriors self-repair and stagger back to their feet when their reanimation protocols are activated. Such is the power of their weaponry that even their most basic firearms can atomise flesh, bone and armour in seconds.

ASURYANI

An Asuryani kill team is made up of a number of elite specialists, each impeccably trained in a very specific way of war, whether it be the furious Howling Banshees or silent ambushers of the Striking Scorpions. These teams are sent by their craftworld's ruling seer council to perform specific and dangerous tasks, such as assassinating specific individuals years before they become a threat, or targeting key enemy infrastructure. They can also be formed of survivors from defeated raiding parties or even be a group of individuals long exiled from their craftworld of origin.

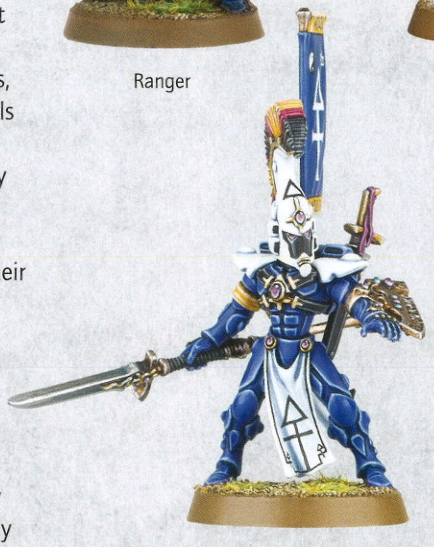
Whatever their reason for being, these forces of skilled and swift warriors demonstrate the uncanny ability of Aeldari to work together, and fuse their supremely specialised martial skills to form a highly effective units.



Ranger



Guardians





Dire Avengers

DRUKHARI

Though Commorragh is a realm rife with fierce rivalries and vendettas, most are put aside during raids. Kill teams in a Drukhari onslaught are fiercely competitive cliques of depraved killers and elite fighters drawn from different subcultures of Drukhari society. Kabalites unleash torrents of firepower from agony-inducing weapons, Haemonculi covens strike from unexpected quarters and hidden places and Wyches slash and cut with imperceptible speed while performing acts of battlefield acrobatics.



Kabalite Warriors





Wyches



Wrack



HARLEQUINS

Each Harlequin Troupe is a kill team in its own right. Using the secret labyrinth dimension of the webway, they strike across the galaxy, attacking critical targets with immaculate timing. Their attacks are a mesmerising display of acrobatic leaps and lunges, punctuated by rapid, graceful sword blows. A kill team takes on the aspect of the Light, the Dark or the Twilight, and each Harlequin's individual role dictates which of many elegant fighting styles they adopt.



Harlequin Troupe Players

NECRONS

Necron kill teams fulfil the myriad wishes of their maniacal Overlords. Their endurance and the relentless storms of atomising gauss energy they fire make them ideally suited to conventional military tasks, such as a diversionary assault or the capture of a well-defended strongpoint. An Overlord may have more delicate operations for their kill teams, such as assassinations, capturing subjects for mindshackle interrogation or retrieving artefacts of ancient provenance.



Immortal



Flayed One







Necron Warriors



Triarch Praetorian







Kommando Nob



Dakka Boy

ORKS

The leader of any Ork kill team is always either the most cunningly brutal or the most brutally cunning, becoming the boss through bullying and threats. An Ork kill team might have many things it wants to do – clobber the biggest enemy boss they can find, nick prized loot from another tribe, seize a particularly powerful enemy vehicle, or sneak into hostile territory to blow up as many things as they can.



Breacha Boy



Snipa Boy



Bomb Squig



Kommando Grot



THE SAVAGE AND THE STRANGE

With each passing year the Imperium encounters new xenos threats, who tear at Mankind's realm with tooth and claw. Using bizarre and hideous technologies they cross the stars and fashion armouries of devastating weapons with which to destroy Human worlds. Most insidious of all, they come with blasphemous ideologies and noxious lies that threaten the integrity of Mankind's faith.

TYRANIDS

The Tyranids are a predatory species from beyond the edge of the galaxy. These nightmarish xenos organisms drift through the void in vast swarms, their tendrils seeking out biomass wherever it can be found. They have consumed planet after planet in the few centuries since the Imperium first identified them. Likened to a galactic swarm, they strip the worlds they attack of every scrap of bio-matter. Such is their never-ending hunger that the Tyranids can turn a verdant, unspoiled paradise into bare rock in a matter of weeks. They require this never-ending supply of food not to create new organisms. It is a vicious perpetual cycle, one that the Tyranids are perfectly adapted for. Every Tyranid creature is honed to play a role in the Tyranids' single-minded purpose of consuming biomass wherever they find it Beasts equipped to slaughter those that fight back grow wicked claws that can cut a person in half, have large jaws lined with razor-sharp teeth and even carry grotesque bio-weapons that fire hungry parasitic missiles, sprays of digestive acid, spikes of hardened chitin, venomous barbs or toxic projectiles. Every weapon is itself a living organism as much as the bioform wielding it.

When the Tyranids attack, they do so in waves of spore-like drop craft filled with monstrous creatures, each more powerful and terrifying than the last. Once a world is conquered, they seed vast digestion pools which break down the planet's biomass for the hive ships to hungrily suck up. When all is consumed the Tyranids move on to their next victim.

GENESTEALER CULTS

Genestealer Cults begin their sinister existence amongst the seething, anonymous masses of Humanity, who toil ceaselessly in city-sized factories, hazardous mines and the bowels of underhives. They are united in their veneration of mysterious star-



'WE DO NOT NEED GRAND ARMIES, OR FLEETS OF SHIPS, TO BRING A WORLD TO THE GREATER GOOD. WE SEND WORD OF THE T'AU'VA TO THOSE WHO NEED IT MOST, THE DOWNTRODDEN AND THE OPPRESSED. WE SEND IT TO THOSE IN AUTHORITY WHO SEE THE WEAKNESS OF THE SYSTEM THEY SERVE. IT IS BY THE DEEDS OF THOSE WHO SLIP INTO THE FOLD UNSEEN, THOSE BRAVE, DEDICATED FEW WHO RISK CAPTURE AND DEATH, THAT THE TRUTH OF THE GREATER GOOD WINS OUT, BECOMES KNOWN AND EMBRACED BY MORE AND MORE OF THE LIBERATED.'

- Por'o Tash'var M'yen Mal'coar Vral,
T'au Water caste coordinator of Secluded Proselytism,
attached to personal retinue of Shas'o Shassera,
Fifth Sphere Expansion

borne deities, which they call the Star Children, who they believe will one day come to liberate them from oppression. As a cult grows and spreads, it becomes a sprawling clandestine network of vengeful, desperate and downtrodden individuals. They are guided towards their new destiny by their Patriarch, and given a sense of purpose they have never known before, throwing themselves into preparations for their gods' arrival with incredible vigour. They plan an uprising, to overthrow the oppressive masters of their world.

But they have been lied to. Their Patriarch is a Genestealer, a Tyranid vanguard organism - and the gods they worship are in reality the Tyranids, en route to consume their entire world. The Patriarch brings unwitting Human hosts into thrall by injecting them with its own genetic material. These slaves pass this Genestealer Curse onto future generations, until the Cult is rife throughout a world's underclasses. The cult then seeks to expand upwards into the higher echelons of society, further weakening their oppressors before the Star Children's arrival. When they rise up they fight with fanatical zeal and devotion. Only at the last minute, when the Tyranids arrive to devour oppressors and cultists alike, do they realise the terrible truth - that by their own deeds they have enabled their own horrible doom.

T'AU EMPIRE

Situated on the galaxy's Eastern Fringe, the T'au Empire is a small but rapidly expanding stellar realm. The T'au are highly advanced, ambitious and wholly committed to the philosophy that guides their entire species – the T'au'va, or Greater Good. This idea, that society as a whole is more important than any given individual, unifies their species. Such is these aliens' reverence of their ideology that they are convinced they can unite the galaxy with it, bringing the light of the T'au'va to a dark, barbaric and backwards universe. They are wholly convinced that there is no feat their technology cannot achieve, no triumph they cannot accomplish and no foe that can best them. Crucially, the T'au are wholly convinced that sooner or later, all of the sentient races of the galaxy will join their empire or else be swept aside.

Though it is the T'au's preference to entice outsiders into the fold of their Empire, they do not hesitate to bring the might of their Fire Caste armies to bear against those who refuse to acquiesce. T'au armies are like finely honed blades. Their soldiers are trained from birth and equipped with highly advanced weapons systems that are constantly being improved by T'au innovation. Their commanders are master tacticians, carefully studied in the arts of war, which they see as a discipline to be perfected. Rapid movement and fire superiority are the keys to T'au battlefield strategies – two of which are known as the Mont'ka – 'the killing blow' – and the Kauyon – 'the patient hunter'. T'au do not engage in wars of attrition and will concede ground as part of grander stratagems or in order to best place the foe for later annihilation



GENESTEALER CULTS

Right from the inception of a Genestealer Cult, its kill teams are at work. They prepare for the cult's eventual uprising by infiltrating defence forces, secreting weapons in hidden locations, disabling infrastructure and carrying out other acts of subterfuge and sabotage. Some even travel off world on pilgrimages or colonising expeditions to initiate insurrections elsewhere, readying new worlds for the arrival of the Star Children and the beautiful ascension they believe will follow.



Acolyte Hybrids



Neophyte Hybrids



Genestealers



Tyranid Warriors

TYRANIDS

The bestial horrors of Tyranid kill teams prepare a prey world for the invasion close behind them. In the first wave, they infiltrate cities and fortresses, wreaking havoc. These Tyranids undermine defences and sow fear, creating a pandemonium that is all but impossible for defenders to contain. They slaughter patrols, chew through the cabling of shield generators and cut down sentries.

Each kill team is made up of highly adapted bioforms specialised in seeding water and food supplies with microspores, hunting down leaders and devouring the brain matter of chosen individuals to absorb strategic knowledge. Together they are like a single, unstoppable hunter beast, stalking prey over any terrain and environment.



T'AU EMPIRE

T'au kill teams are highly adaptable and fluid fighting formations who act as a microcosm of the wider T'au war machine. They prioritise swift movement at all times, launching flanking attacks, counter manoeuvres and sudden ambushes with overwhelming superiority of firepower. Shas'ui or Shas'vre take charge, directing Strike Team warriors to provide cover fire, guided by the markerlights of Pathfinders and accompanied by artificially intelligent drones, for the close-assault specialising Breachers. Many T'au kill teams take the bonding ritual known as ta'lissera, the strongest commitment T'au can make to another, representing their willingness to sacrifice themselves to the greater whole.



Stealth Battlesuit with fusion blaster



Stealth Battlesuit with burst cannon



MV7 Marker Drone



Fire Warriors



Fire Warrior Breachers







CORE RULES

Warhammer 40,000: Kill Team puts you in command of a hand-picked squad of hardened operatives ordered to execute vital missions in the deadliest environments. Over the following pages you'll find rules to use your Citadel miniatures to recreate the intense combat experiences of the 41st Millennium.

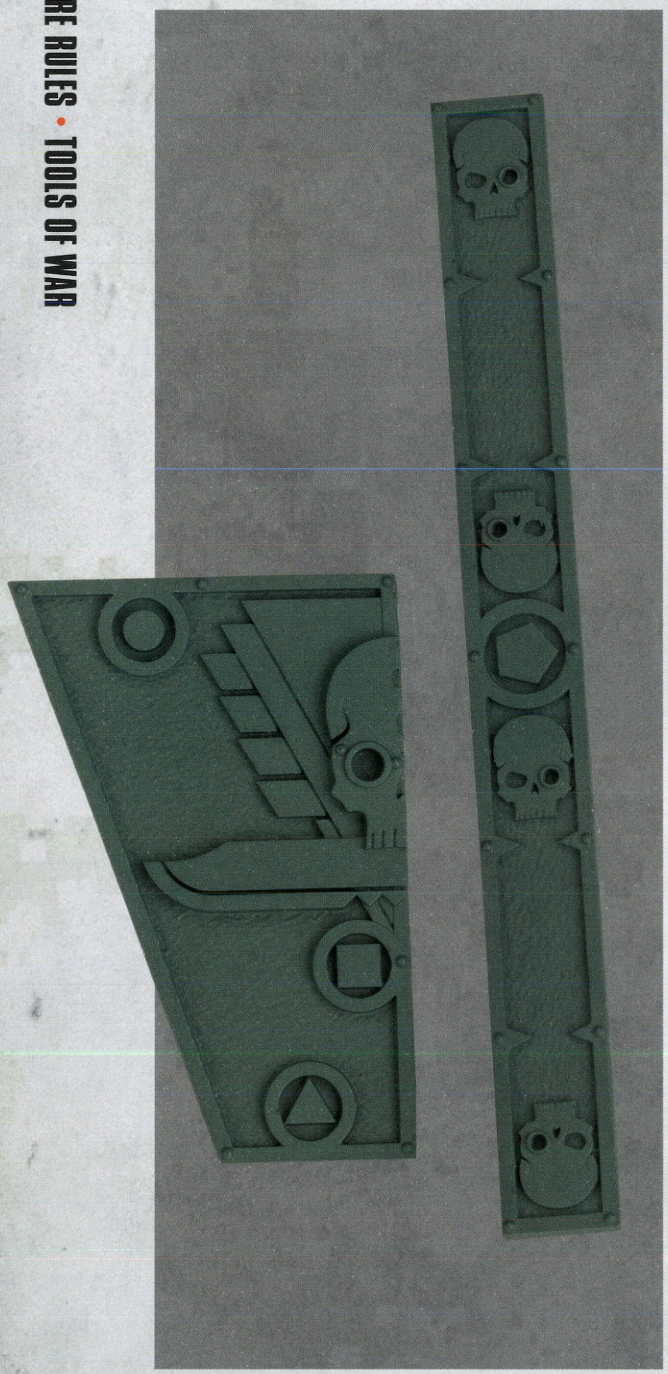
On pages 50-81 you will find the core rules needed for a Warhammer 40,000 Kill Team battle. Then, from page 82, you will find the next steps for games of skirmish combat set in the grim-dark future.



TOOLS OF WAR

In order to play a battle of Warhammer 40,000: Kill Team, each player will need a collection of Citadel miniatures. They will also need their miniatures' accompanying rules, known as a faction army list, which can be found in various Warhammer 40,000: Kill Team publications.

You will also need a set of combat gauges, a killzone and some dice. You may also find it helpful to have tokens to use when your miniatures have acted, taken wounds or performed certain special actions during the game.



OPERATIVES AND KILL TEAMS

The Citadel miniatures that a player uses in Warhammer 40,000: Kill Team are known as operatives. Your operatives are known as 'friendly' operatives and your opponent's operatives are known as 'enemy' operatives.

When you select your operatives for a battle, you are not selecting individuals, but rather a specialist squad that works together. This is known as your Kill Team. A list of the Kill Teams available to you can be found in your faction's army list. In battle, all your friendly operatives are collectively referred to as your Kill Team.

Once you have selected your way to play (pg 81), its mission sequence will tell you when you must select a Kill Team for a battle. When you do, you must select one of the Kill Teams from your faction's army list, then select the operatives as specified by that Kill Team. Some Kill Teams will specify the exact configuration of operatives it consists of. Others will allow you to select your own configuration of operatives (with restrictions). In either case, the final configuration of operatives must conform to the requirements laid out by that Kill Team.

DISTANCES

Warhammer 40,000: Kill Team captures the tactical engagement of elite operatives by using a collection of combat gauges listed below to measure distances. Similarly, the tense and timely actions of operatives is often displayed in increments. Players can use a tape measure or other measuring device if they wish by converting the relevant distance below into inches, however the game is designed for and explained with graded distances.

▲ The triangle distance is 1".

○ The circle is 2".

■ The square is 3".

⬟ The pentagon is 6".

Any distances of a symbol without a numerical value correspond to one combat gauge, e.g. ◯. Multiple combat gauge distances will be specified with a numerical value, e.g. 2◯.

Distances can be measured at any time, and can be measured out in different increments, so long as the total does not exceed the specified distance. For example, if an operative is going to be moved a distance of 3◯, this can be measured out as ⬟, 6▲, or even ▲◯■.

Many rules, such as a Normal Move or ability, will have a distance requirement. When measuring distances to and from operatives, measure from the closest part of the bases of operatives, rather than the miniature.

If a rule states that something must be 'within' a certain range, it is in range if the closest part of its base is no more than the specified distance. If a rule states something must be 'wholly within' a certain range, it is in range if every part of its base is no more than the specified distance. An operative is always within and wholly within range of itself.

KILLZONES

A killzone is the playing area in which your operatives wage war. Games of Warhammer 40,000: Kill Team are designed to be played on a 30" by 22" area, which is the size of a kill team gameboard. A killzone will also contain various terrain features that add excitement and tactical depth to your games. Terrain is explained in more detail on pages 72-80.



'IN A BATTLE SUCH AS THIS, THERE IS NO HELP TO BE HAD, NO SUPPORT INCOMING OR REINFORCEMENTS TO BE CALLED UPON. LAY YOUR PLANS CAREFULLY AND CONSIDER EVERY MOVE, LEST IT PROVE YOUR LAST.'

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

DICE

Warhammer 40,000: Kill Team uses six-sided dice (D6). Rolling a dice will give you a value, known as the result, which will determine the success or failure of your operatives' deeds. Some rules refer to a D3. In such cases, roll one D6 and halve the value (rounding fractions up) to determine the result.

Many rules require a certain result to succeed, such as attacking. For example, to make a successful roll, you might need a 3+. This means the result must be three or higher to succeed, so a dice roll value of 3, 4, 5 or 6 succeeds, whereas a dice roll value of 1 or 2 fails.

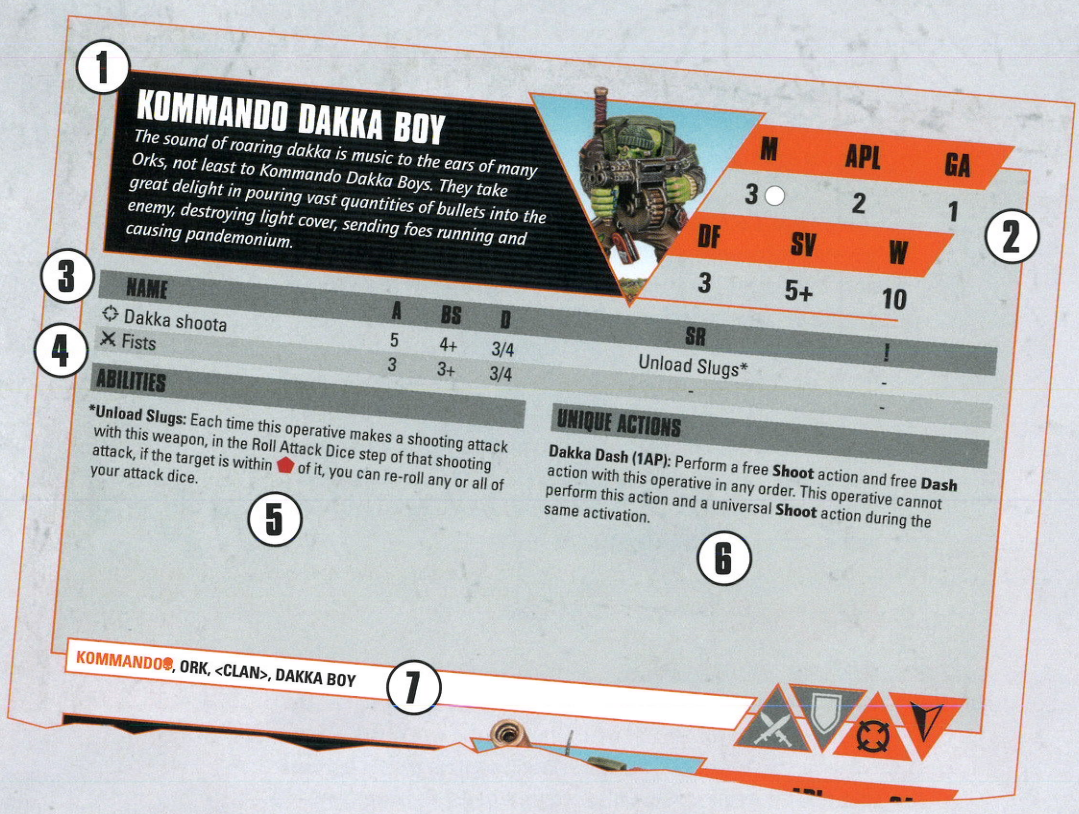
Some rules allow you to re-roll a dice roll. You can never re-roll a dice more than once, and you cannot select the original result, even if the new result is worse.

Some rules instruct players to roll off. To do so, both players roll one D6, and whoever scores highest wins the roll-off. If there is a tie for the highest roll, make the roll-off again. If both players would use a rule that would allow them to re-roll their dice when rolling off, both players must declare the use of this rule before any dice are re-rolled, starting with the player who lost the roll off.

Some rare rules will modify the result of a roll by adding or subtracting from the result. All modifiers are cumulative. A dice result can be modified above or below the maximum or minimum possible value of the roll. For example, if a D6 value is 6 and you must add 1 to the result, the final result is a 7.

DATACARDS

Each operative in your Kill Team has its own set of individual rules known as a datacard. It states all the key characteristics of your operatives and the weapons they are equipped with, and details anything unique they can do. You will find an example datacard opposite, and details of what information it provides below. All of the terms below are then explained over the following pages.



1. OPERATIVE TYPE

The type of the operative.

2. PHYSICAL PROFILE

- **Movement (M):** The speed at which the operative moves across the killzone, represented by a distance value.
- **Action Point Limit (APL):** The number of action points an operative generates when it is activated, which are used to perform actions.
- **Group Activation (GA):** Most operatives are activated individually, but some operatives must be activated in a group. This number states how many of these operatives are activated together.
- **Defence (Df):** How many attacks the operative can defend each time another operative attacks it with a ranged weapon.
- **Save (Sv):** How likely the operative is to avert an attack each time another operative attacks it with a ranged weapon, represented by the result required when rolling a D6. Note that a lower result is a better characteristic.
- **Wounds (W):** How many wounds an operative can lose before it is incapacitated. This is explained on page 68.

3. RANGED WEAPON PROFILES

The ranged weapons the operative can be equipped with, and their characteristics and rules when shooting. Shooting is explained on pages 64-65.

- **Name:** The name of the weapon.
- **Attacks (A):** The number of attack dice to roll when the operative attacks with this weapon.
- **Ballistic Skill (BS):** How accurate the operative is when attacking with this weapon, represented by the result required when rolling a D6. Note that a lower result is a better characteristic.
- **Damage (Dmg):** The amount of damage each attack dice can inflict. The first value is the Normal Damage characteristic. The second value is the Critical Damage characteristic.
- **Special Rules (SR):** Any special rules that apply each time the operative attacks with this weapon. Common special rules are explained on pages 142-143. Special rules marked with a * are explained on the operative's datacard.
- **Critical Hit Rules (!):** Any additional effects the weapon can cause with critical hits.

4. MELEE WEAPON PROFILES

The melee weapons the operative can be equipped with, and their characteristics and rules when fighting in combat. Fighting is described on pages 66-67.

- **Name:** The name of the weapon.
- **Attacks (A):** The starting number of attack dice to roll when the operative attacks with this weapon.
- **Weapon Skill (WS):** How accurate and skilled the operative is when attacking with this weapon, represented by the result required when rolling a D6. Note that a lower result is a better characteristic.
- **Damage (Dmg):** The amount of damage each attack dice can inflict. The first value is the Normal Damage characteristic. The second value is the Critical Damage characteristic.
- **Special Rules (SR):** Any special rules that apply each time the operative attacks with this weapon. Common special rules are explained on pages 142-143. Special rules marked with a * are explained on the operative's datacard.
- **Critical Hit Rules (!):** Any additional effects the weapon can cause with critical hits.

5. ABILITIES

- Any unique rules the operative has.
- Some abilities will only affect operatives with the relevant keywords, as explained below.
- An operative gains no benefit from the same ability from two different operatives - that ability only applies once.

6. UNIQUE ACTIONS

Any unique actions the operative can perform, in addition to the universal actions available to all operatives. Actions are explained on page 60.

7. KEYWORDS

- A set of keywords that help to identify the operative.
- Some rules will only affect operatives with the relevant keyword, identified by the **KEYWORD BOLD** font. For example, if a rule specifies friendly **ADEPTUS ASTARTES PHOBOS** operatives, it only affects operatives from your kill team that have both the **ADEPTUS ASTARTES** and **PHOBOS** keywords.
- Some keywords are orange and have a skull symbol, e.g. **KOMMANDO**. This denotes a faction keyword, which is used for creating a roster (pg 90-91 and 97-98).
- Pluralisation of a keyword does not affect which operative the rule applies to.
- Some operatives have selectable keywords in angular brackets, such as **<CHAPTER>**. This denotes a keyword that you must choose for yourself when the operative is added to your roster. Your choice replaces all instances of the angular bracket keyword on that operative's datacard. For example, if you add an **ADEPTUS ASTARTES INTERCESSOR** to your roster and you choose for it to be from the Dark Angels Chapter, you replace the **<CHAPTER>** keyword in all instances on that operative's datacard with the **DARK ANGELS** keyword.

ENGAGEMENT RANGE

Engagement Range is the zone of threat that operatives present to their enemies. Many rules in the game use Engagement Range, such as when moving and fighting. Engagement Range is mutual, therefore operatives are within each other's Engagement Range if one of them is Visible to and within ▲ of the other.

MODIFYING CHARACTERISTICS

Some rules will modify the characteristics of an operative and/or their weapons. All modifiers to a characteristic are cumulative.

If a characteristic refers to the result required when rolling a D6 (i.e. Save, Ballistic Skill and Weapon Skill), the modifier will specify to improve or worsen the characteristic. As a lower result is a better characteristic, the modifier should be applied accordingly. For example, if a Ballistic Skill of 4+ is worsened by 1, it would be modified to a 5+.

If an operative's APL is modified, it lasts until the end of its current or next activation (whichever comes first). Regardless of how many APL modifiers an operative is affected by, the total modification can never be more than -1 or +1 from its normal APL. For example, if an operative has an APL of 2, and two rules say to add 1 to the operative's APL, until the end of its next activation it would have an APL of 3.

BATTLE STRUCTURE

A battle of Warhammer 40,000: Kill Team consists of four Turning Points. A Turning Point includes three phases, each of which must be completed in order and in full. Once all three phases have been completed, the next Turning Point begins, the process repeating until the battle ends at the end of the fourth Turning Point. The three phases are listed in order below, and are explained on pages 57-67.

TURNING POINT

1

INITIATIVE PHASE

In the Initiative phase, the players ready their kill teams and determine who has the initiative for the Turning Point.

2

STRATEGY PHASE

In the Strategy phase, the players generate a valuable but limited resource known as Command Points (CPs) and spend them to use Strategic Ploys. Alternatively, they can save their CPs to spend on Tactical Ploys later in the battle. In addition, players may reveal certain Tac Ops in this phase for their kill teams to attempt.

3

FIREFIGHT PHASE

In the Firefight phase, the players alternate activating operatives or groups of operatives to perform actions with, such as moving around the killzone, shooting the enemy with weapons, fighting in combats or performing unique tasks like planting explosives and manifesting powerful psychic powers.

1

INITIATIVE PHASE

1. READY OPERATIVES

Each player readies all friendly operatives in the killzone by flipping their order token (pg 59) so they show an operative as ready.

2. DETERMINE INITIATIVE

The players determine who has the initiative for the Turning Point. During the first Turning Point, initiative is determined in the mission sequence of your type of play (pg 81). In subsequent Turning Points, the players roll off and the winner decides who has the initiative, but if the result of the roll off is a tie, the player who did not have initiative in the previous Turning Point has the initiative. Use the initiative token as a reminder of who has the initiative.

Having the initiative will give a player influence over the order of certain aspects of the battle, such as deciding which operative activates first during the Turning Point. If more than one rule would happen simultaneously, for example two rules that take effect at the end of a Turning Point, the player with the initiative determines the order in which they take effect.



Initiative token



2

STRATEGY PHASE

1. GENERATE COMMAND POINTS

Each player generates 1 Command Point (CP) and adds it to their CP pool. CPs remain in a player's pool until they are spent.

CPs can be spent on Strategic Ploys. They are used in the Strategy phase as described below, and are unique rules a cunning general can use to aid their kill team. Strategic Ploys can be found in your faction's army list.

CPs can also be spent on Tactical Ploys. It will specify when they should be used. Tactical Ploys are minor benefits that can have significant effects if used at the right time. Other than Command Re-roll opposite, each player can use each Tactical Ploy no more than once per Turning Point. If a Tactical Ploy is not used during a Turning Point, it is only limited by the number of Command Points you have. Tactical Ploys can be found in your faction's army list. In addition, the Command Re-roll Tactical Ploy is available to all factions.

2. PLAY STRATEGIC PLOYS

Starting with the player who has initiative, each player alternates either using a Strategic Ploy or choosing to pass. The players repeat this process until they have both passed in succession.

If a player declares they are going to use a Strategic Ploy, they must first pay its CP cost by removing the specified CPs from their pool. If a player does not have enough CPs to pay the cost, they cannot use that Strategic Ploy. When a Strategic Ploy is used, resolve its effects immediately before alternating to the other player. Each player cannot use the same Strategic Ploy more than once during each Strategy phase.

3. TARGET REVEAL

Starting with the player who has initiative, the players alternate revealing Tac Ops that may be revealed in the Target Reveal step of this Turning Point, or choosing to pass. Note that players do not have to reveal a Tac Op, but some must be revealed in certain Turning Points in order to be achieved. The players repeat this process until they have both passed in succession.

Tac Ops are tactical operations – selectable secondary objectives available to you in certain ways to play (see page 81). Tac Ops are explained on page 138.

COMMAND RE-ROLL 1CP

Tactical Ploy

Use this Tactical Ploy after rolling one of your attack dice or defence dice. You can re-roll that dice.



3

FIREFIGHT PHASE

1. PERFORM ACTIONS

The player who has initiative activates first. They select one ready friendly operative and activates it. Once they have completed that operative's activation, their opponent selects one of their ready operatives and does the same. The players repeat this process until all operatives in the killzone have been activated.

If an operative has a Group Activation of more than 1, it must be activated in a group, rather than individually. In such cases the player selects one friendly ready operative and activates it. When that operative's activation ends, they then select another ready friendly operative of the same type to be activated. They repeat this process until they have activated the number of operatives specified by that operative's Group Activation characteristic, or there are no more friendly operatives of that type left to activate. Their opponent then activates one of their operatives as normal.

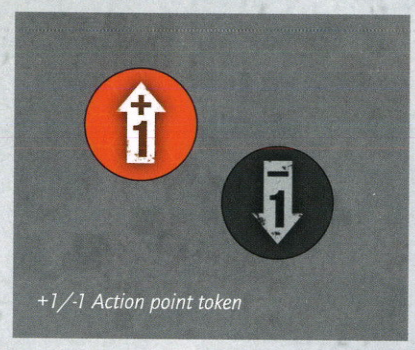
Each time a player activates one of their ready operatives, they must determine whether it has the Engage or Conceal order. If it is the first Turning Point, it has the order that was given to it when it was set up before the battle. In all subsequent Turning Points, they can choose what order to give it.

