- Kill Team 24 - Intro -- PvP Game Sequence -Players score Victory Points (VP) during the game from three different OPs: - 5. BATTLE (Cont.) --1 SETUP-- 4 .SCOUTING - Select Kill Teams. • Secretly select 1 pre-game scouting option: • Strategic Gambit: each player secretly selects one OP (1. CRIT, 2. KILL, 3. TAC) CRIT OP: Score VP by performing mission actions and controlling objective markers. • Determine Killzone and setup/specify terrain. 1. Equip: select 1 NEW additional equipment option. • Max 6VP from each 0P. • Determine CRIT OP and and set Objective markers 2. Ploy: Use a strategy ploy in Strategic phase for OCP on floor (except Bheta-Decima) - 6. TURNING POINTS (TP) (4 per battle) -**KILL OP:** Score VP as enemy Operatives are incapacitated. **3. Reposition:** "Reposition" one Operative who is wholly within drop zone for free. Must finish within 3" • Roll off, winner assigns initiative, and the selected STRATEGY PHASE player picks their drop zone. of your drop zone. **TAC OP:**Score VP from a TAC OP secretly selected from one of the Kill Team's Archetypes. Each OP specifies when it should be revealed. • 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 - 2. SELECT OPERATIVES -• Reveal simultaneously. Initiative resolves first. Secretly select Operatives then reveal together. - 5. BATTLE - First TP initiative is decided by the SCOUTING options RockPaperScissors (see below). If options are the same, the player who didn't have initiative in SETUP decides initiative. • Secretly select up to 4 Equipment options (unique Primary OP Selection:
During the first Turning Point (TP), each player secretly selects one of the above OPs to be their primary OP. Which OP was Primary is revealed, and VP scored, at the end of the battle (though the OP) selections) and reveal together. • Players gain 2CP each. FIREFIGHT PHASE • Secretly select one TAC OP from your Team's Alternate picking Operatives.Pick Order and do valid actions up to APL. Archetype itself may have already been revealed). - 3. SETUP EQUIPMENT & OPERATIVES -- 7. BATTLE END - Alternate setting equipment by item, not option. • After 4 TPs, even if a Team is killed. • Alternate setting up Operatives in 3rds (rounding up) within your drop zone and with a CONCEAL order. • Primary OP revealed and score*1.5 (rounding up). Most VP wins, or draw. **Special Rule Description Actions** Cover / Obscured / Visible Accurate x In Cover - Defender can auto-retain 1 normal save 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 Operative within 1" of anything intervening/which crosses a Cover line. Move up to the Operative's Move Characteristic in straight line increments of 1", rounding up each 1". Operatives are not within 2" of one another. 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. **Balanced** You can re-roll one of your attack dice. Obscured - Discard 1 normal hit AND Crits become normal Hits 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 pine, in an order of Jour choosing. Cannot perform this action in the same activation that the Operative performed a Fall Back or Charge AND cannot perform The Cover lines cross HEAVY terrain, at any point, further than 1" from both Operatives this action while in Control Range of an enemy. Visible You can draw an unobstructed 1mm diameter line from an 0peratives head to any part something that is "visible" to it. target at a time, in an order of your choosing. See "Reposition" but replace "movement characteristic" with 3" AND cannot be used to climb but can be used after Fall Back. **Brutal** Your opponent can only block with Crits. Cannot be performed while in Control Range of an enemy. Terrain Traits You can re-roll any of your attack dice result of ONE Ceaseless Fall Back - 2AP RESULT (e.g. all 2s). Accessible - Costs 1" to move through See "Reposition" except the Operative can move within Control Devastating x Each retained Crit immediately inflicts x damage as Range of an enemy Operative but cannot finish in Control Range. well as being retained as usual. If the rule starts with a distance (e.g. 1" Devastating x), inflict x damage on Blocking - Gaps through which visibility cannot be drawn. that Operative AND each other Operative visible to and Exposed - Small terrain which offers no protection (ex: ladders) See "Reposition" but add 2" to the "movement characteristic" Heavy /(x)/ AND the Operative MUST finish the move within Control Range of An Operative cannot use this weapon in an activation Heavu - Large terrain, can obscure Operatives. in which it moved, or move after using this weapon. If the rule is Heavy $\{x\}$, only $\{x\}$ is allowed (e.g. Heavy $\{x\}$, only $\{x\}$) on $\{x\}$ is allowed $\{x\}$. the first enemy Operative that it enters the Control Range of IF that enemy Operative is not in Control Range of a friendly Operative. Light - Smaller terrain with no additional rules. Hot AFTER an Operative uses this weapon, roll one D6. Shoot - 1AP