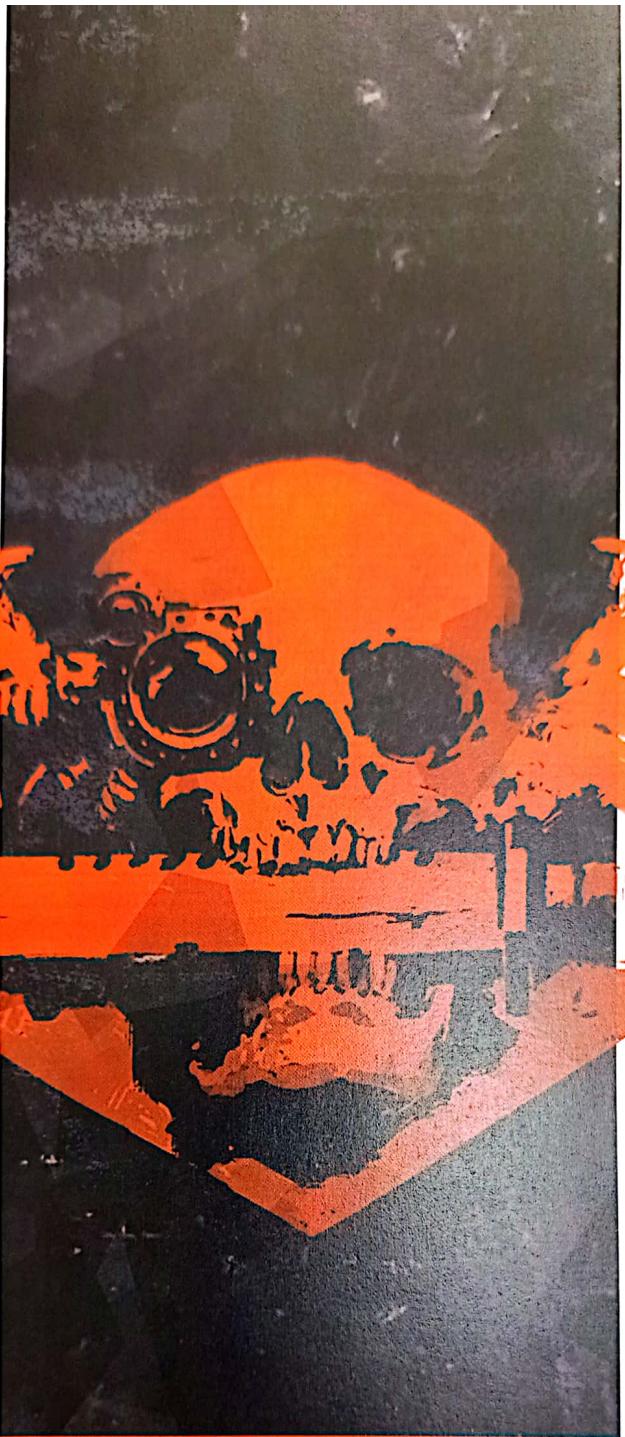


ΔKT//M2X/III



KILL TEAM

CORE BOOK



PRODUCED BY THE WARHAMMER DESIGN STUDIO

With thanks to the Inquisition, Kasrkin and Gretchin Revolutionary Committee for their additional playtesting services.

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In the grim darkness of the far future, billions of souls march hopelessly into the fires of battle and are consumed by the uncaring abyss. They are lost to a brutal galaxy that is ever at war, mere statistics that are soon forgotten in the blood-drenched pages of history.

But this is not the tale of those forsaken multitudes. This is the story of the few, the elite. Those specialists who face down eldritch terrors with metal in their spines and in their fists. Who face the abyss head-on, battling in the shadows for riches, survival, faith or duty. This is the tale of operatives who go to battle with weapons primed and missions clear, and through decisive action can change the course of wars and the fates of worlds. This is Kill Team.





WELCOME TO THE KILLZONE!

You hold in your hands the core book for Warhammer 40,000: Kill Team. It is your gateway into a galaxy riven by constant war, where you will command elite bands of hand-picked killers and highly trained operatives as they do battle through strobe-lit bunker complexes and across smoke-wreathed hellscares.

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Fundamentally, Kill Team is a tabletop miniatures war game. Hobbyists collect, build and paint their kill teams – each one made up of detailed and characterful Citadel miniatures – and then battle against one another across gaming tables filled with immersive terrain. Each game – known as a mission – is

governed by a set of rules that you will find in this book. These rules are supplemented with an ever-changing range of exciting new kill teams and dynamic, challenging missions in a variety of other publications.

The events depicted in Kill Team take place within the Warhammer 40,000 setting, wherein armies clash across blazing worlds amidst a dark and nightmarish far future. Set against this backdrop, Kill Team has a focus on fast-paced and action-heavy clashes between elite bands of some of the deadliest and most skilled warriors in the Warhammer 40,000 galaxy.



KILLZONE: VOLKUS

Amidst the blasted ruins of Killzone: Volkus you will find the ultimate urban combat environment. Whether your operatives are hurling grenades to clear out tightly-packed fortifications, picking foes off with sniper fire or storming enemy strongpoints at close quarters, the action is sure to be intense!

In the shadow of a mountainous orbital defence cannon, the cityscape is battered by shock waves and engulfed in cinderstorms every time the titanic weapon fires.



A game of Kill Team plays quickly as the players take it in turns to act, always immersed in the thrill of looking for the next right decision that might clinch them the win. Each operative under a player's command has its own abilities to help pave their road to victory, and every kill team boasts a unique playstyle that is quick to learn, but has a depth and nuance that may take many games to master.

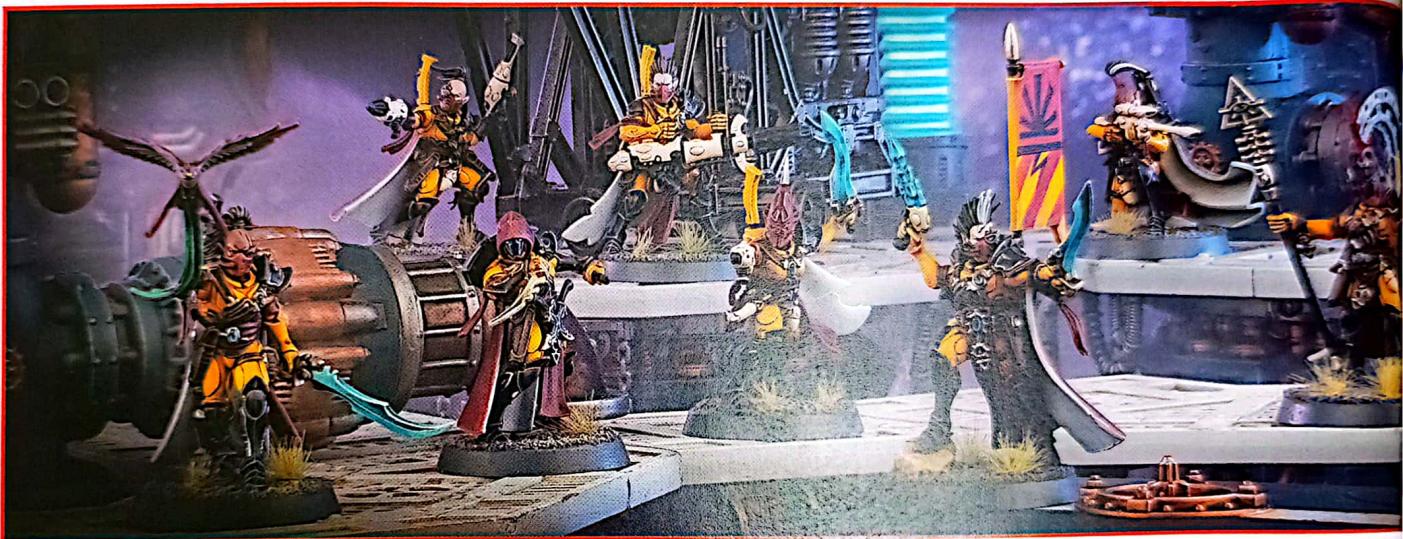
The good news is that there are plenty of ways to play and enjoy those many games, whether you stick with one kill team or collect, paint and get playing with a whole variety. You can play casual tabletop missions with friends, following the rules to the best of your ability and learning as you go, or you might prefer to bring whatever models you have available and agree on your own 'house' rules. You can engage in a series of linked games that forge tabletop narratives, advancing from

one battle to the next, or attend organised tournaments and events to pit your tactical cunning against other kill teams for fun and glory. Play in whatever way seems most fun to you!

'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





CUSTOMISING KILL TEAMS

One of the most exciting modelling and painting aspects of Kill Team is that every single operative is a characterful individual in their own right. Each model is a protagonist in an action-packed adventure story, which opens up near-endless possibilities for you to convert and personalise your models if you so choose. The Angels of Death kill team shown on the right is made up of Space Marines from the Raptors Chapter, and is a great example of how multiple kits and spare parts can be used to create a unique and highly personalised squad of operatives.





ANGELS OF DEATH KILL TEAM
RAPTORS SQUAD ESLARON



Brother Matheus
Intercessor Warrior



Sergeant Eslaron
Intercessor Sergeant

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 nightmarish far future. Collecting these bands of hard-bitten warriors is all part of the fun!

Collecting is a personal journey. Which kill teams will you build, paint and take into battle? Do you only want to collect enough operatives to play the game, or a wealth of different specialists to give you lots of options?

Beyond deciding what faction you favour and which models you want, you get to decide on the background and colour scheme of your kill team too. Many hobbyists invent a backstory for their kill team and assign it a name, doing the same with the operatives on their roster.

Perhaps you will paint your models exactly as they appear on their packaging, or copy one of that faction's colour schemes as depicted in various Games Workshop publications. Or maybe you want to make up a scheme of your own, inspired by some aspect of the backstory that you created to bring your models to life in your imagination and on the tabletop!

After gaining some experience building Citadel miniatures, many collectors like to convert their models, changing poses or using alternative

components. This is a great way to create unique miniatures you can be proud of, and with Kill Team putting the focus on a small number of very individual operatives, it's the ideal theatre for this sort of model conversion.

Once you have collected a kill team, painted it and played some games with it, you may well be tempted to try out a different faction. A lot of collectors build up an array of different kill teams over time. This is a fun way to vary your experience from game to game, or introduce friends to the hobby by lending them one or other of your teams to play with.

And of course, the Kill Team collecting hobby doesn't end with the operatives. From ramshackle alien forts and polluted forge-shrines to ravaged cityscapes and the corridors of void-borne ships, there are myriad killzones available. There is great enjoyment to be had in collecting, building and painting the tabletop scenery to bring these locations to life, and then battling with your friends across the conflict zones you have created.



Brother Othero
Intercessor Gunner



Brother Tulian
Assault Intercessor Warrior



Brother Ascedus
Intercessor Warrior

Scan the QR code shown below if you're inspired by what you've seen here and are excited to put together your own Angels of Death kill team!



Kill Team is a tactical skirmish combat game where teams of elite operatives battle one another to complete vital objectives and achieve victory. Expect an action-packed, back-and-forth game with lots of decisions and little downtime. You'll have to weigh up which operative to activate, what actions they should perform, and how offensively or defensively you need to play.

The game is every bit as brutal as it is engaging; many operatives wield dangerous weapons that can incapacitate with the pull of a trigger. You'll have to play carefully to keep your operatives alive, using precise placement to ensure they're safely concealed from enemy shots. To counter the enemy's positioning, you'll need to establish good angles of attack by setting up fire lanes and crossfires so enemy operatives can't hide.

Be wary of enemies advancing up the killzone, particularly those charging forward for deadly close combats. When such a fight ensues, both operatives duel one another, so you must balance the need to strike or block. The former inflicts grievous damage, whilst the latter turns incoming blows aside. Choose carefully, as the right choice could save your operative's life.

Your operatives are an elite group of killers, and they have a mission to accomplish. They will be required to complete tasks and interact with objectives to achieve victory, so you'll have to balance your approach to ensure this. Even when every enemy is incapacitated, they can still be victorious; as pyrrhic as this may seem, commanders will gladly spend the lives of their operatives to achieve victory. This is the grim reality of the 41st Millennium.



Overall, the game is a thought-provoking experience for you as a player. You'll have to consider the risks and rewards of your operatives' actions, as one wrong decision can result in a deadly counterattack from your opponent. You'll also need to adapt to events as they unfold, as no plan survives contact with the enemy. This engaging dynamic creates a game where the choices you make at the tabletop are the most important factor in achieving victory.

As mentally engrossing as a game of Kill Team can be, at its heart, it's a cinematic game set in the richness of the Warhammer 40,000 universe. Whilst a game can last 90 minutes, in-universe it lasts 60 seconds – a tense, cinematic firefight straight out of an action movie.

The rules are emotive, designed to be felt as your favourite heroes (or villains) complete epic deeds, sometimes well against the odds. The game is grounded in its various themes, which take root in unique kill teams, dynamic killzones and dramatic missions that expand as the edition progresses, so players will have every opportunity to explore them.

Each team you play will feel different, with their playstyle and individual rules inspired by their narrative. Expect tough bands to soak up damage, sneaky squads to use cunning and guile, and aggressive groups to thrive in the carnage. Teams will have specialists with unique weapons and rules to match – snipers, investigators, demolitions experts, stealthy assassins and more.

Kill Team works for casual games at home, pick-up games at a club, competitive games at tournaments and linked games in a campaign. Regardless of your preference, the core rules and kill teams' rules are consistent to bring all players together on common ground.

What differs is your mission pack, as this is the script to give you the experience you desire. Whether that's a well balanced competitive skirmish, a thematic movie moment or something in between, mission packs set the parameters for your game and provide the depth and variety to make it different every time.

Finally, if your operatives are your characters and the mission pack is your script, the killzone is your set. It should feel like a tense firefight in a war zone where your operatives have to overcome different challenges. What's more, killzones are essential for the game's mechanics as your operatives duck for cover, scale buildings, jump from rooftops and burst through doors and hatchways. This means your games will vary from killzone to killzone, creating a unique experience just by changing the location of your game.

Bringing it all together, gaming in Kill Team is easy to get into, but has the depth and range for the long term. There's plenty to master, and once you've done so, a new kill team, killzone or mission pack awaits you. This journey with fellow players means gaming in Kill Team is a hobby in itself, so grab your dice and get ready for the fun!



GETTING STARTED

Fun, satisfying and easy to learn, Kill Team is a game suitable for new players and seasoned veterans alike. Even better, it's incredibly quick and simple to start collecting, painting and playing games with your kill team models.

There are three essential elements to the Kill Team range: firstly, the core book you have in your hands, containing all the universal rules to play the game; secondly, a kill team comprised of Citadel miniatures and free online rules; thirdly, a killzone consisting of a game board and terrain on which to engage in visceral combat.

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The diagram below represents the six elements of the Kill Team range. The top three are the essential elements – core book, kill team and killzone – while the bottom three are enhancements to your Kill Team experience. You will find these icons on Kill Team packaging, helping you to quickly identify what a product provides to your collection.

If you have purchased this core book as part of the Kill Team: Hivestorm boxed set, that box contains examples of all three essential segments, alongside enhancement products, making it the perfect starting place for the Kill Team experience! All of these products are also available separately, allowing every player to tailor their own collecting journey by focusing on the aspects they most enjoy.



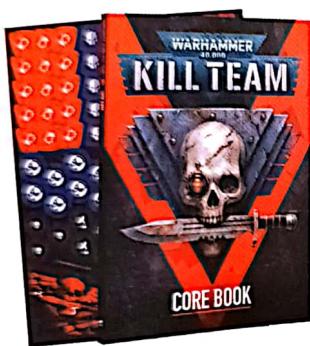
THE ESSENTIALS

CORE BOOK



Containing evocative background on the Kill Team setting and all the core rules and missions

you need to play the game, this is the principal purchase for any Kill Team hobbyist. It also includes the core token sheet, which will provide you with measuring devices, markers and tokens. Any updates to the rules in this book can be found on warhammer-community.com.



KILL TEAMS



Each kill team is a set of Citadel miniatures with their own unique background, and

rules that allow you to bring them to battle. Kill teams can be found in larger box sets, such as Kill Team: Hivestorm, or in separate kill team boxes that come with a QR code. Scanning this code will take you directly to the free online rules for that team. Each kill team has its own icon, the one above representing the Vespid Stingwings.



KILLZONES



A killzone consists of a game board and terrain. Like kill teams, these can be found in larger box sets or in separate killzone boxes. Each brings to life one of the many perilous battlefields of the 41st Millennium and provides a different play experience. Their rules can either be found in the core book or – as more killzones are released – on warhammer-community.com. Each killzone has its own icon, the one above representing Killzone: Volkus.



ENHANCING YOUR EXPERIENCE

APPROVED OPS CARD PACK



This pack provides a yearly update to the way you play Kill Team, to ensure that the game stays both

fresh and exciting. Inside you will find a large deck of reference cards, including tac ops, victory conditions, mission maps and more. This is the most balanced and up-to-date way to play, particularly for competitive formats such as tournaments.

KILL TEAM CARD PACKS



For each kill team box released, a card pack of the complete rules for that team

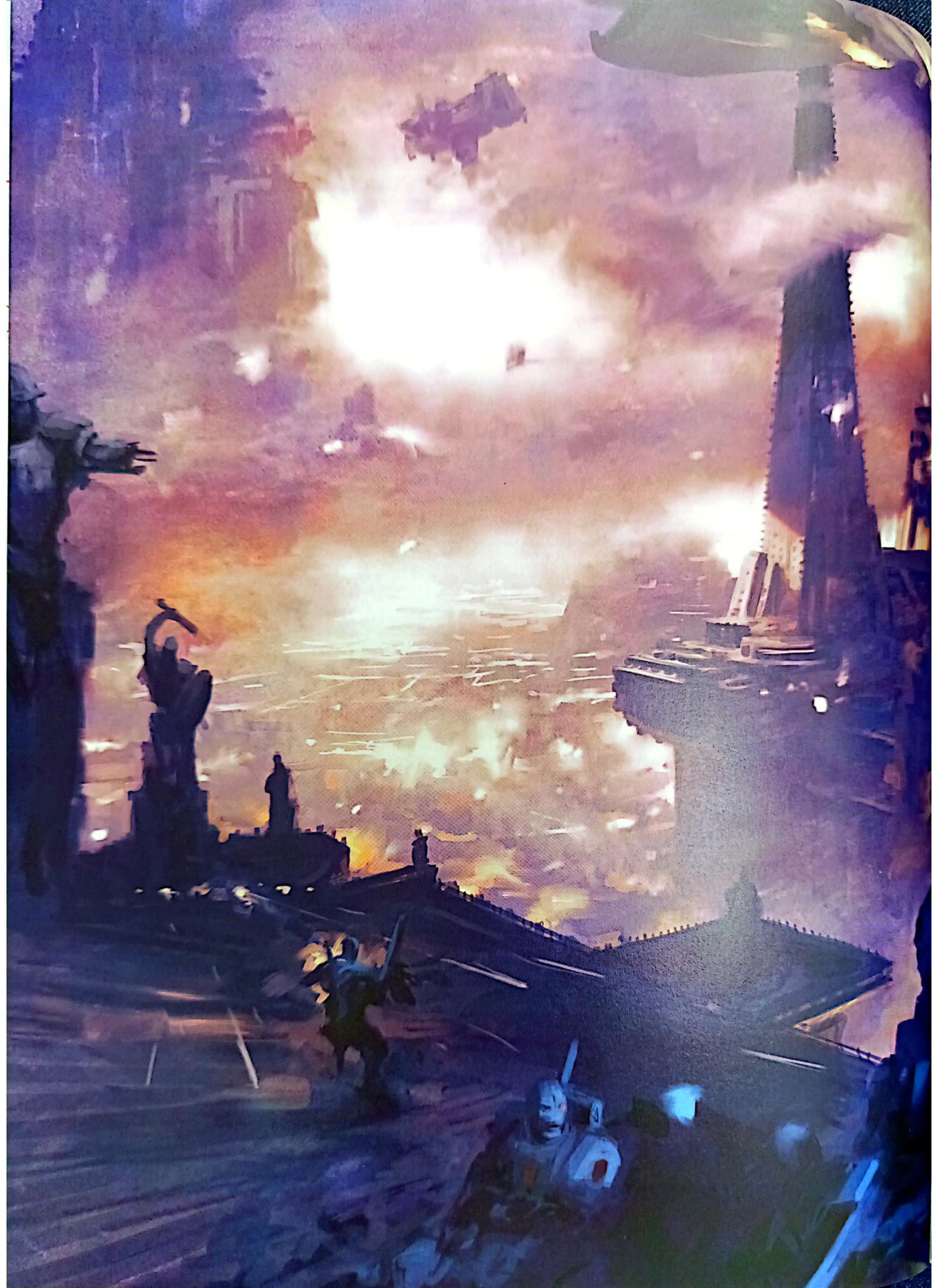
will be available for a limited time. From faction rules and datacards to equipment and ploys, these cards are a convenient addition for players who want all their kill team's rules in an easy to reference format.

UPGRADE PACKS



Upgrade packs offer a range of exciting enhancements, from the Kill Team Upgrade:

Equipment Pack that provides equipment terrain and measuring gauges, to terrain upgrades that can be added to an existing killzone, creating a whole new tabletop aesthetic and gaming experience.



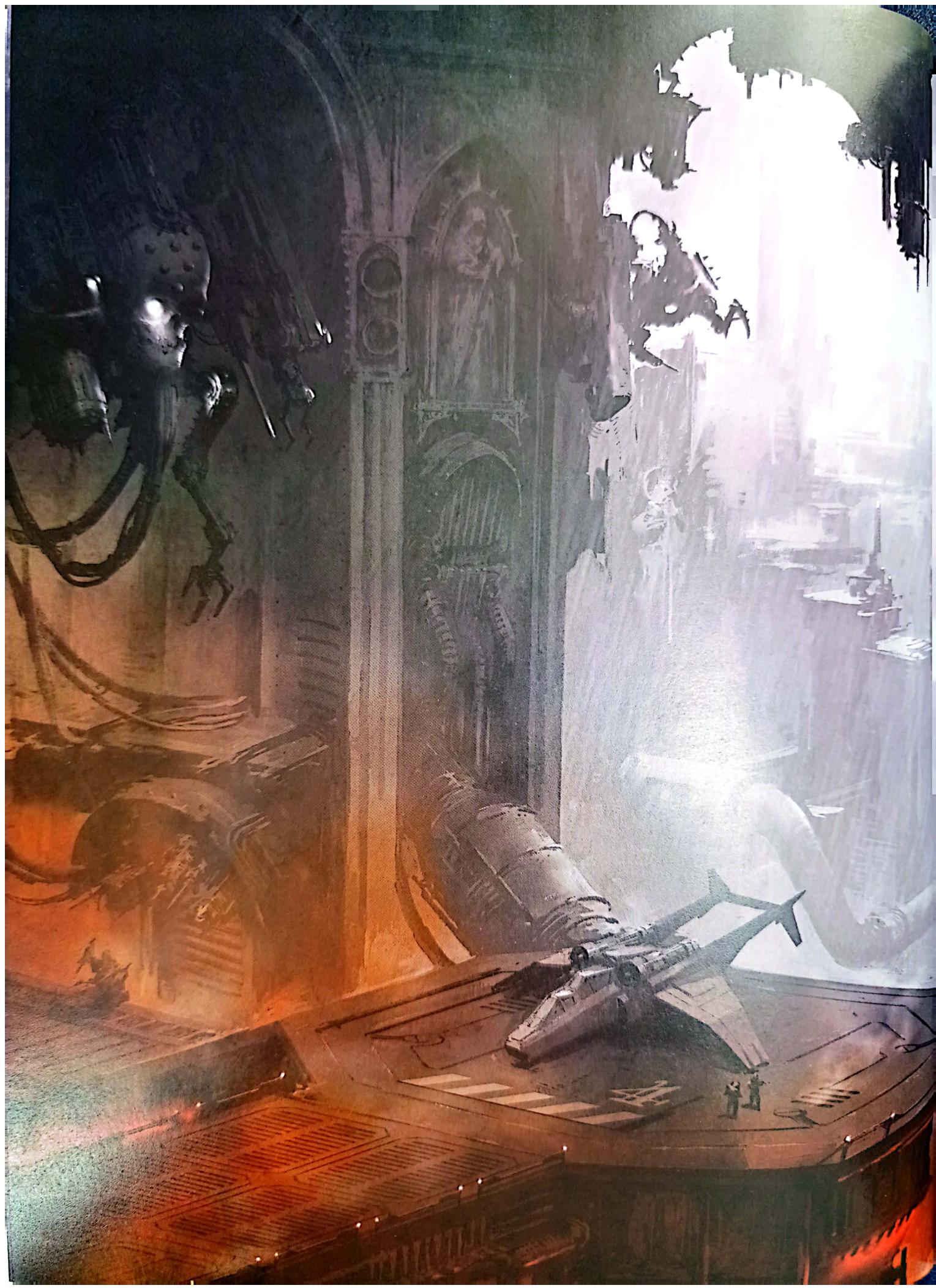
SECTION **01**

DARK IMPERIUM



Prepare to take your first steps into a gothic age of blood-soaked horror and perpetual war. There is no hope in such an era, no succour for the desperate or place of safety amongst the burning stars. Only those possessed of sufficient strength, skill and cruelty will long survive the battles fought here...





A GALAXY AT WAR

The galaxy of the 41st Millennium is a dark and nightmarish place. On countless worlds, wars unnumbered bring ruin and damnation, while such luxuries as mercy, compassion and hope burn to ashes in the fires of battle. It is an age of horrors, darkness and the laughter of cruel and thirsting gods.

The greatest empire in this war-torn galaxy is the Imperium of Mankind. It is said that the domain of Humanity's God-Emperor spans a million worlds. Yet for all its power, the Imperium is stagnant, ignorant, crumbling by the day and mired in mindless bureaucracy and superstitious hatred. War alone preserves the Imperium from annihilation, be it the swift and elite strikes of the Space Marines, the zealous crusades of the Sisters of Battle and Adeptus Mechanicus, or the gruelling attritional conflicts of the Astra Militarum.

The most terrible enemy of the Imperium is Chaos in all its forms. Countless heretics, madmen and twisted mutants give worship to the four great Chaos Gods said to reside within the infernal realm known as the warp. It is the insidious influence of Chaos that plunged the Imperium into a ten-thousand year civil war that still rages to this day, and that has riven the ailing galaxy with a raging belt of warp storms known as the Great Rift. The worshippers of Chaos – be they Heretic Astartes, Traitor Guardsmen, fanatical Cultists or mutant Beastmen – seek to tear down everything Humanity has built and plunge all of space and time into endless bloody madness.

As if this were not enough, the galaxy also teems with warlike alien races, known collectively throughout the Imperium as xenos. Some, like the Orks or the Necrons, are territorial and endlessly aggressive. Others seek to survive through conquest, such as the Leagues of Votann, the T'au Empire or the Aeldari. Then there are abominations like the Tyranids, who desire only to devour and destroy all before them.

Across bomb-blasted cityscapes, industrial shrineplexes and storm-lashed wilds, through carnivorous jungles, gothic fortifications and daemon-haunted void ships, the conflagration of war burns hot. Many battles are fought by sprawling armies, towering war engines and space-faring warships, yet just as important are the conflicts that play out between elite bands of warriors who fight to assassinate enemy leaders, sabotage vital systems, acquire crucial strategic intelligence, sever lines of communication and conclude diabolical rituals.

The sacrifices, victories, struggles, vendettas and desperate last stands of these warring kill teams often take place far behind enemy lines, or deep in the shadows of ruinous war zones. Few, perhaps, will ever know of the price these specialists pay to defeat their enemies and complete their missions, yet the results of their battles can have every bit as much impact upon the galaxy as the glorious conquests or bloody massacres of the grand armies of the 41st Millennium.

KILL TEAMS

The term kill team is an Imperial designation for an elite group of specialist soldiery, or the closest equivalent employed by any given xenos faction or heretical cult. Kill teams are few in number, but composed of exceptionally skilled and highly motivated combatants whose talents raise them above their peers.

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Kill teams are most often deployed when objectives must be achieved through finesse, stealth and skill rather than massed numbers or brute force. Their missions are – as a rule – of vital importance. As such, though they rarely number more than a dozen warriors, kill teams are made up of elite operatives whose combined abilities magnify their strategic impact enormously.

Even those operatives considered rank and file within the context of a kill team are typically highly trained warriors. They wield potent weaponry, going into battle with everything from monomolecular knives and skull-bursting bolt weapons to silenced carbines, electromagnetic pulse grenades, man-stopping combat shotguns and myriad other implements of death. They understand how to fight as part of a tightly coordinated unit, how to best exploit positions of cover and concealment, and how to close rapidly with a foe and cut them apart at close quarters. They are disciplined, courageous and completely without mercy, and amidst the lightning-fast battles that rage when kill teams clash, no less a set of skills is required to survive, let alone prevail!

Specialists are what truly lend a kill team their edge; some may be seen in one form or another amongst the warbands of many different factions. Keen-eyed snipers take up elevated positions before picking off their targets with chilling precision. Demolitions experts enter battle carrying powerful explosives, and can be relied upon to reduce enemy operatives and battlefield assets alike to smouldering ruin.

Combat medics heal wounds and bolster their comrades with stimulant shots, while poisoners' needles and blades eliminate victims just as swiftly. Operatives may be trained and equipped to relay communications, manipulate the most obstinate machine spirits or broadcast propaganda to destroy enemy morale. Close-quarters killers strike down their foes with the lethal delicacy of assassins or the ferocious zealotry of berserkers, whereas hulking brutes heft cannons that would look more at home on a battle tank, using them to mow down swathes of enemies.

Then there are those operatives whose equipment or inherent abilities are especially strange and esoteric. Warriors such as the Kroot Trackers of Farstalker Kinbands and the Arbitres Leashmasters of Exaction Squads bring animal familiars to battle that can spot hidden prey or savage luckless foes.

The Chronomancers of Necron Hierotek Circles unleash temporal hyperscience upon their enemies, while the Shadeweavers of the sinister Mandrakes are able to slice open the fabric of reality and fashion portals through which their shadowy comrades can pass. From enacting daemonic rituals to remote-piloting explosive skull drones into the enemy's midst, such unique operatives lend their kill teams a potent advantage.

'GIVE ME A THOUSAND WARRIORS AND I'LL CONQUER YOU A FORTRESS, BUT GIVE ME TEN SPECIALISTS OF MY OWN CHOOSING AND THE OPERATIONAL FREEDOM TO USE THEM AS I SEE FIT, AND I WILL DELIVER YOU THIS WORLD.'

- Colonel Ariadne Cheng, Cordosi Grenadiers

Whether it be in the depths of a haunted space hulk, amidst the twisted boughs of a steaming jungle or high in the spiretops of a ravaged city, kill teams often operate for extended periods in extremely hostile territory. Some establish fortified and well-hidden bases from which to launch their strikes. Others stay on the move, riding aboard armoured and stealth-capable transport vehicles or prowling the wilds like predators.

At certain points, kill teams may find themselves battling waves of lesser enemy infantry that are responding to a triggered alarm, or have been hurled forward by callous enemy commanders to bury the elite operatives with weight of numbers. Elsewhere, they may face monstrous foes of great size, rampaging alien beasts or armoured combat walkers that must be hunted like big game before they tear the kill team apart.

Most commonly, though, kill teams find themselves pitted against their equivalent formations amongst the enemy ranks. After all, such elite forces are deployed as often to protect high-value assets as to eliminate them. Equally, should an enemy commander find a kill team loose amidst their rear lines and causing havoc, sending a kill team of their own to neutralise these proficient foes may be the only recourse they have to prevent the situation spiralling towards disaster.



EXEMPLARY KILL TEAM

ANGELS OF DEATH KILL TEAM / SQUAD ESLARON

Space Marines are amongst the most powerful and elite warriors in the Imperium. They are divided into many different Chapters, each with its own martial culture and combat specialisms. The battle-brothers of the Raptors Chapter have long been experts in the art of stealth warfare in extreme environments.

Squad Eslaron exemplify the clandestine tenets so valued by their Chapter. Each of these Space Marines was chosen for special duties from amongst the ranks of the Raptors 4th Company, to serve in an Angels of Death Kill Team. Secrecy surrounds this hand-picked squad, but rumours persist that the Chapter Master himself had a part in their selection. If true, Sergeant Eslaron and his kill team have borne out their commander's wisdom with many triumphs since.

From assassinating the heretic priest Mawdreh amidst the venom forests of Ochami, to ambushing Boss Thragg's infamous 'Green Deemunz' Kommandos, Squad Eslaron's

early deployments met with great success. On Tuvaria III, it was the kill team's Brother Ascedus who – armed with his stalker bolt rifle – slew Ethereal Aun'Lheyr and began the rout of the xenos invaders. During classified operations on Maelstrom Station, it was battle-scarred Brother Othero and the dynamic Brother Tulian who secured a precious cogitor core and prevented disaster for Indomitus Crusade Fleet Tertius. This earned both warriors the Honour Amethyst, which they bear on their vambraces even as Squad Eslaron forges new glories amidst countless perilous killzones.

BROTHER MATHEUS



Brother Matheus is shown here during his kill team's deployment amidst the Forests of Ochami. Of all the warriors in Squad Eslaron, he is the eldest and most experienced.

Already a storied veteran when he crossed the Rubicon Primaris, Matheus possesses more than a century of combat experience. He has thus become the voice of wise counsel within the kill team, who have nicknamed him 'Old Hawk'.

OATHKEEPER

Brother Matheus has borne this bolt rifle into more than two score engagements. Boasting an indefatigable machine spirit, it has never once jammed or misfired. During fierce fighting on Ochami, Matheus was required to use Oathkeeper as a bludgeon. This damaged the weapon's casing, and he was forced to wrap it until proper repairs could be effected.

BATTLE GEAR

Alongside his main armament, Brother Matheus is well equipped with additional wargear, favouring an older MkVII-pattern of power armour helm. His cloak – worn when necessary – is woven with cameleoline strands to assist with concealment when behind enemy lines.





Raptors Sergeant Eslaron is bathed in the crimson light that fills the interior of the Drop Pod. Fired from its launch bay in the flank of the strike cruiser *Shroudwing*, the armoured pod has burned down through the atmosphere of Volkus and is even now plummeting towards the war-torn cityscape below.

Eslaron watches one of the internal monitors, where a juddering vid-feed shows the ground growing rapidly nearer through the Drop Pod's external imagers. Despite the violent shuddering that jolts the Sergeant in his restraint harness, he can still discern the blast-ravaged skeletons of hab-blocks rising up like talons. Eslaron can see the gleam of water where aquifers have ruptured and flooded streets and squares, and the flicker of muzzle flare where soldiers of the Astra Militarum, the Orks and – according to unconfirmed reports – a third xenocult guerrilla force are clashing.

'Impact in twenty seconds,' reports Brother Matheus over the squad vox. Eslaron shifts his attention from the spiralling altimetron and flashing coordinate runes to the warriors of his squad, where they sit strapped into their restraint thrones for the descent.

