WARHAMMER 40,000

KILL TEAM



KILL TEAM ANNUAL 2019



KILL TEAM ANNUAL 2019

SKIRMISH COMBAT IN THE 41ST MILLENNIUM

CONTENTS

Introduction 3

Ways to Play Kill Team ...4

Open Play 6
Create Your Own Specialism 8
Level 1 Tactics 10
Level 2 Tactics 12
Level 3 Tactics 14
Abilities Options (Tier 1) 16
Abilities Options (Tier 2) 17
Abilities Options (Tier 3) 18
Blank Specialism Sheet 20

Narrative Play 22
Narrative Play Missions 24
- Break Their Will 24
- Tomb of Saints 25
- The Cull 26
- Marked for Destruction 27
- Revive the Shrine 28
- Binary Targets 29
- Virulent Vectors 30
- Chosen by Fate 31
- Cruel Intent 32
- Mindshackle Abduction 33
- Da Mega Pyre 34
- Wrecking Spree 35
- Light the Beacons 36
- Infestation 37
- Uprising 38
- The Purging 39

Matched Play 40
Matched Play Missions 42
- Death in the Darkness 42
- Grudge Match 43
- Strike at the Heart 44
- Best of the Best 45
- Datawipe 46
- Annihilation Protocols 47
- Experimental Weapons 48
- Destined One 49
- The Casket 50
- Yield to No One 51
- The Lure of Loot 52
- Trophy Hunters 53
- Secure the Summit 54
- Target Priority 55
- Clash of Titans 56
- Conquest 57

Points Values 58
Adeptus Astartes 60
Deathwatch 62
Grey Knights 63
Astra Militarum 64
Adeptus Mechanicus 66
Adeptus Custodes 67
Adepta Sororitas 68
Heretic Astartes 69
Death Guard 71
Thousand Sons 72
Chaos Daemons 73
Asuryani 74
Drukhari 75
Harlequins 76
Necrons 77
Orks 78
T'au Empire 79
Kroot Mercenaries 80
Tyranids 81
Genestealer Cults 82
Blackstone Fortress 83
Servants of the Abyss 84
Elucidian Starstriders 85
Gellerpox Infected 85

Datasheets 86
Kroot Mercenaries 88
- Kroot Carnivore 90
- Kroot Hound 90
- Krootox Rider 90

Chaos Daemons 91
- Daemonic Use-names 92
- Bloodletter 94
- Daemonette 94
- Horrors 95
- Plaguebearers 96

Heretic Astartes 97
- Chaos Space Marine 97

Adeptus Astartes 99
- Incursor 100
- Eliminator 100
- Infiltrator 101
- Reiver 101
- Intercessor 102
- Lieutenant in Phobos Armour 102

Adepta Sororitas 104
- Battle Sister 107
- Sister Repentia 107
- Arco-flagellant 108
- Canoness 108
- Repentia Superior 109

Kill Team: Blackstone Fortress 111
- Janus Draik 111
- Taddeus the Purifier 112
- Pious Vorne 112
- Rein and Raus 113
- Espern Locarno 113
- UR-025 114
- Dahyak Grekh 114
- Amallyn Shadowguide 115
- Neyam Shai Murad 115
- Aradia Madellan 116
- Gotfret de Montbard 116
- X-101 117
- Daedalosus 117

Servants of the Abyss 118
- Obsidius Mallex 119
- Chaos Beastman 119
- Traitor Guardsman 120
- Negavolt Cultist 120
- Rogue Psyker 121
- Black Legionnaire 121
- Cultist Firebrand 122
- Cultist of the Abyss 122
- Chaos Ogryn 123
- Traitor Commissar 123

How to Use the Dreaded Ambull in Kill Team 124
- Ambull 125
- Borewyrm Infestation 125

Tactics and Psychic Powers 126
Adeptus Astartes 128
- Tactics 128
- Psychic Powers 132

Deathwatch 133
- Tactics 133
- Psychic Powers 136

Grey Knights 137
- Tactics 137
- Psychic Powers 139

Astra Militarum 140
- Tactics 140

Adeptus Mechanicus 144
- Tactics 144

Adeptus Custodes 148
- Tactics 148

Heretic Astartes 151
- Tactics 151
- Psychic Powers 155

Death Guard 156
- Tactics 156

Thousand Sons 160
- Tactics 160
- Psychic Powers 163

Asuryani 164
- Tactics 164
- Psychic Powers 167

Drukhari 168
- Tactics 168

Harlequins 172
- Tactics 172
- Psychic Powers 175

Necrons 176
- Tactics 176

Orks 180
- Tactics 180

T'au Empire 184
- Tactics 184

Tyranids 189
- Tactics 189
- Psychic Powers 192

Genestealer Cults 193
- Tactics 193
- Psychic Powers 199

What's Next? 201

INTRODUCTION

Welcome to the *Kill Team Annual 2019*, a compendium of material for use in your games of Kill Team. Inside, you'll find pages packed with more explosive content than a demolition specialist's favourite backpack, including new and updated rules, datasheets, missions and much more.

Away from the thundering battlefields of the 41st Millennium, commanders send elite units behind enemy lines to complete tasks vital to the war effort. These forces come from a wide variety of backgrounds and are able to fulfil a range of specialised tasks, from savage assassinations to explosive sabotage. Savage alien mercenaries stalk silently, patiently tracking their prey for days before launching their deadly strike. Reality splits apart, and the horrific denizens of the warp pour forth, completing unknowable tasks before disappearing back to their immaterial home. Desperate prayers and the blazing of weapons herald the pious and unflinching warriors of the Adepta Sororitas, launching desperate assaults on heretics and aliens alike. The *Kill Team Annual 2019* provides a compendium of new rules and collated content that you can use in your games of Kill Team, all of which are separated into the following sections:

OPEN PLAY: Open play is Kill Team without limits. Included here are rules that allow players to play an even wider and more varied selection of open play games, with rules for creating your own interesting and evocative specialisms.

NARRATIVE PLAY: This style of gaming aims to make the 41st Millennium truly come alive on the tabletop. In this section, players will find a vast selection of Kill Team narrative play missions, previously included in Kill Team starter sets and collected here to provide a wide array of missions to accomplish.

MATCHED PLAY: This section is packed with matched play missions, previously included in Kill Team starter sets and collected here to provide a varied selection of strategic challenges to overcome.

APPENDIX: In this section we have collected together every tactic and psychic power available to each faction, ensuring that they are in one easy location. This section also includes rules for Kroot, Chaos Daemon, Vanguard Space Marine and Adepta Sororitas kill teams, as well as updated rules for using your Blackstone Fortress miniatures in Kill Team. You will also find in this section complete points values for creating your kill teams.

To make full use of the contents in this book, you will need a copy of the Kill Team Core Manual. *To find out more about Kill Team, visit* warhammer40000.com/kill-team.



WAYS TO PLAY KILL TEAM

Kill Team offers three distinct styles of game for players to choose from, depending upon their preferences, the collections of miniatures they have available, and what they want to get out of the game. These styles are open play, narrative play and matched play, and each has its own strengths.

OPEN PLAY

For those who simply want to gather part, or all, of their miniatures collection, get it onto the tabletop and start rolling dice, open play is the perfect way to game. As its name would suggest, open play has few restrictions. Force sizes are not limited, and do not need to be in any way balanced against the army they are facing. Players are free to invent whatever storyline or framework for the battle they wish, whether that involves using the Covert War mission provided in the core rules, or simply inventing their own scenario based upon the sort of game they feel like playing.

In the open play section of this book, we present a series of instructions for creating your own evocative specialisms. Whilst we offer an assortment of specialisms in various Kill Team publications, these instructions offer you the chance to create one that is truly unique to your kill team, their character and goals. This can be anything from relatively straightfoward assassins, to something more outlandish (as you'll find in the example given!).

NARRATIVE PLAY

Games inspired, driven and regulated by a particular pre-generated storyline are usually known as narrative play games. Since Kill Team has been released, we have provided a wide range of narrative play missions in various starters sets, and other products. This volume contains a collation of these missions, gathered together and presented here to provide players with a vast number of missions they have not played before. These missions can be further customised, if you wish, to suit your own particular narrative.



MATCHED PLAY

Matched play adds an element of competitive balance to games of Kill Team. Its missions are designed to provide a balanced and fair gaming experience for both players, where neither player should hold an advantage over the other. In this section, you will find an array of matched play missions, previously available through Kill Team starter sets. They are collected here to give you the ultimate selection of missions to play, presenting a wide selection of tactical challenges for you and your opponents. Each of these missions can be played with 2 or 4 players, adding even more variety to your games.

AND MORE!

The first section of the appendix collates points values for every model and weapon available in Kill Team, updated for 2019.

The appendix of this book also contains a wide selection of new and updated datasheets for all sorts of Kill Team factions. Many of these were previously found in White Dwarf magazine, or were downloadable from the Warhammer Community website.

The first of these is the Kroot. These savage mercenaries are perfectly adapted and evolved for kill team operations. You will find rules for new datasheets, abilities and tactics for these deadly alien auxiliaries.

After these we present rules for using Chaos Daemons in games of Kill Team. These datasheets, abilities and tactics allow you to create a kill team of these immaterial warriors, conducting unfathomable missions before vanishing back into the warp.

Following on from this, we have presented an updated datasheet for the Chaos Space Marines, replacing the one found in the *Kill Team: Core Manual*. It encompasses all the weapon options that have become available to these miniatures since that book was first published.

Next we have updated datasheets for Space Marines. These have been updated with the additional weapon options in the multi-part kits that have become available since these datasheets first appeared in *Kill Team: Elites*, and allow even more tactical flexibility to these specialist covert operatives.

After this, we give you rules for using the forces of the Adepta Sororitas in your Kill Team games, including datasheets for commanders, tactics and abilities.

Finally, in this section we give you updated rules for the denizens of the Blackstone Fortress. From the explorers and their companions, to the deadly antagonists of the Servants of the Abyss, these updated datasheets were previously only available in Beta format. Now, updated based on the feedback we have received, we present these alongside new allies taken from *Blackstone Fortress: Escalation*.



OPEN PLAY

'There are no rules to war, no codes to be obeyed, nor strictures observed. The weak commander hides behind such excuses for their own mediocrity. The strong charges forth to victory.'

- Tactica Imperialis Advanced Operations Strategic Scripture Volume II



FLEXIBLE DOCTRINES

Open play is where the sky truly is the limit when it comes to Kill Team. An open play game is the place to push your imagination to the limit with all the cool ideas you can come up with, or simply get straight to gaming without thinking of anything else. Roll the dice and see what happens!

We've all watched that film, played that game or read that book that totally captured our imagination. We wonder how we would face up to the same challenges if we were in the character's situation. We wonder what would have changed if they had made a single different decision, and we wonder how the characters would react in other circumstances. Sometimes, we wonder what happened next.

All of these scenarios provide immense inspiration for our hobby, whether it be modelling scenery, collecting armies or devising campaigns, and work superbly for Kill Team.

It might be that a certain character has caught your imagination, one with incredible skills, insane courage or sheer talent for getting in and out of trouble. The rules presented in this section are designed to help you to develop your own specialisms – there is endless scope for designing the coolest, craziest, meanest and toughest characters you can imagine, whether they are derived from the latest episode of your favourite TV show, or an issue of your best-loved comic book.

Games Workshop publications, from rulebooks, campaign books and codexes to Black Library novels, are bottomless wells of inspiration from which you can draw a practically infinite number of ideas. In the section below is a suite of rules to help you to develop your own collection of deranged killers, shining heroes and mighty warriors to help bring victory to your Kill Teams.



CREATE YOUR OWN SPECIALISM

Kill Team operatives come from a variety of backgrounds and are recruited for a range of specialised skills, ensuring that, when a mission needs completing, they have the tools to carry out the job.

This section gives you a series of rules that allow you to create new specialisms, of your own devising, to fit the skills and personalities of your own kill team fighters. Perhaps you've always wanted to use a Sicarian Ruststalker who is a master of stealth and assassination, killing his targets with a transonic blade in the back, before his prey is even aware. The following rules allow you to create such specialisms for your open play games, allowing you to devise exciting, bespoke missions, and play Kill Team in a completely new way.

CREATING A SPECIALISM

Firstly, you will need a blank specialism sheet. This can be found on page 20 of this book.

NAME AND ARCHETYPE

The first thing to do is decide what to call your specialism. This can be as vague or as specific as you want, and will usually be influenced by the model it is intended for. This will also help to shape the decisions you make further down the line. It should be inspired by something in the background of Warhammer 40,000 ideally, but can be as prominent or as niche as you like. Examples include:

- Militarum Tempestus Scions can often be assigned as bodyguards to high-ranking officials. You might, therefore, decide to create a specialism called 'Tempestus Bodyguard', and give them abilities appropriate to this role.

- A Harlequin has taken on a role as part of their troop, playing a doomed hero destined to die to save their race. You might, therefore, create a specialism around this theme called 'Tragic Hero'.

- A Tyranid Warrior has been specifically bio-engineered to slaughter hordes of foes as swiftly as possible, and equipped with an array of rapid-firing weaponry. They might be colloquially known by the survivors of their attacks as the 'gun-beast'.

Once you have chosen your name, mark that in the 'Specialism' box at the top of your custom specialism sheet.

ABILITIES

The next thing to do is select an ability for each tier of your specialism. The specialisms found in other Kill Team publications usually feature a branching tree, which allows you to personalise that specialism to your tastes a little, and to suit the model that is gaining these abilities. In this case, we are creating a bespoke specialism, and so only need to select one ability for each level to help characterise your specialism. You should select one ability from the list of level 1 abilities (pg 16), one ability from the list of level 2 abilities (pg 17), and one ability from the list of level 3 abilities (pg 18). Each of these should be noted in the appropriate box on your custom specialism sheet. Finally, select one other ability from either the level 1, level 2 or level 3 abilities, and note this in the box marked for your specialism's level 4 ability.

TACTICS

Once you have selected your abilities, you should then select one tactic for your specialism from the list of level 1 tactics (pg 10-11), one tactic from the list of level 2 tactics (pg 12-13), and one tactic from the list of level 3 tactics (pg 14-15). Once you have selected each of these, write them into the appropriate tactics boxes on your specialism sheet, along with their Command Point costs.



Designer's Note: *Several of these tactics or abilities will have '[Specialist]' in their ability. Where this is the case, replace that with the name of your specialism. For example, if you were to create an Assassin specialism and had chosen the Deadly Charge Level 3 Tactic, its ability would read:*

'Use this Tactic when an Assassin specialist of Level 3 or higher from your kill team finishes a charge move within 1" of an enemy model. Roll a D6; on a 5+ that enemy model suffers 1 mortal wound.'

EXAMPLE: RABBLE ROUSER FLASH GIT

In this example, we have decided to create a Rabble Rouser Specialism. This will be a particularly bellicose Ork freeboota who taunts and urges his fellows into action with a shouted combination of boasts and threats.

To start with, we need to pick some abilities. For level 1, we have picked the Reassuring ability: This represents this Ork urging his fellows to keep fighting, even when he is under heavy fire.

Reassuring: This model is never treated as being shaken when taking Nerve tests for other models in your kill team.

Next, we need a level 2 ability. We have decided to give our specialist the Exultant ability:

Exultant: Opponents must re-roll unmodified hit rolls of 6 for models from their kill team within 3" of this model, as long as it is not shaken.

This represents our Ork being so brash and loud as to put off enemy fighters nearby, as they are distracted by his atonal bellowing.

For our level 3 ability, we have picked the Mentor ability:

Mentor: Once per battle round, when you choose a friendly model within 3" of this model to shoot in the Shooting phase – as long as this model is not shaken – you can re-roll failed hit rolls for that model until the end of the phase.

In this case, our Ork is able to bellow threats, or 'advice', to his fellows on how to actually hit their foe with their wild shooting attacks!

We can now pick another ability for this Specialism once this model gets to level 4. We have decided that such a well-practised orator would surely be capable of mercilessly mocking his targets as they cower under the torrent of firepower he is unleashing from his weapons. To this end, we have given him the opportunity to gain the Suppressor ability at level 4:

Suppressor: Enemy models that are targeted by this model in the Shooting phase suffer a -1 penalty to their hit rolls until the end of the phase.

Now we know how this large, angry and loud Ork will fight, we can pick some Tactics to be available to him to really reinforce his brash nature.

For level 1, it seems appropriate that this Ork should be able to encourage his fellows to fight harder. To this end, we will choose the Lead by Example tactic.

LEAD BY EXAMPLE

Level 1 Leader Tactic

Use this Tactic when you pick a [Specialist] from your kill team to fight in the Fight phase. Choose another friendly model within 3" of them that is eligible to fight. You can fight with each of these models, in an order of your choice, before the next player's turn.

1 COMMAND POINT

For level 2, we want our Ork to be able to back up his words with actions, and perform well in front of those he's trying to inspire. The Well Drilled tactic lets him react quickly to the enemy when needed.

WELL DRILLED

Level 2 Veteran Tactic

Use this Tactic at the start of your turn in the Shooting phase. Pick a [Specialist] of Level 2 or higher from your kill team. Ready them unless they are within 1" of an enemy. They can shoot in that phase as if they had not moved in the Movement phase.

2 COMMAND POINTS

For level 3, we want our Ork to really be able to show off and inspire his fellows with his actions, and terrify his enemies. To that end, we will give our Rabble Rouser access to the Terrifying Rampage tactic at level 3!

TERRIFYING RAMPAGE

Level 3 Zealot Tactic

Use this Tactic at the start of the Morale phase. Pick a [Specialist] of Level 3 or higher from your kill team that took an enemy model out of action in the preceding Fight phase. Each enemy model within 6" of the [Specialist] must take a Nerve test. If the test is failed the model is shaken.

2 COMMAND POINTS

LEVEL 1 TACTICS

LEAD BY EXAMPLE

Level 1 Leader Tactic

Use this Tactic when you pick a [Specialist] from your kill team to fight in the Fight phase. Choose another friendly model within 3" of them that is eligible to fight. You can fight with each of these models, in an order of your choice, before the next player's turn.

1 COMMAND POINT

UP AND AT 'EM!

Level 1 Combat Tactic

Use this Tactic in the Fight phase, after attacking with a model from your kill team. Pick a [Specialist] from your kill team that has not yet attacked this phase: you can immediately fight with them.

1 COMMAND POINT

MORE BULLETS

Level 1 Heavy Tactic

Use this Tactic when you pick a [Specialist] from your kill team to shoot in the Shooting phase. You can add 1 to the number of shots fired by that model's ranged weapons, with the exception of weapons that would otherwise fire 1 shot (e.g. an Assault 2 weapon would fire 3 shots, but a Rapid Fire 1 weapon at long range would fire 1 shot) in this Shooting phase.

1 COMMAND POINT



ROUSING TRANSMISSION

Level 1 Comms Tactic

Use this Tactic in the Morale phase before taking any Nerve tests. Until the end of the phase, you can subtract 1 from Nerve tests for models from your kill team as though the [Specialist] was within 2" of them.

1 COMMAND POINT

STIMM-SHOT

Level 1 Medic Tactic

Use this Tactic at the start of the Movement phase. Pick a model from your kill team within 2" of a friendly [Specialist] that is not shaken. You can add 1 to Advance rolls and charge rolls for that model, and add 1 to that model's Attacks characteristic until the end of the battle round.

1 COMMAND POINT

CUSTOM AMMO

Level 1 Demolitions Tactic

Use this Tactic when you pick a [Specialist] from your kill team to shoot in the Shooting phase. You can add 1 to wound rolls for that model's ranged weapons in this phase.

1 COMMAND POINT

QUICK MARCH

Level 1 Scout Tactic

Use this Tactic when you pick a [Specialist] from your kill team to move in the Movement phase. You can either increase the model's Move characteristic by 2" this phase, or you can re-roll the dice when this model Advances in this phase.

1 COMMAND POINT

CAREFUL AIM

Level 1 Sniper Tactic

Use this Tactic when you choose a [Specialist]from your kill team to shoot in the Shooting phase. You can add 1 to hit rolls for that model until the end of the phase.

1 COMMAND POINT

KILLING FRENZY

Level 1 Zealot Tactic

Use this Tactic when you pick a [Specialist] from your kill team to fight in the Fight phase. Until the end of the phase, each time you make a hit roll of 6+ for that model, you can make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.

1 COMMAND POINT

ADAPTIVE TACTICS

Level 1 Veteran Tactic

Use this Tactic at the start of the first battle round, but before the Initiative phase. Pick a [Specialist] from your kill team. They can make a normal move or Advance. You can only use this Tactic once per battle.

1 COMMAND POINT



LEVEL 2 TACTICS

FIRE ON MY TARGET

Level 2 Leader Tactic

Use this Tactic when you pick a [Specialist] of Level 2 or higher from your kill team to shoot in the Shooting phase. Choose another friendly model within 3" of them that is eligible to shoot. You can make a shooting attack with each of these models, in an order of your choice, before the next player's turn.

1 COMMAND POINT

LUCKY ESCAPE

Level 2 Demolitions Tactic

Use this Tactic at the start of the Shooting phase. Pick a [Specialist] of Level 2 or higher from your kill team. Roll a D6 each time that model loses a wound in this phase; on a 5+ that wound is not lost.

1 COMMAND POINT

DEFENSIVE FIGHTER

Level 2 Combat Tactic

Use this Tactic at the start of the Fight phase. Pick a [Specialist] of Level 2 or higher from your kill team. Until the end of the phase, you must subtract 2 from that model's Attacks characteristic (to a minimum of 1), but your opponent(s) must re-roll successful hit rolls made against that model.

1 COMMAND POINT

OVERWHELMING FIREPOWER

Level 2 Heavy Tactic

Use this Tactic when you pick a [Specialist] of Level 2 or higher from your kill team to shoot in the Shooting phase. That model can shoot twice in this Shooting phase; after they have shot a first time, immediately shoot with them again. You cannot use this Tactic in the same battle round as the More Bullets Tactic.

2 COMMAND POINTS

SCANNER UPLINK

Level 2 Comms Tactic

Use this Tactic when you pick a model from your kill team, that is within 6" of a friendly [Specialist] of Level 2 or higher, to shoot in the Shooting phase. That model can target an enemy model that is not visible to them. If they do so, a 6 is required for a successful hit roll, irrespective of the model's Ballistic Skill or any other modifiers, even if that weapon would normally hit automatically. The target is treated as obscured.

2 COMMAND POINTS

PAINKILLER

Level 2 Medic Tactic

Use this Tactic at the end of the Movement phase. Pick a model from your kill team within 2" of a friendly [Specialist] of Level 2 or higher that is not shaken. Add 2 to that model's Toughness characteristic until the end of the battle round.

2 COMMAND POINTS



MARKED POSITIONS

Level 2 Scout Tactic

Use this Tactic at the start of the Shooting phase. Pick an enemy model within 6" of a [Specialist] of Level 2 or higher from your kill team that is not shaken. You can re-roll hit rolls of 1 for shooting attacks made by models in your kill team that target that enemy model, until the end of the phase.

1 COMMAND POINT

WELL DRILLED

Level 2 Veteran Tactic

Use this Tactic at the start of your turn in the Shooting phase. Pick a [Specialist] of Level 2 or higher from your kill team. Ready them, unless they are within 1" of an enemy. They can shoot in that phase as if they had not moved in the Movement phase.

2 COMMAND POINTS

HEADSHOT

Level 2 Sniper Tactic

Use this Tactic when you pick a [Specialist] of Level 2 or higher from your kill team to shoot in the Shooting phase. Until the end of the phase, when that model shoots at obscured targets they are considered not to be obscured.

1 COMMAND POINT

MARTYR

Level 2 Zealot Tactic

Use this Tactic when a [Specialist] of Level 2 or higher from your kill team loses their last wound, before any player rolls on the Injury table. You may immediately shoot with one of its weapons as if it were the Shooting phase, or pile in and make one attack, as if it were the Fight phase.

2 COMMAND POINTS



LEVEL 3 TACTICS

FORCE OF WILL

Level 3 Leader Tactic

Use this Tactic at the start of the battle round, if a [Specialist] of Level 3 or higher from your kill team is on the battlefield and not shaken. In this battle round, your kill team does not suffer the penalty for being broken.

1 COMMAND POINT

UNKILLABLE

Level 3 Heavy Tactic

Use this Tactic at the start of your turn in the Morale phase. Pick a [Specialist] of Level 3 or higher from your kill team that has one or more flesh wounds. Remove one of that model's flesh wounds.

1 COMMAND POINT

DEADLY CHARGE

Level 3 Combat Tactic

Use this Tactic when a [Specialist] of Level 3 or higher from your kill team finishes a charge move within 1" of an enemy model. Roll a D6; on a 5+ that enemy model suffers 1 mortal wound.

1 COMMAND POINT

EMERGENCY RESUSCITATION

Level 3 Medic Tactic

Use this Tactic when a [Specialist] of Level 3 or higher from your kill team, that is not shaken, is within 2" of another model from your kill team that suffers an Out of Action Injury roll result. That model suffers a Flesh Wound result instead.

2 COMMAND POINTS

NEW INTELLIGENCE

Level 3 Comms Tactic

Use this Tactic at the end of the Movement phase. Pick a model from your kill team within 12" of a friendly [Specialist] of Level 3 or higher. Ready that model.

1 COMMAND POINT



HIGH EXPLOSIVE

Level 3 Demolitions Tactic

Use this Tactic when you pick a [Specialist] of Level 3 or higher from your kill team to shoot in the Shooting phase. In this Shooting phase, they can only shoot a single weapon, and that weapon can only fire 1 shot (even if it would normally fire more). However, that weapon's Damage characteristic is increased by 2. You cannot use this Tactic in the same battle round as the Custom Ammo Tactic.

1 COMMAND POINT

MOVE UNSEEN

Level 3 Scout Tactic

Use this Tactic at the start of your turn in the Movement phase. Pick a [Specialist] of Level 3 or higher from your kill team that is not shaken. Remove that model from the battlefield and set it up again anywhere within 18" of its previous position, and more than 3" from any enemy models. It is considered to have Advanced.

2 COMMAND POINTS

QUICK SHOT

Level 3 Sniper Tactic

Use this Tactic when you pick a [Specialist] of Level 3 or higher from your kill team to shoot in the Shooting phase. In this Shooting phase, double the number of shots fired by that model's ranged weapons (e.g. an Assault 2 weapon would fire 4 shots), but subtract 1 from hit rolls for that model. You cannot use this Tactic in the same battle round as the Headshot Tactic.

1 COMMAND POINT

TERRIFYING RAMPAGE

Level 3 Zealot Tactic

Use this Tactic at the start of the Morale phase. Pick a [Specialist] of Level 3 or higher from your kill team that took an enemy model out of action in the preceding Fight phase. Each enemy model within 6" of the [Specialist] must take a Nerve test. If the test is failed, the model is shaken.

2 COMMAND POINTS

ROLL WITH THE HITS

Level 3 Veteran Tactic

Use this Tactic during your opponent's turn in the Shooting phase. Pick a [Specialist] of Level 3 or higher from your kill team that has been Injured, before your opponent makes the Injury roll. Your opponent can only roll a single dice for that Injury roll.

1 COMMAND POINT



ABILITIES OPTIONS (TIER 1)

Resourceful: As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.

Expert Fighter: Add 1 to this model's Attacks characteristic.

Scanner: Once per Shooting phase, when you pick a model from your kill team to shoot that is within 6" of this model, if this model is not shaken, you can add 1 to hit rolls for that model in this phase.

Breacher: You can add 1 to this model's wound rolls against targets that are obscured.

Frenzied: You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.

Reassuring: This model is never treated as being shaken when taking Nerve tests for other models in your kill team.

Swift: You can re-roll Advance rolls for this model.

Marksman: You can re-roll hit rolls of 1 for this model, when it makes a shooting attack.

Grizzled: This model ignores penalties to its Leadership characteristic and Nerve tests.

Relentless: This model does not suffer the -1 penalty for shooting with a Heavy weapon after moving in the preceding Movement phase, or for shooting an Assault weapon after Advancing.



ABILITIES OPTIONS (TIER 2)

Bold: This model automatically passes Nerve tests.

Inspiring: Friendly models within 3" of this model – as long as it is not shaken – automatically pass Nerve tests.

Warrior Adept: Add 1 to hit rolls for this model in the Fight phase.

Deadly Counter: If any hit rolls of 1 or less are made for a model's attacks that target this model in the Fight phase, unless this model is shaken, roll a D6. On a 5+ the model that made the attack suffers 1 mortal wound, after all of their attacks have been resolved.

Expert: Roll a D6 at the start of each battle round if this model is not shaken. On a 5+ you gain 1 additional Command Point. This additional Command Point is lost at the end of the battle round, if not used.

Static Screech: Once per battle, at the start of the Fight phase, if this model is not shaken subtract 1 from hit rolls for enemy models that make attacks while they are within 6" of this model, until the end of the phase.

Pyromaniac: You can re-roll wound rolls of 1 for this model when it is attacking with a weapon that hits automatically.

Grenadier: Add 3" to the range of any Grenade weapon this model uses. You can re-roll hit rolls of 1 for Grenade weapons this model uses.

Suppressor: Enemy models that are targeted by this model in the Shooting phase suffer a -1 penalty to their hit rolls, until the end of the phase.

Extra Armour: Ignore AP characteristics of -1 for attacks that target this model.

Field Medic: Roll a D6 when a friendly model within 3" of this model suffers a wound, as long as this model is not shaken. On a 6, that wound is not lost.

Anatomist: Re-roll wound rolls of 1 for this model in the Fight phase.

Forward Scout: This model automatically passes dangerous terrain tests.

Pathfinder: If this model is not in Convalescence, you can add or subtract 1 from the result when you roll to determine a mission. If you do, this model must be included in your kill team.

Assassin: You can re-roll wound rolls of 1 for this model, when it makes a shooting attack.

Sharpshooter: If this model is Readied, add 1 to hit rolls when it makes a shooting attack.

Practised: You can re-roll one hit roll or wound roll for this model in each battle round.

Seen It All: You can subtract 1 from Nerve tests for models from your kill team within 3" of this model, as long as it is not shaken.

Exultant: Opponents must re-roll unmodified hit rolls of 6 for models from their kill team within 3" of this model, as long as it is not shaken.

Flagellant: Roll a D6 each time this model loses a wound. On a 6, the wound is ignored.

ABILITIES OPTIONS (TIER 3)

Paragon: Re-roll hit rolls of 1 for friendly models within 3" of this model, as long as it is not shaken.

Tyrant: Your opponent(s) must add 1 to Nerve tests for any enemy models within 6" of this model, as long as it is not shaken.

Tactician: As long as this model is on the battlefield and not shaken, roll a D6 each time you use a Tactic. On a 5+ you gain a Command Point.

Mentor: Once per battle round, when you choose a friendly model within 3" of this model to shoot in the Shooting phase – as long as this model is not shaken – you can re-roll failed hit rolls for that model, until the end of the phase.

Deathblow: Any wound rolls of 6 you make for this model in the Fight phase inflict 1 mortal wound on the target, in addition to any other damage.

Combat Master: Add 1 to the Attacks characteristic of this model for each enemy model within 1" of it at the start of the Fight phase, until the end of the phase.

Killer Instinct: You can re-roll any failed wound rolls you make for this model in the Fight phase.

Bloodlust: You can re-roll any failed charge rolls you make for this model.

Vox Ghost: Subtract 1 from the Leadership characteristic of enemy models while this model is on the battlefield, as long as it is not shaken.

Command Relay: Roll a D6 each time you use a Tactic while this model is on the battlefield and not shaken. On a 6, the Command Points spent on that Tactic are immediately refunded.

Triangulator: Once per Shooting phase, when you pick a model from your kill team to shoot a Heavy weapon, if this model is not shaken, you can re-roll the dice when determining the number of attacks that model can make.

Vox Hacker: After each battle in which this model was in your kill team, if this model is not in Convalescence or dead, roll a D6. On a 5+ you gain 1 Intelligence.

Saboteur: If this model is in your kill team and not out of action when you make your Casualty rolls, roll a D6. On a 5+ choose an opponent who played that mission to lose 1 Materiel.

Sapper: If this model is in your kill team and you choose the Plant Traps strategy, you can add 1 to the number of pieces of terrain you can booby trap.

Siegemaster: You can add 1 to Injury rolls caused by this model's attacks in the Shooting phase, if those Injury rolls are for models that are obscured.

Ammo Hound: If this model is in your kill team and not out of action when you make your Casualty rolls, roll a D6. On a 5+ you gain 1 Materiel.

Devastator: You can re-roll the damage for this model's ranged weapons that have a random Damage characteristic (e.g. D3).

Rigorous: You can re-roll hit rolls of 1 for this model in the Shooting phase.

Indomitable: Once per battle round, you can make your opponent re-roll the Injury dice for this model.

Heavily Muscled: You can re-roll wound rolls of 1 for this model in the Fight phase.

Trauma Specialist: When an Injury roll is made for a friendly model within 3" of this model, as long as this model is not shaken, roll an additional dice and use the lowest result.

Triage Expert: If this model is in your kill team and not out of action at the end of a battle, and you roll a Dead result when making a Casualty roll for a model from your kill team, you can roll a D6. On a 4+ apply the Convalescence result for that model instead.

Interrogator: At the end of any battle in which you were victorious, if this model was in your kill team and not out of action, roll a D6. On a 5+ you gain 1 Intelligence.

Toxin Synthesiser: Before deployment, you can pick up to D3 models from your kill team. Until the end of the battle, add 1 to wound rolls for attacks made with melee weapons those models are armed with.

Skirmisher: Your opponent(s) must subtract 1 from hit rolls for shooting attacks that target this model, if the firing model is more than 12" from this model and this model is not shaken or obscured.

Vanguard: You can re-roll hit rolls of 1 in the Shooting phase for attacks made by models from your kill team against enemy models that are within 6" of this model, as long as this model is not shaken.

Observer: If this model is in your kill team, you can roll a D6 at the start of the Scouting phase. On a 4+ you can pick an additional strategy.

Explorer: After each battle in which this model was in your kill team, if this model is not in Convalescence, you can roll a D6. On a 5+ you gain 1 Territory.

Deadeye: On an unmodified wound roll of 6 for this model's shooting attacks, increase the Damage characteristic of that attack by 1.

Armour Piercing: On an unmodified wound roll of 6 for this model's shooting attacks, improve the AP characteristic of that attack by 1 (e.g. AP 0 becomes AP -1).

Mobile: This model does not suffer the -1 penalty for shooting with a Heavy weapon after moving in the preceding Movement phase, or for shooting an Assault weapon after Advancing.

Eagle-eye: Increase the Range characteristic of all Rapid Fire and Heavy weapons this model is armed with by 6".

Survivor: You can add 1 to saving throws for this model.

One-man Army: This model generates 1 Command Point at the beginning of each battle round, unless it is shaken or out of action. This Command Point can only be used for [Specialist] Tactics.

Battle Scarred: Enemy models suffer -1 Leadership whilst they are within 6" of this model, as long as it is not shaken.

Nerves of Steel: You can re-roll failed hit rolls for this model when it fires Overwatch.

Puritan: You can re-roll hit rolls in the Fight phase for this model against enemy models that do not have a Faction keyword in common with it.

Rousing: Add 1 to the Leadership characteristic of models from your kill team within 6" of this model, as long as it is not shaken.

Fanatical: This model automatically passes Nerve tests.

Strength of Spirit: Subtract 1 for Injury rolls made for this model.

BLANK SPECIALISM SHEET

SPECIALISM NAME:

DESCRIPTION

LEVEL 2 TACTIC

COMMAND POINT(S)

LEVEL 1 TACTIC

COMMAND POINT(S)

LEVEL 3 TACTIC

COMMAND POINT(S)

LEVEL 1 ABILITY

LEVEL 3 ABILITY

LEVEL 2 ABILITY

LEVEL 4 ABILITY



NARRATIVE PLAY

'This galaxy is ancient and vicariously cruel. It has seen every tale its inhabitants have to tell played out over and over again. Yet, the oldest story, the one of which the hungry stars will never tire, is the tale of conflict, of bloodshed and of war.'

- Thiridann the Sorrowful



WAR STORIES

Narrative play allows you to tell exciting stories upon the tabletop battlefield, pitting Kill Teams against one another in narrative-driven scenarios. It emphasises the role playing and saga-weaving side of Kill Team, in games where the most important thing is the thrill of the unfolding tale.

Since Kill Team first hit the shelves it has proven to be a fantastic medium for narrative play, and inspiration for squad versus squad conflicts is never far away. From small bands of hard-bitten warriors pitted against each other in battles to the death, to assassination attempts against the odds with entire worlds on the line, the stories in narrative play echo countless well-loved novels, movies and computer games.

Many players really enjoy engaging in narrative Kill Team missions, for what better way to play out a nail-biting tabletop war story in just an hour or so of gaming? With a few quick rolls on the background generator tables for your chosen faction, you can conjure up an evocative and exciting backstory for your Kill Team. Combine that, in turn, with a fun and in-depth narrative play mission, and you suddenly find yourselves with the makings of an epic gaming tale that you'll remember for years to come! If you've a few hours to spare, or maybe a day's gaming ahead of you, you can even roll one narrative mission into the next; pick whatever mission best continues the tabletop tale that you and your opponent are playing, generate advancements for your Kill Team as you play from one game to the next and, before you know it, you will have enjoyed an entire story driven Kill Team campaign all of your own devising.

On the following pages you will find collated the full array of narrative play missions that have been published for Kill Team. Many of these have come from the wide array of starter boxes and expansions, ranging from Krogskull's Boyz and Advance Team Starpulse, right through to Starn's Disciples, Theta-7 Acquisitus and even Kill Team: Rogue Trader. Others stem from *Kill Team: Commanders* and *Kill Team: Elites*, all providing exciting missions for you and your opponents to enjoy.

The following two rules are used on multiple narrative and matched play battle plans. These originally appeared in *Kill Team: Commanders* and *Kill Team: Elites*, and are reprinted here for the benefit of those players who only own the *Kill Team Core Manual*.

STANDARD DEPLOYMENT

Some Kill Team missions say that they use the Standard Deployment rules. Where a mission states this, use the following rules when deploying your kill teams.

The players each roll 2D6. The highest scorer has the greatest strategic advantage in this mission, the next highest has the second greatest advantage and so on. Any players who roll the same result roll their dice again to determine which of them has a greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn, in the order of least to greatest advantage, to deploy one model from their kill team. Models must be set up wholly in their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all of their models, deployment ends and the first battle round begins.

VARIABLE BATTLE LENGTH

Some Kill Team missions last for a variable number of battle rounds (in some cases, they may last for a variable number of battle rounds unless some other condition is met, e.g. there is only one unbroken kill team on the battlefield). Where a mission states that it uses the Variable Battle Length rules, use the following rules to determine when the battle ends. Each mission that uses these rules tells you which player makes the roll.

If the battle does not end otherwise, at the end of battle round 4, roll a D6. The battle continues on a 3+ otherwise the battle ends. If the battle does not end otherwise, at the end of battle round 5, roll a D6. This time the battle continues on a 4+ otherwise the battle ends. The battle automatically ends at the end of battle round 6.

BREAK THEIR WILL

If you are playing a campaign, you can choose to play this mission instead of the Feint mission, as long as at least one of the players who will take part is using the **ADEPTUS ASTARTES** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Adeptus Astartes player. If more than one player wishes to be the Adeptus Astartes player, those players roll off and the winner is the Adeptus Astartes player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Adeptus Astartes player must choose the **ADEPTUS ASTARTES** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. The Adeptus Astartes player is the attacker and their opponent is the defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. The players roll off and the player that wins chooses which of the long edges of the battlefield their deployment zone is touching.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players roll off and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



BATTLE LENGTH

If the defender's models are all shaken or out of action at the end of a battle round, the battle ends. Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 3+ the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5 the attacker rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

At the end of the game, the defender rolls a D6 for each of their models with one or more flesh wounds on the battlefield (even if you are not playing a campaign game). On a roll of 1-3, that model recovers. On a roll of 4-6, that model goes out of action. The attacker then scores 1 victory point for each enemy model that is out of action. The defender scores 1 victory point for each of their models that is not out of action. The player with the most victory points wins. If the players have the same number of victory points, the defender wins.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Morale. If the defender wins the mission, the attacker loses 1 Morale.

FINISH THEM OFF!

Attacker Tactic

Use this Tactic in the Fight phase when a model from your kill team targets an enemy model with one or more flesh wounds with any of their attacks. Until the end of that phase, add 1 to any Injury rolls made as part of these attacks.