In the right circumstances, an operative with the Conceal order is not a valid target for an enemy operative's shooting attacks (as explained on pages 64-65), but it is unable to perform various actions. An operative with the Engage order can perform more actions, but is more susceptible to enemy operatives' ranged attacks. Each time you give an operative an order, place the relevant order token next to them.

The operative then generates a number of action points equal to its Action Point Limit (APL), which are used to perform actions. Actions are explained on page 60. Once all their action points have been used and they have no other actions to perform, their activation ends and they are no longer ready.

When an operative's activation ends, flip their order token to the activated side to signify they are no longer ready.





+1/-1 Action point token

Each action has an associated cost in action points, e.g. 1AP. Each time a player wishes to perform an action with an operative, they must subtract the specified action points from the number of action points that operative generated for that activation. If they do not have enough action points to perform that action, they must select a different action. They then perform that action as specified. While an operative is performing an action, it is known as the active operative.

The controlling player does not need to declare all of their operative's actions when it is activated. Instead, they can perform an action, and then decide the next action after seeing its effects. Unless otherwise specified, an operative cannot perform the same action more than once during its activation.

OVERWATCH

When it is your turn to activate an operative, if you do not have any ready operatives left to activate, but your opponent has not yet activated all of their operatives, you can select a friendly operative that has an Engage order and has already activated this phase to perform a single **Overwatch** action (see page 63). Each operative can perform one **Overwatch** action per Turning Point, and you can only select an operative to do so if your opponent still has operatives left to activate. That means that once your opponent has activated all their operatives, the Firefight phase ends.

ACTIONS

Actions are categorised as follows:

- **Universal actions** can be performed by all operatives. They are detailed over the following pages.
- **Unique actions** are actions detailed on an operative's datacard that only they can perform, such as the **Dakka Dash** action found on the example datacard on page 54.
- **Mission actions** are specific to the mission you are playing, and will be detailed by that mission's briefing. Missions can be found on pages 86-87 and 120-137.
- **Free actions** can only be performed when another rule specifies. Each time an operative would perform a free action, the following rules apply.
  - The operative can perform the action, so long as the requirements of the action are met.
  - The player does not subtract any additional AP to perform the action.
  - The operative would still count as performing the action for all rules purposes. For example, if it performed it during its activation, it would not be able to perform the action again during that activation.

For example, when a **KOMMANDO DAKKA BOY** *performs a* **Dakka Dash** *action (see unique actions, right), it can perform a free* ***Dash*** *and free* ***Shoot*** *action without subtracting any additional AP (other than the AP spent on the* ***Dakka Dash*** *action). However, it is subject to those actions' requirements, therefore it cannot perform the free* ***Dash*** *action if it is within Engagement Range of enemy operatives, and cannot perform the free* ***Shoot*** *action if it is within Engagement Range of enemy operatives or has a Conceal order. In addition, for each of the free actions it performs, it cannot perform them again during its activation.*

NORMAL MOVE 1AP

Move the active operative up to a distance that does not exceed its Movement characteristic. Remember that distances can be broken down into smaller increments, so long as the total distance the operative moves does not exceed its Movement characteristic. The operative must move in straight-line increments each time it moves in a direction. An increment of movement can be less than ▲, but such increments are still treated as ▲.

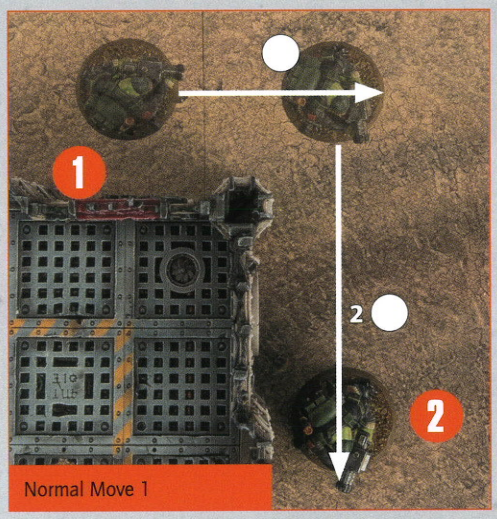
The operative must finish the move in a location it can be placed. If this is not possible, it cannot move there. It cannot move over the edge of the killzone or through any part of another operative's base, and it cannot move within Engagement Range of an enemy operative, unless another friendly operative is already within Engagement Range of that enemy operative, in which case it cannot finish its move within Engagement Range of that enemy operative.

An operative cannot move through terrain features – it must traverse or climb over them. If an operative wishes to move across the killzone by jumping across gaps or down from ledges, it must jump or drop. The rules for climbing, traversing, jumping and dropping can be found on pages 73-75.

An operative cannot perform this action if it is within Engagement Range of an enemy operative. In addition, an operative cannot perform this action in the same activation in which it performed the **Fall Back** or **Charge** action.

FLYING

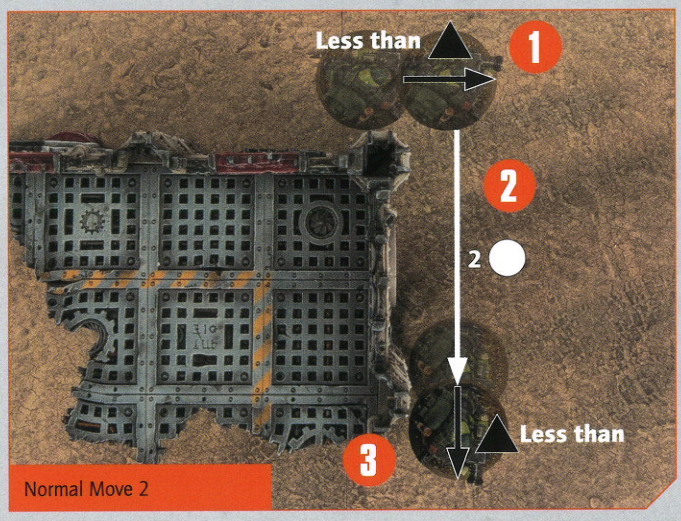
Each time an operative makes any kind of move, if it has the **FLY** keyword, it can move around, across and over other operatives (and their bases) as if they were not there, but must finish its move following all requirements specified by that move, and cannot finish its move on top of other operatives (or their bases).



Normal Move 1

1. *The operative's M characteristic is 3○. It first moves in a straight line increment of ○ to clear the corner of a wall.*

2. *It then moves in a straight line increment of 2○, the remaining distance it can move without exceeding its M characteristic.*



Normal Move 2

1. *The operative's M characteristic is 3○. It intends to stay close to the wall, therefore its movement will be measured out in different increments without exceeding its M characteristic. It first moves in a straight line increment of less than ▲, but as the minimum increment of movement is ▲, it is still treated as a movement of ▲.*

2. *It then moves in a straight line increment of 2○.*

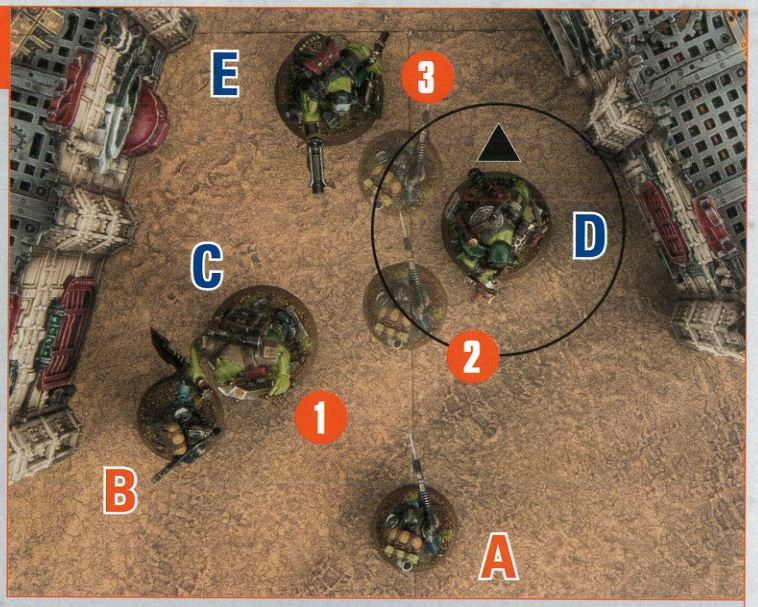
3. *Finally, the operative wants to be at the corner of the wall. Its final increment of movement is less than ▲, but as before, this is rounded up to ▲. The operative's final distance of movement is 2○ and 2▲.*

CHARGE 1AP

Move the active operative following the same rules as a **Normal Move** action with the following exceptions:

- Move the active operative up to a distance that does not exceed the distance equal to its Movement characteristic plus ◯.
- It must finish the move within Engagement Range of an enemy operative. If this is not possible you must choose a different action for the operative (the action points subtracted for the **Charge** action are refunded).
- If it moves within Engagement Range of an enemy operative, if no other friendly operatives are within Engagement Range of that enemy operative, it must finish the move within Engagement Range of that enemy operative.

An operative cannot perform this action if it has the Conceal order or if it is within Engagement Range of enemy operatives. In addition, an operative cannot perform this action in the same activation in which it performed the **Normal Move**, **Dash** or **Fall Back** action.



1. Operative A wants to charge operative E. It first moves within Engagement Range of operative C. As operative C is within Engagement Range of operative B, operative A is free to continue.

2. It then moves within Engagement Range of operative D. As operative D is not within Engagement Range of any other friendly operatives, operative A must now finish the move within Engagement Range of operative D.

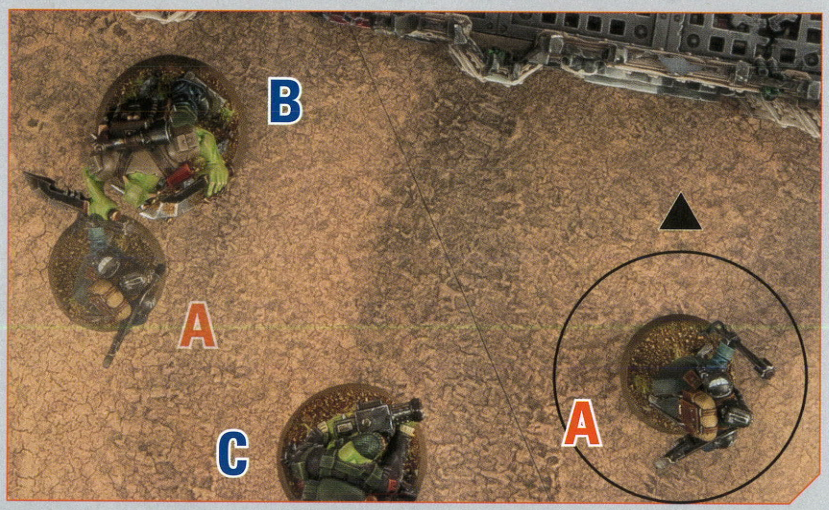
3. However, as operative A still has movement remaining, it can still move within Engagement Range of operative E, so long as it still finishes the move within Engagement Range of operative D.

FALL BACK 2AP

Move the active operative following the same rules as a **Normal Move** action with the following exceptions:

- It can only perform this action if it is within Engagement Range of an enemy operative.
- It can move within Engagement Range of enemy operatives, but cannot finish the move within Engagement Range of an enemy operative. If this is not possible, it cannot perform this action (the action points subtracted for the **Fall Back** action are refunded).

An operative cannot perform this action in the same activation in which it performed the **Normal Move** or **Charge** action.



*Operative A is performing a **Fall Back** action. It can move within Engagement Range of operative B, and can move within Engagement Range of operative C, but cannot finish the move within Engagement Range of operative B or C, as it cannot finish the move within Engagement Range of an enemy operative.*

DASH 1AP

Move the active operative following the same rules as a **Normal Move** action with the following exception:

- It can only move up to ■.

An operative cannot perform this action if it is within Engagement Range of an enemy operative. In addition, an operative cannot perform this action in the same activation in which it performed a **Charge** action.

PASS 1AP

No rules effect for the active operative. This action is used if the player wishes to do nothing more with their operative, but they have action points remaining. Unlike other actions, operatives can perform this action more than once during their activation.

OVERWATCH 0AP

Make a shooting attack with one of the active operative's ranged weapons. For that shooting attack, worsen the Ballistic Skill characteristic of the active operative's ranged weapons by 1.

An operative cannot perform this action if it is within Engagement Range of an enemy operative. In addition, an operative can only perform this action once per Turning Point, only if it has an Engage order, and only as explained by Overwatch on page 60.

PICK UP 1AP

To perform this action, an operative must be within ▲ of an objective marker or token that the **Pick Up** action can be performed upon. Remove that objective marker or token from the killzone; the acting operative is now carrying it. While an operative is carrying an objective marker or token, it is always in control of it, and unless otherwise specified, acts normally.

An operative can drop an objective marker or token it is carrying at any point during its activation without subtracting any additional AP. If an operative would be removed from the killzone while carrying an objective marker or token, before it is removed, it must drop it. To drop an objective marker or token, the operative's controlling player places the centre of it within ▲ of and Visible to the operative. If that is not possible, they must place it in a location that is Visible and as close as possible to the operative.

An operative cannot perform the **Pick Up** action if it is within Engagement Range of an enemy operative, if it does not control that objective marker or token, or if it is already carrying another objective marker or token.

'THIS BROOD, THAT THE PLANETARY MILITIA HAVE NAMED THE WRITHING SHADOW, THEY ARE WITHOUT A DOUBT THE MOST FEROCIOUSLY LETHAL EXAMPLE OF THEIR KIND I HAVE EVER WITNESSED. READY YOURSELVES FOR THE FIGHT OF YOUR LIVES...'

- Inquisitor Lysette Astromar, Ordo Xenos



SHOOT 1AP

Make a shooting attack with one of the active operative's ranged weapons. An operative cannot perform this action if it has a Conceal order or if it is within Engagement Range of an enemy operative. To make a shooting attack, complete the shooting sequence as follows:

In the shooting sequence, the player controlling the active operative is the attacker. The player controlling the target operative is the defender.

1. SELECT RANGED WEAPON

The attacker selects one ranged weapon their operative is equipped with and collects their attack dice. Their attack dice are a number of D6 equal to the weapon's Attacks characteristic.

2. SELECT VALID TARGET

The attacker selects a valid target for the shooting attack. A valid target is an enemy operative in the active operative's Line of Sight that has no friendly operatives within its Engagement Range. If there are no valid targets for the shooting attack, the **Shoot** action cannot be resolved and you must choose a different action for the operative (the action points subtracted for the **Shoot** action would be refunded). If there are no valid targets for the shooting attack, the **Shoot** action cannot be resolved and you must choose a different action for the operative (the action points spent on the **Shoot** action would be refunded).

3. ROLL ATTACK DICE

The attacker rolls their attack dice. Each result that equals or beats the selected weapon's Ballistic Skill characteristic is a successful hit and is retained. Each that doesn't is a failed hit and is discarded. A result of 6 is always a successful hit and a result of 1 is always a failed hit. Keep track of each retained result of 6 – this is a critical hit. Each other retained success is a normal hit.

Critical hits are well-placed or well-timed attacks. They often have unique effects, such as inflicting additional damage or being harder to defend against. This will be shown in the weapon's Damage, Critical Hit Rules and any Special Rules it has.

4. ROLL DEFENCE DICE

The defender collects their defence dice and rolls them. Their defence dice are a number of D6 equal to the target's Defence characteristic. Each result that equals or beats the target's Save characteristic is a successful save and is retained. Each that doesn't is a failed save and is discarded. A result of 1 is always a failed save. Keep track of each retained result of 6 – this is a critical save. Each other retained success is a normal save.

Critical saves are well-timed dodges, esoteric protection or lucky escapes. They are used to avoid critical hits.

If the target is in Cover (pg 70-71), before rolling their defence dice, the defender can retain one as a successful normal save without rolling it.

Some weapons have Special Rules that affect dice during an attack, such as Armour Penetration. Common Special Rules can be found on pages 142-143, and more unique ones will be found in the relevant army list.

5. RESOLVE SUCCESSFUL SAVES

The defender resolves all of their successful saves. To resolve a successful save, they select one or more of their retained defence dice, discard one of the attacker's successful hits, then discard that defence dice.

- If the defence dice they select is a normal save, they select one of their opponent's normal hits to be discarded.
- If the defence dice they select are two normal saves, they select one of their opponent's critical hits to be discarded.
- If the defence dice they select is a critical save, they select one of their opponent's normal hits or critical hits to be discarded.

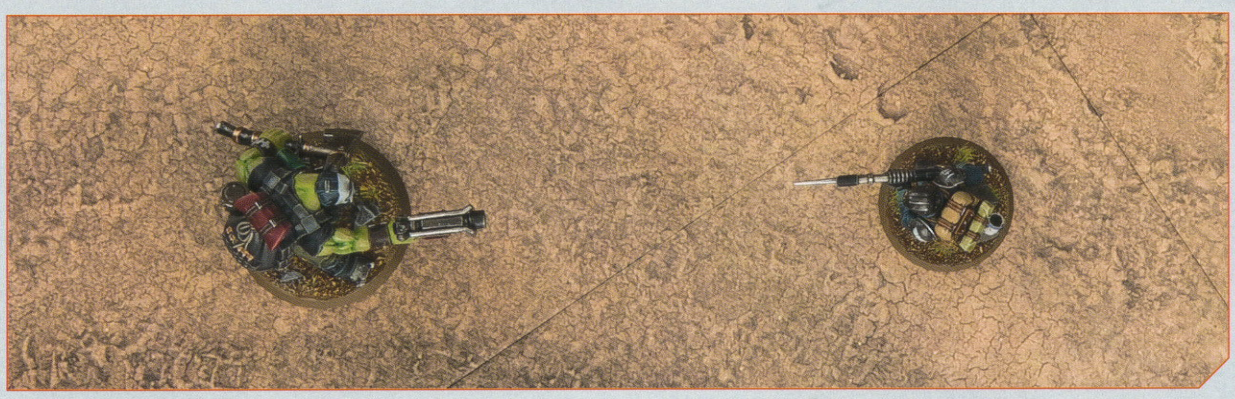
6. RESOLVE SUCCESSFUL HITS

The attacker resolves any remaining successful hits. To resolve a successful hit, they select one of their retained attack dice, inflict damage on the target, then discard that attack dice.

- If the attack dice they select is a normal hit, inflict damage equal to the weapon's Normal Damage.
- If the attack dice they select is a critical hit, inflict damage equal to the weapon's Critical Damage.

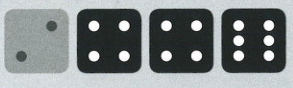
7. REMOVE INCAPACITATED OPERATIVES

Any operatives that were incapacitated (see page 68) are removed from the killzone after the active operative has finished making all of its shooting attacks for that action. That means that in the rare instance that an operative is attacking multiple targets (e.g. the weapon has the Blast special rule), they make all of their attacks for that action before any incapacitated operatives are removed.



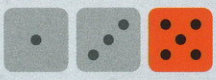
1. The Veteran Guardsman makes a shooting attack. The attacker, the Veteran Guardsman's controlling player, selects the Veteran Guardsman's lasgun as the ranged weapon to make the shooting attack with and collects four attack dice. They then select the Kommando as the target.

2. The attacker rolls their attack dice and the results are as follows:



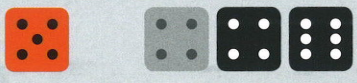
The result of 2 is discarded as it does not equal or beat the weapon's BS characteristic, and the rest are retained as successful hits.

3. The defender, the Kommando's controlling player, collects and rolls their defence dice and the results are as follows:

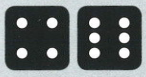


The results of 1 and 3 are discarded as they do not equal or beat the Kommando's Sv characteristic, and the result of 5 is retained as a successful save.

4. The defender resolves their successful saves. As the retained defence dice is a normal save, they select one of the attacker's normal hits (a result of 4) to be discarded. They now have no remaining defence dice.



5. The attacker resolves their remaining successful hits.



The first retained attack dice they resolve is a critical hit (the result of 6), therefore they inflict Critical Damage on the Kommando. The remaining retained attack dice they resolve is a normal hit (the result of 4), therefore they inflict Normal Damage on the Kommando. They now have no remaining attack dice and the Kommando has lost a total of 5 wounds.

FIGHT 1AP

Fight in combat with the active operative against an enemy operative. An operative cannot perform this action unless it is within Engagement Range of an enemy operative. To fight in combat, complete the fight sequence as follows:

In the fight sequence, the player controlling the active operative is the attacker. The player controlling the target operative is the defender.

1. SELECT VALID TARGET

The attacker selects a valid target for combat. A valid target is an enemy operative in the active operative's Engagement Range. The rules for determining if the target operative is Visible can be found on page 70. If there are no valid targets for combat, the **Fight** action cannot be resolved and you must choose a different action for the operative (the action points subtracted for the **Fight** action are refunded).

2. SELECT MELEE WEAPONS

The attacker selects one melee weapon their operative is equipped with and collects their attack dice. The defender then selects one melee weapon their operative is equipped with and collects their attack dice. Each player's attack dice are a number of D6 equal to their selected weapon's Attacks characteristic.

3. ROLL ATTACK DICE

Both players roll their attack dice simultaneously. Each result that equals or beats their selected weapon's Weapon Skill characteristic is a successful hit and is retained. Each that doesn't is a failed hit and is discarded. A result of 6 is always a successful hit and a result of 1 is always a failed hit. Keep track of each retained result of 6 - this is a critical hit. Each other retained success is a normal hit.

4. RESOLVE SUCCESSFUL HITS

Starting with the attacker, each player alternates resolving one of their successful hits. They repeat this process until one operative in that combat is incapacitated or they have no more hits to resolve, in which case their opponent resolves all of their remaining hits. To resolve a successful hit, they select one of their retained attack dice, choose for their operative to **strike** or **parry**, then discard that attack dice.

If they **parry**, one of their opponent's successful hits is discarded.

- If the attack dice they select is a normal hit, they select one of their opponent's normal hits to be discarded.
- If the attack dice they select is a critical hit, they select one of their opponent's normal hits or critical hits to be discarded.

If they **strike**, inflict damage on the target.

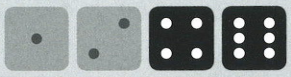
- If the attack dice they select is a normal hit, inflict damage equal to their selected weapon's Normal Damage.
- If the attack dice they select is a critical hit, inflict damage equal to their selected weapon's Critical Damage.

COMBAT SUPPORT

Each time an operative fights in combat, for each other friendly operative that supports them in that combat, improve the Weapon Skill characteristic of melee weapons they are equipped with by 1 for that combat. For a friendly operative to support them, it must be within Engagement Range of the enemy operative in that combat and not within Engagement Range of other enemy operatives.

1. *The Kommando fights in combat. The attacker, the Kommando's controlling player, selects the Veteran Guardsman as the target. The attacker selects the Kommando's choppa as the melee weapon to fight in the combat with and collects four attack dice. The defender, the Veteran Guardsman's controlling player, then selects the Veteran Guardsman's bayonet and collects three attack dice.*

2. *The attacker and defender roll their attack dice simultaneously. The attacker rolls:*



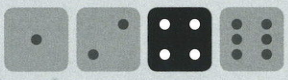
The results of 1 and 2 are discarded as they do not equal or beat the weapon's WS characteristic, and the rest are retained as successful hits.

The defender rolls:

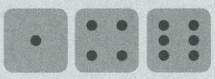


The result of 1 is discarded as it does not equal or beat the weapon's WS characteristic, and the rest are retained as successful hits.

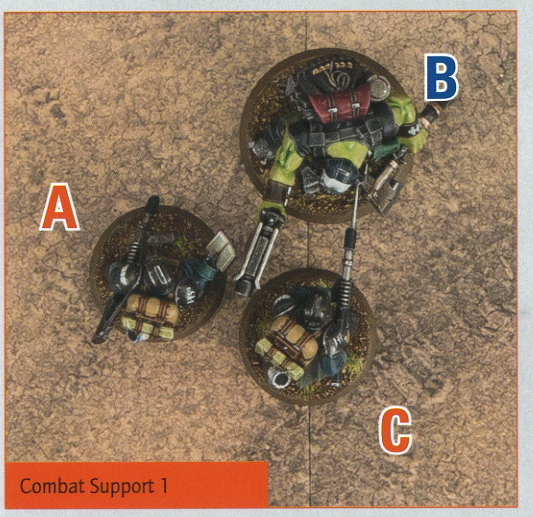
3. *The attacker resolves a successful hit first. They select their attack dice result of 6 and choose to parry. As the retained attack dice is a critical hit, they select their opponent's critical hit to be discarded. The defender then resolves a successful hit. They select their attack dice result of 4 and choose to strike. As the retained attack dice is a normal hit, they inflict Normal Damage on the Kommando. The attacker's remaining attack dice is now...*



...and the defender has no remaining attack dice:

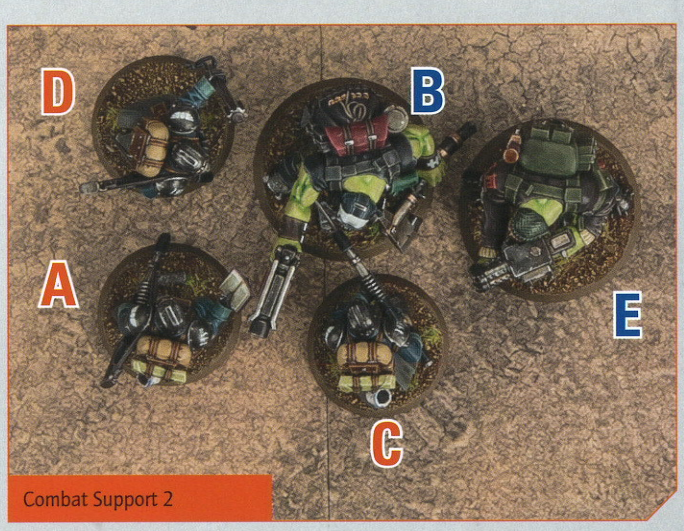


4. *The attacker resolves a successful hit again. They select their remaining attack dice result of 4 and choose to strike. As the retained attack dice is a normal hit, they inflict Normal Damage on the Veteran Guardsman. Both players now have no remaining attack dice. The Veteran Guardsman operative has lost a total of 4 wounds and the Kommando operative has lost a total of 2 wounds.*



Combat Support 1

Operative C and operative B are fighting in a combat. As operative A is within Engagement Range of operative B and not within Engagement Range of other enemy operatives, the WS characteristic of operative C's melee weapons are improved by 1 for that combat.



Combat Support 2

Operative C and operative B are fighting in a combat. As operative A and operative D are within Engagement Range of operative B and not within Engagement Range of other enemy operatives, the WS characteristic of operative C's melee weapons are improved by 2 for that combat. As operative E is within Engagement Range of operative C and not within Engagement Range of other enemy operatives, the WS characteristic of operative B's melee weapons are improved by 1 for that combat.

WOUNDS AND DAMAGE

All operatives have a starting number of wounds that are used to measure how much damage they can sustain before losing effectiveness and becoming incapacitated. Each time damage is inflicted on an operative, it loses a number of wounds equal to the value of that damage.

If an operative's wounds are reduced to 0 or less, it is incapacitated. When an operative is incapacitated, it is removed from the killzone and you can no longer use its abilities. If an operative is incapacitated during a shooting sequence, it is removed after all shooting attacks from that action have been made, as specified in the shooting sequence. If an operative is incapacitated during a fight sequence, any remaining hits are discarded and not resolved.

Certain objectives and Tac Ops will require friendly operatives to incapacitate enemy operatives, and may even specify the manner in which it must be done (e.g. a shooting attack). This is achieved when a friendly operative performs an action or ability (or, where necessary, the specified action or ability), and as a result of doing so, an enemy operative is incapacitated.

Some rules inflict mortal wounds. Mortal wounds are a powerful source of damage such that rolling defence dice will not help the operative defend against them. Each time an operative suffers a mortal wound, one point of damage is applied to it.

If an operative has fewer than half of its wounds remaining, it is injured. While an operative is injured, subtract ◯ from its Movement characteristic and worsen the Ballistic Skill and Weapon Skill characteristics of the ranged and melee weapons it is equipped with by 1 respectively.

It is a good idea to mark any lost wounds so that both players can keep track of the damage dealt. Some players will place dice or tokens next to the operative or on its datacard, while others may choose to write it down on a piece of paper.



Injured token

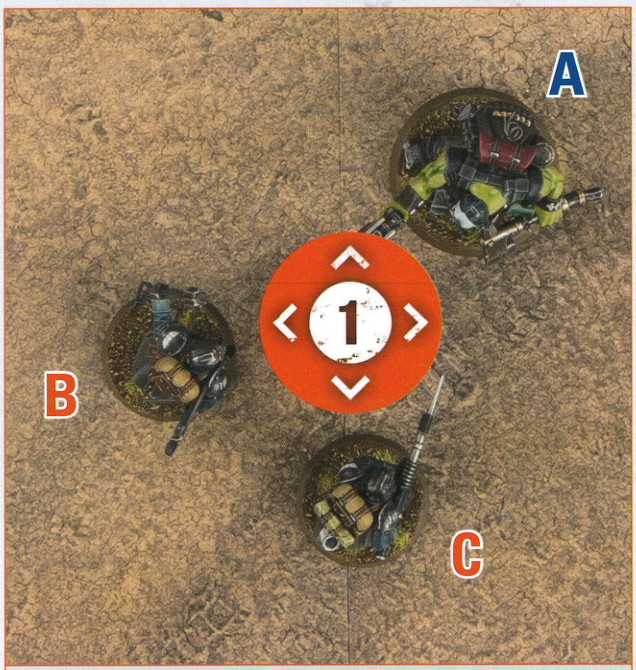


'THOSE WITH SUPERIOR REACH CAN DICTATE THE FLOW OF BATTLE AND IMPOSE THEIR WILL UPON THE FOE. REMEMBER, THE FIRST STEP ON THE PATH TO VICTORY IS OFTEN THE MOST IMPORTANT.'

- Commander Puretide

CONTROLLING OBJECTIVE MARKERS & TOKENS

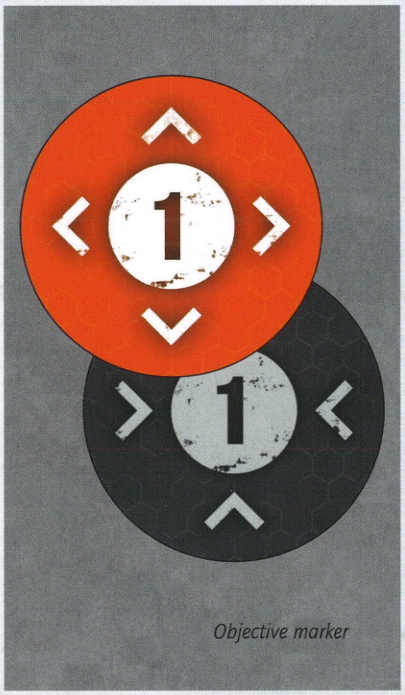
Your operatives will most often be battling for dominance of vital objective markers and tokens. Many rules will require your operatives to control objective markers or tokens in order to interact with them. Friendly operatives control an objective marker or token if the total APL characteristic of friendly operatives within ◯ of the centre of it is greater than that of enemy operatives. If an operative is carrying an objective marker or token (see the **Pick Up** action, page 63), it is always in control of it. Finally, unless otherwise specified, when setting up or measuring a distance to an objective marker or token, always measure from its centre.



