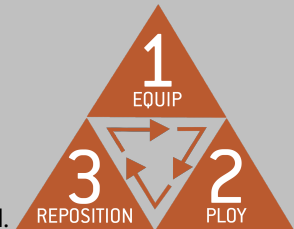


<p>- PvP Game Sequence -</p> <p>- 1. SETUP -</p> <ul style="list-style-type: none"> • Select Kill Teams, determine Killzone, and setup/specify terrain. • Determine CRIT OP and and set Objective markers on floor (except Bheta-Decima). • Roll off, winner assigns initiative, and the selected player picks their drop zone. <p>- 2. SELECT OPERATIVES -</p> <ul style="list-style-type: none"> • Secretly select Operatives then reveal together. • Secretly select up to 4 Equipment options (unique selections) and reveal together. • Players gain 2CP each. • Secretly select one TAC OP from your Team's Archetype. <p>- 3. SETUP EQUIPMENT & OPERATIVES -</p> <ul style="list-style-type: none"> • Alternate setting up equipment by item (NOT option). • Alternate setting up operatives in 3rds (round up), all concealed. <p>- 4. SCOUTING -</p> <ul style="list-style-type: none"> • Secretly select 1 pre-game scouting option: <ul style="list-style-type: none"> 1. Equip: select 1 NEW additional equipment option. 2. Ploy: Use a strategy ploy in Strategic phase for OCP 3. Reposition: "Reposition" one Operative who is wholly within drop zone for free. Must finish within 3" of your drop zone. • Reveal simultaneously. Initiative resolves first. 	<p>- 5. BATTLE -</p> <ul style="list-style-type: none"> • First TP initiative is decided by the SCOUTING options: 1 beats 2, 2 beats 3, 3 beats 1. If options are the same, the player who didn't have initiative in SETUP decides initiative. • Strategic Gambit: each player secretly selects one OP (1. CRIT, 2. KILL, 3. TAC) • Max 6VP from each OP each TP AFTER 1st. <p>- 6. TURNING POINTS (TP) (4 per battle) - <u>STRATEGY PHASE</u></p> <ul style="list-style-type: none"> • Determine Initiative: From the second TP onwards, players roll for initiative. On a tie, alternate from the previous TP. • Each TP player get 1 CP. The player without initiative gets 1 extra CP (2 total). • Use Strategic Gambits <p><u>FIREFIGHT PHASE</u></p> <ul style="list-style-type: none"> • Alternate picking Operatives. • Pick Order and do valid actions up to APL. <p>- 7. BATTLE END -</p> <ul style="list-style-type: none"> • After 4 TPs, even if a Team is incapacitated. • Primary OP revealed and score*1.5 (rounding up). • Most VP wins, or draw (see Scoring a Game, bottom right, overleaf).
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Special Rule	Actions
Accurate x - Retain up to x attack dice as NORMAL successes without rolling. Stacking “Accurate x”s are treated as “Accurate 2” (this takes precedence).	Reposition – 1AP Move up to the Operative’s Move Characteristic in straight line increments of 1”, rounding up each 1”.
Balanced - You can re-roll one of your attack dice.	Cannot move within Control Range of an enemy unless they are already in Control Range of a friendly and cannot finish the move within Control Range of an enemy. Cannot perform this action in the same activation that the Operative performed a Fall Back or Charge AND cannot perform this action while in Control Range of an enemy.
Blast x - The target you select is the primary target. Enemies within x” and visible to your primary target are Secondary targets (ignores conceal order). Secondary targets are in Cover and/or obscured IF THE PRIMARY TARGET WAS. After Shooting the primary target, shoot with this weapon against each secondary target, one target at a time, in an order of your choosing.	Dash – 1AP See “Reposition” but replace “movement characteristic” with 3” AND cannot be used to climb but can be used after Fall Back. Cannot be performed while in Control Range of an enemy.
Brutal - Your opponent can only block with Crits.	Fall Back – 2AP See “Reposition” except the Operative can move within Control Range of an enemy Operative but cannot finish in Control Range.
Ceaseless - You can re-roll any of your attack dice result of ONE RESULT (e.g. all 2s).	Charge – 1AP See “Reposition” but add 2” to the “movement characteristic” AND the Operative MUST finish the move within Control Range of the first enemy Operative that it enters the Control Range of IF that enemy Operative is not in Control Range of a friendly Operative.