2 COMMAND POINTS

ON YOUR FEET!

Defender Tactic

Use this Tactic at the start of the Morale phase if your Leader is not shaken. A -1 modifier is applied to Nerve tests made for friendly models within 6" of your Leader that phase.

1 COMMAND POINT

TOMB OF SAINTS

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission, as long as at least one of the players who will take part is using the **ADEPTUS ASTARTES** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Adeptus Astartes player. If more than one player wishes to be the Adeptus Astartes player, those players roll off and the winner is the Adeptus Astartes player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Adeptus Astartes player must choose the **ADEPTUS ASTARTES** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. All models in the Adeptus Astartes player's kill team must also have the Adeptus Astartes keyword. The Adeptus Astartes player is the defender and their opponent is the attacker. Each kill team can cost up to 125 points.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. The defender then places three objective markers to represent the tombs of saints in the area of the battlefield marked 'Inner Sanctum'. Each objective marker must be placed more than 6" from any other objective markers.

THE SCOUTING PHASE

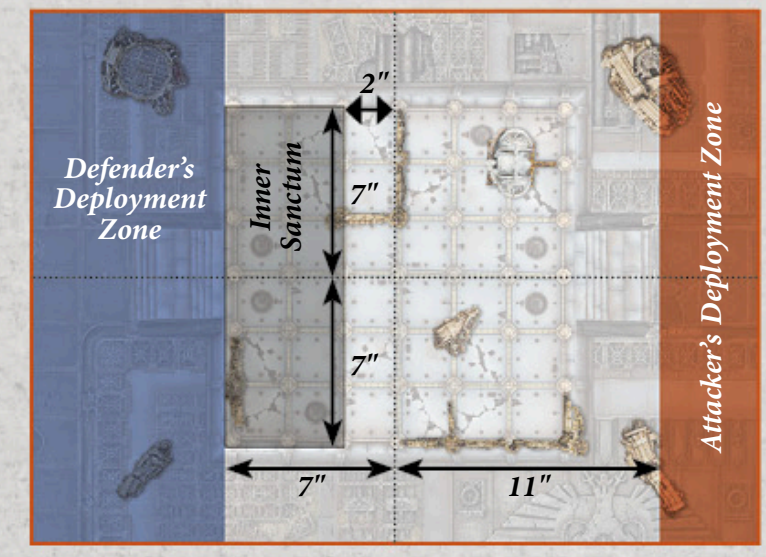
Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up their kill team first, followed by the attacker. A player's models must be set up wholly within their deployment zone. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 3+ the battle continues, otherwise the battle is over. If the battle doesn't end as described above, at the end of battle round 5 the attacker rolls a D6. This time the battle continues on a 4+, otherwise the battle is over. The battle automatically ends at the end of battle round 6.



VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, the attacker scores 2 victory points for each objective marker that their kill team controls at the end of the battle, and the defender scores 1 victory point for each objective marker that their kill team controls at the end of the battle. The player with the most victory points is the winner. If there is a tie, the players draw.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Materiel. If the defender wins the mission, the attacker loses 1 Morale. If the players draw, the defender loses 1 Material and the attacker does not lose any resources.

FLUSH THEM OUT

Attacker Tactic

Use this Tactic when you choose a model from your kill team to shoot with. That model can fire a Grenade weapon it is armed with even if another model from your kill team has already fired a Grenade weapon that phase.

1 COMMAND POINT

BLAZE OF GLORY

Defender Tactic

Use this Tactic when a model from your kill team is taken out of action. Before that model is removed from the battlefield, you can make a shooting attack with that model as if it were the Shooting phase, or pile in and attack with that model as if it were the Fight phase (even if they have already attacked in that phase this battle round). After the attack has been resolved, remove the model from the battlefield as normal.

1 COMMAND POINT

THE CULL

If you are playing a campaign, you can choose to play this mission instead of the Feint mission, as long as at least one of the players who will take part is using the **DEATHWATCH** faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Deathwatch player. If more than one player wishes to be the Deathwatch player, those players roll off and the winner is the Deathwatch player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Deathwatch player must choose the **DEATHWATCH** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. The player using the Deathwatch kill team is the attacker and their opponent is the defender. The defender can spend an additional 50 points on their kill team.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below.

THE SCOUTING PHASE

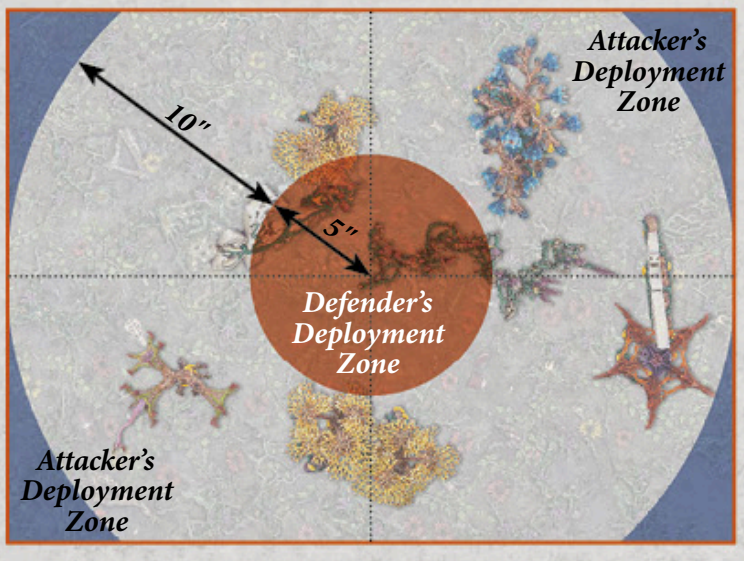
Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players roll off and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. The defender may only deploy up to half of the total number of models in their kill team; the remainder are kept off the battlefield in reserve. If a player runs out of eligible models to set up, skip them. Continue setting up models until both players have set up all eligible models; at this point deployment ends and the first battle round begins.

QUELL THE TIDE

In each battle round, at the end of the Movement phase, the defender may deploy a number of models from their kill team that were kept in reserve, equal to the number of models from their kill team that were taken out of action in the previous battle round. The defender places these models anywhere in their deployment zone that is more than 9" from enemy models. They are considered to have moved in this phase.



BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the Deathwatch player rolls a D6. On a roll of 3+ the game continues, otherwise the game is over. If the game does not end as described above, at the end of battle round 5, the Deathwatch player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If there is a tie, the attacker wins.

RESOURCES

In a campaign game, the player that loses the mission loses 2 Materiel, and the player that wins gains 1 Territory.

PURGE THE SHADOWS

Attacker Tactic

Use this Tactic in the Shooting phase, before shooting with one of your models. When making the next shooting attack, ignore any modifiers for the target being obscured.

1 COMMAND POINT

CHOSEN PREY

Defender Tactic

Use this Tactic at the start of the Shooting phase. Select one model in the opponent's kill team to be your chosen prey. Re-roll all hit and wound rolls of 1 for attacks that target that model until the end of that phase.

1 COMMAND POINT

MARKED FOR DESTRUCTION

If you are playing a campaign, you can choose to play this mission instead of the Feint mission, as long as at least one of the players who will take part is using the **ASTRA MILITARUM** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Astra Militarum player. If more than one player wishes to be the Astra Militarum player, those players roll off and the winner is the Astra Militarum player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Astra Militarum player must choose the **ASTRA MILITARUM** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. The Astra Militarum player is the attacker and their opponent is the defender.

THE BATTLEFIELD

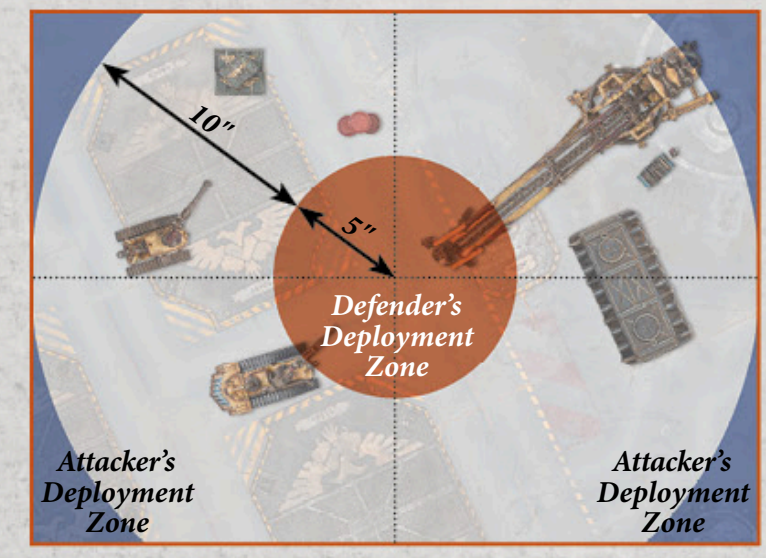
Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. The defender then places three objective markers on the battlefield. Each objective marker must be at least 6" from any other objective markers and the edge of the battlefield. Whenever you measure to or from an objective marker, always measure to the centre of the marker.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players roll off and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



BATTLE LENGTH

The battle ends at the end of a battle round if all three objective markers have been destroyed (see Destruction Protocols, below). Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 3+ the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5, the attacker rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

DESTRUCTION PROTOCOLS

The attacker's models can charge and target objective markers as if they were enemy models. Each objective marker has a Toughness characteristic of 7, a Save characteristic of 3+ and is destroyed once it has lost 5 wounds.

VICTORY CONDITIONS

If, at the end of the battle, 0-1 objective markers have been destroyed, the defender wins the mission. If 2 objective markers have been destroyed, the game is a draw. If all 3 objective markers have been destroyed, the attacker wins the mission.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Materiel. If the defender wins the mission, the attacker loses 1 Morale. If the players draw, the defender loses 1 Materiel.

WEAK POINT LOCATED

Attacker Tactic

Use this Tactic after choosing a model to attack with. Double the Damage characteristic of any of that model's weapons that target an objective marker this phase.

1 COMMAND POINT

BODY ON THE LINE

Defender Tactic

Use this Tactic after failing a saving throw for an objective marker that is within 3" of a model from your kill team that is not shaken. No damage is inflicted upon the objective marker, but one model of your choice from your kill team that is within 3" of the objective marker, and not shaken, suffers a number of mortal wounds equal to the Damage characteristic of the weapon used for the attack.

1 COMMAND POINT

REVIVE THE SHRINE

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission, as long as at least one of the players who will take part is using the **ADEPTUS MECHANICUS** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Adeptus Mechanicus player. If more than one player wishes to be the Adeptus Mechanicus player, those players roll off and the winner is the Adeptus Mechanicus player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Adeptus Mechanicus player must choose the **ADEPTUS MECHANICUS** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. The Adeptus Mechanicus player is the attacker and their opponent is the defender.

THE BATTLEFIELD

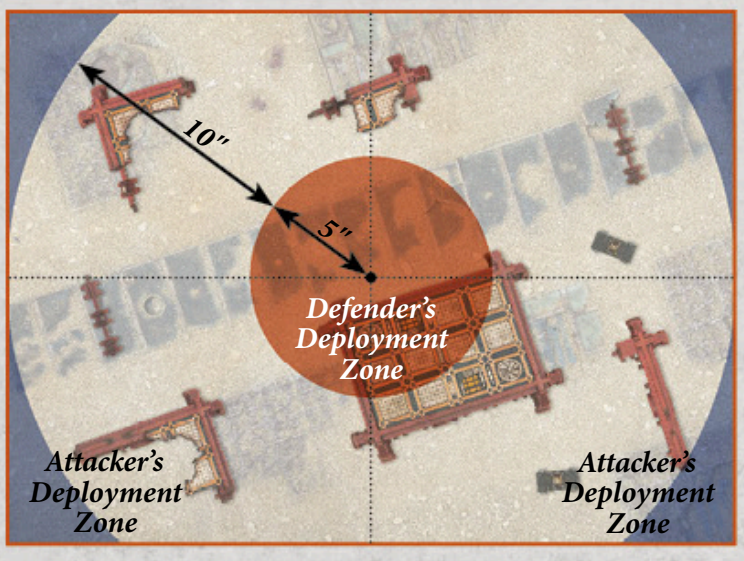
Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. Place a marker in the centre of the battlefield – the area within 5" of the centre of this marker is the defender's deployment zone. The area more than 15" from the centre of this marker is the attacker's deployment zone. The attacker places two objective markers wholly within their deployment zone. Each objective marker must be more than 12" from the other objective marker and more than 1" from the edge of the battlefield. The objective markers represent energy vessels in this mission.

SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players roll off and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them.



Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. On a roll of 3+ the battle continues, otherwise the battle is over. If the battle doesn't end as described above, at the end of battle round 5, the attacker rolls a D6. This time the battle continues on a 4+, otherwise the battle is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If, at the end of the battle, 2 energy vessels are located wholly within the defender's deployment zone, the attacker wins the mission. Otherwise, the defender wins the mission.

CARRYING THE VESSELS

A model can carry a vessel if it is within 1" of the vessel at the start of its move in the Movement phase, and there are no enemy models within 1" of the vessel (shaken models do not count). After the carrier has moved, or if it is taken out of action or becomes shaken, place the vessel within 1" of it. A model carrying a vessel cannot Advance, and a model can only carry a single vessel at a time.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Materiel. If the defender wins the mission, the attacker loses 1 Morale.

HOLY CAUSE

Attacker Tactic

Use this Tactic at the start of the Movement phase. Choose a model from your kill team that is not shaken. That model may Advance this phase even if it is carrying an energy vessel.

1 COMMAND POINT

LAY THEM LOW

Defender Tactic

Use this Tactic at the start of the Fight phase. Choose a model from your kill team. Until the end of that phase, re-roll failed hit rolls for that model's attacks that target an enemy model that is within 1" of an energy vessel.

1 COMMAND POINT

BINARY TARGETS

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission, as long as at least one of the players who will take part is using the **ADEPTUS MECHANICUS** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Adeptus Mechanicus player. If more than one player wishes to be the Adeptus Mechanicus player, those players roll off and the winner is the Adeptus Mechanicus player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Adeptus Mechanicus player must choose the **ADEPTUS MECHANICUS** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points and must include one Commander. The Adeptus Mechanicus player is the attacker and their opponent is the defender.

THE BATTLEFIELD

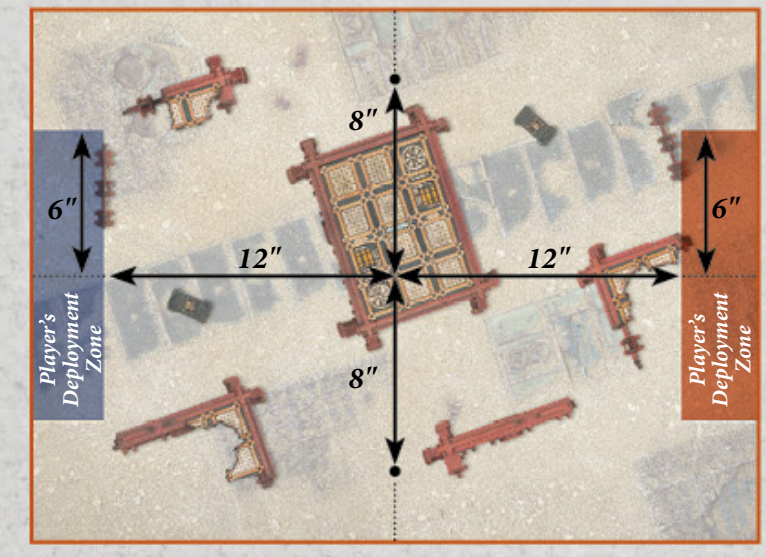
Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. Then set up two objective markers along the midway line, between both players' deployment zones and 8" away from the centre of the battlefield.

SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players roll off and the winner chooses their deployment zone; the other player has the other deployment zone. The players then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



BATTLE LENGTH

If one player has controlled both objectives at the end of two consecutive battle rounds, the game ends immediately. Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 3+ the battle continues, otherwise the battle is over. If the battle doesn't end as described above, at the end of battle round 5, the attacker rolls a D6. This time the battle continues on a 4+, otherwise the battle is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If one player has controlled both objectives at the end of two consecutive battle rounds, that player wins. Otherwise, at the end of the battle, each player scores 3 victory points for each objective marker they control, 2 victory points if the enemy Commander is out of action, and 1 victory point for each other enemy model that friendly models took out of action with their attacks or psychic powers. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

RAD HAZE

When selecting a target for a shooting attack, you may not pick any models that are more than 12" away from the firing model.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Territory. If the defender wins the mission, the attacker loses 1 Materiel.

ASSURED ENGAGEMENT

Attacker Tactic

Use this Tactic in the Movement phase after a charge roll that fails. Re-roll one or both of the dice.

1 COMMAND POINT

GREAT STAMINA

Defender Tactic

Use this Tactic at the start of the Movement phase. Choose a shaken model from your kill team. They are no longer shaken.

1 COMMAND POINT

VIRULENT VECTORS

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission, as long as at least one of the players who will take part is using the **DEATH GUARD** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Death Guard player. If more than one player wishes to be the Death Guard player, those players roll off and the winner is the Death Guard player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Death Guard player must choose the **DEATH GUARD** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The Death Guard player is the attacker and their opponent is the defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below.

THE SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

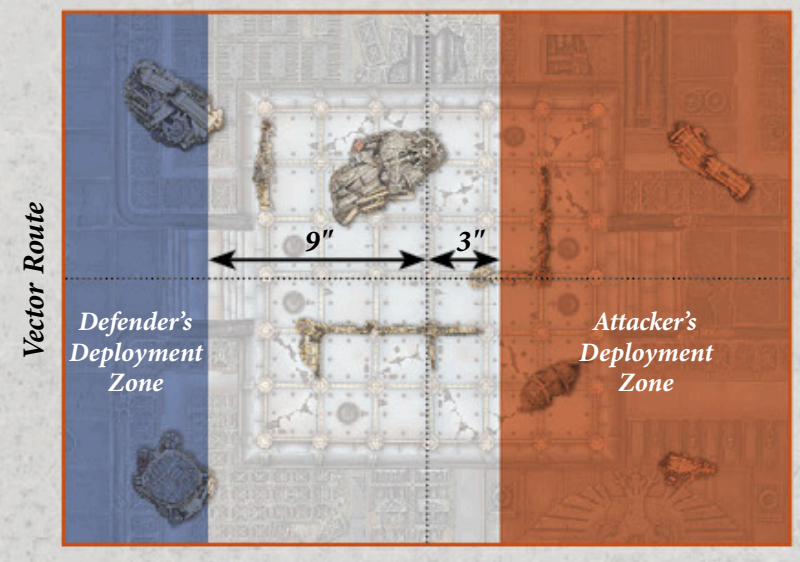
The attacker sets up all of their models first. A player's models must be set up wholly within their deployment zone. Once the attacker has set up all of their models, they place an objective marker touching the base of one of their models, then the other player sets up all of their models. Once the players have set up all of their models, deployment ends and the first battle round begins.

PLAGUE VAT

When the attacker chooses one of their models to move in the Movement phase, if the objective marker (representing the plague vat) is touching that model's base, and has not been moved in this phase, that model can move the plague vat. Remove the plague vat from the battlefield and, once the model has moved, place it on the battlefield touching that model's base. Until you have placed the plague vat back on the battlefield, that model is said to be moving the plague vat. A model cannot make a charge attempt and move the plague vat in the same phase.

If the model moving the plague vat is shaken or taken out of action, place the plague vat on the battlefield touching their base before the model is removed from the battlefield.

A model moving the plague vat can move off the battlefield edge labelled vector route, if they have sufficient movement to reach that battlefield edge.



BATTLE LENGTH

Use the Variable Battle Length rules (pg 23) – the attacker rolls. In addition, if one of the attacker's models moves the plague vat off the battlefield, the battle ends immediately.

VICTORY CONDITIONS

If the battle ends because the attacker moved the plague vat off the battlefield, the attacker wins. Otherwise, the defender wins.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Materiel. If the defender wins the mission, the attacker loses 1 Materiel.

PLODDING TO VICTORY

Attacker Tactic

Use this Tactic when you choose a model to move in the Movement phase, and that model can move the plague vat. Add D3" to the distance that model can move in this phase. If you do so, the model must move the plague vat. The model may still Advance.

1 COMMAND POINT

DESPERATE SACRIFICE

Defender Tactic

Use this Tactic when a model from your kill team would be taken out of action, if that model is within 1" of an enemy model that is touching the plague vat. If you do, that model can fight as if it were the Fight phase (even if they have already fought in this phase) before they are removed from the battlefield. They must target an enemy model that is touching the plague vat with all of their attacks.

1 COMMAND POINT

CHOSEN BY FATE

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission, as long as at least one of the players who will take part is using the **THOUSAND SONS** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Thousand Sons player. If more than one player wishes to be the Thousand Sons player, those players roll off and the winner is the Thousand Sons player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Thousand Sons player must choose the **THOUSAND SONS** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The Thousand Sons player is the attacker and their opponent is the defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players roll off and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

Use the Variable Battle Length rules (pg 23) – the attacker rolls.

WHAT FATE HOLDS IN STORE

At the beginning of each battle round, the Thousand Sons player can roll a D10. If they do, their victory condition changes according to the following table:

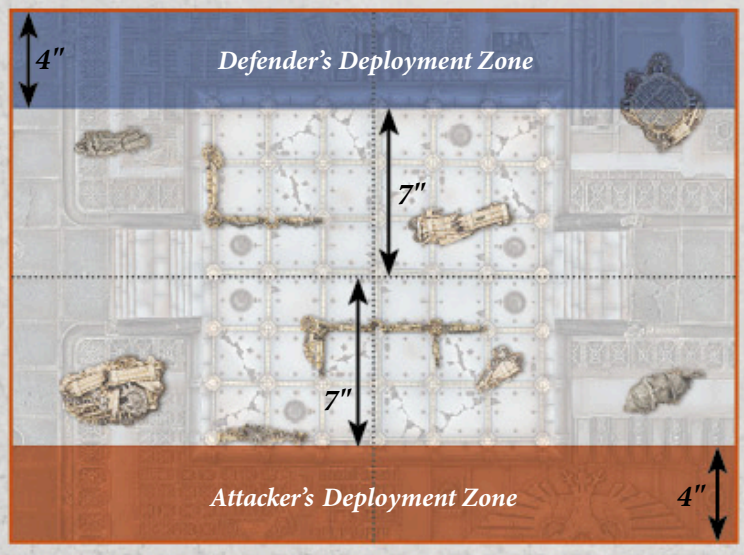
D10	VICTORY CONDITION
1	Your Leader is out of action.
2	None of your fighters are out of action.
3	All enemy fighters are out of action.
4	There is at least one of your fighters in the enemy deployment zone.
5	All of your fighters (and at least one) are in your deployment zone.
6	There are no enemy fighters in your deployment zone.
7	More enemy fighters than your fighters are out of action.
8	The enemy Leader is out of action.
9	Your Leader is not out of action.
10	Re-roll the dice until you get a different result.

VICTORY CONDITIONS

If, at the end of the battle, the attacker has fulfilled their victory condition, they win. Otherwise, the defender wins.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Materiel. If the defender wins the mission, the attacker loses 1 Morale.



TWIST THE SKEINS OF FATE

Attacker Tactic

Use this Tactic after rolling the D10 according to What Fate Holds in Store. If you do, you can add or subtract 1 from the roll.

1 COMMAND POINT

UNRAVELLING FATE

Defender Tactic

Use this Tactic at the beginning of a battle round. If you do, the attacker must roll the D10 according to What Fate Holds in Store – they may not choose not to this battle round. You can only use this Tactic once per battle.

3 COMMAND POINTS

CRUEL INTENT

If you are playing a campaign, you can choose to play this mission instead of the Feint mission, as long as at least one of the players who will take part is using the **DRUKHARI** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Drukhari player. If more than one player wishes to be the Drukhari player, those players roll off and the winner is the Drukhari player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Drukhari player must choose the **DRUKHARI** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. The Drukhari player is the attacker and their opponent is the defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. The players roll off and the player that wins chooses which of the short edges of the battlefield their deployment zone is touching.

THE SCOUTING PHASE

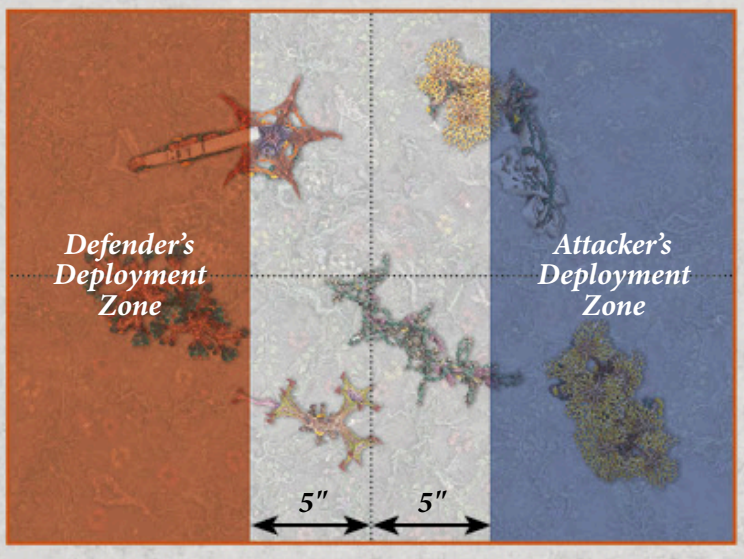
Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players roll off and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of eligible models to set up, skip them. Continue setting up models until both players have set up all eligible models; at this point, deployment ends and the first battle round begins.

REVEL IN AGONY

The Drukhari of this kill team toy with their victims, preferring prolonged torment to a quick kill. When rolling Injury rolls for the defender's models, count a result of 1-5 as a flesh wound result; only results of 6+ will take the defender's models out of action. While the attacker's models are within 6" of any enemy models that have one or more flesh wounds, add 1 to their Strength and 1 to their Weapon Skill (so a Weapon Skill of 3+ would become 2+, for example).



BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the Drukhari player rolls a D6. On a roll of 3+ the game continues, otherwise the game is over. If the game does not end as described above, at the end of battle round 5, the Drukhari player rolls a D6. This time, on a 4+ the game continues, otherwise the game is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If there is a tie, whichever player had the lowest Force is the winner. If there is still a tie, the players draw.

RESOURCES

In a campaign game, the player that lost the mission loses 2 Morale. If players draw, they do not lose Morale.

SWIFT TORMENT

Attacker Tactic

Use this Tactic after declaring a charge with one of your models, but before rolling the dice. Add 2 to the result of the charge roll. In addition, your opponent cannot make Overwatch attacks in response to this charge.

2 COMMAND POINTS

IMPERVIOUS TO INJURY

Defender Tactic

Use this Tactic before a player makes an Injury roll for one of your models. Apply a -1 modifier to the result of the test, in addition to any other modifiers that may apply.

1 COMMAND POINT

MINDSHACKLE ABDUCTION

If you are playing a campaign, you can choose to play this mission instead of the Feint mission, as long as at least one of the players who will take part is using the **NECRONS** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Necrons player. If more than one player wishes to be the Necrons player, those players roll off and the winner is the Necrons player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Necrons player must choose the **NECRONS** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. The Necrons player is the attacker and their opponent is the defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. The players roll off and the player that wins chooses which of the short edges of the battlefield their deployment zone is touching.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players roll off and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

IMPLANT THE SCARABS

At the start of the Movement phase, if the defender's Leader is shaken and is within 1" of at least one model from the attacker's kill team that is not shaken, roll a dice. On a 4+ the defender's Leader has been implanted with Mindshackle Scarabs.

BATTLE LENGTH

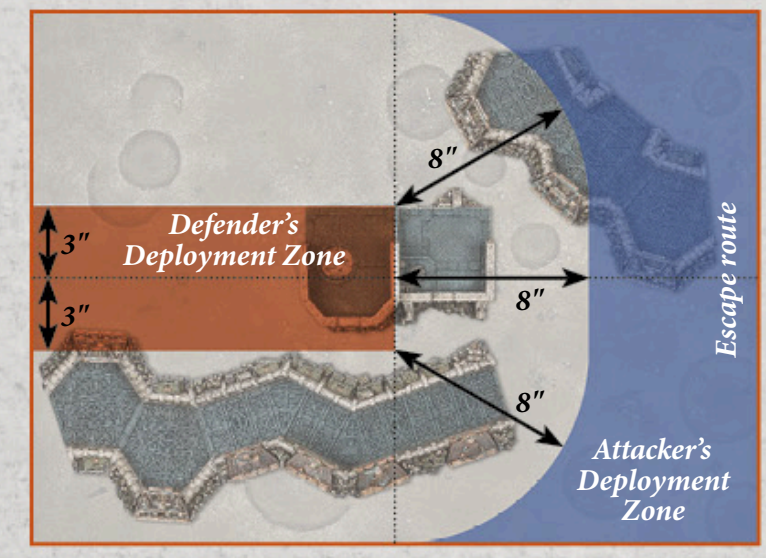
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the Necrons player rolls a D6. On a roll of 3+ the game continues, otherwise the game is over. If the game does not end as described above, at the end of battle round 5, the Necrons player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers. In addition, if at the end of the battle the defender's Leader is still on the battlefield and is implanted with Mindshackle Scarabs, the attacker gains 3 victory points. The player with the most victory points is the winner. If there is a tie, whichever player had the lowest Force is the winner. If there is still a tie, the players draw.

RESOURCES

In a campaign game, the player that loses the mission loses 2 Intelligence. If players draw, they do not lose Intelligence.



ANCIENT COMMANDER

Attacker Tactic

Use this Tactic at the start of the Fight phase. Until the end of that phase, you can re-roll hit rolls of 1 for your Leader and models in your kill team that are within 6" of your Leader

1 COMMAND POINT

STAUNCH RESOLVE

Defender Tactic

Use this Tactic when you are required to make a saving throw for a model in your kill team. You can re-roll failed saving throws of 1 for that model until the end of that battle round.

1 COMMAND POINT

ORKS

DA MEGA PYRE

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission, as long as at least one of the players who will take part is using the **ORKS** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Orks player. If more than one player wishes to be the Orks player, those players roll off and the winner is the Orks player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Orks player must choose the **ORKS** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. The Orks player is the attacker and their opponent is the defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. The defender then places three objective markers in their territory. Each objective marker must be between 6" and 9" from each other objective marker.

THE SCOUTING PHASE

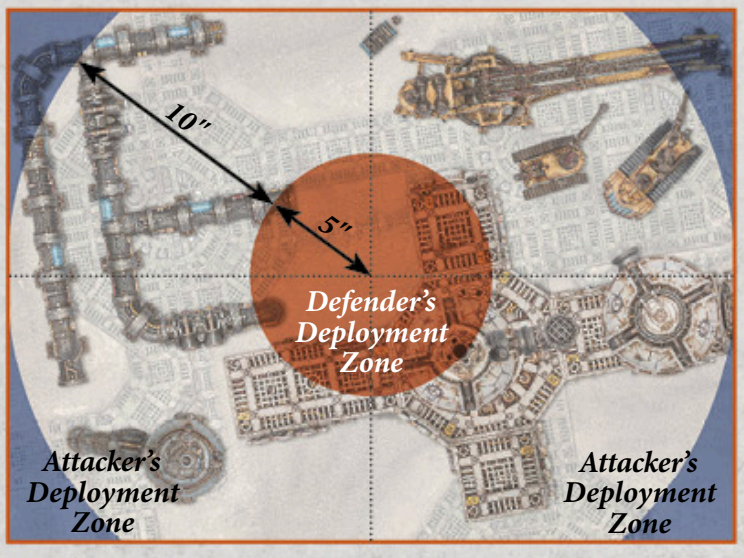
Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players roll off and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield, or if explosives are currently armed at all three objective markers (see below). Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 3+ the battle continues, otherwise the battle is over. If the battle doesn't end as described, at the end of battle round 5, the attacker rolls a D6. This time the battle continues on a 4+, otherwise the battle is over. The battle automatically ends at the end of battle round 6.



VICTORY CONDITIONS

If, at the end of the battle, explosives are armed at 0-1 objective markers, the defender wins the mission. If explosives are armed at 2 objective markers, the game is a draw. If explosives are armed at all 3 objective markers, the attacker wins the mission.

PLANTING EXPLOSIVES

At the end of any battle round, the attacker can make one attempt to plant explosives at each objective marker they control. To do so, roll a D6 for each such objective marker; on a 4+ explosives have been successfully planted at that objective marker. Once successfully planted, these explosives are considered to be armed for the purpose of battle length and victory conditions, either until the game ends, or if the explosives at that objective marker are disarmed (see the Disarm Attempt Defender Tactic, overleaf).

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Materiel. If the defender wins the mission, the attacker loses 1 Morale. If the players draw, the defender loses 1 Material and the attacker does not lose any resources.

DEAD SNEAKY!

Attacker Tactic

Use this Tactic at the end of a battle round if your opponent controls an objective marker, but you have at least 1 model (other than shaken models) within 2" of it. You can attempt to plant explosives at that objective marker as if you controlled it. You can only use this Tactic once per battle round.

1 COMMAND POINT

DISARM ATTEMPT

Defender Tactic

Use this Tactic at the end of a battle round, if you control an objective marker at which explosives have been successfully planted. Roll a D6; on a 6, the explosives have been successfully disarmed, though further attempts can now be made to plant explosives at that objective marker.

1 COMMAND POINT

WRECKING SPREE

If you are playing a campaign, you can choose to play this mission instead of the Feint mission, as long as at least one of the players who will take part is using the **ORKS** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Orks player. If more than one player wishes to be the Orks player, those players roll off and the winner is the Orks player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Orks player must choose the **ORKS** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The Orks player is the attacker and their opponent is the defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. You must set up at least three pieces of terrain, but more is better, and ideally you should include Fallen Statues in the terrain.

THE SCOUTING PHASE

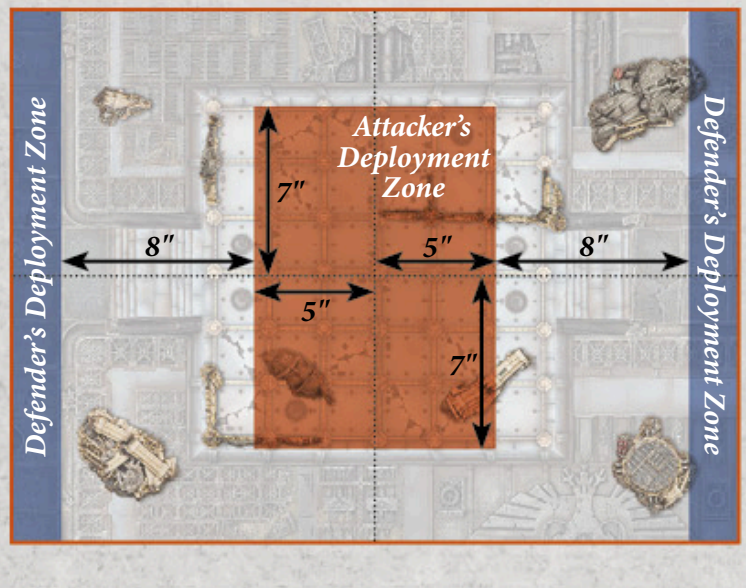
Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The attacker sets up all of their models first. A player's models must be set up wholly within their deployment zone. Once the attacker has set up all of their models, the other player sets up all of their models. Once the players have set up all of their models, deployment ends, and the first battle round begins.

RUINED RELICS

Terrain features that are at least 2" in one or more dimensions (i.e. height, depth or breadth) can be controlled as if they were objective markers in this mission, with the exception that, when you measure to or from a terrain feature, you do so from the closest point, as opposed to the centre of the terrain.



BATTLE LENGTH

Use the Variable Battle Length rules (pg 23) – the attacker rolls.



VICTORY CONDITIONS

At the end of each battle round, players score victory points for the following: 2 victory points if they control more terrain features than their opponent, and 1 victory point for each Fallen Statue they control. The player with the most victory points at the end of the mission is the winner. If there is a tie, the defender wins.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 2 Morale. If the defender wins the mission, the attacker loses 1 Morale.

REDECORATE

Attacker Tactic

Use this Tactic when you choose a model to shoot with in the Shooting phase. You gain 1 victory point and, until the end of that phase, that model cannot make shooting attacks.

1 COMMAND POINT

CLEANSE THE SANCTUM

Defender Tactic

Use this Tactic at the start of the Shooting or Fight phase. Until the end of that phase, you can re-roll hit and wound rolls of 1 for attacks made by models from your kill team that are within 1" of any terrain.

1 COMMAND POINT

LIGHT THE BEACONS

If you are playing a campaign, you can choose to play this mission instead of the Feint mission, as long as at least one of the players who will take part is using the **T'AU EMPIRE** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the T'au Empire player. If more than one player wishes to be the T'au Empire player, those players roll off and the winner is the T'au Empire player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The T'au Empire player must choose the **T'AU EMPIRE** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. The T'au Empire player is the attacker and their opponent is the defender.

THE BATTLEFIELD

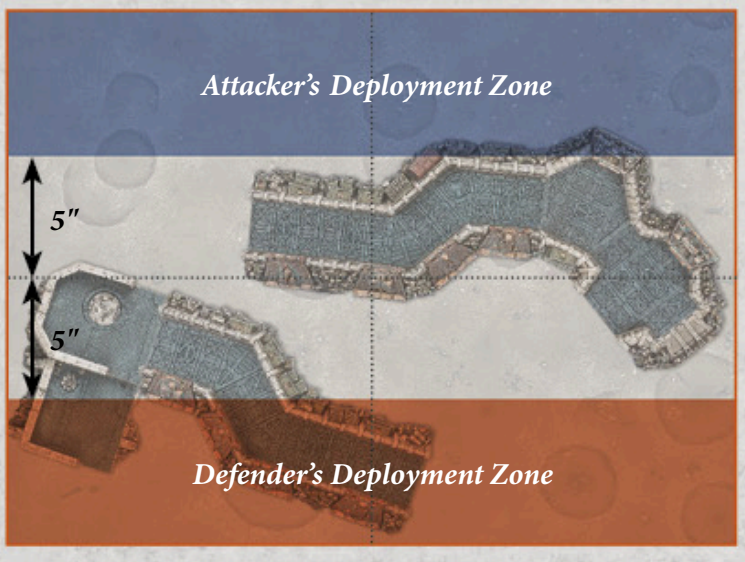
Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. The players roll off and the player that wins chooses which of the long edges of the battlefield their deployment zone is touching. The defender then places three objective markers in their deployment zone. Each objective marker must be at least 5" from other objective markers and the edge of the battlefield. These markers represent enemy assets that must be lit with Markerlight Beacons.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players roll off and then alternate setting up models, starting with the player who lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.



LIGHT THEM UP

At the start of each Movement phase, if the attacker is controlling an objective marker, roll a D6. On a 4+ a Markerlight Beacon is lit at that location. A Beacon remains lit at this location, even if the attacker's models move away. If the defender gains control of an objective marker and a Markerlight Beacon is lit there, that Beacon is immediately extinguished.

BATTLE LENGTH

At the end of battle round 4, the T'au Empire player rolls a D6. On a roll of 3+ the game continues, otherwise the game is over. At the end of battle round 5, the T'au Empire player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

At the end of the battle, the attacker scores 3 victory points for each objective marker at which a Markerlight Beacon is lit. The defender scores 2 victory points for each objective marker at which no Markerlight Beacon is lit. In addition, each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If the players have the same number of victory points, the defender wins.

RESOURCES

In a campaign game, the player that loses the mission loses 1 Territory, and the player that wins gains 1 Territory.

AUGMENTED TACTICAL VISION

Attacker Tactic

Use this Tactic in the Shooting phase. Until the end of that phase, add 1 to hit rolls for models from your kill team that target enemy models that are within 6" of an objective marker that is lit with a Markerlight Beacon.

1 COMMAND POINT

HOLD FAST

Defender Tactic

Use this Tactic before making a saving throw for a model from your Kill Team that is controlling an objective. Until the end of the turn you may re-roll failed save rolls of 1 for that model.

1 COMMAND POINT

INFESTATION

If you are playing a campaign, you can choose to play this mission instead of the Feint mission, as long as at least one of the players who will take part is using the **TYRANIDS** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Tyranids player. If more than one player wishes to be the Tyranids player, those players roll off and the winner is the Tyranids player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Tyranids player must choose the **TYRANIDS** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. The Tyranids player is the defender and their opponent is the attacker; the attacker can spend an additional 20 points on their kill team.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below.