Matheus, the storied veteran, bearer of a score of battle honours; Tulian, swift and decisive, his armour strapped with additional bandoliers of grenades; Ascedus, quiet and brooding, his masterwork stalker bolt rifle locked to the side of his throne; Othero, tempered in the bloodiest battles, ever eager to blast foes limb from limb with his bolt rifle's auxiliary grenade launcher.

They are proven warriors all, and Eslaron is honoured to go into battle alongside them once more.

'Ten seconds,' says Brother Matheus, voice steady despite the pod's violent shuddering.

'Landing protocol Alpha Tritus,' Sergeant Eslaron tells his warriors, gripping the haft of his thunder hammer, Finality. 'In the Emperor's name.'

'In the Emperor's name,' they reply.

Eslaron's twin hearts thump steadily.

'In three, two, one...' says Matheus.

There is a ferocious jolt as the Drop Pod's retro rockets kick in, preventing the craft from impacting the cityscape like a meteor. On the vid-feed, Eslaron sees images of shattering masonry and scattering skulls, all burning black under the pod's thrusters. They put down with a percussive boom

and the locking bolts that hold the pod closed blow in a ripple of detonations. The Drop Pod's ramps unfold like the petals of some huge armoured flower as the restraint thrones release.

Eslaron is already moving. Thunder hammer in one hand, bolt rifle in the other, he steps out of the Drop Pod and onto the surface of Volkus.

Dust and smoke billow, generated by the small vessel's destructive passage through the skeleton of what Eslaron now recognises as a ruined mausoleplex. Old bone cracks under his ceramite-shod feet.

'We have disturbed the rest of many dead,' voxes Brother Othero as he moves up on Eslaron's right, a half-seen shadow through the swirling clouds.

'That was the Orks' doing, brother. Now we answer their insult,' replies Tulian, as he flanks left through the crumbling structure, scanning for enemy contacts. 'If the dead were faithful in life, they will forgive us our transgressions in duty's name.'

'Irrelevant, focus,' growls Brother Matheus. The veteran's voice is rendered unmistakable by the machine-tones of his augmetic voice box. That was a gift of the Orks, Eslaron remembers, back on Verdassica. No servant of the Emperor has a liking for the brutal aliens, but Matheus' hatred of them is especially fierce.

'Old Hawk is right, brothers,' Eslaron says as he crunches his way across a strata of bone spilled from shattered ossuaries. 'This is contested territory. Eyes on your auspicators and maintain vox discipline.'

From Brother Ascedus, Eslaron hears nothing. However, on his handheld auspex display he sees the marksman's rune designator already ascending. Ascedus needs no orders to find a vantage point and cover their deployment; he knows his duty all too well.

As the billow of smoke parts, Eslaron sees that his kill team are emerging from the ruined husk of the mausoleplex onto the fringe of a broad plaza. More ruined buildings tower around its edges. In places its prayer-inscribed flagstones have collapsed to expose sections of sewer-sump, while in others compact machine-shrines rear amidst shattered statuary and crumbling ruins, their purpose now a mystery amidst this devastation.

Eslaron's keen senses pick out the sprawled bodies of both Astra Militarum soldiery and hulking Orks, scattered all across the plaza. They also give a subconscious warning,

allowing him a split second to react to the sudden muzzle flash from atop a gantry on one of the machine-shrines.

Instinct, psycho indoctrination and transhuman reflexes combine. Sergeant Eslaron throws himself aside with a speed no being so large and heavily armoured should be capable of. He lands upon crackling bone, rolls, and comes back up even as a stream of heavy calibre slugs chews into the wall where he stood an instant before.

Eslaron follows the trajectory of the enemy gunfire back to its source. He spots the bulky form of an Ork Kommando, even now cursing and adjusting the aim of its oversized sniper rifle.

'Contact, brothers,' barks Eslaron. 'Establish hostile numbers and positioning.' Even as he issues his orders, Eslaron settles his gunsights over the face of the Ork sniper and returns fire with his bolt rifle. Rocket-propelled shells erupt from its muzzle and whip through the smoke-fouled air of the plaza. One punches into the Ork's shoulder, another through its left eye socket. Both detonate, painting the machine-shrine with blood and pulped flesh. Eslaron's target drops from the gantry and hits flagstones far below with a wet crunch.

The Sergeant repositions himself, ducking into the shadow of a headless statue long enough to gauge the situation. Half his attention focuses on the contact runes now blossoming across his auspe, while the rest scours his immediate surroundings and performs a lightning-fast tactical assessment. Six more contact runes have appeared, revealing Orks dotted across the plaza in markedly well-chosen positions.

'They must have seen our Drop Pod descending,' voxes Matheus, his bolt rifle thumping behind his voice. *'Poor fortune.'* An instant later Matheus gives a pained grunt, then a muttered curse over the vox. Eslaron sees his brother's status rune flicker from green to amber, confirming his wounding by incoming Ork gunfire.

'Squad, eliminate the greenskins and then proceed with Alpha Tritus,' Eslaron commands. 'There will be more, and we need to be gone before they overwhelm us.'

Bolt rifles boom. Ork shootas clatter. The belligerent aliens roar gleeful war cries as they spray shots across the Space Marines' positions. Eslaron hears a thump as Brother Othero triggers his auxiliary grenade launcher. An instant later there comes a roaring detonation and a roiling ball of fire rises amidst the ruins. Two enemy contact runes vanish in the blizzard of fire and shrapnel.

The Sergeant ducks out from the shadow of the statue, intent on pressing the attack. Instead, he sees an Ork burst from cover and pound towards him, roaring with feral exhilaration.

The massive brute wields a pneumatic ram that looks best suited to knocking down bunker doors, but from the spikes and blood that cover the weapon, Eslaron suspects it is more often used to shatter battle armour and pulverise living victims into gory paste.

Planting his feet, Eslaron mag-locks his bolt rifle to his thigh and takes a double handed grip upon the haft of Finality. The Ork, seeing Eslaron braced to meet it, increases pace and swings its ram back for a thunderous blow.

'Come on then you filthy xenos,' breathes Eslaron as he swings up his thunder hammer, ready to strike. 'Come to me and meet your doom!'



ELITE WARBANDS

There is no way of knowing how many kill teams are operating across the great span of the galaxy at any given moment, yet there can be no doubting the number is vast. While most are identifiable as examples of particular types of soldiery or formation, each is also an individual band with its own quirks and missions.

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TEMPESTUS AQUILONS KILL TEAM



THE DRAGON'S FANGS

The 17th Thetan Dragons are a Militarum Tempestus regiment renowned for their brutal air assaults. Screaming down on enemy positions aboard flights of Valkyrie gunships, their squads deploy via rapid grav-chute drops into the teeth of the foe and clear landing sites and bridgeheads with fanatical efficiency. The Dragon's Fangs are one of several decorated kill teams who typically lead these offensives.

It was they who, having debarked from a burning gunship over Ordmaszd City, secured the Saint Veritoris bridge and held off blistering close-quarters traitor assaults until ground forces could move up to secure the site. It was the Dragon's Fangs, too, who slew the renegade orator Mawgrave in front of her twisted congregation, and who finally defeated the infamous Fellgor Ravagers known as Gougehoof's Fleshrippers. The Fangs care nothing for their accolades, however. To them, duty to the God-Emperor is all.



NEMESIS CLAW KILL TEAM



THE TORMENTS

Warriors of Nemesis Claw kill teams are feared throughout the galaxy, the Torments being one such band of malevolent beings. Nemesis Claws are touched by murderlust and sadism so extreme that even their fellow Night Lords are loathe to fight beside them. Instead, under the leadership of their Visionary, Grymm Shevekh, they are deployed as terror weapons into contested war zones. There they hunt their enemies like prey and make grotesque examples of those who stand defiant.

In this fashion, the Torments have wrought havoc on more than a dozen worlds, from Torlandra to Gheminon V. Most recently, on the cursed world of Bheta-Decima, they suffered heavy losses while battling shadowy Mandrakes. A handful of their number escaped that dread conflict and – their ranks replenished with new, monstrous specialists – they continue to stalk their foes through the haunted darkness.

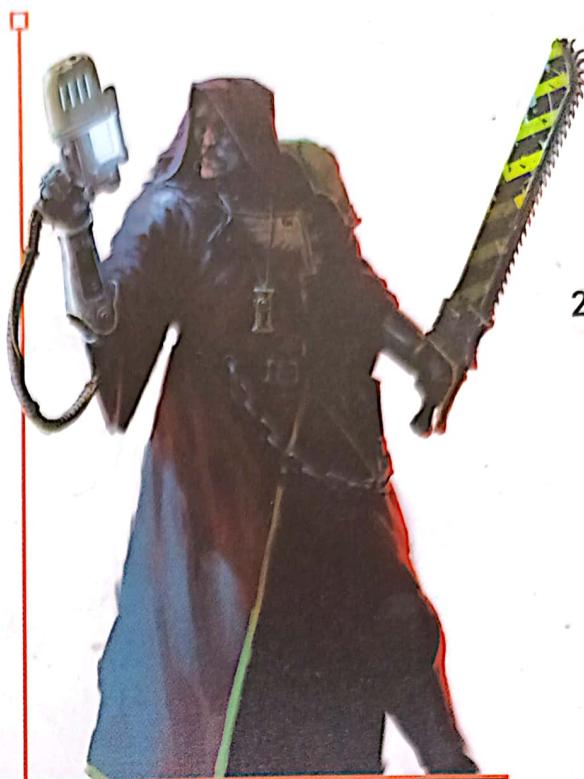
INQUISITORIAL AGENTS KILL TEAM



OCCULUM ATALIS

Inquisitors are figures of fear to those few in the Imperium who know of their existence. Warbands of agents and esoteric operatives act as their eyes and – where necessary – their blades from the highest spires to the darkest depths of Imperial civilisation and beyond. The kill team codenamed Occulum Atalis are such a band. Serving Inquisitor Culbor, they are utterly loyal to their patron and convinced of the righteousness of their cause.

The mission of Occulum Atalis is the hunting of any they deem a witch, be that mutated human renegade or alien psychosavant. Led by their steely-eyed Interrogator Klav Thurusu, this kill team hunted the Corsair Voidscarred of the Fractal Blade through the depths of the space hulk *Malignity*. After several savage clashes, Occulum Atalis' ancillary Kasrkin elites were able to cut apart the last handful of Corsairs in a savage crossfire, leaving only the kill team's true quarry alive: the Aeldari Soul Weaver Theaghir Llyros. The alien witch's screams echoed down the haunted corridors of the hulk before Thurusu finished her gruesome work.



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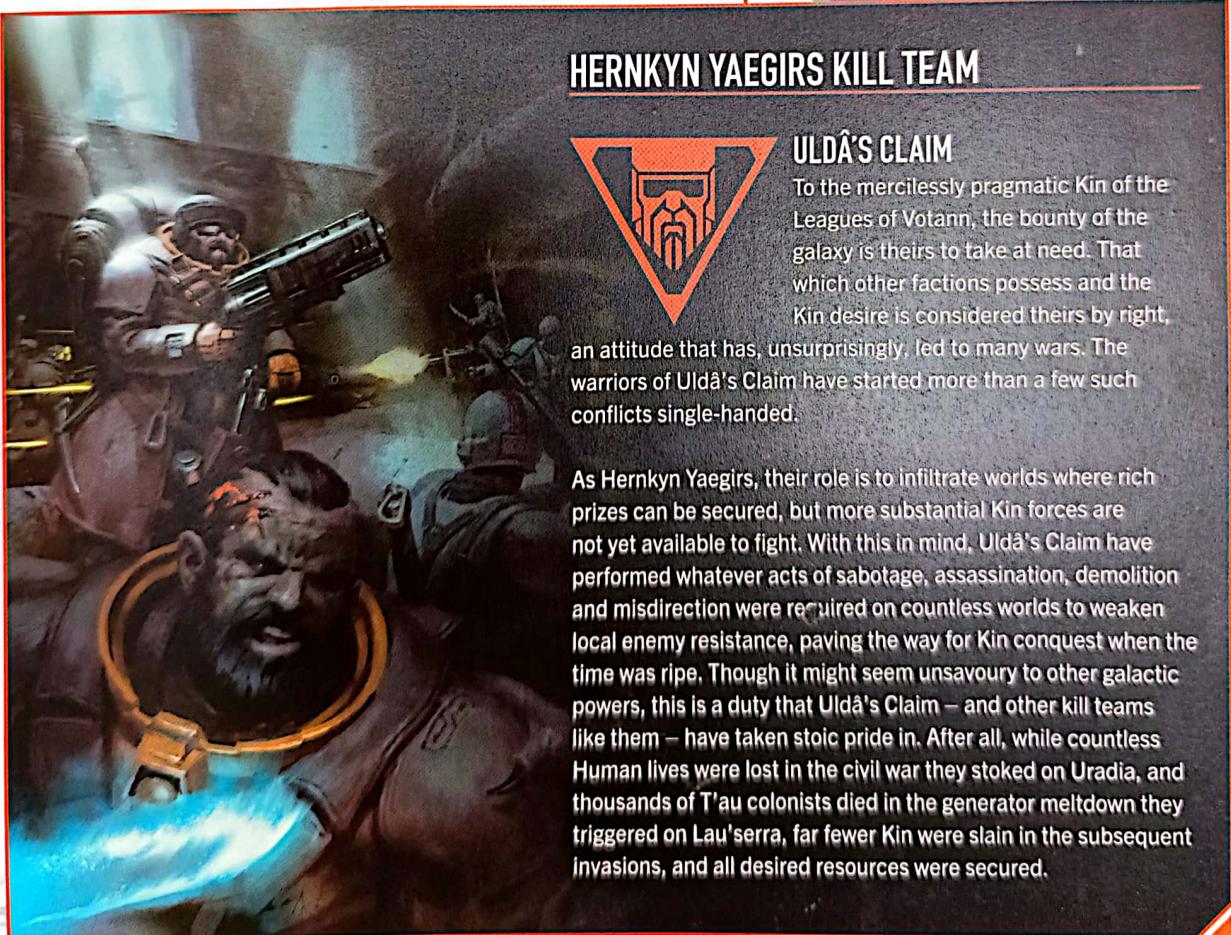
HERNKYN YAEGIRS KILL TEAM



ULDÂ'S CLAIM

To the mercilessly pragmatic Kin of the Leagues of Votann, the bounty of the galaxy is theirs to take at need. That which other factions possess and the Kin desire is considered theirs by right, an attitude that has, unsurprisingly, led to many wars. The warriors of Uldâ's Claim have started more than a few such conflicts single-handed.

As Hernkyn Yaegirs, their role is to infiltrate worlds where rich prizes can be secured, but more substantial Kin forces are not yet available to fight. With this in mind, Uldâ's Claim have performed whatever acts of sabotage, assassination, demolition and misdirection were required on countless worlds to weaken local enemy resistance, paving the way for Kin conquest when the time was ripe. Though it might seem unsavoury to other galactic powers, this is a duty that Uldâ's Claim – and other kill teams like them – have taken stoic pride in. After all, while countless Human lives were lost in the civil war they stoked on Uradia, and thousands of T'au colonists died in the generator meltdown they triggered on Lau'serra, far fewer Kin were slain in the subsequent invasions, and all desired resources were secured.

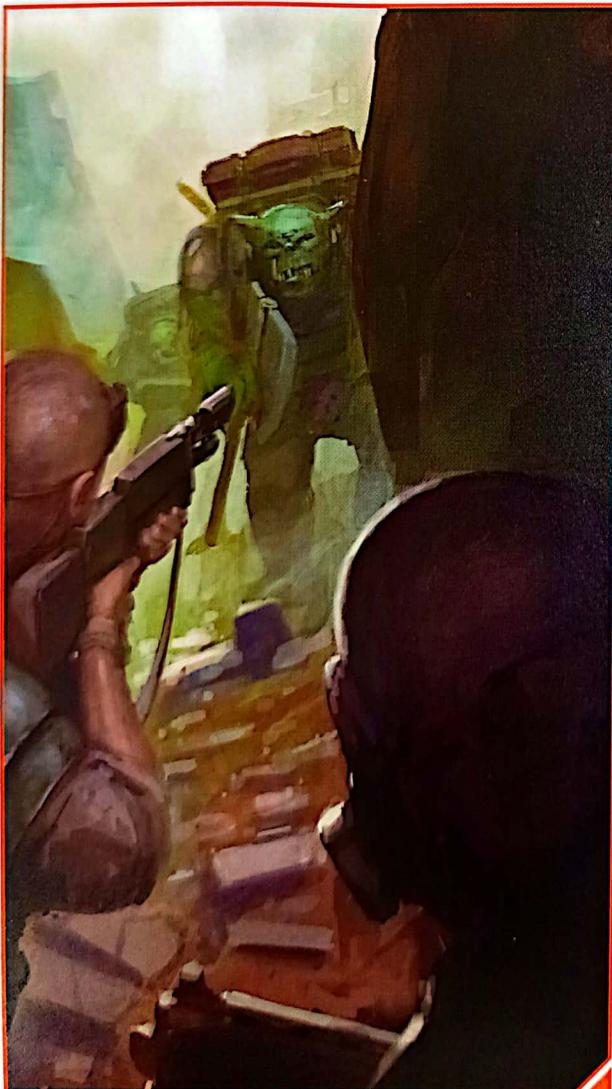


Jaekob strides with purpose through the reeking gloom of the sewers. Filth smears his Munitorum-issue combat boots. Slime spatters his uniform fatigues and flecks his Agreth-pattern flak armour with every footfall. Jaekob does not care. He gives no more thought to the unclean ordure underfoot than he does to the monstrous perils that other, less blessed Humans might imagine lurk in the subterranean shadows. Jaekob has nothing to fear in the sewers. Here it is the Imperial oppressors, the unbelievers who must fear him.

'The time of ascension is upon us,' Jaekob says, feeling a pious thrill at finally voicing the thought aloud. Marching at his back, Jaekob's Brood Brothers echo his delight.

'No more skulking amongst the Agrethi Janissaries,' says Iconward Kelith, her voice brimming with zeal.

'A real purpose, a true mission for the Grandsyre,' agrees Isiah, 'and an end to hiding our gifts. At last we may bare the blessings of the Star Children for all to witness.'



'That is not quite true, Isiahs. Not yet,' Jaekob says to the Agitator.

The gestalt excitement of the Broodmind surges within them all, Jaekob knows. He also knows that it will not do to let it goad them to rash action. They are Brood Brothers, the elite of the cult, and Jaekob is their Commander. In one way at least, the Janissaries they hide amongst are correct about them – the cloaked and cowled soldiers they know as Halo One are professional soldiers and consummate killers. Jaekob will see them act like it.

'Coming up on Ascension Point Kilo-Theta,' says Sniper Verita, playing her stab lumen over a wyrm-form glyph and string of code-runes daubed on the tunnel wall. A paper-thin organic membrane is stretched over Verita's light, subtly changing its hue and picking out the image's pigments, which would otherwise remain invisible to the naked eye.

'Final weapons checks,' orders Jaekob. His squad complies, inspecting their equipment and whispering prayers to the Star Children without slowing their pace.

'Remember our mission,' Jaekob continues. 'The greenskins' arrival has weakened the grip of the Imperial oppressors, but it also puts our own labours at risk. Even now, Primus Luk believes a team of Space Marines are moving on the House Costiphorus munitions shrine, from the direction of the Bonestacks. He believes they will purge the xenos from the shrine and then torch the facility and all its contents as tainted. Amongst the Orks' detritus, our Primus still believes there to be a great store of viable materiel that would prove invaluable to our own war effort.'

'We are to secure it?' asks Kelith.

'And eliminate the Space Marines,' says Jaekob. 'I see the look in your eyes, brothers and sisters, but have faith. The vaunted Angels of Death are no match for the blessings of the Star Children themselves. We shall overcome them.'

'In the Grandsyre's name!' cries Isiah.

'In the Grandsyre's name!' they chorus, and Jaekob is gratified to hear their zeal. It fires his own.

Ahead, the tunnel turns sharply left. Jaekob sees grainy daylight spilling around the bend, and hears the shriek of lasfire and the clattering roar of Ork guns. He glances at Vox Operator Jeriah, who has a hand to her headset and is frowning intently. She shoots him a nod.

'It is as the Primus said. The Agrethi Eighth have stalled pushing up through Silverheights district,' Jeriah confirms.



'There's an Ork counterattack starting up. We're about to emerge on the fringes of the engagement.'

'We use the fighting as cover,' orders Jaekob. 'Avoid conflict where possible. Kill swiftly where you must. Push across vector Gaedius-Nine towards the munitions shrine. Rally point Coil if we become separated. In the Grandsyre's name, brothers and sisters, follow me.'

They move around the bend, into daylight that swells to a smokey glare. The gunfire and shouts of warring combatants become a battering aural assault. Pistol in hand, Jaekob drops from the shattered maw of the sewer outlet onto a heap of rubble and wreckage. Billowing smoke fouls visibility but, at a glance, he gains a sense of hab-stacks looming around him, flanking a wide ferrocement roadway strewn with corpses and burning wrecks.

Half-seen Ork mobs and squads of Astra Militarum soldiery dash here and there, pelting for cover through roiling fumes and hails of crisscrossing fire. The lines have become confused, Jaekob sees. This battle is an anarchic mess, which suits his needs perfectly.

Jaekob ghosts down the rubble heap and into the cover of a burned out Chimera troop carrier. His Brood Brothers follow. They spread out with practised skill, hug cover and maintain sightlines. A handful of black-clad Orks emerge from the smoke ahead, wearing scrap iron armour and carrying intimidatingly large axes and handguns. They let out roars as they spot Halo One.

Jaekob has no need to order his veteran soldiers. Verita's rifle cracks twice, Veteran Theorn's shotgun gives a throaty roar and las weapons snap and whine. The Orks jerk, reel and crumple in a mist of gore. Even their infamous resilience is not enough to withstand the focused and relentless firepower of Halo One.

Their deaths have taken less than five seconds and Jaekob has not even had to fire his own pistol. He nods, satisfied. It is no less than he expects.

'Advance,' he says, before breaking cover and running bent double across the processional. He knows without looking that half his kill team are moving up with him, dashing for the ruins beyond the roadway. The other half have maintained covering positions. They will follow when Jaekob and his fire team are set.

Thumping down behind the toppled remains of a statue, he looks back across the processional. Jaekob sees his second fire team rise, dash out and return to cover before he prepares to move again. Leapfrogging one

another, Halo One push on through the war torn ruins, seeking out prime firing positions and vantage points with practised efficiency.

Several minutes after crossing the processional, they move up behind a band of Agrethi Veteran Guardsmen who have regrouped behind a line of abandoned barricades. The unsuspecting loyalists are distracted. Their attention is split between seeing to their handful of wounded and watching the half-collapsed hab-stack to the north. Jaekob can hear Ork war cries echoing from that direction. He suspects the savage aliens are working themselves up for a charge.

The Veterans' Sergeant shoots a quick glance at Jaekob as Halo One approach.

'Reinforcements?' she asks, her tone suggesting that would be too much to hope for.

'Sorry, got our own orders,' Jaekob replies, motioning for his kill team to hurry past before the loyalists notice anything amiss.

'Of course,' says the Sergeant. 'Go with the God-Emperor's grace.'

'And you,' replies Jaekob, knowing that the words are hollow, that the corpse god of the Imperium is a lie and that the Sergeant and her squad will soon be overrun by Orks. It is all that such deluded unbelievers deserve.

More dashing between cover follows, more weaving between battling Orks and Humans. Verita picks off several obstructions that cannot be avoided. The blades of Knife Fighter Brighthath silence a xenos sentry with the misfortune of being a little too observant. All the while, artillery fire arcs overhead and small arms crackle and roar on every side. Lesser soldiers, Jaekob suspects, would suffer fraying nerves amidst such conditions. He sees no such weakness in Halo One.

At last, he recognises the looming mass of the House Costiphorus munitions shrine ahead. Ork banners fly above the once-proud structure and bulky alien figures can be seen swarming about it, evidently in a state of some agitation. Then he hears it.

'Bolter fire,' says Kelith. 'Close. Look, muzzle flare to the west.'

'The Space Marines,' says Jaekob, as he watches Orks charging out to meet the hulking armoured figures emerging through the smoke. 'Hurry, brothers and sisters. There is no time to lose.'

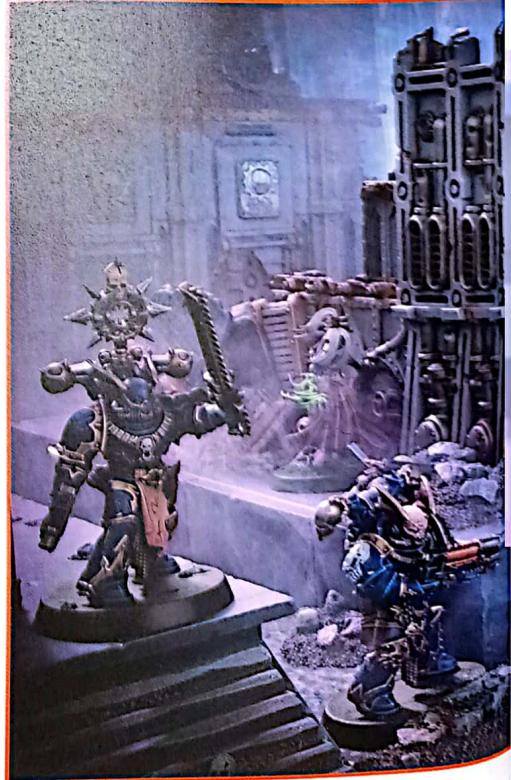
OPERATIVES UNNUMBERED



KILLZONE: VOLKUS

The galaxy of the 41st Millennium is immense. Humanity alone controls over a million worlds, never mind the sprawling alien empires beyond their borders. Across continent-wide cityscapes, dense carnivorous jungles, gothic space hulks and fume-wreathed forge temples, kill teams engage in shadow wars with one another on every front. If the array of worlds in this dark galaxy is bewildering, then the variety of kill teams and operatives doing battle across the stars is no less so! From air-dropping Tempestus Aquilons, elite Exaction Squads and disciplined Hearthkyn Salvagers through to mutating Chaos Cults, nightmarish Mandrakes and insectile Vespid Stingwings, the shadows of the 41st Millennium form the battleground for Imperial, Chaos and xenos kill teams without number.

> 26





Tempestus Aquilon Tempestor



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Tempestus Aquilon Gunfighter



Vespid Stingwing Strain Leader



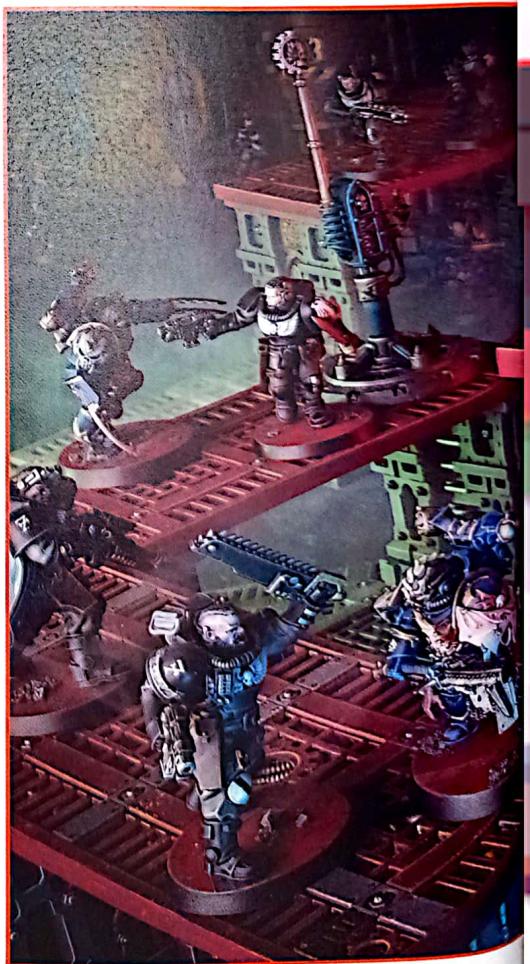
Vespid Stingwing Warrior

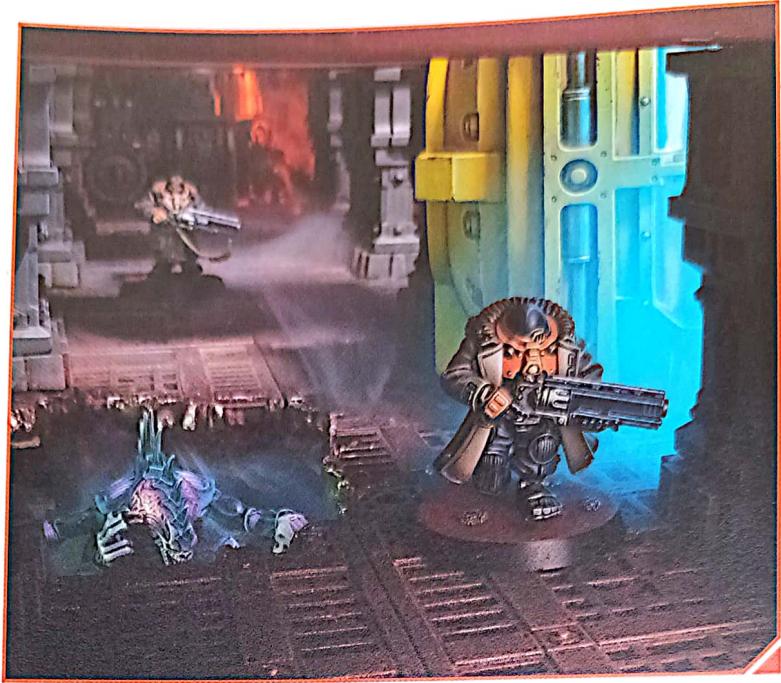
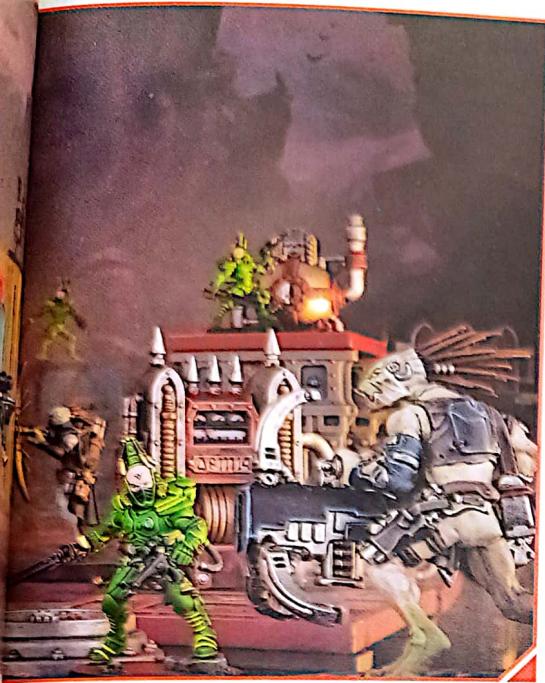




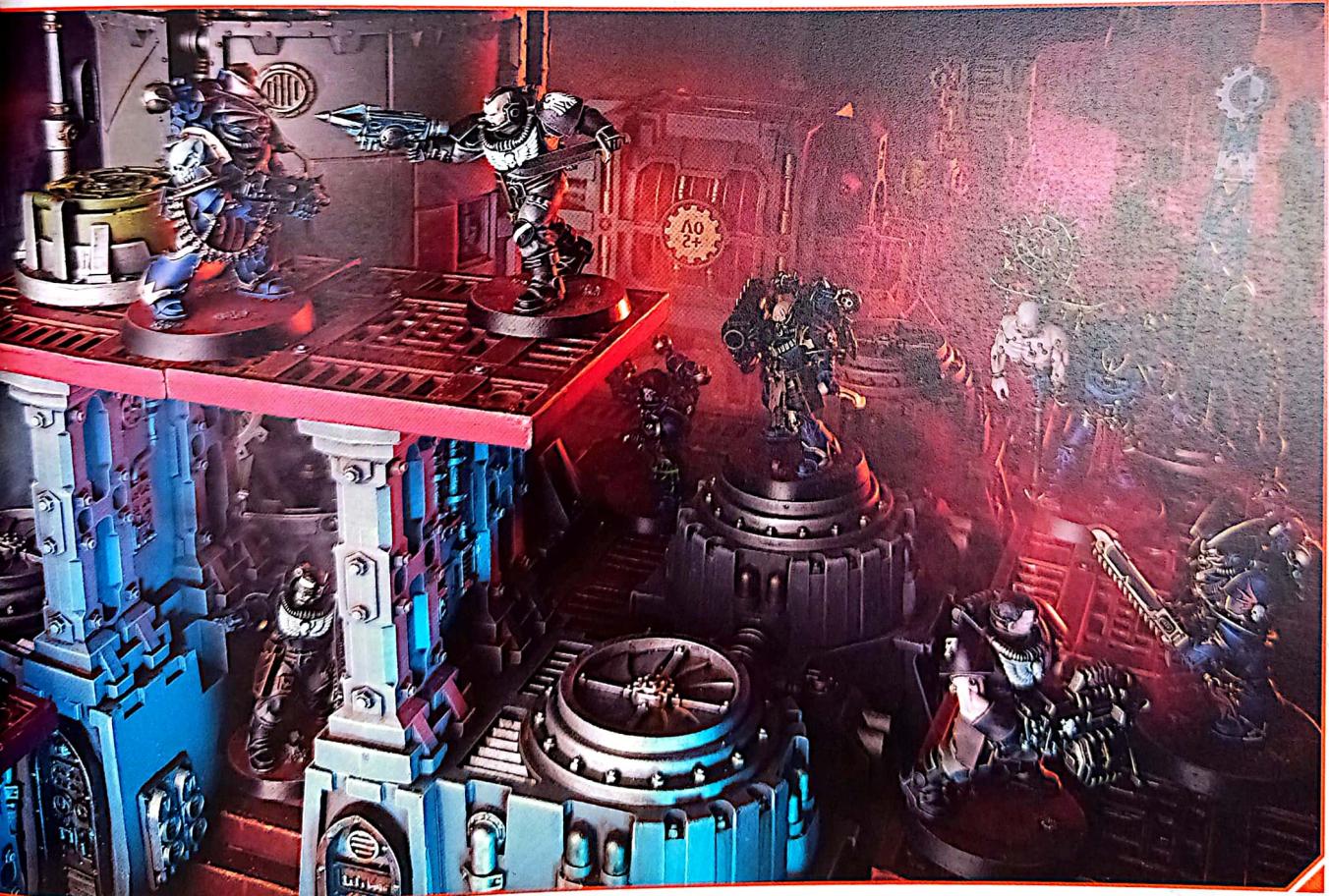
KILLZONE: BHETA-DECIMA

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Hearthkyn Salvager
Theyn

30



Hearthkyn Salvager
Gunner



Nemesis Claw
Night Lord Screecher



Nemesis Claw
Night Lord Fiermonger

KILLZONE: GALLOWDARK





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By the time Halo One cover the distance to the House Costiphorus munitions shrine, the situation is developing rapidly. Crouched in the cover of a hollowed-out ministorum fane, Jaekob absorbs the tactical situation. Five Space Marines in green power armour advance through a belt of fire-blackened ruins towards the munition shrine's main entrance, their bolt rifles blazing.

