

WARHAMMER
40,000



KILLTEAM

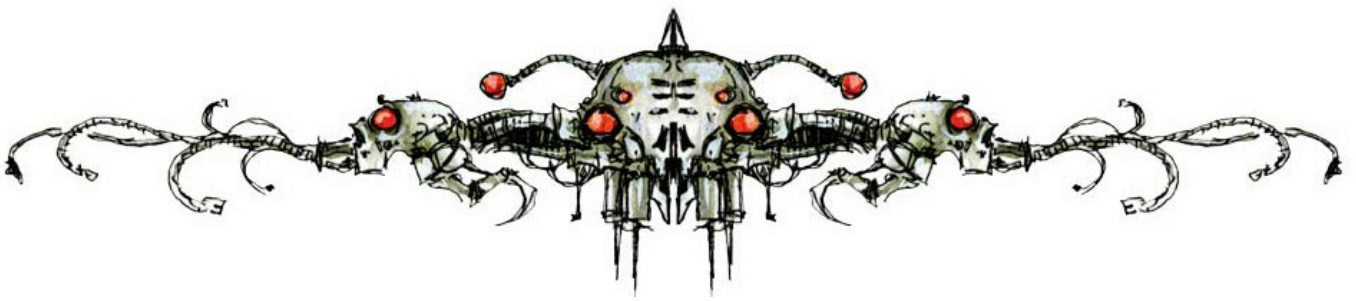


WARHAMMER 40,000: KILL TEAM

In over ten millennia of war, there have been countless occasions where the actions of a few brave souls have turned the tide of a conflict. Whether the heroes of each of these stories were a band of seasoned die-hards with a score to settle, or merely some stranded survivors whose desperate situation saw them find courage they never knew they had, their brave deeds have become legend regardless.

Warhammer 40,000: Kill Team puts you in charge of a motley band of warriors, whose skill, determination and courage will be put to the test as they undertake dangerous do-or-die missions deep behind enemy lines. As each of your models acts independently from the rest of his squad, their individual actions – even a single kill – can mean the difference between victory and defeat. Whether you choose an elite team of stalwart heroes or a small horde of expendable conscripts to form your Kill Team, they must all fight with one purpose if they are to achieve their mission objectives.





The steaming jungle was full of noise. The ragged caw of bleeder shrikes, the howls of great white apes and the rustle of gnashing dagger ants formed a discordant chorus that rendered the screams of the Voscan 231st into mere punctuation.

Harker's Hellraisers, for their part, made not the slightest sound.

In the dappled clearing ahead a group of Kroot were feasting on the Voscan platoon that had stumbled across the Tau muster site. The quills of their avian skulls flicked and fanned as they plunged their beaks repeatedly into the opened torsos of the fallen. Behind them, the tribe's Shaper was stringing the decapitated heads of the Voscan soldiers onto a vine they had hung between two gnarlspine trees. Some of Guardsmen moaned weakly as their insides were pulled out in great red ropes of viscera.

'Them Kroot stink like green hell, and they got themselves some bad table manners to boot,' murmured 'Stonetooth' Harker.

'That's rich, coming from a soul who eats his own scabs,' said Brond, his second in command.

Harker just grinned, a flash of white against the olive-and-black camouflage of his skin. He hefted the oiled bulk of his heavy bolter, Payback, and motioned the Hellraisers forwards with a double-fingered point. Around him a loose skirmish line of Catachans fanned out, little more than a clutch of ghosts that surge-stop-surged forward every time the breeze disturbed the jungle's thick foliage.

'Where's this distraction, then, Sarge?' whispered Nils Redblade from a few feet away. The killer drew his Catachan knife, tugging tight the topknots of Tau hair he had wound around arms that would have done an Ork proud.

'Shut your flappin' mouth, Red,' said Harker. 'Turt, Kennet, get on forward. Brond, watch and learn.'

In the clearing ahead, the Kroot Shaper cut the head free from the body of the Voscan Platoon's Commissar. Clacking softly, the alien cocked its head like a curious bird as a thin silver cord was revealed within the gristle and grue of the officer's throat.

The severed head exploded, and the jungle burst into hectic, shrieking

life.

The Catachans were already up and moving, taking positions and crouching to release a crossfire of searing las-beams. Three of the feasting Kroot died before the smoking remains of the Shaper had toppled backwards to the ground.

Suddenly a bellowing Krootox reared out of a dense copse of bloodsedge, massive arms flailing. Harker dropped under its wild swing, pressing Payback's barrel to its chest and blasting it clear with such force a section of the beast's spine flew out into the jungle like a badly thrown bolas. The giant xenos lashed out as it fell, catching Harker's chin with a right hook that would have taken a lesser man's head clean off. The sergeant flew backward into an ironbark tree, the triple crack of snapping ribs audible amongst the las-blasts and plasma crackle of the gunfight up ahead. Harker coughed a great gob of blood, but kept his finger on the trigger of his heavy bolter nonetheless, pumping mass-reactive bolts into the sprawling beast's corpse until the air was misted with xenos blood.

The high-pitched hum of anti-grav engines grew in volume as a Tau recon craft hurtled through the trees towards them, its wing-mounted gun drones blazing. Turt and Kennet were cut apart in the space of a heartbeat, a confusion of olive-painted limbs tumbling through the slashed foliage. Nils took his chance, hurling his grapnel hook into the engines of the passing Piranha and jumping with it so he was jerked fifty metres through the air. The grapnel's cable caught on an ironbark bough with the Tau skimmer on one side and the barrel-chested Catachan on the other.

Yanked suddenly downward, the Piranha whined for a second before slamming into a fallen tree and exploding in a blossoming cloud of greasy smoke. The spinning remains of its hull cut Nils badly as he tumbled and rolled through the muck, but the knifeman laughed in triumph nonetheless, for the same shrapnel had caused the Fire Warriors hustling towards their position to dive for cover.

It was all the chance Harker needed. He limped from the cover of the Krootox corpse and splashed sidelong along a shallow stream, Payback blasting its fury. The Fire Warriors stood their ground under the suppression fire, blinding white needles of plasma stabbing through the jungle. Harker took a grazing hit before he could put an ironbark tree between him and his foes. The volley fire took the bark from either side of his shelter, but even the Tau's deadly rifles could not penetrate its trunk.

'Keep shooting, you grey-faced freaks,' rumbled Harker, the flesh of his

bicep still sizzling as he yanked a spent ammo belt from Payback's breach and fed in one of the spares he had wrapped over his shoulders. 'Take all the time you want.'

The Tau's fire faltered and stopped. Grinning fiercely, Harker dropped low to take a half-second glance through the roots of his tree. Sure enough, Brond and Blacken were lowering the corpses of the Fire Warriors to the ground, their throats slit open by good Catachan steel.

As Harker stood back up, he saw a pair of Kroot loping long-legged through the jungle towards his men from the left flank. Their pointed avian tongues protruded in hungry anticipation of the kill. 'Fat chance', spat Harker, swinging Payback around the trunk of the ironbark and thudding out a stream of bolts. The volley blasted one of the Kroot from its feet in a welter of blood and gangling limbs.