Operative A is within ◯ of the centre of the objective marker for a total APL of 2. Operative B and C are within ◯ of the centre of the objective marker for a total APL of 4. Therefore operative B and C control the objective marker.



The locations of objective markers on the battlefield are typically shown on the deployment map of the mission being played, and are represented by the icon above.



Objective marker

LINE OF SIGHT

Some rules will require an operative (known as the intended target in the following rules) to be in the active operative's Line of Sight (LoS), such as when selecting a valid target for a shooting attack.



If the intended target has an **Engage** order, it is in the active operative's LoS if it is:

1. ***Visible***.
2. Not ***Obscured***.



If the intended target has a **Conceal** order, it is in the active operative's LoS if it is:

1. ***Visible***.
2. Not ***Obscured***.
3. Not in ***Cover***.

VISIBLE

For an intended target to be Visible, the following must be true:

- You can draw an imaginary, unobstructed straight line (known as a Visibility line) 1mm wide from the head of the active operative's miniature to any part of the miniature of the intended target (not its base).

In the rare instance that bases prevent an intended target from being Visible to the active operative, such as when the active operative is directly below or above the intended target, treat those bases as being invisible.

Some rare rules will require you to select a point that is Visible (e.g. a point on the killzone). In such circumstances, you must be able to draw an imaginary, unobstructed straight line 1mm wide from the head of the active operative's miniature to the point you would select.

OBSCURED

Regardless of whether a target operative has an Engage or Conceal order, if an Obscuring terrain feature is in the way, an active operative may be unable have LoS to them. For an intended target to be Obscured, the following must be true:

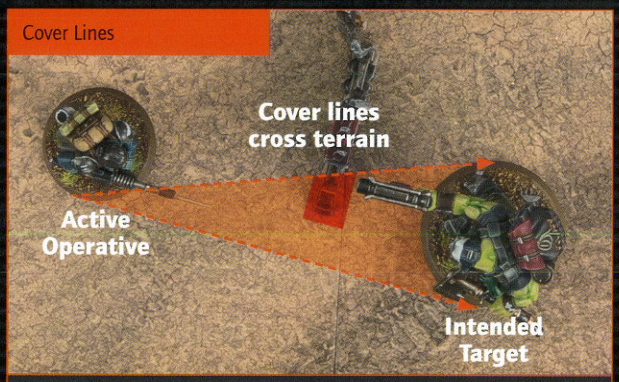
- The intended target is more than ⬤ from a point at which a Cover line crosses a terrain feature that is Obscuring (see page 72). However, if the active operative is within △ of a point at which a Cover line crosses a terrain feature that is Obscuring, that part of the terrain feature is not treated as Obscuring.

COVER

If an operative positions themselves in Cover, they will use it for protection while they have an Engage order, or hide behind it while they have a Conceal order. For an intended target to be in Cover, both of the following must be true:

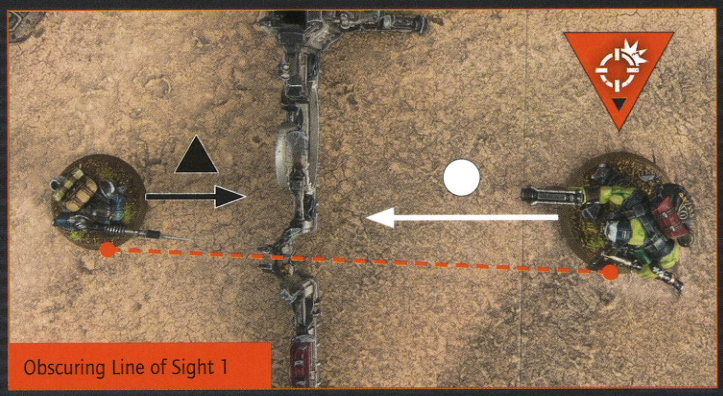
- The intended target is more than ⬤ from the active operative.
- The intended target is within △ of a point at which a Cover line crosses another operative's base or a terrain feature that provides Cover (see page 72).

Note that an intended target that has an Engage order can gain a defensive benefit for being in Cover as specified in the shooting sequence on pages 64-65.



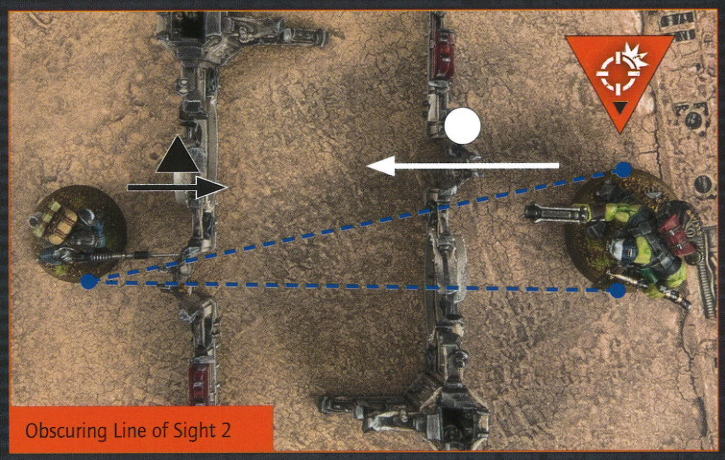
To establish Cover lines, the active operative's controlling player draws imaginary straight lines, 1mm wide, from any part of the active operative's base to every part of the intended target's base.

A Kommando with an Engage order is visible to the Veteran Guardsman, but a terrain feature that is Obscuring is between them. The Veteran Guardsman is not within △ of a point at which a Cover line crosses the terrain feature. The Kommando is more than ● from a point at which a Cover line crosses the terrain feature. Therefore the Kommando is Obscured. It is not in the Veteran Guardsman's LoS and is not a valid target for its shooting attack.



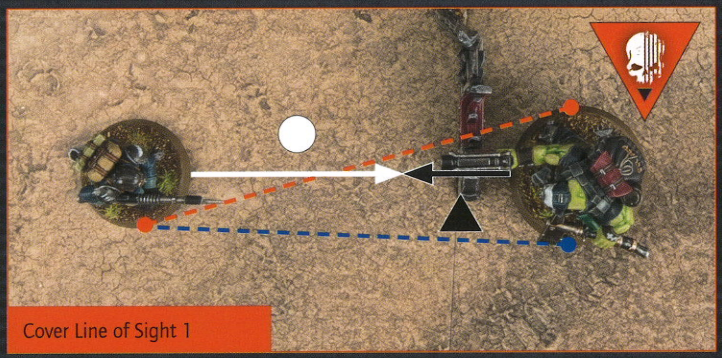
Obscuring Line of Sight 1

A Kommando with an Engage order is visible to the Veteran Guardsman, but two terrain features that are Obscuring are between them. The Veteran Guardsman is within △ of a point at which a Cover line crosses one of the terrain features, therefore the Kommando is not Obscured by that terrain feature. The Kommando is not more than ● from a point at which a Cover line crosses the other terrain feature, therefore the Kommando is not Obscured by that terrain feature either. It is in the Veteran Guardsman's LoS and is a valid target for its shooting attack.



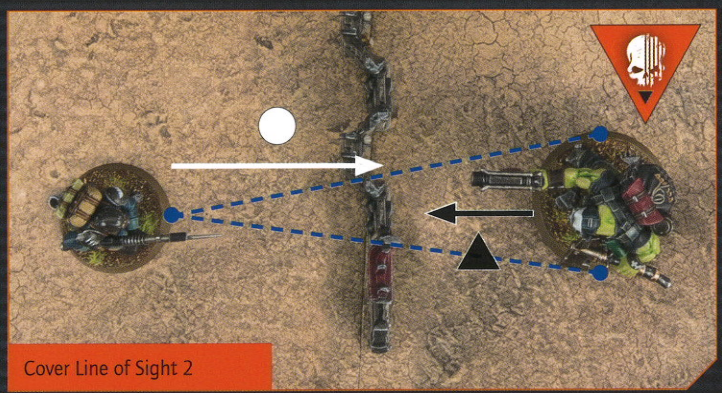
Obscuring Line of Sight 2

A Kommando with a Conceal order is visible to the Veteran Guardsman and is not Obscured. The Kommando is both more than ● from the Veteran Guardsman and within △ of a point at which a Cover line crosses a terrain feature that provides Cover, therefore it is in Cover. As the Kommando has a Conceal order, it is not in the Veteran Guardsman's LoS and is not a valid target for its shooting attack.



Cover Line of Sight 1

A Kommando with a Conceal order is visible to the Veteran Guardsman and is not Obscured. The Kommando is more than ● from the Veteran Guardsman, but not within △ of a point at which a Cover line crosses a terrain feature that provides Cover, therefore it is not in Cover. It is in the Veteran Guardsman's LoS and is a valid target for its shooting attack.



Cover Line of Sight 2

KILLZONES

Killzones are an essential component of Warhammer 40,000: Kill Team, providing an immersive experience as well as an engaging battlefield for your operatives to fight on. Securing objectives, climbing buildings, vaulting obstacles, taking cover and leaping over gaps are all part of mastering the environments your operatives wage war within. In this section you will find all the rules for the features that makes up your killzone, and how your operatives interact with it.

TERRAIN TRAITS

Killzones will include a multitude of terrain features for your operatives to fight around, and the various parts of each terrain feature have traits that convey certain rules effects. If you create a killzone using a Killzone Environment, each terrain feature will be built in a specific way and the different parts of it will be defined. If your killzone is of your own devising, you and your opponent must define each part of a terrain feature and its accompanying traits. Examples of how to do this can be found on pages 78-80.

HEAVY

Heavy terrain provides Cover and is Obscuring.

LIGHT

Light terrain provides Cover unless otherwise specified (e.g. Vantage Point).

TRAVERSABLE

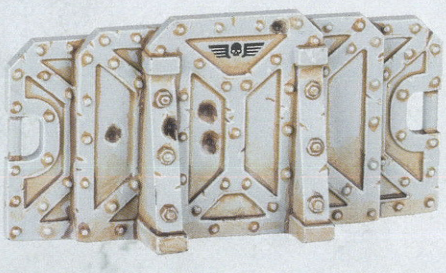
Traversable terrain can be traversed (see page 73).

INSIGNIFICANT

Insignificant terrain is terrain too small to have an impact on your operatives and provides no rules.

BARRICADES

Barricades are terrain that players set up before a battle. They are ◯ wide and ▲ tall. They are Light and Traversable.



VANTAGE POINT

A Vantage Point is a terrain feature with a vertical element (i.e. a level higher than the floor of the killzone) that operatives can be placed upon. If a part of a terrain feature is not defined as a Vantage Point, operatives can climb over or traverse it (see pages 73-74), but they cannot finish a move or be set up upon it.

Each time an operative on a Vantage Point makes a shooting attack, each enemy operative that has a Conceal order that is in Cover provided by Light terrain or another operative, and is at least ◯ lower than them, is treated as having an Engage order for that attack instead.

Each time a shooting attack is made against an operative on a Vantage Point, for that shooting attack:

- The operative cannot use the floor of the Vantage Point as Cover or to be Obscured.
- The operative cannot use parts of the Vantage Point's terrain feature that is lower than the operative as Cover or to be Obscured.

Instead, the operative must use parts that are the same height as or higher than the operative, such as a rampart or battlement on the Vantage Point

Vantage Point 1: The Kommando on a Vantage Point makes a shooting attack. The Veteran Guardsman has a Conceal order and is in Cover provided by Light terrain. As it is at least ◯ lower than the Kommando, the Veteran Guardsman is treated as having an Engage order for that attack instead, making it a valid target for the shooting attack.

Vantage Point 2: The Veteran Guardsman makes a shooting attack. The Kommando has a Conceal order and is on a Vantage Point, but as it cannot use the floor of the Vantage Point or parts of the Vantage Point that are lower than it as Cover or to be Obscured, it is a valid target for the shooting attack and cannot use the Vantage Point as Cover.



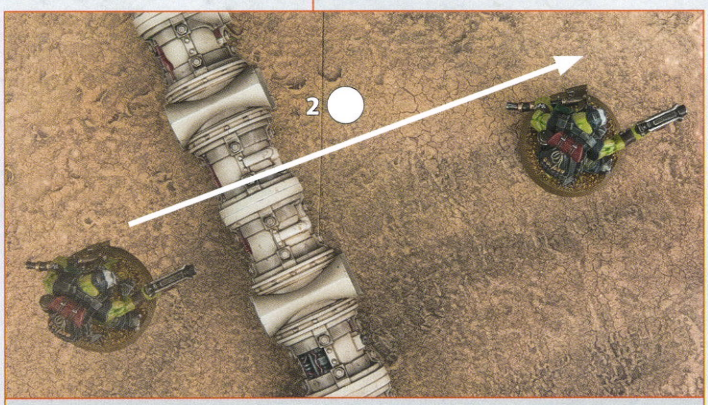
Vantage Point Example

MOVING THROUGH TERRAIN

As your operatives navigate the killzone, terrain features may restrict their movement. To manoeuvre across or over them, your operatives must traverse, climb or jump.

TRAVERSE

A traverse is when an operative must clear a small obstacle in their way such as a barricade or pipe. During an operative's move, it can ascend and descend terrain with the Traversable trait at a cost of ◯, but cannot finish a move on top of it. If this is not possible, it cannot traverse it – it must move around it instead. Note that a traverse is not a climb – the operative simply vaults over the obstacle in their way as it moves horizontally across the killzone.

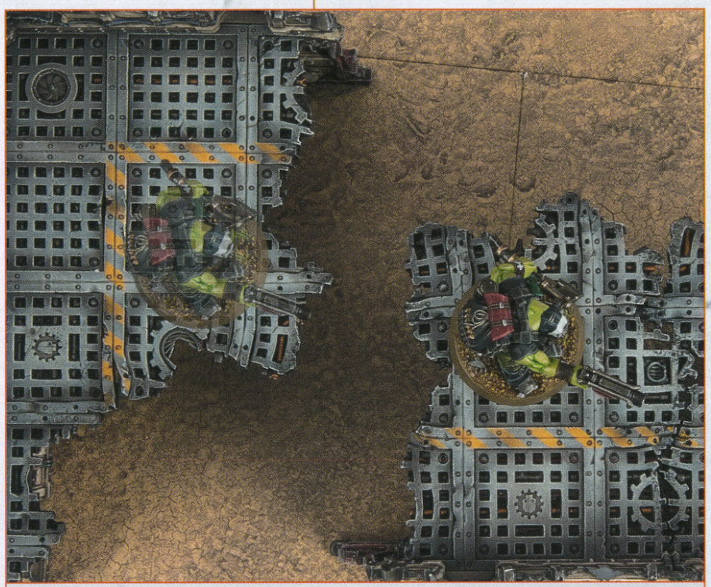


The operative has a M characteristic of 3◯. ◯ of its M characteristic must be used to cross the Traversable terrain feature, meaning the operative can move a total of 2◯.

JUMP

A jump is when an operative crosses a gap between terrain that is within ■ horizontally and ◯ vertically from one edge to the other. The operative must be within ▲ of the edge of the terrain feature the operative will jump from. To jump, take a jump test for the operative by rolling one D6: on a 1, the test is unsuccessful, the operative remains where it is and that action ends; on a 2+, the test is successful and you can move the operative across the gap. Only the horizontal distance an operative moves during a jump counts towards how far it has moved. Note that an operative cannot jump instead of climbing. If an operative simply wishes to ascend or descend a terrain feature, it must drop or climb instead.

Remember that an operative must finish a move in a location it can be placed. If this is not possible, such as if an operative does not have enough Movement to reach its intended destination, it cannot attempt the jump.



The operative intends to cross a gap between two terrain features without dropping and/or climbing. The operative is within ▲ of the edge of the terrain feature it will jump from. The gap is within ■ horizontally and ◯ vertically from one edge to the other. The operative's controlling player rolls one D6 and the result is a 5, therefore the test is successful. The operative moves across the gap, and only the horizontal distance it travels is counted for the move.

CLIMB

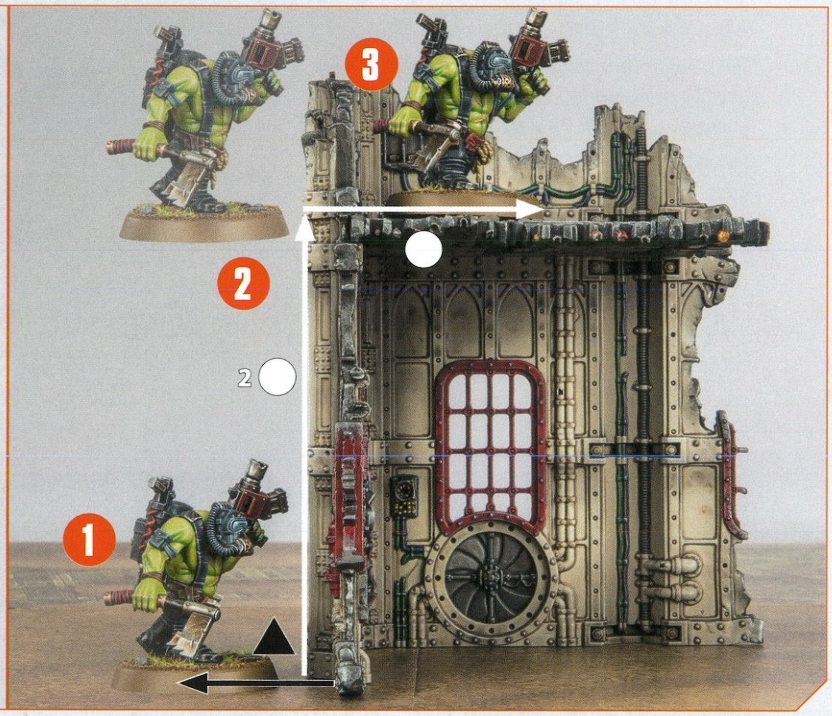
A climb is when an operative ascends or descends a terrain feature that it cannot traverse across during a move. First, the operative must be within ▲ of a physical and climbable part of a terrain feature to climb it – a wall, pipe, chain etc. The operative can then climb that terrain feature, counting the distance it travels towards the total distance it moves, rounding up any incremental distances of less than ◯ to ◯.

Remember that an operative must finish a move in a location it can be placed. If this is not possible, such as if an operative does not have a high enough Movement characteristic to reach its intended destination, it cannot begin the climb. This means an operative cannot finish a move partway through a climb. An operative can, however, perform a **Dash** action during a climb in order to reach its intended destination.

1. *An operative with an M characteristic of 3◯ intends to climb onto the next level. It is within ▲ of a physical part of the terrain feature it can climb.*

2. *It then climbs the terrain feature. It must move a vertical distance of more than ◯ but less than 2◯. As increments are rounded up, it moves 2◯ vertically.*

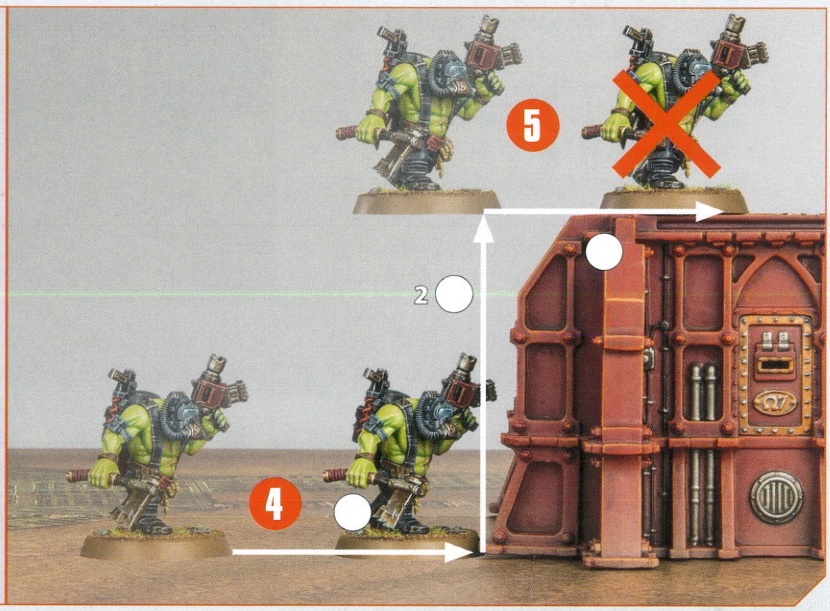
3. *To reach a location it can be placed, it must also move horizontally. The operative has ◯ of its M characteristic remaining, allowing it to move onto the next level. You could then move the operative the full ◯ distance onto the level.*



4. *An operative with an M characteristic of 3◯ intends to climb onto the next level. It first moves ◯ to be within ▲ of a physical part of a terrain feature it can climb.*

5. *It then attempts to climb the terrain feature. It must move 2◯ vertically (increments rounded up) and ◯ horizontally. As this would exceed its M characteristic, it cannot begin the climb.*

6. *If the operative has any action points remaining, however, it could perform a **Dash** action to complete the climb, so long as it hasn't already performed a **Dash** action during its activation.*



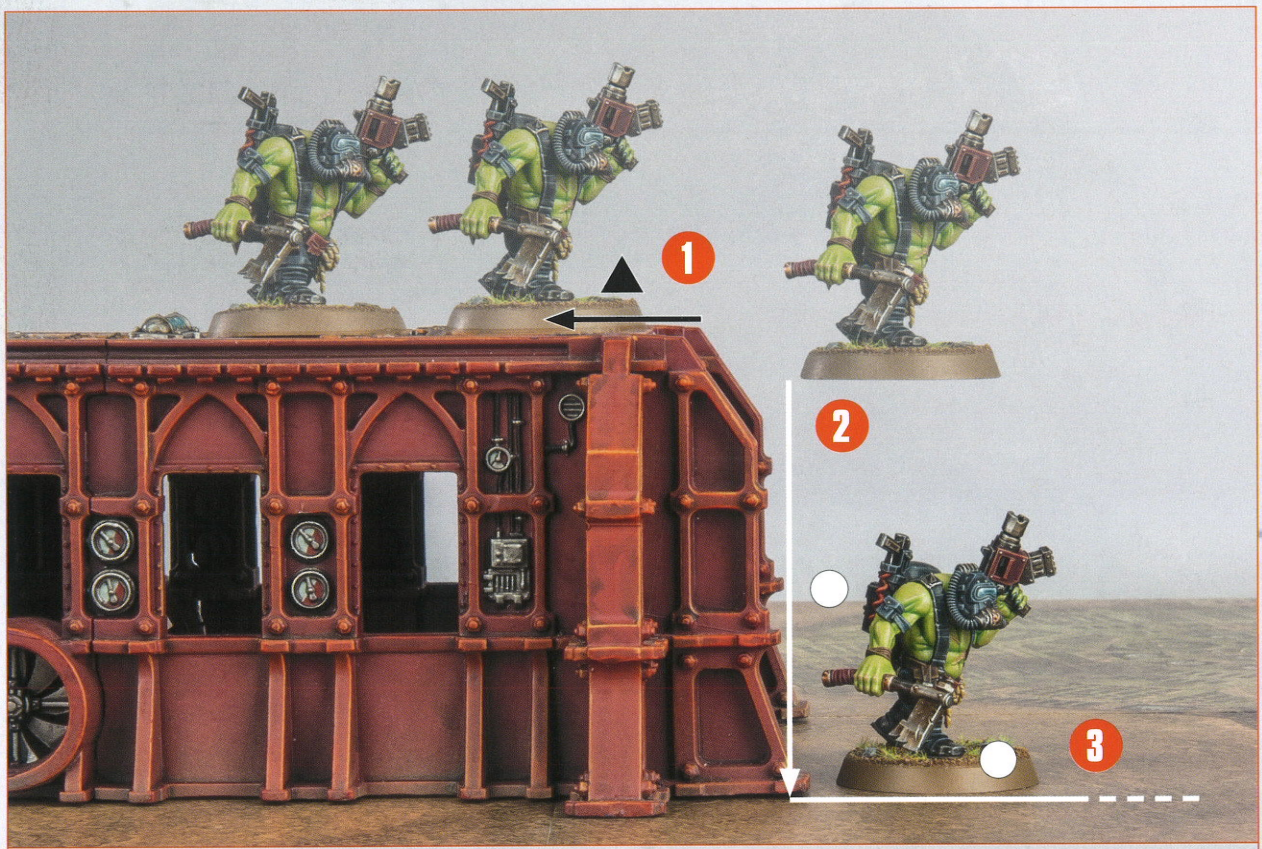
DROP

A drop is when an operative descends from height without climbing. The operative must be within ▲ of the edge of the terrain feature it will drop from, and the intended location must be vertically within 3◯ of the level it occupies. The operative can drop from that terrain feature counting the vertical distance it travels towards the total distance it moves, rounding down any incremental distances of more than ◯ to ◯. Note that a total vertical distance of ◯ is therefore ignored.

Remember that an operative cannot move through any part of another operative's base (unless it can **FLY**). Therefore if the intended location has any operatives that would prevent the operative moving in that direction, it cannot make the drop.

FLYING OVER TERRAIN

Operatives with the **FLY** keyword ignore vertical distances when moving on and over terrain features, meaning they do not need to climb or traverse and can move freely across gaps instead of jumping. In addition, when they drop, their intended location can be any vertical distance and the vertical distance they travel does not count towards the total distance they move.



1. The operative intends to drop to the next level. It first moves ▲ to be within ▲ of the edge of the terrain feature it will drop from.

2. The operative then drops from that terrain feature. The horizontal distance it moves is measured as normal. The vertical distance it moves is more than ◯ but less than 2◯. As increments are rounded down, it moves ◯ vertically.

3. After the model has finished the drop, it can complete its move as normal with any remaining M characteristic it has.

EXAMPLE BOARDS

This is an ideal set up for a killzone. It has numerous terrain features and a variety of terrain traits, allowing players to make crucial decisions on how their operatives will interact with the killzone. There are plenty of opportunities to keep operatives out of Line of Sight, as well as key positions to establish firing lanes and engage the enemy. Finally, it creates an exciting and dynamic battlefield that can set the scene for an intense skirmish between two forces.





This is an ideal set up for a killzone in which players have a particular way to play in mind. One side of the killzone has terrain features with the Heavy trait and protected Vantage Points, all the while offering a commanding view of the killzone. Conversely, the other side of the killzone has terrain features with the Light trait and exposed Vantage Points. As this killzone favours one side over the other, it is not suitable for a matched play game. However, it does accurately portray an attack on a well-defended position, therefore it is suitable for a narrative play game, particularly if the mission objectives accurately capture the narrative taking place.





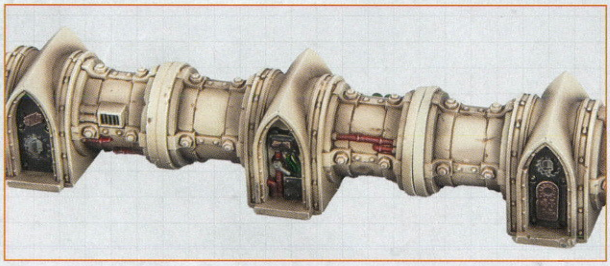
This is not an ideal set up for a killzone. The edges are dominated by terrain features with the Heavy and Vantage Point trait, and there are a lack of substantial terrain features between them. This will make moving around the killzone a difficult task, as operatives will struggle to stay out of Line of Sight. Similarly, as all the large terrain features are at the edges of the killzone, it creates a large open area in the centre, rather than a variety of firing lanes and thoroughfares to fight over.

EXAMPLE TERRAIN FEATURES

If players are using a specific killzone for their game, its terrain features and traits will be specified. However, if players are using a killzone of their own devising, the players should agree upon the traits of the killzone's terrain features before the battle. We have provided examples of different terrain features below as guidance:

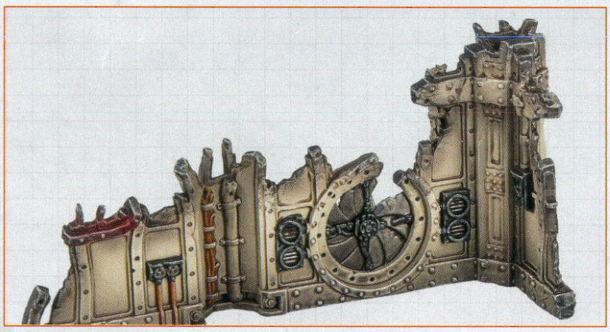
PIPE

All parts of a Pipe terrain feature have the Light and Traversable trait.



WALL

All parts of a Wall terrain feature have the Heavy trait.



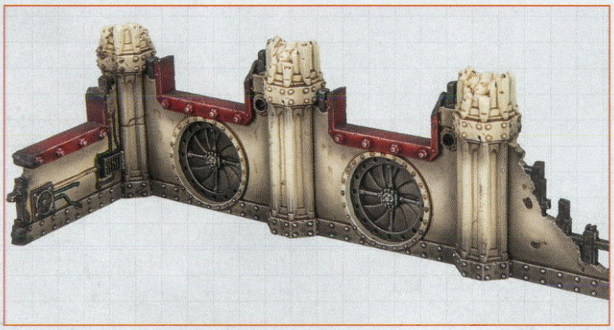
BATTLEFIELD DETRITUS

Battlefield Detritus are terrain features that are usually less than ▲ tall. They have the Insignificant trait. Note that if the crates below were stacked together, they could become a Killzone Materiel terrain feature.



LOW WALL

All parts of a Low Wall terrain feature have the Light and Traversable trait.