THE SCOUTING PHASE

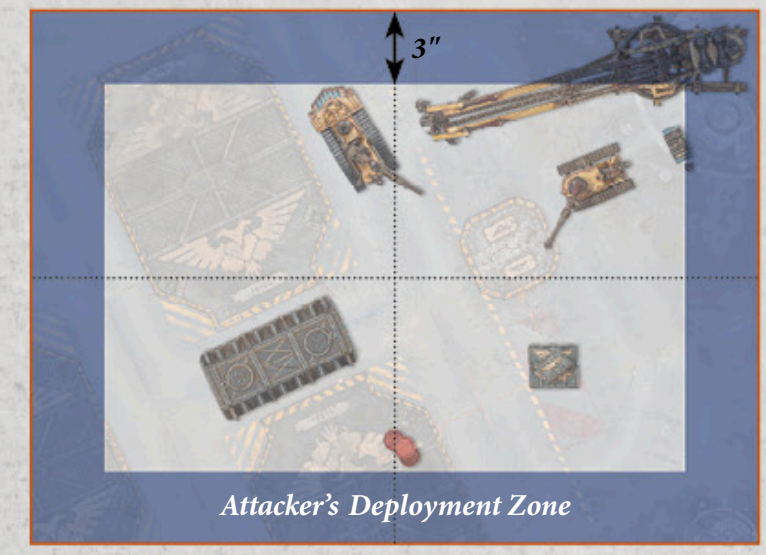
Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

First, the defender sets up a number of tokens on the battlefield equal to the number of models in their kill team, plus three. For example, if the defender had 8 models in their kill team, they would need to set up 11 tokens. Each token must be at least 5" from any other tokens and the edge of the battlefield. Their models are placed to one side – they arrive later in the battle. The attacker then sets up all of their models, anywhere wholly within 3" of the edge of the battlefield. Once the attacker has set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends at the end of a battle round if either kill team is broken. Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 3+ the battle continues, otherwise the battle is over. If the battle doesn't end as described above, at the end of battle round 5, the attacker rolls a D6. This time the battle continues on a 4+, otherwise the battle is over. The battle automatically ends at the end of battle round 6.



Attacker's Deployment Zone

THE TRAP IS SPRUNG

In each battle round, at the start of their turn in the Movement phase, the defender rolls a D6 for each of their models that have not yet arrived on the battlefield, adding 1 to the roll for each battle round that has been completed. On a 4+ they must set up that model anywhere within 2" of the centre of any token on the battlefield; that token is then removed from play. On a 1-3, the model is not set up – the defender will roll again for that model in the Movement phase of the next battle round. Models set up in this manner cannot Move or Advance in the phase in which they are set up, but can charge. After all of the models in the defender's kill team have been set up, any remaining tokens are removed from play.

VICTORY CONDITIONS

If the battle ends because either kill team is broken, the other kill team's player wins. Otherwise, a player scores 2 victory points if the enemy Leader is out of action, and 1 victory point for each other enemy model taken out of action. The player with the most victory points is the winner. If there is a tie, the defender is the winner.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Morale and 1 Territory. If the defender wins the mission, the attacker loses 1 Morale and 1 Territory.

BROOD TUNNEL

Attacker Tactic

Use this Tactic after setting up a model within 2" of a token. That token remains in play until all of the models in your kill team have been set up, after which it is removed from play as normal.

1 COMMAND POINT

ITCHY TRIGGER FINGER

Defender Tactic

Use this Tactic after firing Overwatch with one of your models. You can immediately fire Overwatch again.

1 COMMAND POINT

UPRISING

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission, as long as at least one of the players who will take part is using the **GENESTEALER CULTS** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Genestealer Cults player. If more than one player wishes to be the Genestealer Cults player, those players roll off and the winner is the Genestealer Cults player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Genestealer Cults player must choose the **GENESTEALER CULTS** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points. Both players must include one Commander in their kill team. The Genestealer Cults player is the attacker and their opponent is the defender.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below.

THE SCOUTING PHASE

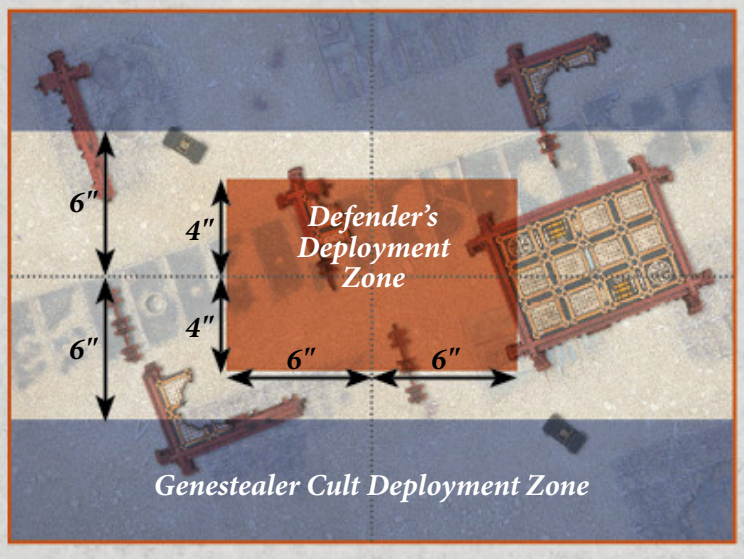
Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up their kill team wholly within their deployment zone. The attacker then sets up their kill team wholly within their deployment zones, dividing their models as they wish between their two deployment zones. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield.



Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 3+ the battle continues, otherwise the battle is over. If the battle doesn't end as described above, at the end of battle round 5, the attacker rolls a D6. This time the battle continues on a 4+, otherwise the battle is over. The battle automatically ends at the end of battle round 6.



VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, at the end of the battle, if the defender's Commander has been taken out of action, the attacker is the winner. If the defender's Commander is still on the battlefield at the end of the battle, the defender is the winner.

RESOURCES

In a campaign game, if the attacker wins the mission, the defender loses 1 Morale and 1 Intelligence. If the defender wins the mission, the attacker loses 1 Morale.

SINGULAR PURPOSE

Attacker Tactic

Use this Tactic at the start of the Morale phase. Models from your kill team automatically pass Nerve tests until the end of that phase.

2 COMMAND POINTS

LIFEWARDS

Defender Tactic

Use this Tactic at the start of the battle round. Pick a model from your kill team. Until the end of the battle round, each time your Commander suffers a wound whilst within 3" of this model, you can roll a dice. On a roll of 3+ that wound is instead inflicted on the model you picked (unless that model is shaken).

1 COMMAND POINT

THE PURGING

If you are playing a campaign, you can choose to play this mission instead of the Ambush mission, as long as at least one of the players who will take part is using the **GENESTEALER CULTS** Faction.

THE KILL TEAMS

This is a mission for two players. One of those players is the Genestealer Cults player. If more than one player wishes to be the Genestealer Cults player, those players roll off and the winner is the Genestealer Cults player. Each player chooses a Faction keyword and the players reveal their choices at the same time. The Genestealer Cults player must choose the **GENESTEALER CULTS** Faction. Then, each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. The Genestealer Cults player is the defender and their opponent is the attacker.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment map below. Then set up two objective markers 1" from the short edge of the battlefield closest to the attacker's deployment zone, as shown on the map.

THE SCOUTING PHASE

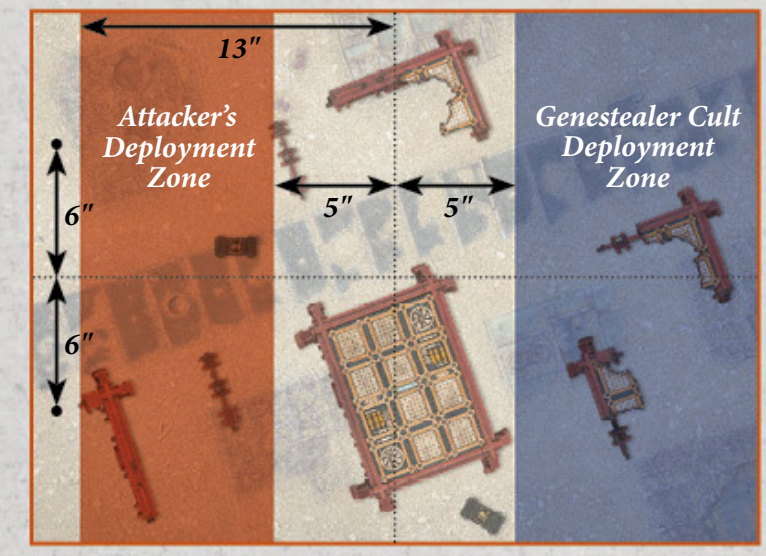
Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The players take it in turns to deploy one model from their kill team, starting with the defender. Models must be set up wholly within their own deployment zone. Once a player has set up all their models, their opponent continues setting up models until both players have set up their kill teams. Once the players have set up their models, deployment ends, and the first battle round begins.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the attacker rolls a D6. On a roll of 3+ the battle continues, otherwise the battle is over. If the battle doesn't end as described, at the end of battle round 5, the attacker rolls a D6. This time the battle continues on a 4+, otherwise the battle is over. The battle automatically ends at the end of battle round 6.



ESCAPE!

If a defender's model finishes a move within 2" of an objective marker, the player can remove that model from the battlefield. That model is said to have escaped. Models which escape are not treated as out of action (e.g. for the purposes of checking whether their kill team is broken).

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, the defender scores 2 victory points for each model which escapes. The attacker scores 1 victory point for each defender's model which is taken out of action, or 2 victory points if that model is a Leader. The player with the most victory points is the winner. If the players are tied for victory points, the attacker wins.

RESOURCES

In a campaign game, if the defender wins the mission, the attacker loses 1 Morale and 1 Territory. If the attacker wins the mission, the defender loses 1 Territory.

LOCKDOWN

Attacker Tactic

Use this Tactic at the start of a battle round. Pick an objective marker within 2" of a model from your kill team (other than a shaken model). Models from the defender's kill team cannot escape the battlefield whilst they are within 2" of that objective marker until the end of the battle round.

2 COMMAND POINTS

COVERING FIRE

Defender Tactic

Use this Tactic when it is your turn to pick a model to shoot with. You can pick a model which has escaped the battlefield. When you do so, draw line of sight and measure range from any point on the short edge of the battlefield closest to the attacker's deployment zone. The model is considered to have moved in the preceding Movement phase.

2 COMMAND POINTS

MATCHED PLAY

'We are the Emperor's deadliest weapon. We are his foremost agents of destruction. Remember that, always. Our purpose lies in fire and in death. In the eradication of our foes. All other considerations are secondary.'

- Brother-Captain Crassun, Flesh Tearers Chapter



THE FORGE OF WAR

Strategy, tactics and finely honed gaming nous come to the fore as players deploy their Kill Teams into matched play missions. Each game is a test of generalship as players cast themselves in the roles of the Kill Team commanders and pit their abilities against one another in tabletop battles to the death.

Matched play is the most openly competitive of the three ways to play Kill Team. Here, the emphasis is on out-thinking and outplaying your opponent – hopefully with a thick slice of good luck on the side to ensure your cunning plans come to fruition, while theirs falter and fail. Matched play is still fun, of course, and it should still be an enjoyable experience for everyone involved, but, within the spirit of friendly competition, this is the Kill Team play style that best supports balanced head-to-head conflict.

Gaming events and organised tournaments most often lean towards matched play. For Kill Team, just as for Warhammer 40,000, it is seen as the most evenly matched type of gaming available. The rules and missions of matched play gaming in Kill Team are intended to provide the most level playing field possible, making them well-suited to more competitive events.

Equally, many people see matched play as an excellent medium for what are known as 'pick up' games – those occasions when you turn up at your local store, gaming club or whever else you play, and engage in a friendly game of Kill Team against an opponent you have never gamed with before. Having the framework of matched play to guide your gaming experience ensures that the two of you can get on with enjoying your tabletop battle with the minimal possible grey areas and variables to cause confusion, or introduce the risk of contention.

A major component of matched play gaming is the missions that you and your opponent choose to play through. Alongside the core game rules, these provide much of the structure within which your Kill Team battle takes place. They are designed to provide each player with clear and well-matched objectives and victory conditions, leaving you free to concentrate on how your daring Kill Team can best secure victory in your name! A wealth of matched play missions have been released across a variety of Kill Team products since the game's initial release; on the following pages you will find them collated for the first time.



DEATH IN THE DARKNESS

Experts in covert warfare are never more at home than when engaging an unprepared foe, and an assault at night all but guarantees an advantage to the attacking force.

If you are playing a campaign, you can choose to play this mission instead of the Ambush or Recover Intelligence missions, as long as at least one of the players who will take part is using the **ADEPTUS ASTARTES** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Adeptus Astartes player. If more than one player wishes to be the Adeptus Astartes player, those players roll off and the winner is the Adeptus Astartes player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Adeptus Astartes player must choose the **ADEPTUS ASTARTES** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below. Set up one objective marker in the centre of the battlefield.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The Adeptus Astartes player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone, and more than 3" from any other player's deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

At the end of battle round 4, the Adeptus Astartes player rolls a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 5, the Adeptus Astartes player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

IN THE DEAD OF NIGHT

Models cannot target models that are more than 12" away, or affect those models with psychic powers.

VICTORY CONDITIONS

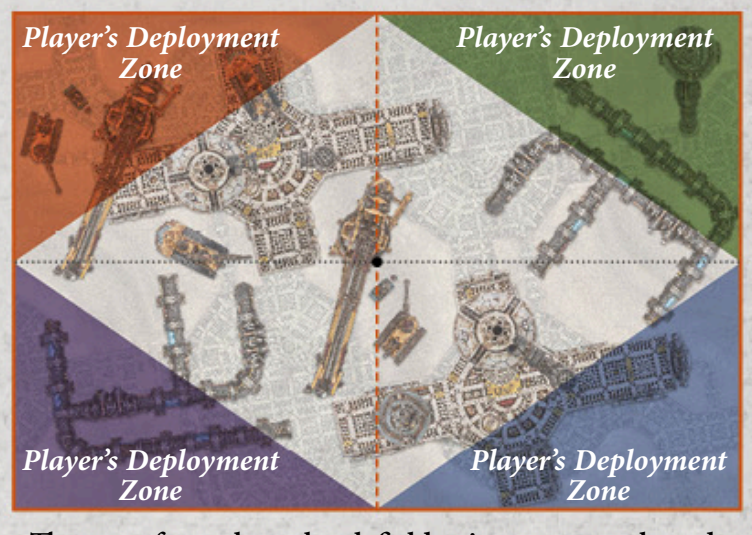
Each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers, and the player that controls the objective marker at the end of the battle scores 3 victory points. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Morale and 1 Territory. If players draw they do not lose Morale or Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

GRUDGE MATCH

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **ADEPTUS ASTARTES** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Adeptus Astartes player. If more than one player wishes to be the Adeptus Astartes player, those players roll off and the winner is the Adeptus Astartes player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Adeptus Astartes player must choose the **ADEPTUS ASTARTES** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

Players then use the Standard Deployment rules (pg 23) to set up their kill teams.

BATTLE LENGTH

Use the Variable Battle Length rules (pg 23) – the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one Leader specialist on the battlefield at the end of a battle round, or no Leader specialists on the battlefield at the end of a battle round, the battle ends.

NO QUARTER!

In the Fight phase of any battle round in which a model charged, add 1 to that model's Strength and Attacks characteristics until the end of the phase.

ESCALATING HOSTILITIES

Each time a model from your kill team is taken out of action, you receive 1 command point.

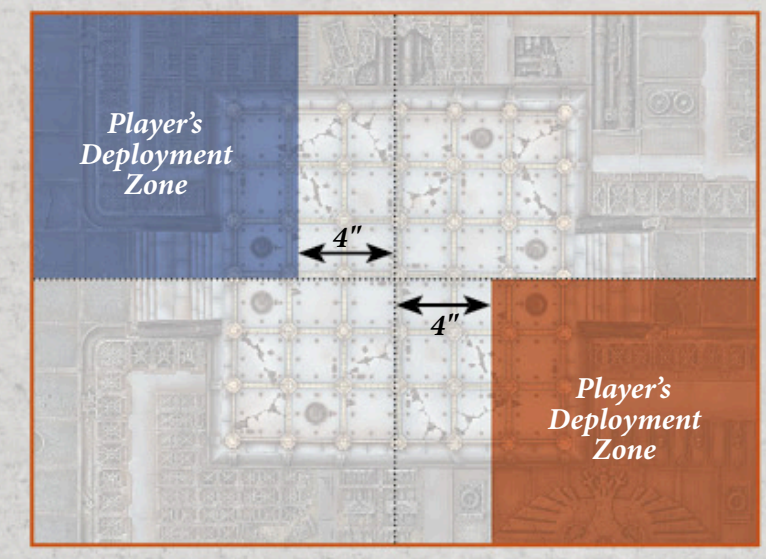
VICTORY CONDITIONS

If, at the end of the battle, there is only one Leader on the battlefield, that Leader's controlling player wins. Otherwise, the player with the greatest Force (in points) on the battlefield (not including shaken models) is the winner. If players are tied for the greatest Force, the tied players draw. Any other players lose.

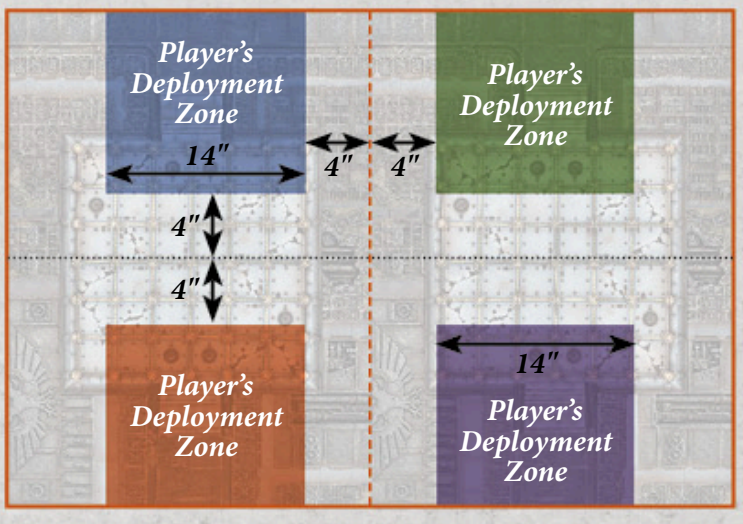
RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Morale, and the winner gains 1 Morale. Players that draw do not lose or gain Morale.





Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

STRIKE AT THE HEART

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **DEATHWATCH** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Deathwatch player. If more than one player wishes to be the Deathwatch player, those players roll off and the winner is the Deathwatch player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Deathwatch player must choose the **DEATHWATCH** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below. Each player sets up one objective marker in a different deployment zone, at least 6" away from the edge of the battlefield. The objective marker in a player's deployment zone is known as that player's home objective, while all other objective markers are known to that player as enemy objectives.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The Deathwatch player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. A player may only choose a deployment zone in which there is an objective marker.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone, and more than 3" from any other player's deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

At the end of battle round 4, the Deathwatch player rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 5, the same player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

POSITION COMPROMISED

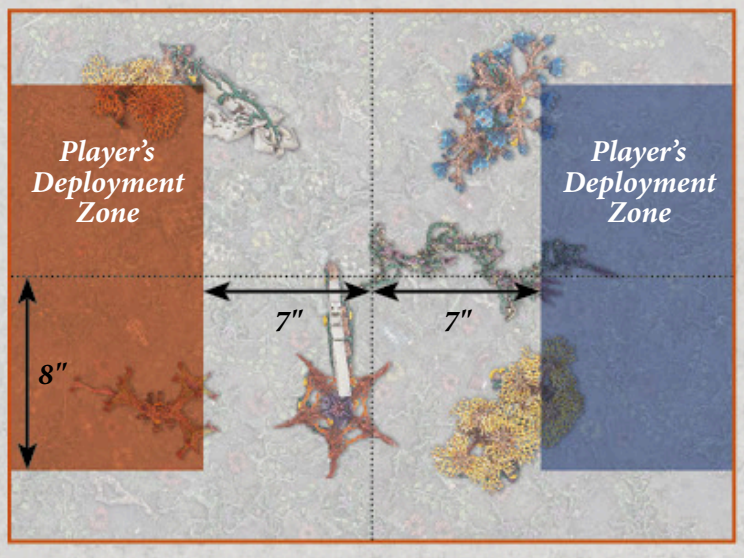
In the Morale phase, if a player's home objective is held by an opponent, add 1 to all Nerve rolls that player makes.

VICTORY CONDITIONS

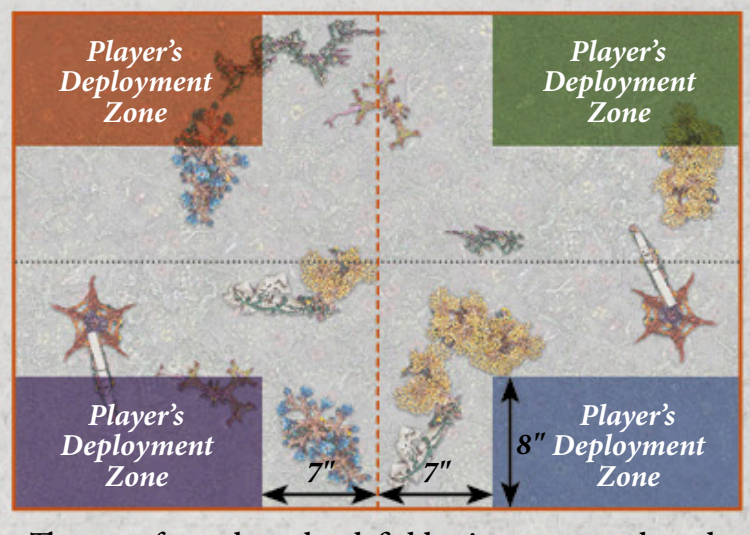
At the end of the game, each player scores 1 victory point for each enemy model that was taken out of action by one of their models' attacks or psychic powers, 1 victory point for holding their home objective, and 3 victory points for holding an enemy objective. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 2 Morale. If players draw they do not lose Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

BEST OF THE BEST

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **ASTRA MILITARUM** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Astra Militarum player. If more than one player wishes to be the Astra Militarum player, those players roll off and the winner is the Astra Militarum player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Astra Militarum player must choose the **ASTRA MILITARUM** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The Astra Militarum player has the greatest strategic advantage in this battle. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone, and more than 3" from any other player's deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

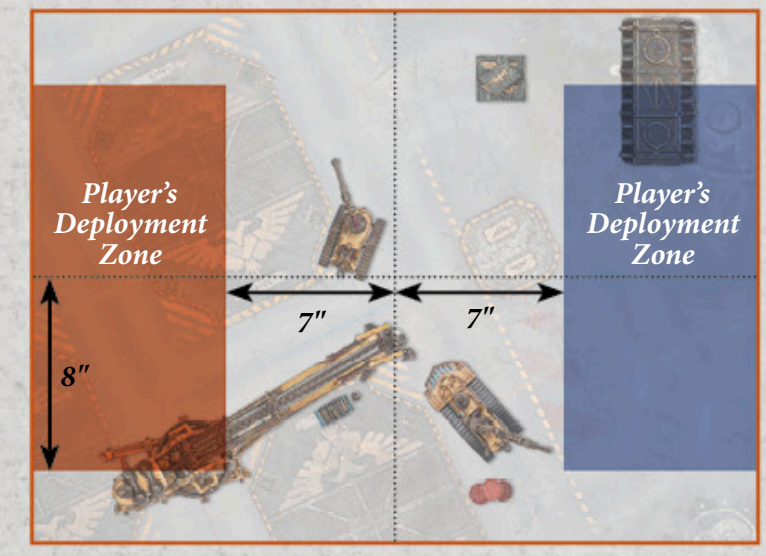
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the Astra Militarum player rolls a D6. On a roll of 3+ the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5, the Astra Militarum player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

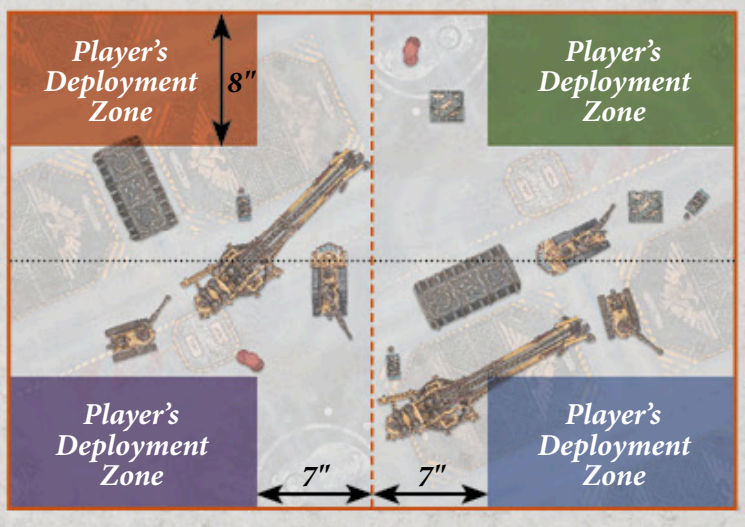
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 2 victory points for each enemy specialist taken out of action by one of their specialists' attacks or psychic powers, and 1 victory point for each other enemy model taken out of action by one of their specialists' attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Morale, and the player that wins gains 1 Morale. If players draw they do not gain or lose Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

DATAWIPE

If you are playing a campaign, you can choose to play this mission instead of the Feint or Terror Tactics mission as long as at least one of the players who will take part is using the **ADEPTUS MECHANICUS** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Adeptus Mechanicus player. If more than one player wishes to be the Adeptus Mechanicus player, those players roll off and the winner is the Adeptus Mechanicus player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Adeptus Mechanicus player must choose the **ADEPTUS MECHANICUS** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below. Then set up four objective markers midway between the centre of the battlefield and the battlefield edge, as shown in the deployment maps. The objective markers represent data caches in this mission.

SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The Adeptus Mechanicus player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone. Once all the players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

At the end of battle round 4, the Adeptus Mechanicus player rolls a D6. On a roll of 3+, the battle continues, otherwise the battle is over. At the end of battle round 5, the Adeptus Mechanicus player rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

DESTROY DATA CACHES

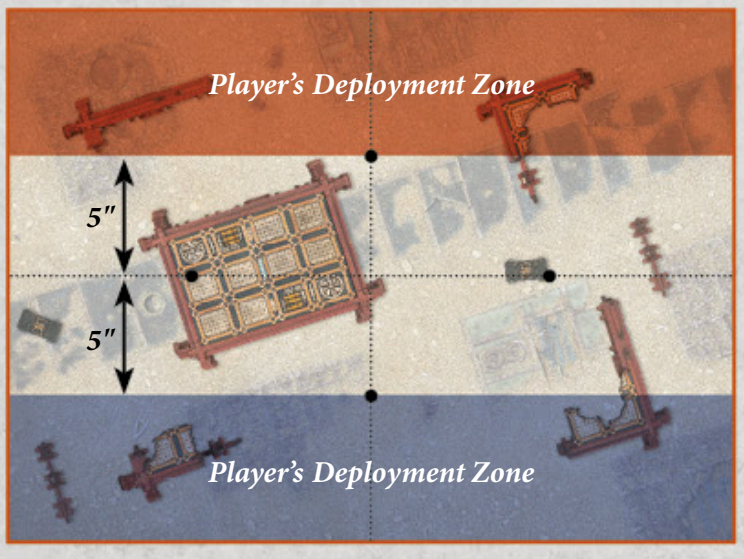
If any models from the same kill team (other than shaken models) are within 1" of the same data cache at the end of the battle round, for two consecutive battle rounds, and there are no enemy models (other than shaken models) within 1" of that data cache, then that kill team's player may choose to destroy that cache. Remove the marker from the battlefield and take note of the player who destroyed the data cache.

VICTORY CONDITIONS

Each player scores 2 victory points for destroying the cache furthest from their deployment zone, and 1 victory point for each other cache they destroy. The player with the most victory points at the end of the battle wins. Players tied for the most victory points draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Intelligence and 1 Territory. Players that draw do not lose any resources.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

ANNIHILATION PROTOCOLS

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission as long as at least one of the players who will take part is using the **ADEPTUS MECHANICUS** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Adeptus Mechanicus player. If more than one player wishes to be the Adeptus Mechanicus player, those players roll off and the winner is the Adeptus Mechanicus player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Adeptus Mechanicus player must choose the **ADEPTUS MECHANICUS** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below.

SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The Adeptus Mechanicus player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone. Once all the players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

At the end of battle round 4, the Adeptus Mechanicus player rolls a D6. On a roll of 3+, the battle continues, otherwise the battle is over. At the end of battle round 5, the Adeptus Mechanicus player rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

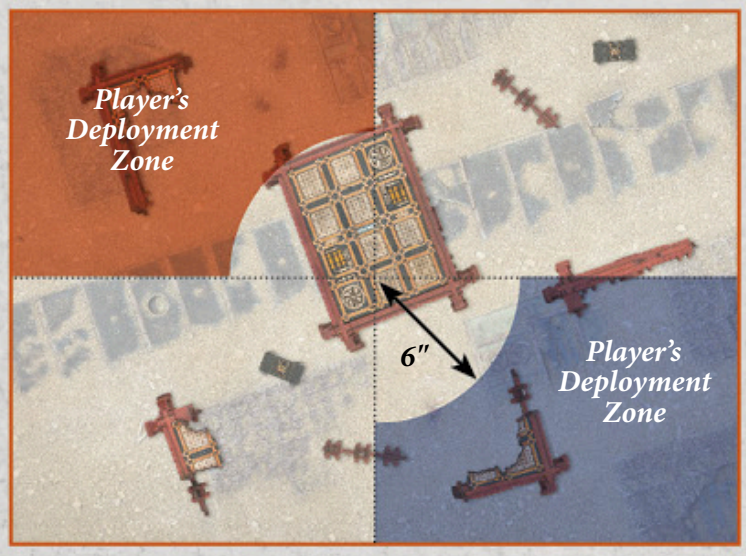


VICTORY CONDITIONS

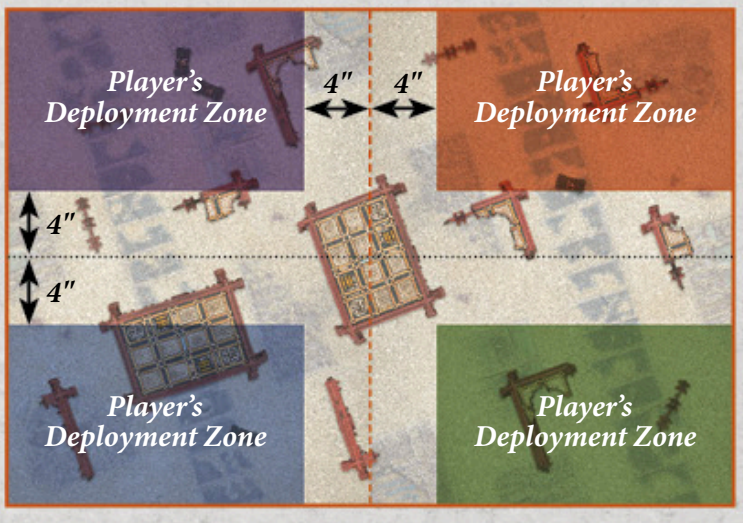
Each player scores 3 victory points for each enemy Commander or Leader taken out of action by an attack or psychic power made by a model from their kill team, and 1 victory point for each other enemy model taken out of action by an attack or psychic power made by a model from their kill team. The player with the most victory points at the end of the battle is the winner. Players tied for the most victory points draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Materiel and 1 Morale. Players that draw do not lose any resources.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

EXPERIMENTAL WEAPONS

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission, as long as at least one of the players who will take part is using the **DEATH GUARD** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Death Guard player. If more than one player wishes to be the Death Guard player, those players roll off and the winner is the Death Guard player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Death Guard player must choose the **DEATH GUARD** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below.

THE SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

Use the Standard Deployment rules (pg 23) with the exception that the Death Guard player has the greatest strategic advantage – the other players roll to determine their advantage relative to each other as normal. When each player sets up their last model, they must choose a model from their kill team that is on the battlefield. That model is carrying their experimental weapon (see right).

BATTLE LENGTH

Use the Variable Battle Length rules (pg 23) – the Death Guard player rolls.

EXPERIMENTAL WEAPON

Choose one of the weapons that is on the datacard of the model that you chose to carry your experimental weapon. Roll a D3 and apply the relevant modifier from the table below to that weapon for this battle:

D3	RESULT
1	Add 1 to that weapon's Type (e.g. Assault D6 becomes Assault D6+1, Rapid Fire 1 becomes Rapid Fire 2). If the chosen weapon has the Melee Type, re-roll this result.
2	Add D3 to that weapon's Strength characteristic.
3	Add 1 to that weapon's Damage characteristic.

In addition, if you roll any unmodified hit rolls of 1 for that weapon's attacks, the bearer suffers a mortal wound after all of its declared attacks have been resolved.

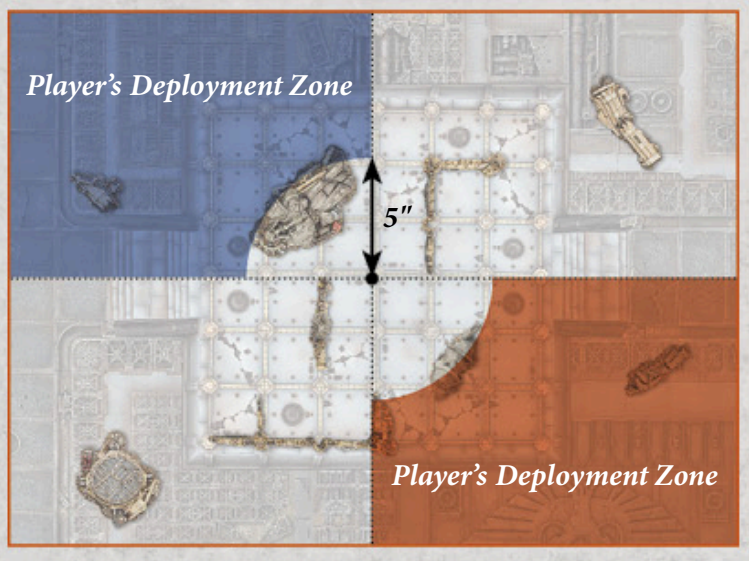
If the bearer of an experimental weapon is taken out of action, after removing the model from the battlefield, that model's player places an objective token on the battlefield, with the centre of the objective token at the centre of where the removed model was standing. If another model from that player's kill team moves into contact with that objective token in any phase, that model is treated as having the experimental weapon (roll for one of that model's weapons as described above).

VICTORY CONDITIONS

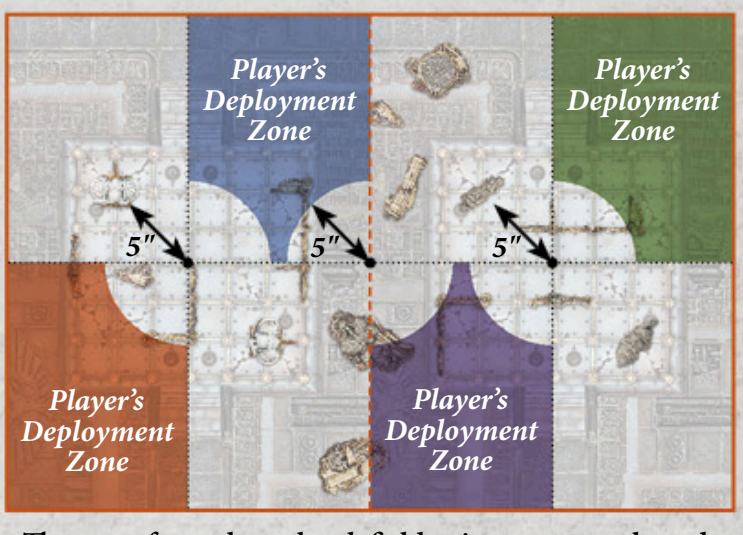
Players score 1 victory point for each enemy model that is taken out of action by an attack made with an experimental weapon by a model from their kill team. The player with the most victory points at the end of the mission is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Intelligence and 1 Materiel. Players that draw do not lose any resources.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

DESTINED ONE

If you are playing a campaign, you can choose to play this mission instead of the Assassinate mission, as long as at least one of the players who will take part is using the **THOUSAND SONS** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Thousand Sons player. If more than one player wishes to be the Thousand Sons player, those players roll off and the winner is the Thousand Sons player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Thousand Sons player must choose the **THOUSAND SONS** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below. Then set up a single objective marker in the centre of the battlefield.

THE SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

Before any models are deployed, each player secretly chooses one of the models in their kill team to be a Destined One and makes a note of this. Then, use the Standard Deployment rules (pg 23) with the exception that the Thousand Sons player has the greatest strategic advantage – the other players roll to determine their advantage relative to each other as normal. Players cannot set up a Destined One in Reserve.

BATTLE LENGTH

Use the Variable Battle Length rules (pg 23) – the Thousand Sons player rolls. In addition, if there is only one Destined One on the battlefield at the end of a battle round, the battle ends.

CRUEL FATE

If, at the end of a battle round, a player's Destined One is out of action, that player must reveal this. Their kill team plays no further part in the battle – their models are removed from the battlefield.

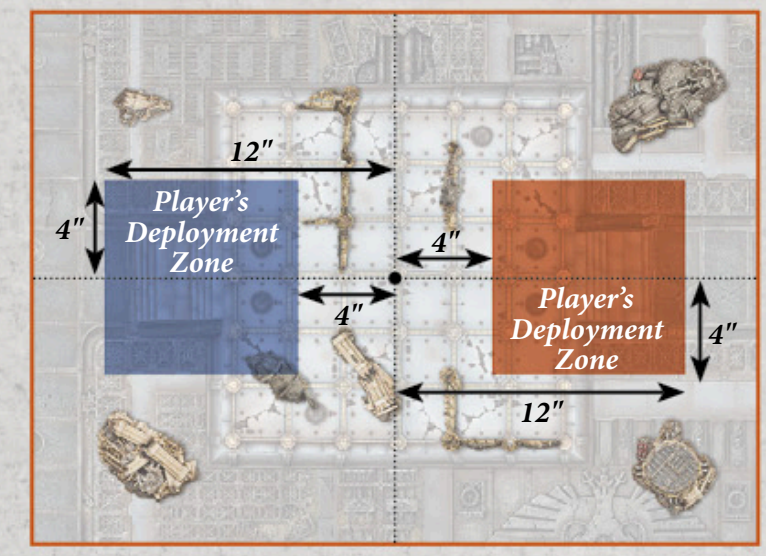


VICTORY CONDITIONS

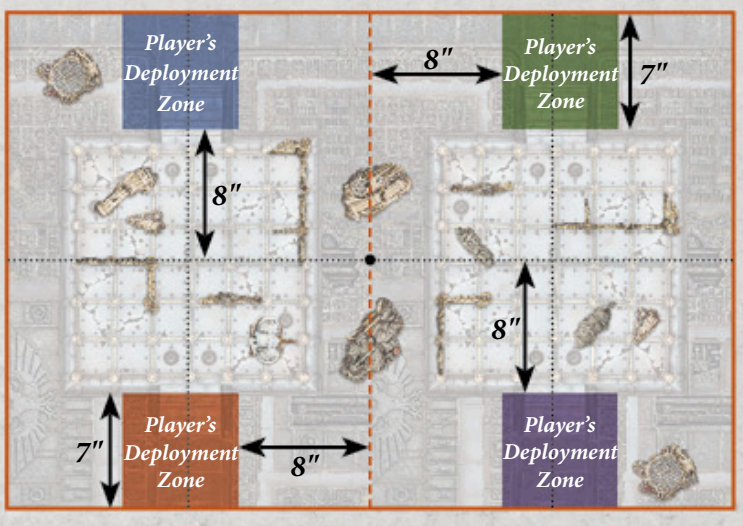
If the battle ends because there is only one Destined One on the battlefield, the Destined One's controlling player wins. Otherwise, the player whose Destined One is closest to the objective marker wins. If more than one player has a Destined One closest to the objective marker, those players draw and the other players lose. If there are no Destined Ones on the battlefield, all players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Morale and 1 Territory. Players that draw do not lose any resources. In addition, in a campaign game the Destined One of the winning player (or their fire team) gains 1 additional experience (unless they cannot gain experience).