Alerted to the danger, Brond turned and flung his knife at the Kroot bearing down upon him. The foot-long blade thunked into the xenos warrior's chest so hard that it took him from his feet and landed him sprawling in the dirt.

Behind them, a Voscan Sentinel stomped through the trees, a mass of lianas and rope-moss trailing from its piston-driven legs. The pilot stood up in his cab, waving a cloud of bloodmidges from his startled face. Mouth agape, he surveyed the scattered corpses and billowing smoke that had turned the clearing into an abattoir.

'Bit late, mate,' called out Harker. 'Your lot are all dead, but we got the bastards that killed 'em.'

The Voscan pilot nodded his thanks and saluted weakly, but Harker and his men were already melting away into the jungle, the gentle rustle of leaves all that broke the silence.



CHOOSING YOUR KILL TEAM



Each player can spend up to 200 points on their Kill Team, chosen from a single codex or codex supplement, and adhering to the Kill Team Force Organisation Chart, shown below:

Kill Team Detachment

0-2 Troops

0-1 Elites

0-1 Fast Attack

In order to represent the sorts of units that would be tasked with undertaking such missions, there are a few further restrictions that you must take into account when selecting your Kill Team:

- A Kill Team must include at least four non-vehicle models. One of these models must be your Leader and three must be Specialists (see below).
- A Kill Team cannot include any models with more than 3 Wounds or Hull Points on their profile.
- A Kill Team cannot include any vehicles with a combined Armour Value (established by adding the vehicle's Front, Side and Rear Armour Values together) of more than 33.
- A Kill Team cannot include Flyers.
- A Kill Team cannot include any models with a 2+ Armour Save.



Designer's Note: *Even though units are selected as squads in a Kill Team as normal, every model acts independently during the game itself. Effectively, each model acts as a single unit in its own right, as explained in further detail later (see Every Man for Himself).*



YOUR LEADER



Every Kill Team will be led by a shrewd and experienced commander. Whether he is a charismatic officer being groomed for future command, or is something of a loner who prefers the relative freedom of guerilla warfare, his warriors will follow him unto death. All that matters is that it is his responsibility to see his mission completed, no matter the cost.

After choosing your Kill Team, you must determine which non-vehicle model will be your Leader. The Leader is automatically the character model with the highest Leadership value on its profile. If your Kill Team has no character models, then the Leader is automatically the model with the highest Leadership value on its profile. In either case, if several eligible models are tied for the highest Leadership value, you must nominate one of them to be your Leader. However, a model with the Beast unit type or Swarm special rule cannot be nominated as your Kill Team Leader. If your Leader is not already a Character or Independent Character, he gains the Character unit type.

Your Leader is a skilled veteran of many military campaigns. At the start of every game, roll on the Leader Traits table below before you deploy your Kill Team to discover what signature tactics your Leader has planned to help complete his mission.

LEADER TRAITS TABLE

D6 - Result

1 - A Cunning Ruse: D3+2 non-vehicle models of your choice have the Outflank special rule.

2 - Quick Thinker: Your Kill Team successfully Seizes the Initiative on the dice roll of a 4+ instead of a 6.

3 - Chasing Promotion: You gain 1 additional Victory Point if your Leader slays the enemy Leader in a challenge.

4 - Iron Resolve: Your Leader's Command Range is increased to 12" (see Break Tests and Command Range, below).

5 - Been there, Seen it, Done it: Your Leader can select a special rule from one of the Specialist Categories (see below), though this cannot be from the same category as any of your other Specialists.

6 - Unshakeable Dedication to Duty: Your Leader has the Zealot special rule.

SPECIALISTS

In every theatre of war, there are fighters on either side whose courage, weapons proficiency, or sheer killer instincts can easily be lost amidst the carnage of larger scale conflicts. Yet in smaller skirmishes, the unique talents of these unsung heroes soon becomes apparent.

Whether they are grizzled and steadfast sergeants who have survived more than their fair share of wars, or perhaps even a squad's latest recruit who shows a remarkable talent for marksmanship, these individuals are referred to as Specialists. After choosing your Kill Team and establishing who will be your Leader, you must nominate three non-vehicle models to be Specialists. You cannot nominate your Leader, nor can you choose a model with the Beast unit type or Swarm special rule to be a Specialist. Each Specialist must be assigned a single special rule chosen from one of the Specialist Categories shown below. No two Specialists in the same Kill Team can choose their special rules from the same Specialist Category.

The five Specialist Categories and the special rules which can be chosen from within each category are as follows:

COMBAT SPECIALIST

A highly aggressive warrior who is a deadly exponent of the art of close combat.

Counter-attack

If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

Furious Charge

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (pg 27 of the *Warhammer 40,000* rulebook).

Hammer of Wrath

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and

is resolved at the model's unmodified Strength with an AP of -. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Hatred

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from Codex: Orks, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Instant Death**

Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness.

If a model suffers an unsaved Wound from an attack which causes Instant Death, it is reduced to 0 Wounds and removed as a casualty.

Rage

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 27 of *Warhammer 40,000* rulebook).

Rampage

At the start of any Fight sub-phase, models with the Rampage special rule gain +D3 Attacks if the combat they are in contains more enemy models than friendly models – count all models in all units locked in the combat, not just those models that are engaged. Calculate each rampaging model's bonus Attacks separately. A model that has made a disordered charge that turn receives no benefit from Rampage (pg 27 of the *Warhammer 40,000* rulebook).

***Applies to the Specialist's close combat attacks only.*

WEAPON SPECIALIST

A deadeye shot and something of a technological genius at customising weaponry.

Haywire**

When a weapon with this special rule hits a vehicle, roll a D6 to determine the effect rather than rolling Armour Penetration normally:

D6 - Result

1 - No effect

2-5 - Glancing hit

6 - Penetrating hit

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Master-crafted***

Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

Pinning*

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of *Warhammer 40,000* rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

Rending*

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

Sniper

If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, each To Hit roll of a 6 results in a Precision Shot.

Furthermore, if a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, its shooting attacks always wound on a To Wound roll of 4+, regardless of the victim's Toughness.

Against vehicles, Sniper weapons count as Strength 3. Sniper weapons also have the Pinning and Rending special rules.

Split Fire****

When a unit that contains at least one model with this special rule shoots, one model in the unit can shoot at a different target to the rest of his unit. To do so, the unit must first take a Leadership test. If the test is failed, the unit shoots as normal. If the test is passed, choose one model in the unit and immediately make a shooting attack with it.

Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target and may not be a unit forced to disembark from any Transport that has been Wrecked or suffered an Explodes! result due to the Split Firing unit's initial shooting attack.

Tank Hunter*

A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

**Applies to the Specialist's shooting attacks only.*

***Applies to the Specialist's close combat attacks only.*

****Nominate one weapon carried by the Specialist when selecting your Kill Team. That weapon has the Master-crafted special rule.*

*****A model with the Split Fire special rule can target two different enemy models with its shooting attacks. No Leadership test is required to use this ability. However, the controlling player must clearly state how many shots he intends to fire at each target before rolling To Hit.*

No low blow or dirty trick is beyond this brutal and savage fighter.