KILLZONE MATERIEL

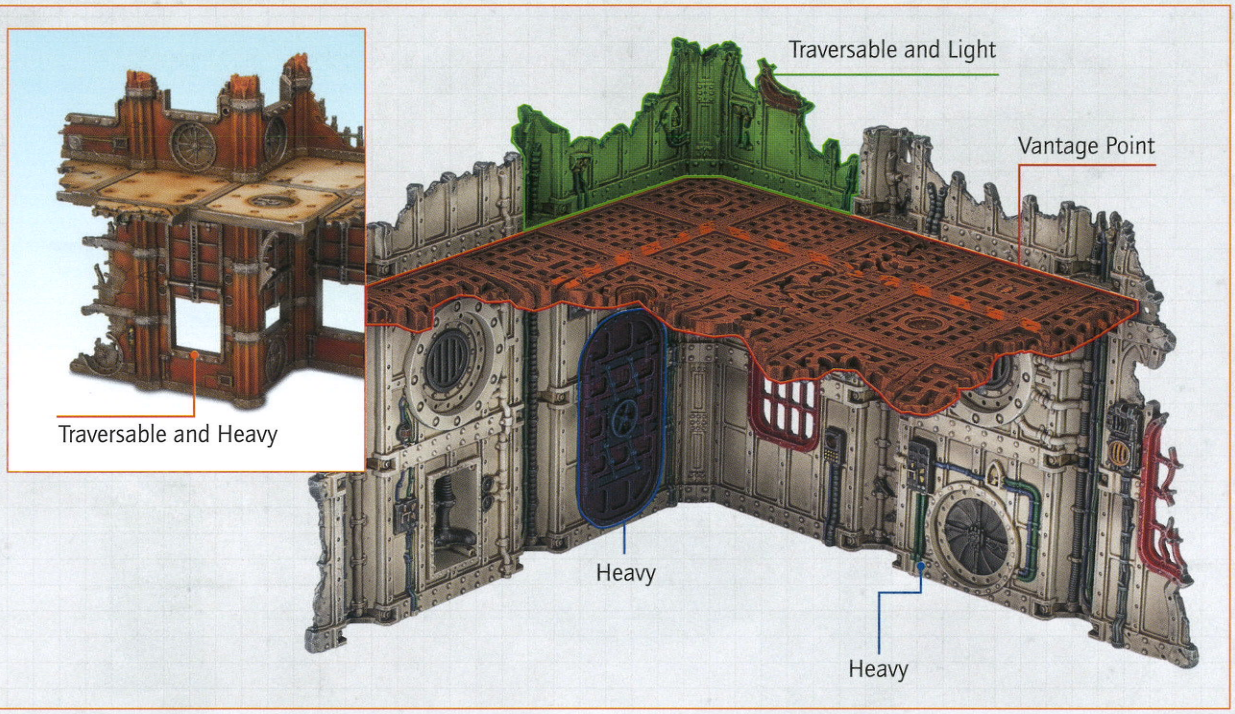
All parts of a Killzone Materiel terrain feature have the Light trait. They can also be Traversable, usually if they are no more than ▲ tall.





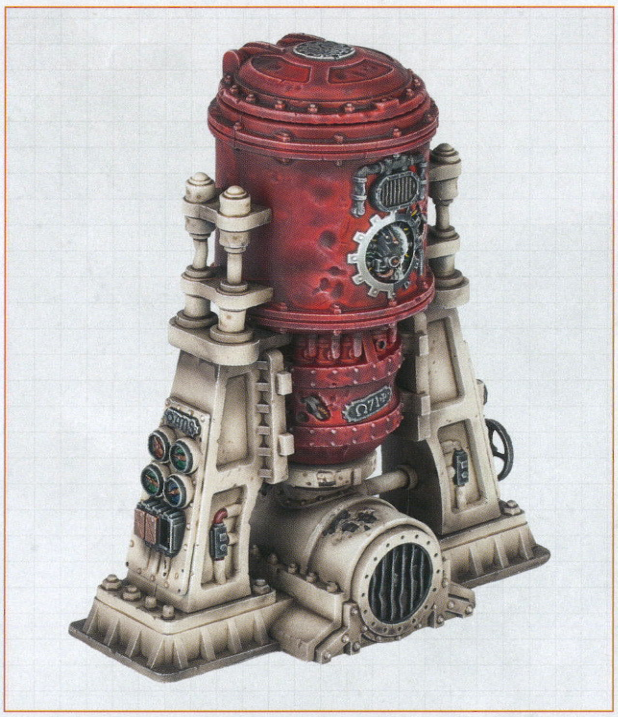
BUILDING

A Building terrain feature can include parts with different traits.



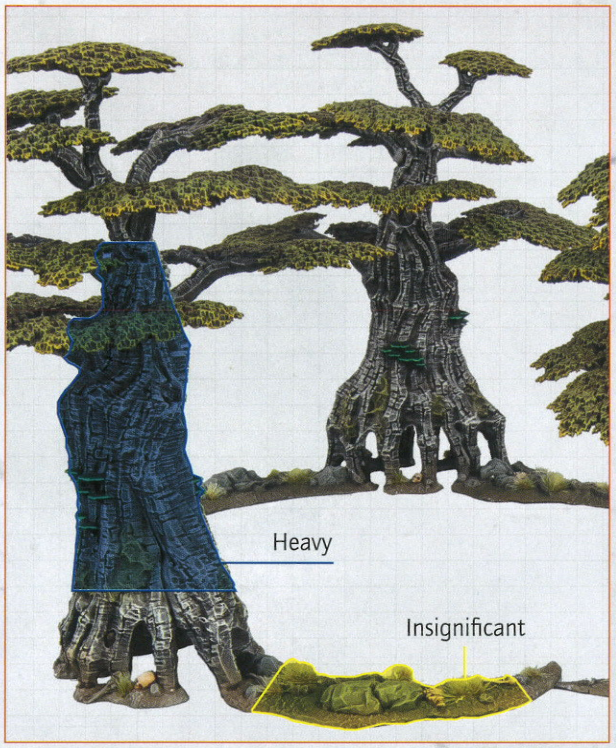
INDUSTRIAL MACHINE

All parts of an Industrial Machine terrain feature have the Heavy trait.



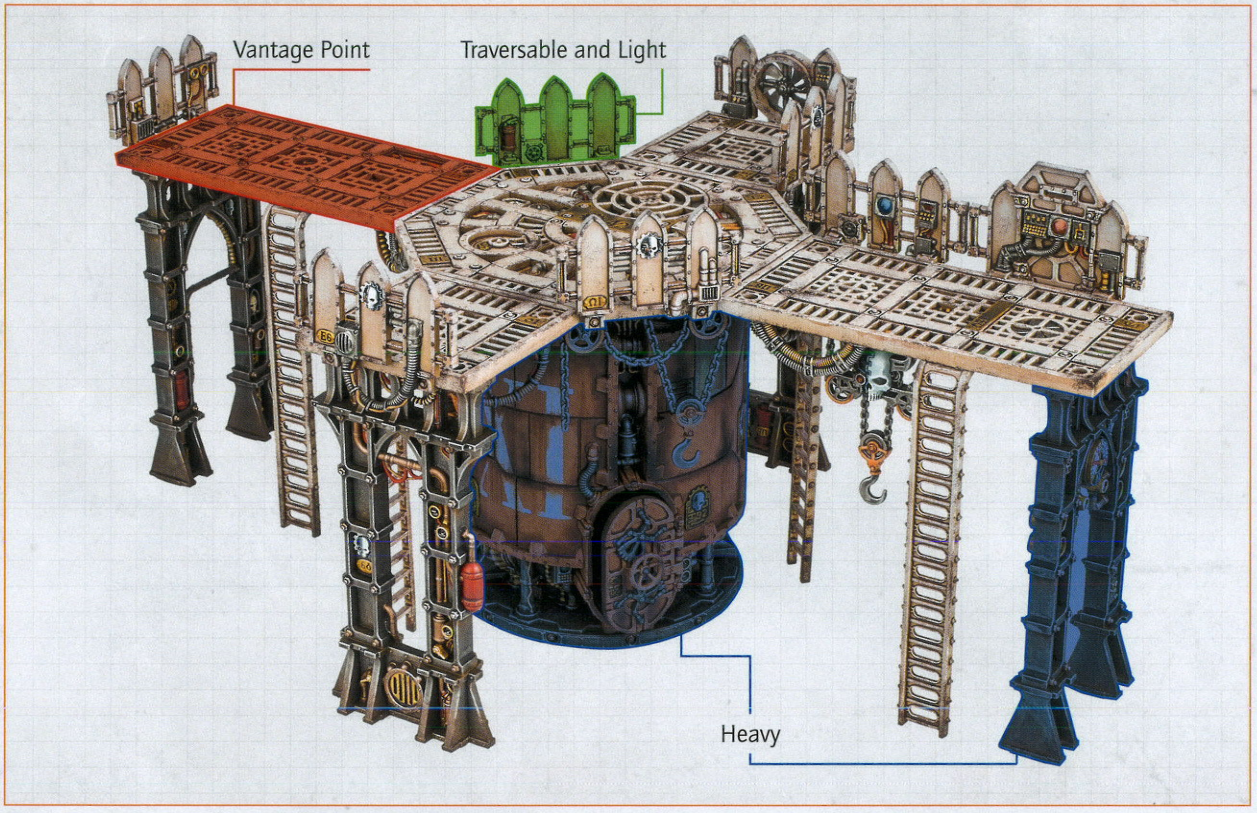
FOREST

A Forest terrain feature includes parts with different traits.



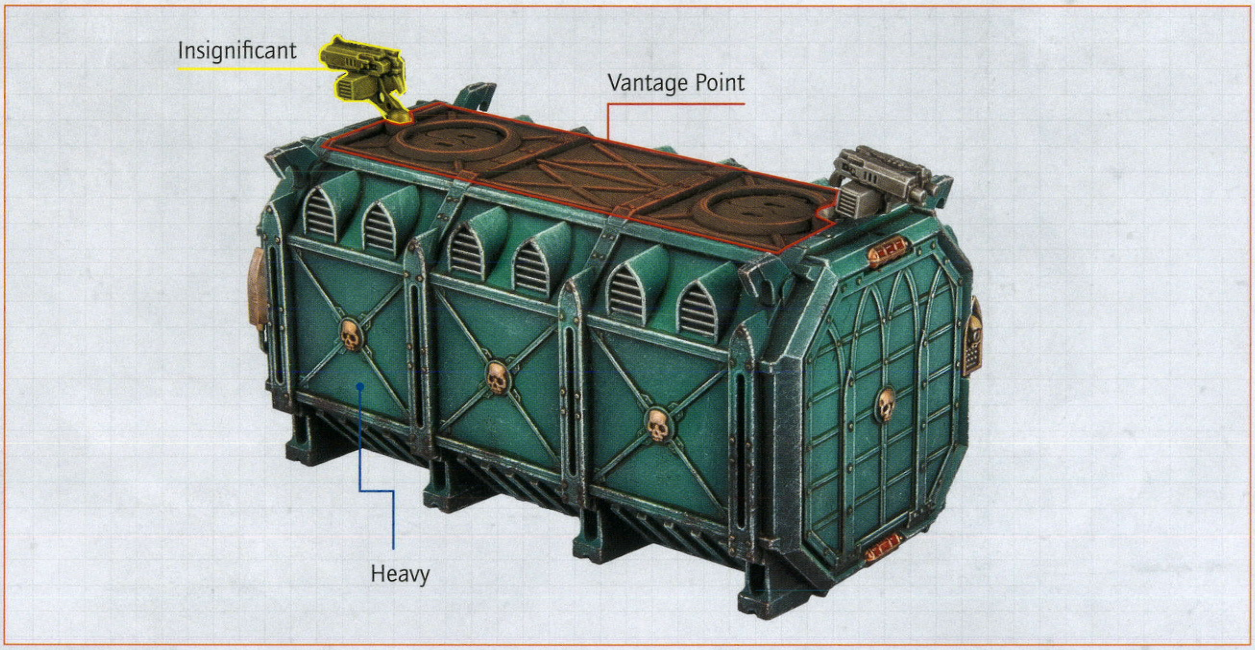
INDUSTRIAL STRUCTURE

An Industrial Structure terrain feature can include parts with different traits.



MUNITORUM CONTAINER

A Munitorum Container terrain feature includes parts with different traits.



WAYS TO PLAY

Once you have familiarised yourself with the rules presented over the preceding pages, it's time to wage skirmish warfare with your operatives in a game. Games of Warhammer 40,000: Kill Team are categorised by three ways to play: open play, matched play and narrative play.

Each method of play has a series of steps you should follow to play a game, known as the mission sequence. Within these steps you will play a battle – the four Turning Points in which your operatives attempt to complete their mission.

OPEN PLAY

Open play is a free-form and permissive style of play. If you are new to Warhammer 40,000: Kill Team, it is a great way to start. Open play provides a degree of simplicity, allowing you to practice all you've learnt so far and become familiar with the core mechanics of the game without any added depth. Open play is also a great way to play for those wanting the freedom to create their own battles, so even for the accomplished generals, it provides the creative mind the perfect chance to craft games that match their vision. Open play can be found on pages 82-87.

MATCHED PLAY

Matched play is the most mechanically balanced style of play. From this foundation, it is suitable for players looking for a fair game under common principles. Matched play is also suitable for players looking for an in-depth tactical battle, where smart decisions and decisive action achieves victory. Matched play can be found on pages 88-93.

NARRATIVE PLAY

Narrative play is a style of play for those looking to explore an element of storytelling. Whether it's playing unique missions that capture the cinema of Warhammer 40,000: Kill Team, or embarking upon campaigns where each game is linked and the consequences matter, narrative play turns your games into a rich and thematic experience where the deeds and exploits of your operatives can be recorded and rewarded. Narrative play can be found on pages 94-141.

While the different ways to play have distinct philosophies, the game mechanics of playing a battle are the same. Therefore, if two players prefer a different way to play, they can still play one another with a few tweaks to the mission sequence. For example, if one of the players is playing through a Spec Ops campaign in narrative play, they would complete the Update Dataslates step of the mission sequence (pg 117) to keep track of their kill team's experience and injuries, while their opponent would skip this step.



'OUR ENEMIES SEEK TO DO BATTLE WITH US, YET THEY DO NOT REALISE THAT THEY HAVE ALREADY LOST. HOW CAN BEINGS SO CRUDE, FROM A CULTURE SO PRIMITIVE AND IMMATURE, HOPE TO BATTLE SUCH AS WE? THIS IS NOT WAR, IT IS ERADICATION OF VERMIN . . .'

- Xeoptar the Great
upon the Plains of Desolation





OPEN PLAY

'The traitors are dug in, well supplied and heavily armed. They think they're unassailable. What do you say, brothers – shall we disabuse them of that foolish notion?'

- Ulfrich Wyrmslayer, Space Wolves Sergeant

OPEN PLAY MISSION SEQUENCE

An open play game is completed by following the sequence below. Alternatively, if the players want the freedom to create their own experience, they can devise a mission and mission sequence as described opposite.

1. DETERMINE MISSION

The players determine which mission they will play. If the players want a simple game, the mission presented on pages 86-87 is ideal.

2. READ MISSION BRIEFING

Each mission has a briefing that will detail the mission rules, mission objectives and a map detailing drop zones and where to set up objective markers. The players should familiarise themselves with this information before proceeding, as it will detail key rules for the mission and how victory can be achieved.

3. DETERMINE KILLZONE

The players determine which killzone is in use, either by agreeing which one to use or by rolling off and the winner decides. The players then set up its gameboard and terrain features. This is done by following the guidelines detailed on pages 76-80, or by following the configuration specified by the mission (if any). When setting up a terrain feature, the players should agree on the terrain traits of each part of it. If players are using terrain features in the configuration specified by their killzone, these terrain traits will be specified.

4. SELECT DROP ZONE

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender then selects one of the drop zones for their operatives. The Attacker has the other drop zone.

5. SELECT A KILL TEAM

Each player determines their operatives for deployment by selecting one kill team from their army list. Once both players have selected their kill team, they should reveal it to their opponent. If a player's kill team includes a **LEADER** operative, they add 2CP to their pool..

6. SET UP BARRICADES

The players alternate setting up barricades, one at a time, starting with the Defender, until the players have set up two barricades each. Each time a player sets up a barricade, it must be within ⬟ of their drop zone and not on a terrain feature (unless it has the Insignificant trait).

7. SET UP OPERATIVES

The Defender sets up all of their operatives first. Then the Attacker sets up all of their operatives. When a player sets up an operative, it must be wholly within their drop zone and must be given an Engage or Conceal order.

8. BEGIN THE BATTLE

The first Turning Point of the battle begins. In the first Initiative phase, the Attacker decides who has the initiative.

9. END THE BATTLE

The battle ends after four Turning Points have been completed. If one player has no operatives remaining in the killzone, the other player continues to play out each remaining Turning Point until the battle ends.

10. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner of the game. If players are tied, the game is a draw.

CREATING YOUR OWN OPEN PLAY GAMES

If you want the freedom to create your own battles, open play is an ideal way to play. From thematic engagements with one distinct premise, to expansive skirmishes that involve completing a series of tasks, open play provides the creative mind the perfect chance to craft games that match their vision. We have provided a few handy tips below for you to devise your own open play games, but in this style of play, your imagination is the only limit!

BEFORE THE BATTLE

- A kill team is defending an armoury, therefore has access to a large amount of equipment from their faction army list.
- The kill team has scouted out the enemy position for days on end, therefore many of their operatives can be redeployed as described by the Recon option on page 93.
- The Defender has fortified their position and created a killing field. They can set up additional barricades and the Attacker can set up none.
- Enemy operatives have broken through the front line and now stalk between a built-up area hunting their prey. Set up large terrain features to create a dense battlefield.
- The leaders have a secret agenda of their own. Each player secretly selects one Tac Op from their kill team's archetype. If their leader meets the condition of that Tac Op, they score the specified victory points.
- A kill team has taken up a position undetected ready to ambush their foe. The Defender must deploy all their operatives before the Attacker, and the Attacker automatically has initiative in each Turning Point.
- A marksman has taken up a position on the highest point to rain down fire upon their foe. When setting up an operative from one player's kill team, it can be set up anywhere in the killzone so long as it is on a Vantage Point and not in the enemy's drop zone.

MISSION RULES

- Clandestine operatives engage in a firefight under the cover of darkness. Operatives can perform a **Shoot** action while they have the Conceal order, so long as they do not move in the same activation.
- The Defender has installed a shielding system to protect their position against incoming fire. While an operative in the Defender's kill team is wholly within their drop zone, add 1 to their Defence characteristic.
- An operative in the Attacker's kill team has been inspired by the divine, and now carves a righteous path through their enemy. Before the battle, the Attacker selects one operative from their kill team and increases its APL and Defence characteristic by 1, and increases the Attacks characteristic of melee and ranged weapons it is equipped with by 1.
- A kill team has been hounded for weeks on end, and now makes their final stand. The Defender creates a killzone of their choosing, selects drop zones, and their operatives cannot be injured.
- Two kill teams with a bitter grudge against one another succumb to their rage. Each time an operative performs a **Charge** action, before it is moved, it can perform a free **Dash** action.

OBJECTIVES

- A weapons cache has been located and both kill teams advance to secure it. Select one terrain feature that is not in either player's drop zone. At the end of the battle, if the total APL of a player's operatives within ▲ of the terrain feature is greater than that of their opponent's operatives, they win the battle.
- Two kill teams have been engaged in a struggle for weeks on end. With tempers high, they take to the field of battle, and only the wholesale destruction of the enemy will settle the score. A player wins when all enemy operatives have been incapacitated. In addition, the battle ends when this objective is achieved, rather than at the end of the fourth Turning Point.
- One operative in the Defender's kill team has uncovered a crucial piece of intelligence, and they are now hunted by an enemy intent on preventing it from being shared. The Defender secretly selects one operative from their kill team. If that operative is incapacitated, the Attacker wins, otherwise the Defender wins.
- A powerful relic lies amidst the ruin of a recent battle. The players place one objective marker in a suitable location near the centre of the killzone. Operatives can perform the **Pick Up** action on the objective marker. A player wins the battle if friendly operatives control the objective marker at the end of the battle.
- The Attacker must install a device that will hijack the automated defence systems of the enemy. The Defender places one objective marker on the battlefield. The Attacker wins the battle if a friendly operative performs the following mission action:

INSTALL DEVICE 1AP

An operative can perform this action if it is within ▲ of an objective marker it controls and not within Engagement Range of an enemy operative.

OPEN PLAY MISSION

CONTROL THE KILLZONE

MISSION BRIEFING: 00192445XC
PRIORITY TARGET: ALPHA—PRIMUS_01193

>> We have detected a gap in our lines that the enemy can exploit. Close it.

>> Gap caused by lost contact between elements of 19th Mordian and the 221st Death Korps of Krieg.

>> Officers at fault executed.

>> Enemy vanguard/reconnaissance present. Seeking to force a breakthrough.

>> See they do not. Give not one inch of ground.

>> If foe succeed, they will encircle the Death Korps and the Mordians and attack the sector logisticarum.

>> This cannot happen.

>> The Emperor forbids failure. May He be with you all.

+++

THOUGHT FOR THE DAY: A coward always seeks compromise.

FILE: SDJ1910X-AØSSΩ



MISSION RULES

Objective Markers: After setting up the gameboard but before setting up terrain features, the players roll off. Starting with the winner, the players alternate setting up objective markers until there are four on the battlefield. The first objective marker each player sets up must be on the horizontal line equidistant from both players' drop zone, more than ■ from the edge of the killzone and more than ⬟ from any other objective marker. The second objective marker each player sets up must be more than ▲ from each player's drop zone, more than ■ from the edge of the killzone and more than ⬟ from any other objective marker.

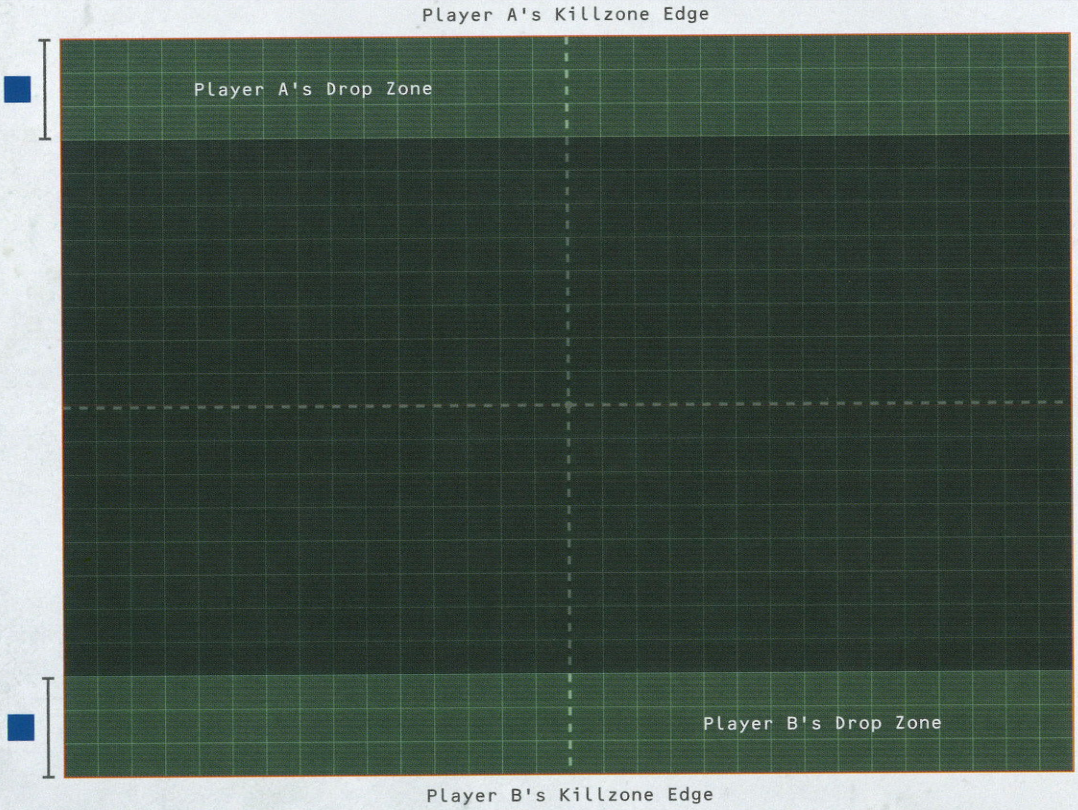
Operatives can perform the following mission action:

SECURE **1AP**

An operative can perform this action while within ○ of an objective marker it controls that has not been secured during this Turning Point. Until the start of the next Turning Point, that objective marker is secured.

MISSION OBJECTIVE

Each time a friendly operative performs the **Secure** action, you score 1VP.







MATCHED PLAY

'As our bodies are armoured with adamant, our souls are protected with loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with wisdom. As our ranks advance, so does our devotion, for are we not the Space Marines? Are we not the chosen of the Emperor, his loyal servants unto death?'

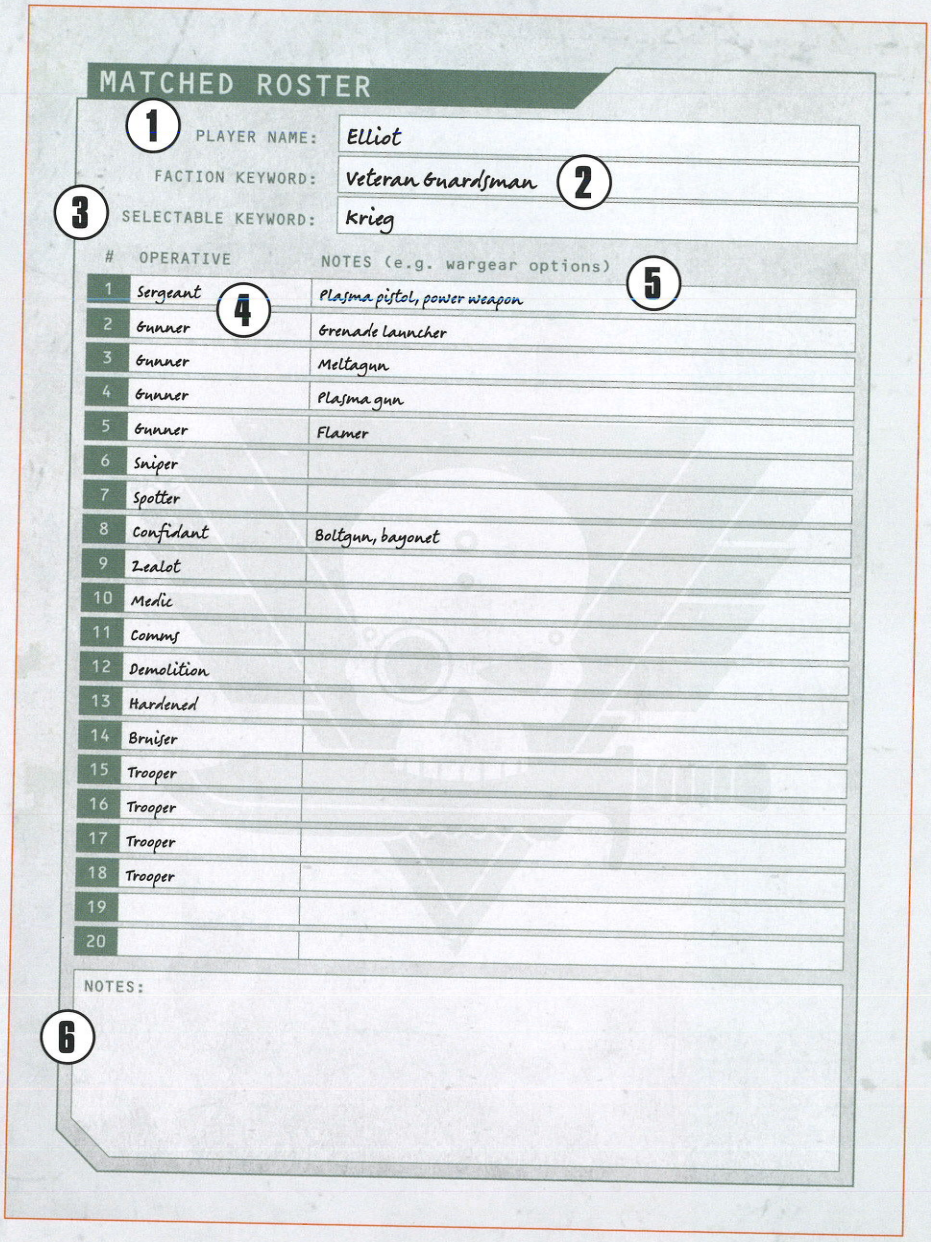
- Chaplain Fergas Nils

MATCHED ROSTER

In a matched play game, the consummate commander is able to consider their strategy for every battle and select the appropriate operatives that complement it. A matched roster is a list of the operatives available to you for a matched play game. Rather than specifying just one specific kill team, however, a matched roster gives you a pool of operatives to choose from when selecting your kill team before a mission. This allows you to deploy the operatives that are best suited to engaging a particular enemy and scoring you victory points in a particular mission. A matched roster is constructed as follows:

- All operatives must have at least one faction keyword in common.
- You can include a maximum of twenty operatives.
- If an operative has any wargear options, these must be selected when they are added to your roster.
- You must be able to deploy a minimum of one kill team from your roster.
- Operatives that have the same selectable keyword (e.g. **<CHAPTER>**) must have the same keyword chosen (e.g. **DARK ANGELS**).

1. Your name.
2. The faction keyword that all your operatives have in common.
3. The selected keyword of your operatives that have a selectable keyword.
4. Your list of operatives, specified by their type.
5. Notes for your operatives, e.g. any weapon options you have selected.
6. Notes for your kill team, e.g. requirements for a Tac Op.



MATCHED ROSTER

1 PLAYER NAME: Elliot

FACTION KEYWORD: Veteran Guardsman 2

3 SELECTABLE KEYWORD: Krieg

#	OPERATIVE 4	NOTES (e.g. wargear options) 5
1	Sergeant	Plasma pistol, power weapon
2	Gunner	Grenade launcher
3	Gunner	Meltagun
4	Gunner	Plasma gun
5	Gunner	Flamer
6	Sniper	
7	Spotter	
8	Confidant	Boltgun, bayonet
9	Zealot	
10	Medic	
11	Comms	
12	Demolition	
13	Hardened	
14	Bruiser	
15	Trooper	
16	Trooper	
17	Trooper	
18	Trooper	
19		
20		

NOTES: 6

MATCHED ROSTER

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

#	OPERATIVE	NOTES (e.g. wargear options)
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

NOTES:

Permission to photocopy for personal use only. © Games Workshop Ltd 2021

MATCHED PLAY MISSION SEQUENCE

To play a matched play game, each player must have a matched roster as described on page 90. A matched play game is then completed by following the sequence below:

1. DETERMINE MISSION

The players determine which mission they will play. First, the players must select a mission pack, such as the one presented on pages 119-137. They must then select a mission from that pack, either by agreeing which one to use, or by randomly determining which one to use.

2. READ MISSION BRIEFING

Each mission has a briefing that will detail the mission rules, mission objectives and a map detailing drop zones and where to set up objective markers. The players should familiarise themselves with this information before proceeding, as it will detail key rules for the mission and how victory can be achieved.

3. DETERMINE KILLZONE

The players determine which Killzone is in use, either by agreeing which one to use, or by rolling off and the winner decides. The players then set up its gameboard.

4. SET UP OBJECTIVE MARKERS

The players set up objective markers in the locations specified by the mission map.

5. SET UP THE KILLZONE

The players set up terrain features. This is done by following the guidelines on pages 76-80, or by following the configuration specified by the mission (if any). When setting up a terrain feature, the players should agree on the terrain traits of each part of it. If players are using terrain features in the configuration specified by the killzone, these terrain traits will be specified.