Vantage 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 Provides Cover from shooters over 2" below. Shoot with the active Operative using the Shoot sequence. The active Operative is the attacker, target is defender. Engaged targets (usual Cover rules apply): Accurate 1 if 2" above Accurate 2 if 4" above resolved) Cannot be performed with a conceal order and/or while within Control Range of an enemy. Lethal x+ Concealed targets (can target concealed in Light Cover): Rolls of x or more are Crits. Select valid target and roll attack dice, enemy rolls defence dice, assign attack damage/effects. Target can auto-retain either 1xCrit Save Can only be used x times. Actions that can have multiple targets count as 1 use (e.g. Blast). Limited x 2xNormal Save Fight - 1AP 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 **Movement** Must be within Control Range. IMPROVE hit stat by 1 for every friendly also within Control Range of the target AND no other enemy. **Climbing Terrain Punishing** If you retain any Crits, you can retain one failed roll as Both roll attack dice. Must be within 1" horizontally & 3" vertically to start climb.
MINIMUM climb cost of 2". Measure vertical climb distance and subtract a successful normal hit. Alternate Strike or Block (Only Crits can block Crits). Only Operatives within x of the shooter can be valid from Move. Check you still have the necessary horizontal Move left. Range x Pick Up - 1AP **Dropping from Terrain** Relentless You can re-roll ANY of your attack dice. Remove a marker that the active Operative controls. That Operative is "carrying, contesting, and controlling" that marker. When dropping, or jumping off, Ignore 2" vertical drop PER activation (not Rending If you retain any Crits, one of your normal Hits can be drop). CAN drop more than once per activation. Cannot be performed while in Control Range of an enemy or while already carrying. Jumping Saturate The defender cannot retain Cover saves. Place Down - 1AP Operatives can jump off terrain up to 4" horizontally. Jump BETWEEN terrain features ignoring less than 1" differences in height. If jumping from terrain with a rampart, you must CLIMB it first. 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. Seek /light/ Place a marker the active Operative is carrying within it's Control Range. When incapacitated, a "carrying" Operative MUST perform this action for $\ensuremath{\mathsf{OAP}}.$ Control Range Cannot be performed in the same activation as a Pick Up action. If you roll no Crits, you can change one normal hit to a Crit. Crit modifiers (e.g. Devastating, Piercing Crits, etc.) Severe Visible and within 1" of model base. Counteract apply to this Crit. 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). Shock When you would activate an Operative, but have no ready Operative is engaged. Engaged 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. Silent Operative can Shoot while it has a Conceal order. Operative is concealed. Concealed Stun If you RETAIN any Crits, subtract 1 from the APL of the Cannot move greater than 2" while counteracting. Re-Roll an Attack/Defence Dice for target enemy Operative until the end of its next activation. **CP Re-Roll** 1CP. Dice can only be re-rolled once. **Pass** Select a valid target as normal as the primary target, Wounds below 50% = Torrent x Injured THEN select any number of other valid targets within x of the first valid target as secondary targets. Shoot Can be repeated within an activation - 1AP -1 to hit AND -2" to Move stat targets one by one in an order of your choosing. THE Kill Team 24 Cheat Sheet Vers. 1.1 by /u/DumeSleigher, Based on the original by /u/ChronoDK – updates at GitHub/krones9000/KT24CheatSheet

CITYFIGHT KILLZONES CLOSE QUARTERS (ITD) KILLZONES HAZARDOUS AREA KILLZONES Killzone: Volkus has the following additional rules: Killzone: Gallowdark has the following additional rules: Killzone: Bheta-Decima has the following additional rules: TERRAIN: TERRAIN: <u>Gantry:</u> Accessible and Vantage. All Pillars are Heavy <u>Thermometric Condenser:</u> Accessible and Vantage. Pretend top is flat. <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 Small Ruins and Heavy Rubble is Heavy Terrain. Light Rubble is Light Terrain. Battlement edges are Light. All other parts are Heavy. Doors are Accessible and Heavy, viewports Block Visibility. Broken Vent is Blocking. Barred Windows Block Visibility unless attacker and/or defender is HAZARDOUS: open. Restricted Movement: No part of any bases can be touching the ACTIONS: hazardous area ACTIONS: Restricted Targeting: If 4" of more distance crosses hazardous then target Operate Hatch 1AP: Open/Close hatch within Control Range. Can be performed during a Reposition or Dash. Not while within Control Range Door Fight 1AP: When TOUCHING a door, fight enemy within 2" of the <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 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 