Devastating x - Each retained Crit immediately inflicts x damage as well as being retained as usual. 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 x.	Shoot – 1AP Shoot with the active Operative using the Shoot sequence. The active Operative is the attacker, target is defender. Cannot be performed with a conceal order and/or while within Control Range of an enemy. Select valid target and roll attack dice, enemy rolls defence dice, assign attack damage/effects.
Heavy/(x)/ - An Operative cannot use this weapon in an activation in which it moved, or move after using this weapon. If the rule is Heavy (x), only (x) is allowed (e.g. Heavy (Dash only)). Has NO EFFECT on Guard.	Fight – 1AP Must be within Control Range. IMPROVE hit stat by 1 for every friendly also within Control Range of the target AND no other enemy. Both roll attack dice. Alternate Strike or Block (Only Crits can block Crits).
Hot - AFTER an Operative uses this weapon, roll one D6. Rolls less than the weapon's Hit stat inflict damage equal to the roll*2. Shooting actions with multiple targets trigger one D6 roll (e.g. after all Blast targets resolved).	Pick Up – 1AP Remove a marker that the active Operative controls. That Operative is “carrying, contesting, and controlling” that marker. Cannot be performed while in Control Range of an enemy or while already carrying.
Lethal x - Rolls of x or more are Crits.	Place Down – 1AP Place a marker the active Operative is carrying within it's Control Range. When incapacitated, a “carrying” Operative MUST perform this action for OAP. Cannot be performed in the same activation as a Pick Up action.
Limited x - Can only be used x times. Actions that can have multiple targets count as 1 use (e.g. Blast).	Counteract – When you would activate an Operative, but have no ready Operatives left, and your opponent still has ready Operatives to activate: you can select a expended friendly Operative with an ENGAGE order to perform a 1AP action for free. Only once per Operative per TP until your opponent has no active Operatives left to activate. Cannot move greater than 2” while counteracting.
Piercing X/Crits/ - The defender collects x less defence dice. If the rule is “Piercing Crits x”, the effect only applies if any Crit are retained.	Pass – Can be repeated within an activation - 1AP
Punishing - If you retain any Crits, you can retain one failed roll as a successful normal hit.	<div><div></div><div>Operative is engaged.</div><div>Engaged</div></div>
Range x - Only Operatives within x of the shooter can be valid targets.	<div><div></div><div>Operative is concealed.</div><div>Concealed</div></div>
Relentless - You can re-roll ANY of your attack dice.	<div><div></div><div>Re-Roll Attack/Defence Dice for 1CP.</div><div>CP Re-Roll</div></div>
Rending - If you retain any Crits, one of your normal Hits can be retained as a Crit.	<div><div></div><div>Wounds below 50% = -1 to hit AND -2” to Move stat.</div><div>Injured</div></div>
Saturate - The defender cannot retain Cover saves.	
Seek/light/ - VISIBLE 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, any Cover saves can still be retained.	
Severe - If you roll no Crits, you can change one normal hit to a Crit. Crit modifiers (e.g. Devastating, Piercing Crits, etc.) apply to this Crit.	
Shock - The first time you strike with a Crit in each SEQUENCE, discard one of your opponent's unresolved normal Hits (or a Crit if there are no normal Hits).	
Silent - Operative can Shoot while it has a Conceal order.	
Stun - If you RETAIN any Crits, subtract 1 from the APL of the target enemy Operative 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. Shoot targets one by one in an order of your choosing.	