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

THE CASKET

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **DRUKHARI** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Drukhari player. If more than one player wishes to be the Drukhari player, those players roll off and the winner is the Drukhari player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Drukhari player must choose the **DRUKHARI** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below. One objective marker is then set up in the centre of the battlefield. This represents the Casket.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The Drukhari player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone, and more than 3" from any other player's deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the Drukhari player rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 5, the Drukhari player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

THE CASKET

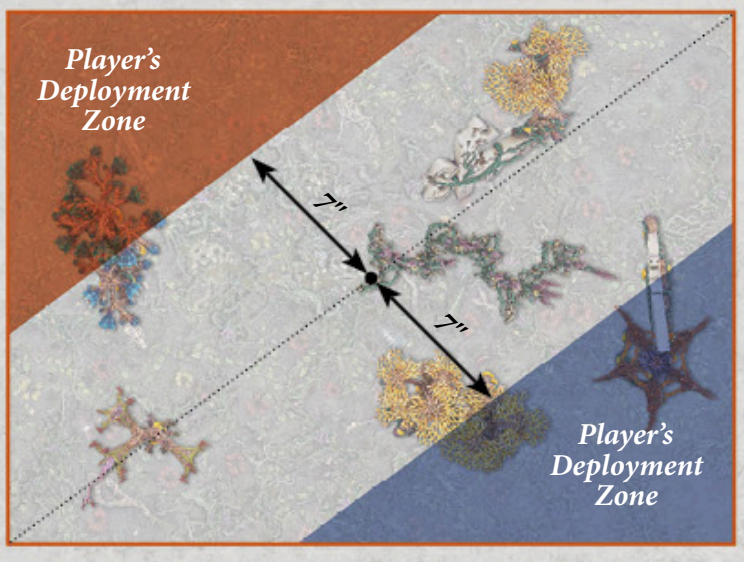
Any specialist can carry the Casket by moving into contact with it while it is not being carried – that model then automatically picks it up. From that point, the Casket remains with the model (move the Casket with the model to show this) until it is dropped, which only happens if the model is taken out of action. A model carrying the Casket cannot move further than 9" in any single phase for any reason.

VICTORY CONDITIONS

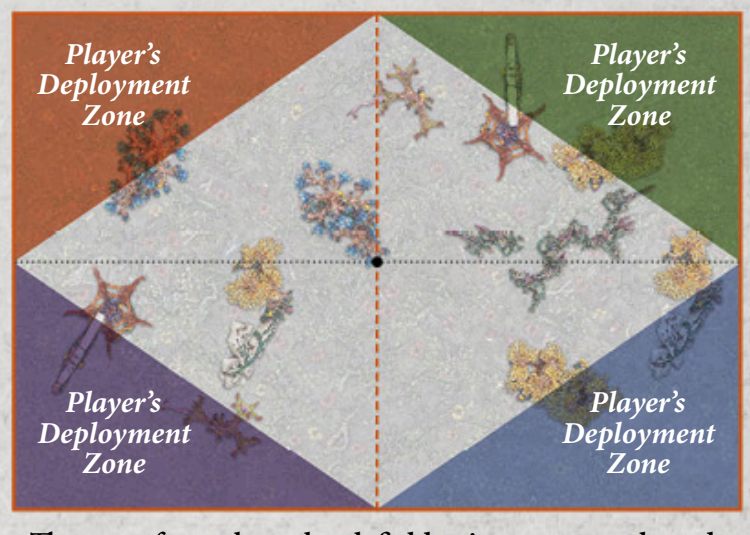
At the end of the battle, if a model from a player's kill team is carrying the Casket, then that player wins the mission. If the Casket is not being carried, then each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers, and the player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Morale. If players draw they do not lose Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

YIELD TO NO ONE

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **NECRONS** faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Necrons player. If more than one player wishes to be the Necrons player, those players roll off and the winner is the Necrons player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Necrons player must choose the **NECRONS** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below. Each player sets up one objective marker in a different deployment zone, at least 6" away from the edge of the battlefield.

THE SCOUTING PHASE

Resolve the Scouting phase (see the Core Manual).

DEPLOYMENT

The Necrons player has the greatest strategic advantage in this battle. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. A player may only choose a deployment zone in which there is an objective marker.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone, and more than 3" from any other player's deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

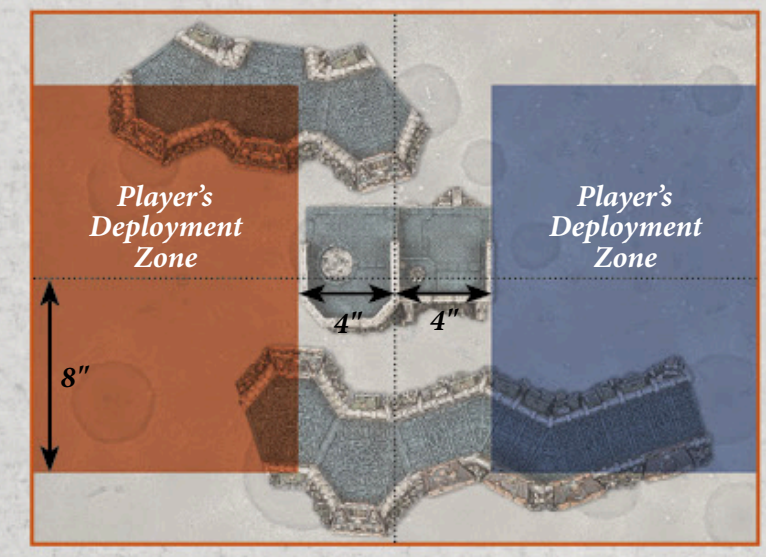
At the end of battle round 4, the Necrons player rolls a D6. On a 3+ the game continues, otherwise the game is over. At the end of battle round 5, the Necrons player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

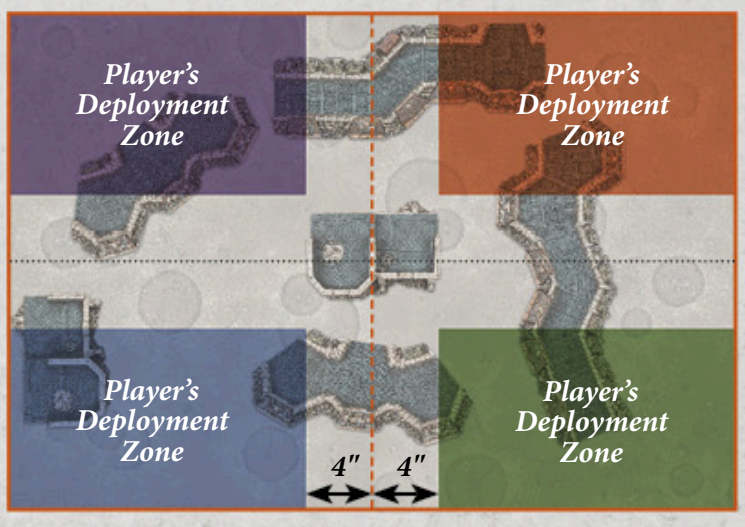
Each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers. In addition, at the end of each battle round, each player scores 1 victory point for each objective they control. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Territory, and the player that wins gains 1 Territory. If players draw they do not gain or lose Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

THE LURE OF LOOT

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **ORKS** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Orks player. If more than one player wishes to be the Orks player, those players roll off and the winner is the Orks player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Orks player must choose the **ORKS** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below. Set up a stack of objective markers equal to the number of players as close as possible to the centre of the battlefield. The objective markers represent loot counters in this mission.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The Orks player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone, and more than 3" from any other player's deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

At the end of battle round 4, the Orks player rolls a D6. On a roll of 3+, the game continues, otherwise the game is over. At the end of battle round 5, the Orks player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

MAKING OFF WITH THE LOOT

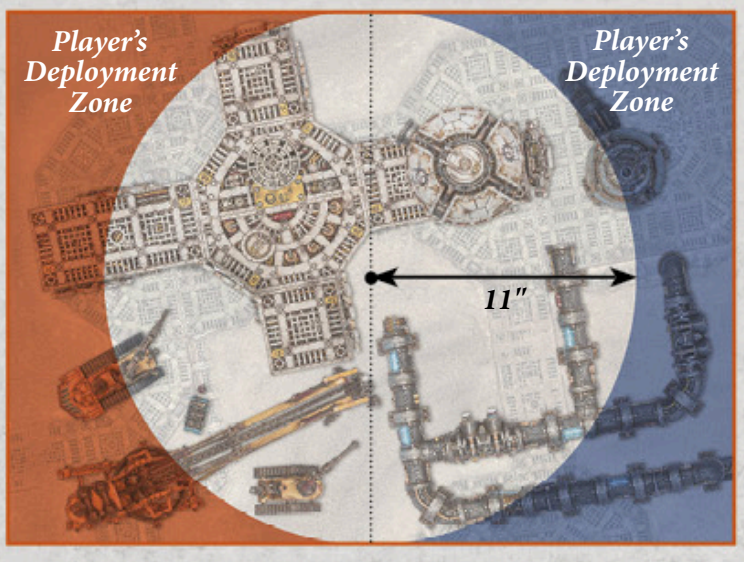
A model can carry a single loot counter, and can pick one up if it ends its move in the Movement phase within 2" of a loot counter – move the loot counter with the model carrying it each time they move. The model cannot Advance, and will drop the loot if taken out of action, after which any model can pick it up as normal. A model with a loot counter can be moved off any edge of the battlefield in the Movement phase, if that model's move is sufficient to take them wholly over the edge of the battlefield. A model that escapes this way is not considered to be out of action, but takes no further part in the mission.

VICTORY CONDITIONS

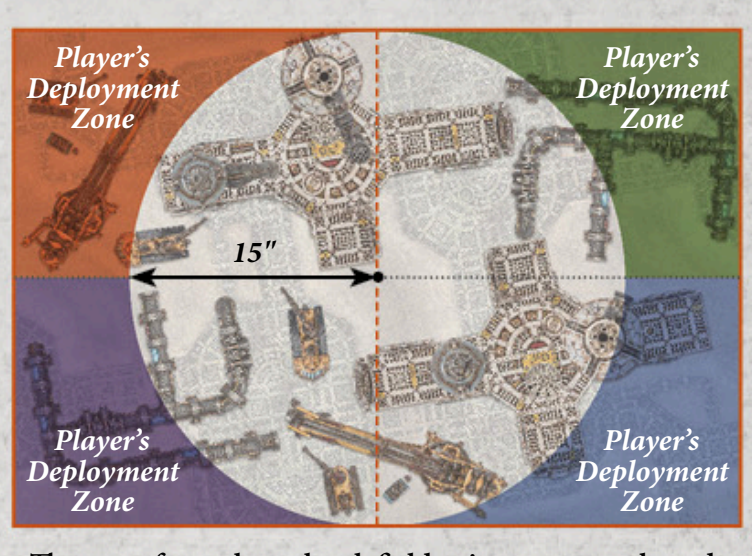
The player that had the most models successfully escape with loot counters by the end of the battle (see above) wins. If players are tied for the most models escaped, those players draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Morale, and the winner gains 1 Morale. Players that draw do not lose or gain Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

TROPHY HUNTERS

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission, as long as at least one of the players who will take part is using the **ORKS** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Orks player. If more than one player wishes to be the Orks player, those players roll off and the winner is the Orks player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Orks player must choose the **ORKS** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below.

THE SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

Use the Standard Deployment rules (pg 23) with the exception that the Orks player has the greatest strategic advantage – the other players roll to determine their advantage relative to each other as normal.

BATTLE LENGTH

Use the Variable Battle Length rules (pg 23) – the Orks player rolls.

CHAMPION

In the first battle round, keep a tally of the number of models taken out of action by each model's attacks and psychic powers. Whichever model has the highest tally at the end of the round is the champion. If models are drawn for the highest tally, randomly determine among them which is the champion. If no models have been taken out of action by attacks or psychic powers, or if the champion is taken out of action by anything other than another model's attack or psychic power, use these rules again in the next battle round, and so on.

TROPHY

If a model takes a champion out of action with an attack or a psychic power, they claim a trophy and become the champion.

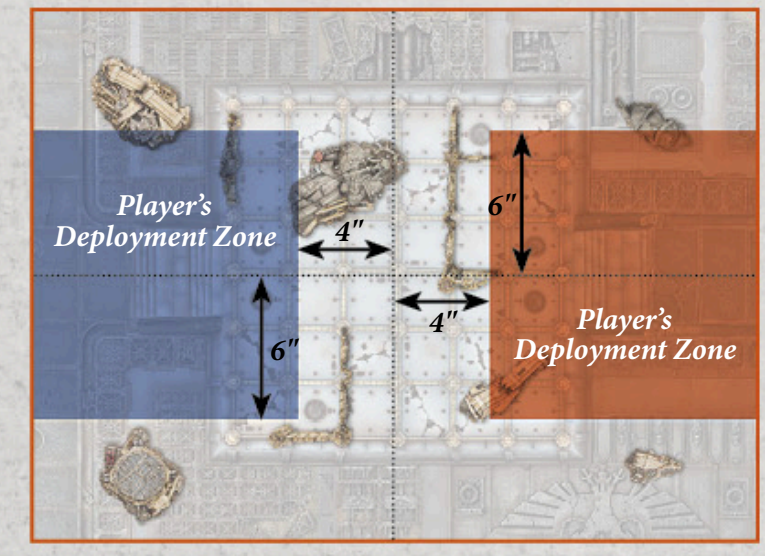


VICTORY CONDITIONS

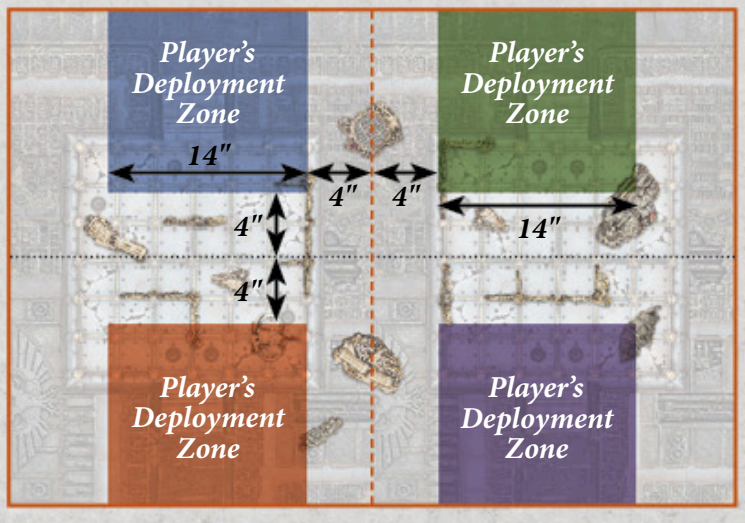
At the end of the battle, if there is a champion on the battlefield, the player whose kill team includes the champion wins. If there is no champion on the battlefield at the end of the battle, whichever player's kill team claimed the most trophies wins. If players are tied for the most trophies, those players draw. Any other players lose.

RESOURCES

In a campaign game, the player(s) that lose the mission each lose 1 Morale and 1 Territory. Players that draw do not lose any resources.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

SECURE THE SUMMIT

If you are playing a campaign, you can choose to play this mission instead of the Recover Intelligence mission, as long as at least one of the players who will take part is using the **T'AU EMPIRE** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the T'au Empire player. If more than one player wishes to be the T'au Empire player, those players roll off and the winner is the T'au Empire player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The T'au Empire player must choose the **T'AU EMPIRE** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below. One objective marker is then set up in the centre of the battlefield.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The T'au Empire player has the greatest strategic advantage in this battle. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone, and more than 3" from any other player's deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the T'au Empire player rolls a D6. On a 3+ the game continues, otherwise the game is over. If the game does not end as described above, at the end of battle round 5, the T'au Empire player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

FIREBASE

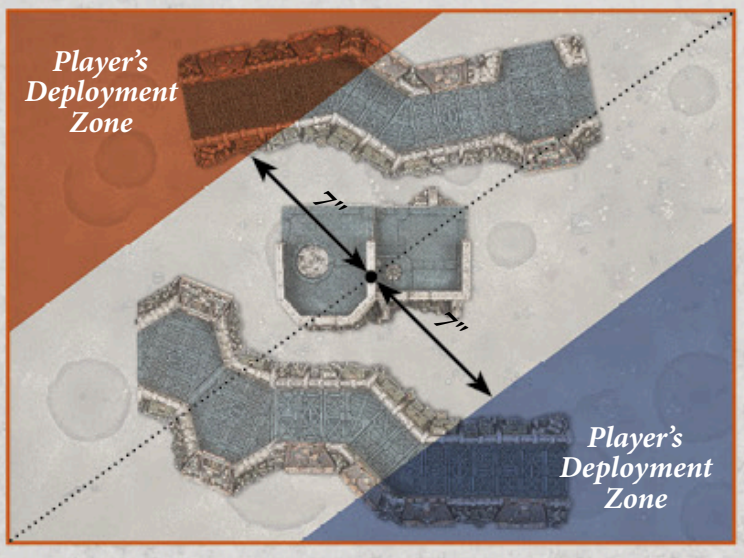
If a player controls the objective marker, they may re-roll hit rolls of 1 in the Shooting phase for any models from their kill team within 6" of the centre of the objective marker, and ignore the modifier for shooting at long range with these models.

VICTORY CONDITIONS

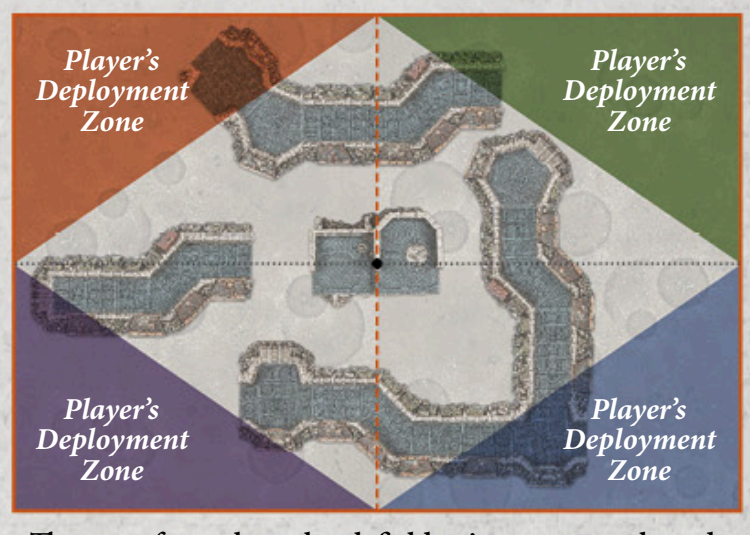
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, each player scores 1 victory point for each enemy model taken out of action by one of their models' attacks or psychic powers, and the player that controls the objective marker at the end of the battle scores 3 victory points. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

RESOURCES

In a campaign game the player(s) that lose the mission each lose 1 Morale, and the player that wins gains 1 Territory. If players draw they do not gain or lose Morale or Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

TARGET PRIORITY

If you are playing a campaign, you can choose to play this mission instead of the Assassinate or Sweep and Clear missions, as long as at least one of the players who will take part is using the **TYRANIDS** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Tyranids player. If more than one player wishes to be the Tyranids player, those players roll off and the winner is the Tyranids player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Tyranids player must choose the **TYRANIDS** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The Tyranids player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone, and more than 3" from any other player's deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the Tyranids player rolls a D6. On a roll of 3+, the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5, the Tyranids player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

DECAPITATED

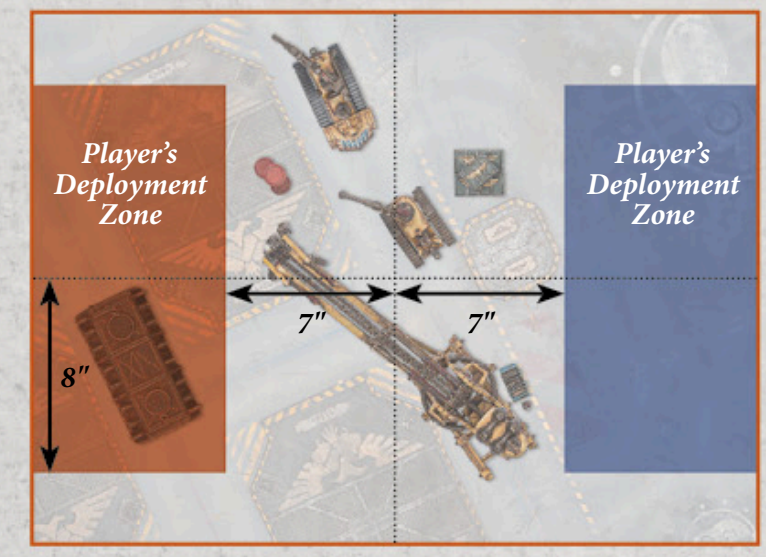
If your kill team is not broken at the end of the Morale phase, but your Leader has been taken out of action, your kill team is broken.

VICTORY CONDITIONS

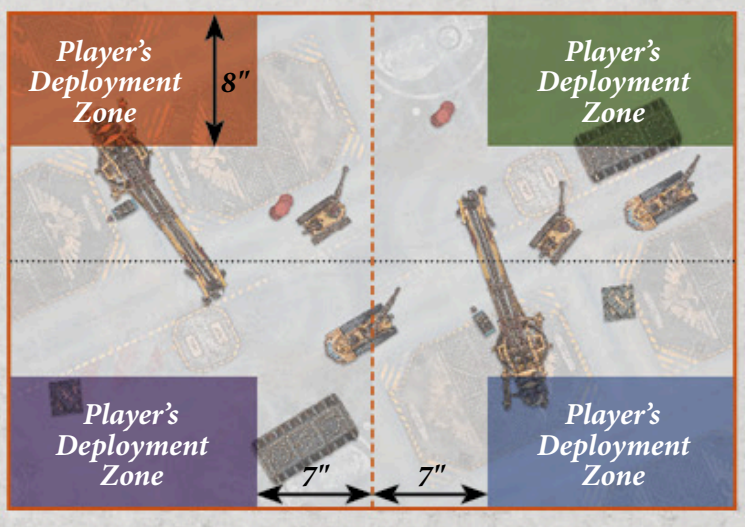
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, a player scores 2 victory points for each enemy Leader taken out of action by one of their models' attacks or psychic powers, and 1 victory point for each other enemy specialist taken out of action by one of their models' attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

RESOURCES

In a campaign game the player(s) that lose the mission each lose 2 Morale. If players draw they do not lose Morale.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

CLASH OF TITANS

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission, as long as at least one of the players who will take part is using the **GENESTEALER CULTS** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Genestealer Cults player. If more than one player wishes to be the Genestealer Cults player, those players roll off and the winner is the Genestealer Cults player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Genestealer Cults player must choose the **GENESTEALER CULTS** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points, and must include one Commander.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The Genestealer Cults player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. All players then deploy their Commander in the centre of their deployment zone.

The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone, and more than 3" from any other player's deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

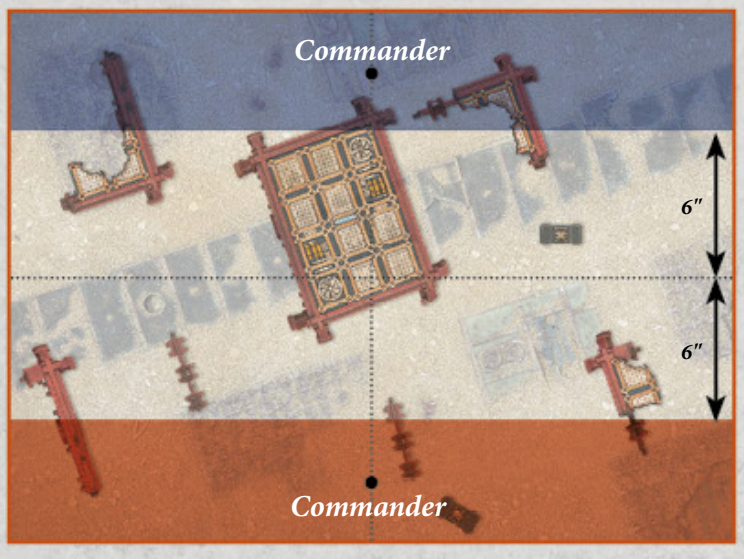
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the Genestealer Cults player rolls a D6. On a roll of 3+, the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5, the Genestealer Cults player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

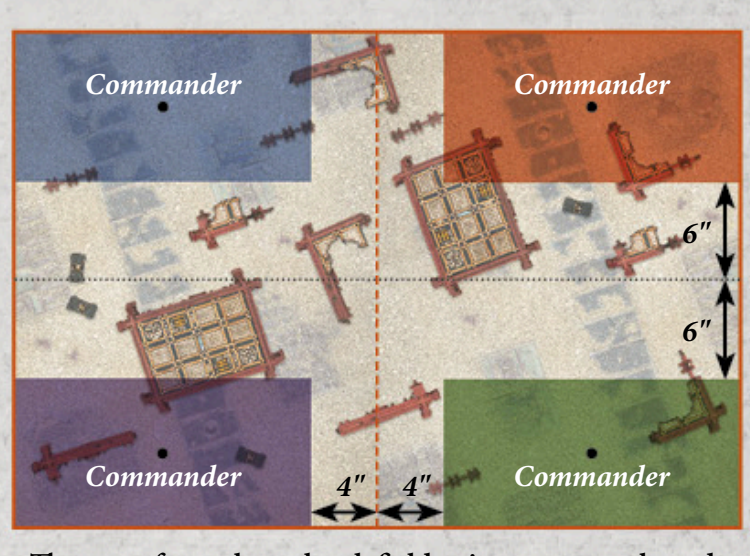
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, a player scores 3 victory points for each enemy Commander taken out of action by one of their Commander's attacks or psychic powers, and 1 victory point for each enemy Commander taken out of action by any other friendly model's attacks or psychic powers. The player with the most victory points is the winner. If players are tied for the most victory points, those players draw. Any other players lose.

RESOURCES

In a campaign game, players that lose the mission each lose 1 Intelligence and 1 Morale. If players draw they do not lose any resources.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

CONQUEST

If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission, as long as at least one of the players who will take part is using the **GENESTEALER CULTS** Faction.

THE KILL TEAMS

This is a mission for two to four players. One of those players is the Genestealer Cults player. If more than one player wishes to be the Genestealer Cults player, those players roll off and the winner is the Genestealer Cults player. Each player chooses a Faction keyword, and the players reveal their choices at the same time. The Genestealer Cults player must choose the **GENESTEALER CULTS** Faction. Then each player chooses a Battle-forged kill team (see the *Kill Team Core Manual*) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield and set up terrain. Examples of how you might do this are shown in the deployment maps below. One objective marker is then set up in the centre of each deployment zone.

THE SCOUTING PHASE

Resolve the Scouting phase (see the *Kill Team Core Manual*).

DEPLOYMENT

The Genestealer Cults player has the greatest strategic advantage. In a three- or four-player game, the remaining players then each roll 2D6. The highest scorer has the second greatest advantage in this mission, the next highest gets the third greatest advantage, and so on. Any players who roll the same result roll their dice again to determine which of them has the greater advantage. The players then take it in turn, in the order of greatest to least advantage, to choose their deployment zone. The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their player's deployment zone, and more than 3" from any other player's deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

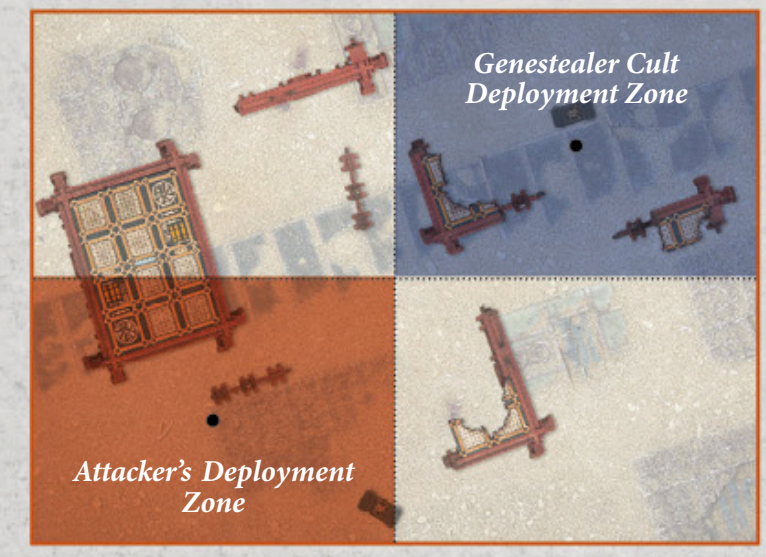
The battle ends at the end of a battle round if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the Genestealer Cults player rolls a D6. On a roll of 3+, the game continues, otherwise the game is over. If the battle doesn't end as described above, at the end of battle round 5, the Genestealer Cults player rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

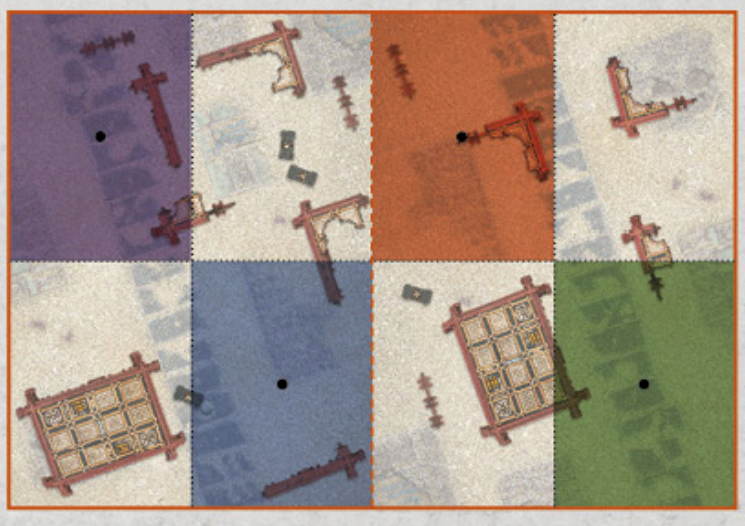
If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins; any other players lose. Otherwise, at the end of the battle, a player scores 1 victory point if they control the objective marker that is in their own deployment zone, and 2 victory points for each objective marker they control that is in an enemy deployment zone. The player with the most victory points wins. If players are tied for the most victory points, those players draw; any other players lose.

RESOURCES

In a campaign game, players that lose the mission each lose 2 Territory. If players draw they do not lose Territory.



Two-player battlefield using one gameboard



Three- to four-player battlefield using two gameboards

POINTS VALUES

'The sum total of your worth can be reckoned by the slaughter you wreak amongst the Emperor's foes. Butcher enough of them before your own demise, and you shall have earned the blood price of your place in his Imperium.'

- Commander Pelost before the Camcarvyn Assault



COLLATED POINTS VALUES

Since Kill Team was released there have been a whole host of products and publications, many of which feature different models and weapons that you can use in your Kill Teams. Here we have collated all of the points values for these, so that writing your Kill team Command Roster has never been easier.

If you hadn't previously considered certain models and wargear options for your Kill Team – those that were found in another publication – you now have all the points values at your disposal to evaluate and add to your Kill Team as appropriate.



Adding certain units from other publications could give you an edge in areas of the game where your existing Kill Team might have been struggling. For example, a durable melee model from Kill Team: Elites – like an Ogryn or Bullgryn – provides a substantial close combat presence to Astra Militarum kill teams. Similarly, the significant psychic capabilities of Exalted Sorcerers from Kill Team: Commanders could further increase the unique psychic potential of Thousand Sons kill teams, turning them into a force capable of inflicting unchecked mortal wounds across the killzone.

Finally, for those looking to refine their Command Roster in order to make the most efficient kill team as possible, collated points values provide you with all the data to compare kill teams across the board. Is your kill team built as efficiently as possible to meet your playstyle, or are other kill teams fulfilling this at a more economical cost? Could you refine your roster to better fulfil this, consider other playstyle options, or try out new kill teams to suit your preferred way of waging skirmish warfare? The choice is yours!



ADEPTUS ASTARTES POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Captain in Terminator Armour (Level 1)	80
Captain in Terminator Armour (Level 2)	100
Captain in Terminator Armour (Level 3)	120
Captain in Terminator Armour (Level 4)	145
Captain in Phobos Armour (Level 1)	81
Captain in Phobos Armour (Level 2)	101
Captain in Phobos Armour (Level 3)	121
Captain in Phobos Armour (Level 4)	146
Chaplain in Terminator Armour (Level 1)	74
Chaplain in Terminator Armour (Level 2)	94
Chaplain in Terminator Armour (Level 3)	114
Chaplain in Terminator Armour (Level 4)	139
Inquisitor Eisenhorn (Level 1)	70
Inquisitor Eisenhorn (Level 2)	80
Inquisitor Eisenhorn (Level 3)	90
Inquisitor Eisenhorn (Level 4)	105
Librarian in Phobos Armour (Level 1)	91
Librarian in Phobos Armour (Level 2)	111
Librarian in Phobos Armour (Level 3)	131
Librarian in Phobos Armour (Level 4)	156
Librarian in Terminator Armour (Level 1)	88
Librarian in Terminator Armour (Level 2)	108
Librarian in Terminator Armour (Level 3)	128
Librarian in Terminator Armour (Level 4)	153
Lieutenant in Phobos Armour (Level 1)	51
Lieutenant in Phobos Armour (Level 2)	66
Lieutenant in Phobos Armour (Level 3)	81
Lieutenant in Phobos Armour (Level 4)	106
Primaris Captain (Level 1)	76
Primaris Captain (Level 2)	96
Primaris Captain (Level 3)	116
Primaris Captain (Level 4)	141
Primaris Chaplain (Level 1)	63
Primaris Chaplain (Level 2)	78
Primaris Chaplain (Level 3)	93
Primaris Chaplain (Level 4)	118
Primaris Librarian (Level 1)	81
Primaris Librarian (Level 2)	101
Primaris Librarian (Level 3)	121
Primaris Librarian (Level 4)	146
Primaris Lieutenant (Level 1)	46
Primaris Lieutenant (Level 2)	61
Primaris Lieutenant (Level 3)	76
Primaris Lieutenant (Level 4)	101

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Eliminator	18
- Eliminator Sergeant	19
Infiltrator	17
- Infiltrator Helix Adept	18
- Infiltrator Sergeant	18
Incursor	16
- Incursor Sergeant	17
Intercessor	15
- Intercessor Gunner	16
- Intercessor Sergeant	16
Reiver	16
- Reiver Sergeant	17
Scout	10
- Scout Gunner	11
- Scout Sergeant	11
Suppressor	29
- Suppressor Sergeant	30
Tactical Marine	12
- Tactical Marine Gunner	13
- Tactical Sergeant	13
Terminator	25
- Terminator Gunner	26
- Terminator Sergeant	27
Veteran	-
- Sternguard Veteran	13
- Vanguard Veteran	13
- Company Veteran	13
- Sternguard Gunner	14
- Sternguard Sergeant	14
- Vanguard Sergeant	14
- Veteran Sergeant	14

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolvor bolt pistol	0
Accelerator autocannon	0
Artificer bolt pistol	0
Assault cannon	5
Astartes shotgun	0
Auto bolt rifle	0
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Bolt sniper rifle	0
Boltgun	0

RANGED WEAPONS

Combi-flamer	3
- Captain in Terminator Armour	2
- Chaplain in Terminator Armour	2
- Librarian in Terminator Armour	6
- Terminator	5
- Veteran	5
Combi-grav	2
- Veteran	4
Combi-melta	3
- Captain in Terminator Armour	8
- Chaplain in Terminator Armour	8
- Librarian in Terminator Armour	12
- Terminator	9
- Veteran	9
Combi-plasma	4
- Captain in Terminator Armour	5
- Chaplain in Terminator Armour	5
- Librarian in Terminator Armour	9
- Terminator	7
- Veteran	7
Cyclone missile launcher	6
Flamer	3
Frag grenade	0
Grav-cannon and grav-amp	5
Grav-gun	2
Grav-pistol	1
Hand flamer	0
Heavy bolt pistol	0
Heavy bolter	3
Heavy flamer	5
Inferno pistol	8
Instigator bolt carbine	0
Krak grenade	0
Lascannon	13
Las fusil	5
Master-crafted auto bolt rifle	0
Master-crafted instigator bolt carbine	0
Master-crafted occulus bolt carbine	0
Master-crafted stalker bolt rifle	0
Marksman bolt carbine	0
Melta bombs	5
Meltagun	3
- Veteran	7
Missile launcher	5
- Veteran	10
Multi-melta	10
Occulus bolt carbine	0
Plasma cannon	12
Plasma gun	3
- Veteran	5
Plasma pistol	1
- Veteran	2
Shock grenade	0

RANGED WEAPONS

Sniper rifle	1
Special issue boltgun	1
Stalker bolt rifle	0
Storm bolter	2
- Captain in Terminator Armour	0
- Chaplain in Terminator Armour	0
- Librarian in Terminator Armour	4
Wrist-mounted grenade launcher	2

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Barbarisater	0
Chainfist	6
- Captain in Terminator Armour	13
Chainsword	0
Combat knife	0
Crozius arcanum	0
Force axe	2
Force stave	0
Force sword	0
Lightning claw (single/pair)	1/3
- Captain in Terminator Armour	4/8
Paired combat blades	0
Power axe	2
Power fist	4
- Captain in Terminator Armour	12
Power maul	1
- Captain in Terminator Armour	0
Power sword	2
- Captain in Terminator Armour	0
- Primaris Captain	7
- Primaris Lieutenant	4
- Terminator	1
- Veteran	1
Relic blade	3
- Captain in Terminator Armour	14
Runestaff	0
Thunder hammer	8
- Captain in Terminator Armour	18

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Auspex	1
Auxiliary grenade launcher	0
Camo cloak	1
Combat shield	5
Grapnel launcher	1
Grav-chute	1
Haywire mine	5
Infiltrator comms array	5
Jump pack	6
Storm shield	5
- Captain in Terminator Armour	15

DEATHWATCH POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Watch Master (Level 1)	125
Watch Master (Level 2)	145
Watch Master (Level 3)	165
Watch Master (Level 4)	190

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Deathwatch Veteran	14
- Deathwatch Veteran Gunner	16
- Black Shield	16
- Watch Sergeant	16

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Heavy thunder hammer	5
Power maul	2
Power sword	2
Xenophase blade	3



RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Auto bolt rifle	2
Bolt carbine	2
Bolt pistol	2
- Watch Master	0
Bolt rifle	2
Boltgun	0
Combi-melta	3
Combi-plasma	4
Deathwatch frag cannon	5
Deathwatch shotgun	1
Frag grenades	0
Guardian spear	0
Heavy bolt pistol	2
Infernus heavy bolter	2
Krak grenades	0
Master-crafted auto bolt rifle	0
Master-crafted stalker bolt rifle	0
Stalker bolt rifle	2
Stalker pattern boltgun	1

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Storm shield	3

DEATHWATCH COMMANDERS AND ELITES

If you are adding a Primaris Captain, Primaris Chaplain or Primaris Librarian to your kill team (as described in *Kill Team: Commanders*), use the points values listed in the Adeptus Astartes points values (pg 60-61).