6. SELECT DROP ZONE

The players roll off and the winner decides who will be the Attacker and who will be the Defender. The Defender then selects one of the drop zones for their operatives. The Attacker has the other drop zone.

7. SELECT A KILL TEAM

Each player determines their operatives for deployment by selecting one kill team from their army list. They then select any operatives from their matched roster to be in that kill team, so long as their final configuration of operatives match the requirements of that kill team. Once both players have selected their kill team, they should reveal it to their opponent. If a player's kill team includes a **LEADER** operative, they add 2CP to their pool.

8. SELECT TAC OPS

Each player secretly builds a six-card Tac Ops deck. Up to three of their cards can be their faction's Tac Ops as specified in their faction's army list. The remaining Tac Ops in their deck must be from their kill team's archetype. If the Kill Team has more than one archetype, the player must select one of their archetypes to use.

Each player shuffles their six-card deck, then determines which Tac Ops they have for the battle in secret. To do so, they draw two cards from their deck, select one and discard the other. They repeat this process until three Tac Ops cards have been selected. They do not need to declare which Tac Ops they have selected.

9. SELECT EQUIPMENT

Each player selects up to ten points worth of equipment from their faction army list to equip operatives from their kill team with for the battle, following all rules specified in that equipment list. Once both players have selected their equipment, they should reveal it to their opponent. After each game, all equipment is returned and an operative is no longer equipped with it.

10. SET UP BARRICADES

The players alternate setting up barricades, one at a time, starting with the Defender, until the players have set up two barricades each. Each time a player sets up a barricade, it must be within ⬟ of their drop zone and not on a terrain feature (unless it has the Insignificant trait).

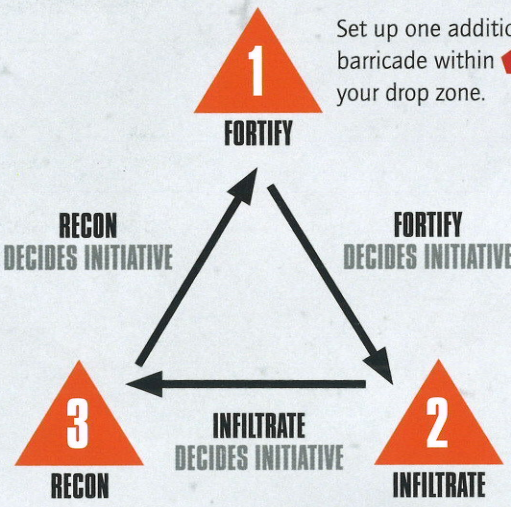
11. SET UP OPERATIVES

The Defender sets up all of their operatives first. Then the Attacker sets up all of their operatives. When a player sets up an operative, it must be wholly within their drop zone and must be given an Engage or Conceal order.

12. SCOUTING

Each player secretly selects one of the pre-game scouting options. Each option will provide the player with an additional benefit, however it will affect who has initiative in the first turning point. A player selects a scouting option by secretly putting a number of D6 into their hand that corresponds to the number of the option they would like to select. For example, if a player would like to select the Recon option, they would put three D6 into their hand. Once both players have selected, they reveal the number of D6 in their hand simultaneously. They then resolve their selection starting with the Defender. The scouting options are as follows:

:



If both players selected the same scouting option, the Attacker decides who has the initiative.

13. BEGIN THE BATTLE

The first Turning Point of the battle begins. In the first Initiative phase, initiative for the first Turning Point is determined based on the players' choices in the Scouting step:

- If one player selected Fortify and the other selected Infiltrate, the former decides who has the initiative.
- If one player selected Infiltrate and the other selected Recon, the former decides who has the initiative.
- If one player selected Recon and the other selected Fortify, the former decides who has the initiative.
- If both players selected the same, the Attacker decides who has the initiative.

14. END THE BATTLE

The battle ends after four Turning Points have been completed. If one player has no operatives remaining in the killzone, the other player continues to play out each remaining Turning Point until the battle ends.

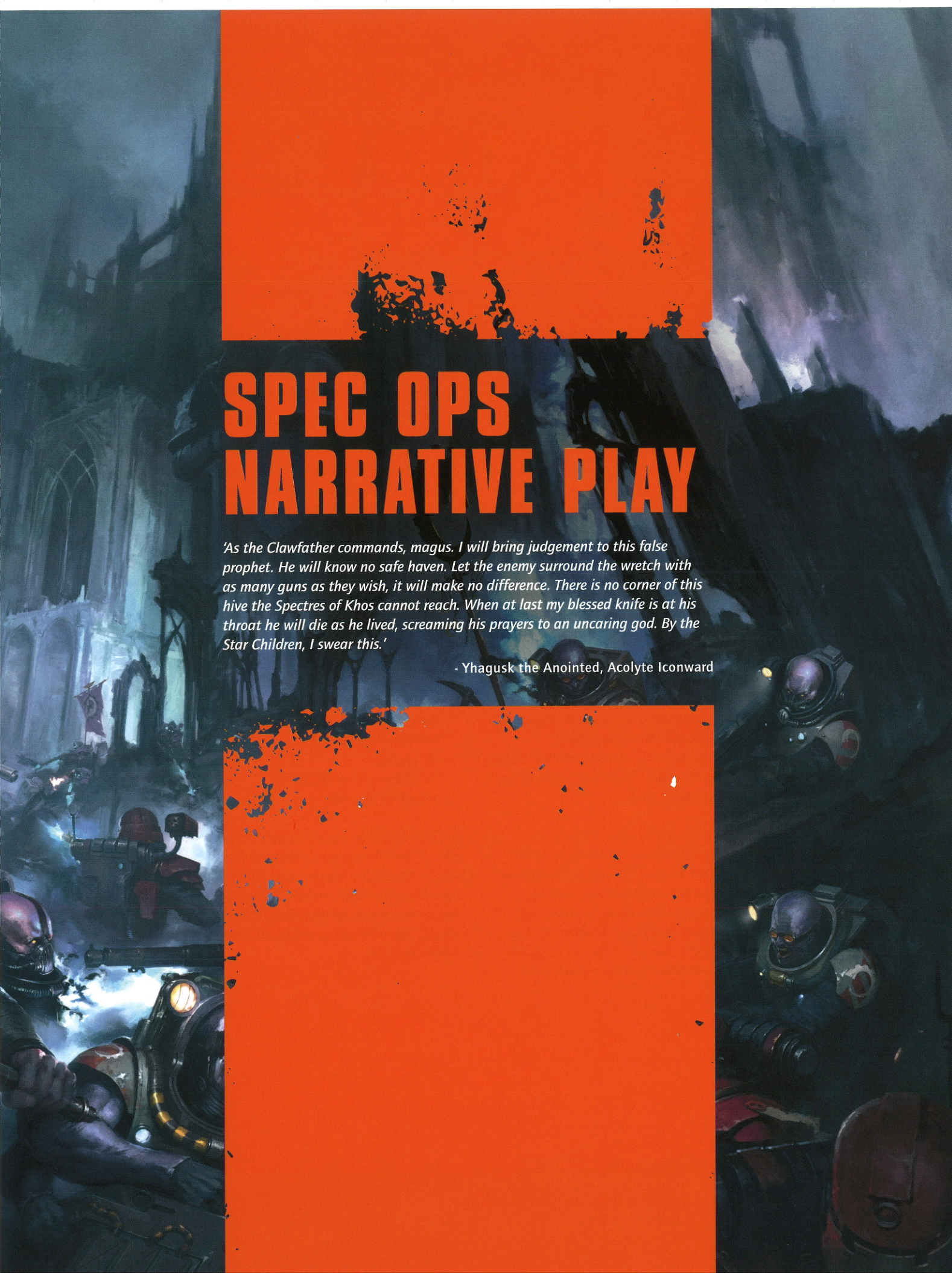
Ideally, a battle should always be played until the end. Not only will this allow for heroic last stands, but it will determine previous victory points that could matter in a league, tournament or campaign. If one player concedes before the battle has reached its natural conclusion, that player scores 0 victory points from that game. Their opponent scores the maximum victory points for each of their Tac Ops (see below), even if they achieved less, and can play out each remaining turning point in order to score any remaining victory points from the mission objective.

15. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner of the game. If players are tied, the game is a draw.

- Each player can score a maximum of 12 victory points from the mission objective.
- Each player can score a maximum of 2 victory points from each Tac Op, therefore a player's Tac Ops are worth 6 victory points in total.
- If every operative on a player's matched roster was painted to a Battle Ready standard, that player scores 2 victory points.
- In total, each player can score a maximum of 20 victory points from the game.





SPEC OPS NARRATIVE PLAY

'As the Clawfather commands, magus. I will bring judgement to this false prophet. He will know no safe haven. Let the enemy surround the wretch with as many guns as they wish, it will make no difference. There is no corner of this hive the Spectres of Khos cannot reach. When at last my blessed knife is at his throat he will die as he lived, screaming his prayers to an uncaring god. By the Star Children, I swear this.'

- Yhagusk the Anointed, Acolyte Iconward

STARTING A SPEC OPS CAMPAIGN

DATASLATES

When you start a Kill Team Spec Ops campaign, you must create a dataslate. A dataslate is used as a reference and record of all information concerning your kill team in a Spec Ops campaign. It also includes narrative datacards for each operative in your kill team.

The first step in creating a dataslate is to select your kill team's faction. This specifies what operatives you can select for your kill team, and all the operatives in your kill team must have that faction keyword in common. Factions are presented in kill team army lists, and are always specified with a skull symbol, e.g. **KOMMANDO**.

Once you have chosen your faction, you must select one of that faction's kill teams, adhering to the selection requirements it specifies, and complete a narrative datacard for each of its operatives (note that you only complete a narrative datacard for the operatives selected to fulfill that kill team's selection requirements, not for every operative listed as an option). Operatives that have the same selectable keyword (e.g. **<CHAPTER>**) must have the same keyword chosen (e.g. **DARK ANGELS**). These are the operatives you will start your Spec Ops campaign with.

During the campaign, the number of operatives on your dataslate can change as recruits join and operatives are slain. You can only add more operatives to your dataslate when a rule specifies, such as the Operative Assigned Requisition (pg 109). Each time you do, complete a narrative datacard for that operative accordingly. You can remove an operative from your dataslate before or after a game, but if you do, it cannot be added back to your dataslate as it was removed – all experience points, injuries, Battle Honours etc. the operative gained are lost. You can never have more than twenty operatives on your dataslate.

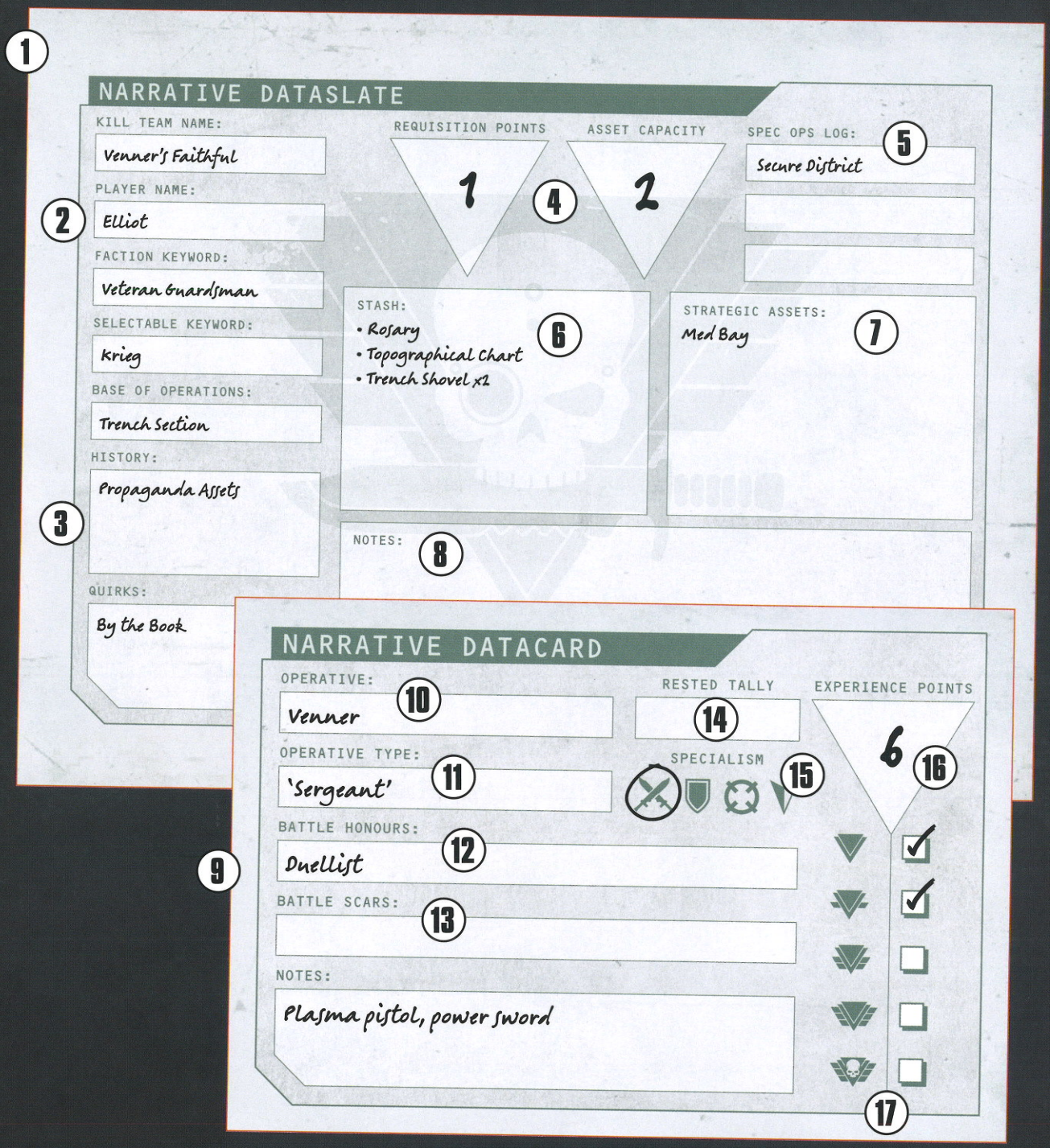
Once you have chosen your starting kill team, it is good practice to establish your kill team's background. Not only does it give your kill team an identity – particularly as your operatives start to gain Battle Traits and Battle Scars that must be tracked – but it also adds a sense of individuality and storytelling to your kill team as you become invested in its journey and celebrate its achievements. To establish your kill team's background, complete each of the sections on your dataslate that are listed below. When doing so, you can choose each element yourself, or you can use the background generator found in your faction's publication.

- Name of your kill team
- Name of each of your operatives
- The base of operations from which your kill team will operate.
- The history of your kill team
- Any quirks they have

On your dataslate you will notice sections to keep track of various pieces of information, such as the XP, specialisms, Battle Honours and Battle Scars of your operatives. Similarly, you will find sections such as Requisition Points, Spec Ops log, Stash and Strategic Assets. This information will be explained over the following pages.

'EACH OF THOSE VALIANT PLAYERS WAS WORTH ONE HUNDRED LESSER WARRIORS. WHEN THEY FOUGHT AS ONE IN CEGORACH'S NAME, THEIR MIGHT WAS MAGNIFIED STILL FURTHER, SO THAT NONE COULD STAND AGAINST THEM.'

- The Lay of the Harlequins' Blades, from the Song of Decay and Rebirth



1. A dataslate, which records your kill team's information in a Spec Ops campaign.
2. Your kill team's name, your name and the faction keyword that all your operatives have in common.
3. The background of your kill team, which includes their base of operations, history and quirks.
4. Your current Requisition points and Asset Capacity.
5. Your Spec Ops. Note that there is room for three to be recorded, allowing you to keep track of when you have completed two other Spec Ops.
6. A list of equipment in your stash.
7. A list of Strategic Assets you have added to your base of operations.
8. Notes for your kill team, e.g. requirements for a Tac Op.
9. A narrative datacard, which is necessary for each of the operatives in your kill team.
10. The operative's name.
11. The operative's type.
12. Any Battle Honours the operative has gained.
13. Any Battle Scars the operative has gained.
14. A tally to mark each game the operative was not selected for deployment, often used when a Recovery test is required for an operative.
15. Your operative's selected specialism.
16. Your operative's current amount of experience points.
17. Your operative's current rank, which determines how many Battle Honours it can have.

You can find a blank narrative dataslate on page 98 and narrative datacards on page 144 that you can photocopy.

NARRATIVE DATASLATE

KILL TEAM NAME:

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

BASE OF OPERATIONS:

HISTORY:

QUIRKS:

REQUISITION POINTS

ASSET CAPACITY

SPEC OPS LOG:

STASH:

STRATEGIC ASSETS:

NOTES:

Permission to photocopy for personal use only. © Games Workshop Ltd 2021

EXPERIENCE

When you start a Spec Ops campaign, your operatives are adepts who have been formed into a new special forces unit. As you play games with them, they will earn experience points (XP) and progress through ranks, earning new skills and a fearsome reputation for doing so.

When an operative is first added to your dataslate, it always begins with 0 experience points, the Adept rank and no Battle Honours.

During a battle, the deeds of your operatives will not only determine who wins the game, but will also earn them XP. Each time a friendly operative gains (or loses) XP, adjust its XP tally on its narrative datacard accordingly. After a battle, in the Update Dataslates step of the mission sequence, operatives gain XP as follows:

- If an operative incapacitates any enemy operatives in a battle, it gains 1 XP.
- If an operative completes any mission actions in a battle, and/or earns you any victory points for controlling an objective marker in a battle, it gains 1 XP.
- Each time you complete a condition of a Tac Op, select one friendly operative that scored you those VPs to earn 1 XP.

If an operative has gained (or lost) enough XP, its rank will change. The XP threshold for each rank is shown in the table below:

XP	Rank	
0-5		Adept
6-15		Veteran
16-30		Ace
31-50		Grizzled
51+		Revered

BATTLE HONOURS

Each time an operative earns enough XP to increase its rank, it gains a Battle Honour. Similarly, if an operative loses XP so that its rank decreases, it will lose a Battle Honour of your choosing. In either case, update its Battle Honours on your dataslate.

The first time an operative gains a Battle Honour, you must select one specialism for it to progress in. A specialism is a focused skill-set to which the operatives talents are suited. Each operative's datacard will specify which specialisms you can select for it, which are as follows:

Combat

Staunch

Marksman

Scout

Once you have selected an operative's specialism, you then determine one Battle Honour for it to gain from that specialism. Each time an operative gains a rank thereafter, you can determine another Battle Honour for it to gain from that specialism.

To determine what Battle Honour your operative gains, you can either roll one D6 and consult the appropriate table to randomly determine a Battle Honour (re-rolling if it isn't suitable), or you can select a Battle Honour of your choosing from the appropriate table. An operative cannot have the same Battle Honour more than once (if a duplicate result is rolled, roll again until a different result is rolled).

COMBAT

D6	Battle Honour
1	**Inexorable:** Each time this operative fights in combat, the enemy operative in that combat cannot be supported.
2	**Bladework:** Each time this operative fights in combat, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.
3	**Dirty Fighter:** Each time this operative fights in combat, if any friendly operatives are supporting them, add 1 to the Attacks characteristic of their melee weapons for that combat.
4	**Vicious:** Add 1 to the Critical Damage characteristic of this operative's melee weapons.
5	**Duellist:** Each time this operative fights in combat, subtract 1 from the Weapon Skill characteristic of the enemy operative for that combat.
6	**Savage:** Each time this operative fights in combat, in the Roll Attack Dice step of that combat, if you retain any critical hits, you can inflict one Mortal Wound on the enemy operative in that combat.



STAUNCH

D6	Battle Honour
1	**Resilient:** Add 2 to this operative's Wounds characteristic.
2	**Shrug Off:** Each time this operative is the target of a shooting attack, in the Roll Attack Dice step of that shooting attack, you can change one of your opponent's retained critical hits to a normal hit.
3	**Focused:** When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.
4	**Stalwart:** This operative is never injured.
5	**Invulnerable:** Each time this operative is the target of a shooting attack, in the roll defence dice step of that shooting attack, ignore the AP1 special rule.
6	**Indomitable:** Each time this operative would lose a wound as a result of a mortal wound or critical damage, roll one D6: on a 5+, that wound is not lost.



MARKSMAN

D6	Battle Honour
1	**Gun Ace:** Each time this operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.
2	**Crack Shot:** Each time this operative makes a shooting attack, if you roll any critical hits, inflict one mortal wound on the target.
3	**Calculated:** Each time this operative performs an **Overwatch** action, for that action's shooting attack, do not worsen the Ballistic Skill characteristic of its ranged weapons as a result of performing an **Overwatch** action.
4	**Careful Aim:** Each time this operative makes a shooting attack, when determining if the intended target is in Cover, Cover lines ignore the bases of all other operatives.
5	**Sharpshooter:** Each time this operative performs a **Shoot** action, when you would retain attack dice for that action's shooting attack, if it has not performed a **Normal Move**, **Fall Back** or **Charge** action during that activation, you can select one of your results of 5+ to be retained as a critical hit.
6	**Death From Above:** Once per Turning Point, after this operative makes a shooting attack while on a Vantage Point, if the target did not lose any wounds as a result of that shooting attack, repeat that shooting attack.



SCOUT

D6	Battle Honour
1	**Runner:** Each time this operative is activated, so long as it does not perform a **Shoot** or **Fight** action during that activation, it can perform one free **Dash** action.
2	**Swift:** This operative can perform a **Dash** action more than once during its Activation. In addition, it automatically passes Jump tests and does not need to spend ○ to traverse.
3	**Covert:** When this operative is activated during the first Turning Point, you can change its order.
4	**Picket:** During the Set Up Operatives step of the mission sequence, this operative can be set up within ■ of your drop zone.
5	**Evasive:** Each time this operative is the target of a shooting attack, in the Roll Defence Dice step of that shooting attack, if it has a Conceal order, you can re-roll one of your defence dice.
6	**Dodge:** Each time this operative performs a **Normal Move** or **Dash** action, it can move within Engagement Range of enemy operatives, but cannot finish that move within Engagement Range of them. Each time this operative performs a **Charge** action, so long as it finishes that move within Engagement Range of an enemy operative, it can move within Engagement Range of any enemy operatives during that move.



CASUALTIES

As you play through a Spec Ops campaign, the impact of war will begin to take its toll on your operatives. Damage suffered can turn to Battle Scars, and at worst, death. Managing the Battle Scars of your operatives is an essential part of a Spec Ops campaign, such as knowing when to rest them so they can recuperate, and having a dataslate with enough operatives to cover their absence.

CASUALTY TEST

At the end of each battle, a Casualty test must be taken for each friendly operative that was incapacitated in that battle. To do so, roll one D6: on a 2+, the test is passed, but that operative can gain no more than 3XP from that battle. On a 1, the test is failed, and that operative gains a Battle Scar.

For each friendly **MEDIC** operative that was selected for deployment, so long as it was not incapacitated during that battle, you can re-roll one Casualty test after the battle.

To determine what Battle Scar an operative gains, roll one D6, subtract 1 from the result for each other Battle Scar that operative has, then consult the Battle Scars table opposite. Each time the result corresponds to a Battle Scar that operative already has, re-roll the D6 until a Battle Scar is determined that the operative does not have.

For example, a Casualty test is failed for an operative with a Critical Impairment Battle Scar. The player rolls one D6 and the result is a 2. They must subtract 1 from the result as the operative already has a Battle Scar, therefore the final result is Slain.



BATTLE SCARS

Designer's Note: *You might find that, though the names of the results below work for the majority of kill teams, a small number might not. If you find the name of a result on the table below does not fit as well with the theme of your faction as much as it could, feel free to replace the name with a more thematic result. For example, 'Damaged Logic Circuits' might fit better for a Necron Warrior or Skitarii Ranger than 'Severe Concussion'. Be sure to note which of the 'actual' results you have rolled, however, as the impact it has on the operative in battle will still be the same!*

BATTLE SCAR

D6	Result
1 or less	**Slain:** This operative can no longer be used. Remove it from your dataslate.
2	**Critical Impairment:** This operative cannot perform **Dash** actions and its APL characteristic cannot be increased.
3	**Severe Concussion:** This operative always suffers the penalty to the Ballistic Skill characteristic of its ranged weapons as if it were injured.
4	**Sapped Strength:** This operative always suffers the penalty to the Weapon Skill characteristic of its melee weapons as if it were injured.
5	**Lingering Ailment:** This operative always suffers the penalty to its Movement characteristic as if it were injured.
6	**Cerebral Affliction:** This operative does not gain a Battle Scar but does not gain any experience from this battle.



RECOVERY TEST

At the end of each battle, operatives will attempt to recover from their injuries and prepare themselves for the next fight. All operatives recuperate wounds lost during the battle (excluding those that are Slain), and are no longer considered injured.

A Recovery test must be taken for each operative on your dataslate that has a Battle Scar. To do so, roll one D6, adding 1 to the result for each consecutive battle in which that operative was not selected for deployment (known as 'Rested'). On a 5+, the test is passed: remove one Battle Scar that operative gained from a previous battle (you cannot remove a Battle Scar that the operative gained from the same battle).

For example, a Recovery test is taken for an operative with a Battle Scar. The player rolls one D6 and the result is a 4. The operative was not selected for deployment for three games in a row, therefore 3 is added to the result. The final result is a 7, therefore the test is passed, and that operative's Battle Scar is removed.

BASE OF OPERATIONS

In a Spec Ops campaign, kill teams will be operating independently for extended periods of time, so they must establish a base of operations. At the start of a Spec Ops campaign, your base of operations will be named, but will provide no other function other than a place for your operatives to rest and recover. However, certain Requisitions will allow you to add to your base of operations.

EQUIPMENT

Your army list will detail various equipment you can equip your operatives with for a battle. In a Spec Ops campaign, your access to this equipment is managed via your stash. When you begin a Spec Ops campaign, there is no equipment in your stash. Instead, you must add equipment to your stash, such as by using the Equipment Drop Requisition (pg 109). Each time you add an item of equipment to your stash, make a note of it in the 'Stash' section of your dataslate.

Before a battle, you can select equipment to equip your operatives with (as specified by the mission sequence), but you can only select from the equipment you have in your stash. Note that when doing this, the quantity of equipment matters. For example, if you have one item of equipment in your stash, then only one operative can be equipped with that item of equipment. If you wish to equip more than one operative with that item of equipment (assuming the equipment would allow you to), you would have to add the relevant quantity of that equipment to your stash.

RARE EQUIPMENT

As you play through a Spec Ops campaign, your kill team will come across rare equipment. This could be specialised wargear that high command has assigned to you, unique artefacts your kill team discover, or personalised gear the members of your kill team utilise.

Rare equipment cannot be added to your stash like normal equipment, rather it will specifically state when you are able to, such as by completing certain Spec Ops (pg 110-117). Once you have added rare equipment to your stash, however, you can access it just like any other item of equipment, meaning you can equip operatives from your kill team with it before a battle. There is a selection of rare equipment presented opposite, and more can be found in other Warhammer 40,000: Kill Team publications.

Each time your kill team gains an item of rare equipment, you must determine what item to add to your stash. To do so, you can either roll one D6 and consult the relevant table to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. Your stash cannot include more than one of each item of rare equipment (if a duplicate result is rolled, roll again until a different result is rolled).

For each of the items of rare equipment presented opposite, when you equip an operative with it before a battle, you must select one relevant weapon (i.e. a ranged or melee weapon) that operative is equipped with to be upgraded and gain that rare equipment's rule for the battle. You can only upgrade each weapon an operative is equipped with once.

'THESE INSECTOIDS, QUITE A FIGHT THEY PUT UP WHEN ONE KICKS THEIR NEST. OUT THEY SWARM, PURPOSELESS, WITH NO IDEA WHAT FACES THEM – BUT STINGING AND BITING NONETHELESS. THEY MUST BE REMINDED OF THEIR PLACE IN THE ORDER OF THINGS. THEY MUST SEE THEIR IDOLS FALL, THEIR ARMIES FAIL AND THEIR CITIES RUINED. THEN YOU WILL SLAY THEM.'

- Kythok the Lifetaker, Necron Overlord

Designer's Note: *The names of the Rare Equipment used below are very well suited for a great number of kill teams, though you may wish to tweak the name depending on the faction your kill team is from. For example, if you play a Tyranids kill team and one of your operatives gains a 'Thermal Sight', you might wish to note this as 'Photothermic Bioreceptors' or something equally thematic instead. If you choose to do this, make a note where appropriate so that it is clear what upgrade the operative has.*

RANGED WEAPONS RARE EQUIPMENT

D6	Result
1	**Auto-loader (2EP):** This weapon gains the Ceaseless special rule.
2	**Flux Capacitor (2EP):** This weapon gains the P1 critical hit rule.
3	**Rending Rounds (2EP):** This weapon gains the Rending special rule.
4	**Propulsion Amplifier (2EP):** Add 1 to both Damage characteristics of this weapon.
5	**Thermal Sight (2EP):** This weapon gains the No Cover special rule.
6	**Seeker Spirit (2EP):** Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, for each critical hit you retain, you can re-roll one of your attack dice.

MELEE WEAPONS RARE EQUIPMENT

D6	Result
1	**Power Enhancer (2EP):** Add 1 to both Damage characteristics of this weapon.
2	**Inertia Displacer (2EP):** This weapon gains the Brutal special rule.
3	**Perfectly Weighted (2EP):** This weapon gains the Balanced special rule.
4	**Rending Blade (2EP):** This weapon gains the Rending special rule.
5	**Monomolecular Edge (2EP):** This weapon gains the Lethal 5+ special rule.
6	**Arc Unit (2EP):** This weapon gains the Stun critical hit rule.

STRATEGIC ASSETS

Your base of operations can also have strategic assets that supplement aspects of your Spec Ops campaign. Just like equipment, when you begin a Spec Ops campaign, your base of operations will not have any strategic assets. Instead, you must add them, such as by using the Asset Acquired Requisition (pg 109). Each strategic asset will specify its effects on your Spec Ops campaign, and you can never have more than one of each. Each time you add a strategic asset to your base of operations, make a note of it in the 'Strategic Assets' section of your dataslate.

Your base of operations has a strategic assets capacity, which is the maximum number of strategic assets you can have in your base of operations. You start a spec ops campaign with an asset capacity of two, but this can be increased by completing Spec Ops (pg 110-117). Your asset capacity can never exceed five. If a rule would increase your asset capacity but it is already at the maximum, you can instead use the Asset Acquired Requisition (pg 109) without spending any Requisition points. You can remove a strategic asset at any time before or after a game to make room for new strategic assets you would like to add.



STRATEGIC ASSETS

Engineering Bay

Whether it be slabs of scrapmetal, larvae that excrete rapidly hardening mucus or simple construction tools and materials, kill teams of all stripes have access to means to bolster defensive positions.

At the end of the Set Up Barricades step of the mission sequence, you can select one terrain feature within ⬟ of your drop zone. Until the end of the battle, all parts of that feature with the Light trait have the Heavy trait instead.