Orks clad in black-and-white-chequered scrap metal armour surge towards them. The aliens roar and laugh wildly as they charge, their own guns raising a deafening clatter as they spray the Angels of Death with ill-aimed fire. At their backs, scrawny Gretchin sweat and screech under the lash of their Runtherd, labouring to swing the shrine's huge doors closed.

Volleys of crude rockets and streams of tracer rounds whip down from the warehouse's upper stories, raking the ground around the Space Marines or clanging from their armour. Jaekob is unnerved to see that the Orkoid fire is not slowing the advance of the Adeptus Astartes, despite that fact that several of the transhuman warriors are clearly injured.

'Monsters,' breathes Agitator Isaias.



'Who, the Space Marines or the Orks?' asks Sniper Verita.

'Both,' Jaekob replies, not taking his eyes from the explosive violence. A bolt shell hits a charging Ork in the face, blowing its head apart and causing its body to cartwheel into the dirt. More rounds clip alien shoulders, spinning them off their feet, or detonate in muscled torsos to inflict ruinous wounds.

Yet for all the carnage, the xenos storm on while more of their number leap from the shrine's windows or dash around its flanks to join the fray. Two hulking Orks hurl themselves at one of the Space Marines, the first burying its axe deep into the warrior's armoured chest, while the other rips the bolt rifle from his grip. The Space Marine sinks a dagger into one Ork's throat. His battle-brother – crackling thunder hammer in hand – swings a titanic blow that decapitates the second. Recovering his gun, the badly injured Space Marine rejoins the fight with blood slicking his chest and abdomen.

'Do we strike?' asks Iconward Kelith. 'I cannot tell who will win this.' Her voice belies the disquiet of the entire squad.

Jaekob thinks quickly. The Gretchin have almost pushed the doors shut. He looks at his warriors, still clad in cowled robes over their Agrethi fatigues and flak armour. Their disguises remain intact for now.

'We join the fight, but alongside the Space Marines,' he says. 'We appear to aid them as loyal soldiers of the Agrethi Eighth, but we move into encirclement positions. They will bear the brunt of the Orks' aggression while we pin them between us and those closed doors. Then, when the moment is right, we strike for the Grandsyre.'

With the order given they move as one, cloaked and armoured ghosts flowing into combat. Lasguns sing, Theorn's shotgun bellows and Jaekob places a pistol shot in an Orkoid eye socket. He plants another in the creature's meaty neck and – when it still refuses to fall – releases a fatal third shot that finally fells the beast. Orks, ever eager to fight, level clattering guns at the new arrivals and dash their way. Battle is joined in earnest.



Sergeant Eslaron fires a burst of bolts that rip an Ork open like ripe fruit. A runic designator flashes on his bolt rifle's casing: ammunition expended. Eslaron has no more rounds to feed his ravenous weapon, so he clamps it to his thigh-plate and readies Finality. Yet as he scans the area, he registers a lack of Ork contacts. Close at hand he sees only alien carrion. The odd burst of ragged fire that whips from windows above the warehouse's sealed doors are answered by the snap-boom of brother Ascedus' returning fire.

Eslaron assesses his battle-brothers and the – unexpected but not unwelcome – hooded Imperial Guardsmen who took the Orks in the flank at the battle's height. Old Hawk is limping from a wound to his right knee, Tulian's right shoulder guard and the side of his helm are burned black from a skorchab blast, and Othero's chest plate is bisected by a deep gash as long as his forearm. Even the Sergeant has not escaped without a deep dent in his side from the Ork with the breacher ram back at their landing point, alongside several more grazing bullet wounds since. Only Ascedus remains unharmed, calmly changing the magazine in his bolt rifle as he scans the warehouse for alternative routes of entry.

As for the Imperial Guardsmen... the thought perishes half-formed in Eslaron's mind. Freed from the need to focus on the savage close-quarters brawl, he at last observes their dispersal and positioning, the telltale deviations of their postures and iconography.

'A third xenocult guerrilla force,' he breathes, recalling his briefing before the drop.

Eslaron reacts with incredible speed, neither hampered by Human doubts about his own conclusions, nor panic at the realisation his kill team are out of position and encircled. He accelerates into a run toward the nearest soldier, who is even now dropping the handset of her vox unit and swinging her gun to bear on him. He cries a warning as he does.

It comes too late for Ascedus. The whipcrack of a sniper rifle sounds from somewhere behind the marksman's position and he is thrown forward, gun spilling from his hands. All around the Raptors, lasguns, shotguns and other, more esoteric firearms let fly. Eslaron ensures that his chosen victim does not get the chance to add her fire to the fusillade. His thunder hammer connects beneath her chin and tears her head from her shoulders, tossing her body away like a bundle of rags.

To Eslaron's left, Matheus lifts a knife-wielding foe by the throat, the ambusher's hood falling back to reveal the stigmata of xenomutation. To the right, Tulian hurls a frag grenade as lasfire splashes against his damaged armour. As Eslaron charges towards another cowled figure, he concedes that these heretics executed their ambush well, but they had not accounted for the Emperor-given might of the Angels of Death. He vows they will not live to rue their mistake.

'In the Emperor's name, purge the xeno-filth!' he roars.

This second soldier is quicker than the first, darting to one side and causing Finality to hit bedrock with a thundercrack of discharging power that sends both the Raptors Sergeant



and his opponent staggering back. Recovering with inhuman speed, the xenocultist rakes Eslaron's armoured chest with autogun fire. The heretic's fierce grin fades, however, as the rounds carom harmlessly from bonded ceramite and adamantine.

'Unwise,' snarls Eslaron. This time, Finality does not miss.

Turning away from the pulverised ruin of his enemy, Eslaron sees that his battle-brothers are beleaguered but fighting hard. Tulian has taken a position near Ascedus' crumpled form, snapping off shots at several xenocultists as they seek to outflank him. Othero is embroiled in a vicious melee before the very doors of the warehouse, blood streaming from grievous wounds and pulped brain matter smeared on the stock of his bolt rifle where he has wielded it as a club. Two of the ambushers lie at his feet, while two more seek to drag him down and finish him.

Eslaron is alarmed to find there is no sign of Matheus or the xenomutant he was fighting, yet the enemy's casualties are grievous too. This fight hangs in the balance, he realises. It is his to win or lose. Hefting Finality, he charges back into the fray.



SECTION 02

THE RULES



Welcome to the rules section. Over the following pages you will find the fundamental rules for conducting operations with your Kill Team in the killzones of the 41st Millennium. When combined with your kill team's rules, you are ready to begin skirmish combat.





CORE RULES

Warhammer 40,000: Kill Team is a tactical skirmish combat game. Teams of specialist operatives will engage in brutal firefights and back-and-forth close combats, where careful moving and positioning will be required to take cover and secure vital objectives.

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CORE RULES ▶ TURNING POINTS

You will find many side notes in the core rules like this one. These are designer's notes to give you greater context and understanding.

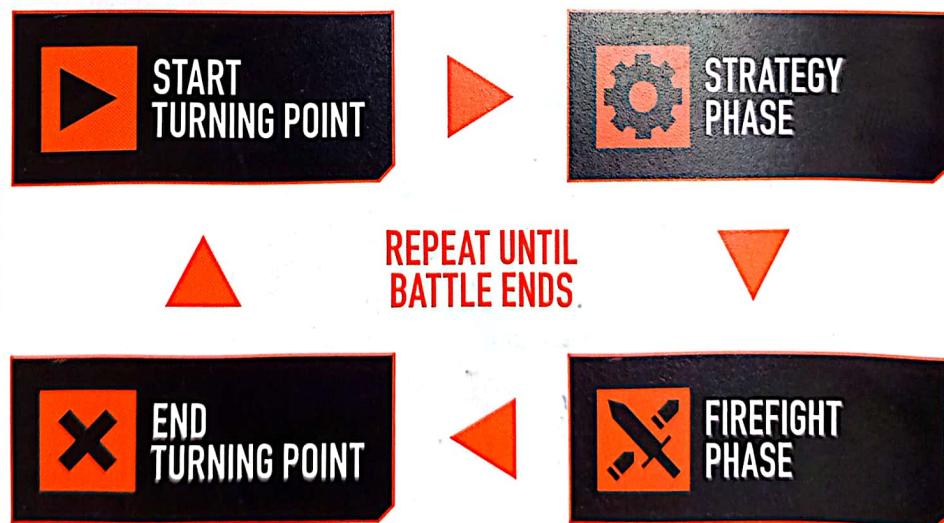
As you read through the core rules you may find terms you won't be familiar with. These are explained in alphabetical order in the Key Principles section (pgs 46-55), and there's also a handy rules index in the Appendix section (pgs 106-107). Don't worry about these at first – keep reading to get an overview of how the game flows.

To play a game of Kill Team, you will need the following:

- A kill team – collection of Citadel miniatures (operatives) for each player.
- Their accompanying rules (available for free at warhammer-community.com).
- A measuring device in inches.
- A minimum of 10 six-sided dice (D6).
- Tokens and markers.
- A killzone – game board and terrain features.
- A mission pack.

Each game has a sequence that tells you how to set up the playing area, prepare your kill team and achieve victory. This can be found on pg 110 for the mission packs in this book, whilst other mission packs will have the game sequence presented separately.

The main step of the game sequence is the battle, where your operatives fight one another and you attempt to achieve victory. A battle consists of multiple turning points, and each turning point includes a Strategy phase and a Firefight phase. They must be completed in order and in full, at which point the turning point ends and the next begins. Repeat this process until the battle ends, as specified by your mission pack.



STRATEGY PHASE

1. INITIATIVE

- The player with initiative activates first in the turning point and decides the order of resolution for rules that would happen at the same time. In the first turning point, the player with initiative is determined by the game sequence of your mission pack. In subsequent turning points, the players roll-off and the winner decides who has initiative. However, if the roll-off is a tie, the player who didn't have initiative in the previous turning point decides who has initiative (this takes precedence over roll-offs and ties).



2. READY

- Each player gains 1 Command point (CP). In each turning point after the first, the player who doesn't have initiative gains 2CP instead. Players keep CP until spent.
- Each player readies all friendly operatives.



3. GAMBIT

- Starting with the player who has initiative, each player alternates either using a **STRATEGIC GAMBIT** or passing. The players repeat this process until they have both passed in succession. Strategy ploys are the most common **STRATEGIC GAMBIT**, but any rule labelled **STRATEGIC GAMBIT** can be used. You cannot use each **STRATEGIC GAMBIT** more than once per turning point.

In some mission packs you will also determine initiative when setting up the battle. The player with initiative decides the order of resolution for simultaneous rules that happen before the battle begins.

CP are a valuable resource used to activate additional rules called ploys.

An order token with the lighter side up shows an operative as ready.



✖ FIREFIGHT PHASE

The player who has initiative activates a ready friendly operative. Once that activation ends, their opponent activates one of their ready friendly operatives. The players repeat this process, alternating activations until all of one player's operatives are expended, in which case they can counteract between their opponent's remaining activations. Once all operatives are expended, the Firefight phase ends.

WHEN A FRIENDLY OPERATIVE IS ACTIVATED:

1. DETERMINE ORDER

2. PERFORM ACTIONS



REPEAT UNTIL ALL OPERATIVES EXPENDED

NEXT PLAYER ACTIVATES

3. EXPENDED



* Are all your operatives expended, but not
your opponent's?

COUNTERACT



1. DETERMINE ORDER

- Select the operative's order (Engage or Conceal). It has this order until it's next activated.



Engage: The operative can perform actions as normal and can counteract.



Conceal: The operative cannot perform Shoot and Charge actions, and it cannot counteract. However, it's not a valid target while in cover.

Giving your operatives the right order is key. As you play through a few games, you'll gain a greater understanding of when to use an Engage order and when to use a Conceal order.

2. PERFORM ACTIONS

- The operative performs actions. While an operative is doing so it's known as the active operative.
- Each action costs Action points (AP), and you cannot spend more AP during an operative's activation than its Action point limit (APL, see datacards on pg 48). In addition, an operative cannot perform the same action more than once during its activation – this is known as action restrictions. Some rare rules will change the cost of actions. Regardless of how many AP changes an action is affected by, the minimum is always OAP. This takes precedence over all AP changes.
- You don't need to declare all your operative's actions when it's activated. Instead, your operative can perform an action, and then you can decide the next action after seeing its effects.
- If an action is declared or begun but it's not possible to complete, the action is cancelled. Revert back to the game state before that action. For example, if an operative has moved but cannot complete its move, return the operative to where it was before it moved; it hasn't performed that action and you haven't spent AP on it.

An operative with an APL of 2 could perform the Reposition (1AP) and Shoot (1AP) actions, totalling 2AP, but couldn't perform the Fall Back (2AP) and Shoot (1AP) actions, totalling 3AP.



An order token with the darker side up shows an operative as expended.

3. EXPENDED

- When you've finished with your operative's activation, that operative is expended. While expended, an operative is not ready.

COUNTERACT

When you would activate a ready friendly operative, if all your operatives are expended but your opponent still has ready operatives, you can select an expended friendly operative with an Engage order to perform a 1AP action for free. Each operative can only counteract once per turning point, and cannot move more than 2" while counteracting (this is not a change to its Move stat, and takes precedence over all other rules). Counteracting is optional, so you can choose not to. In either case, activation alternates back to your opponent afterwards.

Counteracting isn't an activation, it's instead of activating. This difference is important; for instance, it means action restrictions won't apply.

ACTIONS

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CORE RULES
▼ ACTIONS

Actions have effects (►) and conditions (◆). ◆ are conditions that must be fulfilled for the operative to perform that action, whilst ► are effects when an operative is performing that action, including any requirements when doing so. There are four different types of actions: universal, unique, mission and free.

Universal actions are the most common actions you will use and can be performed by all operatives unless specified otherwise. The main universal actions can be found on pgs 40-45.

Unique actions are rarer actions in your kill team's rules. Only specified operatives can perform them.

Mission actions are specific to the mission or killzone you are playing. If there are any, they will be in your mission pack, killzone rules or the equipment you've selected.

Free actions can only be performed when another rule specifies, and the following rules apply:

- The conditions of the action must be met.
- It does not cost the operative any additional AP to perform the action.
- The operative would still count as performing the action for all other rules purposes. For example, if it performed the action during its activation, it wouldn't be able to perform it again during that activation.

If an operative performs a free action outside of their activation, it does not prevent them from performing that action during their activation, or vice versa.

Moving in increments allows for greater precision and clarity.

UNIVERSAL ACTIONS

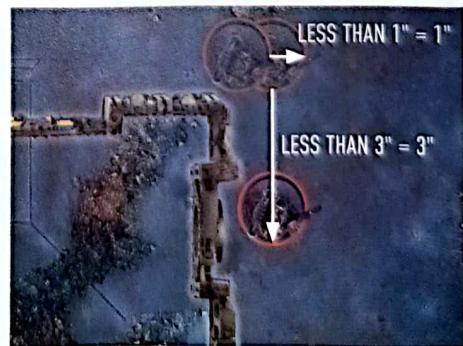
REPOSITION

1AP

- Move the active operative up to its Move stat to a location it can be placed. This must be done in one or more straight-line increments, and increments are always rounded up to the nearest inch.
- It cannot move within control range of an enemy operative, unless one or more other friendly operatives are already within control range of that enemy operative, in which case it can move within control range of that enemy operative but cannot finish the move there.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the Fall Back or Charge action.



These movements are done in straight-line increments, rather than curves around the corner.



The operative has a Move stat of 6". It first moves in a straight-line increment of 2" to clear the corner of a wall. It then moves in a straight-line increment of 4" – the remaining distance it can move without exceeding its Move stat.

The operative first moves in a straight-line increment of 0.5" to clear the corner of a wall, but as increments are rounded up, this is treated as 1". It then moves in a straight-line increment of 2.75", but again, this is rounded up to 3". It has moved 4" in total.

DASH

1AP

- The same as the **Reposition** action, except don't use the active operative's Move stat – it can move up to 3" instead. In addition, it cannot climb during this move, but it can drop and jump.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Charge** action.

*As operatives cannot perform the same action more than once in their activation, **Dash** actions are how operatives move even further.*

FALL BACK

2AP

- The same as the **Reposition** action, except the active operative can move within control range of an enemy operative, but cannot finish the move there.
- ◆ An operative cannot perform this action unless an enemy operative is within its control range. It cannot perform this action during the same activation in which it performed the **Reposition** or **Charge** action.

*If an operative is activated within control range of an enemy operative, the **Fall Back** action is a way to withdraw. It costs 2AP, so most operatives could do no other actions in that activation.*

CHARGE

1AP

- The same as the **Reposition** action, except the active operative can move an additional 2".
- It can move, and must finish the move, within control range of an enemy operative. If it moves within control range of an enemy operative that no other friendly operatives are within control range of, it cannot leave that operative's control range.
- ◆ An operative cannot perform this action while it has a Conceal order, if it's already within control range of an enemy operative, or during the same activation in which it performed the **Reposition**, **Dash** or **Fall Back** action.

*The **Charge** action allows operatives to effectively close down enemies, but as they must have an Engage order to do so, they can be vulnerable to enemy shooting later on.*

PICK UP MARKER

1AP

- Remove a marker the active operative controls that the **Pick Up Marker** action can be performed upon. That operative is now carrying, contesting and controlling that marker.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or while it's already carrying a marker.

*If there are any such markers that the **Pick Up Marker** action can be performed upon, it will be specified elsewhere, e.g. your mission pack.*

PLACE MARKER

1AP

- Place a marker the active operative is carrying within its control range.
- If an operative carrying a marker is incapacitated (see damage on pg 47), it must perform this action before being removed from the killzone, but does so for OAP. This takes precedence over all rules that prevent it from doing so.
- ◆ An operative cannot perform this action during the same activation in which it already performed the **Pick Up Marker** action (unless incapacitated).

As above, if there are any markers the operative is carrying, it will be specified elsewhere.

Unsurprisingly, Kill Team can be a very deadly game, so if you are frequently losing operatives to enemy shooting, consider playing more defensively with operatives in cover on a Conceal order.

In some rare instances you will be the attacker and defender, such as when shooting a friendly operative as a result of the Blast weapon rule. When this happens, you roll attack and defence dice (not your opponent).

Obscuring means it's less efficient to target an enemy operative through large intervening obstructions. However, this is ignored when operatives are at such obstructions – imagine them leaning around corners or through windows.

SHOOT

1AP

- Shoot with the active operative by following the sequence below. The active operative's player is the attacker. The selected enemy operative's player is the defender.
- ◆ An operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative.

1. Select Weapon

The attacker selects one ranged weapon (西红) to use that their operative has and collects their attack dice – a number of D6 equal to the weapon's Atk stat.

2. Select Valid Target

The attacker selects an enemy operative that's a valid target and has no friendly operatives within its control range.



If the intended target has an Engage order, it's a valid target if it's visible to the active operative.



If the intended target has a Conceal order, it's a valid target if it's visible to the active operative and not in cover.

An operative is visible if the active operative can see it. An operative is in cover if there's intervening terrain within its control range. However, it cannot be in cover while within 2" of the active operative.

3. Roll Attack Dice

The attacker rolls their attack dice. Each result that equals or beats the weapon's Hit stat is a success and is retained. Each result that doesn't is a fail and is discarded. Each result of 6 is always a critical success. Each other success is a normal success. Each result of 1 is always a fail.

If the target operative is obscured:

- The attacker must discard one success of their choice instead of retaining it.
- All the attacker's critical successes are retained as normal successes and cannot be changed to critical successes (this takes precedence over all other rules).

An operative is obscured if there's intervening Heavy terrain. However, it cannot be obscured by intervening Heavy terrain that's within 1" of either operative.

4. Roll Defence Dice

The defender collects three defence dice. If the target operative is in cover, they can retain one normal success without rolling it – this is known as a cover save. They roll the remainder.

Each result that equals or beats the target's Save stat is a success and is retained. Each result that doesn't is a fail and is discarded. Each result of 6 is always a critical success. Each other success is a normal success. Each result of 1 is always a fail.

Remember, cover in this step usually applies to operatives with an Engage order, as a Conceal order would have prevented it from being a valid target in the first place.

5. Resolve Defence Dice

The defender allocates all their successful defence dice to block successful attack dice.

- A normal success can block a normal success.
- Two normal successes can block a critical success.
- A critical success can block a normal success or a critical success.

6. Resolve Attack Dice

All successful unblocked attack dice inflict damage on the target operative.

- A normal success inflicts damage equal to the weapon's Normal Dmg stat.
- A critical success inflicts damage equal to the weapon's Critical Dmg stat.

Any operatives that were incapacitated (see damage on pg 47) are removed after the active operative has finished the action.

Some weapons shoot multiple times in one action, such as those with the Blast and Torrent weapon rules (pg 111). Therefore, operatives aren't removed until the whole action has been resolved.



Unlike shooting, fighting is a brutal back and forth duel. Be mindful of who you select to fight against, as they retaliate.

The difference between when an operative is fighting and when it's retaliating is important. The operative fighting is the active operative, whilst the operative retaliating is the selected enemy operative.

If a rule says an operative cannot retaliate, then they can still be fought against, but attack dice cannot be collected or resolved for them.

1AP

FIGHT

- Fight with the active operative by following the sequence below. The active operative's player is the attacker. The selected enemy operative's player is the defender.
- ◆ An operative cannot perform this action unless an enemy operative is within its control range.

1. Select Enemy Operative

The attacker selects an enemy operative within the active operative's control range to fight against. That enemy operative will retaliate in this action.

2. Select Weapons

Both players select one melee weapon (—) to use that their operative has and collect their attack dice – a number of D6 equal to the weapon's Atk stat.



3. Roll Attack Dice

Both players roll their attack dice simultaneously. Each result that equals or beats their selected weapon's Hit stat is a success and is retained. Each result that doesn't is a fail and is discarded. Each result of 6 is always a critical success. Each other success is a normal success. Each result of 1 is always a fail.

While a friendly operative is assisted by other friendly operatives, improve the Hit stat of its melee weapons by 1 for each doing so. For a friendly operative to assist them, it must be within control range of the enemy operative in that fight and not within control range of another enemy operative.

4. Resolve Attack Dice

Starting with the attacker, the players alternate resolving one of their successful unblocked attack dice. The players repeat this process until one player has resolved all their dice (in which case their opponent resolves all their remaining dice), or one operative in that fight is incapacitated (see damage on pg 47). When a player resolves a dice, they must strike or block with it.

If they strike, inflict damage on the enemy operative, then discard that dice.

- A normal success inflicts damage equal to the weapon's Normal Dmg stat.
- A critical success inflicts damage equal to the weapon's Critical Dmg stat.

If they block, they can allocate that dice to block one of their opponent's unresolved successes.

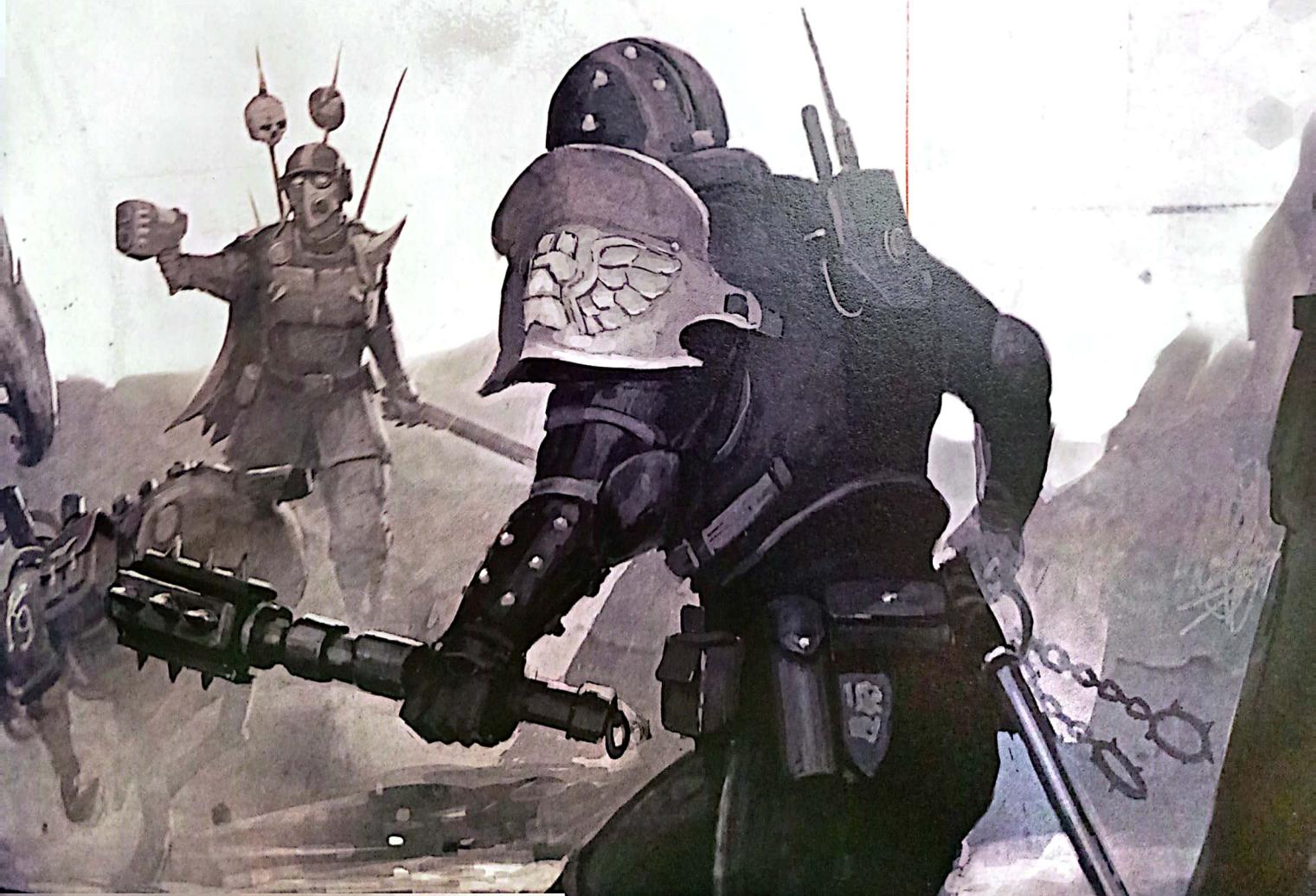
- A normal success can block a normal success.
- A critical success can block a normal success or a critical success.

Having multiple friendly operatives within control range of an enemy operative doesn't allow them all to fight simultaneously, but having assists makes successful attack dice more likely.

Striking inflicts damage straight away, so it can be an effective way of damaging enemies.

Blocking doesn't stop a strike as it's happening, it stops a success that's yet to be resolved.

You can still block even if your opponent has no unresolved successes remaining. This is useful if you don't want to incapacitate the enemy operative yet.



KEY PRINCIPLES

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KEY PRINCIPLES

As you play through your first few games, you'll gain better context for applying key principles, and can simply refer back to them when needed.

Imagine control range as an area of interaction the operative has with things close to it.

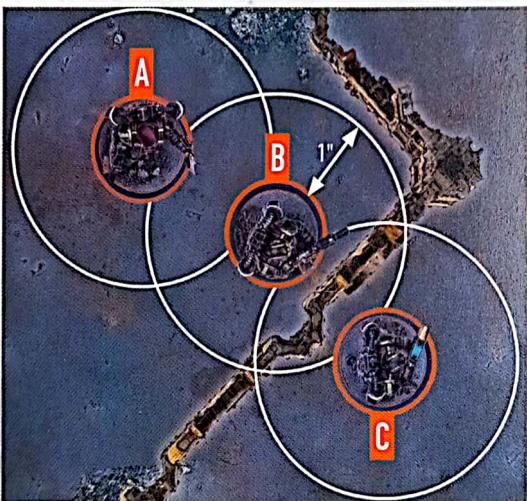
BASES

All operatives are on bases. The base is an important part of the miniature for rules purposes, in particular measuring distances. Each operative's base size is specified on its datacard. The sides of different bases can touch, but a base cannot be placed on another. Friendly operatives can move through other friendly operatives (the base and the miniature), but not through enemy operatives. Bases cannot move through terrain, or be over the edge of the killzone.

CONTROL RANGE

Many rules relate to control range such as moving, fighting and using cover. Something is within an operative's control range if it's visible to and within 1" of that operative.

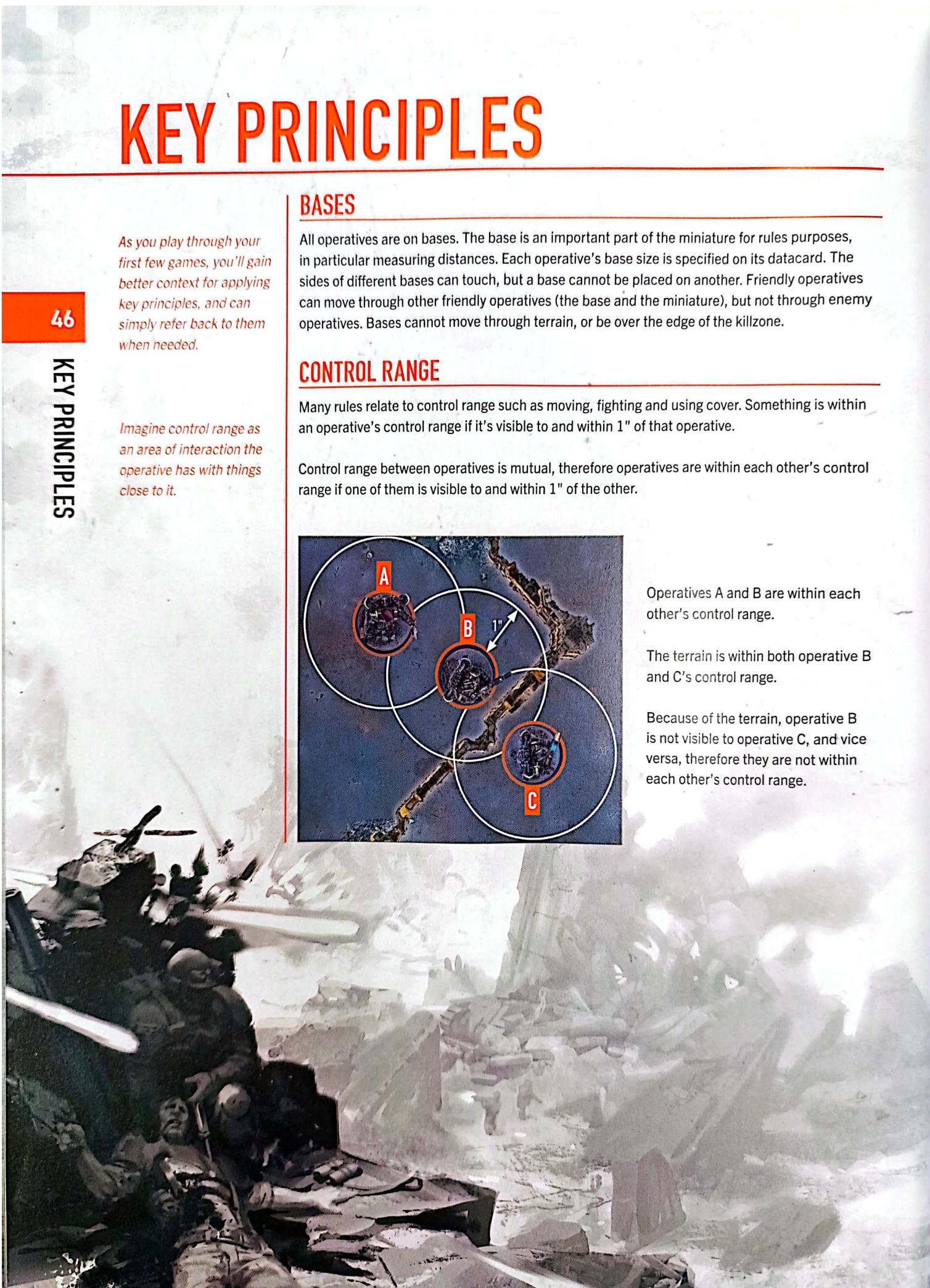
Control range between operatives is mutual, therefore operatives are within each other's control range if one of them is visible to and within 1" of the other.



Operatives A and B are within each other's control range.

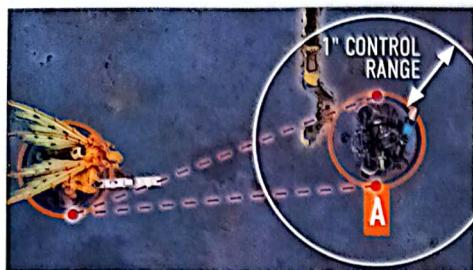
The terrain is within both operative B and C's control range.

Because of the terrain, operative B is not visible to operative C, and vice versa, therefore they are not within each other's control range.



COVER

Cover is determined from one operative to another, usually when one of them is shooting. An operative is in cover if there's intervening terrain within its control range. However, it cannot be in cover while within 2" of the other operative. Intervening is explained on pg 51.



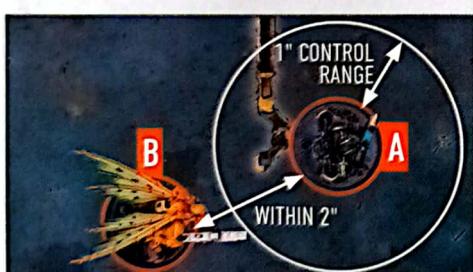
There's intervening terrain within operative A's control range, therefore it's in cover.



There's intervening terrain, but it's not within operative A's control range, therefore it's not in cover.



There's terrain within operative A's control range, but the terrain is not intervening, therefore it's not in cover.



There's intervening terrain within operative A's control range, but operative B is within 2" of operative A, therefore it's not in cover.

DAMAGE

When damage is inflicted on an operative, reduce their wounds by that amount. An operative's starting number of wounds is determined by its Wounds stat (see datacards on pg 48). If an operative's wounds are reduced to 0 or less, it's incapacitated, then removed from the killzone.

While an operative has fewer than its starting wounds remaining, it's wounded. While it has fewer than half its starting wounds remaining, it's also injured. Subtract 2" from the Move stat of injured operatives and worsen the Hit stat of their weapons by 1.

An operative in cover with a Conceal order is not a valid target. An operative in cover with an Engage order is a valid target, but has a cover save (see Shoot action on pg 42).

Keep track of each operative's remaining wounds with dice, tokens or by writing it down.

'Incapacitated' and 'removed from the killzone' are separate. Some rules take effect when an operative is incapacitated, but before it's removed.

DATACARDS

Datacards contain specific rules for each operative, including key stats.

1	AQUILON TEMPESTOR		APL	MOVE	SAVE	WOUNDS	2
3	NAME	ATK	HIT	DMG	WR	4	
---	Hot-shot lascarbine	4	3+	3/4	-		
---	Hot-shot lapistol	4	3+	3/4	Range 8"		
---	Relic bolt pistol	4	3+	3/5	Range 8", Lethal 5+		
---	Chainsword	4	3+	4/5	-		
---	Fists	3	3+	2/3	-		
5	Power weapon	4	3+	4/6	Lethal 5+		

Tempestus Veteran: Once per battle, you can either use a firefight ploy for OCP if this is the specified **TEMPESTUS AQUILON** operative, or the Command Re-roll firefight ploy for OCP if this is the operative the attack or defence dice was rolled for.