If you are adding a Captain in Terminator Armour, Chaplain in Terminator Armour, Librarian in Terminator Armour, Terminator or Vanguard Veteran to your kill team (as described in *Kill Team: Elites*), use the points values listed in the Adeptus Astartes points values (pg 60-61) with the modifiers listed here:

RANGED WEAPONS (SPECIAL ISSUE AMMUNITION)

WEAPON	POINTS PER WEAPON
Bolt pistol	+2
Combi-flamer	+2
Combi-melta	+2
Combi-plasma	+2
Storm bolter	+4

GREY KNIGHTS POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Brotherhood Champion (Level 1)	108
Brotherhood Champion (Level 2)	128
Brotherhood Champion (Level 3)	148
Brotherhood Champion (Level 4)	173
Brother-Captain (Level 1)	100
Brother-Captain (Level 2)	120
Brother-Captain (Level 3)	140
Brother-Captain (Level 4)	165
Librarian (Level 1)	96
Librarian (Level 2)	116
Librarian (Level 3)	136
Librarian (Level 4)	161

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Grey Knight	18
- Grey Knight Gunner	19
- Justicar	19
Paladin	47
- Paladin Gunner	48
- Paragon	50
Terminator	36
- Terminator Gunner	37
- Terminator Justicar	39



RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Combi-flamer	12
Combi-melta	14
Combi-plasma	12
Frag grenade	0
Incinerator	3
- Paladin	1
- Terminator	1
Krak grenade	0
Psilencer	3
- Brother-Captain	16
- Paladin	8
- Terminator	8
Psycannon	2
- Brother Captain	7
- Paladin	4
- Terminator	4
Psyk-out grenade	0
Storm bolter	0
- Librarian	4

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Nemesis Daemon hammer	2
- Brother-Captain	8
- Librarian	8
- Paladin	4
- Terminator	4
Nemesis falchion	1
- Brother-Captain	0
- Librarian	0
Nemesis force halberd	0
- Paladin	1
- Terminator	1
Nemesis force sword	0
Nemesis warding stave	0
- Paladin	3
- Terminator	3

ASTRA MILITARUM POINTS VALUES

KILL TEAM COMMANDERS	
MODEL	**POINTS PER MODEL** (Does not include wargear)
Commissar (Level 1)	10
Commissar (Level 2)	15
Commissar (Level 3)	30
Commissar (Level 4)	50
Company Commander (Level 1)	15
Company Commander (Level 2)	20
Company Commander (Level 3)	35
Company Commander (Level 4)	55
Inquisitor Eisenhorn (Level 1)	70
Inquisitor Eisenhorn (Level 2)	80
Inquisitor Eisenhorn (Level 3)	90
Inquisitor Eisenhorn (Level 4)	105
Lord Commissar (Level 1)	25
Lord Commissar (Level 2)	30
Lord Commissar (Level 3)	45
Lord Commissar (Level 4)	65
Platoon Commander (Level 1)	10
Platoon Commander (Level 2)	15
Platoon Commander (Level 3)	30
Platoon Commander (Level 4)	50
Severina Raine (Level 1)	20
Severina Raine (Level 2)	25
Severina Raine (Level 3)	40
Severina Raine (Level 4)	60
Sly Marbo (Level 4)	55
Tempestor Prime (Level 1)	25
Tempestor Prime (Level 2)	30
Tempestor Prime (Level 3)	45
Tempestor Prime (Level 4)	65



KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Bullgryn	37
- Bullgryn Bone 'ead	38
Infantry Squad Guardsman	5
- Guardsman Gunner	5
- Sergeant	5
Militarum Tempestus Scion	9
- Scion Gunner	10
- Tempestor	10
Ogryn	26
- Ogryn Bone 'ead	27
Special Weapons Squad Guardsman	5
- Special Weapons Gunner	5

RANGED WEAPONS

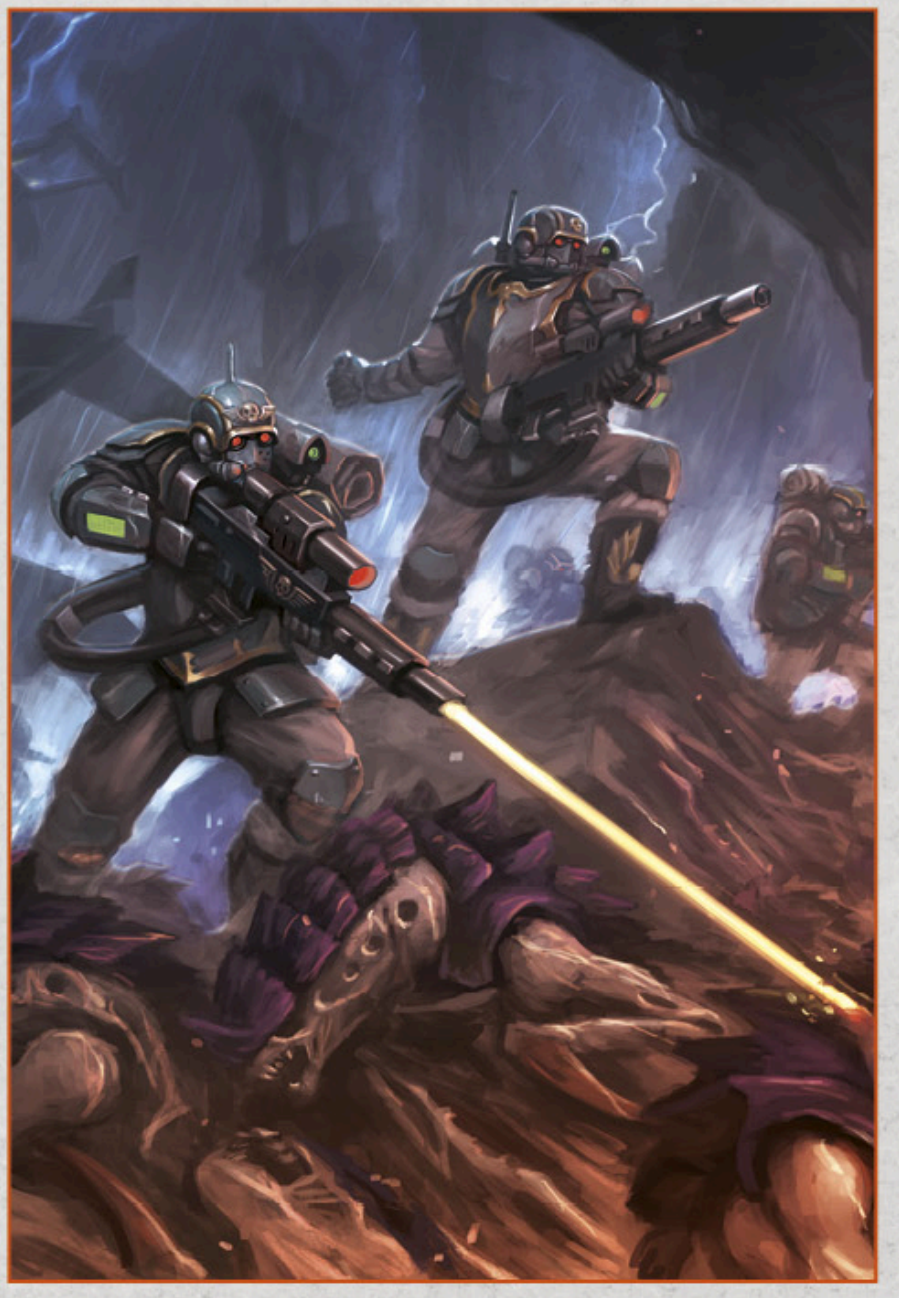
WEAPON	POINTS PER WEAPON
Artificer bolt pistol	0
Bolt pistol	0
Boltgun	2
Flamer	3
Frag bombs	0
Frag grenade	0
Grenade launcher	2
Grenadier gauntlet	0
Hot-shot lasgun	0
Hot-shot laspistol	0
Hot-shot volley gun	3
Krak grenade	0
Lasgun	0
Laspistol	0
Meltagun	3
Penance	0
Plasma gun	3
Plasma pistol	1
- Commissar	3
- Company Commander	3
- Lord Commissar	3
- Platoon Commander	3
- Tempestor Prime	3
Ripper gun	0
Ripper pistol	0
Sniper rifle	1

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Brute shield	0
Slabshield	3
Tempestus command rod	2
Vox-caster	5

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Barbarisater	0
Bullgryn maul	2
Chainsword	0
- Company Commander	1
- Platoon Commander	1
- Tempestor Prime	1
Envenomed blade	0
Evenfall	0
Power fist	2
- Commissar	6
- Company Commander	6
- Lord Commissar	6
- Platoon Commander	6
- Tempestor Prime	8
Power sword	1
- Commissar	2
- Company Commander	2
- Lord Commissar	2
- Platoon Commander	2
- Tempestor Prime	2
Ripper Pistol	0
Runestaff	0



ADEPTUS MECHANICUS POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Inquisitor Eisenhorn (Level 1)	70
Inquisitor Eisenhorn (Level 2)	80
Inquisitor Eisenhorn (Level 3)	90
Inquisitor Eisenhorn (Level 4)	105
Tech-Priest Dominus (Level 1)	130
Tech-Priest Dominus (Level 2)	150
Tech-Priest Dominus (Level 3)	170
Tech-Priest Dominus (Level 4)	195
Tech-Priest Enginseer (Level 1)	28
Tech-Priest Enginseer (Level 2)	33
Tech-Priest Enginseer (Level 3)	48
Tech-Priest Enginseer (Level 4)	68
Tech-Priest Manipulus (Level 1)	102
Tech-Priest Manipulus (Level 2)	122
Tech-Priest Manipulus (Level 3)	142
Tech-Priest Manipulus (Level 4)	167



KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Corpuscarii Electro-Priest	13
Fulgurite Electro-Priest	14
Sicarian Infiltrator	14
- Infiltrator Princeps	15
Sicarian Ruststalker	14
- Ruststalker Princeps	15
Skitarii Ranger	9
- Ranger Gunner	10
- Ranger Alpha	10
Skitarii Vanguard	9
- Vanguard Gunner	10
- Vanguard Alpha	10

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Arc pistol	0
Arc rifle	0
Artificer bolt pistol	0
Electrostatic gauntlets	0
Eradication ray	14
Flechette blaster	0
Galvanic rifle	0
Laspistol	0
Macrostubber	0
Magnarail lance	0
Phosphor blast pistol	0
Phosphor Serpenta	4
Plasma caliver	3
Radium carbine	0
Radium pistol	0
Stubcarbine	0
Transonic cannon	10
Transuranic arquebus	5
Volkite blaster	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arc maul	0
Barbarisater	0
Chordclaw	1
Electroleech stave	0
Mechadendrites	0
Omnissian axe	0
Omnissian staff	0
Power sword	0
Runestaff	0
Servo-arm	0
Taser goad	1
Transonic blades	0
Transonic razor	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Enhanced data-tether	5
Omnispex	1

ADEPTUS CUSTODES POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Shield-Captain (Level 1)	118
Shield-Captain (Level 2)	138
Shield-Captain (Level 3)	158
Shield-Captain (Level 4)	183

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Allarus Custodian	67
Custodian Guard	33

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Balistus grenade launcher	0
Castellan axe	0
Guardian spear	0
Sentinel blade	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Misericordia	0
- Shield-Captain	2

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Storm shield	0
- Shield-Captain	15





ADEPTA SORORITAS POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Canoness (Level 1)	40
Canoness (Level 2)	50
Canoness (Level 3)	65
Canoness (Level 4)	80
Repentia Superior (Level 1)	30
Repentia Superior (Level 2)	40
Repentia Superior (Level 3)	55
Repentia Superior (Level 4)	70

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Arco-flagellant	13
- Endurant	14
Battle Sister	9
- Battle Sister Gunner	10
- Sister Superior	10
Sister Repentia	13

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Bolt pistol	0
Boltgun	0
Combi-flamer	3
Combi-melta	3
Combi-plasma	4
Condemnor boltgun	2
- Canoness	5
Flamer	3
Frag grenade	0
Hand flamer	2
Heavy bolter	3
Heavy flamer	4
Inferno pistol	8
Krak grenade	0
Meltagun	3
Plasma pistol	1
- Canoness	4
Storm bolter	2

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arco flails	0
Blessed blade	6
Chainsword	0
Neural whips	0
Penitent eviscerator	0
Power sword	1
- Canoness	2

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Brazier of holy fire	5
Null rod	3
Rod of office	2
Simulacrum Imperialis	5



HERETIC ASTARTES POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Chaos Lord in Terminator Armour (Level 1)	80
Chaos Lord in Terminator Armour (Level 2)	100
Chaos Lord in Terminator Armour (Level 3)	120
Chaos Lord in Terminator Armour (Level 4)	145
Dark Apostle (Level 1)	49
Dark Apostle (Level 2)	64
Dark Apostle (Level 3)	79
Dark Apostle (Level 4)	104
Dark Disciple	4
Exalted Champion (Level 1)	30
Exalted Champion (Level 2)	35
Exalted Champion (Level 3)	50
Exalted Champion (Level 4)	70
Greater Possessed (Level 1)	80
Greater Possessed (Level 2)	100
Greater Possessed (Level 3)	120
Greater Possessed (Level 4)	145
Master of Executions (Level 1)	71
Master of Executions (Level 2)	91
Master of Executions (Level 3)	111
Master of Executions (Level 4)	136
Master of Possession (Level 1)	68
Master of Possession (Level 2)	88
Master of Possession (Level 3)	108
Master of Possession (Level 4)	133
Sorcerer (Level 1)	65
Sorcerer (Level 2)	80
Sorcerer (Level 3)	95
Sorcerer (Level 4)	120
Sorcerer in Terminator Armour (Level 1)	88
Sorcerer in Terminator Armour (Level 2)	108
Sorcerer in Terminator Armour (Level 3)	128
Sorcerer in Terminator Armour (Level 4)	153



KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Chaos Cultist	4
- Chaos Cultist Gunner	5
- Cultist Champion	5
Chaos Space Marine	12
- Chaos Space Marine Gunner	13
- Aspiring Champion	13
Khorne Berzerker	16
- Berzerker Destroyer	17
- Berzerker Champion	17
Possessed	20
Terminator	25
- Terminator Gunner	26
- Terminator Champion	27



RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autocannon	3
Autogun	0
Autopistol	0
Bolt pistol	0
Boltgun	0
Combi-bolter	4
- Chaos Lord in Terminator Armour	0
- Dark Apostle	4
- Sorcerer in Terminator Armour	0
Combi-flamer	5
- Chaos Lord in Terminator Armour	8
- Dark Apostle	12
- Sorcerer in Terminator Armour	8
Combi-melta	9
- Chaos Lord in Terminator Armour	10
- Dark Apostle	14
- Sorcerer in Terminator Armour	10
Combi-plasma	7
- Chaos Lord in Terminator Armour	8
- Dark Apostle	12
- Sorcerer in Terminator Armour	8
Flamer	3
Frag grenade	0
Heavy bolter	3
Heavy flamer	5
Heavy stubber	0
Krak grenade	0
Meltagun	3
Missile launcher	5
Plasma gun	3
Plasma pistol	1
- Dark Apostle	4
- Exalted Champion	4
Reaper autocannon	5
Shotgun	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Axe of dismemberment	0
Brutal assault weapon	0
Chainaxe	1
Chainfist	6
- Chaos Lord in Terminator Armour	13
- Sorcerer in Terminator Armour	0
Chainsword	0
Daemonic mutations	0
Force axe	2
Force stave	0
Force sword	0
Horrifying mutations	0
Lightning claw (single/pair)	1/3
- Chaos Lord in Terminator Armour	4/8
- Sorceror in Terminator Armour	0
Power axe	2
- Chaos Lord in Terminator Armour	2
- Exalted Champion	5
- Sorcerer in Terminator Armour	0
Power fist	4
- Chaos Lord in Terminator Armour	12
- Exalted Champion	12
- Sorcerer in Terminator Armour	0
Power maul	1
- Dark Apostle	0
- Sorcerer in Terminator Armour	0
Power sword	2
- Aspiring Champion	2
- Chaos Lord in Terminator Armour	0
- Exalted Champion	4
- Khorne Berzerker	1
- Sorcerer in Terminator Armour	0
- Terminator	1

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Icon of Despair	3
Icon of Excess	5
Icon of Flame	1
Icon of Vengeance	1
Icon of Wrath	5



DEATH GUARD POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Biologus Putrifier (Level 1)	50
Biologus Putrifier (Level 2)	65
Biologus Putrifier (Level 3)	80
Biologus Putrifier (Level 4)	105
Foul Blightspawn (Level 1)	80
Foul Blightspawn (Level 2)	100
Foul Blightspawn (Level 3)	120
Foul Blightspawn (Level 4)	145
Lord of Contagion (Level 1)	114
Lord of Contagion (Level 2)	134
Lord of Contagion (Level 3)	154
Lord of Contagion (Level 4)	179
Plague Surgeon (Level 1)	45
Plague Surgeon (Level 2)	60
Plague Surgeon (Level 3)	75
Plague Surgeon (Level 4)	100
Tallyman (Level 1)	45
Tallyman (Level 2)	60
Tallyman (Level 3)	75
Tallyman (Level 4)	100

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Blightlord Terminator	40
- Blightlord Gunner	41
- Blightlord Fighter	41
- Blightlord Champion	41
Deathshroud Terminator	50
- Deathshroud Champion	55
Plague Marine	14
- Plague Marine Gunner	15
- Plague Marine Fighter	15
- Plague Champion	15
Poxwalker	3



RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Blight grenade	0
Blight launcher	3
- Blightlord Terminator	7
Bolt pistol	0
Boltgun	0
Combi-bolter	0
Combi-flamer	1
Combi-melta	5
Combi-plasma	3
Hyper blight grenades	0
Injector Pistol	0
Krak grenade	0
Meltagun	3
Plague belcher	3
Plague spewer	4
- Blightlord Terminator	0
Plague sprayer	0
Plaguespurt gauntlet (single/pair)	0/3
Plasma gun	3
Plasma pistol	1
- Tallyman	0
Reaper autocannon	5

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Balesword	0
Bubotic axe	2
- Blightlord Terminator	0
Flail of corruption	4
- Blightlord Terminator	0
Great plague cleaver	4
Improvised weapon	0
Mace of contagion	3
Manreaper	0
Plague knife	0
Plaguereaper	0
Plaguesword	0
Power fist	4

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Icon of Despair	3

THOUSAND SONS POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Exalted Sorcerer (Level 1)	81
Exalted Sorcerer (Level 2)	101
Exalted Sorcerer (Level 3)	121
Exalted Sorcerer (Level 4)	146
Tzaangor Shaman (Level 1)	40
Tzaangor Shaman (Level 2)	55
Tzaangor Shaman (Level 3)	70
Tzaangor Shaman (Level 4)	95

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Rubric Marine	16
- Rubric Marine Gunner	16
- Aspiring Sorcerer	17
Scarab Occult Terminator	32
- Scarab Occult Gunner	33
- Scarab Occult Sorcerer	38
Tzaangor	7
- Twistbray	8

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autopistol	0
Frag grenades	0
Heavy warpflamer	0
Hellfyre missile rack	4
Inferno bolt pistol	0
Inferno boltgun	0
Inferno combi-bolter	0
Krak grenades	0
Plasma pistol	7
Soulreaper cannon	4
- Scarab Occult Terminator	3
Warpflame pistol	1
- Exalted Sorcerer	7
Warpflamer	4

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainsword	0
Force stave	0
Power sword	0
Tzaangor blades	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Brayhorn	3
Disc of Tzeentch	-
- Exalted Sorcerer	20
- Tzaangor Shaman	0
Icon of Flame	1



CHAOS DAEMONS POINTS VALUES

KILL TEAM	
MODEL	**POINTS PER MODEL** (Does not include wargear)
Bloodletter	7
- Bloodletter Hornblower	8
- Bloodletter Icon Bearer	8
- Bloodreaper	8
Daemonette	7
- Daemonette Hornblower	8
- Daemonette Icon Bearer	8
- Alluress	8
Pink Horror	12
- Pink Horror Hornblower	13
- Pink Horror Icon Bearer	13
- Iridescent Horror	13
Plaguebearer	7
- Plaguebearer Hornblower	8
- Plaguebearer Icon Bearer	8
- Plagueridden	8

MELEE WEAPONS	
WEAPON	**POINTS PER WEAPON**
Hellblade	0
Piercing Claws	0
Plaguesword	0

RANGED WEAPONS	
WEAPON	**POINTS PER WEAPON**
Coruscating Flames	0

OTHER WARGEAR	
WARGEAR	**POINTS PER ITEM**
Icon of Khorne	3
Icon of Nurgle	1
Icon of Slaanesh	5
Icon of Tzeentch	3
Instrument of Khorne	2
Instrument of Nurgle	2
Instrument of Slaanesh	2
Instrument of Tzeentch	2



ASURYANI POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Autarch (Level 1)	55
Autarch (Level 2)	70
Autarch (Level 3)	85
Autarch (Level 4)	110
Farseer (Level 1)	55
Farseer (Level 2)	70
Farseer (Level 3)	85
Farseer (Level 4)	110
Illic Nightspear (Level 3)	79
Spiritseer (Level 1)	61
Spiritseer (Level 2)	76
Spiritseer (Level 3)	91
Spiritseer (Level 4)	116
Warlock (Level 1)	20
Warlock (Level 2)	25
Warlock (Level 3)	40
Warlock (Level 4)	60

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Dire Avenger	10
- Dire Avenger Exarch	11
Guardian Defender	7
- Heavy Weapon Platform	8
Howling Banshee	11
- Howling Banshee Exarch	14
Ranger	11
Storm Guardian	6
- Storm Guardian Gunner	7
Striking Scorpion	12
- Striking Scorpion Exarch	14
Wraithblade	36
Wraithguard	41



RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Aeldari missile launcher	5
Avenger shuriken catapult	0
Bright lance	4
D-scythe	0
Flamer	3
Fusion gun	3
Fusion pistol	10
Plasma grenade	0
Ranger long rifle	0
Scatter laser	2
Scorpion's claw	7
Shuriken cannon	2
Shuriken catapult	0
Shuriken pistol	0
Singing spear	5
- Farseer	5
- Warlock	3
Starcannon	3
Voidbringer	0
Wraithcannon	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Aeldari blade	0
Biting blade	3
Chainsword	0
Diresword	2
Executioner	3
Ghostaxe	1
Ghostswords	0
Mirrorswords	0
Power glaive	1
Power sword	0
Scorpion chainsword	0
Star glaive	0
Witchblade	0
Witch staff	0
Wraithguard fists	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Forceshield	8
- Autarch	0
Shimmershield	4
Swooping Hawk wings	20

DRUKHARI POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Archon (Level 1)	56
Archon (Level 2)	71
Archon (Level 3)	86
Archon (Level 4)	111
Haemonculus (Level 1)	30
Haemonculus (Level 2)	35
Haemonculus (Level 3)	50
Haemonculus (Level 4)	70
Succubus (Level 1)	48
Succubus (Level 2)	63
Succubus (Level 3)	78
Succubus (Level 4)	103

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Grotesque	38
Incubus	13
- Klaivex	16
Kabalite Warrior	7
- Kabalite Gunner	8
- Sybarite	8
Mandrake	12
- Nightfiend	13
Wrack	8
- Wrack Gunner	9
- Acothyst	9
Wych	8
- Wych Fighter	9
- Hekatrix	9



RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Baleblast	0
Blast pistol	2
- Archon	10
Blaster	3
Dark lance	4
Hexrifle	1
Liquifier gun	4
Ossefactor	5
Phantasm grenade launcher	1
Plasma grenade	0
Shredder	1
Splinter cannon	3
Splinter pistol	0
Splinter rifle	0
Stinger pistol	1
- Haemonculus	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Agoniser	2
- Archon	0
- Succubus	0
- Wrack	1
Archite glaive	0
Electrocorrosive whip	3
Flesh gauntlet	0
Glimmersteel blade	0
Haemonculus tools	0
Hekatarii blade	0
Huskblade	0
Hydra gauntlets	2
Ichor injector	5
Klaive	0
Mindphase gauntlet	1
Monstrous cleaver	0
Power sword	2
- Archon	0
Razorflails	2
Scissorhand	2
Shardnet and impaler	2
Venom blade	1
- Archon	0

HARLEQUINS POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Death Jester (Level 1)	45
Death Jester (Level 2)	60
Death Jester (Level 3)	75
Death Jester (Level 4)	100
Shadowseer (Level 1)	65
Shadowseer (Level 2)	80
Shadowseer (Level 3)	95
Shadowseer (Level 4)	120
Troupe Master (Level 1)	50
Troupe Master (Level 2)	65
Troupe Master (Level 3)	80
Troupe Master (Level 4)	105

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Player	12

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Fusion pistol	3
-Troupe Master	10
Hallucinogen grenade launcher	0
Neuro disruptor	2
- Troupe Master	6
- Shadowseer	6
Plasma grenade	0
Shrieker cannon	0
Shuriken pistol	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Harlequin's blade	0
Harlequin's caress	3
- Troupe Master	7
Harlequin's embrace	2
- Troupe Master	6
Harlequin's kiss	4
- Troupe Master	9
Miststave	0
Power Sword	4



NECRONS POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Cryptek (Level 1)	44
Cryptek (Level 2)	59
Cryptek (Level 3)	74
Cryptek (Level 4)	99
Overlord (Level 1)	86
Overlord (Level 2)	106
Overlord (Level 3)	126
Overlord (Level 4)	151

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Deathmark	15
Flayed One	10
Immortal	16
Lychguard	20
Necron Warrior	12
Triarch Praetorian	26

RANGED WEAPONS

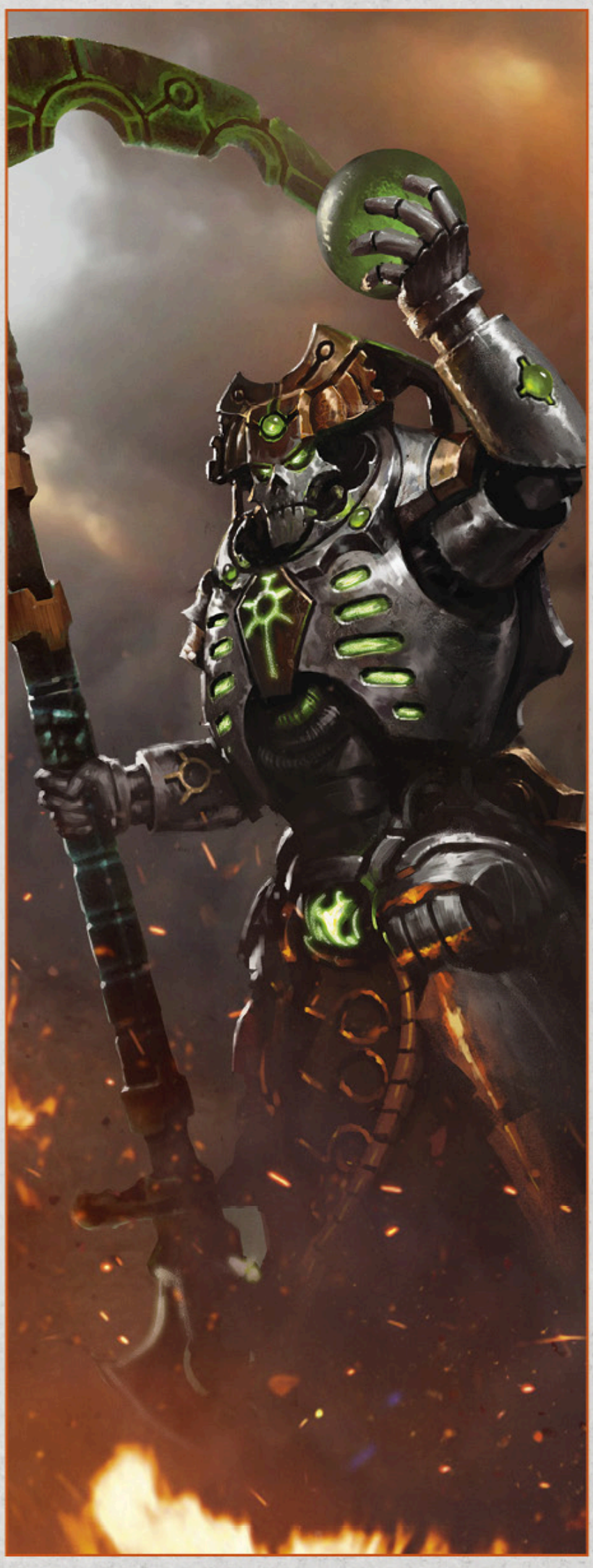
WEAPON	POINTS PER WEAPON
Gauss blaster	0
Gauss flayer	0
Particle caster	0
Rod of covenant	0
Staff of light	0
Synaptic disintegrator	0
Tesla carbine	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Flayer claws	0
Hyperphase sword	0
Voidblade	1
Voidscythe	0
Warscythe	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Canoptek cloak	10
Dispersion shield	5



ORKS POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Big Mek (Level 1)	20
Big Mek (Level 2)	25
Big Mek (Level 3)	40
Big Mek (Level 4)	60
Boss Snikrot (Level 3)	82
Painboy (Level 1)	20
Painboy (Level 2)	25
Painboy (Level 3)	40
Painboy (Level 4)	60
Warboss (Level 1)	62
Warboss (Level 2)	82
Warboss (Level 3)	102
Warboss (Level 4)	127

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Burna Boy	12
- Burna Spanner	10
Flash Git	23
- Kaptin	24
Gretchin	3
Kommando	8
- Kommando Boss Nob	12
Loota	12
- Loota Spanner	10
Meganob	37
- Boss Meganob	41
Nob	15
- Boss Nob	16
- Ammo Runt	3
Ork Boy	6
- Ork Boy Gunner	7
- Boss Nob	10



RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Big shoota	0
Burna	0
Deffgun	0
Grot blasta	0
Kombi-weapon with rokkit launcha	3
- Warboss	5
Kombi-weapon with skorcha	4
- Meganob	7
- Nob	7
- Warboss	8
Kustom mega-blasta	0
Kustom mega-slugga	4
Kustom shoota	0
Rokkit launcha	3
Shokk attack gun	27
Shoota	0
Slugga	0
Snazzgun	0
Stikkbomb	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Attack squig	6
Big choppa	3
- Nob	2
-Warboss	0
Choppa	1
- Big Mek	0
- Nob	0
Killsaw (single/pair)	5/7
Mork's Teeth	0
Power klaw	5
- Meganob	4
- Painboy	0
- Warboss	13
Power stabba	1
'Urty syringe	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Cybork body	5
Gitfinda squig	4
Kustom force field	0

T'AU EMPIRE POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Cadre Fireblade (Level 1)	23
Cadre Fireblade (Level 2)	28
Cadre Fireblade (Level 3)	43
Cadre Fireblade (Level 4)	63
Commander in XV85 Enforcer Battlesuit (Level 1)	62
Commander in XV85 Enforcer Battlesuit (Level 2)	82
Commander in XV85 Enforcer Battlesuit (Level 3)	102
Commander in XV85 Enforcer Battlesuit (Level 4)	127
Darkstrider (Level 2)	39
Ethereal (Level 1)	18
Ethereal (Level 2)	23
Ethereal (Level 3)	38
Ethereal (Level 4)	58

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Breacher Shas'la	8
- Breacher Shas'ui	8
- DS8 Tactical Support Turret	0
Kroot Carnivore	6
Pathfinder	6
- Pathfinder Gunner	7
- Pathfinder Shas'ui	7
Shas'la	8
- Shas'ui	8
- DS8 Tactical Support Turret	0
Stealth Shas'ui	20
- Stealth Shas'vre	20
XV8 Crisis Battlesuit	-
- XV8 Crisis Shas'ui	32
- XV8 Crisis Shas'vre	33

KILL TEAM DRONES

MODEL	POINTS PER MODEL (Includes wargear)
MV1 Gun Drone	7
- MV4 Shield Drone	7
- MV7 Marker Drone	7
- MV36 Guardian Drone	7
- MV33 Grav-inhibitor Drone	7
- MV31 Pulse Accelerator Drone	7
- MB3 Recon Drone	7

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Airbursting fragmentation projector	3
- Commander in XV85 Enforcer Battlesuit	6
Burst cannon	0
- XV8 Crisis Battlesuit	4
- Commander in XV85 Enforcer Battlesuit	7
Cyclic ion blaster	8
Flamer	4
Fusion blaster	4
- XV8 Crisis Battlesuit	8
- Commander in XV85 Enforcer Battlesuit	20
Ion rifle	3
Kroot rifle	0
Markerlight	0
Missile pod	7
- XV8 Crisis Battlesuit	10
- Commander in XV85 Enforcer Battlesuit	17
Photon grenade	0
Plasma rifle	3
- Commander in XV85 Enforcer Battlesuit	7
Pulse blaster	0
Pulse carbine	0
Pulse pistol	0
Pulse rifle	0
Rail rifle	5
Smart missile system	5

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Equalizers	1
Honour blade	0



OTHER WARGEAR	
WARGEAR	**POINTS PER ITEM**
Advanced targeting system	5
Counterfire defence system	3
- Commander in XV85 Enforcer Battlesuit	5
Drone controller	3
- Commander in XV85 Enforcer Battlesuit	5
Early warning override	5
- Commander in XV85 Enforcer Battlesuit	10
Hover drone	5
Multi-tracker	3
- Commander in XV85 Enforcer Battlesuit	5
Shield generator	10
- Commander in XV85 Enforcer Battlesuit	20
Target lock	1
- XV8 Crisis Battlesuit	5
- Commander in XV85 Enforcer Battlesuit	10
Velocity tracker	3
- Commander in XV85 Enforcer Battlesuit	5
XV8-02 Crisis Iridium Battlesuit	10



KROOT MERCENARIES POINTS VALUES

KILL TEAM	
MODEL	**POINTS PER MODEL** (Does not include wargear)
Kroot	6
Kroot Hound	6
Krootox Rider	27

RANGED WEAPONS	
WEAPON	**POINTS PER WEAPON**
Kroot gun	0
Kroot rifle	0

MELEE WEAPONS	
WEAPON	**POINTS PER WEAPON**
Krootox fists	0
Ripping fangs	0

TYRANIDS POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Broodlord (Level 1)	131
Broodlord (Level 2)	151
Broodlord (Level 3)	171
Broodlord (Level 4)	196
Deathleaper (Level 4)	70
Tyranid Prime (Level 1)	50
Tyranid Prime (Level 2)	65
Tyranid Prime (Level 3)	80
Tyranid Prime (Level 4)	105

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Genestealer	11
Hive Guard	35
Hormagaunt	4
Lictor	25
Ravener	15
Termagant	4
Tyranid Warrior	20
- Tyranid Warrior Gunner	20
Tyrant Guard	32

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Barbed strangler	3
Deathspitter	2
- Ravener	5
-Tyranid Prime	5
Devourer	-
- Termagant	3
- Tyranid Warrior	0
- Ravener	3
- Tyranid Prime	0
Flesh hooks	0
- Tyranid Prime	2
Fleshborer	0
Impaler cannon	0
Shockcannon	0
Spinefists	0
- Ravener	2
Venom cannon	4

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Acid maw	0
Boneswords	0
-Tyranid Prime	5
Crushing claws	7
Grasping talons	0
Lash whip and bonesword	1
- Tyranid Prime	5
Monstrous rending claws	0
Rending claws	0
- Ravener	1
Scything talons	0

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Adrenal glands	1
Extended carapace	0
Toxin sacs	1
- Tyranid Prime	8



GENESTEALER CULTS POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Acolyte Iconward (Level 1)	18
Acolyte Iconward (Level 2)	23
Acolyte Iconward (Level 3)	38
Acolyte Iconward (Level 4)	58
Biophagus (Level 1)	29
Biophagus (Level 2)	34
Biophagus (Level 3)	49
Biophagus (Level 4)	69
Alchemicus Familiar	4
Clamavus (Level 1)	26
Clamavus (Level 2)	31
Clamavus (Level 3)	46
Clamavus (Level 4)	66
Kelermorph (Level 1)	25
Kelermorph (Level 2)	30
Kelermorph (Level 3)	45
Kelermorph (Level 4)	65
Locus (Level 1)	66
Locus (Level 2)	81
Locus (Level 3)	96
Locus (Level 4)	121
Magus (Level 1)	30
Magus (Level 2)	35
Magus (Level 3)	50
Magus (Level 4)	70
Nexos (Level 1)	32
Nexos (Level 2)	37
Nexos (Level 3)	52
Nexos (Level 4)	72
Patriarch (Level 1)	131
Patriarch (Level 2)	151
Patriarch (Level 3)	171
Patriarch (Level 4)	196
Primus (Level 1)	28
Primus (Level 2)	33
Primus (Level 3)	48
Primus (Level 4)	68
Sanctus (Level 1)	33
Sanctus (Level 2)	38
Sanctus (Level 3)	53
Sanctus (Level 4)	73

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Aberrant	15
Acolyte Hybrid	7
- Acolyte Fighter	8
- Acolyte Leader	8
Hybrid Metamorph	8
- Metamorph Leader	9
Neophyte Hybrid	5
- Neophyte Gunner	6
- Neophyte Leader	6

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autogun	0
Autopistol	0
Blasting charge	0
Bolt pistol	0
Demolition charge	3
Flamer	3
Grenade launcher	2
Hand flamer	2
Heavy stubber	0
Liberator autostub	0
Mining laser	3
Needle pistol	0
Seismic cannon	2
Shotgun	0
Silencer sniper rifle	0
Toxin injector	0
Web pistol	0
Webber	1

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Bonesword	1
- Primus	0
Chainsword	0
Cultist knife	0
Familiar claws	0
Force stave	0
Heavy rock cutter	4
Heavy rock drill	5
Heavy rock saw	4
Hypermorph tail	0
Injector goad	0

MELEE WEAPONS	
Lash whip and bonesword	2
Locus blades	0
Metamorph claw	1
Metamorph talon	0
Metamorph whip	1
Monstrous rending claws	0
Power hammer	4
Power maul	1
Power pick	3
Rending claw	0
Sanctus bio-dagger	20

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Cult icon	5



BLACKSTONE FORTRESS POINTS VALUES

KILL TEAM COMMANDERS	
MODEL	POINTS PER MODEL (Including wargear)
Amallyn Shadowguide (Level 1)	30
Amallyn Shadowguide (Level 2)	35
Amallyn Shadowguide (Level 3)	50
Amallyn Shadowguide (Level 4)	60
Aradia Madellan (Level 1)	70
Aradia Madellan (Level 2)	80
Aradia Madellan (Level 3)	90
Aradia Madellan (Level 4)	105
Daedalosus (Level 1)	70
Daedalosus (Level 2)	80
Daedalosus (Level 3)	90
Daedalosus (Level 4)	105
Dahyak Grekh (Level 1)	25
Dahyak Grekh (Level 2)	30
Dahyak Grekh (Level 3)	40
Dahyak Grekh (Level 4)	50
Espern Locarno (Level 1)	30
Espern Locarno (Level 2)	40
Espern Locarno (Level 3)	50
Espern Locarno (Level 4)	60
Janus Draik (Level 1)	50
Janus Draik (Level 2)	65
Janus Draik (Level 3)	80
Janus Draik (Level 4)	105
Neyam Shai Murad (Level 1)	50
Neyam Shai Murad (Level 2)	65
Neyam Shai Murad (Level 3)	80
Neyam Shai Murad (Level 4)	105

KILL TEAM COMMANDERS	
Taddeus the Purifier (Level 1)	50
Taddeus the Purifier (Level 2)	55
Taddeus the Purifier (Level 3)	70
Taddeus the Purifier (Level 4)	85

BLACKSTONE FORTRESS EXPLORERS	
MODEL	POINTS PER MODEL (Including wargear)
Gotfret de Montbard	20
Pious Vorne	15
Raus	10
Rein	8
UR-025	30
X-101	10



SERVANTS OF THE ABYSS POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Cultist Firebrand (Level 1)	70
Cultist Firebrand (Level 2)	80
Cultist Firebrand (Level 3)	90
Cultist Firebrand (Level 4)	105
Obsidius Mallex (Level 1)	125
Obsidius Mallex (Level 2)	140
Obsidius Mallex (Level 3)	155
Obsidius Mallex (Level 4)	170
Traitor Commissar (Level 1)	20
Traitor Commissar (Level 2)	25
Traitor Commissar (Level 3)	40
Traitor Commissar (Level 4)	60

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Black Legionnaire	12
Chaos Beastman	7
Chaos Ogryn	50
Cultist of the Abyss	5
- Cultist of the Abyss Gunner	6
- Cultist of the Abyss Champion	6
Negavolt Cultist	9
Rogue Psyker	20
Traitor Guardsman	5
- Traitor Guardsman Gunner	5
- Traitor Sergeant	5

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Brutal assault weapon	0
Chainsword	0
Chaos stave	0
Electro-goads	0
Mutant claw	0
Scavenged maul	0
Thunder hammer	0



RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Autogun	0
Autopistol	0
Boltgun	0
Bolt pistol	0
Flamer	3
Frag grenade	0
Grenade launcher	2
Heavy stubber	2
Hellfire torch	4
Krak grenade	0
Lasgun	0
Laspistol	0
Plasma pistol	0
Stubcarbine	0





ELUCIDIAN STARSTRIDERS POINTS VALUES

KILL TEAM COMMANDERS	
MODEL	**POINTS PER MODEL** (Includes wargear)
Elucia Vhane (Level 1)	45
Elucia Vhane (Level 2)	60
Elucia Vhane (Level 3)	75
Elucia Vhane (Level 4)	100

KILL TEAM	
MODEL	**POINTS PER MODEL** (Includes wargear)
Knosso Prond	25
Larsen van der Grauss	22
Sanistasia Minst	17
Voidsman	6
- Aximillion	6
- Voidsman Gunner	6
- Voidmaster Nitsch	6

GELLERPOX INFECTED POINTS VALUES

KILL TEAM COMMANDERS	
MODEL	**POINTS PER MODEL** (Includes wargear)
Vulgrar Thrice-Cursed (Level 1)	65
Vulgrar Thrice-Cursed (Level 2)	85
Vulgrar Thrice-Cursed (Level 3)	105
Vulgrar Thrice-Cursed (Level 4)	130

KILL TEAM	
MODEL	**POINTS PER MODEL** (Includes wargear)
Cursemite	4
Eyestinger Swarm	5
Gellerpox Mutant	8
Glitchling	5
Nightmare Hulk	31
- Gnasher-Screamer	31
Sludge-grubs	5

DATASHEETS

'Know your foe, understand them better than they understand themselves, and you have already won the fight. Yet, to know yourself, value your own strengths, see your own faults; this is how you win the war.'