Blind**

Any unit hit by a model or weapon with this special rule must immediately take an Initiative test. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Furthermore, any model that does not have an Initiative characteristic (for example non-walker Vehicles, Fortifications etc) are unaffected by this special rule.

Concussive**

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Fleshbane**

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+. In either case, this special rule has no effect against vehicles.

Monster Hunter

A unit that contains at least one model with this special rule re-rolls all failed To Wound rolls against Monstrous Creatures and Flying Monstrous Creatures.

Poisoned (4+)*

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in

brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

Rending**

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

Shred**

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

Soul Blaze

If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4, AP 5 hits. These Wounds are allocated by the unit's controlling player and cover saves cannot be taken. A unit cannot have more than one set ablaze counter on it at a time.

**Applies to the Specialist's shooting attacks only.*

***Applies to the Specialist's close combat attacks only.*

INDOMITABLE SPECIALIST

A stoic and tenacious warrior who will not be cowed by anyone or anything.

Adamantium Will

A unit that contains at least one model with this special rule receives a +1 bonus to Deny the Witch rolls (pg 68 in the *Warhammer 40,000* rulebook).

Crusader

A unit that contains at least one model with this special rule rolls an extra dice when making Run moves, and uses the highest result rolled. In addition, a unit that contains at least one model with this special rule adds D3 to its Sweeping Advances total (roll each time).

Eternal Warrior

A model with this special rule is immune to the effects of Instant Death.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Relentless

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Strikedown**

Any model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule is knocked off its feet and must get up before it can do anything else. It halves its Initiative and moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Vehicles and Monstrous Creatures are immune to the effects of Strikedown.

Stubborn

When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

***Applies to the Specialist's close combat attacks only.*

GUERRILLA SPECIALIST

Naturally gifted in the art of guile and stealth, this warrior is the eyes and ears of the Kill Team.

Fleet

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

Hit & Run

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight. If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are engaged in combat with, the unit breaks away from combat and

immediately moves a number of inches in the chosen direction equal to the 3D6 result, ignoring the units they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but treats dangerous terrain normally. It may not be used to move into contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

Infiltrate

Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves. If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it. An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

Outflank: During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

Move Through Cover

A unit that contains at least one model with this special rule rolls an extra D6 when

rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of the *Warhammer 40,000* rulebook).

Night Vision

A unit that contains at least one model with this special rule ignores the effects of Night Fighting.

Preferred Enemy

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Scout

After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then alternate redeploying Scout units. If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it.

This rule also confers the Outflank special rule.

If a model has both the Infiltrate and Scout special rules, it may make a Scout Redeployment after deploying using the Infiltrate special rule.

Outflank: During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

Stealth

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

KILL TEAM MISSION RULES



There are six available missions to try out in your games of *Warhammer 40,000: Kill Team*. Each mission has its own special rules, objectives and challenges. Regardless of the mission, they all share a few variations to the normal *Warhammer 40,000* rules which you must adhere to in order to play Kill Team, all of which are presented below:

Skirmish Battlefield: All Kill Team missions are designed to be played on a 4'x4' battlefield.

Every Man for Himself: Most models in a Kill Team are selected as part of one or more squads. However, when deploying your Kill Team and throughout the course of the game, each model is treated as a separate unit. This even includes models that are selected as wargear options for a unit, such as Tau Empire Drones or Space Wolves Fenrisian Wolves. If a model has the Independent Character unit type, it cannot join another model to form a unit of two.

Transport Vehicles: Transport vehicles can carry a number of models equal to their Transport Capacity (but following all of the normal restrictions), regardless of which unit they were selected from during Kill Team selection. However, only models that were selected as part of the same unit during Kill Team selection, and were assigned a Dedicated Transport, can begin the game embarked upon their Dedicated Transport.

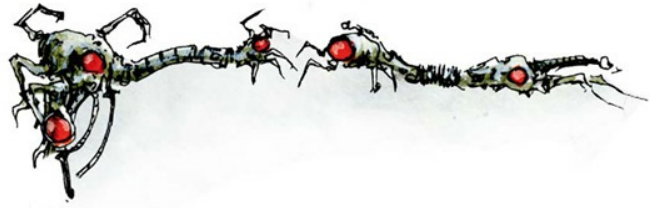
You're on Your Own: Extra models cannot be generated during the course of the game by any means. Furthermore, the Reserves rule is not used unless as a result of the Outflank special rule. Models cannot enter Ongoing Reserve by any means. If any models in your Kill Team can normally only be deployed via Deep Strike, simply deploy them along with the rest of your army.

Scoring Units: Unless specifically stated otherwise in their rules (e.g. Blood Angels Death Company), all models are scoring units, including vehicles.

Psychic Solitude: The Brotherhood of Psykers/Sorcerers special rule has no effect in games of Kill Team.

Break Tests: If, at the start of your turn, your opponent has destroyed (or otherwise caused to be removed from play) more than half the total number of models in your Kill Team, your force is Broken. From that point on, each of your models must make a Break test at the beginning of each of your Movement phases, including the turn on which your force was Broken. Starting with your Leader (if he is still alive), each of your models must make a Leadership test. If the test is passed, all is well and the model bravely fights on as normal; if the test is failed, your model flees from the battlefield and is immediately removed as a casualty. Vehicles and models with the Fearless special rule automatically pass Break tests. Models with the And They Shall Know No Fear special rule re-roll failed Break tests.

Command Range: Your Leader has a Command Range of 6". If your force is Broken and your Leader passes his Break test, all friendly models within his Command Range automatically pass their Break tests.



CODEX EXCEPTIONS FOR KILL TEAM MISSIONS

Codex: Chaos Daemons: The Warp Storm special rule is not used in Kill Team missions.

Codex: Chaos Space Marines: The Champion of Chaos special rule is not used in Kill Team missions.

Codex: Necrons: Whenever a Necron model is removed as a casualty, replace the model with a Reanimation Protocol marker. Only make Reanimation Protocol rolls for markers that are within 2" of another friendly Necron model (other Reanimation Protocol markers do not count); any markers that are more than 2" away from a friendly Necron model when Reanimation Protocol rolls are made fail automatically – remove the marker.

Codex: Dark Eldar: All friendly models from a Dark Eldar Kill Team that have the Power from Pain special rule, immediately count as having earned one Pain Token for every five enemy non-vehicle models they have killed. Necron models only count as killed when they have failed their Reanimation Protocol rolls.



KILL TEAM MISSION SECONDARY OBJECTIVES

Each Kill Team Mission uses some or all of the following Secondary Objectives, shared by both players:

Slay the Leader: If, at the end of the game, the enemy's Leader has been slain, you score 1 Victory Point. If the enemy Leader fled the battlefield as a result of a failed Break test, a Victory Point is not awarded.

Linebreaker: If, at the end of the game, you have at least one model in the enemy's deployment zone, you score 1 Victory Point. Models that are falling back or that have gone to ground do not count.

First Blood: If, at the end of the game, the first model to be removed as a casualty was part of your opponent's Kill Team, you score 1 Victory Point.