THE Kill Team 24 Cheat Sheet

Vers. 1.21 by /u/DumeSleighter, Based on the original by /u/ChronoDK – updates at GitHub/krones9000/KT24CheatSheet

<p>Killzone: Volkus has the following additional rules:</p> <p>TERRAIN: Small Ruins and Heavy Rubble is Heavy Terrain. Light Rubble is Light Terrain. Doors are Accessible and Heavy, viewports Block Visibility. Broken Vent is Blocking. Barred Windows Block Visibility unless attacker and/or defender is within 1” of the window.</p> <p>ACTIONS: <u>Door Fight 1AP</u>: When TOUCHING a door, fight enemy within 2” of the OTHER side of the door. Counts as a fight action. Cannot be performed if already in Control Range of enemy Operatives.</p> <p>NOTES: Add Lethal 5+ to Blast, Torrent, Devastating weapons when targets wholly within the STRONGHOLD. Defenders inside the stronghold resolve first when FIGHTING enemies outside.</p>	<p>Killzone: Gallowdark has the following additional rules:</p> <p>TERRAIN: <u>Wall</u>: Heavy. Cannot move through walls. No visibility over. Distances not measured through walls – shortest route instead. <u>Pillars</u>: ONLY CORNERS can block Cover lines. <u>Hatchway</u>: Heavy while closed. Accessible, Insignificant, Exposed while open.</p> <p>ACTIONS: <u>Operate Hatch 1AP</u>: Open/Close hatch within Control Range. Can be performed during a Reposition or Dash. Not while within Control Range of an enemy or while the hatch is within Control Range of an enemy. <u>Guard 1AP</u>: Treated as a SHOOT ACTION. Cannot be used in Control Range with enemies or while Concealed. Operative is ON GUARD until it: Performs any action OR an enemy ends an action in Control Range OR it's order is changed OR The next TP. <u>Hatchway Fight 1AP</u>: When TOUCHING an open hatchway, fight enemy within 2” of the OTHER side of the hatch. Counts as a fight action. Cannot be performed if already in Control Range of enemy Operatives on the same side of the Hatch as the active Operative. <u>On Guard</u>: This Operative can interrupt an enemy activation AFTER their first action to: Shoot (even in Control Range -1 to HIT) OR Fight (inc. Hatchway) ANY valid target. After a Shoot in Control Range, this Operative cannot retaliate to Fights for the remaining enemy activation.</p>	<p>Killzone: Bheeta-Decima has the following additional rules:</p> <p>TERRAIN: <u>Gantry</u>: Accessible and Vantage. All Pillars are Heavy <u>Thermometric Condenser</u>: Accessible and Vantage. Pretend top is flat. Battlement edges are Light. All other parts are Heavy.</p> <p>HAZARDOUS: <u>Restricted Movement</u>: No part of any bases can be touching the hazardous area. <u>Restricted Targeting</u>: If 4” of more distance crosses hazardous then target is not valid. <u>Vantage to Floor</u>: When attacker or defender is on Vantage, targets are not valid if Visible through the footprint of a Gantry other than the Vantage point mentioned already. <u>Vantage to Vantage</u>: Restricted targetting over hazardous areas does not apply when both Operatives are on Vantage.</p> <p>NOTES: EQUIPMENT CAN BE SET UP ON VANTAGE.</p>
Universal Equipment	Valid Target / In Cover / Obscured / Visibility	
<p>1x Ammo Cache Setup wholly within your territory. Friendly Operatives can perform the following action: <u>Ammo Resupply - 0AP</u> When CONTROLLING a Cache, until the start of the next TP, you can re-roll one attack dice whenever you shoot. Caches can be used once per TP, and not while in Control Range of enemies.</p>	<p>Valid Target – ENGAGED enemy can be shot if visible. CONCEALED enemy can be shot if visible and NOT in cover.</p>	
<p>1x Comms Device Setup wholly within your territory. While a friendly Operative control the device, add 3” to it's SUPPORT range (i.e. select friendly within 6” becomes 9”). Cannot use enemy comms.</p>	<p>In Cover – Defender can auto-retain 1 normal save Operative within 1” of anything intervening/which crosses a Cover line. Operatives are not within 2” of one another.</p>	
<p>1x Heavy Barricade Heavy terrain that can be set up wholly within 2” of your drop zone, on the floor, and more than 2” from other equipment terrain.</p>	<p>Obscured – Discard 1 normal hit AND Crits become normal Hits The Cover lines cross HEAVY terrain, at any point, further than 1” from both Operatives</p>	