- Mantra indoctris XXVI verse, Deathwatch Chapter induction



ESCALATING HOSTILITIES

It is a big, dark and spectacularly violent galaxy in which the combatants are myriad and the threats near endless. Marching out from shining shrine worlds, squirming from the depths of the warp or debarking from vast warships come new Kill Teams to add their strength and skills to the maelstrom of battle.

As a tabletop skirmish wargame fought between small bands of hand-picked warriors, Kill Team is the perfect opportunity to collect all manner of exciting and varied forces. Perhaps you wish to try your hand at playing a faction or force that has always intrigued you? Maybe you're looking to start a new army but can't wait to get that first squad of models onto the gaming table? Maybe you have a great idea for a thematic and heavily converted Kill Team, or you aspire to collect a Kill Team from every faction in the Warhammer 40,000 setting?

Whatever your reason for collecting, it is always exciting to have new kill teams to choose from. Many and varied are the warring factions within the 41st Millennium, providing rich seams of new forces that can receive Kill Team rules and datasheets. Equally, as new units become available for existing forces it is always exciting to see them added to the Kill Team rosters. With each new model your strategic options expand, while for some hobbyists the inclusion of particular datasheets may be just the tempting addition they needed to convince them to start a new force.

To this end, the following pages collate a range of exciting new and updated Kill Team datasheets and rules. Here you will find everything you need to gather a kill team of the mercenary xenos known as Kroot, who fight not only for their masters in the T'au Empire but also for whatever paymaster can meet their demands. Savage, cunning and tough, the Kroot make for a fascinating and wholly different Kill Team experience.

After this you will find rules and datasheets for fielding a kill team of Daemons in your games. Presenting bizarre new challenges to even the most seasoned player, Daemon kill teams offer a range of unholy abilities that render them as deadly as they are varied and exciting to play with.

On the other hand you may prefer to take to the battlefield commanding the servants of the Emperor. In this case, not only will you find additional datasheets for a range of new and updated Space Marine units, but you can now field entire kill teams of the mighty Adepta Sororitas and purge your enemies with faith and fire.



KROOT MERCENARIES

Long of limb, keen of eye and as silent as a calm breeze, the Kroot stalk their prey through alien jungles and abandoned industrial complexes with equal ease. Preternatural hunters, they use their honed senses to track their quarry before luring them into a deadly ambush, from which there is no chance of escape.

D6	MISSION: MERCENARY DUTY
1	**Forward Scouts:** The enemy position must be located, and anyone who sees you must be permanently silenced.
2	**Retrieval Crew:** An invaluable piece of technology has been lost amidst the ongoing war, and it's up to you to recover it.
3	**Thin the Ranks:** The enemy numbers are too great to face head-on, so you must pick off those who are isolated.
4	**Trap Setters:** Enemy operatives are inbound – lure them away from the main army and butcher them.
5	**Vengeance Seekers:** Hostile fighters killed a revered Kroot Shaper – now the lives of these enemies are forfeit.
6	**Wreak Havoc:** The enemy must be distracted, and it's up to you to create enough mayhem to draw their attention.

D6	BACKGROUND: EVOLUTIONARY PATH
1	**Fearless Killers:** Due to their insensitivity to the horrors of war, these Kroot are given the most gruelling and gruesome duties.
2	**Shock Troops:** These Kroot are used for heavy fighting on the front lines, and put their battlefield experience to deadly use.
3	**Exiles:** These fighters are outcasts from the Kroot worlds, who sell their services to the highest bidder, without hope of returning home.
4	**Life Debt:** After their lives were saved by their employers, these Kroot work for free in order to pay off their debt.
5	**Unproven:** These Kroot have less fighting experience than some others of their kind, but they make up for this with their vigour and tenacity.
6	**Survivors:** These Kroot have fought in multiple unwinnable battles, and have eluded certain death on more than one occasion.



D6	SQUAD QUIRK: INSTINCT
1	**Shadow Fighters:** These warriors seek out hidden positions from which to strike.
2	**Endurance Hunters:** These Kroot use grinding attrition tactics to wear away their enemies.
3	**Flesh Harvest:** These Kroot are compelled to devour as many different enemies as they can.
4	**Go for the Throat:** These Kroot identify important enemy fighters and take them down immediately.
5	**Encircle:** By surrounding their enemies, these fighters cut off any possible route of escape.
6	**Only the Strong Survive:** These Kroot lack any compassion, and will quickly abandon their injured kin.

D10	SPECIALISTS' DEMEANOURS
1	**Aggressive:** Ever eager to eat the flesh of new foes, this fighter charges towards the enemy as soon as they come into sight.
2	**Cautious Killer:** Endless patience has seen this fighter win many battles, for they will only strike when the perfect opportunity to do so presents itself.
3	**Brutal:** This fighter kills each enemy in the most gruesome fashion possible, and delights in ripping throats, inner organs and bones out of still living bodies.
4	**Gourmand:** This fighter gorges themself on the flesh of their enemies, greedily devouring every last chunk of flesh and bone.
5	**Wily:** This fighter uses deception and misdirection to confound its enemies, before moving in for the kill.
6	**Ingested Intellect:** After feasting on the nervous tissue of countless foes, this fighter has developed a heightened capacity for logic and abstract reasoning.
7	**Bestial Brawn:** Covered with corded muscles, this fighter has enough strength to easily rip its prey limb from limb.
8	**Seasoned Mercenary:** This fighter has fought on countless worlds for countless employers, and adapts quickly to whatever environment it finds itself in.
9	**Dogged:** Once this fighter has caught the scent of its enemies, it pursues them relentlessly, giving no ground or quarter until it feasts on their flesh.
10	**Lucky:** This fighter repeatedly finds themself in just the right place, at just the right time, to slaughter their quarry.

KROOT NAME GENERATOR TABLE

D10	FIRST ELEMENT	SECOND ELEMENT	KINDRED NAME
1	Kra	’to	Gota
2	Gohk	cha	Krrah
3	Ahkra	’ka	Ch’choh
4	Dohra	’yo	Tohrrok
5	Cho	grok	Ga’ah
6	Byahk	’ah	Kyrek
7	Grahm	’ohk	Ghorkha
8	Khor	ek	Drr’rr
9	Ohrak	’tcha	Yo’toh
10	Tehk	(none)	Rhekk

KROOT KILL TEAMS

If every model in your kill team has the KROOT Faction keyword, you can use the Kroot Tactics presented below.

UNFETTERED AGGRESSION

Kroot Tactic

Use this Tactic when you choose a model from your kill team to fight in the Fight phase. Until the end of that phase, add 1 to that model’s Attacks characteristic.

1 COMMAND POINT

PRIMAL SAVAGERY

Kroot Tactic

Use this Tactic at the end of the Fight phase. Pick a **KROOTOX RIDER** from your kill team that is within 1" of an enemy model – your model can immediately fight again.

1 COMMAND POINT

PRESTIGIOUS TROPHY

Kroot Tactic

Use this Tactic when a **KROOT CARNIVORE** from your kill team takes an enemy Leader out of action in the Fight phase. That **KROOT CARNIVORE** automatically passes Nerve tests until the end of the battle.

1 COMMAND POINT

HYPER-EVOLUTION

Kroot Tactic

Use this Tactic when a model from your kill team takes an enemy model out of action in the Fight phase, and is not within 1" of any other enemy models. This model may not move in the consolidate step. Add 1 to this model’s Move and Strength characteristics until the end of the battle.

2 COMMAND POINTS

AGILE HUNTER

Kroot Tactic

Use this Tactic when a model from your kill team moves in the Movement phase. This model can leap over gaps less than 4" across, instead of less than 2" across, until the end of that phase.

1 COMMAND POINT

TEARING JAWS

Kroot Tactic

Use this Tactic before you make an Injury roll for a model whose wounds were reduced to 0 by an attack made by a **KROOT HOUND**. Roll two D6 for that injury roll and use the highest result.

1 COMMAND POINT

KROOT CARNIVORE

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Kroot Carnivore	7"	3+	4+	3	3	1	1	6	6+	-
This model is armed with a kroot rifle.										
SPECIALISTS	Leader, Combat, Scout, Sniper, Veteran, Zealot									
FACTION KEYWORD	KROOT									
KEYWORDS	T'AU EMPIRE, INFANTRY, KROOT CARNIVORE									

KROOT HOUND

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Kroot Hound	12"	3+	-	3	3	1	2	5	6+	4
This model is armed with ripping fangs.										
ABILITIES	**Voracious Predator:** Add 1 to hit rolls for attacks made by this model that target a model that has any flesh wounds.									
SPECIALISTS	Combat, Scout									
FACTION KEYWORD	KROOT									
KEYWORDS	T'AU EMPIRE, BEAST, KROOT HOUND									

KROOTOX RIDER

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Krootox Rider	7"	3+	4+	6	5	4	2	6	6+	1
This model is armed with a kroot gun and krootox fists.										
ABILITIES	**Agile Brute:** Add 6" to this model's Move characteristic in the Movement phase in which it Advances, instead of rolling a dice.									
SPECIALISTS	Combat, Veteran									
FACTION KEYWORD	KROOT									
KEYWORDS	T'AU EMPIRE, CAVALRY, KROOTOX RIDER									

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot gun	48"	Rapid Fire 1	7	-1	D3	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ripping fangs	Melee	Melee	User	-1	1	-
Kroot rifle (melee)	Melee	Melee	+1	0	1	-
Krootox fists	Melee	Melee	User	0	2	-

CHAOS DAEMONS

Through dark rituals and horrific sacrifices, the Daemons of the warp are summoned to the material realm to do the bidding of the Chaos Gods. Driven by the will of their fell patrons, they can only survive outside their daemonic realm when the power of the warp waxes strong – slaughtering, tainting, corrupting and beguiling their foes, before blinking out of existence, their unknowable mission complete.

D10	SCHEMES OF THE DARK GODS
1	**Assassination:** The warband must slay a foe for their patrons' malevolent ends.
2	**Weaken Reality:** For the full might of the Ruinous Powers to be unleashed upon this world, the fabric of reality must be made weaker.
3	**Sow Terror:** Terrorising the local populace serves the Dark Gods' desires to control the galaxy well, making them ripe for conquest and enslavement.
4	**Coerce the Weak:** The local population must be cowed into submitting to the warband's Dark masters.
5	**Despoil:** The warband must desecrate a holy site, casting it into irreparable tainted ruin.
6	**Break the Faithful:** The Ruinous Powers take great satisfaction in the turning of those most staunchly against them into their slaves.
7	**Liberate the Weapon:** The warband must liberate a fellow servant trapped in an ancient blade, so that the released follower may once again fulfil the wishes of the Dark Gods.
8	**Unleash Their Potential:** The Daemon's presence will inspire the followers of the Chaos Gods, who will be filled with murderous joy at the sight of the Gods' offspring.
9	**Slaughter:** Kill them all! The Daemons' task is simple – kill as many as they can.
10	**Taint, Befoul, Corrupt:** Wherever they tread, these Daemons must spread the taint of Chaos, leaving no path or building uncorrupted.

D10	SPECIALIST DEMEANOURS
1	**Insane:** Constantly gibbering, muttering and screaming, there is no sanity in this Daemon.
2	**Sadistic Torturer:** This Daemon feels a sick sense of pleasure with every ounce of pain they inflict.
3	**Soul-eater:** The souls of slain mortals are a particularly exquisite delicacy to this Daemon.
4	**Warp-twisted humour:** With every swing of its sword, every disembowelled corpse it sees, and every terror-induced tear it causes, this Daemon cackles and guffaws.
5	**Faith-twister:** Nothing amuses this Daemon more than converting those most ardently against them into followers of the Dark Gods.
6	**Dismemberer:** One at a time, this Daemon delights in hacking off the limbs of its living enemies.
7	**Skull Collector:** Little satisfies this Daemon more than a collection of prized skulls, taken from recently fallen foes.
8	**Favour-seeker:** This Daemon's every action is designed to yield as much favour from their patron deity as possible.
9	**Immaterial Form:** This Daemon's body seems to flicker in and out of reality, making its terrifying form all the more ghost-like.
10	**Suffused With Power:** Eldritch energies radiate from within this Daemon, causing baleful light to break out through tears in its skin.





DAEMONIC USE-NAMES

FORENAME (GENERATE TWO RESULTS AND COMBINE)

D10	1	2	3	4	5	6	7	8	9	10
1	blue	dangle	dreg	fondle	grind	grunt	mad	pox	quiver	slash
2	suck	thigh	bane	carnal	fiddle	hot	mucus	sate	vex	bubo
3	chew	dog	gibber	gnaw	grope	maul	offal	pus	spasm	spittle
4	sword	wrack	cackle	fang	hammer	mildew	rot	toad	bile	blister
5	canker	eat	fester	flux	glut	hate	ichor	leper	mire	rend
6	rut	skull	spike	tremble	vomit	wind	brute	dung	glop	gut
7	mark	red	spider	thrash	bag	blade	cold	death	face	fist
8	grab	gristle	helm	loon	pest	puke	rip	sharp	spume	sweat
9	vile	whip	blunt	drink	gall	gross	maggot	rabid	sore	taint
10	worm	belch	bog	buttock	crush	fire	froth	gobble	grim	liver

SURNAME (GENERATE TWO RESULTS AND COMBINE)

D10	1	2	3	4	5	6	7	8	9	10
1	maim	moulder	pinch	scratch	slobber	spew	stare	wort	wobble	blood
2	doom	foul	grin	loose	putrid	slob	string	wither	axe	black
3	break	dread	eye	thrust	fury	grue	heart	loath	mange	quake
4	rheum	scum	smut	tear	twist	water	blast	cut	foam	green
5	lewd	plague	slake	squeeze	whine	ash	beast	chaos	crab	drool
6	fiend	gnash	grasp	hack	lick	nibble	pierce	reap	scab	spite
7	spurt	throb	war	beetle	craze	flesh	gore	lip	pile	sin
8	spot	warp	bend	blight	bowel	clap	fat	flush	fume	gob
9	howl	lust	man	ooze	rotten	sinew	slug	spoor	venom	wight
10	bite	claw	filth	glutton	kill	pain	scrape	spine	wail	burble

CHAOS DAEMONS KILL TEAMS

If every model in your kill team has the CHAOS DAEMONS Faction keyword, you can use Chaos Daemons Tactics.

REALITY BLINKS

Chaos Daemons Tactic

Use this Tactic when a **CHAOS DAEMONS** model (other than a **HORROR** model) from your kill team is taken out of action. Roll one D6. On a 4+ that injury roll is ignored and the model is restored to 1 wound.

3 COMMAND POINTS

PESTILENTIAL AURA

Chaos Daemons Tactic

Use this Tactic at the start of any battle round. Pick one **PLAGUEBEARER** model from your kill team. If this model is obscured, attacks that target this model suffer an additional -1 modifier to their hit rolls, until the end of the battle round.

1 COMMAND POINT

DEADLY DANCE

Chaos Daemons Tactic

Use this Tactic before making a charge roll for a **DAEMONETTE** model from your kill team. You can roll 3D6 and pick which two rolls to use when determining this model's charge distance in this battle round.

1 COMMAND POINT

MUTATING FIRE

Chaos Daemons Tactic

Use this Tactic when you pick a **HORROR** model from your kill team to attack in the Shooting phase. Until the end of the phase, change the Armour Piercing characteristic of this model's Coruscating Flames to -3.

1 COMMAND POINT

CLEAVING BLOW

Chaos Daemons Tactic

Use this Tactic when you pick a **BLOODLETTER** model from your kill team to attack in the Fight phase. Add 1 to the Damage characteristic of that model's Hellblade, until the end of the phase.

1 COMMAND POINT

WARP-SPAWNED TERROR

Chaos Daemons Tactic

Use this Tactic at the start of the Morale phase. Add 1 to Nerve tests for enemy models that are within 3" of any **CHAOS DAEMONS** models from your kill team.

2 COMMAND POINTS



BLOODLETTER

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Bloodletter	6"	3+	3+	4	3	1	1	7	6+	-
Bloodletter Icon Bearer	6"	3+	3+	4	3	1	1	7	6+	1
Bloodletter Hornblower	6"	3+	3+	4	3	1	1	7	6+	1
Bloodreaper	6"	3+	3+	4	3	1	2	7	6+	1

This model is armed with a Hellblade.
One Bloodletter in your kill team can be a Bloodletter Icon Bearer. A Bloodletter Icon Bearer is also equipped with an Icon of Khorne.
One Bloodletter in your kill team can be a Bloodletter Hornblower. A Bloodletter Hornblower is also equipped with an Instrument of Khorne.
One Bloodletter in your kill team can be a Bloodreaper.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Unstoppable Ferocity: You can add 1 to the Attacks and Strength characteristics of a model with this ability in a battle round in which they charged.

Icon of Khorne: You can re-roll charge rolls for **BLOODLETTERS** within 6" of any friendly models equipped with an Icon of Khorne.

Instrument of Khorne: Add 1 to Advance and charge rolls made for **BLOODLETTERS** within 6" of any friendly models equipped with an Instrument of Khorne.

SPECIALISTS **Leader** (Bloodreaper only), **Comms** (Hornblower or Icon Bearer only), **Combat, Veteran**

FACTION KEYWORD CHAOS DAEMONS

KEYWORDS CHAOS, KHORNE, INFANTRY, DAEMON, BLOODLETTER

DAEMONETTE

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Daemonette	7"	3+	3+	3	3	1	2	7	6+	-
Daemonette Icon Bearer	7"	3+	3+	3	3	1	2	7	6+	1
Daemonette Hornblower	7"	3+	3+	3	3	1	2	7	6+	1
Alluress	7"	3+	3+	3	3	1	3	7	6+	1

This model is armed with Piercing Claws.
One Daemonette in your kill team can be a Daemonette Icon Bearer. A Daemonette Icon Bearer is also equipped with an Icon of Slaanesh.
One Daemonette in your kill team can be a Daemonette Hornblower. A Daemonette Hornblower is also equipped with an Instrument of Slaanesh.
One Daemonette in your kill team can be an Alluress.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Quicksilver Swiftness: A model with this ability can be chosen to fight in the Hammer of Wrath section of the Fight phase, even if they have not charged in that battle round.

Icon of Slaanesh: If you make a wound roll of 6+ for an attack made by a **DAEMONETTE,** whilst they are within 6" of any friendly models equipped with an Icon of Slaanesh, that attack inflicts 1 mortal wound in addition to its normal damage.

Instrument of Slaanesh: Add 1 to Advance and charge rolls made for **DAEMONETTES** within 6" of any friendly models equipped with an Instrument of Slaanesh.

SPECIALISTS **Leader** (Alluress only), **Comms** (Hornblower or Icon Bearer only), **Combat, Veteran, Scout**

FACTION KEYWORD CHAOS DAEMONS

KEYWORDS CHAOS, SLAANESH, INFANTRY, DAEMON, DAEMONETTE

HORRORS

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Pink Horror	6"	4+	4+	3	3	1	1	7	6+	-
Pink Horror Icon Bearer	6"	4+	4+	3	3	1	1	7	6+	1
Pink Horror Hornblower	6"	4+	4+	3	3	1	1	7	6+	1
Iridescent Horror	6"	4+	4+	3	3	1	2	7	6+	1
Blue Horror	6"	4+	-	2	3	1	1	7	6+	-
Pair of Brimstone Horrors	6"	4+	-	1	3	1	2	7	6+	-

This model is armed with Coruscating Flames.
One Pink Horror in your kill team can be a Pink Horror Icon Bearer. A Pink Horror Icon Bearer is also equipped with an Icon of Tzeentch.
One Pink Horror in your kill team can be a Pink Horror Hornblower. A Pink Horror Hornblower is also equipped with an Instrument of Tzeentch.
One Pink Horror in your kill team can be an Iridescent Horror.

ABILITIES

Ephemeral Daemons: This model has an invulnerable save of 4+. Blue Horrors instead have an invulnerable save of 5+. Pairs of Brimstone Horrors instead have an invulnerable save of 6+.

Icon of Tzeentch: At the start of your turn in the Psychic phase, roll a D6 for each model from your kill team equipped with an Icon of Tzeentch. On a 6, inflict 1 mortal wound on the closest enemy model within 12" of the model being rolled for.

Instrument of Tzeentch: Add 1 to Advance and charge rolls made for **HORRORS** within 6" of any friendly models equipped with an Instrument of Tzeentch.

Split: Do not make any injury rolls for a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower, Iridescent Horror, Blue Horror or Pair of Brimstone Horrors model. This model is, instead, automatically taken out of action when reduced to 0 wounds. The following rules apply when one of these models is taken out of action:

When a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower or Iridescent Horror is taken out of action, you can set up 2 Blue Horrors within ½" of the slain model before it is removed. If these models cannot be set up, this ability has no effect. A Blue Horror has no weapons or equipment.

When a Blue Horror is taken out of action, you can replace that model with 1 Pair of Brimstone Horrors model. A Pair of Brimstone Horrors has no weapons or equipment.

If a Pink Horror, Pink Horror Icon Bearer, Pink Horror Hornblower, or Iridescent Horror that is a Specialist is taken out of action, any Blue Horrors that are set up are not Specialists.

Blue Horrors and Pairs of Brimstone Horrors are never considered to have charged in the battle round in which they are set up.

Blue Horrors and Pairs of Brimstone Horrors are not treated as part of your kill team for the purposes of determining if your kill team is broken, and are not treated as friendly models for the purposes of Nerve tests.

PSYKER

This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. It knows the Psybolt psychic power.

SPECIALISTS

Leader (Iridescent Horror only), **Comms** (Hornblower or Icon Bearer only), **Demolitions, Veteran**

FACTION KEYWORD

CHAOS DAEMONS

KEYWORDS

CHAOS, TZEENTCH, INFANTRY, DAEMON, HORROR



PLAGUEBEARERS

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Plaguebearer	5"	4+	4+	4	4	1	1	7	6+	-
Plaguebearer Icon Bearer	5"	4+	4+	4	4	1	1	7	6+	1
Plaguebearer Horn-blower	5"	4+	4+	4	4	1	1	7	6+	1
Plagueridden	5"	4+	4+	4	4	1	2	7	6+	1

This model is armed with a Plaguesword.
One Plaguebearer in your kill team can be a Plaguebearer Icon Bearer. A Plaguebearer Icon Bearer is also equipped with an Icon of Nurgle.
One Plaguebearer in your kill team can be a Plaguebearer Hornblower. A Plaguebearer Hornblower is also equipped with an Instrument of Nurgle.
One Plaguebearer in your kill team can be a Plagueridden.

ABILITIES

Daemonic: This model has a 5+ invulnerable save.

Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.

Icon of Nurgle: Subtract 1 from the Leadership characteristic of enemy models within 6" of any models equipped with an Icon of Nurgle.

Instrument of Nurgle: Add 1 to Advance and charge rolls made for **PLAGUEBEARERS** within 6" of any friendly models equipped with an Instrument of Nurgle.

SPECIALISTS **Leader** (Plagueridden only), **Comms** (Hornblower or Icon Bearer only), **Combat, Veteran**

FACTION KEYWORD CHAOS DAEMONS

KEYWORDS CHAOS, NURGLE, INFANTRY, DAEMON, PLAGUEBEARER



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coruscating Flames	18"	Assault 2	User	0	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellblade	Melee	Melee	User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.
Piercing Claws	Melee	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.
Plaguesword	Melee	Melee	User	0	1	You can re-roll wound rolls of 1 for this weapon.

HERETIC ASTARTES

The datasheet included in this section replaces the one found in the *Kill Team Core Manual*, and has been updated with any additional equipment and options available to this unit.

CHAOS SPACE MARINE

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Chaos Space Marine	6"	3+	3+	4	4	1	1	7	3+	-
Chaos Space Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2
Aspiring Champion	6"	3+	3+	4	4	1	2	8	3+	1

This model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.
Up to two Chaos Space Marines in your kill team can be Chaos Space Marine Gunners, and one Chaos Space Marine in your kill team can be an Aspiring Champion.

WARGEAR OPTIONS

- A Chaos Space Marine may replace their boltgun with a chainsword.
- One Chaos Space Marine in your kill team may take a Chaos Icon. If they have the **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH** keyword, they must have the appropriate Icon from the Chaos Icons list (see the *Kill Team Core Manual*). If they have no mark, they must take an Icon of Vengeance.
- One Chaos Space Marine Gunner in your kill team may replace their boltgun with a flamer, meltagun or plasma gun.
- One Chaos Space Marine Gunner in your kill team may replace their boltgun with a heavy bolter, autocannon or missile launcher.
- An Aspiring Champion may replace their bolt pistol with a plasma pistol. They may also replace their boltgun with a chainsword, chainaxe, power sword, power maul, power axe or power fist.

ABILITIES

Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an **IMPERIUM** model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Mark of Chaos: When you add a model with the **<MARK OF CHAOS>** keyword to your kill team, you can choose to replace it with one of the following keywords: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**, or you can choose for it to have no mark. If you choose a mark, note this on the model's datacard.

SPECIALISTS **Leader** (Aspiring Champion only), **Heavy** (Gunner only), **Demolitions**, **Sniper**, **Veteran**, **Zealot**

FACTION KEYWORD **HERETIC ASTARTES**

KEYWORDS **CHAOS, <MARK OF CHAOS>, INFANTRY, CHAOS SPACE MARINE**



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48"	Heavy 2	7	-1	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile Launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainaxe	Melee	Melee	+1	-1	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-



ADEPTUS ASTARTES

The datasheets included in this section replace those in previous publications, and have been updated with any additional equipment and options available to these units. We have also included the rules for Reserves in Kill Team, which several units available to the Adeptus Astartes can make use of.

RESERVES

The rules found here can be used in any games of Kill Team, with the exception of missions that use the Ultra-close Confines rules.

SETTING UP IN RESERVE

During deployment, instead of setting up a model on the battlefield as described by the mission, you can set that model up in Reserve. You can do this with up to half of the models in your kill team, but if you are using a Battle-forged kill team, the total points cost of any models you set up in Reserve can be no greater than half of your kill team's Force.

SETTING UP FROM RESERVE

A model that is set up in Reserve can be set up on the battlefield at the end of any Movement phase. At the end of the phase, if a player has any models in Reserve, they can decide to set up one or more of them on the battlefield. If more than one player has any models in Reserve, the players take it in turn to set up all of the models they wish to (including using any Reserve Tactics they wish to use, as described below), in the order determined in the Initiative phase.

Players do not have to set up any models from Reserve if they do not wish to, but if any models are still in Reserve at the end of the third battle round, they are considered to be out of action. When a model is set up from Reserve, it must be set up on the battlefield more than 5" from any enemy models and within 1" of the edge of the battlefield. It must also be wholly within your deployment zone, where the mission provides a deployment zone. Note that the restrictions described in Reinforcements in the *Kill Team Core Manual* apply to models set up in this way.

RESERVE TACTICS

Some Tactics alter how models arrive from Reserve. When players use these Tactics as part of their models arriving from Reserve, they do so in the sequence described above and by following the instructions on the Tactic. Note that the restrictions described in Reinforcements in the *Kill Team Core Manual* apply to models set up in this way, unless stated otherwise.

The following Tactic can be used by any player with at least one model in Reserve.

OUTFLANK

Tactic

Use this Tactic at the end of the Movement phase. Choose a model from your kill team that was set up in Reserve and set them up within 1" of the edge of the battlefield, and more than 5" away from any enemy models.

1 COMMAND POINT



INCURSOR

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Incursor	6"	3+	3+	4	4	2	2	7	3+	-
Incursor Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

This model is armed with an Occulus bolt carbine, bolt pistol, paired combat blades, frag grenades and krak grenades.
One Incursor in your kill team can be an Incursor Sergeant.

WARGEAR OPTIONS

- One Incursor in your kill team may take a haywire mine.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Haywire Mine: In your turn in the Movement phase, a model from your kill team with a haywire mine that has not been primed can prime it. If they do, at any point during that model's move, place the Primed Haywire Mine within 1" of it, and more than 3" away from any enemy models. If an enemy model moves within 2" of that Primed Haywire Mine, roll one D6; on a 4+ each model within 2" of the Primed Haywire Mine suffer 1 mortal wound. That Primed Haywire Mine is then removed from play.

The Primed Haywire Mine is represented by the Primed Haywire Mine model, but does not count as a model for any rules purposes.

SPECIALISTS **Leader** (Sergeant only), **Comms**, **Demolitions**, **Scout**, **Veteran**

FACTION KEYWORD ADEPTUS ASTARTES

KEYWORDS IMPERIUM, INFANTRY, PHOBOS, PRIMARIS, INCURSOR

ELIMINATOR

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Eliminator	6"	3+	3+	4	4	2	2	7	3+	-
Eliminator Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

This model is armed with a bolt sniper rifle, bolt pistol, frag grenades and krak grenades.
One Eliminator in your kill team can be an Eliminator Sergeant.

WARGEAR OPTIONS

- An Eliminator may replace their bolt sniper rifle with a las fusil.
- An Eliminator Sergeant may replace their bolt sniper rifle with a las fusil or instigator bolt carbine.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Camo Cloak: When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.

Concealed Position: When you set this model up during deployment, it can be set up anywhere on the battlefield that is more than 9" from any enemy deployment zone.

SPECIALISTS **Leader** (Sergeant only), **Comms**, **Scout**, **Sniper**, **Veteran**

FACTION KEYWORD ADEPTUS ASTARTES

KEYWORDS IMPERIUM, INFANTRY, PHOBOS, PRIMARIS, ELIMINATOR

INFILTRATOR

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Infiltrator	6"	3+	3+	4	4	2	2	7	3+	-
Infiltrator Helix Adept	6"	3+	3+	4	4	2	2	7	3+	1
Infiltrator Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

This model is armed with a marksman bolt carbine, bolt pistol, frag grenades and krak grenades.
One Infiltrator in your kill team can be an Infiltrator Helix Adept, and one Infiltrator in your kill team can be an Infiltrator Sergeant.

WARGEAR OPTIONS

- One Infiltrator in your kill team can be equipped with an Infiltrator Comms Array.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Infiltrator Comms Array: Add 1 to the Leadership characteristic of models within 6" of any friendly models equipped with an Infiltrator Comms Array.

Concealed Position: When you set this model up during deployment, it can be set up anywhere on the battlefield that is more than 9" from any enemy deployment zone.

Omni-scrambler: Enemy models that are set up on the battlefield from Reserve, cannot be set up within 7" of this model.

SPECIALISTS

Leader (Sergeant only), **Medic** (Helix Adept only), **Comms** (Infiltrator with Infiltrator Comms Array only), **Demolitions**, **Scout**, **Veteran**

FACTION KEYWORD

ADEPTUS ASTARTES

KEYWORDS

IMPERIUM, INFANTRY, PHOBOS, PRIMARIS, INFILTRATOR

REIVER

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Reiver	6"	3+	3+	4	4	2	2	7	3+	-
Reiver Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

This model is armed with a bolt carbine, heavy bolt pistol, frag grenades and krak grenades and shock grenades.
One Reiver in your kill team can be a Reiver Sergeant.

WARGEAR OPTIONS

- A Reiver may replace their bolt carbine with a combat knife.
- A Reiver Sergeant may replace their bolt carbine or heavy bolt pistol with a combat knife.
- This model may take a grav-chute.
- This model may take a grapnel launcher.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Grapnel Launcher: A model with a grapnel launcher can climb any distance vertically (up or down) when it makes a normal move – do not measure the distance moved in this way.

Grav-chute: A model with a grav-chute never suffers falling damage and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.

Terror Troops: Enemy models must subtract 1 from their Leadership if they are within 3" of any **REIVER** models.

SPECIALISTS

Leader (Sergeant only), **Combat**, **Comms**, **Demolitions**, **Scout**, **Veteran**

FACTION KEYWORD

ADEPTUS ASTARTES

KEYWORDS

IMPERIUM, INFANTRY, PHOBOS, PRIMARIS, REIVER

INTERCESSOR

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Intercessor	6"	3+	3+	4	4	2	2	7	3+	-
Intercessor Gunner	6"	3+	3+	4	4	2	2	7	3+	2
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

This model is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.
Up to two Intercessors in your kill team can be Intercessor Gunners, and one Intercessor in your kill team can be an Intercessor Sergeant.

WARGEAR OPTIONS

- This model may replace its bolt rifle with an auto bolt rifle or stalker bolt rifle.
- An Intercessor Gunner may take an auxiliary grenade launcher.
- An Intercessor Sergeant may replace their bolt rifle with a hand flamer or chainsword.
- If an Intercessor Sergeant is not equipped with a chainsword he can be equipped with a power fist, power sword, thunder hammer or chainsword.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Auxiliary Grenade Launcher: If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".

SPECIALISTS: **Leader** (Sergeant only), **Demolitions** (Gunner only), **Combat**, **Comms**, **Sniper**, **Veteran**

FACTION KEYWORD: ADEPTUS ASTARTES

KEYWORDS: IMPERIUM, INFANTRY, PRIMARIS, INTERCESSOR



LIEUTENANT IN PHOBOS ARMOUR

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Lieutenant in Phobos Armour	6"	2+	3+	4	4	5	4	8	3+	1

This model is armed with a master-crafted occulus bolt carbine, bolt pistol, paired combat blades, frag grenades and krak grenades and a grav-chute.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted occulus bolt carbine	24"	Rapid Fire 1	4	0	2	Add 1 to hit rolls for this weapon when targeting a model that is obscured.

WARGEAR OPTIONS

- This model can be equipped with a heavy bolt pistol and combat knife instead of its master-crafted occulus bolt carbine, paired combat blades, bolt pistol and grav-chute. If it is, it gains the **REIVER** keyword.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Nerve tests for this model.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Terror Troops: Enemy models must subtract 1 from their Leadership characteristic if they are within 3" of any **REIVER** models.

Grav-chute: A model with a grav-chute never suffers falling damage and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.

SPECIALISTS: **Ferocity**, **Fortitude**, **Leadership**, **Logistics**, **Melee**, **Shooting**, **Stealth**, **Strategist**, **Strength**

FACTION KEYWORD: ADEPTUS ASTARTES

KEYWORDS: IMPERIUM, COMMANDER, INFANTRY, PHOBOS, PRIMARIS, GRAV-CHUTE, LIEUTENANT

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt carbine	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt sniper rifle	A model firing a bolt sniper rifle does not suffer the penalty to hit rolls for the target being at long range. In addition, when attacking with this weapon, choose one of the profiles below.					
- Executioner round	36"	Heavy 1	5	-1	1	Add 2 to hit rolls made for this weapon. In addition, this weapon can target models that are not visible to the bearer. If the target is not visible to the bearer, a 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.
- Mortis round	36"	Heavy 1	5	-2	D3	If you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
- Hyperfrag round	36"	Heavy D3	5	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Instigator bolt carbine	24"	Assault 1	4	-1	2	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically results in a wound (do not make a wound roll for that attack).
Las fusil	36"	Heavy 1	8	-3	3	-
Occulus bolt carbine	24"	Rapid Fire 1	4	0	1	Add 1 to hit rolls for this weapon when targeting a model that is obscured.
Shock grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy **INFANTRY** model is hit by any shock grenades, it is stunned; until the end of the next battle round, that model cannot fire Overwatch or be Readied, and your opponent must subtract 1 from hit rolls made for this model.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Paired combat blades	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.



ADEPTA SORORITAS

The Adepta Sororitas – or Sisters of Battle as they are also known – are the warriors of the Imperial Creed. They go to battle in the name of the holy Ecclesiarchy, purging the heretical and unclean with ferocious zeal and steadfast military might.

D6	MISSION: HOLY PURPOSE
1	**Cast Down False Idols:** The foe have raised blasphemous and idolatrous shrines. Cast them down in the Emperor's name!
2	**Burn the Witch:** A dangerous psychic abomination is deep in the enemy's counsel. Root the mutant out and destroy it.
3	**Piety in Suffering:** Prove your unshakeable faith by enduring hardships and dangers that none but the Emperor's chosen could long survive.
4	**Holy Vengeance:** The foe are heretics of the worst sort, who have despoiled and desecrated a holy site. Punish them mercilessly for their transgressions.
5	**Recover the Relic:** A precious relic of the Imperial faith is lost deep behind enemy lines. Recover it, no matter the cost in mortal flesh.
6	**Martyrs All:** Nothing inspires the Emperor's faithful like sacrifice. Stir the hearts of the masses through your selfless and meaningful sacrifice.

D6	BACKGROUND: HUMBLE ORIGINS
1	**Penitents:** These warriors have failed in their duty to the Emperor and must atone. They will go to any lengths to earn the Emperor's forgiveness.
2	**Shrine Guardians:** The honour these Battle Sisters have been given is great, for they are charged with defending places holy to the Emperor.
3	**Exorcists:** Specialist training and extensive prayer has prepared these sanctified warriors to face the most unnatural and unhallowed of threats.
4	**Crusade Veterans:** Long years have these Battle Sisters been on crusade. They have overcome many horrors, been honed like sharpened blades, and their faith burns hotter than ever.
5	**Merciless:** Even amongst the Adepta Sororitas, these Sisters' disgust for the mutant, the alien and the heretic is violent in the extreme.
6	**Unproven:** Never before have these Battle Sisters seen open war. Now is their chance to prove their faith and earn their place amongst their comrades, and they do not mean to waste it.

D6	SQUAD QUIRK: EXPRESSION OF FAITH
1	**Fanatical:** These zealous warriors never retreat, never back down and never concede defeat.
2	**Vow of Silence:** Speech has been forbidden these warriors until they fulfil their duty.
3	**Flagellants:** These warriors welcome pain as a gift from the Emperor that brings martial clarity.
4	**Haloed:** Holy power radiates from these warriors to strengthen their allies and terrify their foes.
5	**Serene:** The grace of the Emperor fills these warriors; they remain calm no matter what.
6	**Hymnal to Glory:** As they fight, these Battle Sisters raise their voices in a soaring hymn to the magnificence of the holy God Emperor.



D10	SPECIALISTS' DEMEANOURS
1	**Fierce:** No threat, no matter how fearsome, can shake this warrior's faith, or still her relentless aggression.
2	**Solemn:** Battle is a sacred duty to this warrior, who treats every engagement as an opportunity to praise the Emperor with reverence and dignity.
3	**Sorrowful:** The heresies of Humanity and their foes alike have brought this warrior to a state of perpetual mourning. To her eyes, all are guilty of sin. She discharges her duties with a mournful air, deaf to pleas for mercy, or claims of innocence.
4	**Precise:** The Emperor applauds diligence. Every act is one of worship, and all worship should be perfect in form. So this warrior believes, and she strives always to practise what she preaches.
5	**Unmerciful:** This warrior channels all her hatred and fury into destroying her heretic foes.
6	**Rapturous:** The furore of battle fills this warrior with holy light, and the simple joy of cleansing the galaxy in the Emperor's name.
7	**Aloof:** This warrior has nothing but contempt for all those not of the Imperial faith, looking down upon her foes with disgust.
8	**Humble:** To this warrior, duty is all. She believes herself naught but an unworthy tool to be wielded and expended in service to the divine God Emperor, and fights with the selfless surety of one who has already accepted her eventual martyrdom.
9	**Scourge of Heretics:** Teetering on the brink of religious lunacy, this zealous warrior seeks to purge all taint of heresy from the stars in as violent a fashion as she can, with no thought at all for her own safety, or that of her sisters.
10	**Firebrand:** Preaching as she fights, this warrior proclaims the magnificence of the God Emperor and bellows out his catechisms as she purges the unclean foe.