Break the Enemy: If, at the end of the game, you have completely destroyed more than half of your opponent's models, you score 1 Victory Point.

KILL TEAM MISSIONS

There are two ways that you can choose which Kill Team mission to use. The first is to agree with your opponent which Kill Team mission to play. The second is to pick randomly by rolling a D6 and consulting the following chart:

KILL TEAM MISSION TABLE

D6 - Result

1 - Forward Push

2 - Alone in the Dark

3 - Head Hunt

4 - Infiltrate the Camp

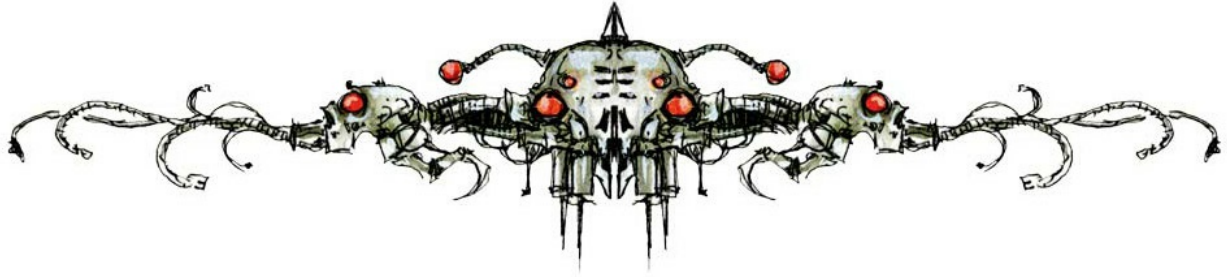
5 - Secure the High Ground

6 - Supply Drop

Mission 1

KILL TEAM: FORWARD PUSH

'Onwards, men. Drive the scum back to the hellhole they crawled from!'



Your Kill Team has been tasked with pushing back the forward elements of the enemy army from a strategically important location, so that vanguard units can follow up and secure the area.



THE ARMIES

Choose armies as described in the Choosing Your Kill Team section.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, both players must roll-off. Players take it in turns to place a total of 3 Objective Markers, starting with the player who won the roll-off (see the *Warhammer 40,000* rulebook).

DEPLOYMENT

Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative.

SEIZE THE INITIATIVE

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead. His army has clearly outwitted that of his opponent!

GAME LENGTH

This mission uses Variable Game Length.

VARIABLE GAME LENGTH

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

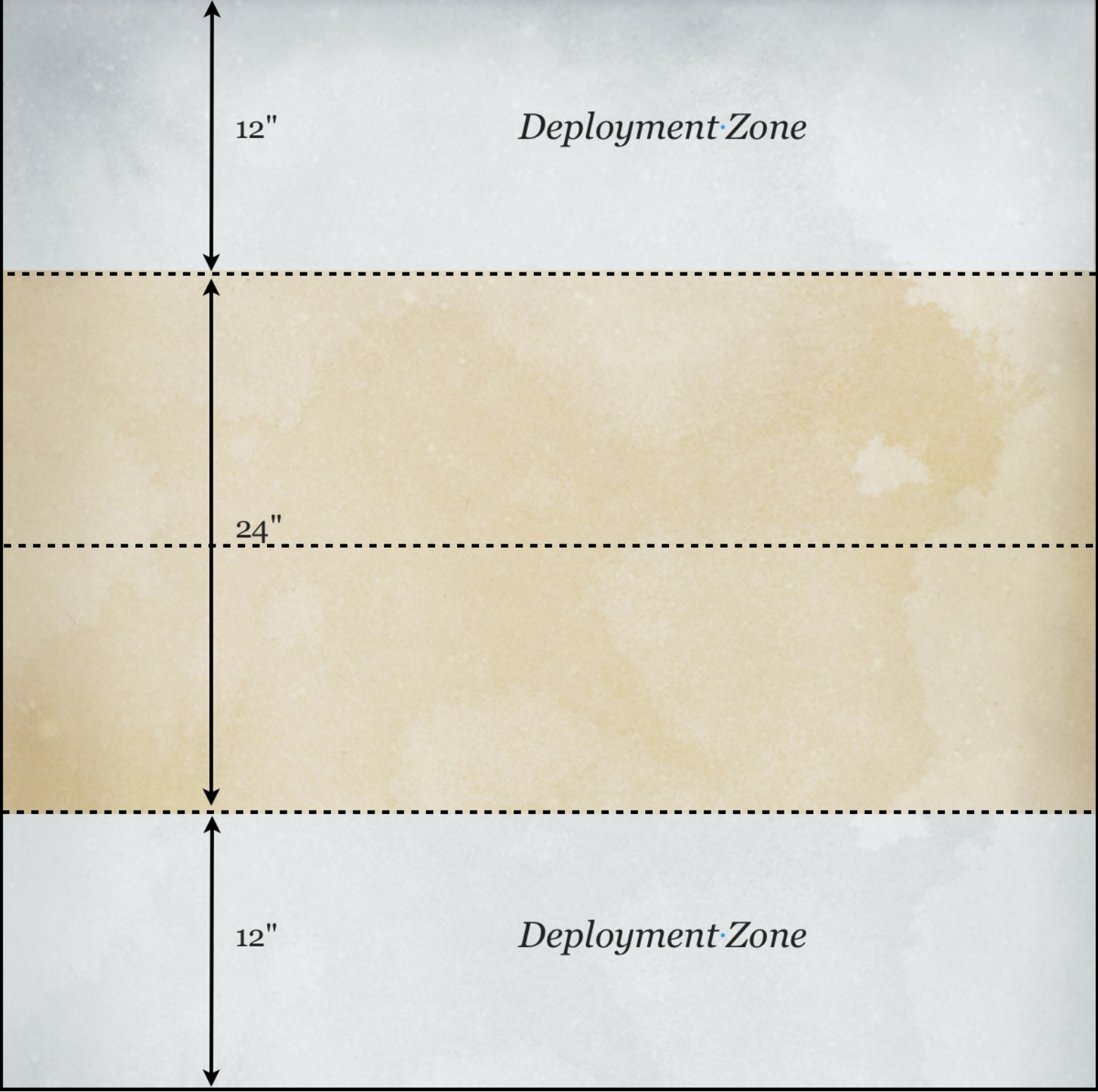
At the end of the game, each Objective Marker is worth 1 Victory Point to the player that controls it.

SECONDARY OBJECTIVES

Slay the Leader, Linebreaker, First Blood, Break the Enemy.

MISSION SPECIAL RULES

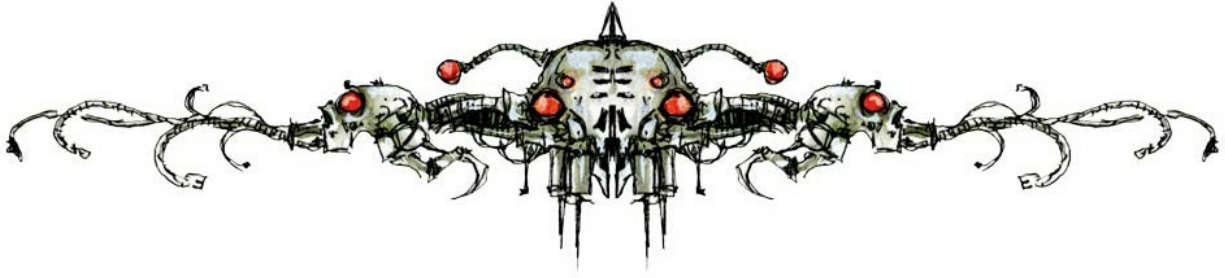
Night Fighting, Mysterious Objectives.