COMMAND**TAP**

► **SUPPORT.** Select one other friendly **TEMPESTUS AQUILON** operative (excluding **SERVO-SENTRY**) visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

6	TEMPESTUS AQUILON , IMPERIUM, LEADER, TEMPESTOR		APL	MOVE	SAVE	WOUNDS	2
1	AQUILON TEMPESTOR		APL	MOVE	SAVE	WOUNDS	2
3	NAME	A	HIT	D	WR	4	
---	Hot-shot lascarbine	4	3+	3/4	-		
---	Hot-shot lapistol	4	3+	3/4	Range 8"		
---	Relic bolt pistol	4	3+	3/5	Range 8", Lethal 5+		
---	Chainsword	4	3+	4/5	-		
---	Fists	3	3+	2/3	-		
---	Power weapon	4	3+	4/6	Lethal 5+		
5	Tempestus Veteran: Once per battle, you can either use a firefight ploy for OCP if this is the specified TEMPESTUS AQUILON operative, or the Command Re-roll firefight ploy for OCP if this is the operative the attack or defence dice was rolled for.						
6	TEMPESTUS AQUILON , IMPERIUM, LEADER, TEMPESTOR		APL	MOVE	SAVE	WOUNDS	2



1 Type of operative.

2 Operative stats:

- **APL (Action point limit):** The total cost of actions an operative can perform during its activation, and a stat used to determine control of markers. Some rare rules change an operative's APL. Regardless of how many APL stat changes an operative is affected by, the total can never be more than -1 or +1 from its normal APL. This takes precedence over all stat changes.
- **Move:** The operative's move distance, used when performing the **Reposition**, **Fall Back** and **Charge** actions. An operative's Move stat can never be changed to less than 4". This takes precedence over all stat changes.
- **Save:** The result required for successful defence dice whenever another operative is shooting the operative.
- **Wounds:** The operative's starting number of wounds, which is reduced as damage is inflicted upon it.

3 Weapon stats:

- The kill team selection pages in your kill team's rules specify what weapons an operative has. If it doesn't specify, an operative has all the weapons on its datacard.
- **— or — :** Weapon type – **—** are ranged weapons for whenever an operative is shooting, **—** are melee weapons for whenever an operative is fighting or retaliating.
- **Atk:** The number of attack dice to roll whenever an operative uses this weapon.
- **Hit:** The result required for successful attack dice whenever an operative uses this weapon.
- **Dmg:** The damage each attack dice inflicts with this weapon. The first value is its Normal Dmg stat (damage from a normal success), the second value is its Critical Dmg stat (damage from a critical success).
- Sometimes different weapons will have the same primary name but different secondary names, represented in brackets, e.g. 'plasma gun (standard)' and 'plasma gun (supercharge)'. These are effectively separate profiles of the same weapon, but used as different weapons. If a rule refers to just the primary name, it includes all weapons with that primary name.

If an operative has an APL of 2, and two rules say to add 1 to the operative's APL, it would have an APL of 3.

If an operative's stats are changed during an action, apply the change once the action has been completed.

Note that a higher numbered Hit and Save stat is worse because your chance of rolling a success decreases. This is important if a rule requires you to improve or worsen such a stat. For example, a 4+ Hit stat worsened by 1 is 5+.

4 Weapon rules:

- Additional rules that apply whenever the operative uses this weapon, explained on pg 111.

5 Additional rules:

- Additional rules the operative has.
- Unique actions that can be performed by the operative. Actions are explained on pg 40.

6 Keywords:

- Used to identify the operative for rules – some rules will only affect operatives with the relevant keywords.
- Shown in **KEYWORD BOLD** font.
- Keywords in orange with a skull symbol, e.g. **TEMPESTUS AQUILON**, are faction keywords – used to identify all operatives from that kill team.

7 Base size in mm.

For example, if a 4+ is required, a dice result of 4, 5 or 6 fulfills this, and if a 1-4 is required, a dice result of 1, 2, 3 or 4 fulfills this.

DICE (D6, D3)

Use 6-sided dice to determine the outcome of various rules. This will often require $x+$, where x is the lowest possible result, e.g. 3+. Sometimes a result within a range will be required, e.g. 1-3. Some rare rules require you to roll a D3. To do so, roll one D6 and halve the result (rounding up). Some require $xD6$ or $xD3$ (e.g. 2D6 or 3D3). Roll x number of dice and add the results together. Some require $D6+x$ or $D3+x$ (e.g. D6+2 or D3+3). Roll that dice and add x to the result.

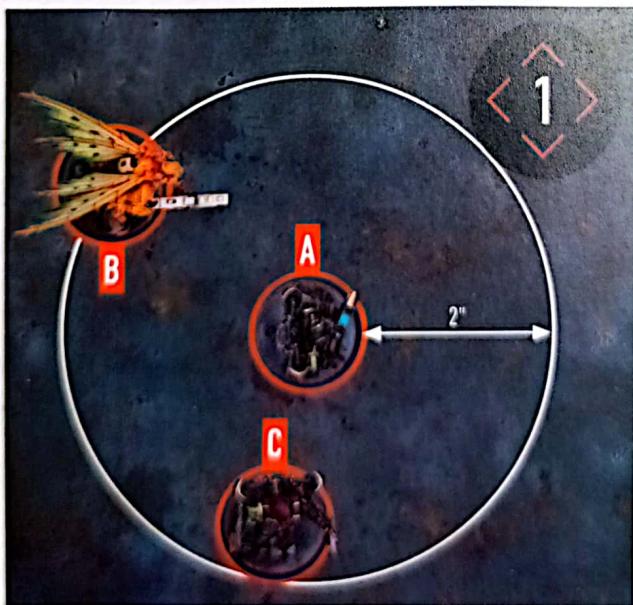
Some rules allow you to re-roll a dice roll. You can never re-roll a dice roll more than once, and you cannot select the original result, even if the new result is worse. If it's an attack or defence dice, you re-roll before it's retained or discarded. If you can re-roll multiple different dice, you can do this in any order, including seeing the result of one re-roll before deciding on the next. If multiple players can re-roll dice at the same time (e.g. during a **Fight** action), they alternate either re-rolling a dice or passing until they both pass in succession, starting with the player with initiative (this takes precedence over initiative and rules that would happen at the same time, pg 37).

DISTANCES

Various rules have a distance requirement in inches. When measuring to and from something, do so from the closest part of it. For an operative, do so from its base, ignoring all parts of its miniature. When measuring to and from an area of the killzone, measure the horizontal distance only (in other words, look from above to ignore the vertical distance).

Operatives within a certain distance of an operative that's carrying a marker are also within the same distance of that marker.

If a rule requires something to be 'within' a distance, the requirement is fulfilled if *any* part of it is that distance or less. If a rule requires something to be 'wholly within' a distance, the requirement is fulfilled if *every* part of it is that distance or less. An operative is always within and wholly within distance requirements of itself and a marker it's carrying. If an operative is carrying a marker, that marker is the same distance as that operative.



Operative B is within 2" of operative A. The objective marker is within 2" of operative A. Operative C is wholly within 2" of operative A.

EQUIPMENT

Equipment are additional rules you can select before the battle, as specified in your game sequence (e.g. pg 110). Universal equipment can be selected for any kill team whereas faction equipment is specific. Each player cannot select each equipment option more than once per game.

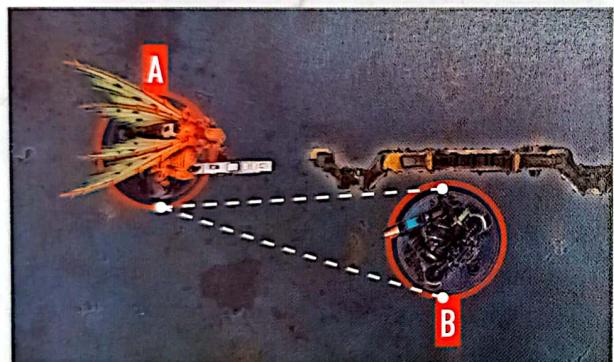
INTERVENING

Rules such as cover and obscured require you to determine if something is intervening, e.g. terrain. Most of the time this is easily determined – if it's between the operative and the intended target, it's intervening. Sometimes this will be unclear, so we use targeting lines.

To use targeting lines, the operative's player draws imaginary straight lines 1mm in diameter from any point of its base to every facing part of the intended target's base. Anything at least one of these lines cross is intervening. Anything all of these lines cross is wholly intervening.



Targeting lines cross terrain, therefore it's intervening.



Due to where operative A's player has decided to draw the targeting lines from, the terrain is not intervening.

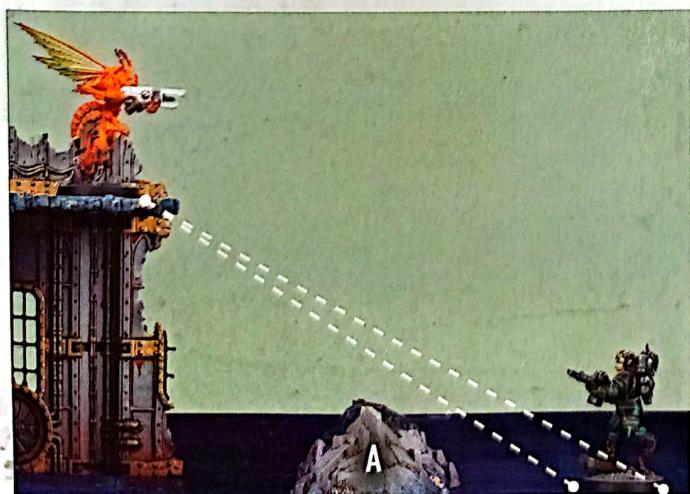
The operative's player decides from which point of the base targeting lines are drawn from. This can allow the operative to get a more favourable targeting angle – imagine the operative leaning right or left as appropriate.

Intervening is usually determined from one operative to another, but some rare rules will require you to determine it from other things such as markers. In such instances, treat all parts of that thing as the 'base' when determining this.

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KEY PRINCIPLES

Most commonly, targeting lines can be drawn in a two-dimensional (top down) manner for ease. However, if there's a difference in height between the operatives (e.g. one of them is on Vantage terrain), targeting lines should be drawn in a three-dimensional manner.



None of these targeting lines cross terrain feature A, therefore it's not intervening.



Objective markers are the most common marker, representing vital locations in the killzone. Controlling them is often required to achieve victory.



It's fine to use a miniature to represent a marker, but have a normal marker available if it creates rules issues (e.g. it's too big).

KEYWORDS

Keywords are an identification method for certain rules. You will most commonly use keywords with operatives (see datacards on pg 48) – some rules will only affect operatives with the relevant keywords.

Some rare rules also have keywords, e.g. **SUPPORT** or **STRATEGIC GAMBIT**. These keywords mean nothing on their own, but other rules interact with them. Keywords are shown in **KEYWORD BOLD** font. Those in orange with a skull symbol, e.g. **TEMPESTUS AQUILONIS**, are faction keywords used to identify all operatives/rules from that kill team.

KILLZONE FLOOR

The killzone floor is the lowest level of the killzone (i.e. the game board). Anything that's on a marker that's on the killzone floor is also on the killzone floor.

MARKERS

Markers are placed in precise locations (this must be a location in which they can be placed) and impact the game and operatives around them. They can be placed underneath operatives (temporarily remove operatives to do so), and operatives can be placed upon them. Objective markers are 40mm in diameter. All other markers are 20mm in diameter. Some markers are known as mission markers. This means nothing on its own, but other rules interact with it.

Operatives contest markers within their control range. Friendly operatives control a marker if the total APL of those contesting it is greater than that of enemy operatives, but control cannot change during an action. While an operative is carrying a marker (see **Pick Up Marker** action on pg 41) it contests and controls that marker, and is the only operative that can.



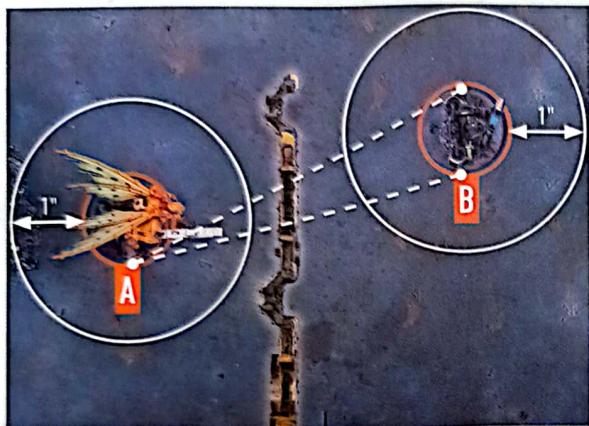
In the above example, only three operatives contest the objective marker, as it isn't within control range of the orange operative on the left (the terrain feature prevents it from being visible). The total APL of the orange operatives contesting the objective marker is therefore 2. The total APL of the white operatives contesting it is 4, so they control it.

OBSCURED

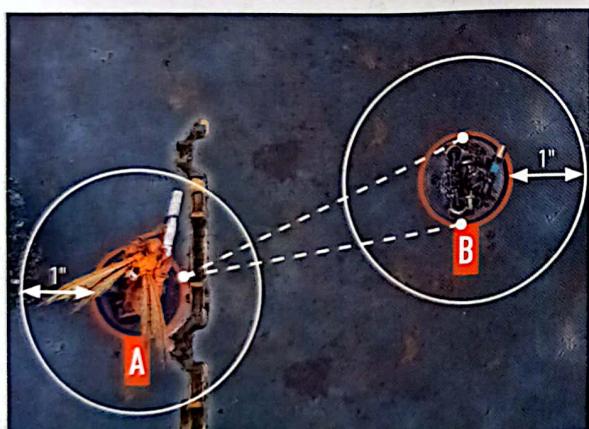
Obscured is determined from one operative to another, usually when one of them is shooting. An operative is obscured if there's intervening Heavy terrain. However, it cannot be obscured by intervening Heavy terrain that's within 1" of either operative. Intervening is explained on pg 51.

When an operative is shooting, if the target operative is obscured:

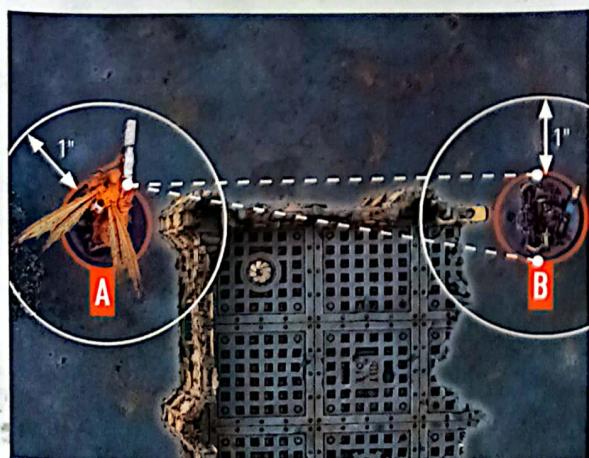
- The attacker must discard one success of their choice instead of retaining it.
- All the attacker's critical successes are retained as normal successes and cannot be changed to critical successes (this takes precedence over all other rules).



Operative B is visible to operative A through a window. However there's intervening Heavy terrain more than 1" from both operatives, therefore operative B is obscured.



There's intervening Heavy terrain, but it's within 1" of operative A, therefore operative B is not obscured.



There's intervening Heavy terrain. Whilst parts of it are within 1" of the operatives, part of it isn't, therefore operative B is obscured.

Obscured is when an operative is a valid target, but intervening obstacles (usually terrain) make it a less efficient target. Imagine the operative having to target the enemy through a ruin or distant window.

OPERATIVES

Operatives are the Citadel miniatures used in the game. Your operatives are friendly operatives, and your opponent's operatives are enemy operatives.

ORDERS



Engage: The operative can perform actions as normal and can counteract.

Conceal: The operative cannot perform Shoot and Charge actions, and it cannot counteract. However, it's not a valid target while it's in cover.

Operatives are given a Conceal order when they are set up before the battle. You can change an operative's order whenever it's activated.

Order tokens have two sides. The lighter side shows an operative is ready (it can be activated in the Firefight phase) and the darker side shows an operative is expended (it has been activated in the Firefight phase).

PLOYS

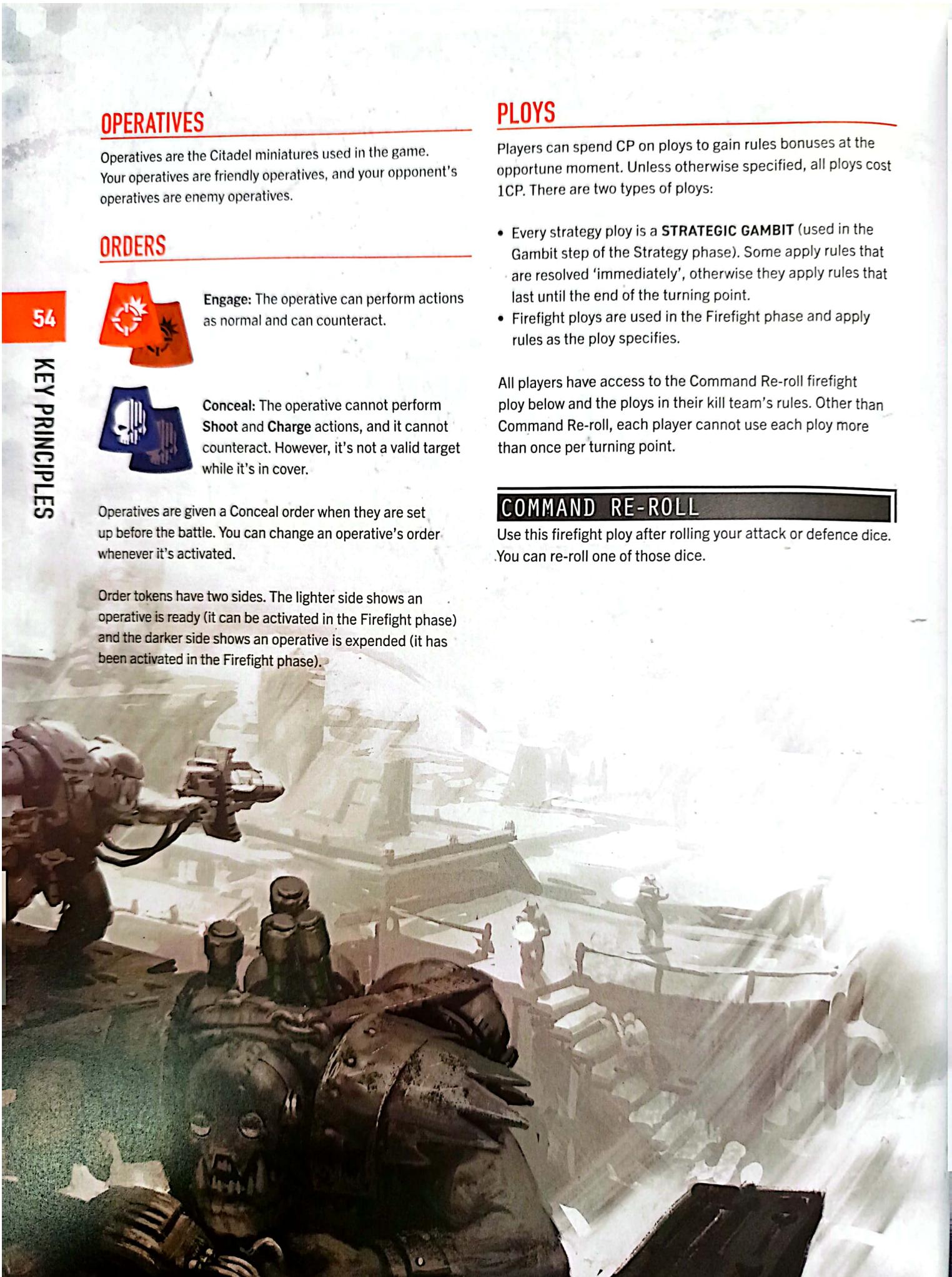
Players can spend CP on ploys to gain rules bonuses at the opportune moment. Unless otherwise specified, all ploys cost 1CP. There are two types of ploys:

- Every strategy ploy is a **STRATEGIC GAMBIT** (used in the Gambit step of the Strategy phase). Some apply rules that are resolved 'immediately', otherwise they apply rules that last until the end of the turning point.
- Firefight ploys are used in the Firefight phase and apply rules as the ploy specifies.

All players have access to the Command Re-roll firefight ploy below and the ploys in their kill team's rules. Other than Command Re-roll, each player cannot use each ploy more than once per turning point.

COMMAND RE-ROLL

Use this firefight ploy after rolling your attack or defence dice. You can re-roll one of those dice.



PRECEDENCE

Some rare rules will conflict with each other, so it must be established which takes precedence. In order of priority, a rule takes precedence if:

- ① It specifically says so.
- ② The online designer's commentary says so.
- ③ It's not found in the core book (i.e. other rules take precedence over core book rules).
- ④ It says 'cannot'.
- ⑤ The player with initiative decides.

If a rule on a datacard says 'this operative can perform two Shoot actions during its activation', this takes precedence over the core rules for action restrictions (pg 39), as per precedence priority 3.

ROLL-OFF

If a rule requires a roll-off, both players roll one D6 and whoever has the highest wins the roll-off. If there's a tie, roll-off again.

TOKENS

Tokens are used to help you keep track of rules effects. They are often placed next to the relevant operative, but can be moved to make space for other operatives and markers as necessary. They are removed when the tracked rules effect ends.

VALID TARGET

Some rules require you to select a valid target for an operative. This is most common when an operative is shooting, but some rare rules require it too.



If the intended target has an Engage order, it's a valid target if it's visible to the operative.



If the intended target has a Conceal order, it's a valid target if it's visible to the operative and not in cover.



Order tokens are the most common token, showing an operative's order and if it's ready or expended.

A Conceal order simulates an operative making the most of available cover, so even if it's fully visible, we imagine it ducking down behind intervening terrain within its control range to avoid being a valid target.

VISIBLE

For something to be visible, the operative must be able to see it. To check visibility, look from behind the operative and determine if you can draw an unobstructed straight line 1mm in diameter from its head to any part of what it's trying to see. Ignore operatives' bases when determining this. An operative is always visible to itself. The enemy operative is visible in both images below, even when partially behind the nearby ruin.



KILLZONES

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KILLZONES ➤ TERRAIN AND MOVEMENT

If you are new to Kill Team, select one killzone to start with. Then, as you become more experienced, you'll soon relish the diverse gameplay that different killzones provide.

Operatives must finish a move in a location they can be placed – they cannot finish midway through a climb, drop or jump. If this isn't possible, they cannot begin the move.

Jumping means operatives can move across gaps in terrain up to 4" wide, and can jump up to 4" over things lower than them.

Remember that increments are rounded up, so if the operative moves 3.5", this is treated as 4".

Killzones provide an immersive experience and a tactically engaging battlefield for your operatives. There are specific killzones available (e.g. pgs 62-75) – simply use the game board and terrain features a killzone includes. You can also create your own killzone from the game boards and terrain features in your collection. Unless otherwise specified, a killzone game board is 30" x 22".

TERRAIN AND MOVEMENT

Operatives cannot move through terrain – they must move around, climb over or drop/jump off it.

Climbing

An operative must be within 1" horizontally and 3" vertically of terrain that's visible to them to climb it. Each climb is treated as a minimum of 2" vertically (e.g. a 1" distance is treated as 2").

Dropping

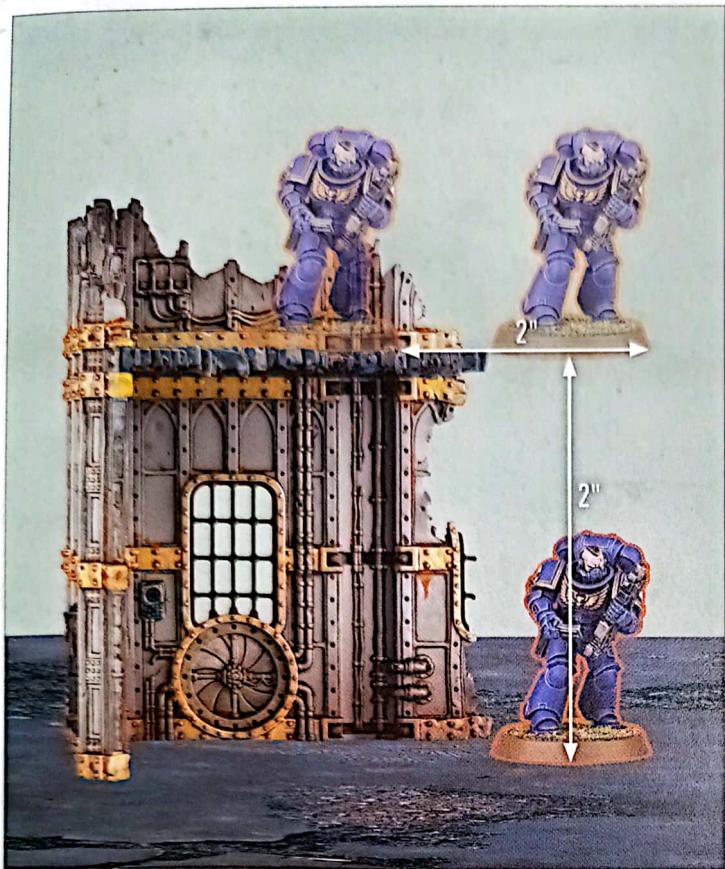
Operatives drop down when they move off terrain or after they've jumped. Ignore 2" of vertical distance that they drop during each action. This means a vertical drop of 2" or less is ignored. If they drop multiple times during an action, only 2" total is ignored, not 2" from each drop.

Jumping

Operatives can jump from terrain when they move off it. You can move them up to 4" horizontally from the edge when they jump, done like any other move except in one straight-line increment. The operative must then drop or climb from there. When jumping to a terrain feature, you can ignore its height difference of 1" or less, including its rampart (if any). However, when jumping from a terrain feature, if it has a rampart, you must climb it first.



The operative moves up 4" until it's above the highest point it must climb over. It moves across 2" until its base is fully past the rampart, then drops down for 0" (as the drop is less than 2").



The operative moves across 2" until it's fully off the ledge, then drops down for 2" (a 4" distance, but the first 2" is ignored). The operative could also jump off the terrain, moving 4" from one edge before it drops down.



The operative moves up for 2" (a 1" distance, but treated as the minimum 2") until it's above the highest point it must climb over. It moves across 3" until its base is fully past the terrain feature, then drops down for 0" (as the drop is less than 2").

Always view terrain features in parts, rather than as one large terrain feature where everything is the same. For example, if a rule says ignore Light terrain, only ignore the parts of a terrain feature that are the Light type, not the whole terrain feature.

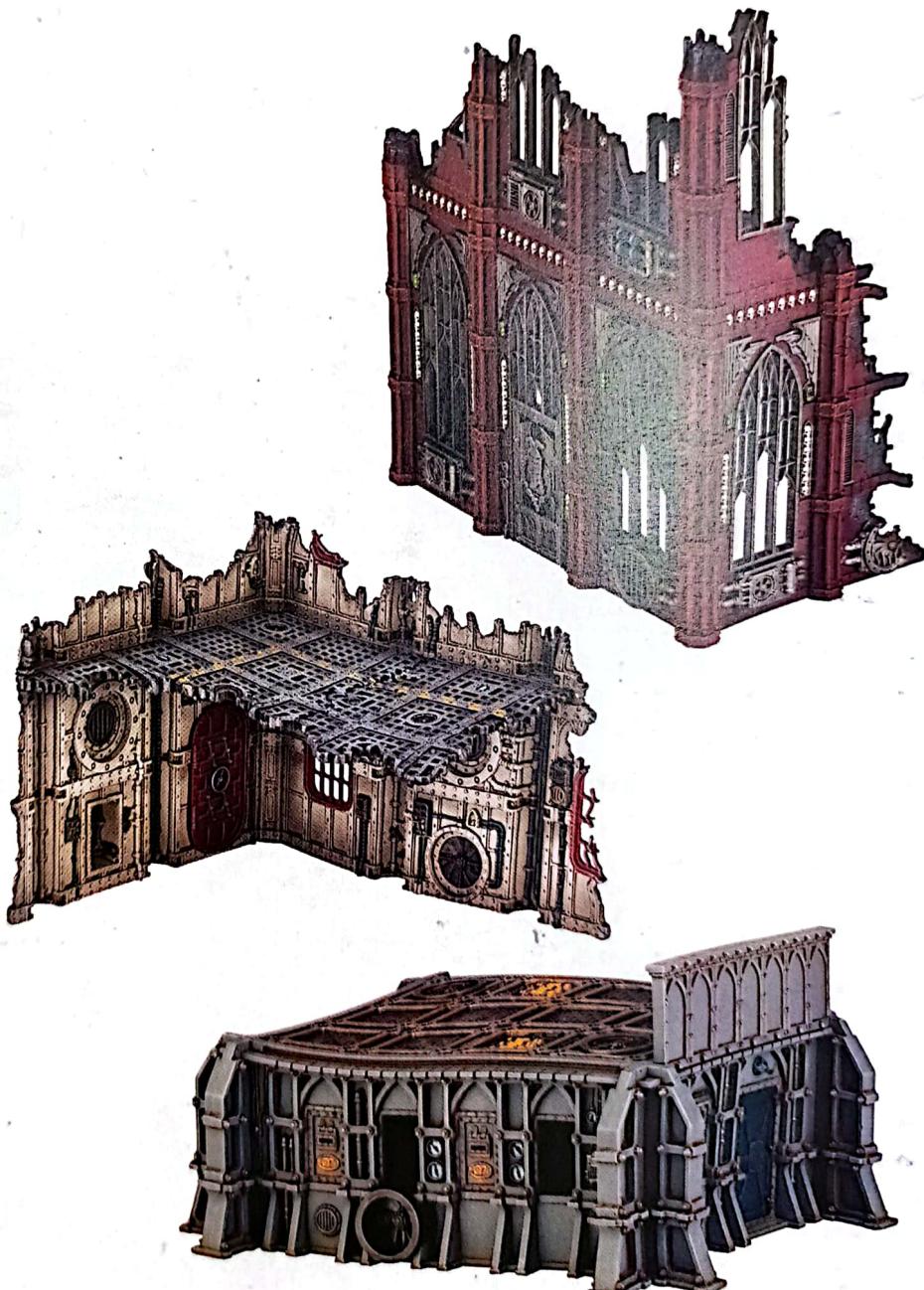
It's good to have a mixture of Light and Heavy terrain in your killzone, as some other rules interact with each type differently.

TERRAIN TYPES

A terrain feature is composed of different parts, each of which is a type of terrain (one part can be more than one type). If you are using a terrain feature from a specific killzone, the type of each part of that terrain feature will be specified. If you are using a terrain feature from a killzone of your own creation, you must specify the type of each part of that terrain feature before the battle. The most common types of terrain are below, but some killzones have their own types.

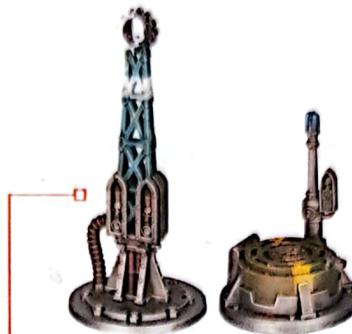
HEAVY

Larger terrain is Heavy. It can obscure operatives.



LIGHT

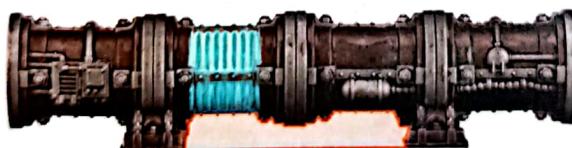
Smaller terrain is Light. It doesn't have any additional rules, but other rules interact with it differently (e.g. Vantage terrain on pg 60).



If you wish, objective markers can also have Light terrain using these miniatures. The 40mm base is still the marker, but the terrain attached to it is Light.

BLOCKING

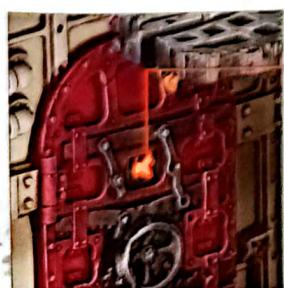
Blocking terrain is usually attributed to gaps between or underneath a terrain feature. Visibility cannot be drawn through such gaps, and for the purposes of cover and obscured, the gaps are intervening like the terrain around it.



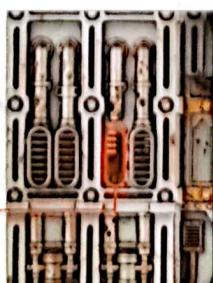
The gap under this pipe is
Blocking terrain.

Technically, blocking terrain isn't actually physical terrain, but rather the gaps operatives shouldn't be able to see through.

Blocking terrain is rare, but it exists for the necessary instances.



This door's viewpoint is
Blocking terrain.



This broken vent is
Blocking terrain.

As Vantage terrain is also Light, an operative on Vantage terrain will often be in cover from operatives lower than them – imagine them crouching down to gain a cover save or avoid being a valid target.

An operative on Vantage terrain can target an operative with a Conceal order that's 2" lower than them and only in cover from Light terrain.

If an operative is obstructed from moving across Vantage terrain by enemy operatives or other terrain features, it can move around these obstructions (without dropping off) so long as part of its base is always on the Vantage terrain.

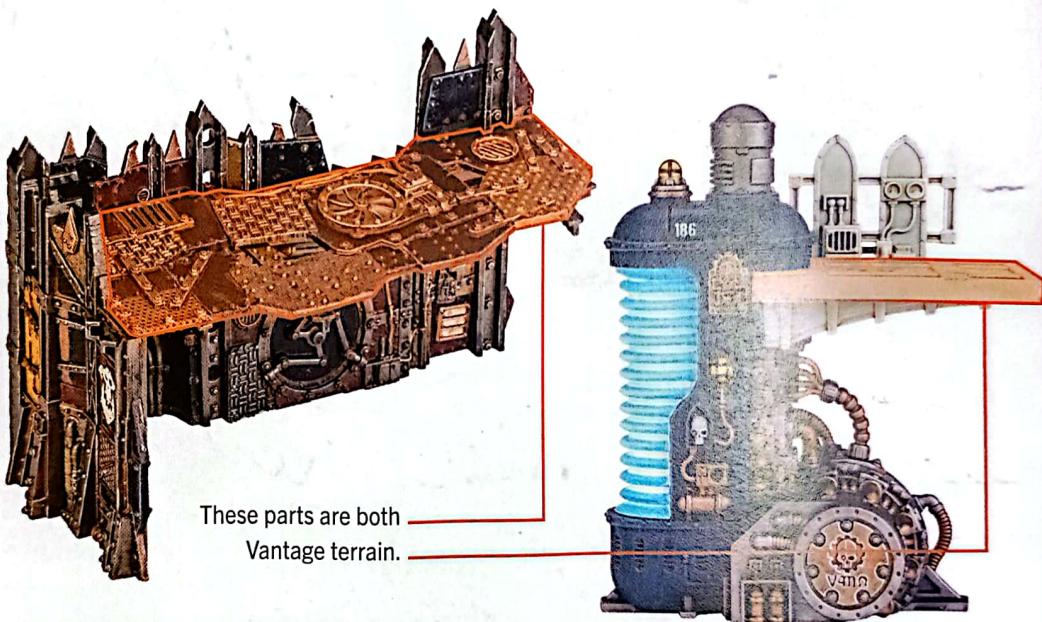
VANTAGE

Vantage terrain is the upper levels of the killzone – areas operatives can be placed upon above the game board. If terrain is not Vantage terrain, then operatives can move over it, but they cannot finish a move or be set up on it. Vantage terrain is also Light terrain. Vantage terrain has the following main features.

