WARHAMMER 40,000 KILL TEAM

LITE RULES

Kill Team is a tactical combat miniatures game set in the grim dark future of the 41st Millennium. Two rival teams of highly trained operatives battle and complete objectives to achieve victory. The rules presented here are simplified from those found in the *Kill Team Core Book*. They are intended for introductory, fast or easy play. A game is normally played with a mission from a mission pack, but you can play without one to learn the basic mechanics of the game. Some terms will be highlighted in orange, these are explained in more detail in their corresponding section of the Lite Rules. Rules for kill teams are available for free online at warhammer-community.com or on Warhammer 40,000 Kill Team: The App.

SET UP

Each player selects a kill team and gathers their Citadel miniatures (operatives) for those teams, alongside their free online rules, a killzone − 30" x 22" game board (unless otherwise specified) and terrain − a measuring device in inches, 10 six-sided dice (D6), tokens and markers.

Set up the killzone, then randomly determine one player to have initiative. The player with initiative selects a drop zone from the mission map. If you're not playing a mission, the player with initiative selects one edge of the killzone to be theirs; the opposite edge is their opponent's. Each player's drop zone is within 3" of their killzone edge.

Starting with the player with initiative, players alternate setting up one third of their kill team (rounding up). When a player sets up an operative, it must be wholly within their drop zone and be given a Conceal order (place the corresponding token next to it).

Engage Order
An operative with an Engage order can perform actions as normal and counteract.

Conceal Order
An operative with a Conceal order is not a valid target while in cover, but it cannot perform **Shoot** or **Charge** actions.

Ready   Expended

Ready   Expended

BEGIN THE BATTLE

A battle includes four turning points (unless specified otherwise). Each turning point includes a Strategy and Firefight phase.

STRATEGY PHASE
Each player rolls one D6: whoever rolls highest decides who has initiative; if it's a tie, the player who doesn't currently have initiative decides. Players start the battle with 2CP each to spend on ploys. In the first Strategy phase, they each gain 1CP. In each Strategy phase after the first, the player with initiative gains 1CP, while the player without gains 2CP. Ploys cost 1CP each.

Each player readies all friendly operatives (order token ready side up). Starting with the player who has initiative, players alternate using a **STRATEGIC GAMBIT** or passing, until each player passes in succession. Every strategy ploy is also a **STRATEGIC GAMBIT**. Each player cannot use each **STRATEGIC GAMBIT** more than once per turning point.

FIREFIGHT PHASE
The players alternate activating ready friendly operatives, starting with the player who has initiative. Whenever an operative activates, first select its order (Engage or Conceal). It then performs actions, and is known as the active operative while doing so. Each action costs AP, and you cannot spend more AP during an operative's activation than its APL. Unless otherwise specified, an operative cannot perform the same action more than once during its activation. When the operative has finished performing actions, it's expended (order token expended side up). When all operatives are expended, the turning point ends.

Players can spend their CP on firefight ploys in this phase, including the Command Re-roll firefight ploy (below). Ploys cost 1CP each and, 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.

Have all your operatives been activated?

COUNTERACT
If all your operatives are expended but your opponent's aren't, when you would activate a ready friendly operative, one expended friendly operative with an Engage order can counteract to perform a 1AP action for free. Each operative can only counteract once per turning point, and cannot move more than 2" while doing so.

ACTIONS

REPOSITION — 1AP
▶ Move the operative no more than its Move stat to a location it can be placed. It can't move within control range of enemy operatives.

◆ An operative cannot perform this action while within control range of an enemy operative, or during the same activation as the **Charge** or **Fall Back** action.

DASH — 1AP
▶ Move like a **Reposition**, except the operative cannot move more than 3" or climb.

◆ An operative cannot perform this action while within control range of an enemy operative, or during the same activation as the **Charge** action.

FALL BACK — 2AP
▶ Move like a **Reposition**, except the 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 as the **Reposition** or **Charge** action.

CHARGE — 1AP
▶ Move like a **Reposition**, except the operative can move an additional 2". It can move within control range of an enemy operative, and must finish the move there. 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 as the **Reposition**, **Dash** or **Fall Back** action.

SHOOT — 1AP
▶ Shoot with the operative, as explained on the following page.

◆ An operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative.

FIGHT — 1AP
▶ Fight with the operative, as explained on the following page.

◆ An operative cannot perform this action unless an enemy operative is within its control range.

SHOOT

The player whose operative is performing the action is the attacker. The player controlling the target is the defender. When rolling attack/defence dice, results of 6 are always successes and are critical; all other successes are normal; results of 1 are always a fail.

1. Attacker selects one of their operative's ranged weapons.

2. Attacker selects an enemy operative that's a valid target for the active operative and has no friendly operatives within its control range.

3. Attacker rolls attack dice — a number of D6 equal to the selected weapon's Atk stat. Each result that equals or beats the weapon's Hit stat is retained as a success. Each that doesn't is discarded as a fail.