ADEPTA SORORITAS NAME GENERATOR TABLE		
D10	FORENAME	SURNAME
1	Danica	Serenitas
2	Constantia	Bellicos
3	Eleanor	Sacristus
4	Mariah	N'bata
5	Lisbett	Lucinias
6	Kataryn	Honourifica
7	Helenica	Dasyrov
8	Isadore	Caritas
9	Amelia	Vengor
10	Elyza	Shengg



ADEPTA SORORITAS KILL TEAMS

If every model in your kill team has the ADEPTA SORORITAS Faction keyword, you can use the Adepta Sororitas Tactics presented below.

BLESSED BOLTS

Adepta Sororitas Tactic

Use this Tactic when you pick an **ADEPTA SORORITAS** model from your kill team to shoot with a storm bolter. Change the Armour Penetration characteristic of that model's storm bolter to -2 and the Damage characteristic to 2, until the end of the battle round.

2 COMMAND POINTS

EVISCERATING BLOW

Adepta Sororitas Tactic

Use this Tactic when you pick a **SISTER REPENTIA** to attack in the Fight phase. Change the Damage characteristic of that model's penitent eviscerator to 3, until the end of the phase.

1 COMMAND POINT

FRENZIED THRASHING

Adepta Sororitas Tactic

Use this Tactic when you pick an **ARCO-FLAGELLANT** model from your kill team to make attacks in the Fight phase. Add 1 to the Attacks characteristic of this model for each enemy model within 1" of it when it is selected to Fight, until the end of the phase.

1 COMMAND POINT

BURN THE HERETIC!

Adepta Sororitas Tactic

Use this Tactic when you pick an **ADEPTA SORORITAS** model from your kill team to shoot with a flamer. You can re-roll the dice to determine the number of attacks made by this model's flamer, until the end of the phase.

1 COMMAND POINT

LEAD THE RIGHTEOUS

Adepta Sororitas Tactic
Canoness Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **CANONESS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can reroll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

FERVENT WHIPPING

Adepta Sororitas Tactic
Repentia Superior Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **REPENTIA SUPERIOR**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll wound rolls of 1 for attacks made with melee weapons by friendly **SISTER REPENTIA** models that are within 6" of this model.

1 COMMAND POINT



BATTLE SISTER

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Battle Sister	6"	4+	3+	3	3	1	1	7	3+	-
Battle Sister Gunner	6"	4+	3+	3	3	1	1	7	3+	2
Sister Superior	6"	4+	3+	3	3	1	2	8	3+	1

This model is armed with a Boltgun, bolt pistol, frag grenades and krak grenades.
Up to two Battle Sisters in your kill team can be Battle Sister Gunners, and one Battle Sister in your kill team can be a Sister Superior.

WARGEAR OPTIONS

- One Battle Sister from your kill team may take a Simulacrum Imperialis.
- A Battle Sister Gunner may replace their boltgun with a flamer, meltagun, storm bolter, heavy bolter or heavy flamer.
- A Sister Superior may replace their boltgun with a bolt pistol, combi-flamer, combi-melta, combi-plasma, condemnor boltgun, chainsword or power sword.
- A Sister Superior may replace their bolt pistol with a plasma pistol.
- If a Sister Superior did not replace their boltgun as described above, they may take a chainsword or power sword.

ABILITIES

Shield of Faith: Models with this ability have a 6+ invulnerable save.

In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a **PSYKER**. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.

Simulacrum Imperialis: The Shield of Faith ability grants a 5+ invulnerable save instead of 6+ to models from your kill team, whilst they are within 6" of any friendly models with a Simulacrum Imperialis.

SPECIALISTS **Leader** (Superior only), **Heavy** (Gunner only), **Comms**, **Demolitions**, **Medic**, **Sniper**, **Veteran**, **Zealot**

FACTION KEYWORD ADEPTA SORORITAS

KEYWORDS IMPERIUM, INFANTRY, BATTLE SISTER



SISTER REPENTIA

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Sister Repentia	6"	3+	3+	3	3	1	2	8	7+	1

This model is armed with a penitent eviscerator.

ABILITIES

Shield of Faith: Models with this ability have a 6+ invulnerable save.

In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a Psyker. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.

Zealot: You can re-roll hit rolls for attacks made with melee weapons by a model with this ability in any battle round in which it charged or was charged.

Solace in Anguish: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.

SPECIALISTS **Leader**, **Combat**, **Veteran**, **Zealot**

FACTION KEYWORD ADEPTA SORORITAS

KEYWORDS IMPERIUM, INFANTRY, SISTER REPENTIA

ARCO-FLAGELLANT

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Arco-Flagellant	7"	4+	-	4	3	2	2	7	7+	-
Endurant	7"	4+	-	4	3	2	3	7	7+	1

This model is armed with arco flails.
One Arco-Flagellant in your kill team can be an Endurant.

ABILITIES

Zealot: You can re-roll hit rolls for attacks made with melee weapons by a model with this ability, in any battle round in which it charged or was charged.

Berzerk Killing Machine: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.

SPECIALISTS Zealot

FACTION KEYWORD ADEPTA SORORITAS

KEYWORDS IMPERIUM, INFANTRY, ARCO-FLAGELLANT

CANONESS

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Canoness	6"	2+	2+	3	3	5	4	9	3+	1

This model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.

WARGEAR OPTIONS

- This model may replace its bolt pistol with a condemnor boltgun, hand flamer, plasma pistol or inferno pistol.
- This model may replace its chainsword with a power sword or blessed blade.
- If this model did not replace their chainsword as described above, they may take a brazier of holy fire or a null rod.
- Instead of any of the above, this model may replace its wargear with one boltgun, one power sword, frag grenades, krak grenades and one rod of office.

ABILITIES

Shield of Faith: Models with this ability have a 6+ invulnerable save.

In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a **PSYKER**. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.

Rosarius: This model has a 4+ invulnerable save.

Brazier of Holy Fire: Subtract 1 from the Leadership characteristic of **DAEMON** models whilst they are within 6" of any models equipped with a brazier of holy fire. In addition, once per battle, when a model equipped with a brazier of holy fire shoots or fires Overwatch, that model can instead unleash holy fire. When it does, select one enemy model that is within 12" of this model and visible to it (if firing Overwatch, this must be the charging model) and up to 2 other enemy models that are within 2" of that model and visible to the shooting model. Each selected enemy models suffers 1 mortal wound (if the model is a **DAEMON** it instead suffers 2 mortal wounds).

Null Rod: If this model has a null rod, it cannot be targeted or affected by psychic powers. In addition, whilst any models from your kill team that are equipped with a null rod are within 18" of a **PSYKER**, subtract 1 from Psychic tests and Deny the Witch tests taken for that model.

Rod of Office: If this model has a rod of office, add 3" to the range of its aura abilities.

SPECIALISTS **Ferocity**, **Fortitude**, **Leadership**, **Logistics**, **Melee**, **Shooting**, **Strategist**, **Strength**

FACTION KEYWORD ADEPTA SORORITAS

KEYWORDS IMPERIUM, COMMANDER, INFANTRY, CANONESS

REPENTIA SUPERIOR

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Repentia Superior	6"	3+	3+	3	3	4	4	8	3+	1

This model is armed with neural whips, frag grenades and krak grenades.

WARGEAR OPTIONS

- This model may take a bolt pistol.

ABILITIES

Shield of Faith: Models with this ability have a 6+ invulnerable save.

In addition, models with this ability can attempt to deny one psychic power in each Psychic phase in the same manner as a **PSYKER**. When making this attempt, roll one D6 instead of 2D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.

Driven Onwards: You can re-roll Advance and charge rolls for friendly **SISTER REPENTIA** models that are within 6" of this model when the dice are rolled. In addition, you can re-roll wound rolls of 1 for attacks made with melee weapons by friendly **SISTER REPENTIA** models that are within 6" of this model.

SPECIALISTS

Ferocity, **Fortitude**, **Melee**, **Strength**

FACTION KEYWORD

ADEPTA SORORITAS

KEYWORDS

IMPERIUM, COMMANDER, INFANTRY, REPENTIA SUPERIOR



RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-flamer	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll one additional D6 when inflicting damage with it and discard one of the results.
Combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.
Condemnor boltgun	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon against a **PSYKER**, this weapon has a Damage characteristic of D3.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll one additional D6 when inflicting damage with it and discard one of the results.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.
Stormbolter	24"	Rapid Fire 2	4	0	1	-



MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arco-flails	Melee	Melee	+1	-1	1	Make D3 hit rolls for each attack amde with this weapon, instead of 1.
Blessed blade	Melee	Melee	+2	-3	D3	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Neural whips	Melee	Melee	User	-2	1	When resolving an attack made with this weapon against a model which has a Leadership characteristic of 7 or less, add 1 to the wound roll.
Penitent eviscerator	Melee	Melee	x2	-3	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

KILL TEAM: BLACKSTONE FORTRESS

As adventurers and wanderers throughout the darkest places of the galaxy, the explorers of the Blackstone Fortress are no strangers to desperate battles away from the front lines. This section includes rules for these various characters, as well as Obsidius Mallex's warband, the Servants of the Abyss.

The following datasheets contain rules for the explorers found in the Blackstone Fortress boxed game and its supplements. Some of these rules were available previously to download from the Games Workshop Community website, as rules in a beta test format. We have received lots of useful feedback on these models and are presenting them here in their finished format. Some of these datasheets have also been updated to allow them to be taken in the Adepta Sororitas kill team found in this Annual.

Also included is an updated **SERVANTS OF THE ABYSS** Faction section, including new miniatures from *Blackstone Fortress: Traitor Command* and *Blackstone Fortress: Escalation*. The existing Servants of the Abyss datasheets have similarly been updated from the Beta rules previously available, and will include changes that have been made to them based on the feedback we have received.



'The darkness calls to us, we adventurers. Where light shines all is seen. All is known. But darkness? Darkness is a doorway. It is the promise of the unknown. It is discovery and danger, peril and riches, and the vigour of a life truly lived. Amidst the darkness, that is where we serve the Emperor best.'

- Rogue Trader Janus Draik

JANUS DRAIK
ROGUE TRADER

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Janus Draik	**6"**	**3+**	**3+**	**3**	**3**	**4**	**3**	**9**	**4+**	**1**

This model is armed with an heirloom pistol, a monomolecular rapier, and an archeotech grenade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heirloom pistol	12"	Pistol 1	4	-2	2	-
Monomolecular rapier	Melee	Melee	User	-4	1	-
Archeotech grenade	6"	Grenade D3	6	-1	D3	You can only use this weapon once per battle.

ABILITIES	**Multi-Spectral Auspicator:** Re-roll hit rolls of 1 for attacks made by this model. **Concealed Archeotech Weapon:** Once per battle, at the start of the Fight phase, pick one enemy model within 1" of this model and roll a dice; on a 4+ the target model suffers D3 mortal wounds.	**Disruption Field Generator:** This model has a 4+ invulnerable save. **Rogue Trader:** This model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword.
SPECIALISTS	**Logistics**	
FACTION KEYWORD	**ADEPTA SORORITAS, ADEPTUS ASTARTES, ASTRA MILITARUM, ADEPTUS MECHANICUS**	
KEYWORDS	**IMPERIUM, ASTRA CARTOGRAPHICA, COMMANDER, INFANTRY, ROGUE TRADER, JANUS DRAIK**	

TADDEUS THE PURIFIER
MINISTORUM PRIEST

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Taddeus the Purifier	**6"**	**4+**	**4+**	**3**	**3**	**4**	**3**	**7**	**6+**	**1**

This model is armed with a laspistol, servo-stubber and power maul.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Servo-stubber	12"	Pistol 3	4	0	1	-
Power maul	Melee	Melee	+2	-1	1	-

ABILITIES

Zealot: You can re-roll failed hit rolls for attacks made by this model in a battle round in which it charged or was charged.

Rosarius: This model has a 4+ invulnerable save.

War Hymns: Add 1 to the Attacks characteristic of **ASTRA MILITARUM** models whilst they are within 6" of any friendly **MINISTORUM PRIEST** models.

Advisor: This model may not be picked to be affected by an order as part of the Voice of Command ability.

SPECIALISTS: **Ferocity**

FACTION KEYWORD: **ADEPTA SORORITAS, ASTRA MILITARUM**

KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, COMMANDER, INFANTRY, MINISTORUM PRIEST, TADDEUS THE PURIFIER**



PIOUS VORNE
MISSIONARY ZEALOT

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Pious Vorne	**6"**	**3+**	**4+**	**3**	**3**	**2**	**3**	**7**	**7+**	**1**

This model is armed with Vindictor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Vindictor (shooting)	8"	Assault D6	5	-1	1	This weapon automatically hits its target. If the target is a **CHAOS** model, roll two D6 to determine the number of attacks made with this weapon, and discard the lowest result.
Vindictor (melee)	Melee	Melee	+1	-1	1	-

ABILITIES

Specialist Retainer: This model is always a Zealot specialist, but this does not count towards the maximum number of specialists in your kill team.

Maniacal Fervour: Roll a D6 each time this model loses a wound; on a 5+ that wound is not lost.

Zealot: You can re-roll failed hit rolls for attacks made by this model in a battle round in which it charged or was charged.

Advisor: This model may not be picked to be affected by an order as part of the Voice of Command ability.

SPECIALISTS: **Zealot**

FACTION KEYWORD: **ADEPTA SORORITAS, ASTRA MILITARUM**

KEYWORDS: **IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, PIOUS VORNE**

REIN AND RAUS

RATLING TWINS

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Rein	**6"**	**5+**	**2+**	**2**	**2**	**2**	**1**	**6**	**6+**	**1**
Raus	**6"**	**5+**	**2+**	**2**	**2**	**2**	**1**	**6**	**6+**	**1**

If one of these models is included in your kill team, you must also include the other. Rein is armed with a sniper rifle and stub pistol. Raus is armed with a stub pistol and demolition charge.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sniper rifle	36"	Heavy 1	4	0	1	A model firing a sniper rifle does not suffer the penalty to hit rolls for the target being at long range. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound on the target in addition to its normal damage.
Stub pistol	9"	Pistol 1	4	0	1	-
Demolition charge	6"	Grenade D6	8	-3	D3	This weapon can only be fired once per battle.

ABILITIES

Specialist Retainer: Rein is always a Sniper specialist, but this does not count towards the maximum number of specialists in your kill team.

Grappling Hook: Raus can climb any distance vertically (up or down) when he makes a normal move – do not measure the distance moved in this way.

The Ratling Twins: You can re-roll failed hit and wound rolls when shooting with Rein's sniper rifle, if the target is also visible to Raus.

Naturally Stealthy: When an opponent makes a hit roll for a shooting attack that targets Rein or Raus, and the target model is obscured, that hit roll suffers an additional -1 modifier.

Shoot Sharp and Scarper: Immediately after making a shooting attack with Rein or Raus (other than firing Overwatch), the firing model can move as if it were the Movement phase (though it cannot Advance as part of this move).

SPECIALISTS **Sniper** (Rein only)

FACTION KEYWORD **ASTRA MILITARUM**

KEYWORDS (REIN) **IMPERIUM, MILITARUM AUXILLA, INFANTRY, RATLING, REIN**

KEYWORDS (RAUS) **IMPERIUM, MILITARUM AUXILLA, INFANTRY, RATLING, RAUS**

ESPERN LOCARNO

IMPERIAL NAVIGATOR

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Espern Locarno	**6"**	**5+**	**5+**	**3**	**3**	**3**	**2**	**7**	**6+**	**1**

This model is armed with a laspistol and force-orb cane.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Force-orb cane	Melee	Melee	User	0	D3	-

ABILITIES

Psychic Barrier: This model has a 4+ invulnerable save.

The Third Eye: When this model attempts to manifest the *Psybolt* psychic power, select an enemy model within 12" of it, and visible to it, before making the Psychic test – if there are none, it cannot attempt to manifest *Psybolt* this phase. If the power is successfully manifested, the model you chose suffers the mortal wounds, even if another enemy model is closer to this model.

Advisor: This model may not be picked to be affected by an order as part of the Voice of Command ability.

PSYKER This model can attempt to manifest one psychic powers and deny one psychic power in each Psychic phase. It knows the *Psybolt* psychic power.

SPECIALISTS **Psyker**

FACTION KEYWORD **ASTRA MILITARUM**

KEYWORDS **IMPERIUM, NAVIS NOBILITE, COMMANDER, INFANTRY, PSYKER, NAVIGATOR, ESPERN LOCARNO**

UR-025
IMPERIAL ROBOT

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
UR-025	5"	3+	3+	5	5	3	2	8	3+	1

This model is armed with a Mk I assault cannon and a power claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mk I assault cannon	24"	Heavy 4	5	-1	1	-
Power claw	Melee	Melee	x2	-3	D3	When attacking with this weapon, subtract 1 from the hit roll.

ABILITIES

Specialist Retainer: This model is always a Heavy specialist, but this does not count towards the maximum number of specialists in your kill team.

Self-repair Systems: At the start of each battle round, this model regains 1 lost wound.

Something Isn't Quite Right…: This model is not treated as a model in your kill team for the purposes of Canticles of the Omnissiah.

SPECIALISTS: Heavy

FACTION KEYWORD: ADEPTUS MECHANICUS

KEYWORDS: IMPERIUM, ROBOTICA IMPERIALIS, INFANTRY, IMPERIAL ROBOT, UR-025



DAHYAK GREKH
KROOT TRACKER

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	M
Dahyak Grekh	7"	3+	3+	3	3	3	3	7	6+	1

This model is armed with a kroot pistol and a kroot rifle.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot pistol	12"	Pistol 1	4	0	1	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Kroot rifle (melee)	Melee	Melee	+1	0	1	-

ABILITIES

Quarry Can't Hide: This model does not suffer the penalty to hit rolls for the target being obscured.

Concealed Booby Traps: If you select the Plant Traps strategy during the Scouting phase, you can booby-trap up to D3+1 pieces of terrain instead of up to D3.

Fieldcraft: When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.

SPECIALISTS: Stealth

FACTION KEYWORD: T'AU EMPIRE, KROOT

KEYWORDS: COMMANDER, INFANTRY, DAHYAK GREKH

AMALLYN SHADOWGUIDE
ASURYANI RANGER

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Amallyn Shadowguide	7"	3+	2+	3	3	3	2	7	5+	1

This model is armed with a ranger long rifle, power blade and plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ranger long rifle	36"	Heavy 1	4	0	1	A model firing a Ranger long rifle does not suffer the penalty to hit rolls for the target being at long range. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.
Power blade	Melee	Melee	User	-2	1	-
Plasma grenades	6"	Grenade D6	4	-1	1	-

ABILITIES

Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a **SLAANESH** model. However, you must add 1 to Nerve tests for this model if it is within 3" of any **SLAANESH** models.

Battle Focus: If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.

Cameleoline Cloak: When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.

Phase Crystal: This model has a 4+ invulnerable save and can move across models and terrain as if they were not there.

SPECIALISTS: Stealth

FACTION KEYWORD: ASURYANI

KEYWORDS: AELDARI, WARHOST, COMMANDER, INFANTRY, RANGER, AMALLYN SHADOWGUIDE



NEYAM SHAI MURAD

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Neyam Shai Murad	6"	3+	3+	3	3	4	3	9	4+	1

This model is armed with two negotiator pistols.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Negotiator pistol	12"	Pistol 2	4	-2	1	-

ABILITIES

Quick Draw: This model can shoot each turn as if it was Readied.

Servo-skull Assisted Targeting: This model does not suffer the penalty to hit rolls for the target being obscured.

Rogue Trader: This model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword.

SPECIALISTS: Shooting

FACTION KEYWORD: ADEPTUS ASTARTES, ASTRA MILITARUM, ADEPTUS MECHANICUS, ADEPTA SORORITAS

KEYWORDS: IMPERIUM, ASTRA CARTOGRAPHICA, COMMANDER, INFANTRY, ROGUE TRADER, NEYAM SHAI MURAD

ARADIA MADELLAN

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Aradia Madellan	**7"**	**3+**	**3+**	**3**	**3**	**4**	**3**	**8**	**5+**	**1**

This model is armed with a laspistol and force stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Force stave	Melee	Melee	+2	-1	D3	-

ABILITIES

Psychic Boost: At the start of each battle round, you can pick one **ASTRA MILITARUM** model from your kill team that is within 6" of this model. That model can ignore the penalty to hit rolls from any flesh wounds it has suffered until the end of that battle round.

Advisor: This model may not be picked to be affected by an order as part of the Voice of Command ability.

PSYKER

This model can attempt to manifest one psychic power and deny one psychic power in each Psychic phase. It knows the *Psybolt* psychic power.

SPECIALISTS

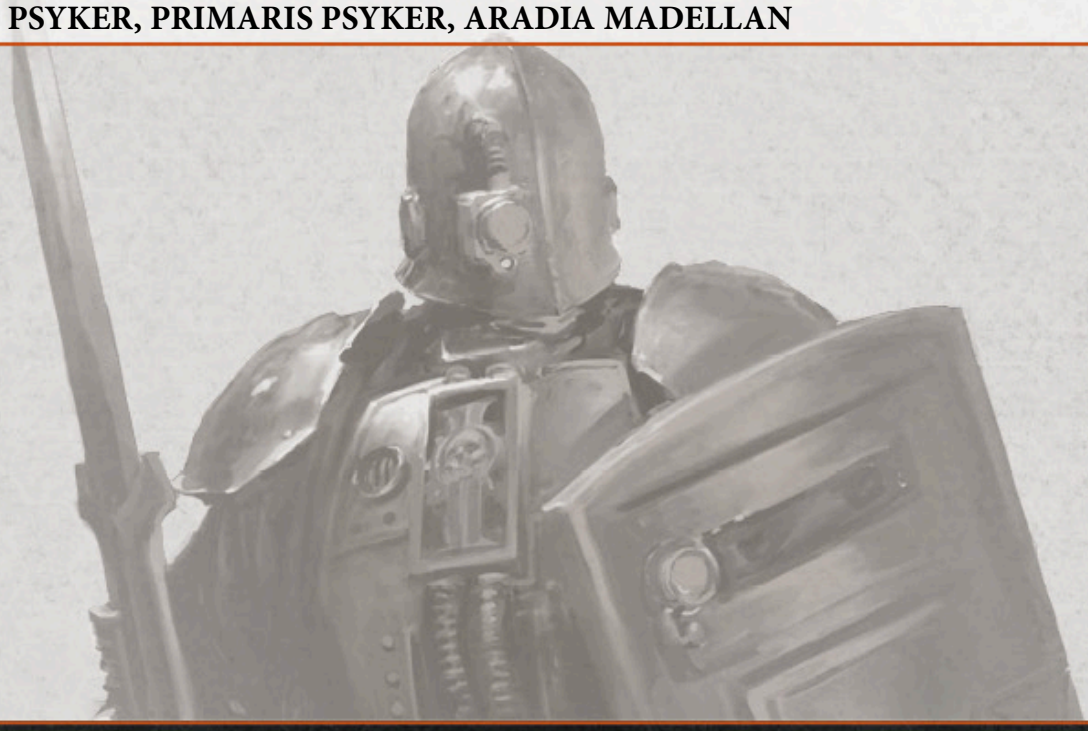
Psyker

FACTION KEYWORD

ASTRA MILITARUM

KEYWORDS

IMPERIUM, ASTRA TELEPATHICA, SCHOLASTICA PSYKANA, COMMANDER, INFANTRY, PSYKER, PRIMARIS PSYKER, ARADIA MADELLAN



GOTFRET DE MONTBARD

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Gotfret de Montbard	**6"**	**3+**	**4+**	**3**	**3**	**3**	**4**	**8**	**4+**	**1**

This model is armed with a power sword and storm shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	User	-3	1	-

ABILITIES

Specialist Retainer: This model is always a Combat specialist, but this does not count towards the maximum number of specialists in your kill team.

Hacking Advance: Each unmodified hit roll of 6 made for Gotfret de Montbard's attacks in the Fight phase scores 2 hits instead of 1.

Storm Shield: This model has a 3+ invulnerable save.

Advisor: This model may not be picked to be affected by an order as part of the Voice of Command ability.

SPECIALISTS

Combat

FACTION KEYWORD

ADEPTA SORORITAS, ASTRA MILITARUM

KEYWORDS

IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, CRUSADER, GOTFRET DE MONTBARD

X-101

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
X-101	5"	5+	5+	4	4	2	2	6	4+	1

This model is armed with a grav-gun and hydraulic claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Hydraulic claw	Melee	Melee	x2	-1	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

ABILITIES

Canticles of the Omnissiah (see the *Kill Team Core Manual*)

Automaton: X-101 can never be a Specialist.

Mindlock: X-101 has a Weapon Skill and Ballistic Skill characteristic of 4+ and a Leadership characteristic of 9, whilst it is within 6" of any **TECH-PRIESTS** from your kill team.

SPECIALISTS: None

FACTION KEYWORD: ADEPTUS MECHANICUS

KEYWORDS: IMPERIUM, INFANTRY, SERVITOR, X-101



DAEDALOSUS

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Daedalosus	6"	4+	3+	3	4	5	2	8	4+	1

This model is armed with an eradication pistol and servo-arc claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eradication pistol	12"	Pistol D3	6	-1	1	If the target is within 6" of the bearer, this weapon has a Type of Pistol 1, an AP of -3 and a Damage of D3.
Servo-arc claw	Melee	Melee	+1	-1	1	-

ABILITIES

Canticles of the Omnissiah (see the *Kill Team Core Manual*)

Ornate Bionics: This model has a 5+ invulnerable save.

Omniscanner: At the start of the Shooting phase, you can select one enemy model that is within 24" of, and visible to, this model. Until the end of the phase, add 1 to hit rolls for attacks made by **ADEPTUS MECHANICUS** models from your kill team that are within 6" of this model, that target the selected enemy model.

Archeotech Device: Once per battle, at the end of the Movement phase, this model can activate an ancient archeotech device. If he does so, select one of the following effects:

- Select one **ADEPTUS MECHANICUS** model from your kill team that is within 3" of this model. That model regains 1 lost wound.
- Select one enemy model within 3" of this model. That enemy model suffers 1 mortal wound.

SPECIALISTS: Logistics

FACTION KEYWORD: ADEPTUS MECHANICUS

KEYWORDS: IMPERIUM, CULT MECHANICUS, COMMANDER, INFANTRY, TECH-PRIEST, DAEDALOSUS

SERVANTS OF THE ABYSS

If every model in your kill team has the SERVANTS OF THE ABYSS Faction keyword, you can use Servants of the Abyss Tactics.

VETERANS OF THE LONG WAR

Servants of the Abyss Tactic

Use this Tactic when a **HERETIC ASTARTES** model from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target **IMPERIUM** models, until the end of the phase.

2 COMMAND POINTS

BLACKSTONE TRINKET

Servants of the Abyss Tactic

Use this Tactic when an enemy **PSYKER** successfully manifests a psychic power within 6" of a **SERVANTS OF THE ABYSS** model from your kill team. Roll a D6. On a 4+ that psychic power has no effect.

2 COMMAND POINTS

INTO THEM YOU DOGS!

Servants of the Abyss Tactic

Use this Tactic at the start of the Morale phase. Pick one **TRAITOR GUARDSMAN** or **CULTIST OF THE ABYSS** model from your kill team that is within 6" of a **TRAITOR COMMISSAR** model from your kill team. That model is taken out of action. You can re-roll any tests to see if your kill team is broken until the end of the phase. In addition, until the end of the phase, models from your kill team automatically pass any Nerve tests they are required to make.

2 COMMAND POINTS

EXPENDABLE MINIONS

Servants of the Abyss Tactic

Use this Tactic when a **HERETIC ASTARTES** model from your kill team is picked as the target of a shooting attack. Pick a **SERVANTS OF THE ABYSS** model (excluding **HERETIC ASTARTES** models) from your kill team that is within 1" of that model – these attacks are resolved against that model instead.

1 COMMAND POINT

FULLY CHARGED

Servants of the Abyss Tactic

Use this Tactic at the start of the Shooting phase. Pick two **NEGAVOLT CULTIST** models from your kill team that are within 1" of each other. Add 1 to invulnerable saves made for these models, until the end of this battle round.

2 COMMAND POINTS

OBSIDIUS MALLEX
CHAOS LORD

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Obsidius Mallex	**6"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**9**	**3+**	**1**

This model is armed with a plasma pistol and thunder hammer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

ABILITIES

Death to the False Emperor: If a model with this ability makes an attack in the Fight phase that targets an **IMPERIUM** model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.

For the Dark Gods: You can re-roll failed hit rolls for this model if the target is an enemy **COMMANDER**.

Sigil of Corruption: This model has a 4+ invulnerable save.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISTS **Fortitude**

FACTION KEYWORD **SERVANTS OF THE ABYSS**

KEYWORDS **CHAOS, HERETIC ASTARTES, BLACK LEGION, COMMANDER, INFANTRY, OBSIDIUS MALLEX**

CHAOS BEASTMAN

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Chaos Beastman	**6"**	**3+**	**4+**	**4**	**4**	**1**	**1**	**6**	**5+**	**4**

This model is armed with either an autopistol or laspistol, either a brutal assault weapon or chainsword, and frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Servants of the Abyss: You can re-roll failed Nerve tests for this model whilst it is within 6" of a **HERETIC ASTARTES** model from your kill team.

Savage Charge: Add 1 to the Strength and Attacks characteristics of this model in a battle round in which it charges.

SPECIALISTS **Leader, Combat, Demolitions, Veteran, Zealot**

FACTION KEYWORD **SERVANTS OF THE ABYSS**

KEYWORDS **CHAOS, INFANTRY, CHAOS BEASTMEN**

TRAITOR GUARDSMAN

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Traitor Guardsman	6"	4+	4+	3	3	1	1	6	5+	-
Traitor Guardsman Gunner	6"	4+	4+	3	3	1	1	6	5+	2
Traitor Sergeant	6"	4+	4+	3	3	1	2	7	5+	1

This model is armed with a lasgun and frag grenades.
Up to two Traitor Guardsmen in your kill team can be Traitor Guardsman Gunners, and one Traitor Guardsman in your kill team can be a Traitor Sergeant. A Traitor Sergeant is instead armed with a laspistol, chainsword and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krag grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS
- A Traitor Guardsman Gunner may replace their lasgun with a flamer or krak grenades.
- A Traitor Guardsman may replace their lasgun with an autopistol and brutal assault weapon, or a laspistol and brutal assault weapon.

ABILITIES **Servants of the Abyss:** You can re-roll failed Nerve tests for this model whilst it is within 6" of a **HERETIC ASTARTES** model from your kill team.

SPECIALISTS **Leader** (Traitor Sergeant only), **Heavy** (Gunner only), **Demolitions**, **Scout**, **Sniper**, **Veteran**

FACTION KEYWORD SERVANTS OF THE ABYSS

KEYWORDS CHAOS, INFANTRY, TRAITOR GUARDSMEN

NEGAVOLT CULTIST

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Negavolt Cultist	6"	3+	4+	3	3	1	3	8	6+	4

This model is armed with electro-goads.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Electro-goads	Melee	Melee	+2	0	1	Each hit roll of 6+ made with this weapon scores 3 hits.

ABILITIES **Servants of the Abyss:** You can re-roll failed Nerve tests for this model whilst it is within 6" of a **HERETIC ASTARTES** model from your kill team.

Fanatical Devotion: Each time this model loses a wound, roll a D6; on a 5+ the model does not lose that wound.

Voltagheist Field: This model has a 5+ invulnerable save. After this model has charged, choose one of the target models within 1" and roll a D6. On a 6 that target model suffers 1 mortal wound.

SPECIALISTS **Leader**, **Combat**, **Veteran**, **Zealot**

FACTION KEYWORD SERVANTS OF THE ABYSS

KEYWORDS CHAOS, INFANTRY, NEGAVOLT CULTISTS

ROGUE PSYKER

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rogue Psyker	**6"**	**4+**	**4+**	**3**	**3**	**4**	**2**	**8**	**5+**	**2**

This model is armed with a laspistol and Chaos stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12"	Pistol 1	3	0	1	-
Chaos stave	Melee	Melee	User	-1	D3	-

ABILITIES

Servants of the Abyss: You can re-roll failed Nerve tests for this model whilst it is within 6" of a **HERETIC ASTARTES** model from your kill team.

Unrestrained Power: You can re-roll any dice rolls of 1 when taking a Psychic test for this model. However, this model suffers Perils of the Warp on any Psychic test roll of a double, not just double 1 or double 6.

PSYKER

This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. It knows the *Psybolt* psychic power.

SPECIALISTS

Leader, Comms, Veteran, Zealot

FACTION KEYWORD

SERVANTS OF THE ABYSS

KEYWORDS

CHAOS, INFANTRY, PSYKER, ROGUE PSYKER

BLACK LEGIONNAIRE

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Black Legionnaire	**6"**	**3+**	**3+**	**4**	**4**	**1**	**1**	**7**	**3+**	**2**

This model is armed with a bolt pistol, boltgun, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor: If a model with this ability makes an attack in the Fight phase which targets an **IMPERIUM** model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.

Transhuman Physiology: Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISTS

Leader, Combat, Sniper, Veteran, Zealot

FACTION KEYWORD

SERVANTS OF THE ABYSS

KEYWORDS

CHAOS, HERETIC ASTARTES, INFANTRY, BLACK LEGIONNAIRE



CULTIST FIREBRAND

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Cultist Firebrand	**6"**	**3+**	**3+**	**4**	**4**	**3**	**3**	**6**	**4+**	**1**

This model is armed with a hellfire torch, laspistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellfire torch	8"	Assault D6	5	-1	2	This weapon automatically hits its target.
Laspistol	12"	Pistol 1	3	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES	**Explosive Demise:** If this model is taken out of action, roll a dice before removing it from the battlefield; on a 5+ the warp energies contained within it burst out, and each model within 3" suffers 1 mortal wound.
SPECIALISTS	**Ferocity, Strength**
FACTION KEYWORD	**SERVANTS OF THE ABYSS**
KEYWORDS	**CHAOS, COMMANDER, INFANTRY, CULTIST FIREBRAND**

CULTIST OF THE ABYSS

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Cultist of the Abyss	**6"**	**4+**	**4+**	**3**	**3**	**1**	**1**	**6**	**6+**	**-**
Cultist of the Abyss Gunner	**6"**	**4+**	**4+**	**3**	**3**	**1**	**1**	**6**	**6+**	**2**
Cultist of the Abyss Champion	**6"**	**4+**	**4+**	**3**	**3**	**1**	**2**	**7**	**6+**	**1**

This model is armed with an autogun, frag grenades and krak grenades.
Up to two Cultists of the Abyss in your kill team can be a Cultist of the Abyss Gunner, and one Cultist of the Abyss in your kill team can be a Cultist of the Abyss Champion. A Cultist of the Abyss Champion is instead armed with a stubcarbine, frag grenades, krak grenades and chainsword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenades	24"	Assault D6	3	0	1	-
- Krak grenades	24"	Assault 1	6	-1	D3	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Stubcarbine	18"	Pistol 3	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

WARGEAR OPTIONS	• One Cultist of the Abyss Gunner in your kill team may replace their autogun with a grenade launcher. • One Cultist of the Abyss Gunner in your kill team may replace their autogun with a heavy stubber.
ABILITIES	**Servants of the Abyss:** You can re-roll failed Nerve tests for this model whilst it is within 6" of a **HERETIC ASTARTES** model from your kill team.
SPECIALISTS	**Leader** (Champion only), **Demolitions** (Gunner only), **Heavy** (Gunner only), **Combat, Veteran, Zealot**
FACTION KEYWORD	**SERVANTS OF THE ABYSS**
KEYWORDS	**CHAOS, INFANTRY, CULTISTS OF THE ABYSS**

CHAOS OGRYN

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Chaos Ogryn	**6"**	**3+**	**4+**	**5**	**5**	**4**	**4**	**8**	**5+**	**1**

This model is armed with a mutant claw and scavenged maul.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mutant claw	Melee	Melee	User	-2	2	Each time the bearer fights, before the bearer makes any other attacks it can make one (and only one) attack with this weapon. If the attack hits, you can re-roll hit rolls for attacks made by the bearer that target the same model until the end of the phase.
Scavenged maul	Melee	Melee	+2	-1	2	-

ABILITIES	**Avalanche of Muscle:** Add 1 to the Attacks characteristic of this model during any turn in which it made a successful charge. **Bodyguard:** Roll a D6 each time a **TRAITOR COMMISSAR** from your kill team loses a wound whilst it is within 3" of this model; on a 3+ the **TRAITOR COMMISSAR** does not lose a wound, but this model suffers 1 mortal wound.	**Blasphemous Icon:** When you pick this model to move in the Movement phase, roll a D6. On a 6, you can add 2" to this model's Move characteristic until the end of the phase, and this model regains 1 lost wound.
SPECIALISTS	**Combat**	
FACTION KEYWORD	**SERVANTS OF THE ABYSS**	
KEYWORDS	**CHAOS, INFANTRY, OGRYN, CHAOS OGRYN**	

TRAITOR COMMISSAR

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Traitor Commissar	**6"**	**2+**	**3+**	**3**	**3**	**4**	**3**	**9**	**4+**	**1**

This model is armed with a bolt pistol, power fist and frag grenades.

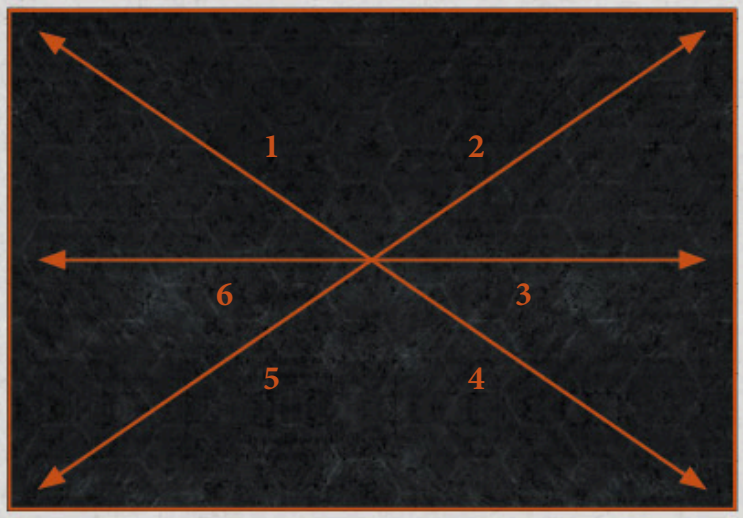
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenades	6"	Grenade D6	3	0	1	-

ABILITIES	**Enforcer:** Friendly **TRAITOR GUARDSMEN** models within 6" of this model can use this model's Leadership characteristic instead of their own. **Refractor Field:** This model has a 5+ invulnerable save.	**Forwards! For the Dark Gods!:** At the start of the Movement phase, you can pick one **TRAITOR GUARDSMAN** model from your kill team that is within 6" of this model. Add 2 to Advance and charge rolls made for that model until the end of the phase.
SPECIALISTS	**Ferocity, Fortitude, Leadership, Melee, Strategist, Strength**	
FACTION KEYWORD	**SERVANTS OF THE ABYSS**	
KEYWORDS	**CHAOS, COMMANDER, INFANTRY, TRAITOR COMMISSAR**	

HOW TO USE THE DREADED AMBULL IN KILL TEAM

The Ambull and its Borewyrm offspring do not form a kill team in the traditional way. Instead, they may appear during your kill team battles in the form of a deadly third party.

If you choose to use these rules, set up your battlefield as normal but, in addition, set up a small counter (the Ambull location marker from *Blackstone Fortress: The Dreaded Ambull* is ideal) in the centre of the battlefield. At the start of each Movement phase, the player with initiative rolls a D6 and adds the battle round number. If the total is 6 or more, the Ambull surfaces. Roll a D6 and move the Ambull counter 2D6" in the direction shown on the diagram below.