Intelligence Network

Kill teams use all manner of methods to secure the intelligence they need to carry out their missions and gain advantages over the enemy. Local agents, covert transit routes, stolen access codes, classified data, prisoners, scrapcodes, stealth drones, sneak-squigs, memory-burrowing beetles, psychic spoor trackers and nigh-magical hacking technologies all play a role.

In each game, if you select the Infiltrate option in the Scouting step, you can use that option one additional time during the first Turning Point.

Surveillance System

The base of operations is fitted with all manner of listening devices, thermal scanners and proximity sensors in the form of surveillance servitors, advanced tactical drones, watch-squigs, makeshift devices, tentacles and highly sensitive insectoid antennae. Many of these systems are portable, lending enormous tactical advantages to the kill teams who use them.

In each game, if you select the Recon option in the Scouting step, you can use that option one additional time when resolving your selection.

STRATEGIC ASSETS

Expanded Armoury
A substantial and well-stocked armoury from which your operatives can gear up sufficiently before each mission is crucial. Some wargear will have been ripped from the dead hands of enemies, or indeed friends, while others are issued specially for field testing. Some will have been constructed by hand out of scrap, or will be standard weaponry provided by high command. This wargear may even have been grown in amniotic sacs fed by the kill team with the flesh of their prey.

In the Select Equipment step of a mission sequence, you can use 4 additional points worth of equipment to equip operatives from your kill team with.

Med Bay
All operatives in a kill team will suffer wounds and injuries that need restoring after battle, and all factions have different ways of bringing their troops back to full health. Some utilise hyper-advanced medical facilities with one-use sterilised tools and stations, some depend on the brutal attention of lobotomised medicare servitors, and others even hibernate for a time in thick-membraned sacs full of restorative fluids.

In each Update Dataslates step of the mission sequence, you can re-roll one Casualty test. This is in addition to any other Casualty test re-rolls.

War Shrine
A venerated assemblage of relics, war logs and banners that exemplifies the mighty record of your kill team and inspires those that join its ranks. Your kill team might keep the skulls of fallen enemies, recorded words of encouragement from inspirational leaders, texts of battle-hymns or rags marked with the scent of those to be hunted and consumed next.

In the Update Experience step of a mission sequence, you can select one operative of Adept rank that was selected for deployment to gain 1XP. You can only add this asset to your base of operations if your dataslate includes at least one operative of Ace rank or higher.

Comms Network
A closed communications network for your operatives to receive real-time battlefield information and react accordingly as well as provide it for high command. The factions of the 41st Millennium use myriad ways to communicate with their kill teams, whether it be the daemon-possessed and chained psykers of the forces of Chaos, data uplink nodes of the Adeptus Mechanicus or wraithbone psychic broadcast amplifiers of the Asuryani.

Once per battle, when rolling off to determine who has the initiative, you can re-roll your dice.

Tactical Uplink
An overlay of the killzone is transmitted to your operatives, allowing them to plan their tactics and strike at the opportune moment. For some this might be a data uplink directly into mechanical minds, for others this might take the form of a sudden instinctive compulsion or a direct psychic pulse of information.

Once per Turning Point, you can use a Tactical Ploy without spending any CPs.

Stimm Stash
Whether it be stimms, combat drugs, speshul shroom brews, complex mineral supplementations or fleshy tubes of liquid painkillers and growth hormones, these restoratives are on hand to aid the recovery of your operatives and maintain their fighting strength.

In the Update Dataslates step of the mission sequence, each time you take a Recovery test, you can re-roll unmodified results of 1.

REQUISITIONS

When a kill team embarks upon a Spec Ops campaign, a reliable support network must be maintained to keep them at fighting strength. This is done using Requisitions. Requisitions cost Requisition points, which are a limited resource you earn during a Spec Ops campaign. When you first create a dataslate, you gain four Requisition points. You will then earn one Requisition point each time you complete a game with your kill team, but your Requisition points can never exceed five. Keep an up-to-date note of Requisition points on your dataslate.

If you wish to use a Requisition, you must spend Requisition points equivalent to its cost. If you do not have enough Requisition points to spend on that Requisition, you cannot use it. Each time you spend a Requisition point, reduce your total by one. Each Requisition will tell you when it can be purchased. Unless stated otherwise, there is no limit on the number of Requisitions you can purchase, the number of times you can purchase each Requisition, nor the combination of Requisitions you can purchase, so long as you have enough Requisition points.

Some Requisitions upgrade an operative so that it interacts with rules in a different manner (e.g. Weaponsmith). When you use such Requisitions on an operative, make a note of its upgrade on its datacard.

'THE RAIDING PARTY BAYS AT OUR HEELS, BUT WE HAVE THESE FEW PERFECT MOMENTS WHERE THE ENEMY ARE ALL OURS TO PLAY WITH. LET US WHIP THEM INTO SUCH A FRENZY OF PAIN AND TERROR THAT OUR LATECOMER KIN ARE LEFT WITH NOTHING BUT SCRAPS.'

- Hekatrix Vylekh the Untouched



OPERATIVE ASSIGNED 1RP

Kill teams grow in size in all manner of ways. High command might assign new soldiers. The kill team's boss might bully a lesser warrior into joining its mob. A new creature may claw and bite its way out of an amniotic sac, or a lone survivor might be found on the battlefield.

Purchase this Requisition before or after a game. Add one operative to your dataslate. This must be an operative from your faction.

EQUIPMENT DROP 1RP

For some kill teams, acquiring new equipment might involve being sent wargear by their commanders. For others it might mean stealing said weapons before the rival can collect it. On occasion a kill team might be issued with trial weapons – depraved creations from sadistic minds, highly advanced technologies developed by brilliant scientists or anything in between.

Purchase this Requisition before or after a game. Select up to 5 points worth of your faction's equipment and add it to your stash.

ASSET ACQUIRED 1RP

All kill teams seek to enhance their base of operations, whether that be with hideous pain-extractor stations, territorial prowler squigs, sophisticated drone surveillance technology or weaponsmith forges.

Purchase this Requisition before or after a game. Add one strategic asset to your base of operations.

MEDIVAC 1RP

Some kill team operatives sustain injuries too severe to keep them in the front lines. They might be reprogrammed by their Overlords or Tech-Priest masters, sent to the Painboyz for patchin' up, despatched to highly sophisticated medical facilities or even sent to filthy, improvised medicae tents.

Purchase this Requisition in the Update Dataslates step of a mission sequence, after rolling to determine a Battle Scar for a friendly operative. That operative suffers Cerebral Affliction instead, and cannot be selected for deployment in the next battle.

RECUPERATE 1RP

Rest and basic medical care goes a long way to restoring the health of injured operatives. The same can be said for a temporary forced shutdown, memory scrub or the reciting canticles of maintenance.

Purchase this Requisition in the Update Dataslates step of a mission sequence, after rolling a Recovery test for a friendly operative that did not take part in the battle. Add 1 to the result of that Recovery test.

PROFICIENT OPERATIVE 1RP

By sheer luck, divine beneficence, manipulation of fate or pre-programmed plan, some kill team operatives survive mission after mission. Some have faced so many different threats they have gained new capabilities through alien manners of biological adaptation. Others have learned new skills along the way, only making them more likely to survive.

Purchase this Requisition in the Update Dataslates step of a mission sequence, when a friendly operative gains the Grizzled or Revered rank. You can select one additional specialism for that operative from the specialisms specified on its datacard, and can determine the Battle Honours it gains from any of its specialisms. Each operative can only be upgraded with this Requisition once.

WEAPONSMITH 1RP

Very well-equipped operatives serve vital functions in kill teams. How they become this way differs greatly. Some are blessed by their dark patrons with all manner of empyric gifts. Others have proven their worth and been mechanically upgraded by the masters they are programmed to serve. Many learn the skills to upgrade their own wargear, painstakingly combining rare components, or bashing them together until they resemble something that works.

Purchase this Requisition before or after a game. Select a friendly operative with the Ace, Grizzled or Revered rank. Weapons that operative is equipped with can be upgraded with the rare equipment on pages 104-105 twice, rather than once. Each operative can only be upgraded with this Requisition once.

SPEC OPS

Once you have chosen your kill team and set up its base of operations, you are ready for action. In a Spec Ops campaign, your kill team will be conducting Spec Ops. A Spec Op is a campaign objective you must achieve over multiple games. By completing its operations across a series of missions, your kill team will further the goals of their faction and be commended for their exploits.

Each player will determine their own Spec Op, so will therefore be working to achieve their campaign objective individually. This means a player in a Spec Ops campaign can play other players attempting to achieve different Spec Ops, and can even play against players who are not taking part in a Spec Ops campaign, as their campaign objective is all self contained.

Each player in a Spec Ops campaign must select one Spec Op their kill team will be assigned to. There are a selection of Spec Ops presented on pages 110-117, and more can be found in other Warhammer 40,000: Kill Team publications. Once you have selected one, make a note of it in the 'Spec Ops log' of your dataslate.

Each Spec Op will have a series of operations that must be conducted in order. Once you have completed that operation, starting from the next game, you can attempt to complete the next operation. Once all of a Spec Op's operations have been completed, you will receive its commendation in the Update Dataslates step of the mission sequence.

You should then assign your kill team to a new Spec Op. A kill team cannot be assigned to a completed Spec Op again until it has completed two other Spec Ops. To keep track of this, once a Spec Ops has been completed, cross it out on your Spec Ops log, and remove it once you have completed two other Spec Ops. At the end of any battle, you can choose to abort your uncompleted Spec Op. That Spec Op is removed from your log (you can assign it to your kill team again in the future) and you can assign a new Spec Op to your kill team instead.

'OURS IS NOT A FIGHT FOR CONQUEST, OR RICHES, OR GLORY. IT IS A FIGHT FOR THE SURVIVAL OF OUR SPECIES, FOR THE RIGHT TO SEE ANOTHER DAWN. IT IS THE VERY DESPERATION OF OUR CAUSE THAT RENDERS US SO DANGEROUS...'

- Iradil the Wanderer, Ranger of Craftworld Alaitoc



1.0 ELIMINATION

Various rival factions have deployed kill teams in the area. If they gain a foothold, your faction's war effort will be severely hampered. Your kill team must make a series of pre-emptive strikes and eventually eliminate the enemy's command structure before their forces gain too much ground.

OPERATION 1: DRAW THEM OUT

You must conduct a series of raids to collect intelligence on enemy leaders, bleed their forces, and draw them into a battle on terms in your favour.

Complete five games in which you scored victory points from the 'Mark Target', 'Execution' and/or 'Rob and Ransack' Tac Op.

OPERATION 2: NEUTRALISE TARGET

Intelligence has been gathered and the enemy's composure is frayed. You must now apply overwhelming force to neutralise an enemy's command structure. Nothing but the elimination of the enemy leader will achieve victory.

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

COMMENDATION:

- You gain one Requisition point.
- The friendly operative that scored you victory points from the 'Headhunter' Tac Op earns 5 XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

2.0 RECOVER ARCHEOTECH

Rumours are circulating of a hidden archeotech artefact, a rare and ancient item of technology that offers great power. Your kill team must search the area, and if the rumours prove to be true, retrieve the archeotech for high command.

OPERATION 1: INVESTIGATE SITES

By conducting a comprehensive investigation of the area's structures, you can discover the archeotech's data traces. Collect enough data and you can triangulate the archeotech's location.

Complete five games in which you scored victory points from the 'Seize Ground' and/or 'Vantage' Tac Op.

OPERATION 2: RETRIEVE ARCHEOTECH

You have discovered the location of the archeotech. The enemy are unaware of its true power, so you must press the attack to retrieve it and deliver it to headquarters.

Complete a game in which you scored victory points from the 'Retrieval' 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.

3.0 PERFORM RITUAL

The war continues, the cost in lives and resources ever increasing. You must perform a complex ritual to amass the strength required and gain enough power to secure victory.

OPERATION 1: COMMENCE RITES

Various rites must be performed to develop the ritual. Only by completing the required tasks, and preventing the enemy from obstructing them, can you culminate the ritual.

Complete five games in which you scored victory points from the 'Hold the Line' and/or 'Protect Assets' Tac Op.

OPERATION 2: COMPLETE RITUAL

The rites have been completed. Only the final steps remain to be taken to complete the ritual and summon the power needed for victory.

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

COMMENDATION:

- You gain one Requisition point.
- The friendly operative that scored you victory points from the 'Plant Banner' Tac Op earns 5 XP. This is not affected by a passed Casualty test.
- You can distribute 5 XP across the other operatives on your roster.

4.0 DEMOLITION

The enemy has garrisoned the area. Their robust line of fortifications and supply network has made a conventional assault suicide. Your kill team must strike at their foundations, bringing the whole thing down upon the foe.

OPERATION 1: PLANT CHARGES

Various key points across the front have been identified as targets for demolition. Your kill team must conduct excursions into enemy territory to rig structures with explosives and transponders.

Complete five games in which you scored victory points from the 'Plant Signal Beacon' and/or 'Sabotage' Tac Op.

OPERATION 2: DETONATE

The charges are set and transponders are in place, but the enemy is jamming incoming signals. Your kill team must initiate the detonation sequence in close proximity.

Complete a game in which you scored victory points from the 'Upload Viral Code' 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.

5.0 INFILTRATE THE ENEMY

The enemy's strength outstrips that of your own forces, so high command has tasked your kill team with waging unconventional warfare to tip the scales. By infiltrating the enemy's ranks, an operative can weaken them from within.

OPERATION 1: GATHER INTELLIGENCE

Your kill team must secure enemy uniforms, access codes, surveillance data, patrol movements, garrison locations and all manner of relevant intelligence to plant an operative successfully.

Complete five games in which you scored victory points from the 'Rob and Ransack', 'Implant' and/or 'Behind Enemy Lines' Tac Op.

OPERATION 2: PLANT OPERATIVE

With all the necessary intelligence gathered, a complex plan has been hatched for an operative to infiltrate the enemy's ranks and strike from within.

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

COMMENDATION:

- You gain one Requisition point.
- The friendly operative that scored you victory points from the 'Interloper' Tac Op earns 5 XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

6.0 PURGE ORDER

A decisive message, declaring your dominance, must be sent to your enemies. To deliver it, your kill team has one task – the wholesale elimination of enemy operatives.

OPERATION 1: NO PRISONERS

Your kill team must establish a foothold in the area and locate enemy kill teams. Once you have them cornered, move in to attack and leave none alive.

Complete five games in which you scored victory points from the 'Deadly Marksman', 'Rob and Ransack' and/or 'Execution' Tac Op.

OPERATION 2: ROUT

With enemy kill teams reeling, you must press the advantage and utterly rout them. Only by breaking them entirely will you achieve dominance.

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

COMMENDATION:

- You gain one Requisition point.
- You can distribute 5 XP across the operatives on your roster.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

7.0 BREAKOUT

Be it a desperate escape attempt or a return to base from a daring mission, our kill team is out of position and behind enemy lines. They must fight bravely and cleverly to return safely.

OPERATION 1: ON THE RUN

Your kill team must move fast, plotting a course through enemy territory and evading enemy kill teams deployed to apprehend or eliminate them.

Complete five games in which you scored victory points from the 'Overrun', 'Vantage' or 'Triangulate' Tac Op.

OPERATION 2: LAST DASH TO SAFETY

Your kill team has survived being on the run for many days and draws near to safety. Although weary, they must make one last dash for freedom.

Complete a game in which you scored victory points from the 'Behind Enemy Lines' or 'Interloper' Tac Op.

COMMENDATION:

- You gain three Requisition points.
- After the battle, all friendly operatives pass Casualty and Recovery tests.

8.0 EXTRACTION

Your kill team has gained possession of an invaluable resource, such as a prisoner, powerful artefact or the knowledge of a vital secret. Your enemies now descend to secure it for themselves. You must survive until high command can extract you.

OPERATION 1: SECURE EXTRACTION POINT

Your kill team must find and establish a defensible position from which you can await extraction. You must hold at all costs.

Complete five games in which you scored victory points from the 'Hold the Line' and/or 'Damage Limitation' Tac Op.

OPERATION 2: EXFIL

The extraction point is beset from all angles, with enemy kill teams overrunning your position. With extraction en route, you must hold on just a little longer.

Complete a game in which you scored victory points from the 'Seize Ground' Tac Op.

COMMENDATION:

- You gain one Requisition point.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

9.0 HONOUR-BOUND

Perhaps to serve as an act of repentance for a previous failure, or due to the political machinations of a rival, your kill team has been assigned a forlorn operation. Victory under such circumstances will test any kill team and is highly unlikely, but acclamation and vindication awaits those that achieve it.

OPERATION 1: PURSUE ATONEMENT

For your kill team they must win, or they will die. Though the odds are stacked against them, they must look the hazards dead in the eye. Honour demands nothing less.

Complete five games in which you scored victory points from the 'Execution', 'Headhunter' or 'Rout' Tac Op.

OPERATION 2: GLORY AND VINDICATION

Your kill team is on the verge of erasing the stain from their record. In their final acts of redemption, a champion must step forward to reclaim their honour and cement their deeds in legend.

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

COMMENDATION:

- You gain one Requisition point.
- The friendly operative that scored you victory points from the 'Challenge' Tac Op earns 5 XP. This is not affected by a passed Casualty test.
- You can distribute 5 XP across the other operatives on your roster.

10.0 SECURE DISTRICT

Your kill team must take and control a key district until high command can reinforce it. The enemy, too, recognises the area's value, and will send in raiding parties to pick it clean of resources.

OPERATION 1: DRIVE THEM BACK

Your kill team must respond with a swift application of force when an enemy raiding party appears.

Complete five games in which you scored victory points from the 'Protect Assets' and/or 'Plant Banner' Tac Op.

OPERATION 2: STAND YOUR GROUND

For days on end your kill team has been pushed, fighting back enemies seeking to encroach upon your lands. They are exhausted. Reinforcements are on the horizon, however, and your kill team must hold until they arrive.

Complete a game in which you scored victory points from the 'Central Control' 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.

NARRATIVE PLAY MISSION SEQUENCE

To play a narrative play game, each player must have a dataslate as described on page 97. A narrative play game is then completed by following the sequence below:

1. DETERMINE MISSION

The players determine which mission they will play. First, the players must select a mission pack, such as the one presented on pages 119-137. They must then select a mission from that pack, either by agreeing which one to use, or by randomly determining which one to use.

2. READ MISSION BRIEFING

Each mission has a briefing that will detail the mission rules, mission objective and a map detailing drop zones and where to set up objective markers. The players should familiarise themselves with this information before proceeding as it will detail key rules for the mission and how victory can be achieved.

3. DETERMINE KILLZONE

The players determine which killzone is in use, either by agreeing which one to use, or by rolling off and the winner decides. The players then set up its gameboard.

4. SET UP OBJECTIVE MARKERS

The players set up objective markers in the locations specified by the mission map.

5. SET UP THE KILLZONE

The players set up terrain features. This is done by following the guidelines on page 76-80, or by following the configuration specified by the mission (if any). When setting up a terrain feature, the players should agree on the terrain traits of each part of it. If players are using terrain features configured in the same manner as their Killzone Environment, these terrain traits will be specified.

6. SELECT DROP ZONE

The players determine who will be the Attacker and who will be the Defender, either by agreeing what is most appropriate to the narrative, or by rolling off and the winner decides.

Some missions will specify which drop zone belongs to which player. Otherwise, the Defender selects one of the drop zones for their operatives. The Attacker has the other drop zone.

7. SELECT A KILL TEAM

Each player determines their operatives for deployment by selecting one kill team from their army list. They then select any operatives from their dataslate to be in that kill team, so long as those operatives adhere to the restrictions of that kill team. Note that this means a player can include less operatives than specified by that kill team. Once both players have selected their kill team, they should reveal it to their opponent.

If a player's kill team includes a **LEADER** operative, they add 2CP to their pool. In addition, each player adds up the total number of Battle Honours of the operatives they selected for deployment, as well as how many strategic assets they have, and compares the total with their opponent. For every two that one player's total is less than the other, they can select one of the following for the game:

- Add 1CP to their pool.
- They have two additional points to select equipment with.

8. SELECT TAC OPS

Each player secretly builds a six-card Tac Ops deck. Up to three of their cards can be their faction's Tac Ops as specified in their faction's army list. The remaining Tac Ops in their deck must be from an archetype of their choosing.

Each player shuffles their six-card deck, then determines which Tac Ops they have for the battle in secret. To do so, they draw two cards from their deck, select one and discard the other. They repeat this process until three Tac Ops cards have been selected. They do not need to declare which Tac Ops they have selected.

9. SELECT EQUIPMENT

Each player selects up to ten points worth of equipment from their stash to equip operatives from their kill team with for the battle, following all rules specified in that kill team's equipment list. Once both players have selected their equipment, they should reveal it. After each game, all equipment is returned to the stash and an operative is no longer equipped with it.

10. SET UP BARRICADES

The players alternate setting up barricades, one at a time, starting with the Defender, until the players have set up two barricades each. Each time a player sets up a barricade, it must be within ⬟ of their drop zone and not on a terrain feature (unless it has the Insignificant trait).

11. SET UP OPERATIVES

The Defender sets up all of their operatives first. Then the Attacker sets up all of their operatives. When a player sets up an operative, it must be wholly within their drop zone and must be given an Engage or Conceal order..

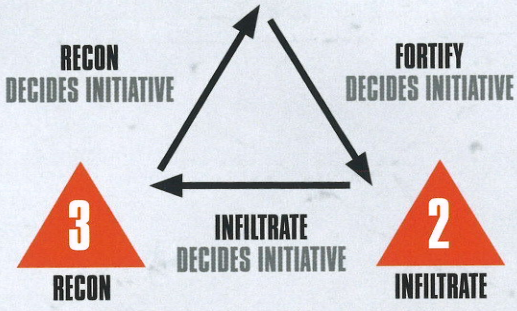
12. SCOUTING

Each player secretly selects one of the pre-game scouting options. Each option will provide the player with an additional benefit, however it will affect who has initiative in the first turning point. A player selects a scouting option by secretly putting a number of D6 into their hand that corresponds to the number of the option they would like to select. For example, if a player would like to select the Recon option, they would put three D6 into their hand. Once both players have selected, they reveal the number of D6 in their hand simultaneously. They then resolve their selection starting with the Defender. The scouting options are as follows:

*If both players selected the same, the **Attacker** decides who has the initiative.*

1 FORTIFY

Set up one additional barricade within ⬟ of your drop zone.



3 RECON

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

2 INFILTRATE

Once during the first Turning Point, when you select a ready friendly operative to activate, you can change its order.

13. BEGIN THE BATTLE

The first Turning Point of the battle begins. In the first Initiative phase, initiative for the first turning point is determined based on the players' choices in the Scouting step:

- If one player selected Fortify and the other selected Infiltrate, the former decides who has the initiative.
- If one player selected Infiltrate and the other selected Recon, the former decides who has the initiative.
- If one player selected Recon and the other selected Fortify, the former decides who has the initiative.
- If both players selected the same scouting option, the Attacker decides who has the initiative.

14. END THE BATTLE

The battle ends after four Turning Points have been completed. If one player has no operatives remaining in the killzone, the other player continues to play out each remaining Turning Point until the battle ends.

Ideally, a battle should always be played until the end. Not only will this allow for heroic last stands, but it will give the players every opportunity to complete their Spec Ops.

15. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner of the game. If players are tied, the game is a draw.

- Each player can score a maximum of 12 victory points from the mission objective.
- Each player can score a maximum of 2 victory points from each Tac Op, therefore a player's Tac Ops are worth 6 victory points in total.
- If every operative in a player's kill team was painted to a Battle Ready standard, that player scores 2 victory points.
- In total, each player can score a maximum of 20 victory points from the game.

16. UPDATE DATASLATES

Each player updates their rosters by completing the following steps:

1. Take Casualty tests as described on page 102.
2. Update Experience as described on page 99.
3. Take Recovery tests as described on page 103.
4. Complete operations as described on page 110.



CRITICAL OPERATIONS MISSION PACK

On pages 119-137, you will find nine missions from the Critical Operations mission pack. These are symmetrical missions, meaning that both players have matching mission rules and mission objectives. The scoring parameters of the mission objectives vary across the mission pack, therefore having an expansive roster will allow you to select the right operatives for the mission at hand. They have been designed so that tactical play is rewarded. Therefore they are suited to matched play, but can be used with any of the three ways to play.

To randomly determine a Critical Operations mission, one player rolls one D3 to determine one of the tables below, then the other player rolls one D3 to determine the mission from that table.

TABLE 1		TABLE 2		TABLE 3	
D3	**Mission**	**D3**	**Mission**	**D3**	**Mission**
1	Loot and Salvage	1	Escalating Hostilities	1	Secure Archeotech
2	Consecration	2	Seize Ground	2	Duel of Wits
3	Awaken the Data-spirits	3	Domination	3	Master the Terminals



MISSION 1.1

LOOT AND SALVAGE

MISSION BRIEFING: 94615784LD
PRIORITY TARGET: ALPHA-PRIMUS_91533

>> Regimental ammunition reserves at 13.27%.

>> Regimental weapon quality and reliability at 24.93%.

FILE: SDJ1910X-AØSSΩ



>> Enemy offensive determined imminent by scry-augurs and orbital auspex scans of traitor-held territory.

>> Next scheduled resupply mission in more than one local month.

>> More wargear thus required, front-line requisition authorised.

>> Intelligence: 13th Vraskyne Lightfoot destroyed in past week.

>> 13th Vraskyne's weapons stores remain accessible and viable.

>> MISSION: Infiltrate stores. Secure weapons and ammunition.

>> NOTE: Enemy will undoubtedly have similar objective.

>> Every power cell, every grenade, every lasgun denied the heretics brings them closer to defeat.

>> Every weapon and round is a gift from the Emperor. To let the foe taint them with their touch is a heresy in itself.

+++

THOUGHT FOR THE DAY: A weapon cannot substitute for zeal.

MISSION RULES

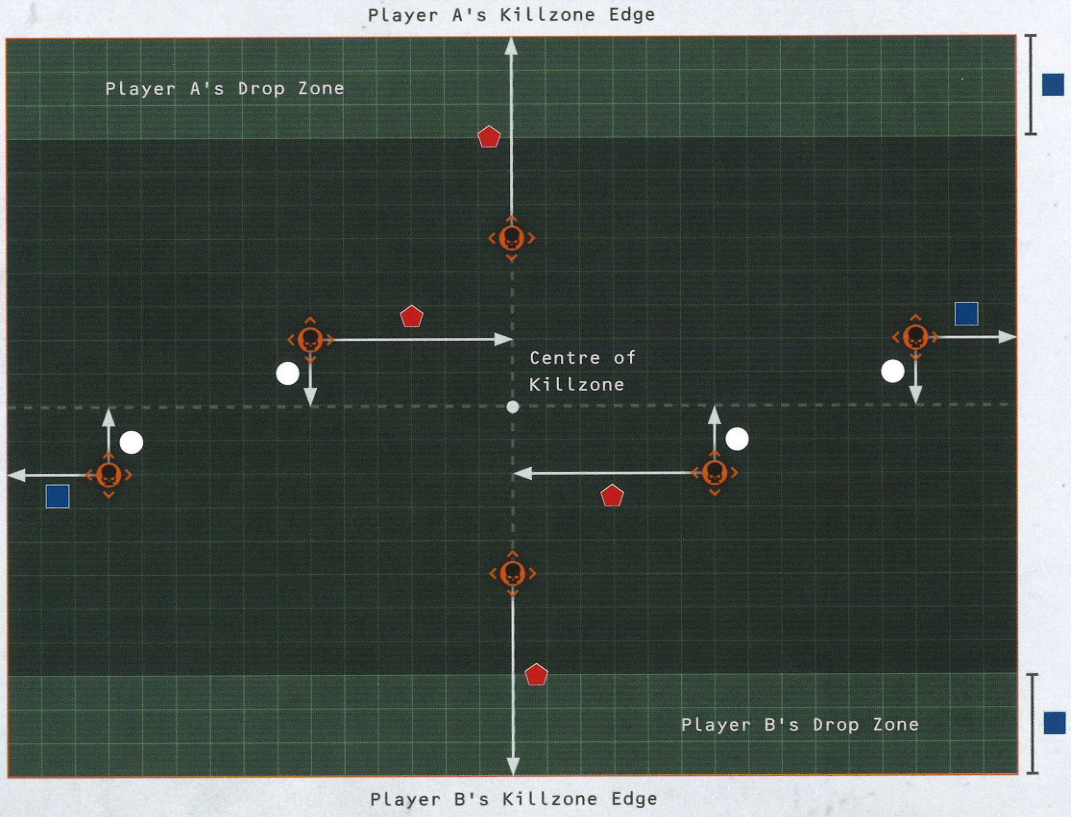
Operatives can perform the following mission action:

LOOT AND SALVAGE 1AP

An operative can perform this action while within ▲ of an objective marker it controls that has not been looted during this Turning Point. Until the start of the next Turning Point, that objective marker is looted. Each objective marker can be looted a maximum of three times during the battle (we recommend placing a dice on each objective marker to remind you how many times it can be looted).

MISSION OBJECTIVE

Each time a friendly operative performs the Loot and Salvage action, you score 1VP (to a maximum of 4VPs per player per Turning Point).



MISSION 1.2

CONSECRATION

MISSION BRIEFING: 1172892OZQ
PRIORITY TARGET: ALPHA—PRIMUS_OOO58

>> The heretics have attempted to befoul countless shrines dedicated to beatified martyrs of the Emperor. The traitors have scratched their vile symbols to obscure and obliterate righteous praise to the Emperor.

>> Such an insult cannot go unpunished.

>> Such taint cannot be left unpurged.

>> Your mission is one of vengeance — punish the heretic for their desecration.

>> It is one of penitence — an act of atonement for permitting such heinousness.

>> It is one of cleansing — remove the blasphemy and purge its taint.

+++

THOUGHT FOR THE DAY: A small mind is easily filled with faith.

FILE: KDT9561C-QΔΘΞ

'Heretics crave the cleansing fire of absolution. They need not fear, for we shall deliver it to them.'



MISSION RULES

Drop Zones: When a player sets up an operative, it must be wholly within one of their drop zones.