4. Defender rolls defence dice — three D6. Each result that equals or beats the target's Save stat is retained as a success. Each that doesn't is discarded as a fail. If the target is in cover, the Defender can retain one of their defence dice as a normal success without rolling it.

5. Defender resolves successful defence dice, allocating them 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. Attacker resolves each unblocked attack dice (if any) to inflict damage on the target.
    *   A normal success inflicts damage equal to the weapon's Normal Dmg stat (first value of Dmg stat).
    *   A critical success inflicts damage equal to the weapon's Critical Dmg stat (second value of Dmg stat).

FIGHT

The player whose operative is performing the action is the attacker. The player controlling the target is the defender. When rolling attack dice, results of 6 are always successes and are critical; all other successes are normal; results of 1 are always a fail.

1. Attacker selects an enemy operative within the active operative's control range to fight against. That enemy operative will retaliate.

2. Both players select one of their operative's melee weapons.

3. Both players roll attack dice - a number of D6 equal to their selected weapon's Atk stat respectively. Each result that equals or beats their weapon's Hit stat is retained as a success. Each that doesn't is discarded as a fail.

4. Starting with the attacker, players alternate resolving their successful unblocked attack dice (or all remaining if their opponent has none). To resolve a dice, they must strike or block:
    *   Strike: Inflict damage on the enemy operative. A normal success inflicts damage equal to the weapon's Normal Dmg stat (first value of Dmg stat). A critical success inflicts damage equal to the weapon's Critical Dmg stat (second value of Dmg stat).
    *   Block: Allocate this dice to block one of your opponent's unresolved successes. A normal success can block a normal success. A critical success can block a normal or critical success.

DAMAGE

Operatives have a Wounds stat — the number of wounds they have. Damage inflicted reduces their wounds accordingly.

Operatives with fewer that their starting wounds are wounded. Operatives with fewer than half of their starting wounds are injured: subtract 2" from their Move stat and worsen the Hit stat of their weapons by 1. Operatives with wounds of 0 or less are incapacitated and removed.

CONTROL RANGE

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 even if the above is only true for one of them.

VALID TARGET

Some rules, most commonly shooting, will require you to determine a valid target for an operative.

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.

VISIBLE

For something to be visible, the operative must be able to see it (look from behind the operative and see if you can draw an unobstructed straight line from its head to any part of what it's trying to see — excluding bases).

COVER

Cover is determined from one operative to another. 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 — it's too close to hide.
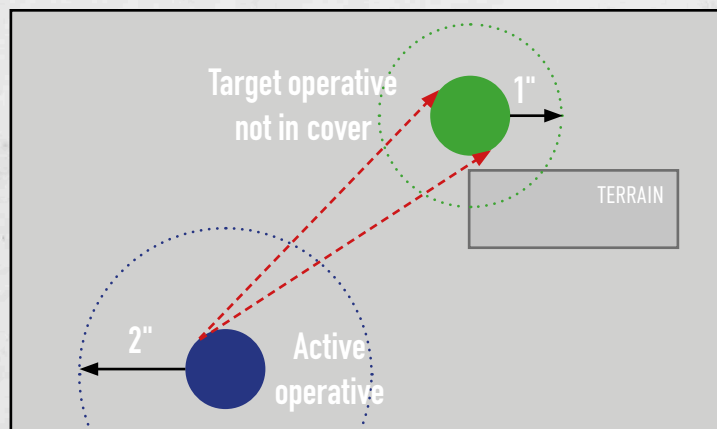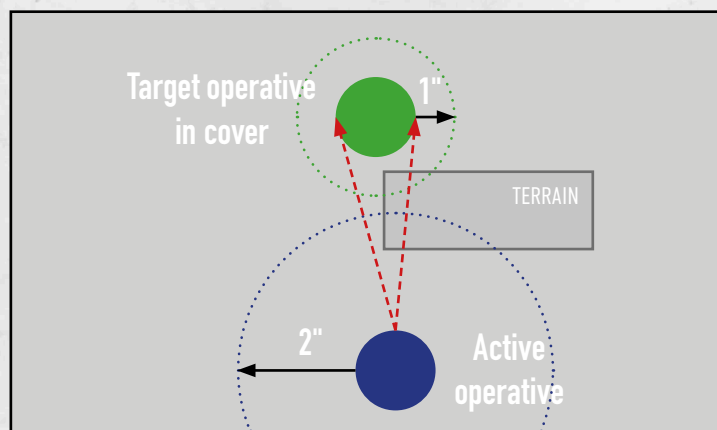
WEAPON RULES

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 or counteraction in which it moved, and it cannot move in an activation or counteraction 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 with a Conceal order cannot use terrain for cover. If the rule is Seek Light, they cannot use Light terrain for cover. While this can allow 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 one of their critical successes 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).