<p>2x Ladders Exposed terrain that can be set up wholly within your territory, upright against terrain 2” or taller, more than 2” from equipment terrain, and more than 1” from doors and access points. Don't impeded movement but can't be finished on. Can be climbed once PER activation for 1”, normal climb value thereafter till next activation.</p>	<p>Visibility You can draw an unobstructed 1mm diameter line from an Operatives head to ANY part something (operative or object) that is “visible” to it.</p>	
<p>2x Light Barricades Light terrain that can be setup wholly within your territory on the floor and more than 2” from other equipment terrain.</p>	<p>Terrain Traits <small>Players should always discuss/clarify what terrain traits are present where before a game.</small></p>	
<p>1x Mines Setup wholly within your territory, more than 2” from other markers/access points. The first time ANY Operative is within Control Range, inflict D3+3 damage.</p>	<p>Accessible - Costs 1” to move through</p>	
<p>1x Portable Barricade Light, Protective, Portable terrain that can be setup wholly within your territory, on the floor, more than 2” from other equipment terrain. <u>Protective</u>: Cover from this terrain improves Saves by 1 to a max of a 2+ Save. <u>Portable</u>: Provides Cover when the Operative is Connected AND it intervenes Cover lines (ignoring it's feet). <u>Move with Barricade - 1AP</u> When connected to this terrain, operatives can: reposition -2”, no climb, drop, jump. Treated as a Reposition action (same rules). Remove barricade, Reposition, replace barricade.</p>	<p>Blocking - Gaps through which visibility cannot be drawn.</p>	
<p>1x Razor Wire Exposed terrain set up wholly within your territory, on the floor, and more than 2” from other equipment terrain. <u>Obstructing Terrain</u>: A move within 1” of this terrain costs +2”.</p>	<p>Exposed - Terrain which offers no protection (ex: ladders)</p>	
<p>2x Utility Grenades - Pick any 2, 1 use per pick <u>Smoke Grenade - 1AP</u> Place marker within 6” and visible to this Operative (including Vantage). Creates an area of smoke 1” horizontally/unlimited height. When wholly within smoke, obscured to shots 2” away and vice versa. Shooting into smoke beyond 2” removes Piercing. Before next Strategic Gambits step, roll D3. Marker remains until D3 activations or end of TP. <u>Stun Grenade - 1AP</u> Select Operative within 6” and visible to this Operative. That Operative and ANY other Operatives within 1” roll D6. On a 3+ subtract 1APL until end of the Operatives next activation.</p>	<p>Heavy - Large terrain, can obscure Operatives.</p>	
<p>2x Explosive Grenades - Pick any 2, 1 use per pick Unassigned, any Operative can use. Shooting attack. <u>Frag Grenade</u> 4ATK, HIT on 4+, DMG 2/4. Rng.6”, Blast 2”, Saturate. <u>Krak Grenade</u> 4ATK, HIT on 4+, DMG 4/5. Rng.6”, Piercing 1, Saturate.</p>	<p>Light - Smaller terrain with no additional rules.</p>	
<p>SCORING A GAME</p> <p>Players score Victory Points (VP) during the game (TP2-4) from three different OPs: CRIT OP: Score VP by performing mission actions and controlling objective markers. KILL OP: Score VP as per the card, +1VP to player with highest Kill Grade (NOT kill count).</p>		<p>Vantage - Provides Cover from shooters over 2” below. Engaged targets (usual Cover rules apply): Accurate 1 if 2” above Accurate 2 if 4” above Concealed targets (can target concealed in Light Cover): Target can auto-retain either 1xCrit Save 2xNormal Save</p> <p>Movement</p> <p>Climbing Terrain Must be within 1” horizontally & 3” vertically to start climb. MINIMUM climb cost of 2”. Measure vertical distance, rounding UP to nearest 1”, and subtract from Move stat. If you still have the necessary horizontal Movement left then complete your Reposition.</p> <p>Dropping from Terrain When dropping, or jumping off, Ignore 2” vertical drop PER activation (not drop). CAN drop more than once per activation.</p> <p>Jumping Operatives can jump off terrain up to 4” horizontally. Jump BETWEEN terrain features ignoring less than 1” differences in height. If jumping off over a rampart, you must CLIMB it first.</p> <p>Control Range Visible and within 1” of model base.</p> <p>TAC OP: Score VP as described on the TAC OP.</p> <p>Primary OP Selection: At first TP, secretly select one chosen OP to be primary. At the end of the battle, primary OP score x1.5 rounding up.</p>