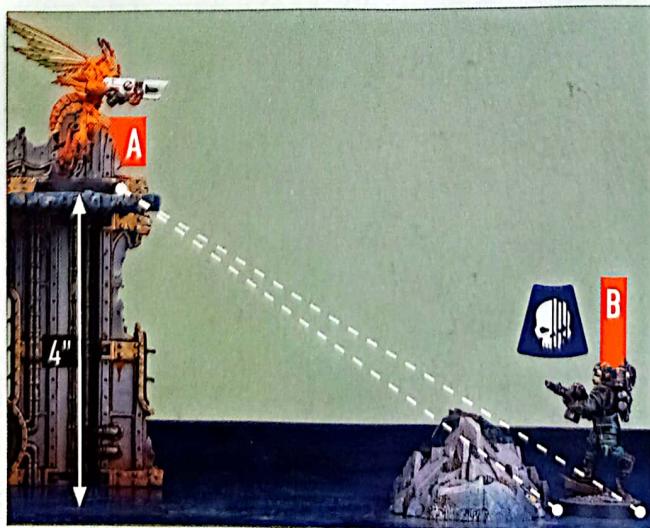
Firstly, whenever an operative on Vantage terrain is shooting an operative that has an Engage order, its ranged weapon has the Accurate 1 weapon rule (pg 111) if the target operative is at least 2" lower than it, or Accurate 2 if the target operative is at least 4" lower than it.

Secondly, whenever you are selecting a valid target for an operative on Vantage terrain, operatives at least 2" lower than that operative with a Conceal order cannot use Light terrain for cover. Whilst this can allow such operatives to be targeted (assuming they're visible), it doesn't remove their cover save, and the defender can retain it as a critical success instead, or retain one additional cover save.

Thirdly, for the purposes of obscured, ignore Heavy terrain connected to Vantage terrain the active operative or the intended target is on.



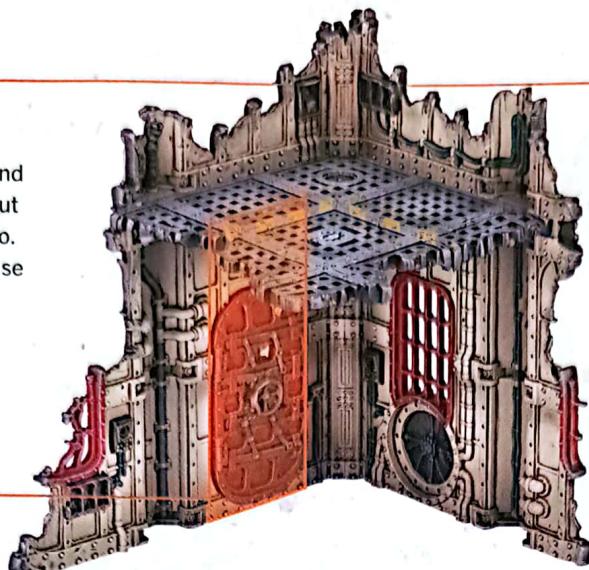
These parts are both
Vantage terrain.



Operative B has a Conceal order and is in cover from Light terrain, so it wouldn't normally be a valid target for operative A. However, as operative A is on Vantage terrain and at least 2" higher than it, operative B is a valid target, but it gets an improved cover save.

ACCESSIBLE

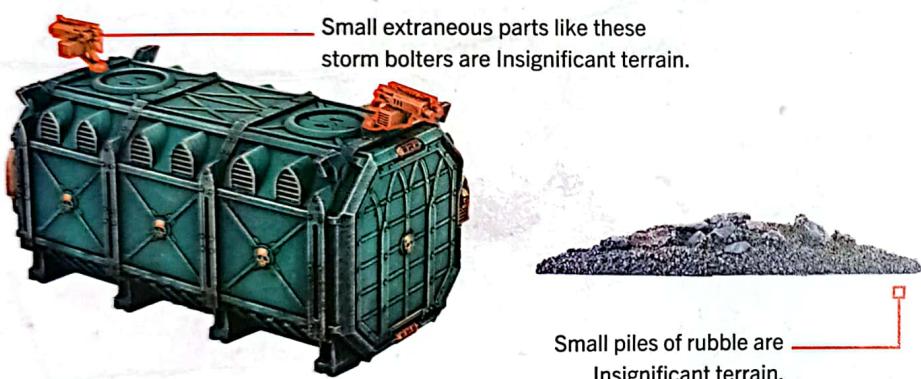
Operatives can move through Accessible terrain (this takes precedence over Bases on pg 46, and Terrain and Movement on pg 56), but it counts as an additional 1" to do so. Only the centre of an operative's base needs to move through Accessible terrain, so base sizes are irrelevant.



This door is Accessible terrain.

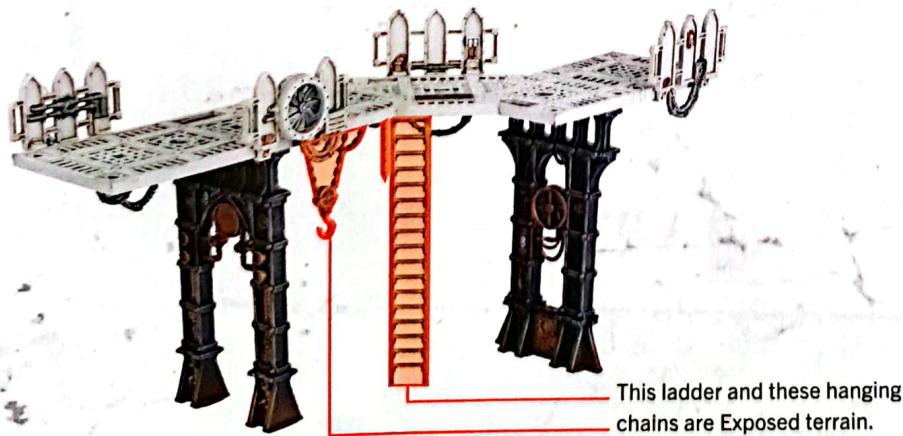
INSIGNIFICANT

Insignificant terrain is usually very small. For the purposes of climbing and dropping, ignore it.



EXPOSED

Exposed terrain is usually very small, or terrain with large gaps that operatives shouldn't be able to take cover behind. For the purposes of cover and obscured, it's never intervening.



An operative can move over and across Insignificant terrain without going up and down.

It's particularly important to identify Insignificant and Exposed terrain before the battle, to prevent misunderstandings later on.



KILLZONE: VOLKUS

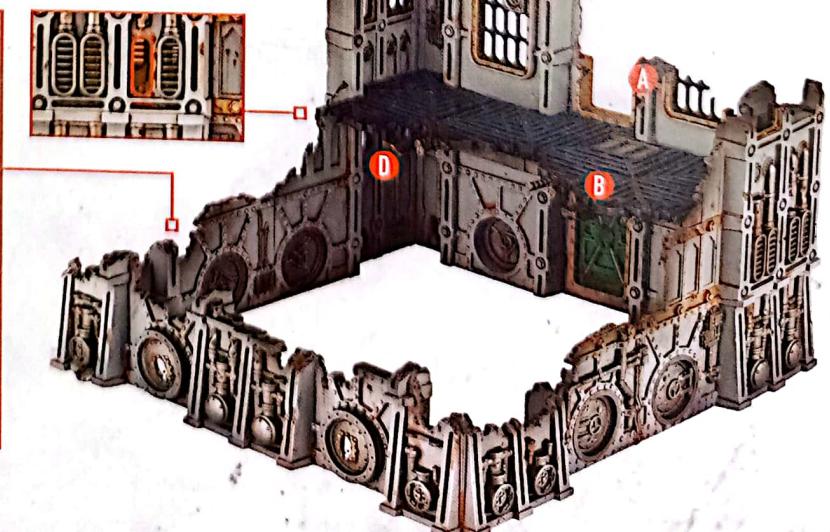
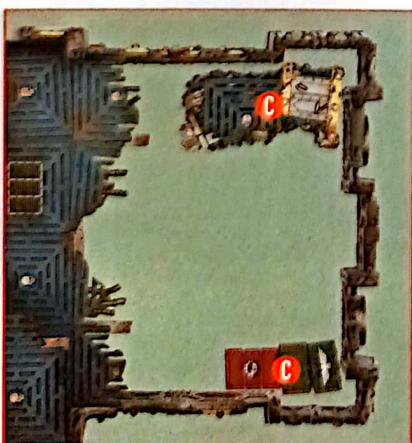
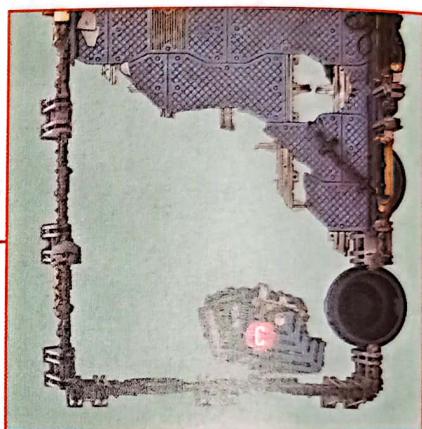
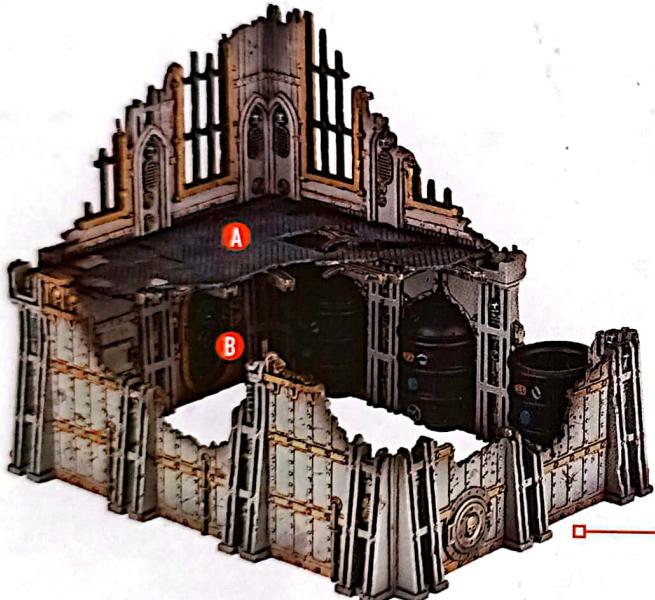
Killzone: Volkus has 2x strongholds, 2x large ruins, 2x small ruins, 2x heavy rubble and 3x light rubble.

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KILLZONE: VOLKUS ➔ TERRAIN RULES

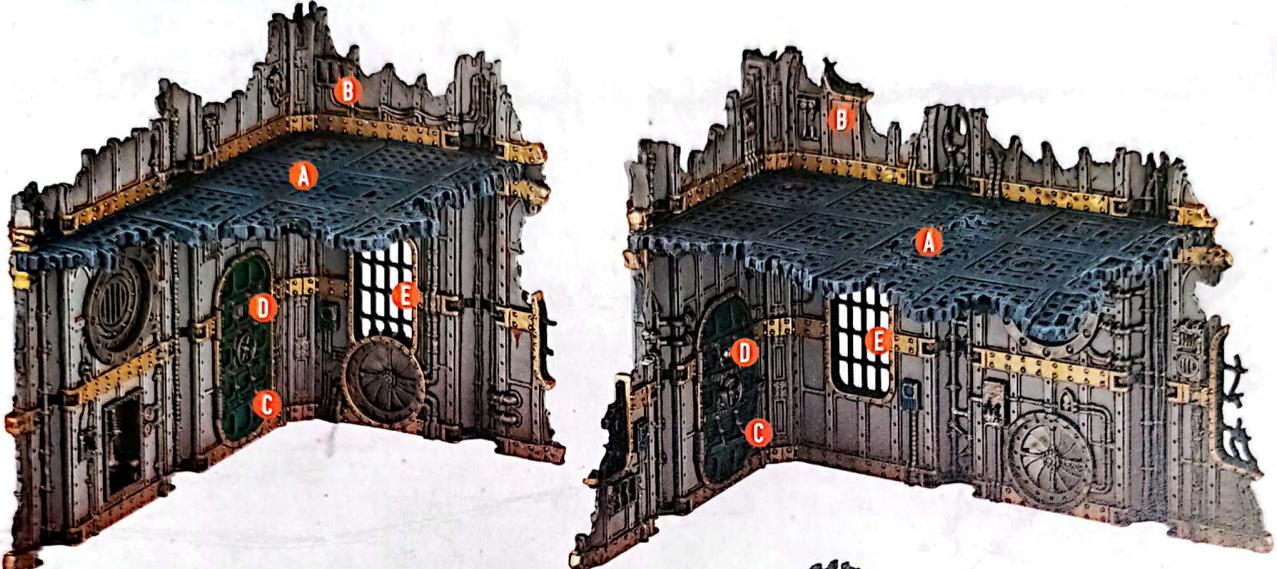
STRONGHOLD

- A The upper level(s) of a stronghold terrain feature is Vantage terrain.
- B The door is Accessible and Heavy terrain.
- C The fire steps are Vantage, Insignificant and Exposed terrain.
- D The broken vent is Blocking terrain.
- All other parts of it are Heavy terrain.
- For the purposes of control range, ignore the door and parts of this terrain feature less than 2" high when determining visibility.



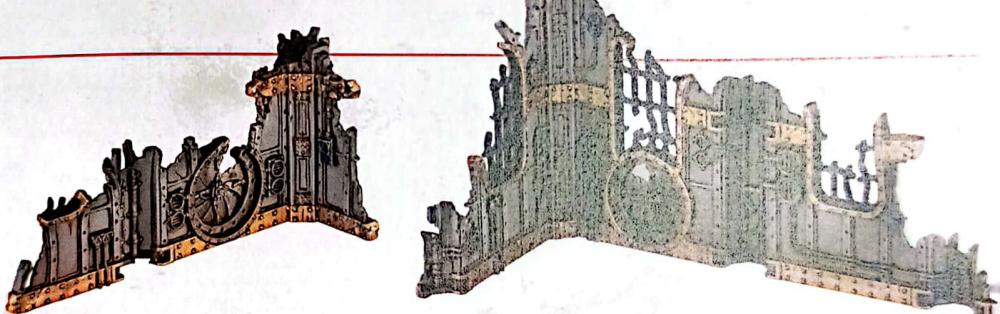
LARGE RUIN

- **A** The upper level of a large ruin terrain feature is Vantage terrain. For the purposes of intervening and targeting lines, treat this level as the same height as the first upper level of a stronghold terrain feature.
- **B** The upper rampart is Light terrain.
- **C** The door is Accessible and Heavy terrain.
- **D** The door's viewpoint is Blocking terrain.
- **E** Unbroken windows are Barred and Heavy terrain.
Barred terrain: Visibility cannot be drawn through this terrain unless the operative or what they're trying to see is horizontally within 1" of it.
- All other parts of it are Heavy terrain.



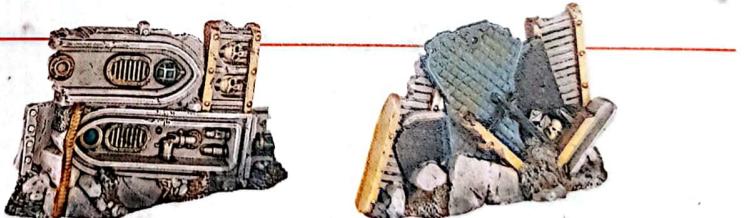
SMALL RUIN

- This is Heavy terrain.



HEAVY RUBBLE

- This is Heavy terrain.



LIGHT RUBBLE

- This is Light terrain.



The Condensed Stronghold rule always relates to the target's location, so if the primary target is wholly within a stronghold, but the secondary target isn't, then this rule doesn't apply to that secondary target.

CITYFIGHT

Killzone: Volkus has the following additional rules.

CONDENSED STRONGHOLD

Whenever an operative is shooting with a weapon that has the Blast, Torrent and/or x" Devastating (i.e. Devastating with a distance requirement) weapon rule, it also has the Lethal 5+ weapon rule (pg 111) if the target is wholly within a stronghold terrain feature and on the killzone floor.

GARRISONED STRONGHOLD

When an operative wholly within a stronghold terrain feature is retaliating against an operative that isn't, the defender resolves first (this takes precedence over the normal fight resolution order).



ACTION

Operatives can perform the following universal action.

DOOR FIGHT

1AP

- ▶ Fight with the active operative (see fight sequence on pg 44).
- ▶ In the Select Enemy Operative step, instead select an enemy operative within 2" of, and on the other side of, a door the active operative is touching. For the duration of that action, those operatives are treated as being within each other's control range.
- ◆ This action is treated as a Fight action. An operative cannot perform this action while within control range of an enemy operative, or if its base isn't touching a door.

This action allows an operative to fight through a door – useful if the enemy is obstructing it and preventing your operatives from moving through.

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KILLZONE: VOLKUS ▷ CITYFIGHT RULES





KILLZONE: GALLOWDARK

66

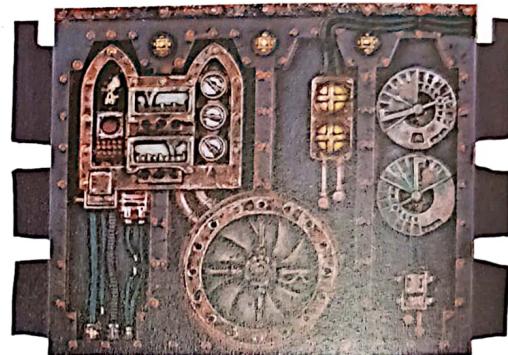
Killzone: Gallowdark uses a 606mm x 703mm game board with a 6x7 grid system for setting up. It has 4x short walls with hatchway and pillars and 2x each other terrain feature specified on page 109. It also has 8x left and 8x right pillars, and 30x pillar caps to complete terrain configuration. Note that some mission maps use less than this.

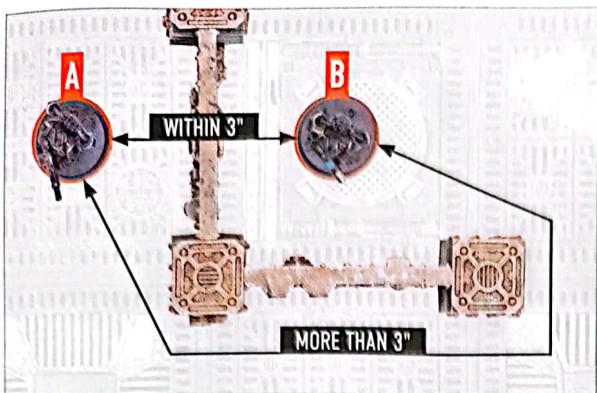
GALLOWDARK WALL

A Gallowdark wall terrain feature is Heavy and Wall terrain. Some walls include a hatchway, which is explained separately on pg 69.

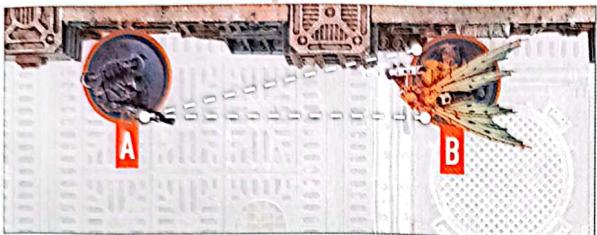
Wall terrain:

- Operatives cannot move over or through Wall terrain (this takes precedence over all other rules).
- Visibility cannot be determined over or through Wall terrain.
- Other than to areas of the killzone (centre of the killzone, drop zones, etc.), distances cannot be measured over or through Wall terrain; they must be measured around it using the shortest possible route.
- For the purposes of cover and obscured, only the corners and ends of Wall terrain can intervene, unless the active operative has passed it (see examples on pgs 67-68).

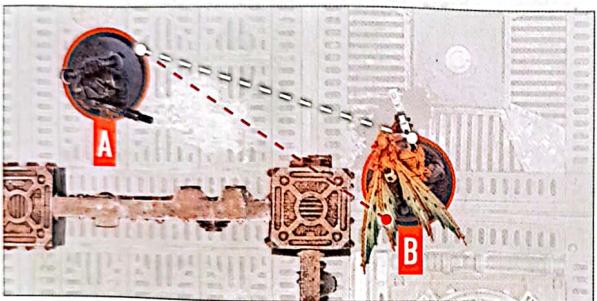




Operative A would usually be within 3" of operative B, but as distances cannot be measured over or through Wall terrain, it must be measured around the Gallowdark wall. This would make operative A more than 3" from operative B.

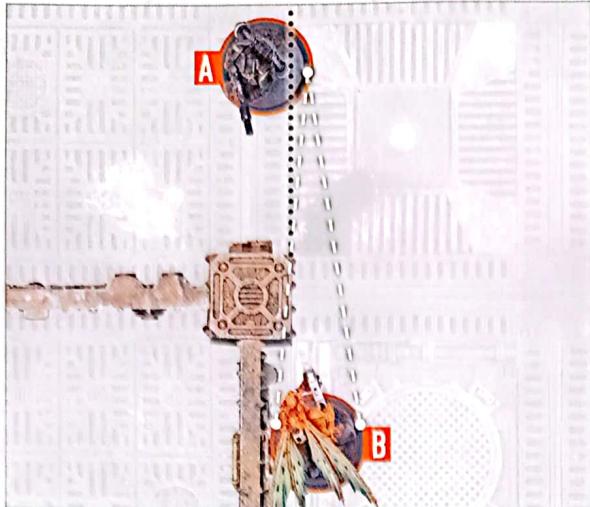


Operative B is not in cover as a corner or end of the wall is not intervening. Note that minor parts of the wall that protrude do not make a corner or end alone; it must be the main structure of the wall that turns a corner or ends, as shown in the following diagrams.

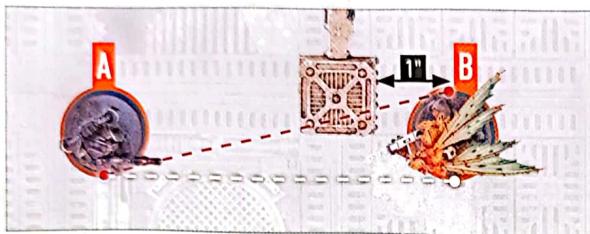


A corner of the wall is intervening, therefore operative B is in cover.

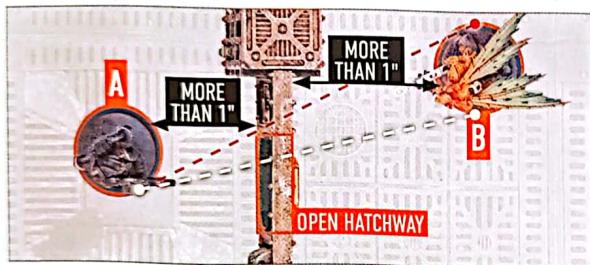




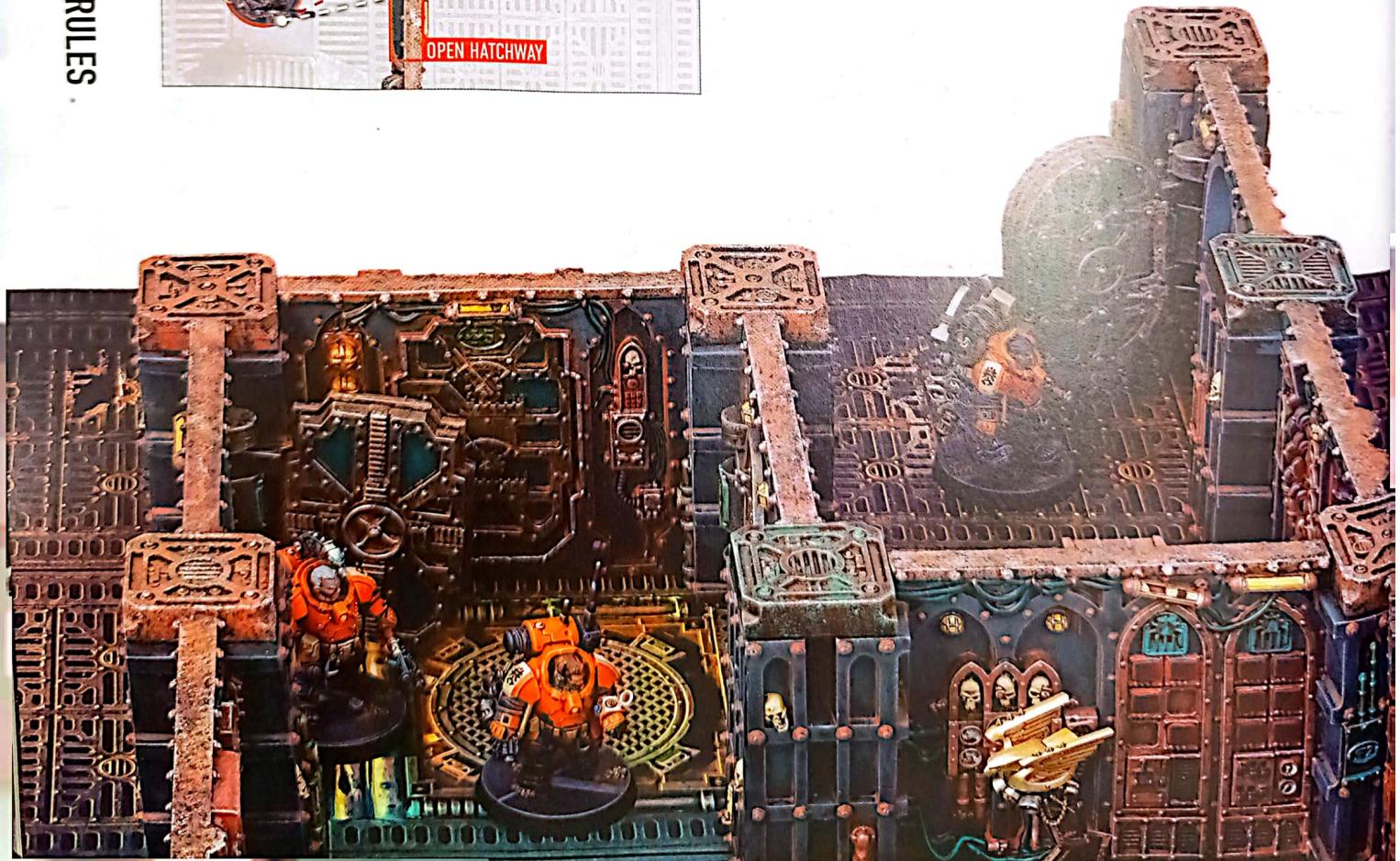
Operative A has passed the corner of the wall, therefore it's not intervening and operative B is not in cover. Note that if operative A was wholly on the left side of the dotted black line, the wall would be intervening and operative B would be in cover.



An end of the wall is intervening, therefore operative B is in cover.



As the hatchway is open, an end of the wall is intervening. It's more than 1" from both operatives, therefore operative B is obscured.



HATCHWAY

A hatchway has two statuses: closed and open. It has two parts – an access point and a hatch – and their terrain types depend upon the hatchway's status. Operatives can perform the **Operate Hatch** mission action to change its status. Hatchways begin the battle closed.

Closed

While a hatchway is closed:

- Its hatch must be fully shut.
- The access point and hatch are Heavy and Wall terrain.

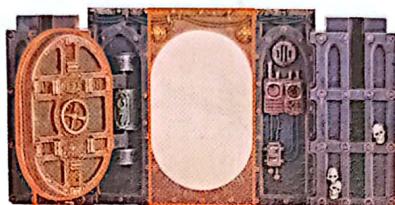


Access point and hatch

Open

While a hatchway is open:

- Its hatch must be fully open (it cannot be ajar).
- Its access point is Accessible, Insignificant and Exposed terrain.
- Its hatch is Heavy and Wall terrain, and the gap directly underneath it is Blocking terrain.



Hatch Access point

As an open hatchway's access point is Exposed terrain, the walls either side of it must be used for cover and obscuring instead of the access point.

If operatives would prevent the hatch from fully opening or closing, temporarily remove them from the killzone, open or close the hatch, then return the operatives as close as possible to their original location. If an operative is within an enemy operative's control range before a hatch is opened, it must be returned there.

Opening a hatchway can cause the operative to be within control range of an enemy operative, in which case its Dash or Reposition action would immediately end (unless it has rules that allow it to move within control range of an enemy operative).

OPERATE HATCH

1AP

- ▶ Open or close a hatchway that's access point is within the operative's control range.
- ▶ An operative can perform this action during a **Dash** or **Reposition** action, and any remaining move distance can be used after it does so.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if that hatchway is open and its access point is within an enemy operative's control range.



 Guard is a powerful action that allows an operative to attack later, at the opportune moment. It can change the dynamic of the game, so try to avoid enemy operatives on guard, or consider how best to utilise it yourself. Use the token above to indicate any operatives that are on guard.

Determine the target as normal for these actions. This means you don't have to target the operative you interrupted.

CLOSE QUARTERS

Killzone: Gallowdark has the following additional rules.

CONDENSED ENVIRONMENT

Weapons with the Blast, Torrent and /or x" Devastating (i.e. Devastating with a distance requirement) weapon rule also have the Lethal 5+ weapon rule (pg 111).

ACTIONS

Operatives can perform the following universal actions.

GUARD

1AP

- The operative goes on guard (see below) until any of the following are true:
 - It performs any action.
 - An enemy operative ends an action within its control range and you don't interrupt that activation (see below).
 - Its order is changed.
 - It's the start of the next turning point.
- ◆ This action is treated as a Shoot action. An operative cannot perform this action while it has a Conceal order, or while it's within control range of an enemy operative.

On Guard

Once during each enemy operative's activation, after that enemy operative performs an action, you can interrupt that activation and select one friendly operative on guard to perform the Fight or Shoot action for free (including actions that are treated as such, e.g. Hatchway Fight opposite).

That friendly operative can even perform the Shoot action while within control range of an enemy operative (this takes precedence over the normal Shoot action conditions). This is known as a point-blank shot and has the following additional rules while your operative is doing it:

- Target the enemy operative within your operative's control range (even if it wouldn't normally be a valid target).
- Worsen the Hit stat of your operative's weapons by 1.
- Until the end of the interrupted enemy operative's activation, your operative cannot retaliate.

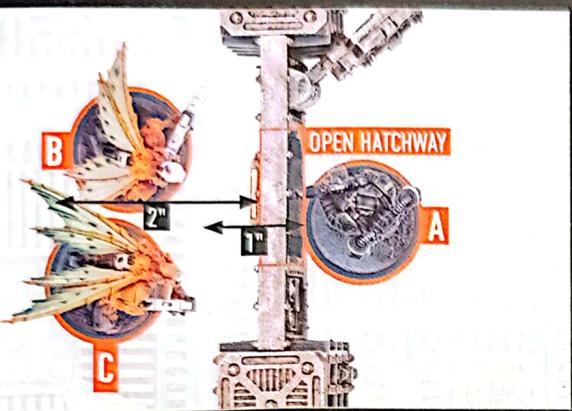


HATCHWAY FIGHT

1AP

- ▶ Fight with the active operative (see fight sequence on pg 44).
- ▶ In the Select Enemy Operative step, instead select an enemy operative within 2" of, and on the other side of, an open hatchway's access point the active operative is touching. For the duration of that action, those operatives are treated as being within each other's control range.
- ◆ This action is treated as a **Fight** action. An operative cannot perform this action while within control range of an enemy operative, or if its base isn't touching an open hatchway's access point.

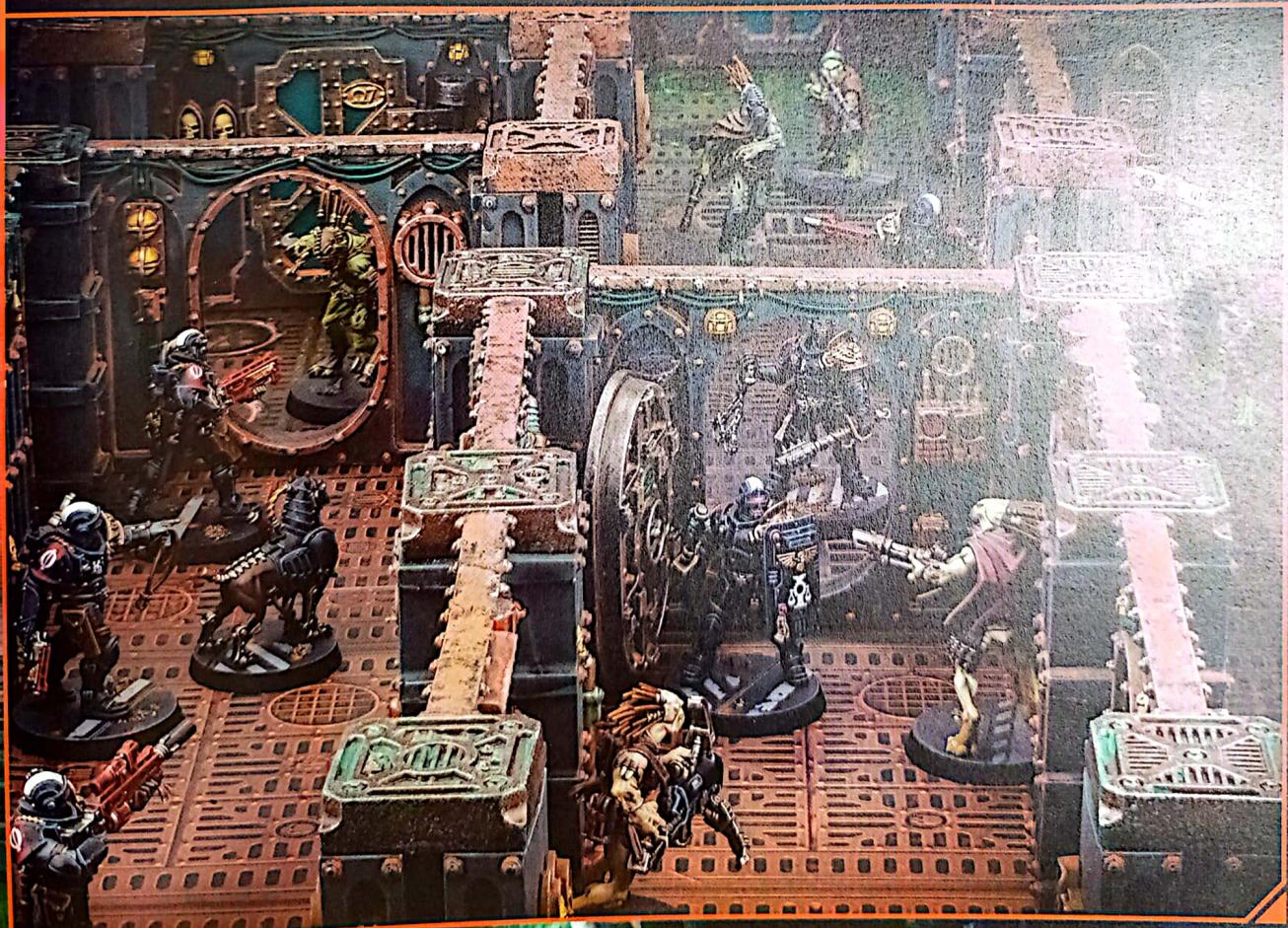
This action allows an operative to fight across an open hatchway – useful if the enemy is obstructing it and preventing your operatives from moving through.