Mission 2

KILL TEAM: ALONE IN THE DARK

*'Careful, lads. The enemy is around here somewhere, so keep an eye...
Arrrgh!'*



You are undertaking a dangerous mission under cover of darkness. Enemy patrols were spotted in this location before night fell, and you have been charged with driving them from the area and holding your ground until dawn.



THE ARMIES

Choose armies as described in the Choosing Your Kill Team section.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, both players must roll-off. Players take it in turns to place a total of 3 Objective Markers, starting with the player who won the roll-off (see the *Warhammer 40,000* rulebook).

DEPLOYMENT

Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in the Search Pattern mission special rule (see below).

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative.

SEIZE THE INITIATIVE

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead. His army has clearly outwitted that of his opponent!

GAME LENGTH

This mission uses Variable Game Length.

VARIABLE GAME LENGTH

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game

continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, each Objective Marker is worth 1 Victory Point to the player that controls it.

SECONDARY OBJECTIVES

Slay the Leader, Linebreaker, First Blood, Break the Enemy.

MISSION SPECIAL RULES

Mysterious Objectives.

Death by Moonlight: In this mission, the Night Fighting rules are in effect for the entire battle.

Search Pattern: Before deployment, both players make a dice roll for each model in their Kill Team that does not already have the Outflank special rule. On the roll of a 1 or 2, that model is not deployed, but instead gains the Outflank special rule. On the roll of a 3+, that model is deployed anywhere within his side's deployment zone, but cannot be placed anywhere within 3" of another model.

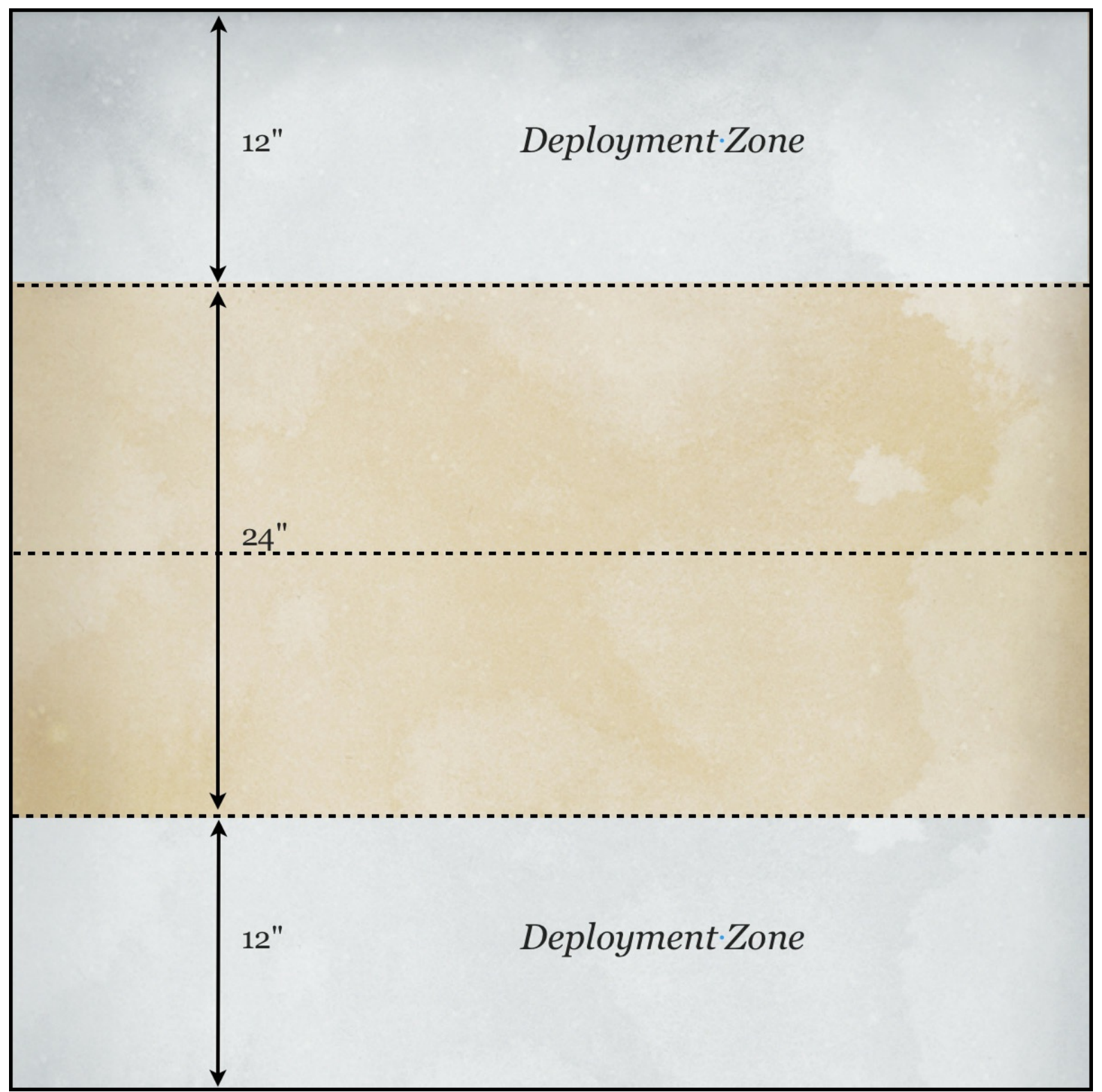
12"

Deployment Zone

24"

12"

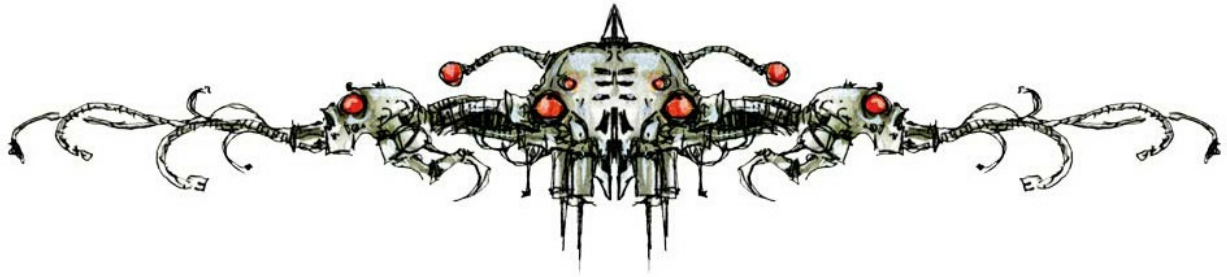
Deployment Zone



Mission 3

KILL TEAM: HEAD HUNT

'Some ancient scholar said, 'Sever the head to slay the body'. All I care about is ending that bastard's life this day!'



