

Follow the instructions for NPO selection from your mission briefing. Put dice on the relevant NPO nodes indicating how many of a given NPO is in the Killzone and adjust throughout your game.

TROOPER BRAWLER	APL	MOVE	SAVE	WOUNDS
	2	6"	5+	7
Weapon	ATK	HIT	DMG	WR
✂ Blades	4	4+	3/4	Ceaseless

TOUGH BRAWLER	APL	MOVE	SAVE	WOUNDS
	2	6"	4+	10
Weapon	ATK	HIT	DMG	WR
✂ Blades	4	4+	4/5	Ceaseless

HEAVY BRAWLER	APL	MOVE	SAVE	WOUNDS
	3	6"	3+	14
Weapon	ATK	HIT	DMG	WR
✂ Blades	5	3+	4/5	Ceaseless
This operative can perform two FIGHT actions per activation.				

TROOPER MARKSMAN	APL	MOVE	SAVE	WOUNDS
	2	6"	5+	7
Weapon	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 of this Operative can have this weapon.				

WARRIOR MARKSMAN	APL	MOVE	SAVE	WOUNDS
	2	6"	4+	8
Weapon	ATK	HIT	DMG	WR
🔫 Firearm	4	4+	3/4	-
✂ Knife	3	4+	2/3	-

HEAVY MARKSMAN	APL	MOVE	SAVE	WOUNDS
	3	6"	3+	14
Weapon	ATK	HIT	DMG	WR
🔫 Firearm	4	3+	3/4	-
✂ Knife	4	3+	3/4	-
This operative can perform two SHOOT actions per activation.				


## 1. ACTIVATION PRIORITY

Select ready NPO that:

1. Can perform a FIGHT or SHOOT and has be best weapon/is most likely to incapacitate a player's operative.
2. Is not in Cover from a players' operative.
3. Is closer to a players' operative.


## 2. REPOSITION OR DASH

NPOs should move to Cover where they have a valid target. If there are multiple Cover locations with valid targets, then the best is picked based on the Shoot Action.



### ALL BRAWLER

**Action Priorities**  
Each time the NPO would perform an **action**, start from the top of the priorities below.




If this operative can **Fight OR Charge**, give an Engage order and:

1. **Fight**.
2. **Charge** closest.


OR Conceal order and:

3. **Reposition** towards nearest enemy (preferring **Cover**, a **Dash** can be used to support this).
4. **Dash** towards the closest enemy operative (preferring **Cover**).



### ALL MARKSMAN


**Action Priorities**  
Each time the NPO would perform an **action**, start from the top of the priorities below.



If can Operative can **Shoot**, give Engage order and:

1. **Fall Back** to cover if possible, where closest target not **Obscured** OR to where objective marker visible.
2. **Shoot**.
3. **Reposition** to **Cover**. If possible, to valid, unobscured target, if not, to visibility of an objective marker (can **Dash**).
4. **Dash** to **Cover**. If possible, to valid, unobscured target, if not, to visibility of an objective marker.

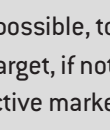
If can't **Shoot**, give Conceal order, start at 3.



### 3. SHOOT ACTION

If there are multiple valid SHOOT targets, pick the target that:

1. Is not **Obscured**.
2. Is not in **Cover**.
3. Is in **Control Range** of an objective.
4. Is closest.
5. Is wounded.
6. Has not activated/Is **Ready**.



### 4. FIGHT ACTION

If there are multiple valid FIGHT targets within an NPOs **Control Range**, pick the target that:

1. Is in **Control Range** of an objective.
2. Is wounded.
3. Has not activated/is **Ready**.

Special Rule	Description
Ceaseless	Can re-roll any of your attack dice result of ONE RESULT (e.g. all 2s).
Piercing X	The defender collects x less defence dice.
Actions	
<b>Reposition - 1AP</b>	
Move up to the Operative's Move Characteristic in straight line increments of 1", rounding up each 1". 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.	
<b>Dash - 1AP</b>	
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.	
<b>Fall Back - 2AP</b>	
See "Reposition" except the Operative can move within Control Range of an enemy Operative but cannot finish in Control Range.	
<b>Charge - 1AP</b>	
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.	
<b>Shoot - 1AP</b>	
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.	
<b>Fight - 1AP</b>	
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).	
<b>Pass</b> — Can be repeated within an activation - 1AP	
Cover / Obscured / Visibility	
<b>In Cover – Defender can auto-retain 1 normal save</b>  Operative within 1" of anything intervening/which crosses a Cover line. Operatives are not within 2" of one another.	
<b>Obscured – Discard 1 normal hit AND Crits become normal Hits</b>  The Cover lines cross HEAVY terrain, at any point, further than 1" from both Operatives	
<b>Visibility</b>  You can draw an unobstructed 1mm diameter line from an Operatives head to any part something that is "visible" to it.	

Movement
<b>Climbing Terrain</b>  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.
<b>Dropping from Terrain</b>  When dropping, or jumping off, ignore 2" vertical drop PER activation (not drop). CAN drop more than once per activation.
<b>Jumping</b>  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.
<b>Control Range</b>  Visible and within 1" of model base.
<b>THE Kill Team 24 NPO Cheat Sheet</b> Vers. 1.1 by /u/DumeSleighter– updates at GitHub/krones9000/KT24CheatSheet