OTHER side of the door. Counts as a fight action. Cannot be performed if already in Control Range of enemy Operatives. <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. point mentioned already. <u>Vantage to Vantage:</u> Restricted targetting over hazardous areas does not Add Lethal 5+ to Blast, Torrent, Devastating weapons when targets wholly within the STRONGHOLD. Defenders inside the stronghold resolve first when FIGHTING enemies outside. apply when both Operatives are on Vantage. NOTES: EQUIPMENT CAN BE SET UP ON VANTAGE. On Guard: this Operative can, interrupt an enemy activation AFTER their first action to Shoot (even in Control Range -1 to HIT) or Fight (including Hatchway) for free. After interrupting, cannot retaliate until after enemy Operative's activation **Special Rule** Description **Universal Equipment** Cover / Obscured / Visible Accurate x In Cover - Defender can auto-retain 1 normal save Retain up to x attack dice as NORMAL successes without rolling. Stacking "Accurate x"s are treated as "Accurate 2" (this takes precedence). 1x Ammo Cache Setup wholly within your territory. Friendly Operatives can perform the following action: Operative within 1" of anuthing intervening/which crosses a Cover line. Ammo Resupply - **OAP**When CONTROLLING a Cache, until the start of the next TP, you can re-roll one attack dice whenever you shoot. Operatives are not within 2" of one another. **Balanced** You can re-roll one of your attack dice. Obscured - Discard 1 normal hit AND Crits become normal Hits Caches can be used once per TP, and not while in Control Range 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 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 Jour choosing. The Cover lines cross HEAVY terrain, at any point, further than 1" from both Operatives 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. You can draw an unobstructed 1mm diameter line from an Operatives head to any part something that is "visible" to it. target at a time, in an order of your choosing. 1x Heavy Barricade **Brutal** Your opponent can only block with Crits. 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 Traits You can re-roll any of your attack dice result of ONE Ceaseless RESULT (e.g. all 2s). 2x Ladders Accessible - Costs 1" to move through Devastating x Each retained Crit immediately inflicts x damage as Exposed Terrain that can be set up wholly within your territory, upright against terrain 2" or taller, more than 2" from equipment well as being retained as usual. If the rule starts with a distance (e.g. 1" Devastating x), inflict x damage on Blocking - Gaps through which visibility cannot be drawn. terrain, and more than 1" from doors and access points that Operative AND each other Operative visible to and Don't impeded movement but can't be finished on. Can be Exposed - Small terrain which offers no protection (ex: ladders) climbed once PER activation for 1", normal climb value thereafter till next activation. Heavy/(x)/ An Operative cannot use this weapon in an activation Heavu - Large terrain, can obscure Operatives. in which it moved, or move after using this weapon. If the rule is Heavy $\{x\}$, only $\{x\}$ is allowed (e.g. Heavy $\{x\}$, only $\{x\}$) on $\{x\}$ is allowed (e.g. Heavy $\{x\}$). Has NO EFFECT on Guard. 2x Light Barricades Light - Smaller terrain with no additional rules. Light terrain that can be setup wholly within your territory on the floor and more than 2" from other equipment terrain. Hot AFTER an Operative uses this weapon, roll one D6. Vantage 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 Provides Cover from shooters over 2" below. Engaged targets (usual Cover rules apply): Accurate 1 if 2" above Accurate 2 if 4" above Setup the Ammo Cache marker wholly within your territory, more than 2" from other markers/access points. The first time resolved) ANY Operative is within Control Range, inflict D3+3 damage. Lethal x+ Concealed targets (can target concealed in Light Cover): Rolls of x or more are Crits. 1x Portable Barricade Target can auto-retain either Light, Protective, Portable terrain that can be setup wholly within your territory, on the floor, more than 2" from other equipment 1xCrit Save Limited x Can only be used x times. Actions that can have 2xNormal Save multiple targets count as 1 use (e.g. Blast). terrain. Protective: Cover from this terrain improves Saves by 1 to a max 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 **Movement** Portable: Provides Cover when the Operative is Connected AND it **Climbing Terrain** intervenes Cover lines (ignoring it's feet). When Connected to it Operatives can: **Punishing** If you retain any Crits, you can retain one failed roll as Must be within 1" horizontally & 3" vertically to start climb. MINIMUM climb cost of 2". Measure vertical climb distance and subtract a successful normal hit. Move with Barricade - 1AP Reposition -2", no climb, drop, jump.