Your army's scouts have tracked a dangerous enemy leader to this location. In a bid to make a name for yourself, you are leading a handpicked team of warriors to take his head.



THE ARMIES

Choose armies as described in the Choosing Your Kill Team section.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative.

SEIZE THE INITIATIVE

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead. His army has clearly outwitted that of his opponent!

GAME LENGTH

This mission uses Variable Game Length.

VARIABLE GAME LENGTH

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

If, at the end of the game, the enemy's Leader has been slain, you score 3 Victory Points. You also score 1 Victory Point at the end of the game for each enemy Specialist that has been slain. No Victory Points are earned for enemy models that fled the battlefield as a result of failed Break tests.

SECONDARY OBJECTIVES

Linebreaker, First Blood, Break the Enemy.

MISSION SPECIAL RULES

Night Fighting.

Deployment Zone

15"

9"

9"

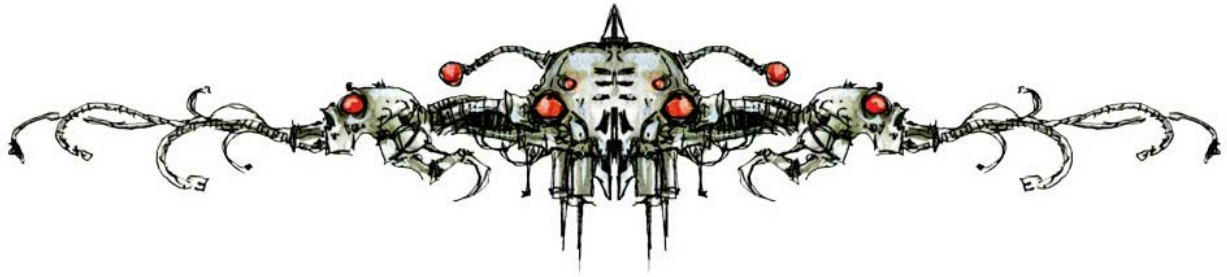
Deployment Zone

15"

Mission 4

KILL TEAM: INFILTRATE THE CAMP

'Stop slackin', you lot. Get to dat humie camp and set da whole fing on fire! WAAAGH!'



Your scouts have located a forward enemy command post, cunningly concealed – or so they think – in no man's land. You have been tasked with fighting your way past the scouting parties prowling its perimeter and planting explosives within the compound.



THE ARMIES

Choose armies as described in the Choosing Your Kill Team section. Either agree with your opponent which player will be the Attacker or Defender, or roll-off; the player who wins the roll-off can choose to be the Attacker or Defender.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, both players must roll to determine their Leader Traits.

The Attacker deploys first, placing all of his models anywhere within the Attacker's Deployment Zone (see map). The Defender then deploys all of his models anywhere within the Defender's Deployment Zone (see map).

FIRST TURN

The Attacker has the first turn unless the Defender can Seize the Initiative.

SEIZE THE INITIATIVE

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead. His army has clearly outwitted that of his opponent!

GAME LENGTH

This mission uses Variable Game Length.

VARIABLE GAME LENGTH

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the Attacker scores 1 Victory Point for each model that leaves the battlefield via the Defender's table edge (see the Breakthrough mission special rule below). **The Defender scores 1 Victory Point for every three enemy models that he kills or completely destroys.** However, the Defender earns no Victory Points for enemy models that fled the battlefield as a result of failed Break tests.

SECONDARY OBJECTIVES

Slay the Leader, First Blood, Break the Enemy.

MISSION SPECIAL RULES

Night Fighting.

Breakthrough: The Attacker's models can voluntarily leave play via the Defender's table edge.

Defensive Perimeter: The Attacker's models cannot use the Outflank special rule in this mission. The Attacker can re-roll any results of a 1 on the Leader Traits Table until he generates any Leader Trait other than A Cunning Ruse.

Engines on Quiet: The Attacker's models may not Turbo-boost in this game.

Defender's Table Edge

12"

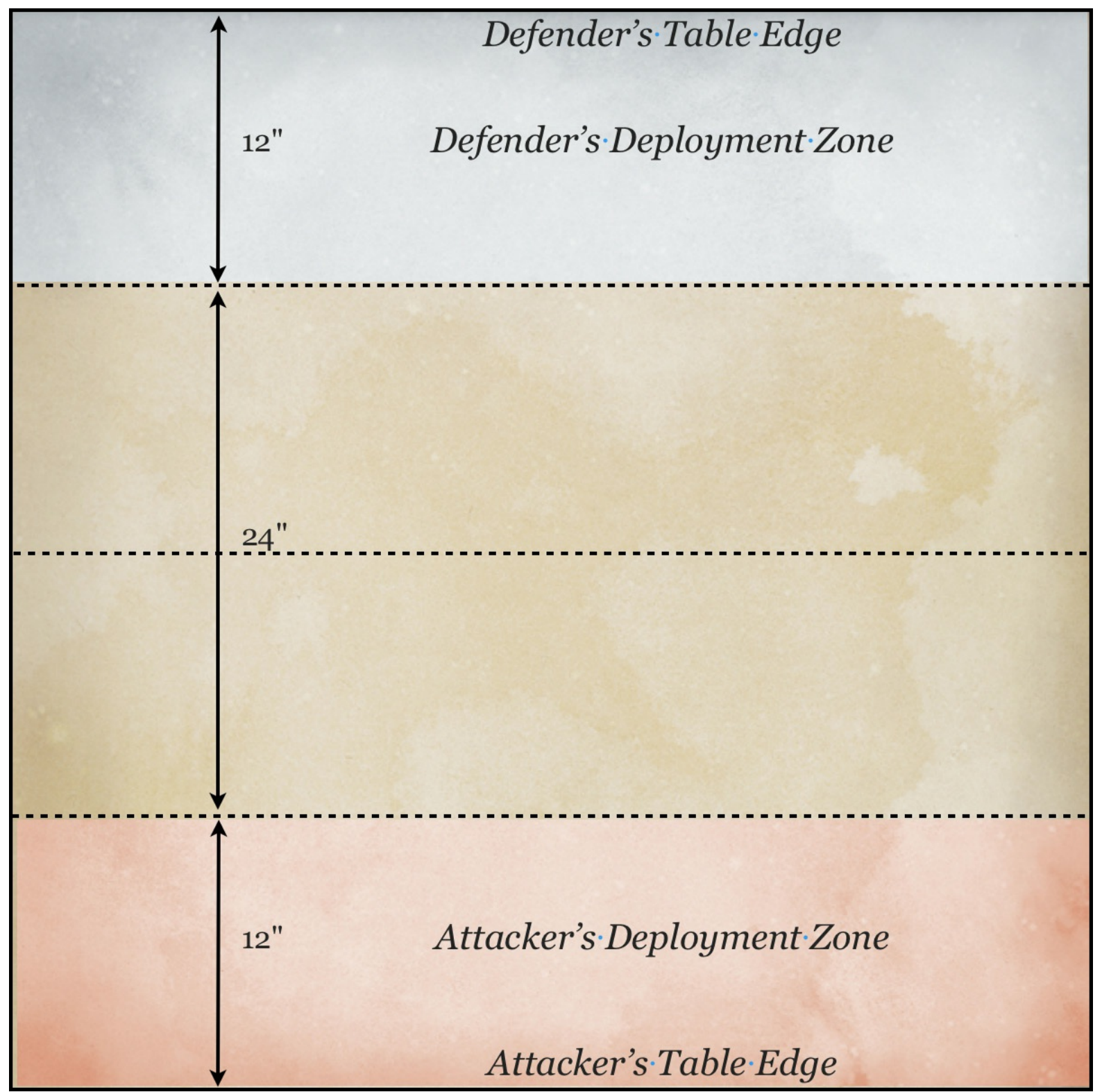
Defender's Deployment Zone

24"