Operative A's base is touching an open hatchway's access point. It can perform the **Hatchway Fight** action to fight against either operative B or C.

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KILLZONE: GALLOWDARK ➤ CLOSE QUARTERS





KILLZONE: BHETA-DECIMA

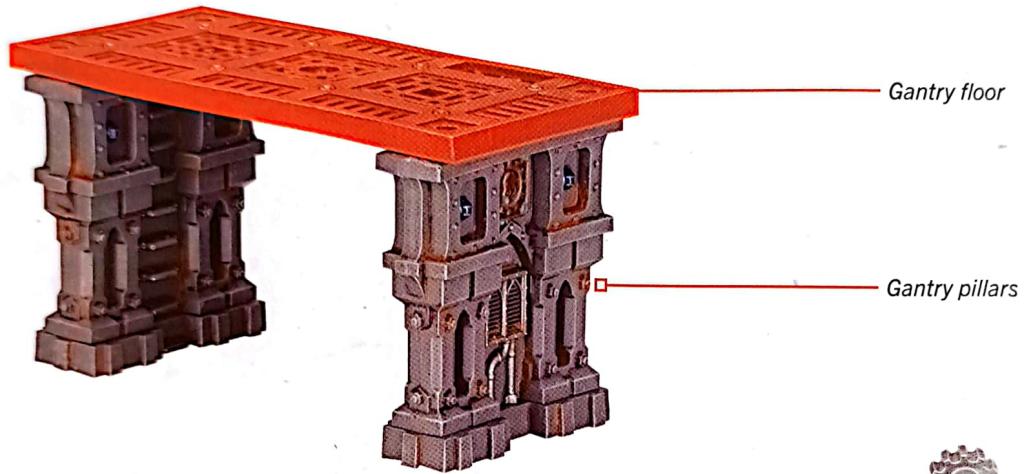


Killzone: Bheta-Decima has 2x short gantries, 4x medium gantries, 2x long gantries and 1x thermometric condenser.

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GANTRY

- Gantry floors are Accessible and Vantage terrain.
- Gantry pillars are Heavy terrain.
- Gantry terrain features come in three sizes: long, medium and short. When they are connected (i.e. their gantry floors are touching each other), they are treated as the same terrain.

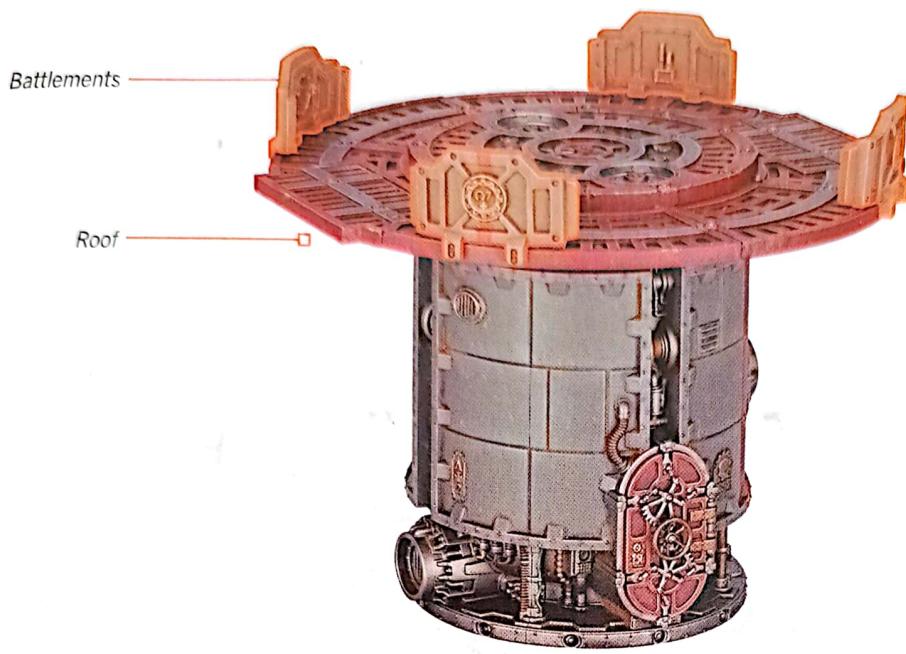


KILLZONE: BHETA-DECIMA ➤ TERRAIN RULES



THERMOMETRIC CONDENSER

- The roof is Accessible and Vantage terrain.
- The inner-ledge of the roof is Exposed and Insignificant terrain. In other words, ignore the slight difference in height between the outer and inner area of the roof.
- The battlements on the roof are Light terrain.
- All other parts of it are Heavy terrain.



HAZARDOUS AREAS

Killzone: Bheta-Decima has the following additional rules that use hazardous areas marked on the game board.

RESTRICTED MOVEMENT

No part of an operative's base can be touching a hazardous area.

RESTRICTED TARGETING

When selecting a valid target for an operative on the killzone floor, an intended target on the killzone floor is not a valid target if 4" of hazardous area is between them.

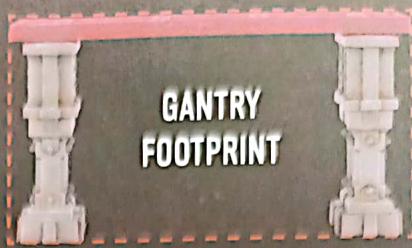
When selecting a valid target for an operative on Vantage terrain, an intended target on the killzone floor is not a valid target if the footprint of a gantry is between them. The same is also true in reverse (an operative on the killzone floor to an intended target on Vantage terrain).

However, in both cases, ignore the footprint of gantry terrain features the operative or the intended target is on or in.

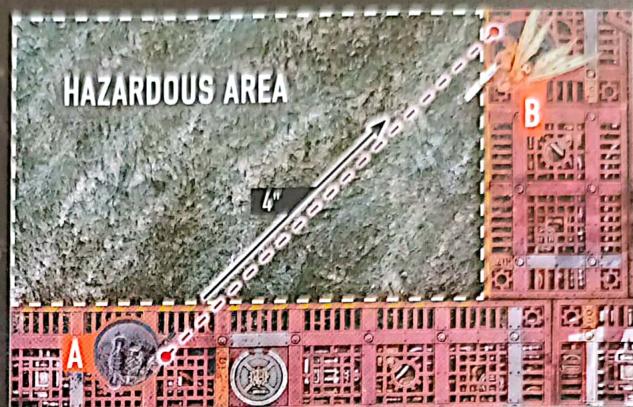
In both cases, use targeting lines to determine if a hazardous area or the footprint of a gantry is between them.



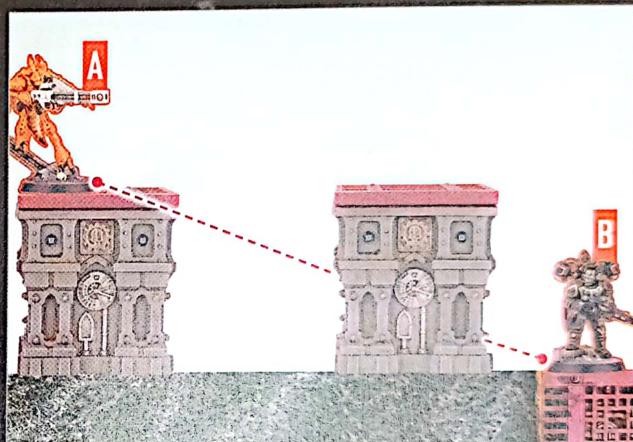
A gantry's footprint is the gantry itself, plus the area underneath it.



4" of hazardous area is between operatives A and B, therefore operative B is not a valid target (and neither would operative A be in reverse).



The footprint of a gantry is between operatives A and B, therefore operative B is not a valid target (and neither would operative A be in reverse). Note that the left gantry is ignored when determining this, as operative A is on it.



EQUIPMENT

Equipment can be set up on Vantage terrain (this takes precedence over setting it up on the killzone floor).

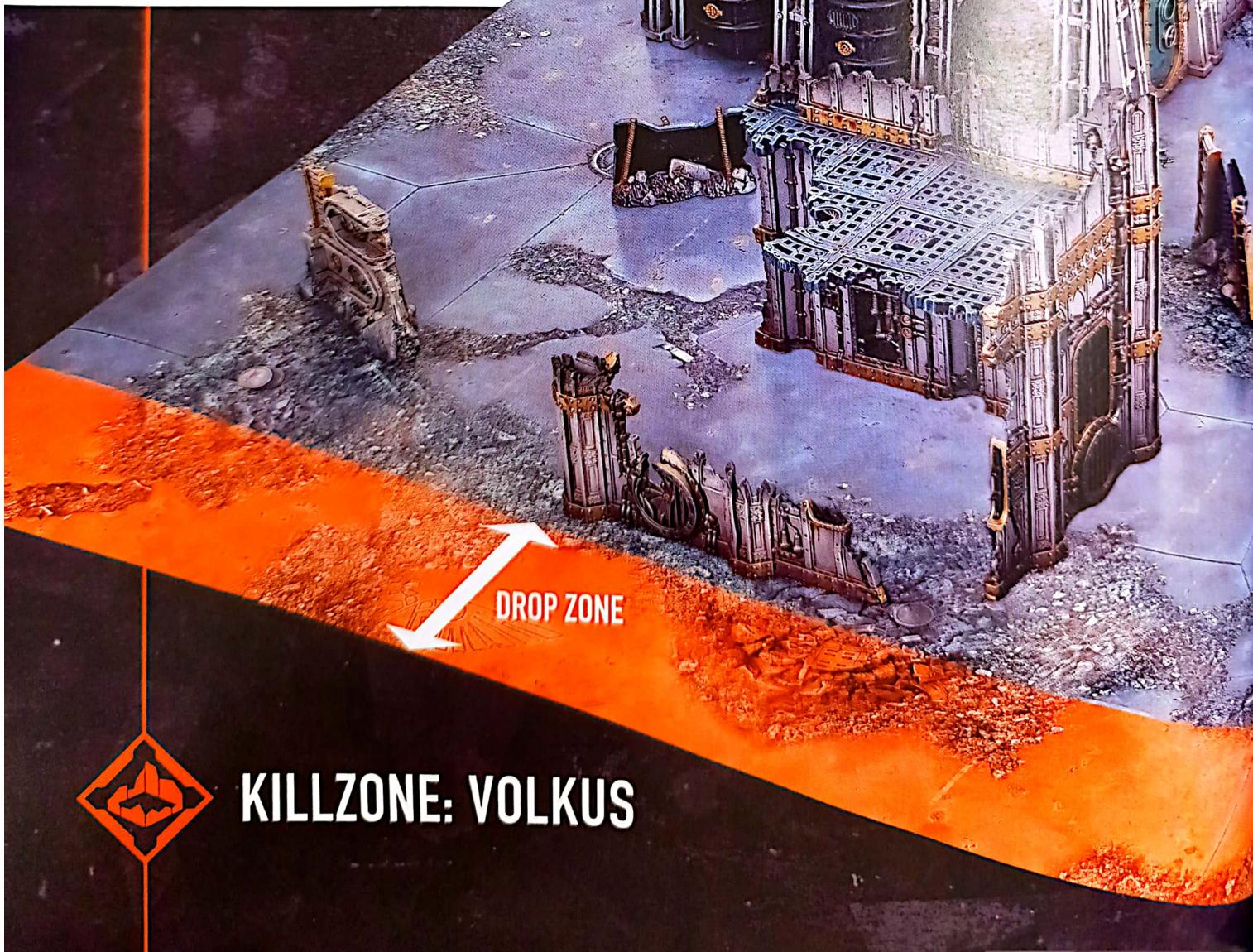
SETTING UP KILLZONES

76

Terrain features are critical to a good game of Kill Team, so setting up the killzone correctly is crucial. In mission packs that use specific killzones, mission maps will often show you where to place terrain features. However, for universal mission maps (those that don't specify the location of terrain features) or mission maps of your own creation, here's some guidance.

There must be multiple terrain features at the edge of your drop zone. You should be able to safely conceal your operatives during set up so they aren't incapacitated before you've activated them; Heavy terrain is best for hiding from operatives on Vantage terrain. If this is unachievable, you can select a Heavy barricade from your equipment.

Try to avoid symmetrical killzones. Asymmetrical set ups are harder to get right, but they provide more variety in gameplay and encourage better generalship. Drop zone selection, tactical variety and player adaptability are three areas of the game that can benefit from asymmetrical set ups. This doesn't mean asymmetrical set ups are unbalanced – certain fundamentals exist to ensure the killzone is still fair for both players.



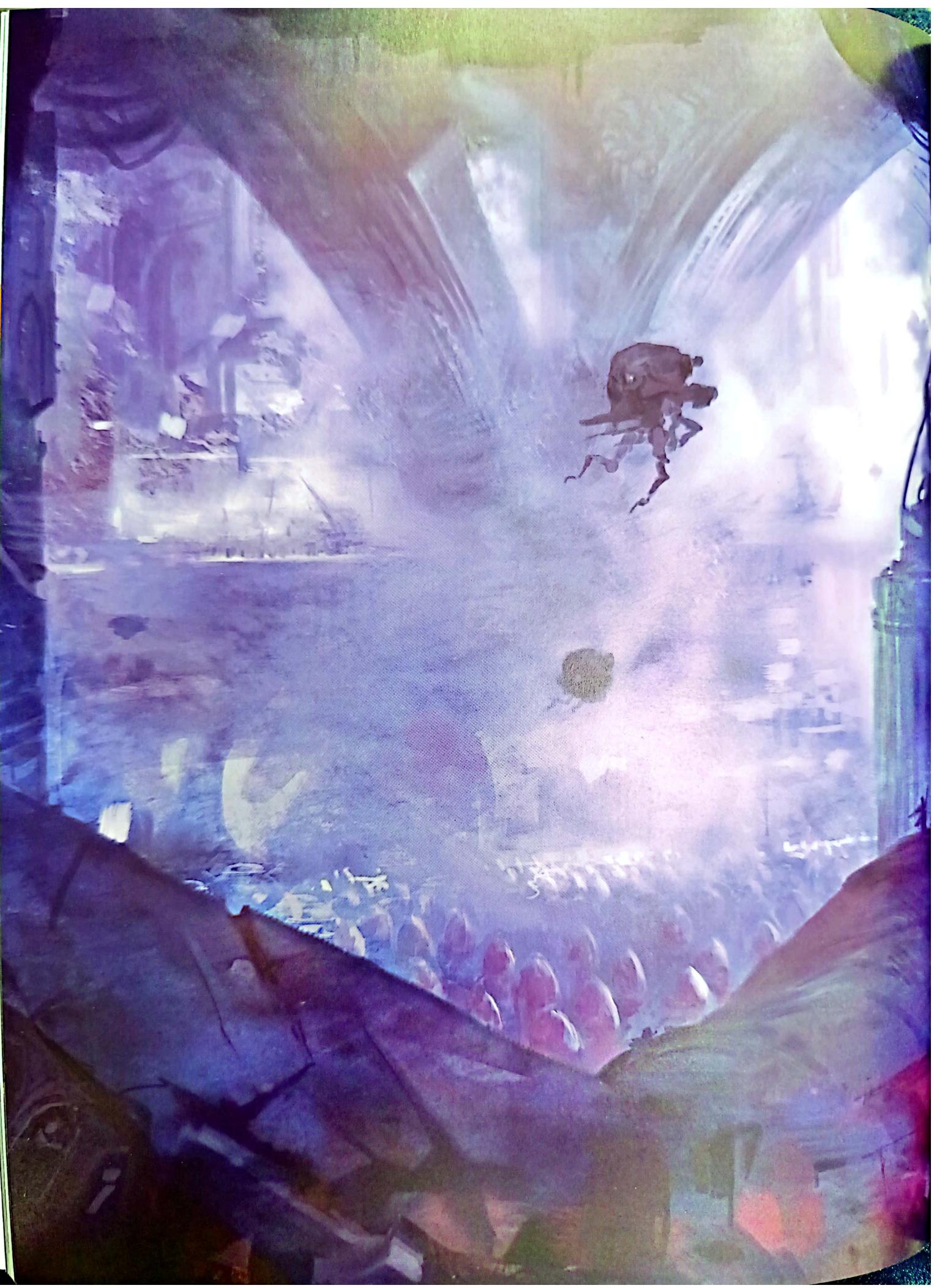
Limit Vantage terrain within your drop zone. It makes things more exciting if operatives are moving around to gain a better position.

Concentrate terrain features outside of drop zones. This creates natural fire lanes, encouraging crossfires and tactical movement as operatives manoeuvre for the better position. It also allows operatives to safely move forwards, so long as their flanks are protected.

The example below is a simple but suitable set up. It has symmetrically inspired elements, whereby each player has a stronghold, a large ruin and a ruined wall within their territory. However, there are differences in size, location and orientation. This ensures the killzone is asymmetrical.

Each player has two areas with Heavy terrain to safely set up their operatives, and two different Vantage terrain features nearby. There is a healthy spacing between the four dominant buildings, and a varied selection of smaller terrain features between them. This creates an outline of a city block that looks thematic, and creates channels for your operatives to move, shoot and charge through.







SECTION **03**

THE MISSIONS

This section comprises three mission packs that provide you with multiple formats in which to conduct battles in the killzone, including head-to-head, cooperative/solo and multiplayer missions.





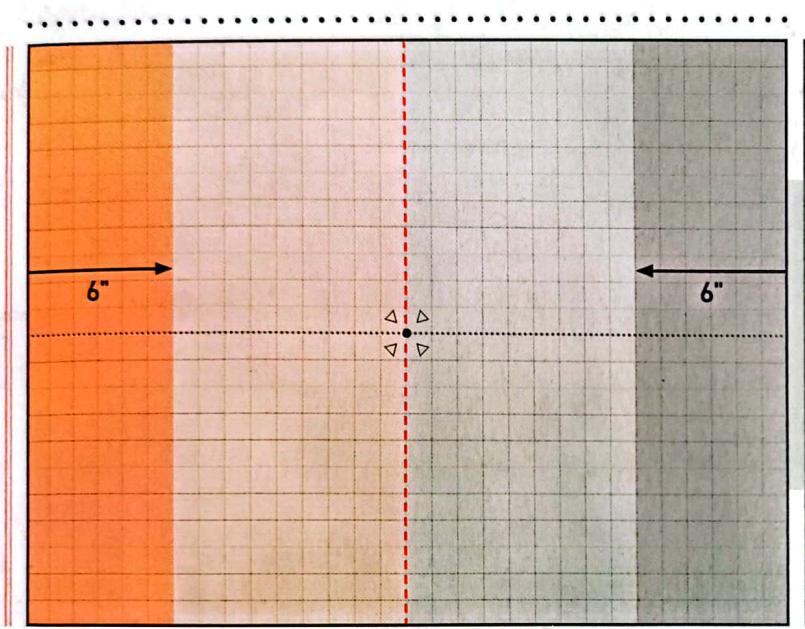


PRELIMINARY OPS MISSION PACK

This is a player vs player (PvP) mission pack for head-to-head gameplay. It's ideal for players who are learning the game or a new kill team, but still want to test themselves in a balanced, competitive format. When players are ready, the Approved Ops mission pack (available separately) is the next step, and provides the most up-to-date and in-depth PvP gameplay experience. The game sequence and map keys for this mission pack are found on pgs 108-110.

81

SET UP

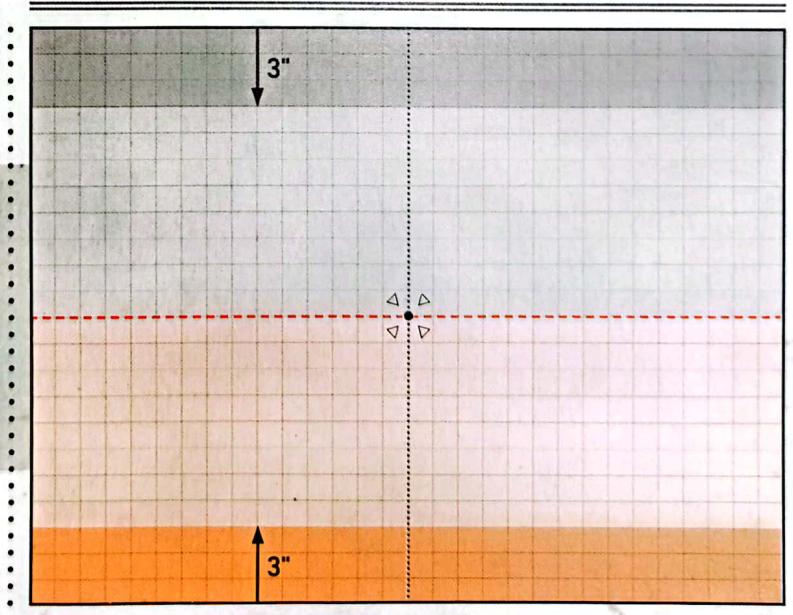


The player with initiative rolls one D6: on a 1-3, use map 1; on a 4-6, use map 2.

1

The player without initiative places one objective marker on the centreline, more than 2" from neutral killzone edges. Then, each player places one objective marker, starting with the player who has initiative. They must be wholly within different territories, within 3" of the centreline, more than 5" from other objective markers and more than 2" from neutral killzone edges.

2



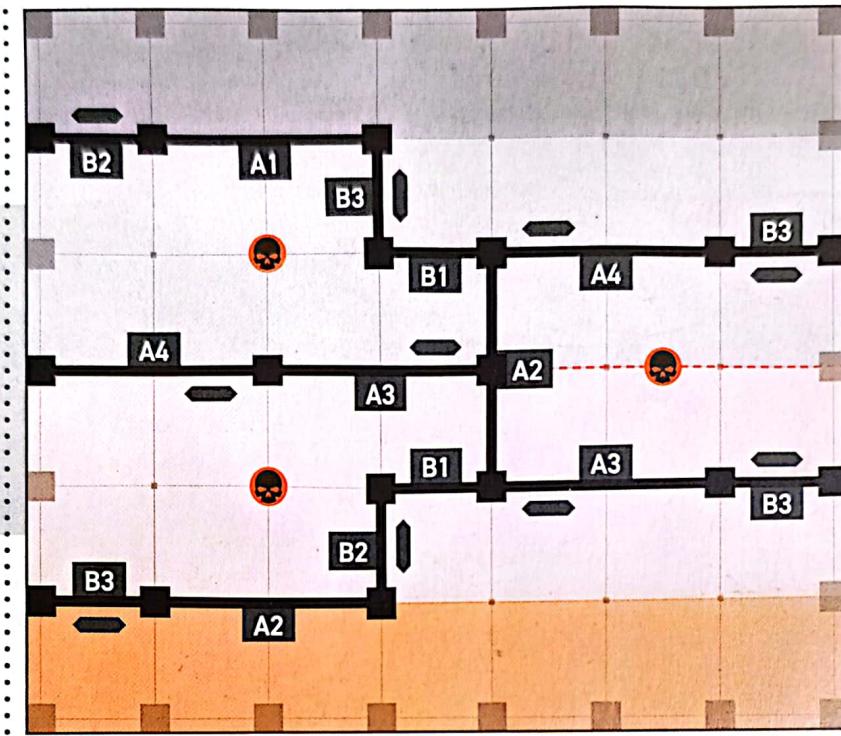
PRELIMINARY OPS MISSION PACK ➤ SET UP



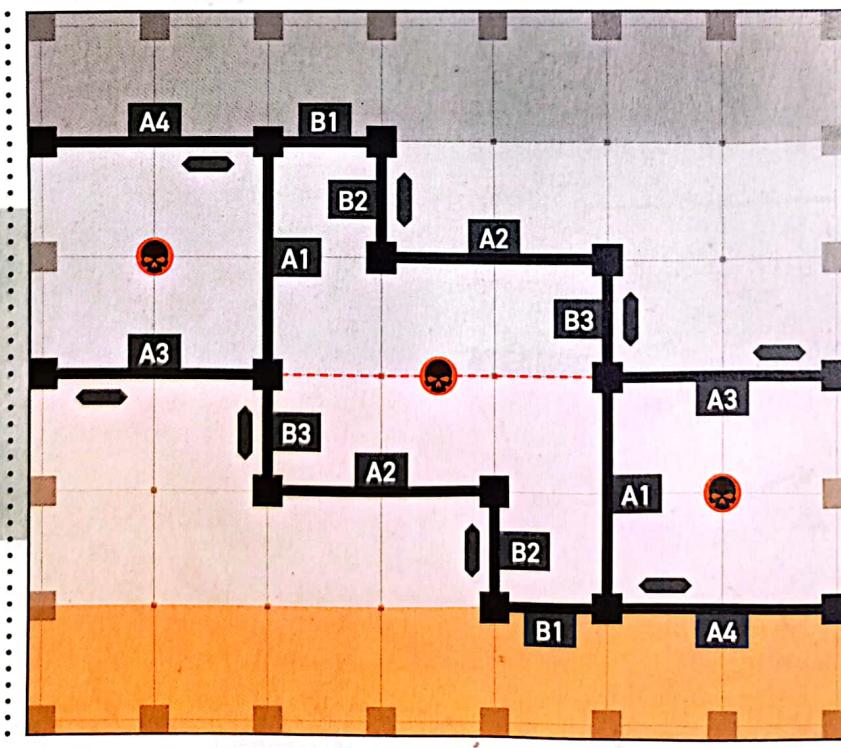
KILLZONE: GALLOWDARK

If you are using Killzone: Gallowdark, roll one D6 and use the map that corresponds to the result (re-roll results of 5-6). Note that objective markers are already placed on these maps.

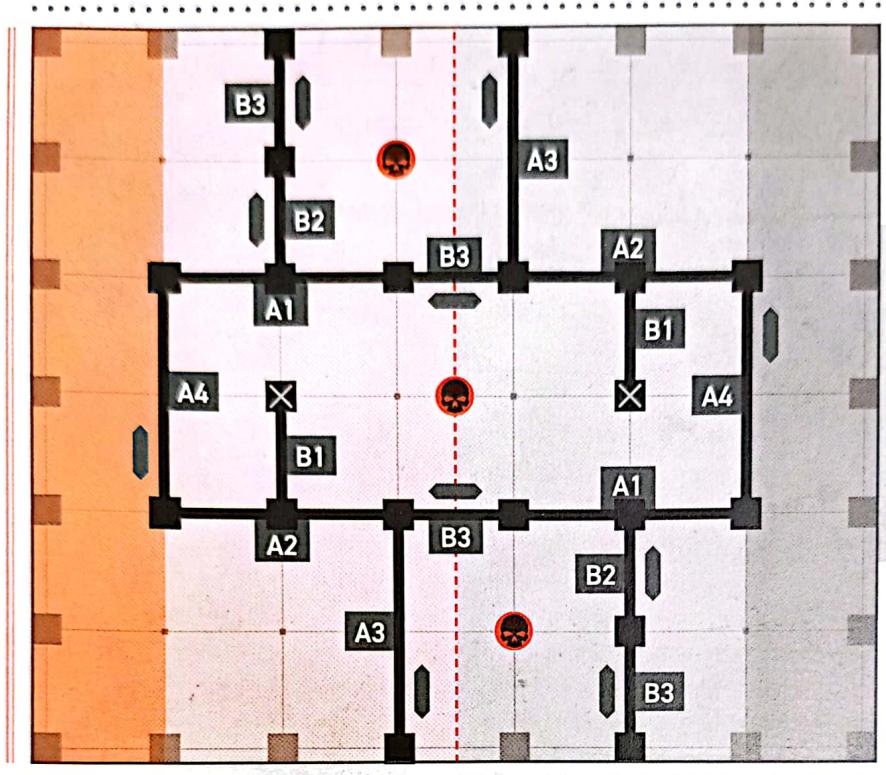
1



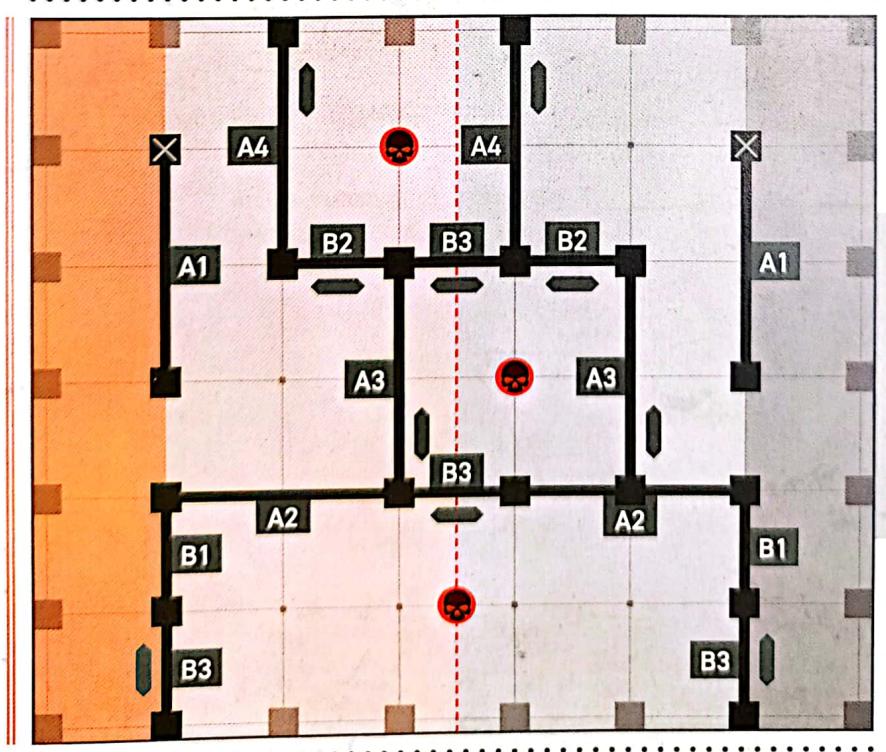
2



3



4



OPERATIONS

Players must attempt to score Victory points (VP) from two operations: kill op and crit op. The battle ends after four turning points, and the player with the most VP is the winner.

KILL OP

84

Every enemy operative represents an elite warrior of great value to your foe. Each one gunned down, dismembered or eviscerated is another small victory in and of itself.

Victory Points

You start without a kill grade. As enemy operatives are incapacitated, your kill grade goes up until it reaches 5.

- Whenever you move to a new kill grade, you score 1VP.
- At the end of the fourth turning point, if your kill grade is higher than your opponent's, you score 1VP.

The table opposite shows how many enemy operatives must be incapacitated to reach each kill grade. The row you use is determined by the starting number of enemy operatives.

For example, if the starting number of enemy operatives was eight, two enemy operatives must have been incapacitated to reach kill grade 1, and then another one (totalling three) to reach kill grade 2.

STARTING NUMBER OF ENEMY OPERATIVES	KILL GRADE				
	1	2	3	4	5
5	1	2	3	4	5
6	1	2	4	5	6
7	1	3	4	6	7
8	2	3	5	6	8
9	2	4	5	7	9
10	2	4	6	8	10
11	2	4	7	9	11
12	2	5	7	10	12
13	3	5	8	10	13
14	3	6	8	11	14



CRIT OP

The player with initiative rolls one D3. The players use the crit op that corresponds to the result.

1. SECURE

Heavy ordnance or a rapid advance previously neutralised the area. Move in its wake to secure the killzone.

Mission Action

SECURE

1AP

- One objective marker the active operative controls is secured by your kill team until the enemy kill team secures that objective marker.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

Victory Points

At the end of each turning point after the first:

- If any objective markers are secured by your kill team, you score 1VP.
- If more objective markers are secured by your kill team than your opponent's kill team, you score 1VP.

2. LOOT

A larger force has hastily withdrawn from the killzone. Seize the supplies and intelligence left behind.

Mission Action

LOOT

1AP

- One objective marker the active operative controls is looted.
- ◆ An operative cannot perform this action during the first turning point, while within control range of an enemy operative, or if that objective marker has already been looted during this turning point.

Victory Points

Whenever a friendly operative performs the Loot action, you score 1VP (to a maximum of 2VP per turning point).

3. TRANSMISSION

Firing coordinates, urgent reports or strategic updates must be transmitted back to base, but it is vital this information remains classified.

Mission Action

INITIATE TRANSMISSION

1AP

- One objective marker the active operative controls is transmitting until the start of the next turning point.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

Victory Points

At the end of each turning point after the first:

- If friendly operatives control any transmitting objective markers, you score 1VP.
- If friendly operatives control more transmitting objective markers than enemy operatives do, you score 1VP.







JOINT OPS MISSION PACK

This is a player vs environment (PvE) mission pack that provides cooperative or solo gameplay. It's ideal for introducing new players to the game as you will work together to achieve victory and aid your partner as they learn the game. It's also ideal for players without an active community to play solo and gain experience in the game. In either case, this is intended as an introductory mission pack, and future PvE mission packs will expand the concept further. If playing cooperatively, you are still one 'player'. This means you don't double your CP, equipment selections, etc.; you must manage them between you. The game sequence and map keys for this mission pack are found on pgs 108-110.

MISSION

On pgs 90-95, you will find three missions. Each mission has two maps, one for Killzone: Gallowdark, and one for any killzone that isn't close quarters. To randomly determine a mission, the players roll one D3 and consult the table below. Alternatively, they can play through each mission in order.

D3 MISSION

- | | |
|---|----------|
| 1 | Breach |
| 2 | Sabotage |
| 3 | Escape |

KILL TEAM SELECTION

The players use one kill team. If you are playing solo, simply select your kill team as normal. If you are playing cooperatively, either select a kill team as normal and split the operatives between you, or take half of any kill team each. If it's an odd number, round up (or down for more of a challenge). If you've taken separate teams, remember that some rules specify certain operatives through keywords, so one kill team's rules won't necessarily interact with another's.

Your kill team will fight against procedurally generated non-player operatives (known as NPOs). Unlike your highly trained operatives, NPOs are standard soldiers from their army – sentries, frontline troops, guards, etc. As such, you don't select a kill team for them. Instead, you select the appropriate datacards from pg 89. Alternatively, you can create your own datacards to accurately reflect their stats using existing kill teams as a guide – just ignore rules that wouldn't be appropriate for standard soldiers.

Each mission specifies how many NPOs you should include, determined by their combined Wounds stat. To increase or decrease the difficulty, simply increase or decrease this number as appropriate.

INITIATIVE

When rolling off to decide who has initiative, roll one dice for the NPOs and one dice for the solo/co-op kill team. If the NPOs win the roll-off, they will always choose to have initiative.

BEHAVIOUR

On page 88, you will find NPO behaviours. NPOs have a behaviour in their name that determines what they do.