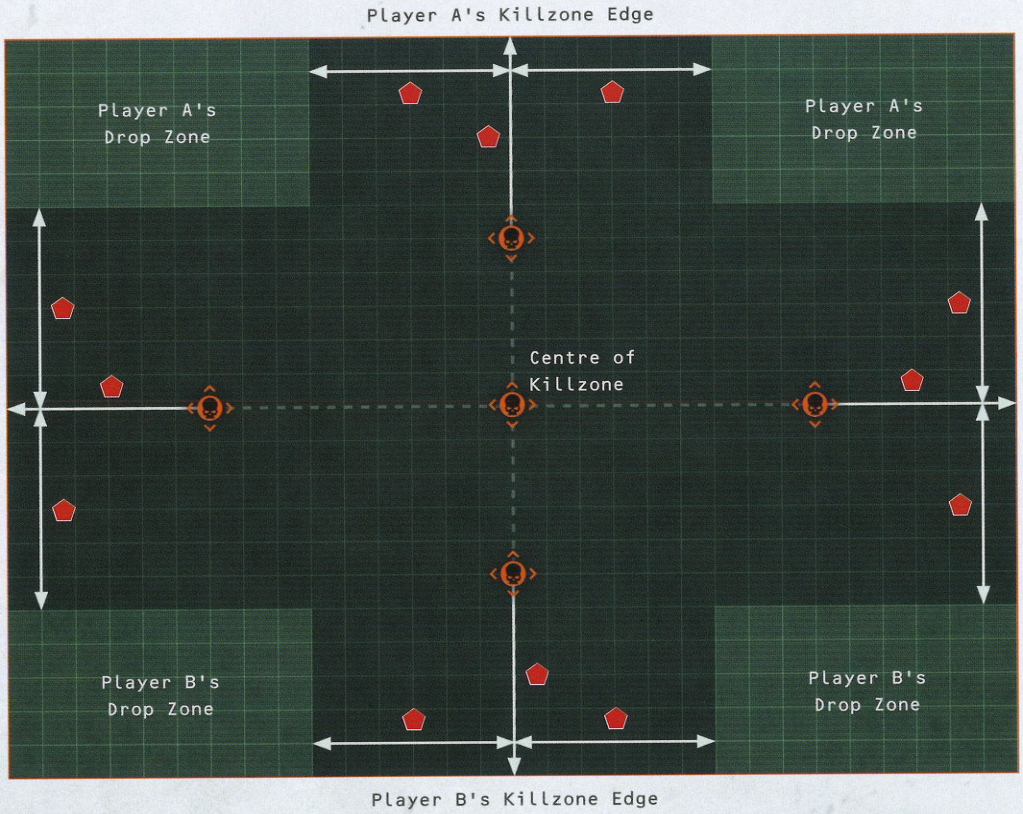
Operatives can perform the following mission action:

CONSECRATE GROUND 1AP

An operative can perform this action while within ◯ of a non-Consecrated objective marker it controls. Until the start of the next Turning Point, that objective marker is Consecrated, and that operative's APL and Defence characteristics, and the Attacks characteristic of its melee weapons, are increased by 1.

MISSION OBJECTIVE

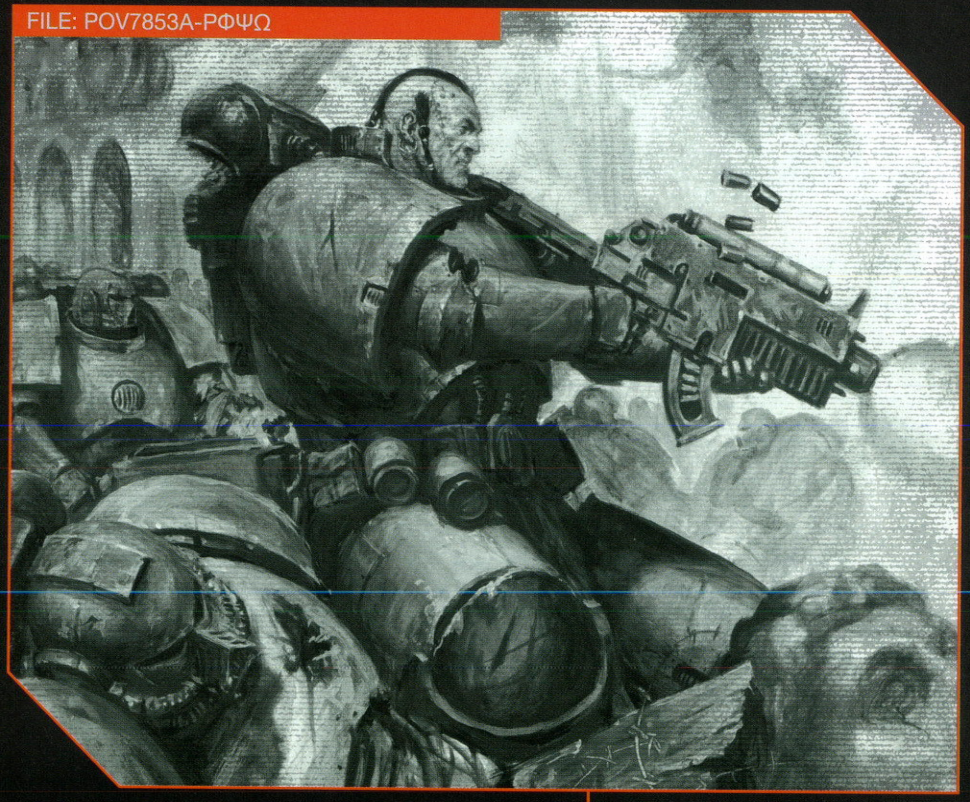
At the end of each Turning Point, for each Consecrated objective marker friendly operatives control, you score 1VP (to a maximum of 4VPs per player per Turning Point).



MISSION 1.3

AWAKEN THE DATA-SPIRITS

FILE: POV7853A-PΦΨΩ



MISSION BRIEFING: 46278335PK
PRIORITY TARGET: ALPHA—PRIMUS_22569

>> The Epsilon-356 Skywarden battery is silent.

>> It must be awakened, lest the skies be filled with the xenos dropcraft. Rouse it to wrath; rouse it to fury.

>> To do this you must placate the guardian-code that protects the guns from sabotage.

>> Do this with the utmost speed.

>> Enemy infiltrators will attempt to undo your work.

>> They may wish to turn the guns against us. They may wish to destroy the battery altogether. They may wish to corrupt it.

>> Regardless, you will stop them. Kill them all.

>> Then praise the Emperor when you witness his weapons cleanse the skies of the foe. Your gratitude will know no bounds.

+++

THOUGHT FOR THE DAY: His word is our strength.

MISSION RULES

Operatives can perform the following mission action:

DISCONNECT FIREWALL 1AP

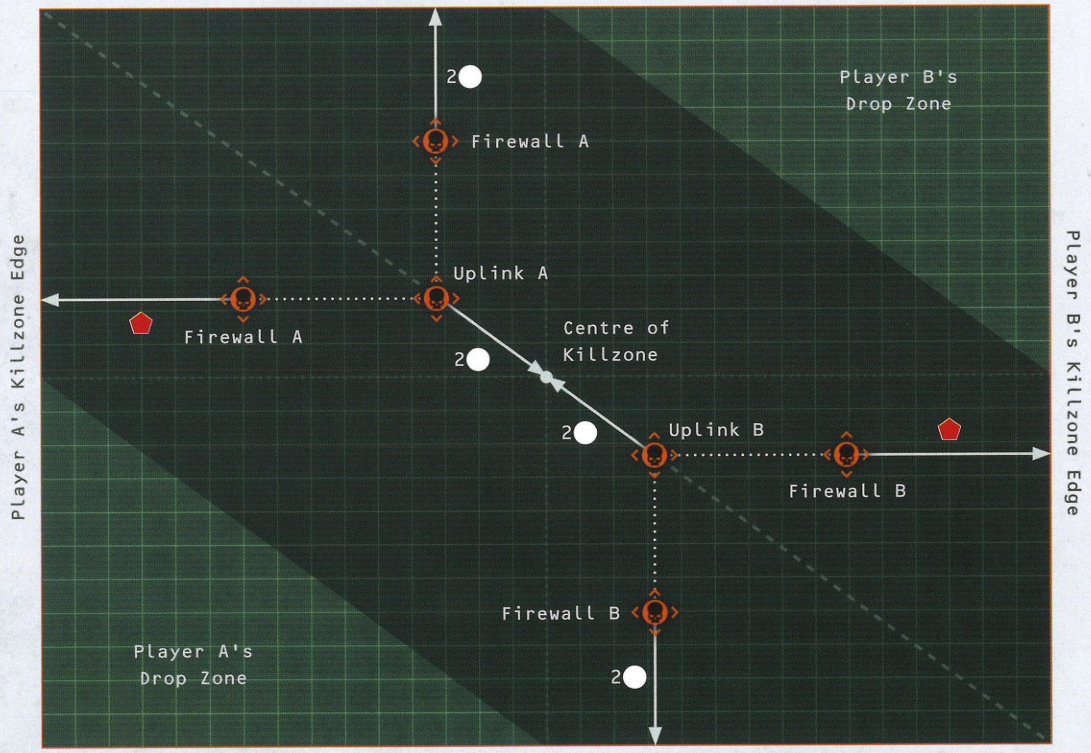
An operative can perform this action while within ▲ of a Firewall objective marker it controls. Remove that objective marker from the killzone.

MISSION OBJECTIVE

Each time a friendly operative performs the **Disconnect Firewall** action, you score 1VP.

At the end of each Turning Point, for each Uplink objective marker friendly operatives control, you score VPs as follows:

- If both of the Uplink's Firewall objective markers have been removed from the killzone, you score 2VPs.
- If one of the Uplink's Firewall objective markers has been removed from the killzone, you score 1VP.
- If none of the Uplink's Firewall objective markers have been removed from the killzone, you score 0VPs.



MISSION 2.1

ESCALATING HOSTILITIES

MISSION BRIEFING: 668390OOTX
PRIORITY TARGET: ALPHA-PRIMUS_93327

>> ALERT MAGNA
>> ALERT MAGNA
>> ALERT MAGNA

>> ENEMY MOVING UPON MANDATUM IMPERATA AUTO-SHRINES AT REFERENCE 217X-954Z-503D.

>> THEY MUST BE STOPPED.

>> LOSS OF AUTO-SHRINES WILL LEAD TO SIGNIFICANT STRATEGIC DISADVANTAGE. ENTIRE 17TH CADIAN WOULD BE LEFT INTOLERABLY ISOLATED AND VULNERABLE, AND THUS ALSO WHAT THEY ARE SHIELDING.

>> ALL ELSE SECONDARY.

>> MOVE WITH ALL HASTE.

>> FAILURE WILL NOT BE TOLERATED.

>> THE EMPEROR'S WRATH IS MOST FURIOUSLY LAID UPON THOSE OF HIS SERVANTS WHO FAIL HIM.

+++

THOUGHT FOR THE DAY: Excuses are the refuge of the weak.





FILE: DGE1258B-NØSSΠ

'What is the terror of death?
That we die with our work incomplete.
What is the joy of life?
To die knowing our task is done.'

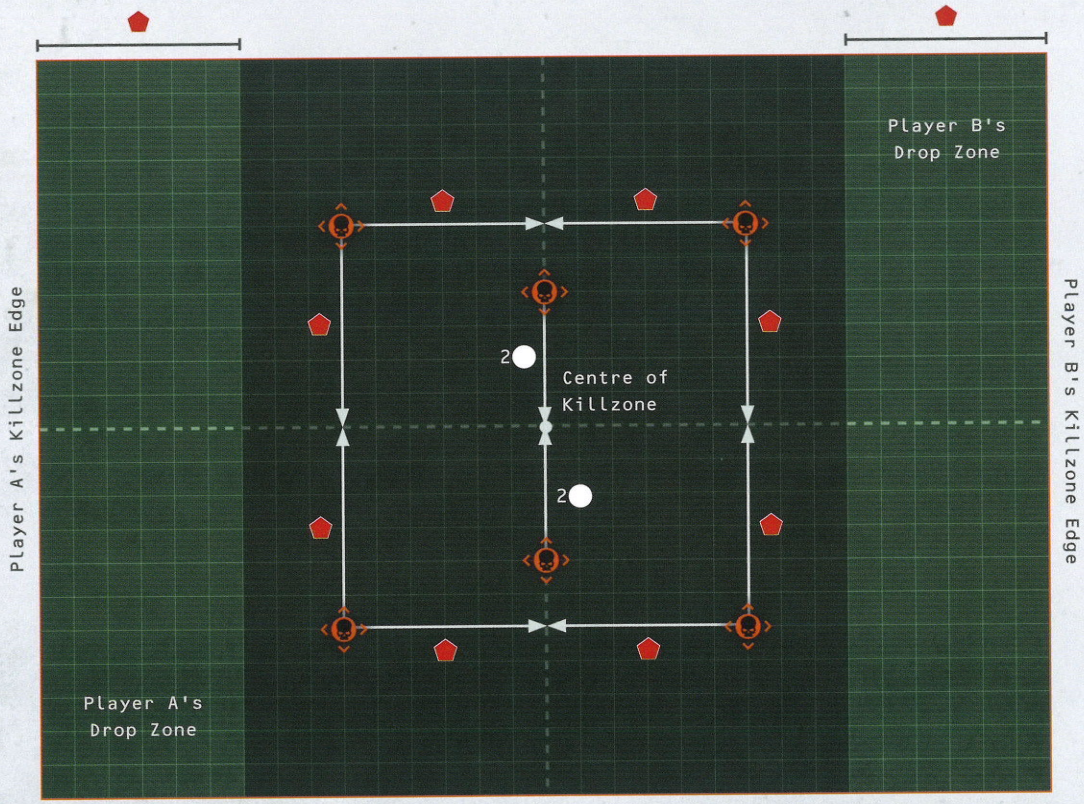
MISSION RULES

Critical Escalation: At the end of the second and third Initiative phases, starting with the player who has initiative, each player removes one objective marker that is closest to their drop zone.

MISSION OBJECTIVE

At the end of the first and second Turning Point, for each objective marker friendly operatives control, you score 1VP (to a maximum of 4VPs per player per Turning Point).

At the end of the third and fourth Turning Point, for each objective marker friendly operatives control, you score 2VPs.



MISSION 2.2

SEIZE GROUND

MISSION BRIEFING: O8174651DI
PRIORITY TARGET: ALPHA–PRIMUS_67885

>> Orders direct from Strategos Herdeschroft Principalius, Commander of VIII Imperial Army, War Zone Prenkhus, Kovalyne Front, Sector Z9Δ.

>> Praise the Emperor's most Holy Name on this battlefield most glorious!

>> All forces to advance on all fronts. Sweep the heretic foe aside!

>> Regimental orders to be dispatched in due course, to include hourly and daily objectives.

>> Small unit, designate 'kill team' forces to fight vanguard actions. Pave the way for His magnificent armies! Be the first rays of His light!

>> Secure routes through enemy wire.

>> Secure routes through enemy minefields.

>> Claim suitable observation points.

>> Eliminate enemy sentries. Send their souls to the abyss!

>> Clear enemy observation posts.

>> Strike down enemy champions. End the blasphemy that is their very existence!

>> Reconnoitre.

>> Assess nature of terrain.

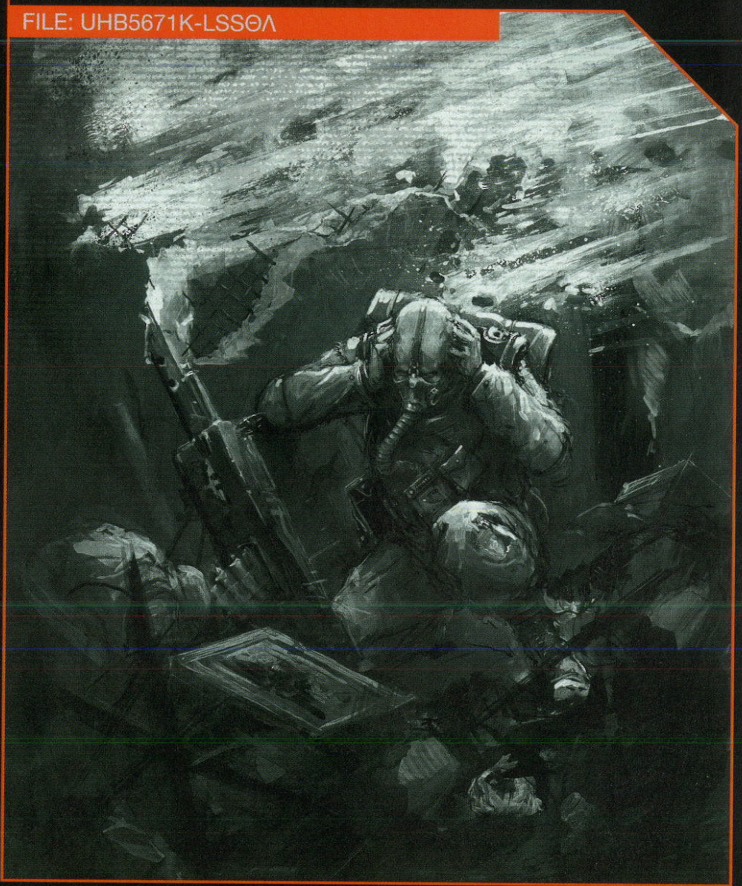
>> Observe enemy positions.

>> Sanctify corruption wherever found. Cleanse it as if preparing it for the Emperor Himself to walk upon it!

+++

IMPERIUM VICTORIS!
LAUDIS IMPERATOR MAGNIS!

FILE: UHB5671K-LSSΘΛ



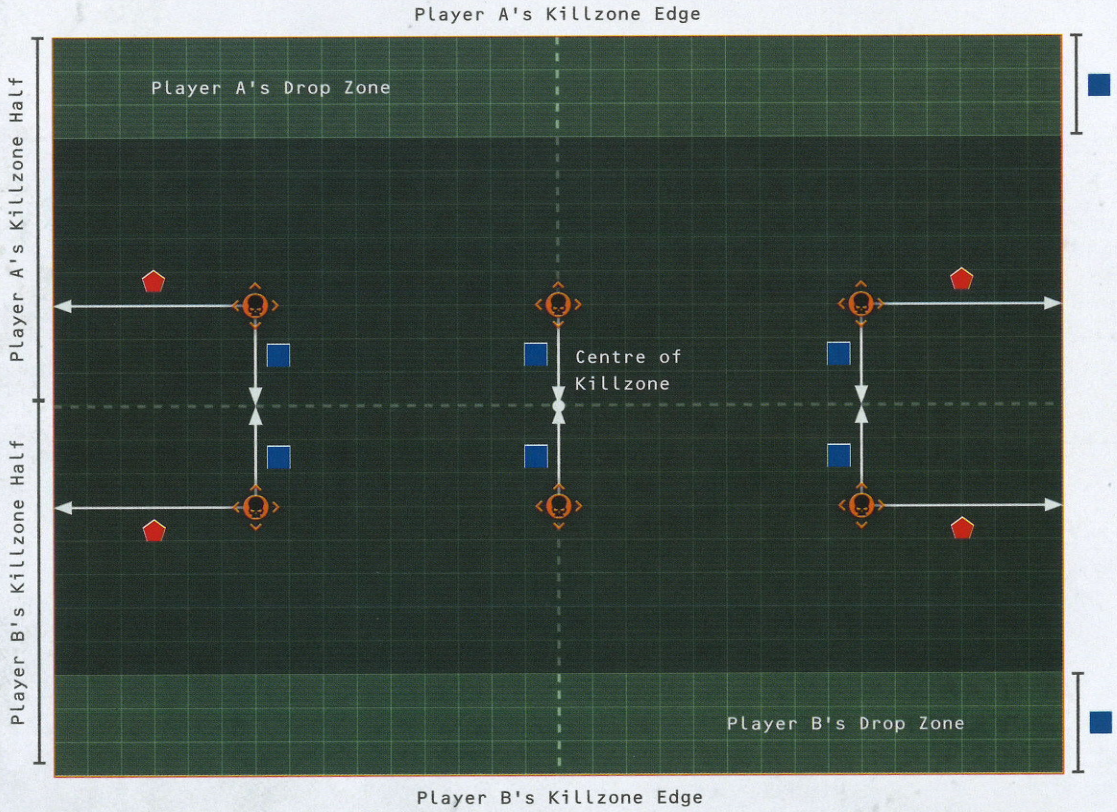
MISSION RULES

Secure Ground: At the end of each Turning Point, each objective marker friendly operatives control is secured by your kill team. While an objective marker is secured by your kill team, it stays under their control, even if no friendly operatives are within ◯ of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer secured by your kill team.

MISSION OBJECTIVE

At the end of each Turning Point, you score VPs as follows:

- If friendly operatives control two or more objective markers, you score 1VP.
- If friendly operatives control more objective markers than enemy operatives do, you score 1VP.
- If friendly operatives control any objective markers in your opponent's killzone half, you score 1VP.
- If friendly operatives control two or more objective markers in your opponent's killzone half, you score 1VP.



MISSION 2.3

DOMINATION

MISSION BRIEFING: 77662527GV
PRIORITY TARGET: ALPHA—PRIMUS_01193

>> The foe's location is known.

>> At long last, the final battle awaits.

>> Wipe them out.

>> They have been the blade at our back for too long. The ever present thorn in our flank.

>> Now we end them. They will resist — a dying canid is a desperate one. But it is still dying.

>> Make your attack. Do not cease until they are all dead and their holdings are ours.

>> This world will be rid of them.

>> The Emperor's work will be done. Praise him.

>> Go.

>> May His blessings fall upon you in great multitudes.

+++

THOUGHT FOR THE DAY: It is through the destruction of our enemies that we earn our salvation.

'There can be no bystanders in the battle for survival. Anyone who will not fight by your side is an enemy you must crush.'



MISSION RULES

Operatives can perform the following mission action:

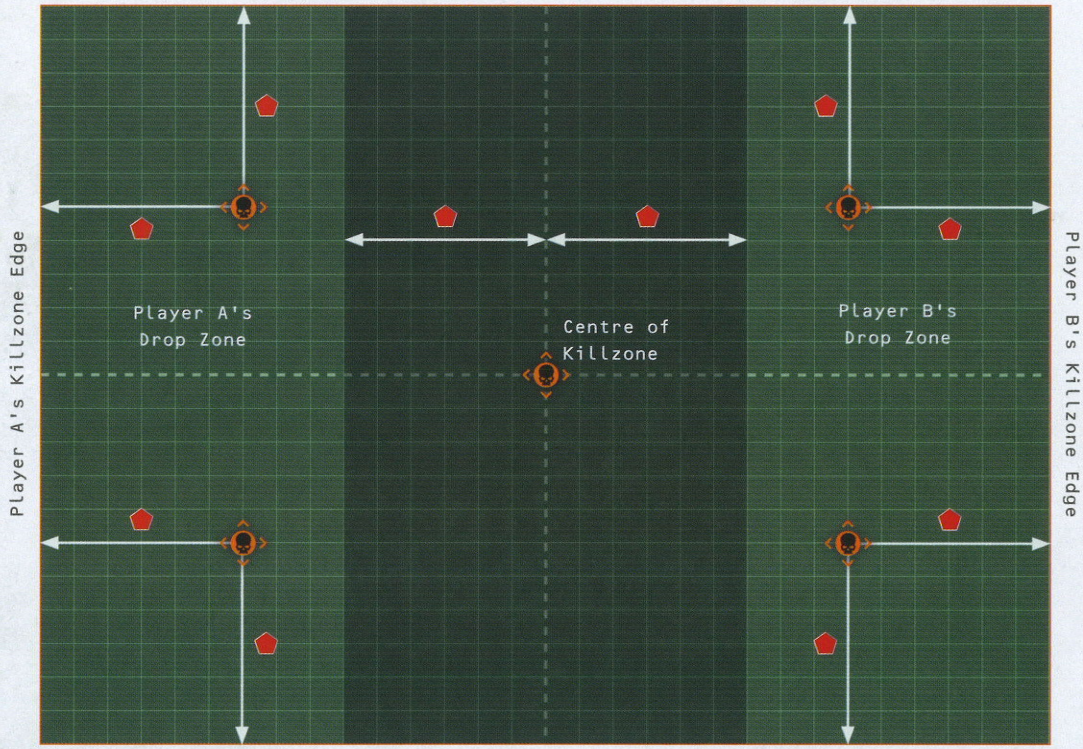
CLAIM GROUND 1AP

An operative can perform this action while within ◯ of an objective marker it controls. Until an enemy operative performs this action on that objective marker, it is claimed by your kill team.

MISSION OBJECTIVE

At the end of each Turning Point, you score VPs as follows:

- If two or more objective markers are claimed by your kill team, you score 1VP.
- If more objective markers are claimed by your kill team than are claimed by your opponent's kill team, you score 1VP.
- For each objective marker in your opponent's drop zone that is claimed by your kill team, you score 1VP.



MISSION 3.1

SECURE ARCHEOTECH

MISSION BRIEFING: 88136563ZN
PRIORITY TARGET: ALPHA—PRIMUS_13645

>> Bless the Omnissiah! They are found! They are found!

>> Praise him! Thank him! It is us who are tasked with their recovery!

>> We must pass a holy test, to prove our worth.

>> The artefacts cannot simply be lifted from this place.

>> First, they must be disconnected from where they have been abandoned. The Rites of Separation must be read, the artefacts' ancient machine spirits soothed with sacred oils and holy words. Appease them well!

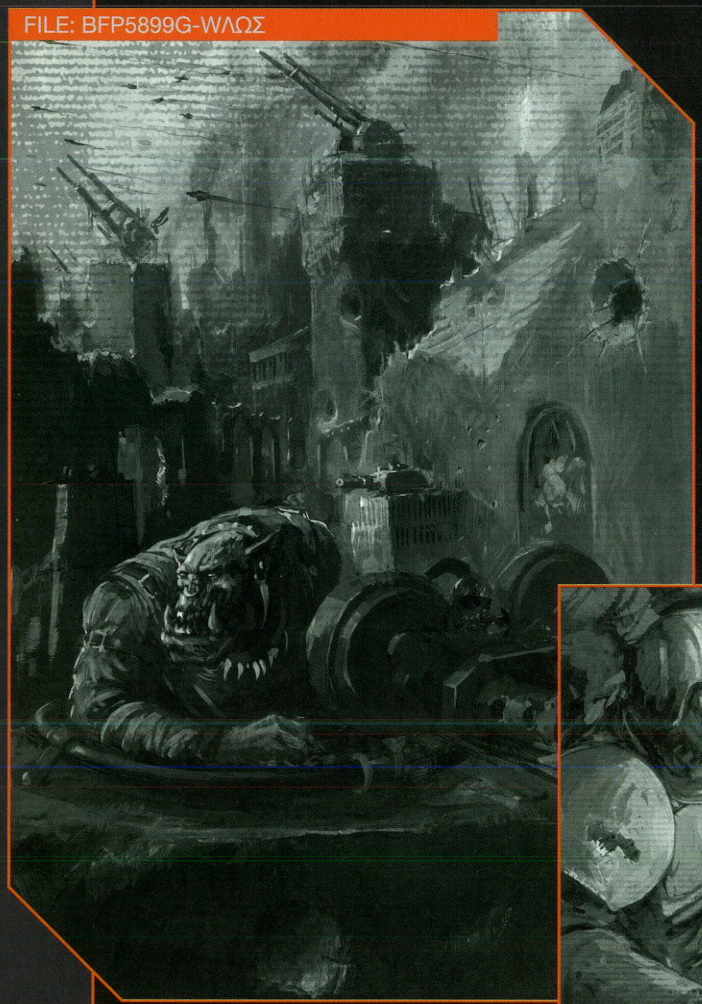
>> Our foes would take these blessed relics for themselves. They would corrupt them for their own blasphemous purposes. Do not let the hereteks thieve them from us, the rightful discoverers!

>> The Omnissiah is with us. Do not fail him, for he has never failed you.

+++

THOUGHT FOR THE DAY: Revere the Omnissiah, for it is the source of all our power.

FILE: BFP5899G-WΛΩΣ





MISSION RULES

Operatives can perform the following mission action:

DISENGAGE TECH **1AP**

A operative can perform this action while within ▲ of a non-Disengaged objective marker it controls. That objective marker is now Disengaged.

Secure Tech: The **Pick Up** action can be performed upon a Disengaged objective marker. While an operative is carrying a Disengaged objective marker, it cannot perform **Dash** actions.

MISSION OBJECTIVE

Each time a friendly operative performs the **Disengage Tech** action, you score 1VP.

At the end of the battle, for each Disengaged objective marker friendly operatives control, you score 2VPs.

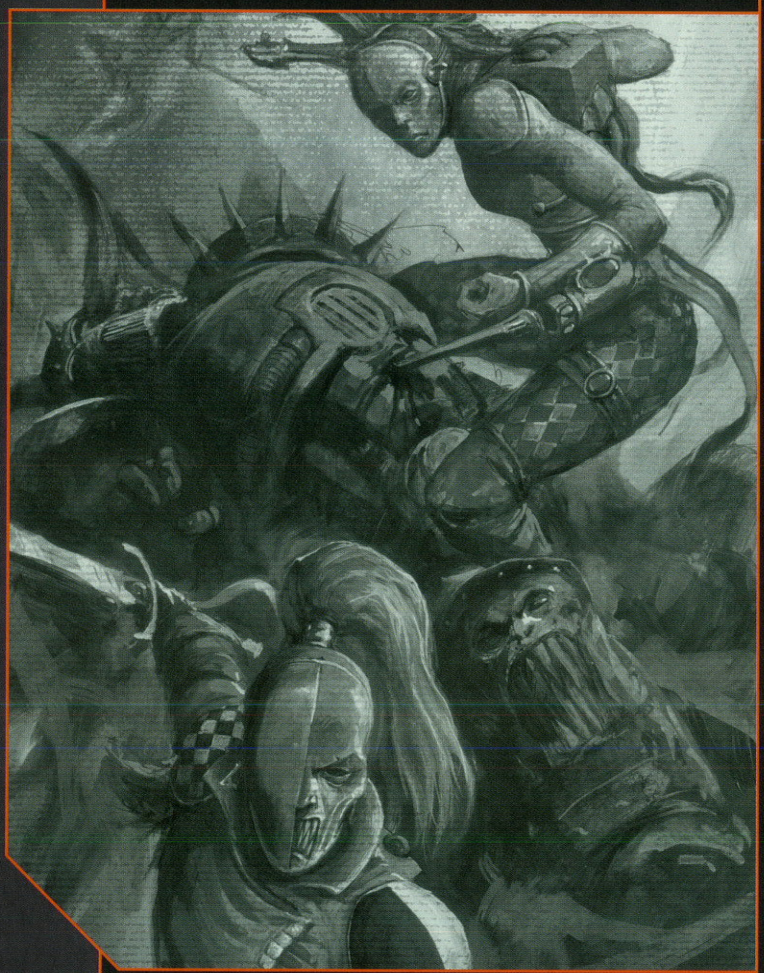


MISSION 3.2

DUEL OF WITS

MISSION BRIEFING: 99162512PB
PRIORITY TARGET: ALPHA—PRIMUS_15498

>> Enemy presence detected in sector Z9Ω.
>> STRENGTH: Unknown
>> ARMAMENTS: Unknown
>> OBJECTIVE: Unknown
>> The above must be calculated, in order that correct purging protocols are enacted in line with the threat level. [Note: Do not waste His resources.]



>> Aggressive reconnaissance mission assigned.
>> PURPOSE: Assess enemy strength
>> PURPOSE: Assess enemy defences
>> PURPOSE: Assess enemy objectives
>> PURPOSE: Show the enemy we know they are there, that we will not permit them to go about their heathen ways uncontested. Show them that the Emperor sees them, and wishes His judgement dealt upon them.
>> PURPOSE: Report back acquired intelligence for later assault against, and total destruction of, the foe
>> Permissions granted for maximal freedoms of tactical and strategic thinking.