12"

Attacker's Deployment Zone

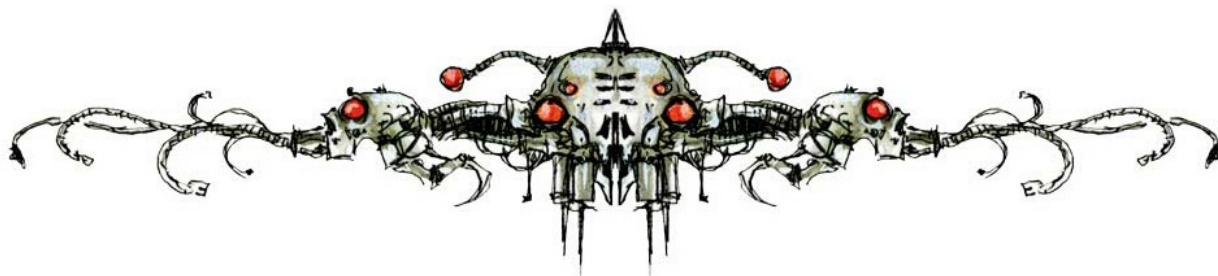
Attacker's Table Edge



Mission 5

KILL TEAM: SECURE THE HIGH GROUND

'Storm the hill, brothers. Drive the foe back in the name of the Emperor!'



Enemy forward units have been spotted near a crucial site that offers a strategically important view of the valley beyond. Take the hill and get rid of the enemy threat in the area.



THE ARMIES

Choose armies as described in the Choosing Your Kill Team section.

THE BATTLEFIELD

Use the deployment map included with this mission. Place a hill in the centre of the battlefield, then set up the rest of the terrain as described in the *Warhammer 40,000* rulebook.

DEPLOYMENT

Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

FIRST TURN

The Attacker has the first turn unless the Defender can Seize the Initiative.

SEIZE THE INITIATIVE

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead. His army has clearly outwitted that of his opponent!

GAME LENGTH

This mission uses Variable Game Length.

VARIABLE GAME LENGTH

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

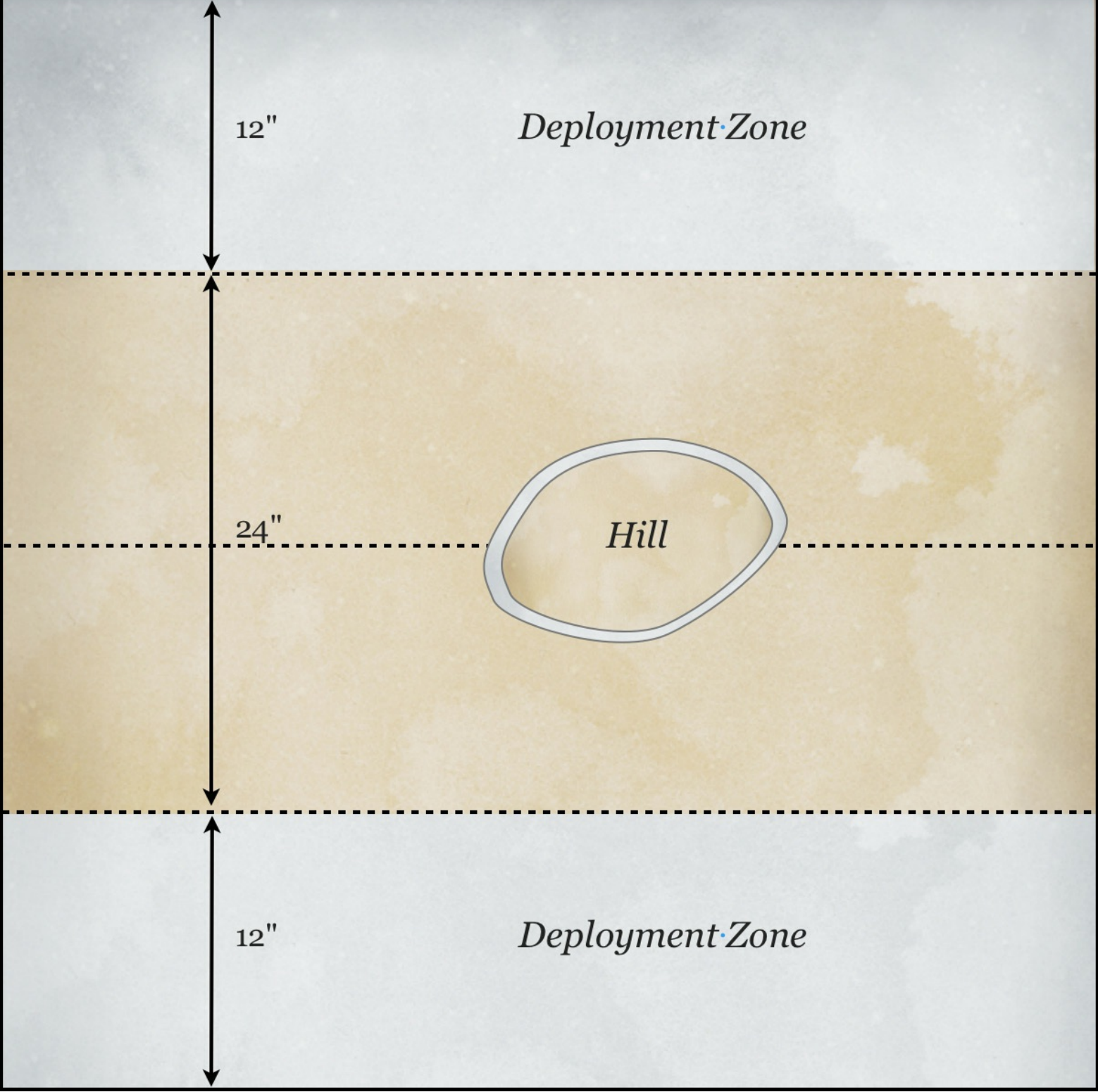
At the end of the game, you score 1 Victory Point for each non-vehicle model whose entire base is within the boundaries of the hill terrain piece.

SECONDARY OBJECTIVES

Slay the Leader, Linebreaker, First Blood, Break the Enemy.