Treated as a Reposition action (same rules).
Remove barricade, Reposition, replace barricade. Only Operatives within x of the shooter can be valid from Move. Check you still have the necessary horizontal Move left. Range x **Dropping from Terrain** Relentless You can re-roll ANY of your attack dice. 1x Razor Wire When dropping, or jumping off, Ignore 2" vertical drop PER activation (not drop). CAN drop more than once per activation. Terrain set up wholly within your territory, on the floor, and more than 2" from other equipment terrain. If you retain any Crits, one of your normal Hits can be Rending Obstructing Terrain: Any move within 1" of this terrain costs additional 2". Jumping Saturate The defender cannot retain Cover saves. 2x Utility Grenades - Pick any 2, 1 use per pick Operatives can jump off terrain up to 4" horizontally. Jump BETWEEN terrain features ignoring less than 1" differences in height. If jumping from terrain with a rampart, you must CLIMB it first. 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. Seek /light/ Smoke Grenade - 1AP
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 Control Range If you roll no Crits, you can change one normal hit to a Crit. Crit modifiers (e.g. Devastating, Piercing Crits, etc.) Piercing. Before next Strategic Gambits step, roll D3. Marker remains until D3 activations or end of TP. Severe Visible and within 1" of model base. apply to this Crit. Stun Grenade - 1AP
Select Operative within 6" and visible to this Operative. That
Operative and ANY other Operatives within 1" roll D6. On a 3+ The first time you strike with a Crit in each SEQUENCE. Shock discard one of your opponent's unresolved normal Hits Operative is engaged. Engaged subtract 1APL until end of the Operatives next activation. (or a Crit if there are no normal Hits). 2x Explosive Grenades - Pick any 2, 1 use per pick Silent Operative can Shoot while it has a Conceal order. Operative is concealed. Concealed Unassigned, any Operative can use. Shooting attack. Frag Grenade
4ATK, HIT on 4+, DMG 2/4. Stun If you RETAIN any Crits, subtract 1 from the APL of the Re-Roll an Attack/Defence Dice for target enemy Operative until the end of its next activation. **CP Re-Roll** Rng.6", Blast 2", Saturate. 1CP. Dice can only be re-rolled once. Krak Grenade 4ATK, HIT on 4+, DMG 4/5. Select a valid target as normal as the primary target, Wounds below 50% = Torrent x Injured THEN select any number of other valid targets within x of the first valid target as secondary targets. Shoot Rng.6", Piercing 1, Saturate. -1 to hit AND -2" to Move stat targets one by one in an order of your choosing. $THE\ Kill\ Team\ 24\ Cheat\ Sheet\ Vers.\ 1.1\ by\ /u/DumeSleigher,\ Based\ on\ the\ original\ by\ /u/ChronoDK\ -\ updates\ at\ GitHub/krones9000/KT24CheatSheet\ New York -\ Updates\ Applied\ Applied$