- Each behaviour will specify what order they have when activated.
- Whenever an NPO would perform an action (including when counteracting), perform the first action it can do from its behaviour. If it cannot do any, it's expended (or pass, in the case of counteracting).

In close quarters (e.g. Killzone: Gallowdark), NPOs will perform Operate Hatch actions where necessary to fulfil their behaviour.

EQUIPMENT

When selecting equipment for NPOs, use options from the Kill Team Upgrade: Equipment Pack (light barricades, ammo pile, etc.) and set them up as feels appropriate.

GAMBIT STEP

In the Gambit step, NPOs will always pass.

NPO BEHAVIOURS

BRAWLER

This operative will move towards the enemy to fight them, but will seek cover on the way.

When activated, if this NPO can perform either of its first two actions during that activation, give it an Engage order. If it cannot, give it a Conceal order.

1. **Fight.**
2. **Charge** the closest enemy operative via the shortest possible route.
3. **Reposition** towards the closest enemy operative, to cover if possible (a subsequent **Dash** action can fulfil this, if able).
4. **Dash** towards the closest enemy operative, to cover if possible.

MARKSMAN

This operative will move to an ideal position to shoot the enemy.

When activated, if this NPO can perform the **Shoot** action during that activation, give it an Engage order. If it cannot, give it a Conceal order.

1. **Fall Back** to cover. If possible, to a location where there's a valid target that isn't obscured. If not, where there's an objective marker visible to this NPO.
2. **Shoot.**
3. **Reposition** to cover. If possible, to a location where there's a valid target that isn't obscured, if not, where there's an objective marker visible to this NPO (a subsequent **Dash** action can fulfil these, if able).
4. **Dash** to cover. If possible, to a location where there's a valid target that isn't obscured, if not, where there's an objective marker visible to this NPO.

THREAT PRINCIPLE

When making decisions for NPOs, use the threat principle: go with the option that's worst for you. This can determine which ready NPO activates, how an NPO moves, shoots and fights, how to resolve their dice, etc. There are a few examples below (containing decisions in order of priority) that you can use as a guide, but if one option feels worse for you, go with that. If you still cannot decide, randomly choose one.

Activation Priority

Multiple NPOs are ready, so the players activate the NPO that:

1. Can perform the **Fight** or **Shoot** action (as determined by its behaviour), and is the most threatening to do so (e.g. it has a better weapon, is more likely to incapacitate an enemy operative, etc.).
2. Is not in cover from a player's operative.
3. Is closer to a player's operative.

Reposition or Dash action

An NPO moves to cover where there's a valid target. If there are multiple locations for this, then the best valid target is determined as per a **Shoot** action opposite.

Shoot action

An NPO performs a **Shoot** action and multiple enemy operatives are valid targets. It shoots the enemy operative that is/has:

1. Not obscured.
2. Not in cover.
3. An objective marker within its control range.
4. Closest.
5. Wounded.
6. Ready.

Fight action

An NPO performs a **Fight** action and multiple enemy operatives are within its control range. It fights the enemy operative that is/has:

1. Wounded.
2. An objective marker within its control range.
3. Ready.

NPO DATACARDS

TROOPER

BRAWLER

Numerous and bloodthirsty, these enemies seek to overwhelm your elite operatives with their sheer numbers and ferocity.

▼ APL	► MOVE	盾 SAVE	● WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Blades	4	4+	3/4	Ceaseless

— Ceaseless: This operative can perform two Fight actions during its activation.

TROOPER

MARKSMAN

Typical of expendable sentries, henchmen and garrison troops the galaxy over, these gun-wielding combatants can wear your operatives down with weight of fire.

▼ APL	► MOVE	盾 SAVE	● WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Firearm	4	4+	2/3	-
Special weapon*	4	4+	4/5	Piercing 1
Knife	3	4+	2/3	-

*Only 1 in 3 Trooper (Marksman) can have this weapon.

TOUGH

BRAWLER

Brutish and resilient, these foes can soak up an alarming amount of punishment. The time required to neutralise them may risk your operatives being overwhelmed.

▼ APL	► MOVE	盾 SAVE	● WOUNDS
2	6"	4+	10

NAME	ATK	HIT	DMG	WR
Blades	4	4+	4/5	Ceaseless

WARRIOR

MARKSMAN

Skilful, dedicated and wielding potent firearms, enemies such as these pose a real threat to even the most experienced of your operatives.

▼ APL	► MOVE	盾 SAVE	● WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
Firearm	4	4+	3/4	-
Knife	3	4+	2/3	-

HEAVY

BRAWLER

To approach an enemy such as this is to risk a swift and violent death. They will show no mercy to any of your operatives foolish enough to meet them at close quarters.

▼ APL	► MOVE	盾 SAVE	● WOUNDS
3	6"	3+	14

NAME	ATK	HIT	DMG	WR
Blades	5	3+	4/5	Ceaseless

This operative can perform two Fight actions during its activation.

HEAVY

MARKSMAN

Even a single such adversary is capable of laying down a devastating hail of fire that can punch your operatives from their feet and tear the heart from your kill team.

▼ APL	► MOVE	盾 SAVE	● WOUNDS
3	6"	3+	14

NAME	ATK	HIT	DMG	WR
Firearm	4	3+	3/4	-
Knife	4	3+	3/4	-

This operative can perform two Shoot actions during its activation.

01 JOINT OPERATIONS MISSION BREACH

An enemy facility has been identified as a vital command post, supply base or other strategic asset that must be eliminated. With your operatives assembled, you must now secure entrance to the site.

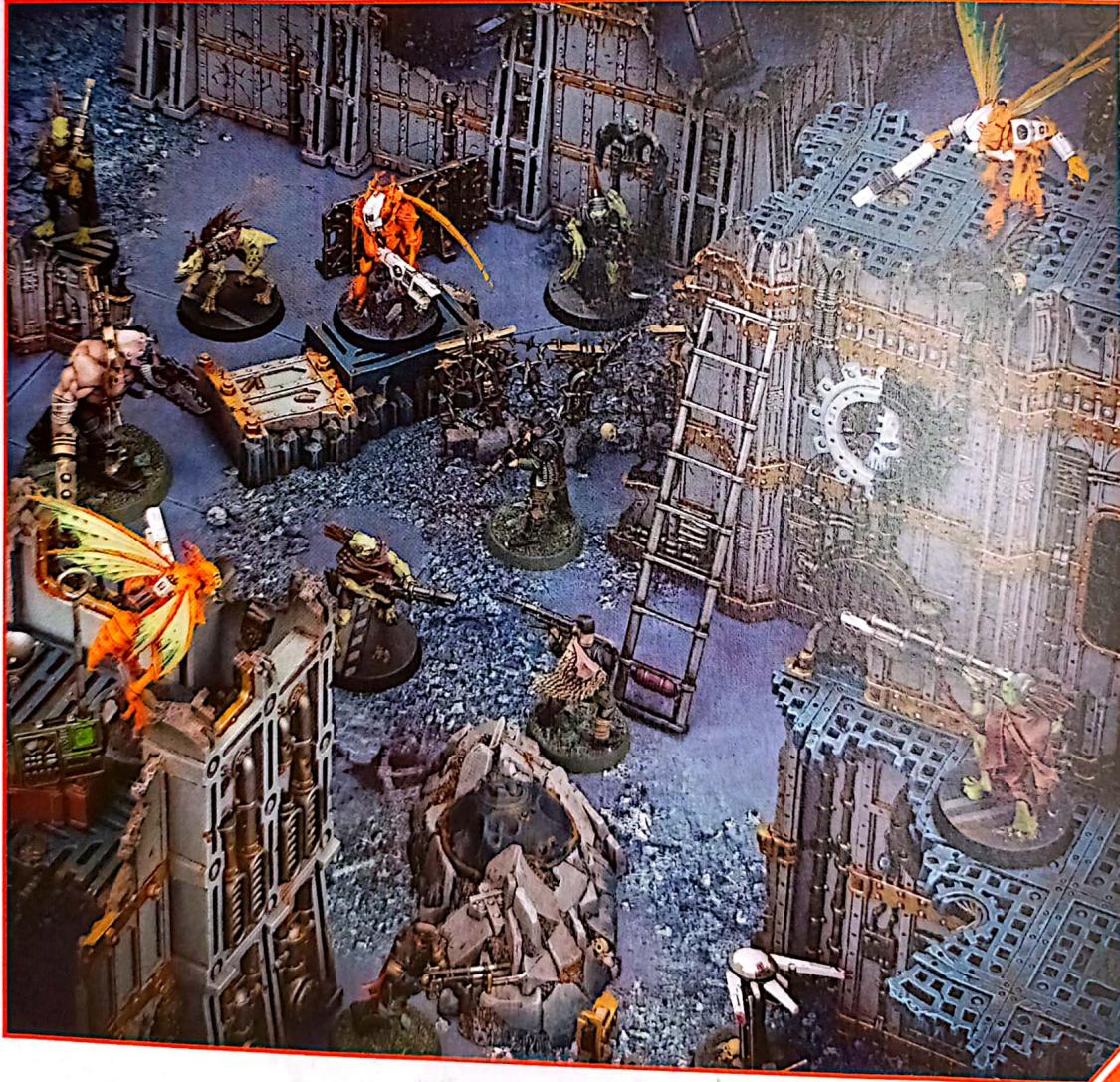
MISSION RULE

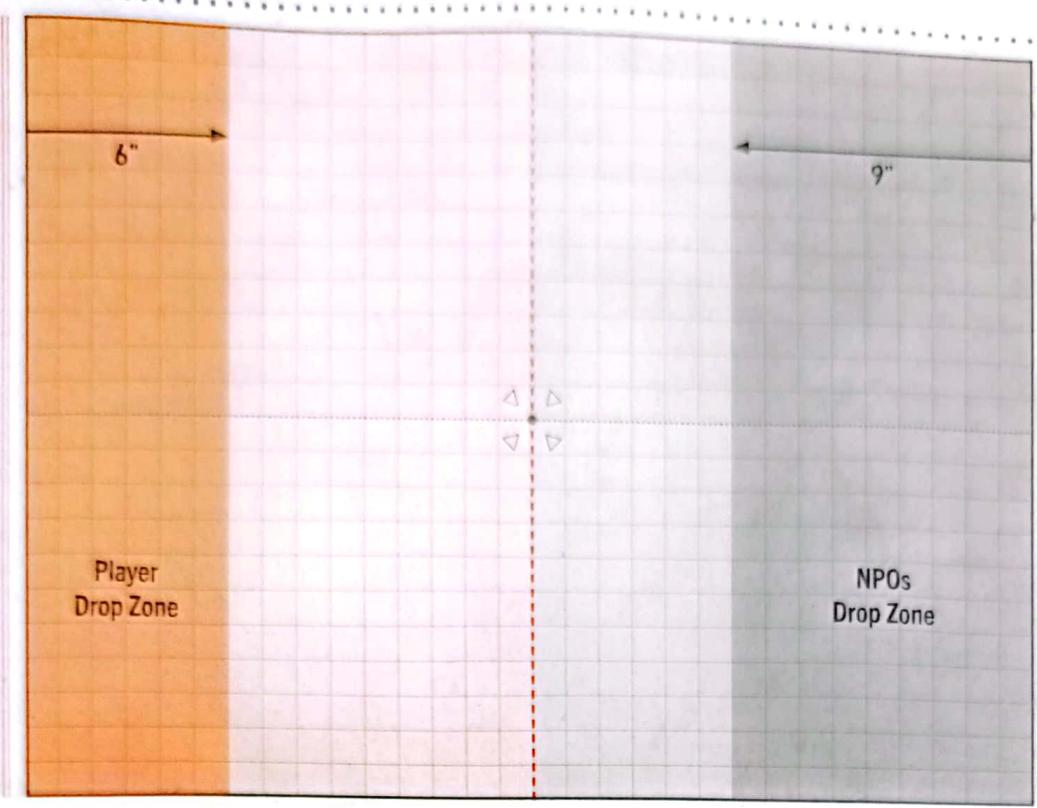
NPOs: Any combination of NPOs with a combined Wounds stat of up to 90. They are set up with a Conceal order wholly within the NPOs drop zone and spread out in cover.

VICTORY

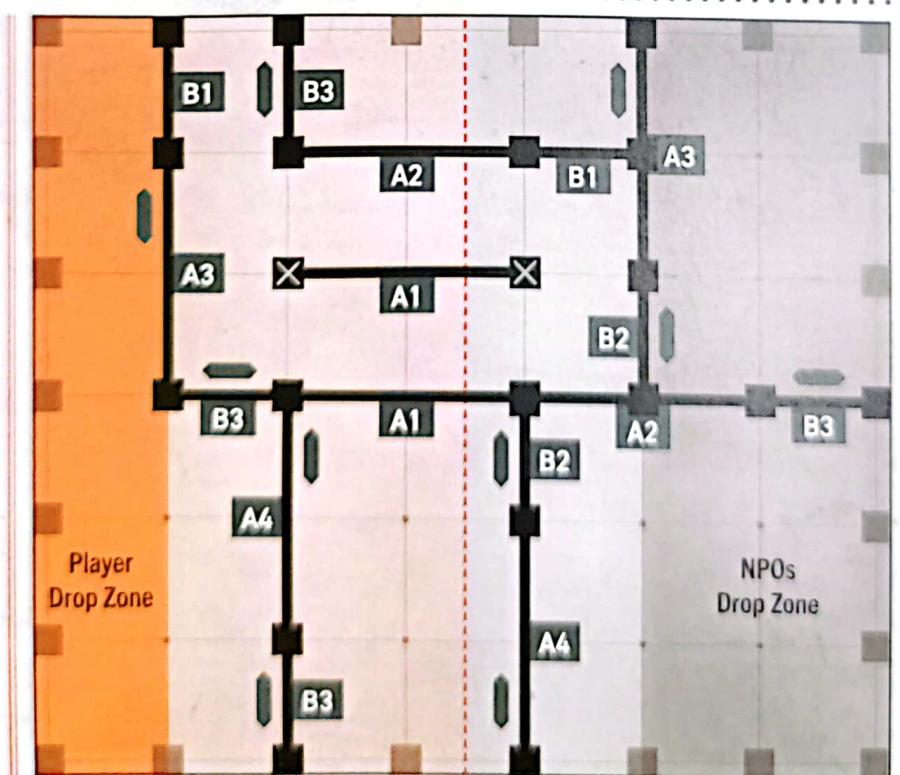
If all the NPOs are incapacitated, the battle ends and the players win.

If all the players' operatives are incapacitated, the battle ends and the players lose.





▼ KILLZONE GALLOWDARK



02 JOINT OPERATIONS MISSION SABOTAGE

Having forced passage into the enemy facility, it now falls to your operatives to locate and sabotage key systems and strategic assets while eliminating the waves of enemy soldiers rushing to defend them.

MISSION RULES

NPOs: Any combination of NPOs with a combined Wounds stat of up to 90. They are set up with a Conceal order wholly within the NPOs drop zone and spread out in cover.

Reinforcements: Each strategy phase, if half the NPOs are incapacitated, they call in reinforcements as a **STRATEGIC GAMBIT**. Randomly select two incapacitated NPOs (excluding Heavy NPOs) or one incapacitated Heavy NPO. Set them up with a Conceal order and in cover (if possible) within 3" of a Reinforcement marker.

 *Reinforcement marker*

MISSION ACTION

SABOTAGE

1AP

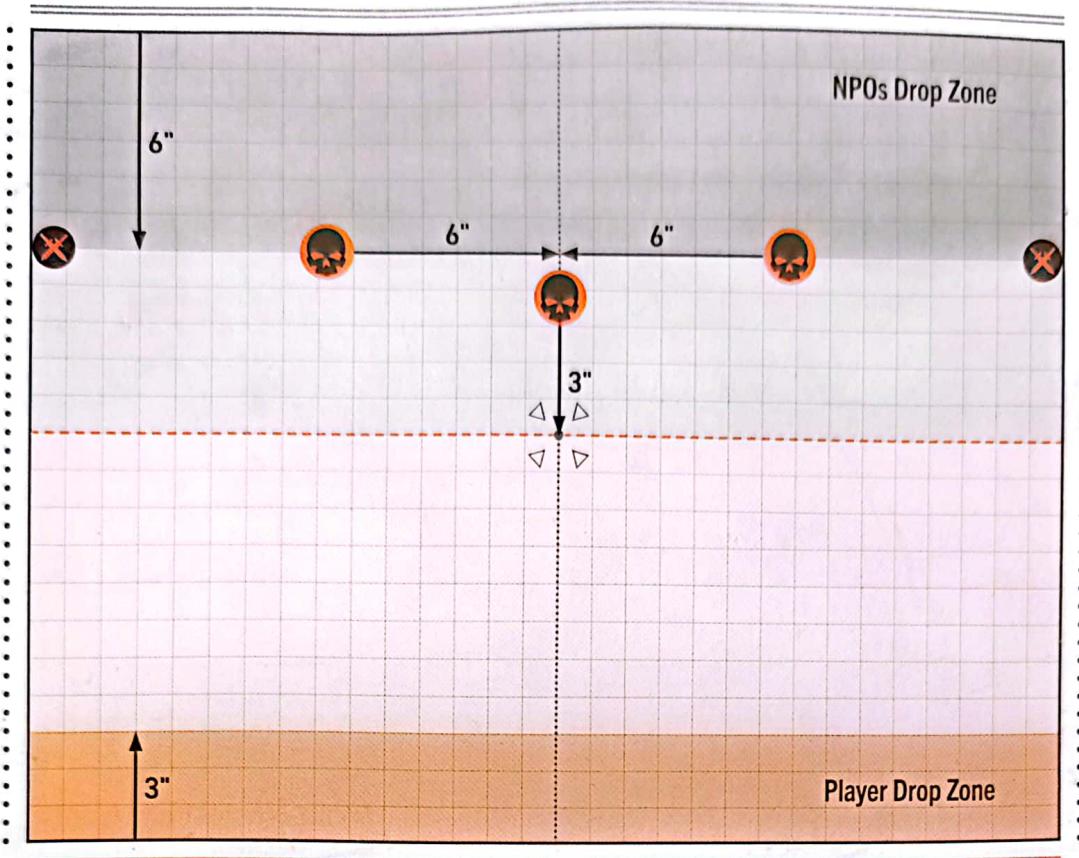
- One objective marker the active operative controls is sabotaged.
- ◆ An operative cannot perform this action during the first turning point, while within control range of an enemy operative, or if that objective marker has already been sabotaged.

VICTORY

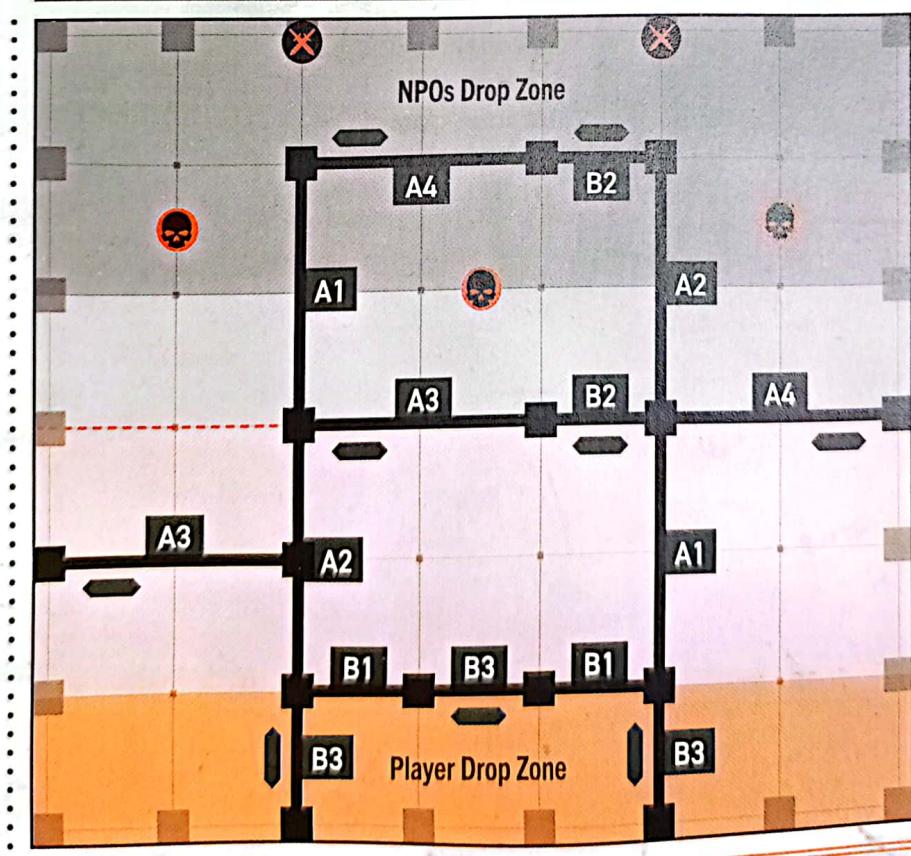
If every objective marker is sabotaged, the battle ends and the players win.

If all the players' operatives are incapacitated, the battle ends and the players lose.





▼ KILLZONE GALLOWDARK



03 JOINT OPERATIONS MISSION ESCAPE

The facility burns. Vital enemy assets have been annihilated thanks to your operatives' efforts. With vengeful foes closing in from all sides, now is the time to make good your escape.

94

JOINT OPS MISSION PACK ➤ 03. ESCAPE

MISSION RULES

NPOs: Any combination of NPOs with a combined Wounds stat of up to 77. They are set up with a Conceal order wholly within the NPOs drop zone and spread out in cover.

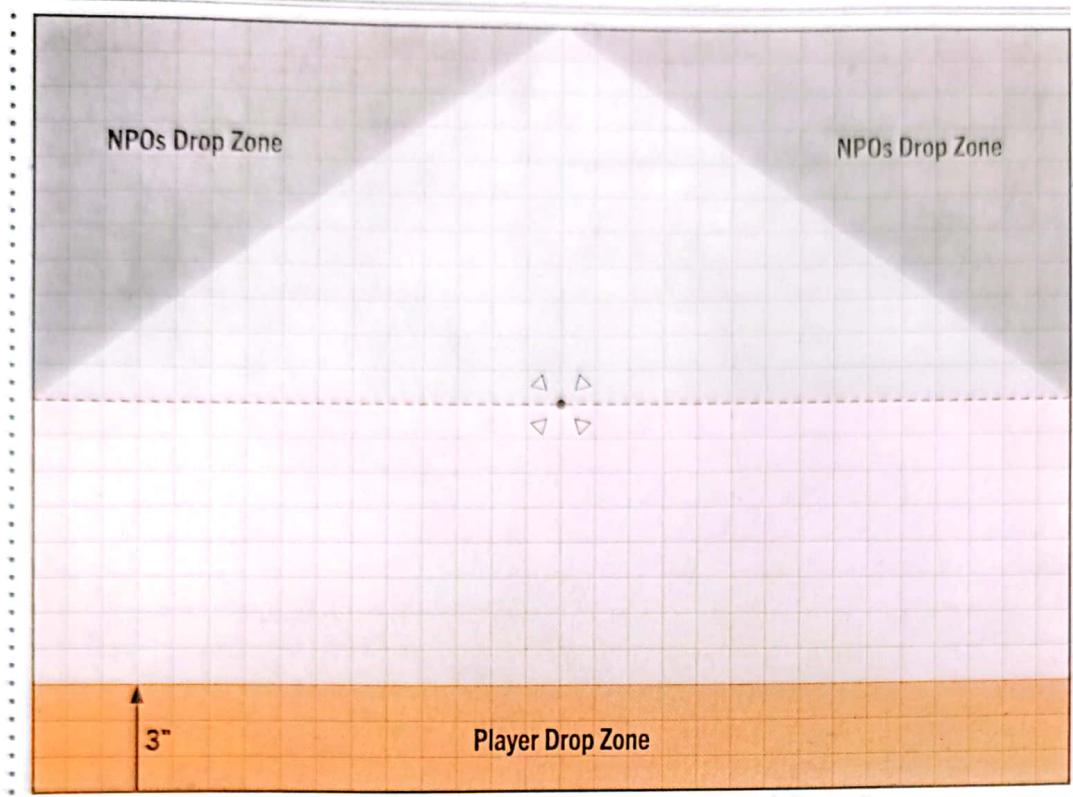
Reinforcements: Each strategy phase, if half the NPOs are incapacitated, they call in reinforcements as a **STRATEGIC GAMBIT**. Randomly select two incapacitated NPOs (excluding Heavy NPOs) or one incapacitated Heavy NPO. Set them up with a Conceal order and in cover (if possible) wholly within the NPOs drop zone, within 6" of a killzone edge and more than 6" from player operatives.

Escape: The players' operatives can move wholly over the NPOs killzone edge (this takes precedence over bases and the edge of the killzone, pg 46). Any that do so have escaped – remove them from the killzone.

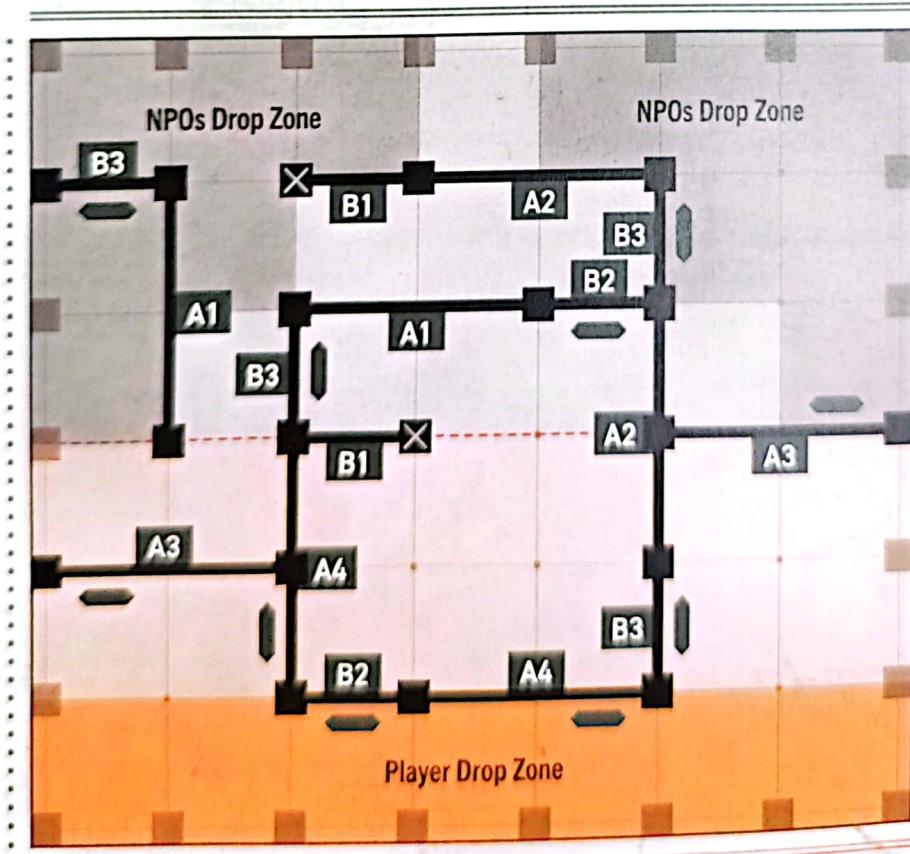
VICTORY

The battle ends when the players have none of their operatives left in the killzone. If more than 50% of their operatives have escaped, the players win. Otherwise, they lose.





▼ KILLZONE GALLOWDARK



RAVENING HORDES

BRAWLER

TROOPER

96



Necron Canoptek
Scarab Swarm



Heretic Astartes
Chaos Cultist



Death Guard Poxwalker



Tyranid Hormagaunt

TOUGH



Ork Boy



Chaos Daemon Bloodletter



Necron Flayed One



World Eaters Jakkal

HEAVY



Necron Triarch Praetorian



Adeptus Astartes
Assault Intercessor



World Eaters
Khorne Berzerker



Genestealer Cults Aberrant

On these pages you will find a showcase of Warhammer 40,000 miniatures taken from a range of different factions within the game. These are just some examples of the sorts of NPOs your kill teams might face, and the category of NPO they fit into – no matter which galactic power you fight for, you will find foes aplenty in the 41st Millennium!

MARKSMAN

TROOPER

97



Adepta Sororitas
Sister Novitiate



Genestealer Cults
Neophyte Hybrid



Tyranid Termagant



Astra Militarum
Cadian Shock Trooper

WARRIOR



Astra Militarum Karskin



Necron Warrior



Aeldari
Guardian Defender



Adeptus Mechanicus
Skitarii Ranger

HEAVY



Adeptus Astartes
Intercessor



Leagues of Votann
Brôkhyr Thunderkyn



Heretic Astartes
Legionary



Tyranid Warrior



MULTIPLAYER OPS MISSION PACK

98

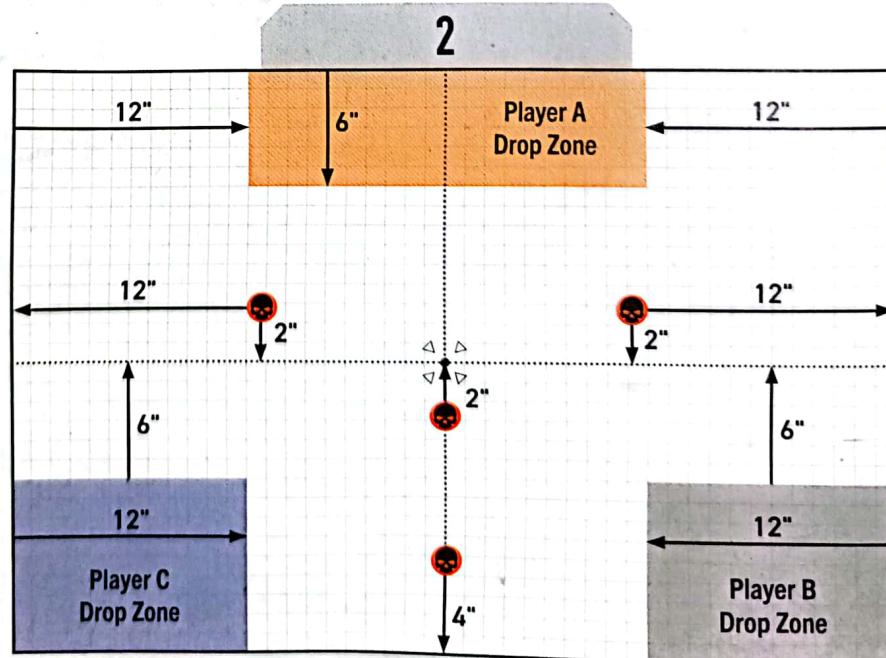
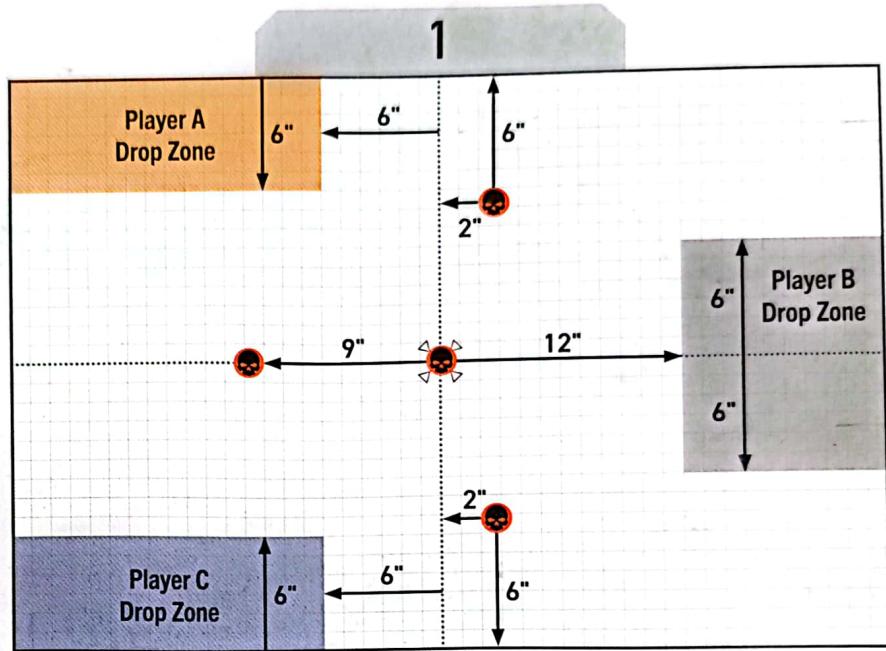
MULTIPLAYER OPS MISSION PACK ➤ MISSION RULES

This is a mission pack for three or four player games. It's ideal for a group of friends who want to play a game together. All other players are enemies, so expect plenty of carnage and destruction. This mission pack requires two same-sized game boards combined along the long edge to create a larger killzone. The game sequence and map keys for this mission pack are found on pgs 108-110.

SET UP

Using the set of maps appropriate to the number of players, the first player (see player order opposite) rolls one D6: on a 1-3, use map 1; on a 4-6, use map 2.

3-PLAYER MAPS



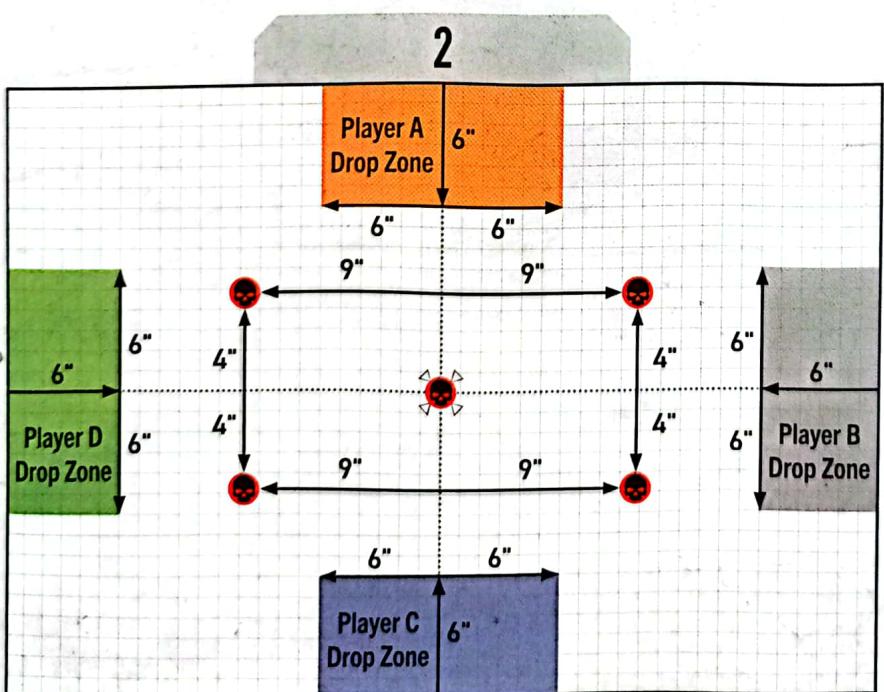
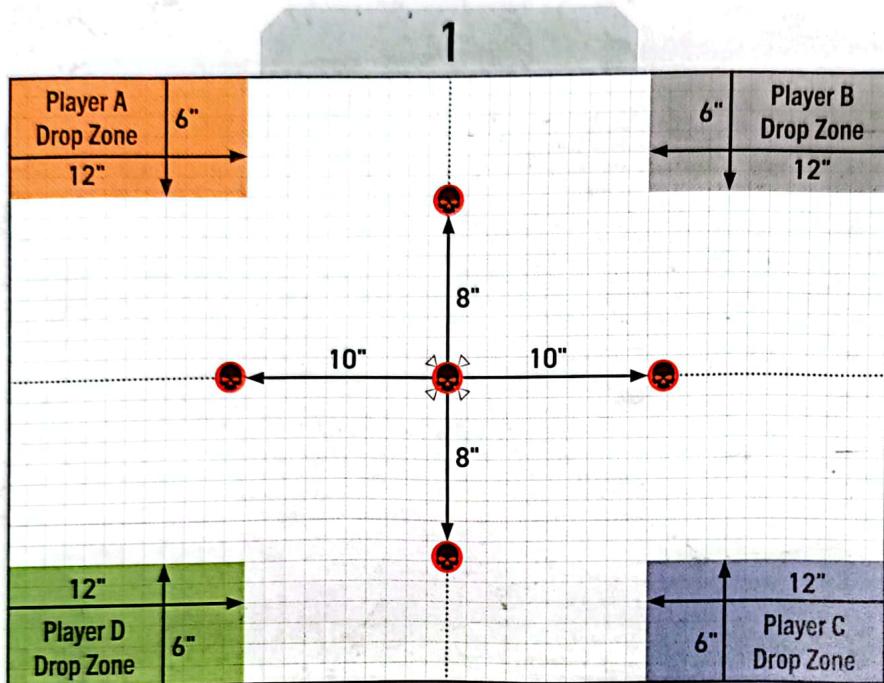
'THIS IS FALCON-THETA-GREY, MOVING UP ON PRIMARY. AUSPICATORS DETECT MULTIPLE HOSTILE WARBANDS CONVERGING ON THE RELIC. THRONE-BE-PRAISED FOR A TARGET-RICH ENVIRONMENT. GOADING WEAPON SPIRITS AND COMMENCING PURGE IN THE GOD-EMPEROR'S NAME!'