>> Accomplish the above duties while denying the enemy knowledge of our own strength and disposition.
>> Give them no knowledge of your true purpose.
>> Wreak havoc; sow confusion; inspire fear.
>> Let them be rendered weak before we shatter them.
>> Praise be to Him on Terra for this opportunity to serve Him.
>> Oh Holy Emperor — may each death we inflict this day glorify your name. May each death speak of our gratitude for your light and care, your protection and wrath.

+++

THOUGHT FOR THE DAY: Hope is the first step on the road to disappointment.

MISSION RULES

Priority Objective: In the Target Reveal step of each Turning Point, starting with the player who has initiative, each player selects one objective marker that is more than ■ from their drop zone to be a Priority objective marker until the start of the next Turning Point.

Operatives can perform the following mission action:

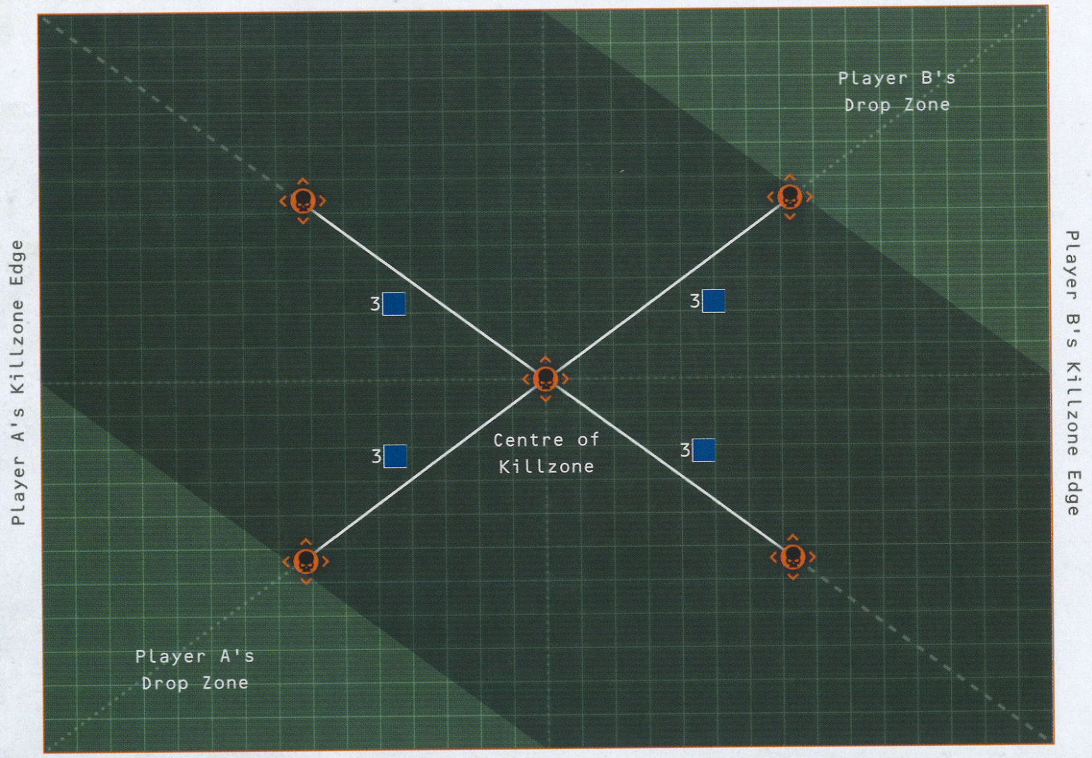
GAMBIT 1AP

An operative can perform this action while within ○ of a non-Exhausted Priority objective marker it controls. Gain 1CP. Until the start of the next Turning Point, that objective marker is Exhausted.

MISSION OBJECTIVE

Each time a friendly operative performs the Gambit action, you score 1VP.

At the end of each Turning Point, if friendly operatives control more objective markers than enemy operatives do, you score 2VPs.

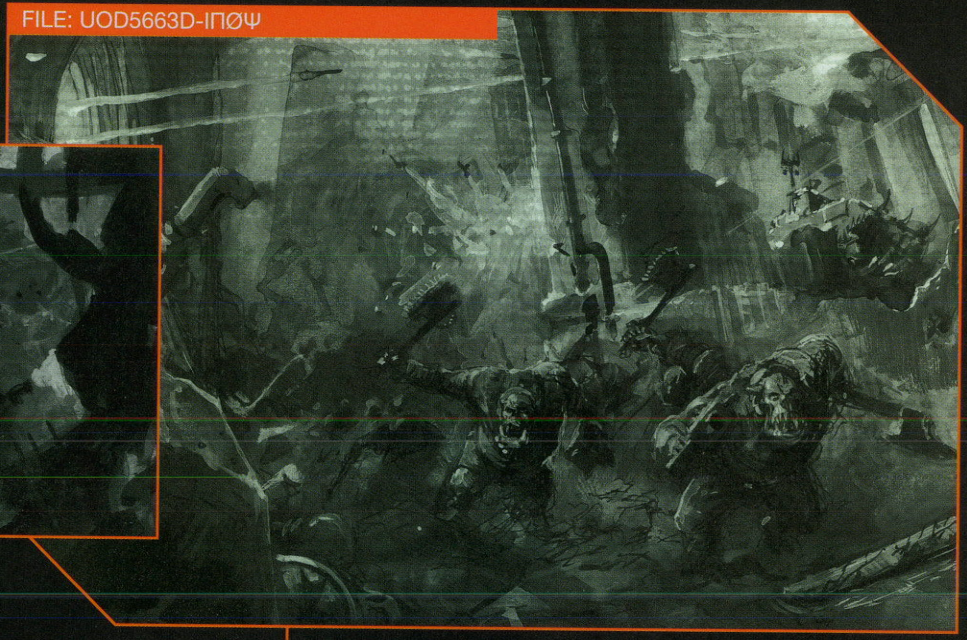


MISSION 3.3

MASTER THE TERMINALS

FILE: UOD5663D-ΙΠØΨ





MISSION BRIEFING: OO445962SX
PRIORITY TARGET: ALPHA—PRIMUS_98312

>> Hive Kalensil's tenth south-east shield generatorum is under attack.

>> The enemy seeks to undermine our defences through attempts at sabotage.

>> The generatorum's workings are fluctuating due to the foe's efforts. This is unacceptable.

>> If the void shield fails, the hive will be exposed to bombardment and full-scale invasion. Billions of the Emperor's servants are at risk. Worse, its tithes will fail.

>> It is your task to ensure this does not happen.

>> The xenos foe is cowardly and faithless, to not attempt to fight us directly.

>> Thus they have revealed their weakness to us — they are fearful and soft.

>> Show them the error of their ways. Show them the strength of the Emperor's warriors.

>> Show them that we will never yield His lands, and punish all those who try to take them with death.

+++

THOUGHT FOR THE DAY: Faith is your shield.

MISSION RULES

Fluctuating Power: After selecting drop zones, starting with the Attacker, each player alternates selecting an objective marker and assigns it a number from 1 to 4. Each objective marker can have no more than one number assigned to it, and each number must be unique. During each Turning Point, the objective marker that number corresponds to the current Turning Point is Offline.

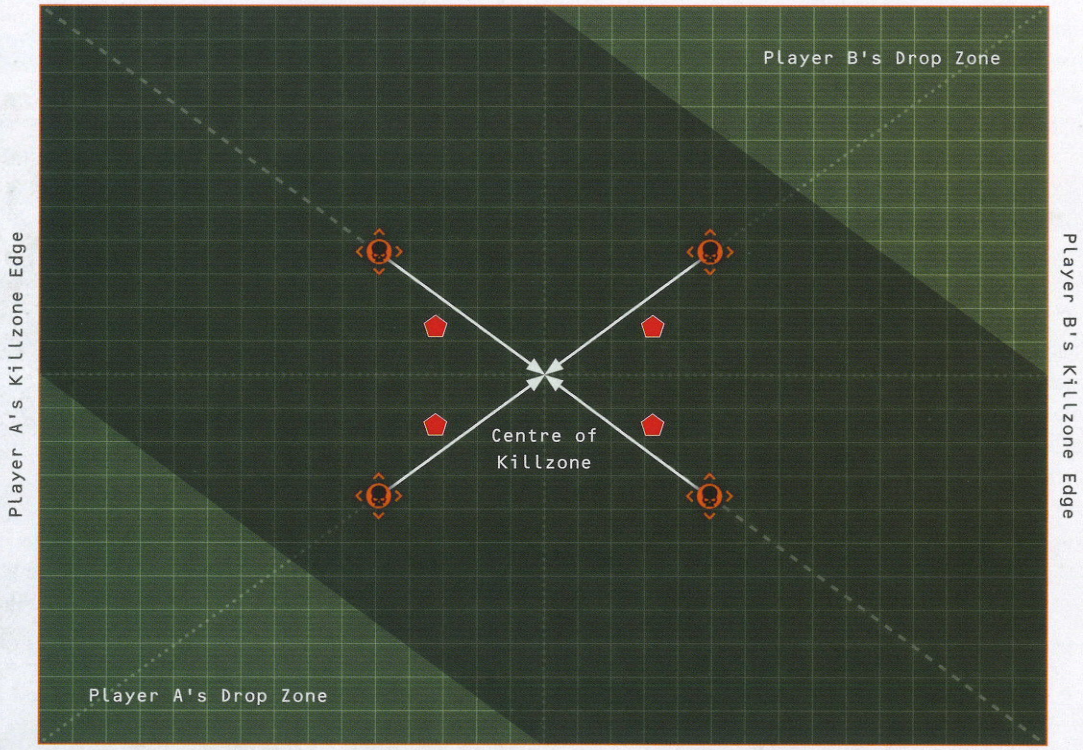
Operatives can perform the following mission action:

DIVERT POWER **1AP**

An operative can perform this action while within ▲ of an objective marker it controls that is not Offline and has not been Secured during this Turning Point. Until the start of the next turning point, that objective marker is Secured.

MISSION OBJECTIVE

Each time a friendly operative performs the Divert Power action, you score 1VP.



TAC OPS

Tac Ops are secondary objectives that you can attempt to achieve in certain battles to earn victory points. They are selectable, allowing you to have a degree of control over what objectives you will attempt to achieve. They are also categorised by archetype (e.g. Seek and Destroy). Your mission sequence will specify what category you can use and how to select your Tac Ops from that category.

Each Tac Op is kept secret until it is revealed, and it will specify when it should be revealed. Each has two conditions, marked with bullet points, that you can attempt to complete. You can score VPs from each condition once, and you cannot score VPs from a condition before that Tac Op is revealed. If a Tac Op instructs you to secretly select something, make a note of it on your roster so that your selection is recorded.

SEEK AND DESTROY

HEADHUNTER

Reveal this Tac Op when an enemy **LEADER** operative is incapacitated.

- You score 1VP.
- If it is the first or second Turning Point, you score 1VP.

CHALLENGE

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one enemy operative and one friendly operative.

- If that enemy operative is incapacitated by that friendly operative, you score 1VP.
- If you achieve the first condition while that enemy operative is within ⬟ of that friendly operative, you score 1VP.

ROUT

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

- If an enemy operative is incapacitated by a friendly operative that is within ⬟ of your opponent's drop zone, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

EXECUTION

Reveal this Tac Op at the end of any Turning Point in which more enemy operatives than friendly operatives were incapacitated during that Turning Point.

- At the end of the battle, if more enemy operatives than friendly operatives were incapacitated during two or more Turning Points, you score 1VP.
- At the end of the battle, if more enemy operatives than friendly operatives were incapacitated during three or more Turning Points, you score 1VP.

DEADLY MARKSMAN

After selecting this Tac Op, secretly select one friendly operative to be your Marksman. You can reveal this Tac Op when an enemy operative is incapacitated by a shooting attack made by your Marksman while your Marksman is wholly within ■ of your drop zone.

- If any other enemy operatives are incapacitated by another shooting attack made by your Marksman, you score 1VP.
- At the end of the battle, if you achieved the first condition and your Marksman has not been incapacitated, you score 1VP.

ROB AND RANSACK

You can reveal this Tac Op when an enemy operative is incapacitated by a friendly operative within ▲ of it, and that friendly operative is more than ■ from other enemy operatives.

- You score 1VP.
- At the end of the battle, if you achieved the first condition and that friendly operative has not been incapacitated, you score 1VP.

SECURITY

SEIZE GROUND

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one terrain feature that is more than ■ from your drop zone and includes any parts with the Heavy trait.

- At the end of the battle, if the total APL of friendly operatives within ▲ of that terrain feature is greater than that of enemy operatives, you score 1VP.
- If you achieve the first condition, there are no enemy operatives on or within ▲ of that terrain feature, and the total APL of friendly operatives within ▲ of that terrain feature is 4 or more, you score 1VP.

HOLD THE LINE

You can reveal this Tac Op in the Target Reveal step of any Turning Point after the first.

- At the end of any Turning Point, if there are no enemy operatives within ⬟ of your drop zone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

PROTECT ASSETS

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

- At the end of any Turning Point, if two or more enemy operatives were incapacitated while within ◯ of an objective marker during that Turning Point, and/or while carrying an objective during that Turning Point, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

DAMAGE LIMITATION

You can reveal this Tac Op in the Target Reveal step of any Turning Point after the first.

- At the end of any Turning Point, if no friendly operatives were incapacitated during that Turning Point, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

PLANT BANNER

After selecting this Tac Op, secretly select one friendly operative to be carrying your Banner token. Reveal this Tac Op when that operative drops your Banner token. When you do, until the end of the battle, the **Pick Up** action can be performed by friendly operatives upon your Banner token.

- At the end of the battle, if your Banner token is within ⬟ of but not wholly within your opponent's drop zone, you score 1VP.
- At the end of the battle, if your Banner token is wholly within your opponent's drop zone, you score 2VP.

Operatives can perform the following mission action:

DESTROY BANNER 1AP

An operative can perform this action while within ▲ of the centre of an opponent's Banner token. Remove that Banner token from the killzone. An operative cannot perform this action while within ◯ of enemy operatives.

CENTRAL CONTROL

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

- At the end of any Turning Point, if the total APL of friendly operatives within ■ of the centre of the killzone is greater than that of enemy operatives, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.



INFILTRATION

CAPTURE HOSTAGE & INFILTRATE

You can reveal this Tac Op when an enemy operative is incapacitated by a friendly operative within ◯ of it, and that friendly operative is more than ⬟ from other enemy operatives.

- Remove that friendly operative from the killzone and you score 1VP.
- If you achieve the first condition and it is the third or fourth Turning Point, you score 1VP.

BEHIND ENEMY LINES

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

- If one or more friendly operatives are wholly within your opponent's drop zone and more than ■ from enemy operatives, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

UPLOAD VIRAL CODE

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

- If a friendly operative performs the **Upload Viral Code** action, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

Friendly operatives can perform the following mission action:

UPLOAD VIRAL CODE 2AP

An operative can perform this action while within ⬟ of your opponent's drop zone and not within ◯ of enemy operatives.

IMPLANT

You can reveal this Tac Op when you would strike an enemy operative in a combat.

- Instead of inflicting damage on an enemy operative from that strike, you can implant that operative instead. That operative does not lose any wounds from that strike and you score 1VP.
- If two other enemy operatives are implanted, you score 1VP.

SABOTAGE

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

- If a terrain feature is sabotaged by friendly operatives, you score 1VP.
- If any other terrain feature is sabotaged by friendly operatives, you score 1VP.

Friendly operatives can perform the following mission action:

SABOTAGE 2AP

An operative can perform this action while within ▲ of a terrain feature that includes any parts with the Heavy trait that is wholly within or within ⬟ of your opponent's drop zone that has not been sabotaged by friendly operatives. An operative cannot perform this action while within ◯ of enemy operatives. If this action is performed by friendly operatives, that terrain feature has been sabotaged by friendly operatives.

INTERLOPER

After selecting this Tac Op, secretly select one friendly operative to be your interloper. You must reveal this Tac Op when your interloper performs the **Interlope** action.

- Remove your interloper from the killzone and score 2VPs.

Your interloper can perform the following mission action once:

INTERLOPE 1AP

Perform this action while within ▲ of an enemy killzone edge and more than ■ from enemy operatives.

RECON

MARK TARGET

You can reveal this Tac Op when a friendly operative performs a **Shoot** action.

- When an enemy **LEADER** operative is selected as the target of a shooting attack for a **Shoot** action, and no other shooting attacks are made for that action, you can attempt to mark that operative instead. Complete the shooting sequence as normal, except that if any damage would be inflicted on that enemy operative, it does not lose any wounds and you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

TRIANGULATE

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

- If two killzone edges are triangulated by friendly operatives, you score 1VP.
- If three killzone edges are triangulated by friendly operatives, you score an additional 1VP.

Friendly operatives can perform the following mission action:

TRIANGULATE 1AP

An operative can perform this action while within ■ of a killzone edge that is not your own killzone edge and has not been triangulated by friendly operatives. An operative cannot perform this action while within ◯ of enemy operatives. If this action is performed by a friendly operative, that killzone edge has been triangulated by friendly operatives.

PLANT SIGNAL BEACON

You must reveal this Tac Op when a friendly operative performs the **Plant Signal Beacon** action.

- At the end of the battle, if your signal beacon token is within ⬟ of your opponent's drop zone, you score 2VPs.

Once per battle, a friendly operative can perform the following mission action:

PLANT SIGNAL BEACON 2AP

Place a signal beacon token within ▲ of this operative. An operative cannot perform this action while within ◯ of enemy operatives. If any enemy operatives finish a move within ▲ of the centre of your signal beacon token and more than ◯ from friendly operatives, remove that signal beacon token.

VANTAGE

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

- If a friendly operative performs the **Vantage** action, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

Friendly operatives can perform the following mission action:

VANTAGE 2AP

An operative can perform this action while on a Vantage Point that is not within your drop zone and has not been secured by friendly operatives. An operative cannot perform this action while within ◯ of enemy operatives. If this action is performed by friendly operatives, that Vantage Point has been secured by friendly operatives.

RETRIEVAL

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent places your Retrieval token anywhere in the killzone that is not on a Vantage Point and not wholly within or within ■ of their drop zone. The **Pick Up** action can be performed by friendly operatives upon your Retrieval token.

- At the end of the battle, if a friendly operative controls your Retrieval token, you score 1VP.
- At the end of the battle, if your Retrieval token is being carried by a friendly operative, you score 1VP.

OVERRUN

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

- At the end of any Turning Point, if a friendly operative is wholly within each killzone quarter and more than ■ from the centre of the killzone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

APPENDIX

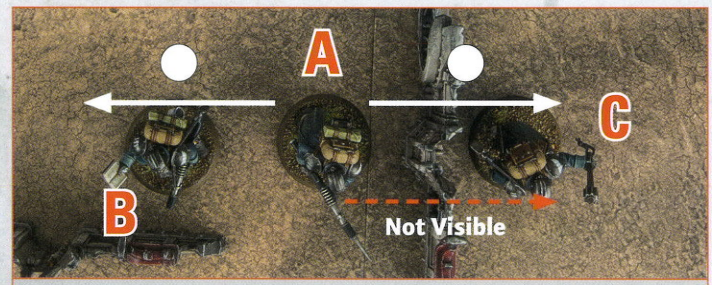
CRITICAL HIT RULES, SPECIAL RULES AND ABILITIES

APx: Armour Penetration. Each time a friendly operative makes a shooting attack with this weapon, subtract x from the Defence of the target for that shooting attack. x is the number after the weapon's AP, e.g. AP1. If two different APx special rules would be in effect for a shooting attack, they are not cumulative - the attacker selects which one to use.

Barrage: Each time a friendly operative makes a shooting attack with this weapon, for that shooting attack, the automatic retention of defence dice as a result of cover is determined differently. Instead, if any part of the operative's base is hidden by a terrain feature from directly above, the defender can retain defence dice as if they were in cover.

Balanced: Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

Blast x: Each time a friendly operative performs a **Shoot** action and selects this weapon (or, in the case of profiles, this weapon's profile), after making the shooting attack against the target, make a shooting attack with this weapon (using the same profile) against each other operative within x of the original target. When determining if each other operative is a valid target or in Cover, treat the original target as the active operative. An operative cannot make a shooting attack with this weapon by performing an **Overwatch** action.



*1. An operative performs a **Shoot** action, selects a ranged weapon with the Blast special rule, and selects operative A as the target.*

2. After making the shooting attack against operative A, it makes a shooting attack against operative B, determining if it is a valid target as if operative A was making the shooting attack.

3. It cannot make a shooting attack against operative C, as when determining if it is a valid target in this manner, operative C is not Visible to operative A due to the terrain feature between them.

Brutal: Each time a friendly operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, your opponent can only parry with critical hits.

Ceaseless: Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of 1.

Fusillade: Each time a friendly operative performs a **Shoot** action and selects this weapon, after selecting a valid target, you can select any number of other valid targets within ◯ of the original target. Distribute your attack dice between the targets you have selected. Make a shooting attack with this weapon (using the same profile) against each of the targets you have selected using the attack dice you have distributed to each of them.

Heavy: An operative cannot perform a **Charge**, **Fall Back** or **Normal Move** action in the same activation in which it performs a **Shoot** action with this ranged weapon.

Hot: Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, for each attack dice result of 1 that is discarded, that operative suffers three mortal wounds.

Indirect: Each time a friendly operative makes a shooting attack with this weapon, in the select valid target step of that shooting attack, enemy operatives are not in Cover.

Invulnerable Save x+: Each time a shooting attack is made against an operative, the defender can use its invulnerable save instead of its normal Save characteristic. An invulnerable save is used like a normal Save characteristic, except that it cannot be modified in any way, and is not affected by any APx special rules (meaning the defender would use their normal Defence characteristic). x of the invulnerable save is the dice roll required for the defence dice to be successful, e.g. 4+.

Lethal x: Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, your attack dice results of equal to or greater than x that are successful hits are critical hits. x is the number after the weapon's Lethal, e.g. Lethal 5+.

Limited: This weapon can only be selected for use once per battle. If the weapon has a special rule that would allow it to make more than one shooting attack for an action (e.g. Blast), make each of those attacks as normal.

MWx: Mortal wounds. Each time a friendly operative makes a shooting attack with this weapon, in the roll attack dice step of that shooting attack, for each critical hit retained, inflict x mortal wounds on the target. x is the number after the weapon's MW, e.g. MW3.

No Cover: Each time a friendly operative makes a shooting attack with this weapon, for that shooting attack, defence dice cannot be automatically retained as a result of Cover (they must be rolled instead).

Psychic Action: This is a term for a certain kind of action. This term provides no additional rules on its own, but other rules may interact with actions that have this term.

Px: Piercing. Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, the weapon gains the APx special rule for that shooting attack. x is the number after the weapon's P, e.g. P1.

Reap x: Each time a friendly operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, if you strike with a critical hit, inflict x mortal wounds on each other enemy operative Visible to the friendly operative and within ▲ of it or the target operative. x is the number after the weapon's Reap (e.g. Reap 1).

Relentless: Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.

Rending: Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the roll attack dice step of that combat or shooting attack, if you retain any critical hits you can retain one normal hit as a critical hit.

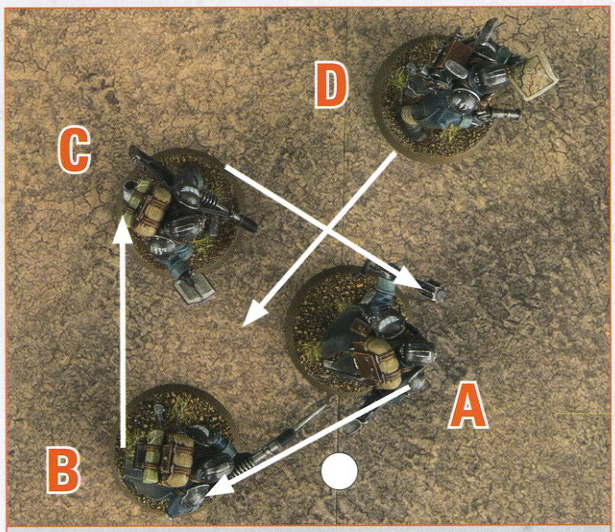
Rng x: Range. Each time a friendly operative makes a shooting attack with this weapon, only operatives within x are a valid target. x is the distance after the weapon's Rng, e.g. Rng ⬟. All other rules for selecting a valid target still apply.

Silent: While an operative has a Conceal order, it can perform **Shoot** actions if this is the ranged weapon (or weapon profile) that is selected for the shooting attack(s).

Splash x: Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, for each critical hit retained, inflict x mortal wounds on the target and each other operative Visible to and within ◯ of it. x is the number after the weapon's Splash, e.g. Splash 1.

Stun: Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, subtract 1 from the target's APL. Each time a friendly operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat:

- The first time you strike with a critical hit, select one of your opponent's normal hits from that combat to be discarded
- The second time you strike with a critical hit, subtract 1 from the target's APL.



*1. An operative performs a **Shoot** action, selects a ranged weapon with the Torrent special rule, and selects operative A as the target.*

2. After making the shooting attack against operative A, it makes a shooting attack against operative B and C, determining if they are a valid target as normal.

3. It cannot make a shooting attack against operative D, as while that operative is within ◯ of operative A and C, it is not within ◯ of operative B.

Torrent x: Each time a friendly operative performs a **Shoot** action or **Overwatch** action and selects this weapon, after making the shooting attack against the target, it can make a shooting attack with this weapon against each other valid target within x of the original target and each other. x is the distance after the weapon's Torrent, e.g. Torrent ◯.

Unwieldy: An operative can only make a shooting attack with this weapon if an extra AP is subtracted to perform a **Shoot** action. It cannot make a shooting attack with this weapon by performing an **Overwatch** action.

NARRATIVE DATACARD

OPERATIVE:

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE:

SPECIALISM

BATTLE HONOURS:

BATTLE SCARS:

NOTES:

NARRATIVE DATACARD

OPERATIVE:

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE:

SPECIALISM

BATTLE HONOURS:

BATTLE SCARS:

NOTES:

Permission to photocopy for personal use only. © Games Workshop Ltd 2021

MARKERS & TOKENS



Initiative token

Conceal Order 'Ready'

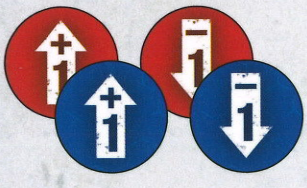


Conceal Order 'activated'

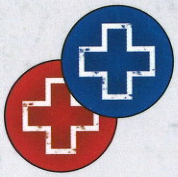
Engage Order 'Ready'



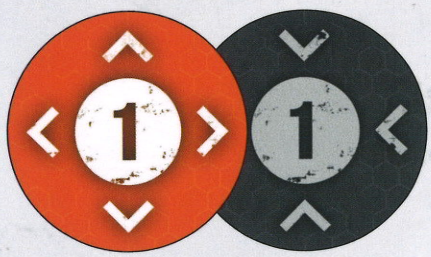
Engage Order 'activated'



+1/-1 Action Point token



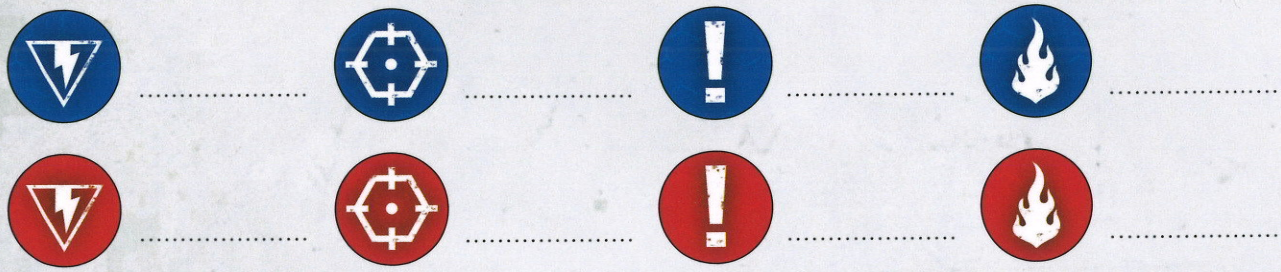
Injured token



Objective marker

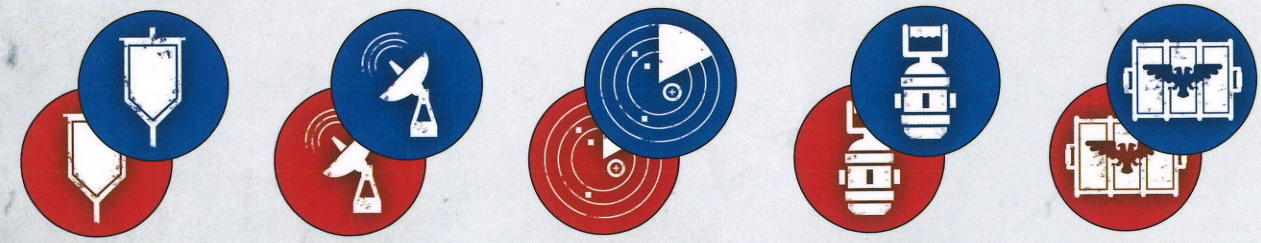
Status Tokens

These tokens are used for your faction's abilities and actions that require the placement of tokens.



Tac Ops Tokens

These tokens are used for your Tac Ops that require the placement of tokens.





ELITE WARRIORS, DANGEROUS MISSIONS, THE FATE OF WORLDS IN THE BALANCE...

It is a dark and terrible age. The Imperium of Man battles for survival against foes beyond count. Upon countless worlds the fires of war burn bright and the cries of the damned echo to the heavens. Amidst the madness and the horror, elite bands of killers stalk through tangled jungles and ruined cities, claustrophobic tunnels and blood-splattered trench lines. These are the kill teams, hand-picked squads charged with completing the most dangerous and difficult missions. The lives of millions and the fates of entire war zones hinge upon their deeds, for these are the messengers and the assassins, the protectors and the scouts whose efforts can spell the difference between a spectacular triumph and apocalyptic defeat. Ordered unto battle by charismatic leaders and made up of specialist warriors bearing a plethora of powerful weapons, each kill team strives to overcome its rivals and achieve victory at any cost!

Inside you will find:

- Complete rules for playing Warhammer 40,000: Kill Team, a skirmish game in which two or more players control elite squads of Citadel miniatures. These include rules for open, matched and narrative gaming, and a whole host of intense and exciting missions to play.
- Lore detailing the grim darkness of the 41st Millennium and the warring factions who fight endlessly for supremacy or survival.
- Atmospheric artwork depicting the Warhammer 40,000 universe and its inhabitants, alongside showcases of glorious photography showcasing Citadel miniatures that can be used in games of Warhammer 40,000: Kill Team.
- Spec Ops, a revolutionary way of playing with a kill team and developing it over time as it gains experience, suffers hideous battle scars and grows its base of operations.

DESIGNED IN THE UK

PRINTED BY C&C IN CHINA

Games Workshop Limited.
Willow Road, Nottingham,
NG7 2WS, UK

warhammer40000.com