MISSION SPECIAL RULES

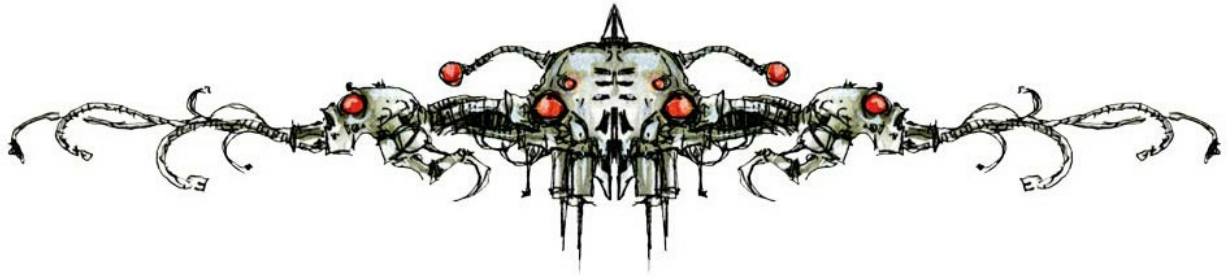
Night Fighting.



Mission 6

KILL TEAM: SUPPLY DROP

'Look! Our kinsmen from the Air caste send us supplies. Let us reclaim them for the Greater Good!'



Your Kill Team has been operating behind enemy lines for many days and is in desperate need to resupply. An airdrop of essential rations and munitions has been sighted ahead, but an enemy scouting party has also spotted the drop and is drawing near in an attempt to deny you your much-needed supplies. However, most of the supply crates include rations and other material that is of less immediate concern than munitions – especially with an enemy force closing in...



THE ARMIES

Choose armies as described in the Choosing your Kill Team section.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in the *Warhammer 40,000* rulebook.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the players take it in turns to place 6 Objective Markers (see the *Warhammer 40,000* rulebook). After all the Objective Markers have been placed, roll for scatter for each marker and move it accordingly. If the Objective Marker would scatter off the table, move as far as you can in the direction indicated by the scatter dice, but place it no closer than 1" to the table edge.

DEPLOYMENT

Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

FIRST TURN

The Attacker has the first turn unless the Defender can Seize the Initiative.

SEIZE THE INITIATIVE

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead. His army has clearly outwitted that of his opponent!

GAME LENGTH

This mission uses Variable Game Length.

VARIABLE GAME LENGTH

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the Primary Drop (see mission special rules below) **is worth 3 Victory Points to the player that controls it.**

SECONDARY OBJECTIVES

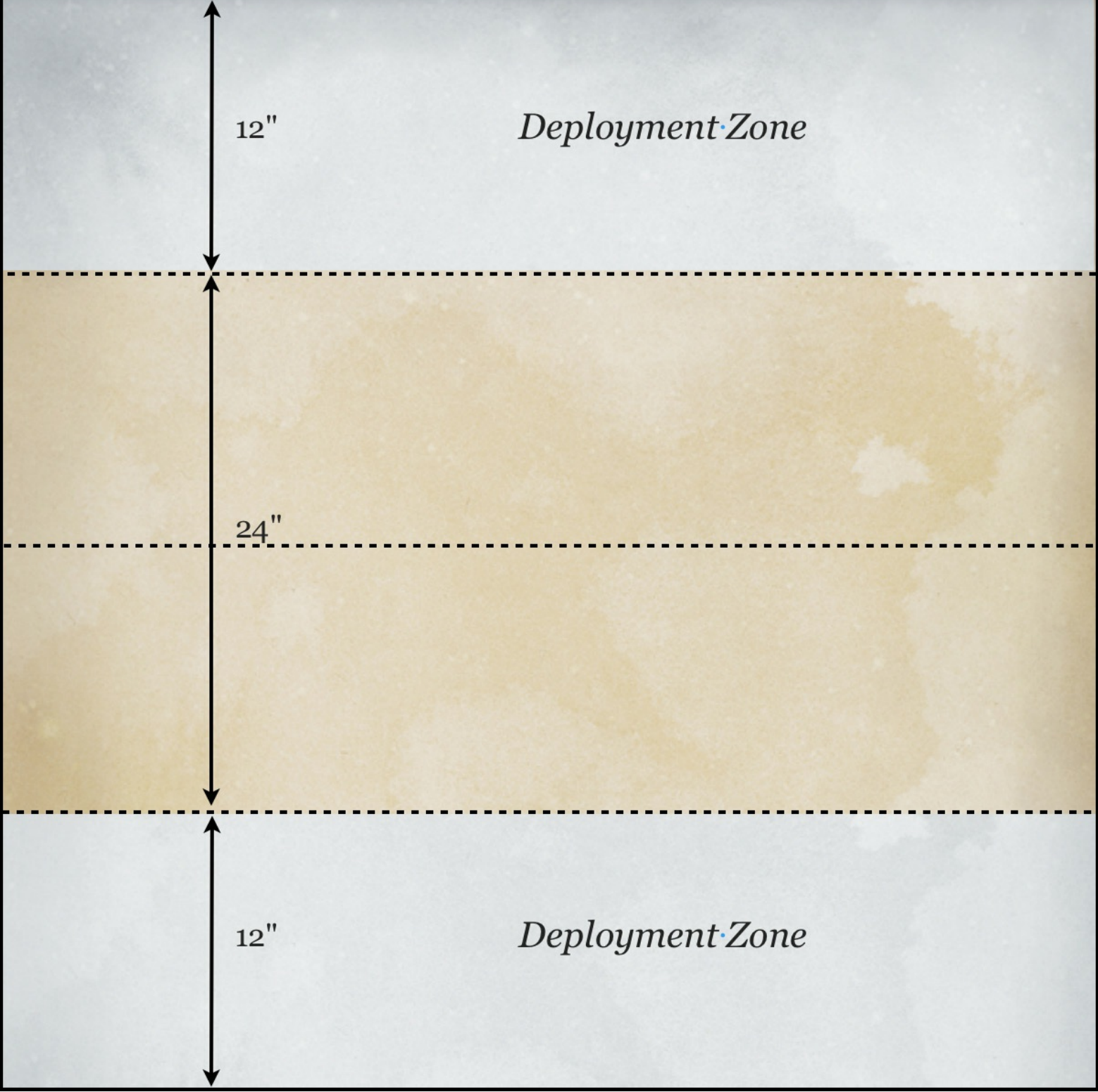
Slay the Leader, Linebreaker, First Blood, Break the Enemy.

MISSION SPECIAL RULES

Night Fighting.

Primary Drop: Only one of the Objective Markers includes the essential munitions that your Kill Team so desperately needs, referred to as the Primary Drop. The following rules apply:

- Each time a model (friend or foe) ends its Movement phase within 1" of an Objective Marker, roll a D6. On the roll of a 1-5, remove the Objective marker from play – this crate is filled with non-essential material. On the roll of a 6, that model has found the Primary Drop.
- As soon as the Primary Drop is found, all other Objective Markers are immediately removed from play.
- If five Objective Markers have been searched unsuccessfully, the sixth Objective Marker automatically becomes the Primary Drop.
- The Primary Drop cannot be moved by any means.



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