- Tempestor Prime Ulwynd, firefight in Saint Shia's Fane

PLAYER ORDER

Whenever you would determine initiative, establish player order instead. All players roll one D6. The player with the highest result is first, the player with the second highest result is second, and so on. If two or more players are tied, those players keep rolling until an order is established between them.

Whenever you would do something starting with the player with initiative, do it in player order instead. For example, select drop zones, set up kill teams and activate in the Firefight phase in player order, starting with the player who is first.

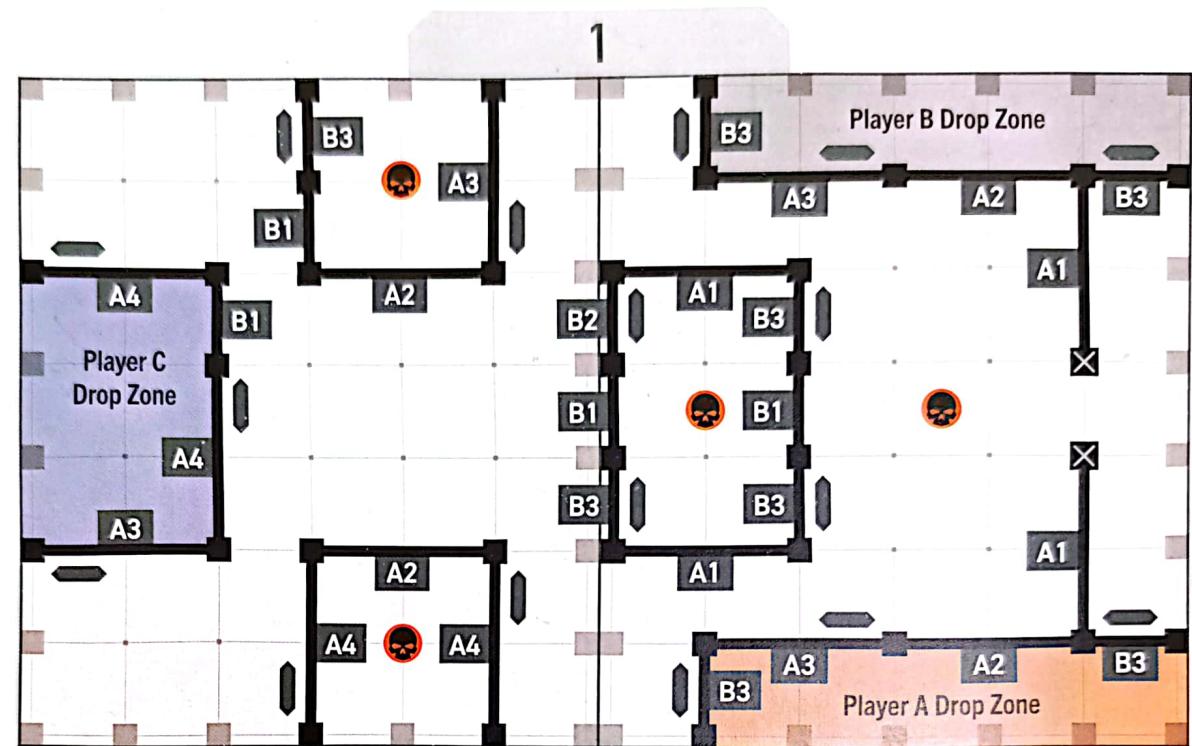


4-PLAYER MAPS

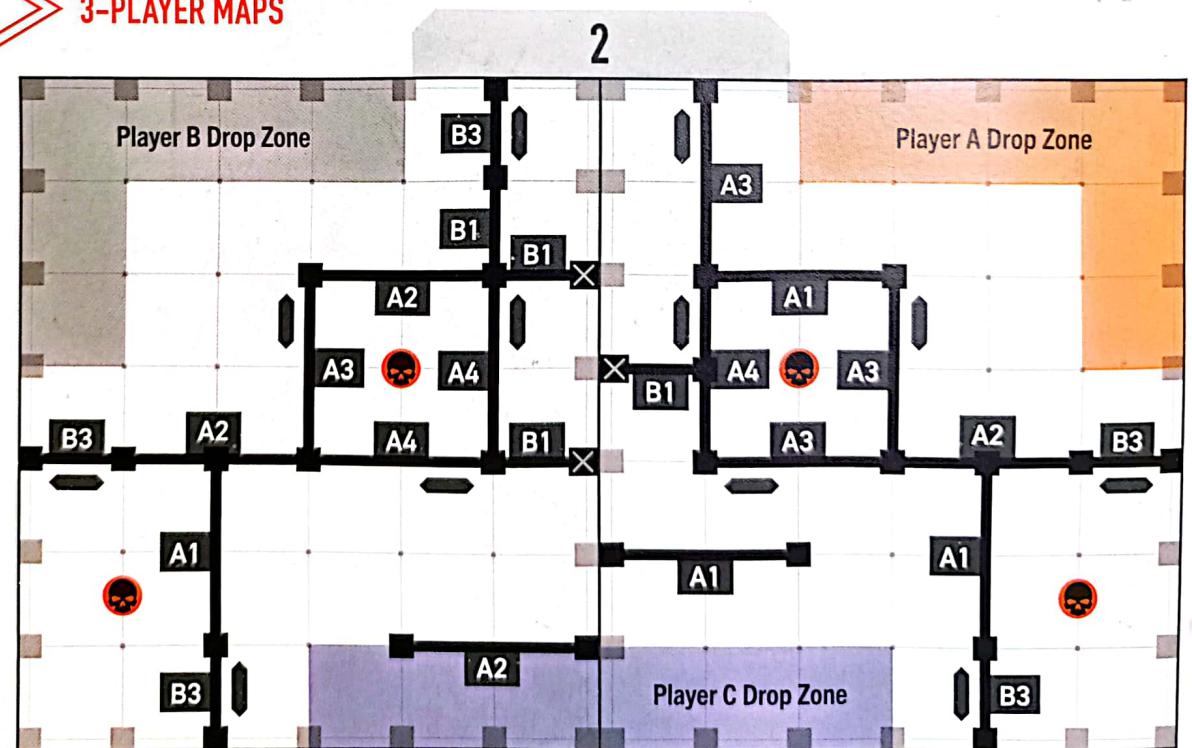


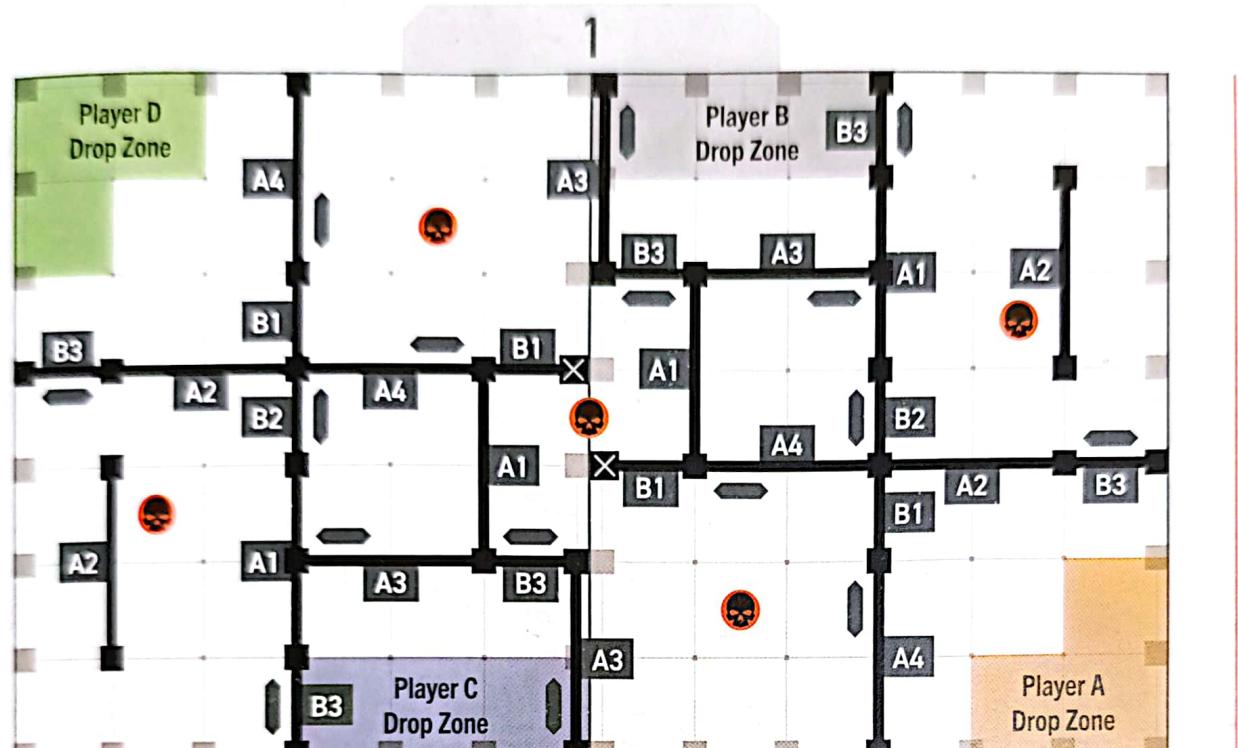
▼ KILLZONE: GALLOWDARK

If you are using Killzone: Gallowdark, use the set of maps below appropriate to the number of players. The first player (see player order on pg 99) rolls one D6: on a 1-3, use map 1; on a 4-6, use map 2.

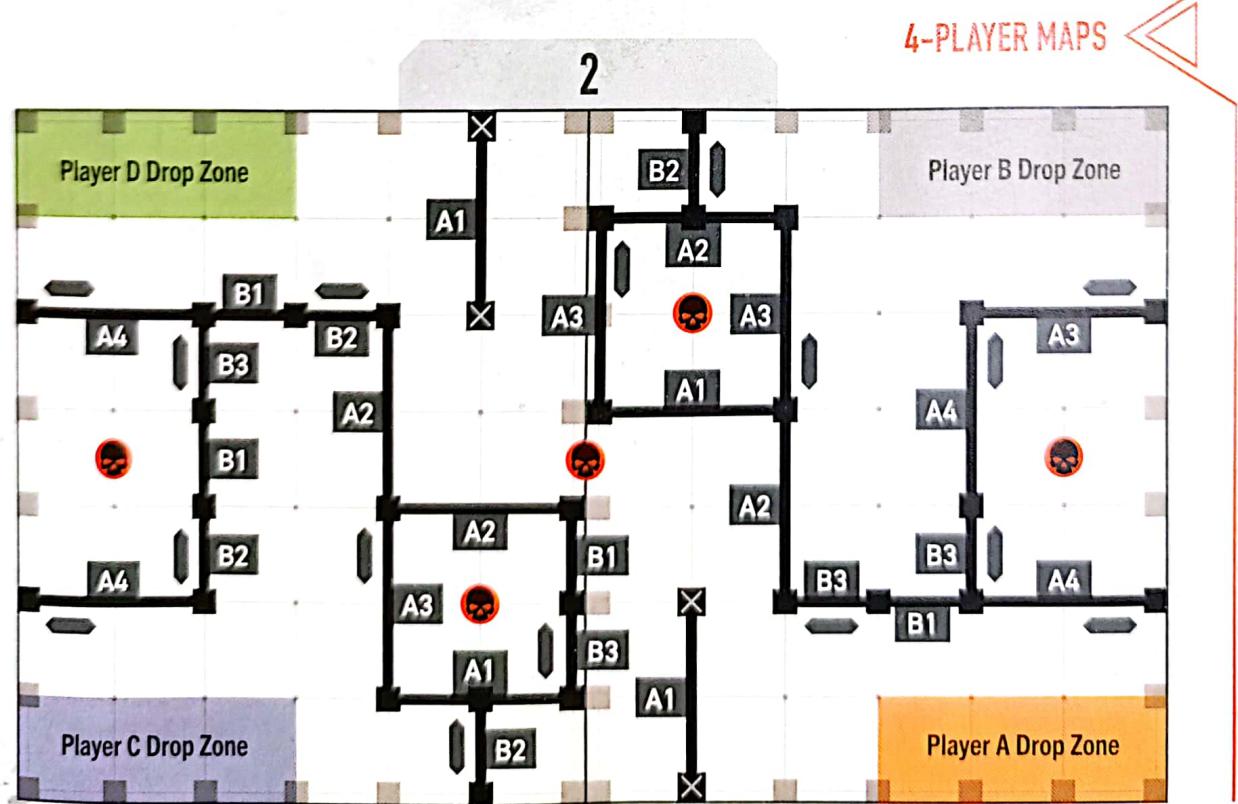


3-PLAYER MAPS





4-PLAYER MAPS



OPERATIONS

Players must attempt to score Victory points (VP) from two operations: elimination op and crit op. The battle ends after four turning points, and the player with the most VP is the winner.

ELIMINATION OP

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As multiple kill teams push into the same region of contested territory, the gunfight becomes a battle of swift and savage attrition. The commander who thins the enemy ranks while safeguarding their own operatives will soon achieve tactical supremacy.

Victory Points

Keep track of how many enemy operatives friendly operatives incapacitate during each turning point. Enemy operatives with a Wounds stat of 12 or more are treated as two for this purpose, and enemy operatives that are not incapacitated by a friendly operative are ignored (e.g. if they were incapacitated by the Hot weapon rule).

At the end of each turning point after the first, rank each player that incapacitated enemy operatives during that turning point. You score a number of VP as shown on the table opposite.

RANK	VP
1st	2
2nd	1
3rd	0
4th	0

If players are tied on a rank, they share the rank at the higher end of that tie. For example, if four players incapacitated enemy operatives during the turning point, and two of them incapacitated the second most, they would both be ranked second. The remaining player would be ranked fourth.



CRIT OP

The first player rolls one D3. The players use the crit op that corresponds to the result.

1. SECURE

Heavy ordnance or a rapid advance previously neutralised the area. Move in its wake to secure the killzone.

Mission Action

SECURE

1AP

- One objective marker the active operative controls is secured by your kill team until an enemy kill team secures that objective marker.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

Victory Points

At the end of each turning point after the first, for each objective marker secured by your kill team, you score 1VP (to a maximum of 3VP per turning point).

2. LOOT

A larger force has hastily withdrawn from the killzone. Seize the supplies and intelligence left behind.

Mission Action

LOOT

1AP

- One objective marker the active operative controls is looted.
- ◆ An operative cannot perform this action during the first turning point, while within control range of an enemy operative, or if that objective marker has already been looted during this turning point.

Victory Points

Whenever a friendly operative performs the Loot action, you score 1VP (to a maximum of 3VP per turning point).

3. TRANSMISSION

Firing coordinates, urgent reports or strategic updates must be transmitted back to base, but it is vital this information remains classified.

Mission Action

INITIATE TRANSMISSION

1AP

- One objective marker the active operative controls is transmitting until the start of the next turning point.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

Victory Points

At the end of each turning point after the first, for each transmitting objective marker friendly operatives control, you score 1VP (to a maximum of 3VP per turning point).

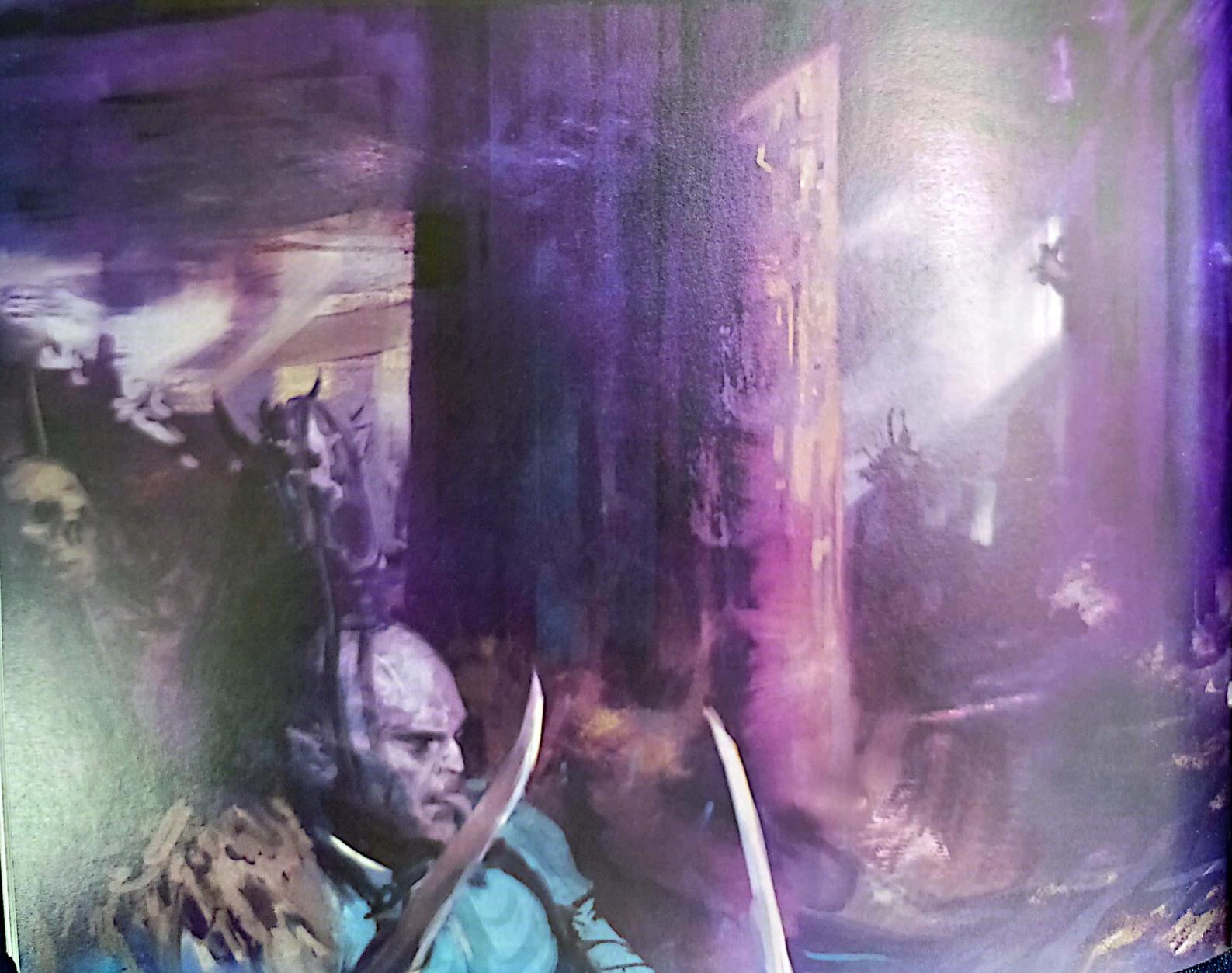


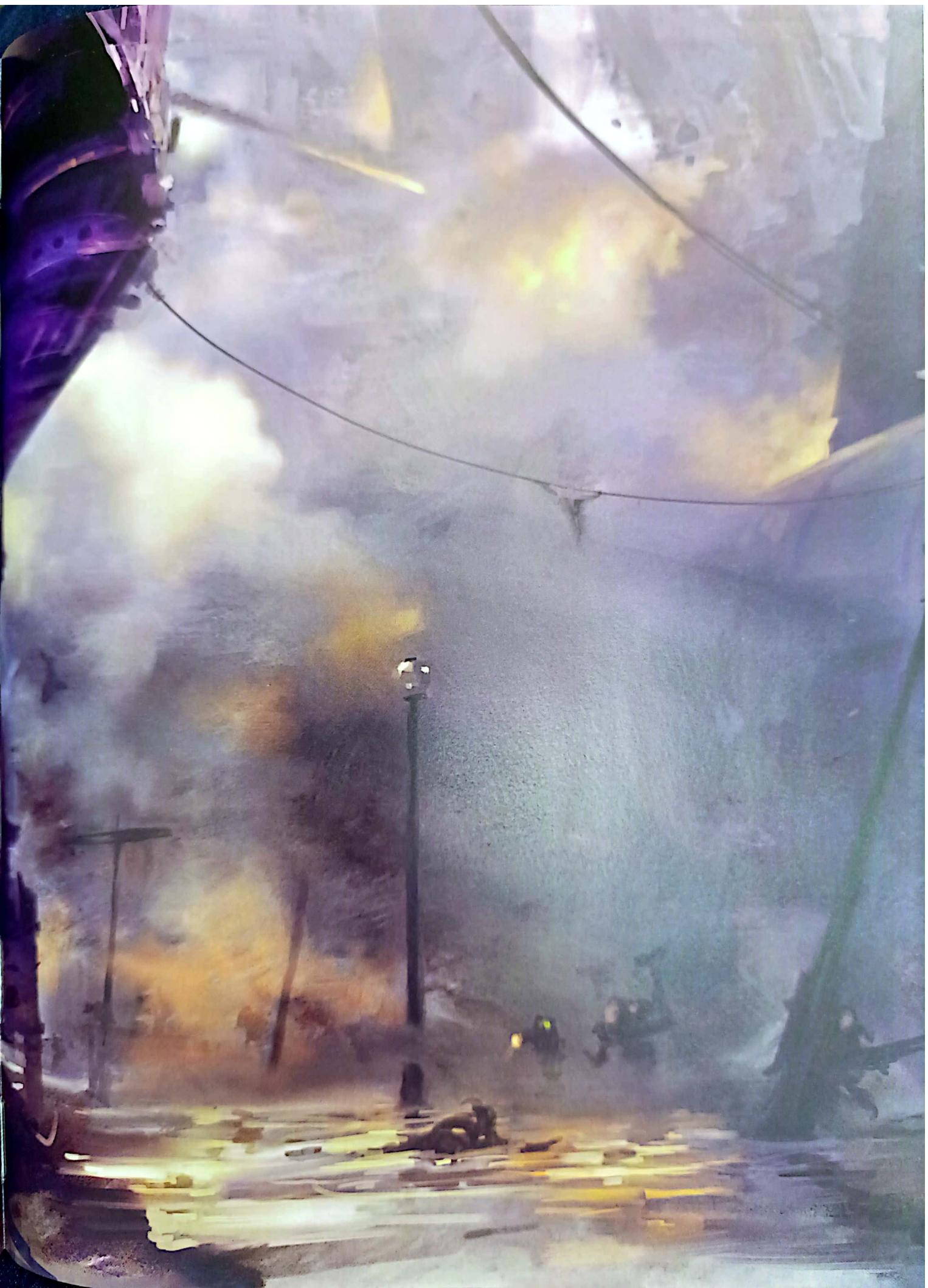
SECTION 04

APPENDIX



Throughout this section you will find a variety of useful information, including an index to look up specific rules, a key for mission maps, the game sequence for this book's mission packs, an explanation of common weapon rules and a token guide.





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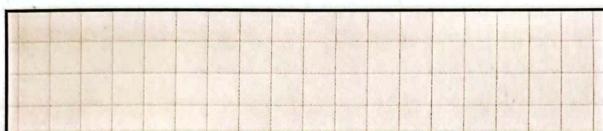
KILLZONE MAP KEY

108

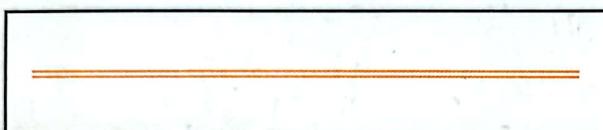
APPENDIX ➤ KILLZONE MAP KEY



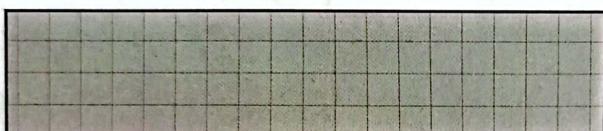
PLAYER A DROP ZONE AND TERRITORY



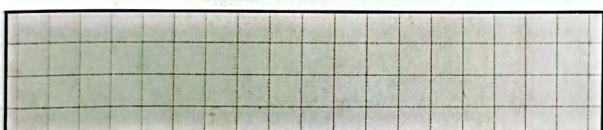
PLAYER A TERRITORY



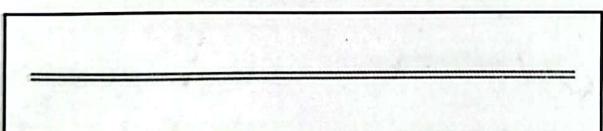
PLAYER A KILLZONE EDGE



PLAYER B DROP ZONE AND TERRITORY



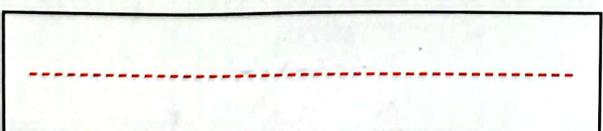
PLAYER B TERRITORY



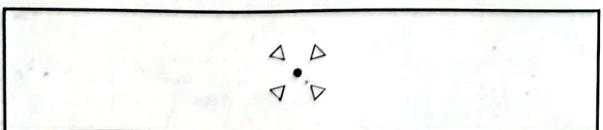
PLAYER B KILLZONE EDGE



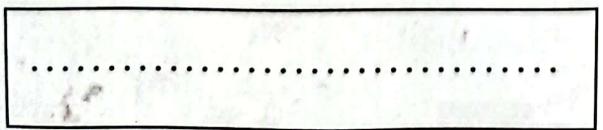
OBJECTIVE MARKER



CENTRELINE



CENTRE OF KILLZONE



NEUTRAL KILLZONE EDGE

KILLZONE: GALLOWDARK MAP KEY



109

APPENDIX ▶ KILLZONE: GALLOWDARK MAP KEY



A1

LONG WALL



A2

LONG WALL WITH PILLARS



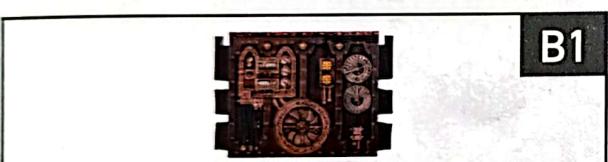
A3

LONG WALL WITH HATCHWAY



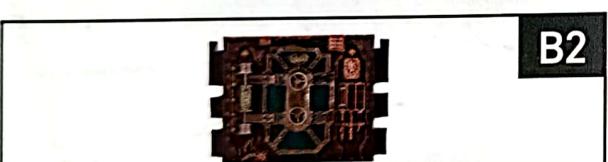
A4

LONG WALL WITH HATCHWAY AND PILLARS



B1

SHORT WALL



B2

SHORT WALL WITH HATCHWAY



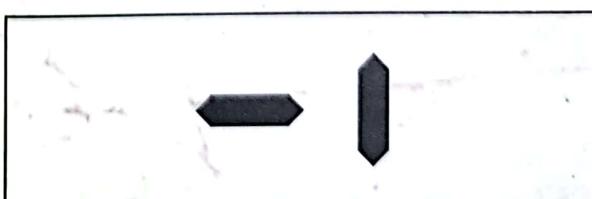
B3

SHORT WALL WITH HATCHWAY AND PILLARS



X

WALL END



HATCHWAY POSITION ON WALL

GAME SEQUENCE

110

APPENDIX ▾ GAME SEQUENCE

1. SET UP THE BATTLE

- Each player selects a kill team for the battle.
- Determine a mission pack and mission.
- Set up terrain features and ensure their types are specified.
- Roll-off – the winner decides who has initiative. In the Multiplayer Ops mission pack, establish player order for initiative.
- Set up objective markers. Other than in Killzone: Beta-Decima, all objective markers must be set up on the killzone floor.
- Each player selects a different drop zone, starting with the player with initiative.



2. SELECT OPERATIVES

- Each player secretly selects their operatives for the battle, adhering to the selection requirements in their kill team's rules. They then reveal their selections simultaneously.
- Each player secretly selects up to four equipment options. Each option cannot be selected more than once per player. They then reveal their selections simultaneously.
- Each player gains 2CP.



3. SET UP OPERATIVES

- Each player alternates setting up an item of equipment that's set up before the battle (ladders, etc.), starting with the player with initiative. Note it's item by item, not option by option.
- Each player alternates setting up one third of their kill team (rounding up), starting with the player with initiative. When a player sets up an operative, it must be wholly within their drop zone and must be given a Conceal order.



4. PLAY THE BATTLE

- In the first turning point, the players roll-off and the winner decides who has initiative. If it's a tie, the player who didn't have initiative during set up decides (this takes precedence over roll-offs and ties).
- In the Multiplayer Ops mission pack, establish player order for initiative.



5. END THE BATTLE

- The battle ends when the mission specifies. If one player has no operatives in the killzone but the battle hasn't ended, the other player(s) play out each remaining turning point until it does.
- The player with the most VP is the winner. If all the players are tied, it's a draw. In the Joint Ops mission pack, the mission's victory condition will specify how to determine the winner.

WEAPON RULES

Weapon rules apply whenever a friendly operative uses a weapon that has them. Common weapon rules can be found below, and you may find rare weapon rules in your kill team's rules. Weapons gain no benefit from having the same weapon rule more than once, unless the weapon rule has an x , in which case select which x to use. If a friendly operative is using a weapon that has multiple weapon rules that would take effect at the same time, you can choose the order they take effect.

Accurate x : You can retain up to x attack dice as normal successes without rolling them. If a weapon has more than one instance of Accurate x , you can treat it as one instance of Accurate 2 instead (this takes precedence over x rules above).

Balanced: You can re-roll one of your attack dice.

Blast x : The target you select is the primary target. After shooting the primary target, shoot with this weapon against each secondary target in an order of your choice (roll each sequence separately). Secondary targets are other operatives visible to and within x of the primary target, e.g. Blast 2" (they are all valid targets, regardless of a Conceal order). Secondary targets are in cover and obscured if the primary target was.

Brutal: Your opponent can only block with critical successes.

Ceaseless: You can re-roll any of your attack dice results of one result (e.g. results of 2).

Devastating x : Each retained critical success immediately inflicts x damage on the operative this weapon is being used against, e.g. Devastating 3. If the rule starts with a distance (e.g. 1" Devastating x), inflict x damage on that operative and each other operative visible to and within that distance of it. Note that success isn't discarded after doing so – it can still be resolved later in the sequence.

Heavy: An operative cannot use this weapon in an activation in which it moved, and it cannot move in an activation in which it used this weapon. If the rule is Heavy (x only), where x is a move action, only that move is allowed, e.g. Heavy (Dash only). This weapon rule has no effect on preventing the Guard action.

Hot: After an operative uses this weapon, roll one D6. If the result is less than the weapon's Hit stat, inflict damage on that operative equal to the result multiplied by two. If it's used multiple times in one action (e.g. Blast), still only roll one D6.

Lethal $x+$: Your successes equal to or greater than x are critical successes, e.g. Lethal 5+.

Limited x : After an operative uses this weapon a number of times in the battle equal to x , they no longer have it. If it's used multiple times in one action (e.g. Blast), treat this as one use.

Piercing x : The defender collects x less defence dice, e.g. Piercing 1. If the rule is Piercing Crits x , this only comes into effect if you retain any critical successes.

Punishing: If you retain any critical successes, you can retain one of your fails as a normal success instead of discarding it.

Range x : Only operatives within x of the active operative can be valid targets, e.g. Range 9".

Relentless: You can re-roll any of your attack dice.

Rending: If you retain any critical successes, you can retain one of your normal successes as a critical success instead.

Saturate: The defender cannot retain cover saves.

Seek: When selecting a valid target, operatives cannot use terrain for cover. If the rule is Seek Light, operatives cannot use Light terrain for cover. Whilst this can allow such operatives to be targeted (assuming they're visible), it doesn't remove their cover save (if any).

Severe: If you don't retain any critical successes, you can change one of your normal successes to a critical success. Any rules that take effect as a result of retaining a critical success (e.g. Devastating, Piercing Crits, etc.) still do.

Shock: The first time you strike with a critical success in each sequence, also discard one of your opponent's unresolved normal successes (or a critical success if there are none).

Silent: An operative can perform the Shoot action with this weapon while it has a Conceal order.

Stun: If you retain any critical successes, subtract 1 from the APL stat of the operative this weapon is being used against until the end of its next activation.

Torrent x : Select a valid target as normal as the primary target, then select any number of other valid targets within x of the first valid target as secondary targets, e.g. Torrent 2". Shoot with this weapon against all of them in an order of your choice (roll each sequence separately).

MARKER/TOKEN GUIDE

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APPENDIX ▷ TOKEN GUIDE



ENGAGE ORDER TOKEN
READY/EXPENDED



CONCEAL ORDER TOKEN
READY/EXPENDED



INJURED TOKEN



GUARD TOKEN



APL +1 / -1 TOKEN



GENERIC TOKENS:

Use these to track rules effects for which you don't have a specific token.

TAC OPS:

These markers are used with the Approved Ops mission pack (available separately).



RECON MARKER



SECURITY MARKER



SEEK & DESTROY
MARKER



INFILTRATION MARKER

GRENADE TOKENS:



FRAG



KRAK



STUN



AMMO PILE MARKER



COMMS DEVICE MARKER



MINE MARKER



SMOKE GRENADE MARKER



Use this generic side of the marker when you don't have a specific marker for something.



OBJECTIVE MARKERS



INITIATIVE TOKEN