If the marker is moved under any other models or terrain features, reduce the distance moved. Then, replace this marker with the Ambull miniature, setting it up as close to the centre of the marker as possible. Once the Ambull has been set up, roll a D3. On a 1, nothing happens. On a 2, set up 1 Borewyrm Infestation model within 1" of the Ambull. On a 3, set up 2 Borewyrm Infestation models within 1" of the Ambull. If the Ambull or any Borewyrm Infestations are set up within 1" of any models (other than each other), they are treated as having made a successful charge move this round.

The following rules apply to the Ambull and Borewyrm Infestation:

- The Ambull and Borewyrm Infestation models are treated as an enemy model by all player's kill teams and vice versa.
- The Ambull and Borewyrm Infestations always move before any models from kill teams each round. They will always move as fast as possible towards the closest enemy model. If they are within 12" of this model, they will attempt to charge. Charge reactions can be taken as normal by the target of this charge.
- Any rolls which are required for the Ambull or Borewyrm Infestations are always made by the player with Initiative that round. Players cannot pick the Ambull or Borewyrm Infestations as the target of the Decisive Move, Decisive Strike or Gritted Teeth tactics, and cannot use the Tactical Re-roll Tactic to re-roll any rolls made for the Ambull or Borewyrm Infestations.
- The Ambull and Borewyrm Infestations cannot be broken and do not take Nerve tests.



AMBULL

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Ambull	**6"**	**3+**	**6+**	**6**	**6**	**7**	**4**	**6**	**3+**	**1**

This model is armed with enormous claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enormous claws	Melee	Melee	User	-3	D3	-

ABILITIES	**Rad-Maggot Symbiosis:** At the start of each battle round, this model regains D3 lost wounds.
SPECIALISTS	**None**
FACTION KEYWORD	**UNALIGNED**
KEYWORDS	**MONSTER, AMBULL**

BOREWYRM INFESTATION

NAME	M	Ws	Bs	S	T	W	A	Ld	Sv	Max
Borewyrm Infestation	**4"**	**4+**	**6+**	**3**	**4**	**2**	**3**	**5**	**4+**	**2**

This model is armed with vicious jaws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Vicious jaws	Melee	Melee	User	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved at AP -2 instead.

ABILITIES	**Hard to Hit:** Your opponent must subtract 1 from hit rolls for ranged weapons that target this model.
SPECIALISTS	**None**
FACTION KEYWORD	**UNALIGNED**
KEYWORDS	**SWARM, BOREWYRM INFESTATION**



TACTICS AND PSYCHIC POWERS

'Seize every advantage. Employ every weapon at your disposal. Shun those who prate of caution, who simper that in restraint lies piety. They are cowards and fools, for the Emperor demands victory by any means.'

- 886th Canticle of Victory, as penned by Saint Expedias



GAMBITS AND SORCERY

Games of Kill Team are made even more exciting when you use ingenious tactics and powerful psychic abilities. Such tools enable you to dive deeper into your games by being able to react to unfolding events in cool and unusual ways.

Across the vast range of Kill Team products, a staggering array of different Tactics and psychic powers have been published for you to use in your games.

From a narrative perspective, they can provide all kinds of fantastic and memorable moments as your warriors strive to carry out their mission, whilst being met at every turn by their equally determined enemies.

Not only can Tactics and psychic powers add incredible depth to the stories you tell, as your Kill Team does battle in your games and campaigns, but their careful use can make all the difference between victory and defeat in matched play. A temporary increase in your warriors' accuracy or bravery could mean they finally kill that enormously tough foe, or stand firm in the face of overwhelming odds to deny their enemy victory. With so many to choose from, there is no battlefield situation in which they cannot be of use and, best of all, they're great fun too!

In this section, we have collated for the first time all of the various Tactics and psychic powers that have been printed across all of the Kill Team products made so far. These Tactics and psychic powers supercede those found in earlier publications.



It's never been easier to see, in full, what devious plans you can carry out, esoteric equipment you can use, heroic feats you can accomplish or sorcerous energies you can unleash. Not only will this make your games easier, more streamlined and therefore more fun, it will also mean that you won't miss that essential ability that is absolutely perfect for whatever tactical dilemma your Kill Team of warriors find themselves in.



ADEPTUS ASTARTES

ADEPTUS ASTARTES TACTICS

If every model in your kill team has the ADEPTUS ASTARTES Faction keyword, you can use Adeptus Astartes Tactics.

DEATH TO THE TRAITORS!

Adeptus Astartes Tactic

Use this Tactic when you choose a model from your kill team to fight in the Fight phase. Until the end of that phase, each time you make a hit roll of 6+ for that model, and the target is a **HERETIC ASTARTES** model, you can immediately make an extra attack against the same model using the same weapon. These attacks cannot themselves generate any further attacks.

1 COMMAND POINT

ALCHOMITE DETONATION

Adeptus Astartes Tactic
Sector Mechanicus Tactic

Use this Tactic at the end of the Movement phase. Choose an Alchomite Stack that is within 1" of at least one model from your kill team that is not shaken. At the end of the following Movement phase, roll a dice for each model within 3" of that Alchomite Stack. On a 4+, that model suffers 1 mortal wound. Then remove the Alchomite Stack. Any models that were standing on that terrain are placed on the battlefield directly below where they were standing.

2 COMMAND POINTS

PSYCHOLOGICAL WARFARE

Adeptus Astartes Tactic

Use this Tactic at the start of the Morale phase. Choose a **REIVER** from your kill team that took an enemy model out of action in the preceding Fight phase and is not shaken. Add 1 to any Nerve tests made this phase for enemy models within 6" of the model you chose.

1 COMMAND POINT

ADAPTIVE STRATEGY

Adeptus Astartes Tactic

Use this Tactic as soon as your kill team is broken. You immediately generate D3 Command Points.

1 COMMAND POINT

HELLFIRE SHELLS

Adeptus Astartes Tactic

Use this Tactic when you choose a model in your kill team to shoot with a heavy bolter. You can only make a single hit roll for the weapon this phase, however, if it hits, the target suffers D3 mortal wounds instead of the normal damage.

2 COMMAND POINTS



JUMP PACK ASSAULT

Adeptus Astartes Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **JUMP PACK** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

AUSPEX SCAN

Adeptus Astartes Tactic

Use this Tactic when you choose a Readied model to shoot with. Ignore all negative hit modifiers for that model this phase.

2 COMMAND POINTS

ANGEL OF DEATH

Adeptus Astartes Tactic

Use this Tactic after choosing a model that charged in this battle round to fight with. Add 1 to that model's Attacks characteristic for this phase.

1 COMMAND POINT

DEATH DENIED

Adeptus Astartes Tactic

Use this Tactic when one of your models is taken out of action. That model suffers a flesh wound instead.

3 COMMAND POINTS

HONOUR THE CHAPTER

Adeptus Astartes Tactic

Use this Tactic at the end of the Fight phase. Pick a model from your kill team. That model can immediately fight an additional time.

2 COMMAND POINTS



SMOKE GRENADES

Adeptus Astartes Tactic

Use this Tactic at the beginning of the Shooting phase. Choose an **INFILTRATOR** or a **SUPPRESSOR SERGEANT** from your kill team that isn't shaken. That model cannot make shooting attacks in this phase, but until the end of the phase all models within 3" of it are considered to be obscured to models that target them with shooting attacks.

1 COMMAND POINT

GRAV-CHUTE DESCENT

Adeptus Astartes Tactic

Use this Tactic at the end of the Movement phase. Choose up to three models that are any combination of **GRAV-CHUTE** and/or **REIVER** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

ARMOUR OF CONTEMPT

Adeptus Astartes Tactic

Use this Tactic when a model from your kill team suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound suffered by that model for the rest of the phase; on a 5+ the mortal wound is ignored and has no effect.

1 COMMAND POINT

MASTERFUL MARKSMANSHIP

Adeptus Astartes Tactic

Use this Tactic in the Shooting phase when you choose an **INTERCESSOR** from your kill team to shoot with a stalker bolt rifle. Until the end of that phase, you can add 1 to hit and wound rolls for that model.

1 COMMAND POINT

SHOCK AND AWE

Adeptus Astartes Tactic

Use this Tactic when you declare a **REIVER** from your kill team will attempt to charge. Before any Overwatch attacks are made, you can make a single shooting attack using this model's shock grenades against a target of the charge. If the attack is successful, that target may not fire Overwatch this phase in addition to the normal effects of the grenade.

2 COMMAND POINTS

BATTLE-BROTHERS

Adeptus Astartes Tactic

Use this Tactic after failing a saving throw for a model that is within 3" of another friendly model that is not shaken. No damage is inflicted upon the target model, but one friendly model of your choice, that is within 3" of the target model and not shaken, suffers a number of mortal wounds equal to the Damage characteristic of the weapon used in the attack.

1 COMMAND POINT

CHAMPION OF HUMANITY

Adeptus Astartes Tactic

Use this Tactic when you choose a **COMMANDER** to fight in the Fight phase. Choose hit or wound rolls. You can re-roll all failed rolls of the type you chose for that model's attacks that target enemy **COMMANDERS** until the end of the phase.

2 COMMAND POINTS

TELEPORT STRIKE

Adeptus Astartes/Deathwatch Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **TERMINATOR** models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

TACTICAL PRECISION

Adeptus Astartes Tactic Primaris Lieutenant/Lieutenant in Phobos Armour Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **PRIMARIS LIEUTENANT** or **PHOBOS LIEUTENANT**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll wound rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

LITANIES OF HATE

Adeptus Astartes/Deathwatch Tactic Primaris Chaplain/Chaplain in Terminator Armour Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a **PRIMARIS CHAPLAIN** or **TERMINATOR CHAPLAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed hit rolls in the Fight phase for friendly models within 6" of this model.

1 COMMAND POINT

RITES OF BATTLE

Adeptus Astartes/Deathwatch Tactic Primaris Captain/Captain in Terminator Armour/Captain in Phobos Armour Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **PRIMARIS CAPTAIN**, **TERMINATOR CAPTAIN** or **PHOBOS CAPTAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

SPIRITUAL LEADER

Adeptus Astartes/Deathwatch Tactic Primaris Chaplain/Chaplain in Terminator Armour Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **TERMINATOR CHAPLAIN** or **PRIMARIS CHAPLAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model can use this model's Leadership characteristic instead of their own.

1 COMMAND POINT



ADEPTUS ASTARTES PSYCHIC POWERS

LIBRARIUS DISCIPLINE

To generate psychic powers from the Librarius discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3	RESULT

1 VEIL OF TIME

The psyker projects his will beyond the regular passage of time, taking in the strands of fate before returning to the present to sway the tide of battle.

Veil of Time has a warp charge value of 5. If manifested, pick a friendly model within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll charge rolls and Advance rolls for that model, and they can always be chosen to fight in the Hammer of Wrath section of the Fight phase, even if they did not make a charge move that battle round.

2 MIGHT OF HEROES

The psyker cages the immense power of the immaterium within his target, and they become the Emperor's vengeance made manifest.

Might of Heroes has a warp charge value of 6. If manifested, pick a friendly model within 12" of the psyker. Until the start of the next Psychic phase, add 1 to that model's Strength, Toughness and Attacks characteristics.

3 NULL ZONE

The psyker unleashes the full might of his mind to cast down his opponent's defences, both technological and mystical, rendering them vulnerable to the retribution of the Adeptus Astartes.

Null Zone has a warp charge value of 8. If manifested, then until the start of the next Psychic phase, while they are within 3" of the psyker, enemy models cannot take invulnerable saves and must halve the result of any Psychic tests (rounding up) that they take.

OBSCURATION DISCIPLINE

To generate psychic powers from the Obscuration discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3	RESULT

1 SHROUDING

The psyker uses his mastery of the warp to fog the minds of his enemies, clouding their senses so that his allies appear as nothing more than indistinct shadows.

Shrouding has a warp charge value of 6. If manifested, select a friendly **ADEPTUS ASTARTES PHOBOS** model within 8" of the psyker. Until the start of the next Psychic phase, enemy models can only shoot this model if it is the closest target that is visible to them.

2 HALLUCINATION

The psyker conjures images out of his foes' own memories – from past allies seemingly returned from the dead, to apparitions wrought from their darkest nightmares. Paranoia, confusion and panic reign under such a psychic assault.

Hallucination has a warp charge value of 7. If manifested, select an enemy model within 12" of and visible to the psyker. Until the start of the next Psychic phase, subtract 1 from that model's Leadership characteristic and from hit rolls made for that model.

3 MIND RAID

The psyker raids the thoughts of a foe for tactical information, simultaneously inflicting severe cerebral trauma on his victim.

Mind Raid has a warp charge value of 6. If manifested, select an enemy model within 18" of and visible to the psyker. That model suffers a mortal wound. If your kill team is Battle-forged, and the model you chose was a Leader or a **COMMANDER**, you gain 1 Command Point.

DEATHWATCH

DEATHWATCH TACTICS

If every model in your kill team has the DEATHWATCH Faction keyword, you can use Deathwatch Tactics.

HELLFIRE SHELL

Deathwatch Tactic

Use this Tactic when you choose a model in your kill team to shoot with a heavy bolter, or the heavy bolter profile of an infernus heavy bolter. You can only make a single hit roll with the weapon this phase (subtracting 1 as normal if also firing an infernus heavy bolter's heavy flamer), however, if it hits, the target suffers D3 mortal wounds instead of the normal damage.

1 COMMAND POINT

THE BEHEADING

Deathwatch Tactic

Use this Tactic at the start of the Fight phase. Until the end of the phase, you may re-roll hit rolls for any attacks that target an enemy Leader.

2 COMMAND POINTS

RIVAL CHAPTERS

Deathwatch Tactic

Use this Tactic when a model from your kill team is chosen to attack in the Shooting or Fight phase, whilst there is another model from your kill team within 2" of it. Until the end of the phase, re-roll hit rolls of 1 for both models.

1 COMMAND POINT

ONLY IN DEATH DOES DUTY END

Deathwatch Tactic

Use this Tactic when a model from your kill team is taken out of action; that model summons the strength for one final attack, and can immediately either shoot as if it were your turn in the Shooting phase, or fight as if it were your turn in the Fight phase.

2 COMMAND POINTS



TACTICAL DISENGAGEMENT

Deathwatch Tactic

Use this Tactic in the Movement phase when a model in your kill team Retreats. That model may Retreat up to 6", rather than up to 3", and may fire its weapons in the Shooting phase of this battle round, even though it Retreated.

1 COMMAND POINT

DEATH TO THE ALIEN!

Deathwatch Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Each time you make a hit roll of 5+ for that model during this phase, that model can, if it was targeting a model that does not have the **IMPERIUM**, **CHAOS** or **UNALIGNED** keyword, immediately make an additional attack against the same model using the same weapon. These extra attacks cannot themselves generate any further attacks.

1 COMMAND POINT

TRUST IN YOUR ARMOUR

Deathwatch Tactic
Death World Forest Tactic

Use this Tactic at the beginning of the Movement phase. Until the end of the phase, models from your kill team treat Barbed Venomgorse as open ground, and can move through it as if it were not there (though each model must end its move on a surface it can stand on).

1 COMMAND POINT

MY ARMOUR IS CONTEMPT

Deathwatch Tactic

Use this Tactic when a model from your kill team suffers a mortal wound. Roll a D6 for that mortal wound and each other mortal wound inflicted on this model for the rest of the phase; on a 5+ that mortal wound is ignored and has no effect.

1 COMMAND POINT



VIGILANCE INCARNATE

Deathwatch Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a **COMMANDER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, roll a D6 whenever a model from your kill team within 3" of this model loses a wound. On a 6, that wound is not lost. If a model already has an ability with a similar effect (such as Armour of Contempt against mortal wounds), you can choose which effect applies, and re-roll 1s when making these rolls.

1 COMMAND POINT

TELEPORT STRIKE

Adeptus Astartes/Deathwatch Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **TERMINATOR** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

TACTICAL PRIORITY

Deathwatch Tactic

Use this Tactic at the start of any battle round after the first. When you do, choose a datasheet. That datasheet is now your kill team's priority target as described in Mission Tactics, rather than the datasheet you chose previously.

1 COMMAND POINT

UNRELENTING

Deathwatch Tactic

Use this Tactic in the Shooting phase when you choose a model from your kill team to shoot. When rolling to hit for this model's shooting attacks, it is considered not to have moved in the previous Movement phase.

1 COMMAND POINT

PRIORITY EXECUTION

Deathwatch Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Add 1 to all wound rolls for that model until the end of the phase.

1 COMMAND POINT

DECAPITATION DOCTRINE

Deathwatch Tactic

Use this Tactic when a model from your kill team is chosen to attack in the Shooting or Fight phase. Until the end of the phase, re-roll failed wound rolls for that model that target an enemy Leader.

1 COMMAND POINT

MASTER OF BATTLE

Deathwatch Tactic
Watch Master Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **WATCH MASTER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed hit rolls for friendly models within 6" of this model.

2 COMMAND POINTS

STEEL YOUR MINDS

Deathwatch Tactic
Watch Master Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **WATCH MASTER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, all friendly models within 6" of this model ignore the penalty to their hit rolls from all flesh wounds they have suffered.

1 COMMAND POINT

RITES OF BATTLE

Adeptus Astartes/Deathwatch Tactic Primaris Captain/Captain in Terminator Armour/Captain in Phobos Armour Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **PRIMARIS CAPTAIN**, **TERMINATOR CAPTAIN** or **PHOBOS CAPTAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

LITANIES OF HATE

Adeptus Astartes/Deathwatch Tactic Primaris Chaplain/Chaplain in Terminator Armour Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a **PRIMARIS CHAPLAIN** or **TERMINATOR CHAPLAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed hit rolls in the Fight phase for friendly models within 6" of this model.

1 COMMAND POINT

SPIRITUAL LEADER

Adeptus Astartes/Deathwatch Tactic Primaris Chaplain/Chaplain in Terminator Armour Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **TERMINATOR CHAPLAIN** or **PRIMARIS CHAPLAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model can use this model's Leadership characteristic instead of their own.

1 COMMAND POINT

DEATHWATCH PSYCHIC POWERS

LIBRARIUS DISCIPLINE

To generate psychic powers from the Librarius discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3	RESULT
1	VEIL OF TIME

The psyker projects his will beyond the regular passage of time, taking in the strands of fate before returning to the present to sway the tide of battle.

Veil of Time has a warp charge value of 5. If manifested, pick a friendly model within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll charge rolls and Advance rolls for that model, and they can always be chosen to fight in the Hammer of Wrath section of the Fight phase, even if they did not make a charge move that battle round.

2 MIGHT OF HEROES

The psyker cages the immense power of the immaterium within his target, and they become the Emperor's vengeance made manifest.

Might of Heroes has a warp charge value of 6. If manifested, pick a friendly model within 12" of the psyker. Until the start of the next Psychic phase, add 1 to that model's Strength, Toughness and Attacks characteristics.

3 NULL ZONE

The psyker unleashes the full might of his mind to cast down his opponent's defences, both technological and mystical, rendering them vulnerable to the retribution of the Adeptus Astartes.

Null Zone has a warp charge value of 8. If manifested, then until the start of the next Psychic phase, while they are within 3" of the psyker, enemy models cannot take invulnerable saves and must halve the result of any Psychic tests (rounding up) that they take.

GREY KNIGHTS

GREY KNIGHTS TACTICS

If every model in your kill team has the GREY KNIGHTS Faction keyword, you can use Grey Knights Tactics.

TELEPORT STRIKE

Grey Knights Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **TERMINATOR** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

PSYCHIC CHANNELLING

Grey Knights Tactic

Use this Tactic when taking a Psychic test for a model from your kill team. Roll three dice rather than two and use the two highest rolls.

2 COMMAND POINTS

CANTICLES OF WARDING

Grey Knights Tactic

Use this Tactic when a model from your kill team suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound inflicted on that model for the rest of the phase. On a 5+ that mortal wound is ignored.

1 COMMAND POINT

PSYBOLT AMMUNITION

Grey Knights Tactic

Use this Tactic when you choose a model in your kill team to shoot with a storm bolter. The weapon's Strength characteristic is 5 and its Armour Penetration characteristic is -1 until the end of the phase.

1 COMMAND POINT

STILLNESS OF SPIRIT

Grey Knights Tactic

Use this Tactic at the start of the battle round. Choose a **COMMANDER** from your kill team. Add 1 to that **COMMANDER**'S invulnerable saving throws until the start of the next battle round.

2 COMMAND POINTS

HEED THE PROGNOSTICARS

Grey Knights Tactic

Use this Tactic at the start of the battle round. Pick a model from your kill team and add 1 to its saving throws until the end of the battle round.

2 COMMAND POINTS



PSYCHIC ONSLAUGHT

Grey Knights Tactic

Use this Tactic when you choose a model in your kill team to shoot with a Psilencer or a Psycannon. Until the end of the phase, improve the Strength and Armour Penetration characteristics of that weapon by 1. For example, a Psilencer (S4, AP0) would become S5, AP-1.

2 COMMAND POINTS

PSYCHIC COMMUNION

Grey Knights Tactic

Use this Tactic when a model from your kill team attempts to manifest a psychic power, before taking the Psychic test. Add 1 to the result of that Psychic test for each friendly model (other than shaken models) within 3" of the model attempting to manifest the psychic power.

2 COMMAND POINTS

RITE OF EXORCISM

Grey Knights Tactic

Use this Tactic before a model from your kill team takes a Deny the Witch test.

If that Deny the Witch test is successful, the psyker that attempted to manifest the negated power suffers 1 mortal wound.

2 COMMAND POINTS

THE SIX CHANTS OF DENIAL

Grey Knights Tactic
Librarian Tactic

Use this Tactic when a **LIBRARIAN** from your Kill Team makes a Deny the Witch test against a manifested psychic power. Do not roll 2D6. Instead, that power is successfully resisted and its effects are negated.

This Tactic can only be used once per battle.

3 COMMAND POINTS

LEAVE NO WITNESSES

Grey Knights Tactic

Use this Tactic when you choose a model from your kill team to fight in the Fight phase, if there is only one enemy model within 6" of that model. Until the end of the phase, re-roll failed wound rolls for attacks made by the model you chose.

1 COMMAND POINT

HONOUR THE CHAPTER

Grey Knights Tactic

Use this Tactic at the end of the Fight phase. Pick a model from your kill team. That model can immediately fight an additional time.

2 COMMAND POINTS



MENTAL FORTITUDE

Grey Knights Tactic

Use this Tactic at the start of your turn in the Psychic phase. Pick a **PSYKER** model from your kill team. Add 6" to the range of this model's Psybolt psychic power until the end of the phase.

This tactic can only be used once per battle.

3 COMMAND POINTS

CEASELESS VIGIL

Grey Knights Tactic

Use this Tactic at the start of the Shooting phase. Add 1 to hit rolls for attacks made by models from your kill team that target an enemy model that was set up from Reserve this battle round.

2 COMMAND POINTS

PSYCHIC LOCUS

Grey Knights Tactic
Brother-Captain Aura Tactic

Use this Tactic at the start of the Psychic phase if your kill team includes a **BROTHER-CAPTAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, the *Psybolt* psychic power affects the closest enemy model within 36" (rather than 12" or 18") of and visible to the psyker, when manifested by friendly models within 6" of this model.

1 COMMAND POINT

VENGEFUL STRIKE

Grey Knights Tactic Brotherhood Champion Tactic

Use this Tactic when a **BROTHERHOOD CHAMPION** from your kill team is taken out of action in the Fight phase. Do not remove that model from the battlefield. Your opponent should finish resolving any attacks that target other models. Then the Brotherhood Champion can immediately fight, even if it has already been picked to fight in that phase. Then remove the Brotherhood Champion from the battlefield.

2 COMMAND POINTS

CLARITY OF VISION

Grey Knights Tactic
Brother-Captain Tactic

Use this Tactic when you choose a **BROTHER-CAPTAIN** from your kill team to make a shooting attack. Until the end of the phase, add 1 to hit rolls for shooting attacks made by that model.

1 COMMAND POINT

GREY KNIGHTS PSYCHIC POWERS

SANCTIC DISCIPLINE

To generate psychic powers from the Sanctic discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3	RESULT

1 GATE OF INFINITY

The psyker punches a corridor through the roiling immaterium, allowing him to cross great distances in the blink of an eye.

Gate of Infinity has a warp charge value of 6. If manifested, pick a friendly model within 8" of the psyker. Remove that model from the battlefield and immediately set it up anywhere on the battlefield that is more than 5" from any enemy models. The model is not considered to have charged or been charged in the next Fight phase.

2 HAMMERHAND

Focusing the raging power of his mind, the psyker augments the strength of his comrades to the point where they can crush flesh and bone with a single blow.

Hammerhand has a warp charge value of 5. If manifested, pick a friendly model within 12" of the psyker. Add 1 to wound rolls you make for that model's Melee weapons until the start of the next Psychic phase.

3 SANCTUARY

Chanting words of warding, the psyker creates a zone of light around himself that can both protect him from harm and repel daemonic creatures.

Sanctuary has a warp charge value of 6. If manifested, pick a **GREY KNIGHTS** model within 8" of the psyker. That model gains a 5+ invulnerable save until the start of the next Psychic phase. If the model already has an invulnerable save, improve that save by 1 (to a maximum of 3+) until the start of the next Psychic phase instead.



ASTRA MILITARUM

ASTRA MILITARUM TACTICS

If every model in your kill team has the ASTRA MILITARUM Faction keyword, you can use Astra Militarum Tactics.

ADRENAL SHOT

Astra Militarum Tactic

Use this Tactic when a model from your kill team suffers a mortal wound. Roll a D6 for that mortal wound, and any other mortal wound suffered by that model for the rest of the phase; on a 5+ the mortal wound is ignored and has no effect.

1 COMMAND POINT

AERIAL DROP

Astra Militarum Tactic

Use this Tactic at the end of the Movement phase. Choose up to three models that are any combination of **MILITARUM TEMPESTUS SCION** and/or **TEMPESTOR PRIME** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

GET DOWN!

Astra Militarum Tactic

Use this Tactic in your opponent's turn in the Shooting phase when they choose a model from your kill team as a target, and your model is obscured. Attacks that target that model in this phase suffer an additional -1 penalty to their hit rolls.

1 COMMAND POINT

RESERVES OF COURAGE

Astra Militarum Tactic

Use this Tactic at the start of your turn in the Morale phase. Pick a model from your kill team that is required to take a Nerve test. Roll a D3 for that model rather than a D6 when taking the test.

1 COMMAND POINT



SIR, YES SIR!

Astra Militarum Tactic

Use this Tactic after picking a model from your kill team to be affected by an order. All models from your kill team (other than your kill team's Leader) within 3" of that model are also affected by the same order. You cannot use this Tactic in the same battle round as the Cunning Strategy Tactic.

2 COMMAND POINTS

CUNNING STRATEGY

Astra Militarum Tactic

Use this Tactic after your Leader or an **OFFICER** has issued an order. That model may immediately issue an additional order.

2 COMMAND POINTS

DEFENSIVE STAND

Astra Militarum Tactic

Use this Tactic when a charge is declared against a model from your kill team. When that model fires Overwatch this phase, they successfully hit on a roll of 5 or 6.

2 COMMAND POINTS

BELLOWING VOICE

Astra Militarum Tactic

Use this Tactic at the start of the battle round if your kill team includes a **COMMANDER**. Until the end of the battle round, increase the range of that model's aura abilities by 3".

1 COMMAND POINT

MISSION CRITICAL SUPPLIES

Astra Militarum Tactic
Sector Munitorum Tactic

Use this Tactic at the beginning of the first battle round. Choose a Munitorum Armoured Container. Subtract 1 from Nerve tests you take for models from your kill team that are within 1" of this container for the rest of the battle.

1 COMMAND POINT

FIGHT TO THE DEATH!

Astra Militarum Tactic

Use this Tactic before an Injury roll is made for a model from your kill team. Apply a -1 modifier to the Injury roll.

1 COMMAND POINT





RECONNAISSANCE PROTOCOLS

Astra Militarum Tactic

Use this Tactic at the start of the first battle round. Choose a **MILITARUM TEMPESTUS** model from your kill team that is on the battlefield; that model can immediately make a normal move as if it were the Movement phase, but instead of moving up to their Move characteristic, they move up to 2D6" instead.

1 COMMAND POINT

GRENADIERS

Astra Militarum Tactic

Use this Tactic when you choose a model from your kill team to shoot in the Shooting phase. You can use a Grenade weapon that model is equipped with, even if another model from your kill team has already used a Grenade weapon this phase. You can use this Tactic multiple times in the same phase.

1 COMMAND POINT

COOKED GRENADE

Astra Militarum Tactic

Use this Tactic when you choose a model from your kill team to make a shooting attack with a frag grenade. Instead of determining the number of attacks for that shooting attack, roll a D6; on a roll of 1 that model suffers a mortal wound and the attack sequence ends. On a roll of 2+, until the end of the phase, change the weapon's Type to Grenade 6.

1 COMMAND POINT

VENGEANCE FOR CADIA!

Astra Militarum Tactic

Use this Tactic when you choose a model from your kill team to shoot or fire Overwatch and the target is a **HERETIC ASTARTES** model. You can re-roll failed hit and wound rolls for your model against that **HERETIC ASTARTES** model.

2 COMMAND POINTS

I AM YOUR WORST FEAR!

Astra Militarum Tactic Commissar/Lord Commissar Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **COMMISSAR** or **LORD COMMISSAR**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, all friendly models within 6" of this model ignore the penalty to their hit rolls from one flesh wound they have suffered.

1 COMMAND POINT

INSPIRATIONAL COMMAND

Astra Militarum Tactic Platoon Commander/Company Commander Tactic

Use this Tactic at the start of the Shooting phase before issuing an order with a **PLATOON COMMANDER** or **COMPANY COMMANDER** from your kill team (see the *Kill Team Core Manual*). When you issue that order, it affects all other friendly models within 6" of that model that are not shaken and have not been issued another order in this battle round. A model may still only be affected by one order per battle round.

2 COMMAND POINTS

AURA OF DISCIPLINE

Astra Militarum Tactic Commissar/Lord Commissar Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **COMMISSAR** or **LORD COMMISSAR**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model can use this model's Leadership characteristic instead of their own, and automatically pass Nerve tests.

1 COMMAND POINT

COVERING FIRE!

Astra Militarum Tactic Tempestor Prime Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **TEMPESTOR PRIME**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, when friendly models within 6" of this model fire Overwatch, they successfully hit on a roll of 5 or 6.

1 COMMAND POINT

KNIFE IN THE DARK

Astra Militarum Tactic Sly Marbo Tactic

Use this Tactic in the Fight phase when **SLY MARBO** makes an attack, but before making the hit roll. If the attack hits, the target suffers D3 mortal wounds and the attack sequence ends.

2 COMMAND POINTS



ADEPTUS MECHANICUS

ADEPTUS MECHANICUS TACTICS

If every model in your kill team has the ADEPTUS MECHANICUS Faction keyword, you can use Adeptus Mechanicus Tactics.

TRAUMA OVERRIDE PROTOCOL

Adeptus Mechanicus Tactic

Use this Tactic at the start of the Movement phase. Pick a model from your kill team which has an invulnerable save. Until the start of the next Movement phase, that model's invulnerable save is improved by 1 (to a maximum of 3+).

1 COMMAND POINT

DIVINE CURRENT

Adeptus Mechanicus Tactic

Use this Tactic at the start of the Shooting phase. Choose a model from your kill team armed with electrostatic gauntlets. Until the end of that phase, change the Range characteristic of that weapon to 18".

1 COMMAND POINT

HYPER-PENETRATIVE SHOT

Adeptus Mechanicus Tactic

Use this Tactic when you pick a model from your kill team armed with a transuranic arquebus to shoot. Until the end of the phase, attacks made by this model with this weapon do not suffer the penalties to hit rolls or Injury rolls for the target being obscured.

2 COMMAND POINTS

TRANSONIC ATTUNEMENT

Adeptus Mechanicus Tactic

Use this Tactic in the Fight phase when a model from your kill team armed with transonic blades, a transonic razor or a chordclaw is chosen to attack. Until the end of the phase, add 1 to wound rolls for attacks made by that model with any of these weapons.

2 COMMAND POINTS



CONQUEROR DOCTRINA IMPERATIVE

Adeptus Mechanicus Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Add 1 to hit rolls for the model until the end of the phase. If the model is within 6" of a friendly model equipped with an enhanced data-tether, you can add 2 to the hit rolls instead.

2 COMMAND POINTS

SCRYER-SKULL

Adeptus Mechanicus Tactic

Use this Tactic at the start of the Movement phase if an opponent picked the Plant Traps strategy in the Scouting phase. Pick a piece of terrain within 6" of your Leader. Your opponents must reveal to you whether or not they have booby-trapped that piece of terrain.

1 COMMAND POINT

DUNESTRIDER

Adeptus Mechanicus Tactic

Use this Tactic in the Movement phase when a model from your kill team Advances. Roll two dice and pick which result to use when making the Advance roll.

1 COMMAND POINT

AUTO-TRACKING SOFTWARE

Adeptus Mechanicus Tactic

Use this Tactic in the Movement phase when an enemy model targets a model from your kill team when making a charge attempt. Until the end of the phase, when the model from your kill team fires Overwatch, they require a 5+ (rather than 6) for a successful hit roll, irrespective of the model's Ballistic Skill or any modifiers.

1 COMMAND POINT

PROTECTOR DOCTRINA IMPERATIVE

Adeptus Mechanicus Tactic

Use this Tactic when you choose a model in your kill team to shoot in the Shooting phase. Add 1 to hit rolls for the model until the end of the phase. If the model is within 6" of a friendly model equipped with an enhanced data-tether, you can add 2 to the hit rolls instead.

2 COMMAND POINTS



NEUROSTATIC SHOCK

Adeptus Mechanicus Tactic

Use this Tactic at the start of the Morale phase. Pick a **SICARIAN INFILTRATOR** from your kill team that is not shaken. Until the end of the phase, subtract 1 from the Leadership characteristic of enemy models that are within 3" of that model. This is cumulative with the Neurostatic Aura ability.

1 COMMAND POINT

DEFENSIVE INTERFACING

Sector Fronteris Tactic
Adeptus Mechanicus Tactic

Use this Tactic at the start of the battle round. Until the end of the battle round, you can re-roll hit rolls of 1 for attacks made by models from your kill team that are within 3" of a Ryza-pattern ruin when they fire Overwatch.

1 COMMAND POINT

GLORIA MECHANICUS

Adeptus Mechanicus Tactic

Use this Tactic after determining which Canticle of the Omnissiah is in effect this battle round. Randomly determine a Canticle of the Omnissiah – that Canticle is in effect instead.

1 COMMAND POINT

THE MACHINE GOD'S WILL

Adeptus Mechanicus Tactic

Use this Tactic at the start of the Morale phase. Ignore all modifiers to the first Nerve test you make this phase.

1 COMMAND POINT

AUTO-REPAIR PROTOCOLS

Adeptus Mechanicus Tactic

Use this Tactic at the beginning of the battle round if your kill team includes a **COMMANDER** that is not shaken. They recover 1 wound lost earlier in the battle.

1 COMMAND POINT

INFILTRATORS

Adeptus Mechanicus Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **SICARIAN INFILTRATOR** models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

REKNIT CIRCUITRY

Adeptus Mechanicus Tactic

Use this Tactic at the beginning of the Morale phase. Choose a model from your kill team and remove D3 flesh wounds from that model.

2 COMMAND POINTS

ZEALOUS DISCIPLES

Adeptus Mechanicus Tactic

Use this Tactic at the start of the battle round, before picking a Canticle of the Omnissiah. You may pick a Canticle to be in effect that has already been chosen in a previous battle round. This Tactic may only be used once per battle.

2 COMMAND POINTS

OMNISSIAH'S TEARS

Adeptus Mechanicus Tactic

Use this Tactic when an **ELECTRO-PRIEST** from your kill team suffers a flesh wound. Ignore any penalties to hit from flesh wounds for attacks made by that model for the rest of the battle.

2 COMMAND POINTS

ALPHA TARGET PROXIMATE

Adeptus Mechanicus Tactic

Use this Tactic at the start of the Fight phase. Pick a model from your kill team. Until the end of the phase, re-roll wound rolls of 1 for that model.

1 COMMAND POINT

STABILISATION ACTUATORS

Adeptus Mechanicus Tactic

Use this Tactic before you take a Falling test for a model from your kill team. You can re-roll the dice when taking this test, and when taking any further Falling tests for that model in this battle round.

1 COMMAND POINT

OPTIMAL CONDITIONS

Adeptus Mechanicus Tactic

Use this Tactic at the start of the Movement phase. Add 1 to charge rolls made for models in your kill team until the end of the phase.

1 COMMAND POINT



REPAIR ARTISAN

Adeptus Mechanicus Tactic
Tech-Priest Enginseer Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **TECH-PRIEST ENGINSEER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, roll a D6 each time a friendly model within 3" of this model loses a wound. On a 6 that wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

1 COMMAND POINT

XENOTECH DIVINATION

Adeptus Mechanicus Tactic
Tech-Priest Dominus Tactic

Use this Tactic at the end of a mission in which any of your opponents used any models that did not have the **IMPERIUM** or **CHAOS** keyword, if your kill team includes a **TECH-PRIEST DOMINUS** that is not out of action or shaken. If you do, roll a D6; on a 5+ you gain 1 Materiel. You can only use this Tactic once per mission.

2 COMMAND POINTS

LORD OF THE MACHINE CULT

Adeptus Mechanicus Tactic
Tech-Priest Dominus Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **TECH-PRIEST DOMINUS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 in the Shooting phase for friendly models within 6" of this model.

1 COMMAND POINT

GALVANIC PULSE

Adeptus Mechanicus Tactic
Tech-Priest Manipulus Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **TECH-PRIEST MANIPULUS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to all Move characteristics for friendly models that begin your turn in the Movement phase within 6" of this model.

1 COMMAND POINT

ADEPTUS CUSTODES

ADEPTUS CUSTODES TACTICS

If every model in your kill team has the ADEPTUS CUSTODES Faction keyword, you can use Adeptus Custodes Tactics.

INSPIRE FEAR

Adeptus Custodes Tactic

Use this Tactic at the beginning of the Morale phase. Choose a model from your kill team that is not shaken. Opponents must add 1 to Nerve tests taken for enemy models within 3" of that model in this phase.

1 COMMAND POINT

PIERCING STRIKE

Adeptus Custodes Tactic

Use this Tactic when you choose a model from your kill team to fight in the Fight phase. Until the end of the phase, add 1 to wound rolls for attacks made by that model using a guardian spear.

1 COMMAND POINT

UNFLINCHING

Adeptus Custodes Tactic

Use this Tactic when an opponent chooses a model from your kill team that is not shaken as a target of a charge. When that model fires Overwatch in this phase, they successfully hit on a roll of 5 or 6.

1 COMMAND POINT

INESCAPABLE VENGEANCE

Adeptus Custodes Tactic

Use this Tactic when you choose an **ALLARUS CUSTODIAN** from your kill team to shoot in the Shooting phase. Until the end of that phase, you can re-roll wound rolls for attacks made by that model that target an enemy **COMMANDER**.

1 COMMAND POINT



SWIFT IN THOUGHT AND ACTION

Adeptus Custodes Tactic

Use this Tactic after a **COMMANDER** from your kill team makes a normal move. That model is Readied.

1 COMMAND POINT

CONCUSSION GRENADES

Adeptus Custodes Tactic

Use this Tactic when you choose an **ALLARUS CUSTODIAN** from your kill team to shoot with a balistus grenade launcher in the Shooting phase. Until the end of the battle round, that weapon has an AP characteristic of 0, but models that suffer any hits from that weapon cannot attack in the Shooting phase, and your opponent must subtract 1 from hit rolls made for those models in the Fight phase.

1 COMMAND POINT

AQUILA COMMANDER

Adeptus Custodes Tactic

Use this Tactic at the end of a battle round if a **COMMANDER** from your kill team (other than a shaken model) is on the battlefield, and a roll is to be made to determine if the battle continues or ends.

Before the roll is made, choose one: add 1 to the result or subtract 1 from the result.

3 COMMAND POINTS

EVEN IN DEATH

Adeptus Custodes Tactic

Use this Tactic when a **COMMANDER** from your kill team is taken out of action. Do not remove that model from the battlefield. Your opponent should finish resolving any attacks that target other models. Then, the Commander can immediately shoot as if it were the Shooting phase, or fight as if it were the Fight phase. Then, remove the Commander from the battlefield.

2 COMMAND POINTS

FROM GOLDEN LIGHT

Adeptus Custodes Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **TERMINATOR** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

AVENGE THE FALLEN

Adeptus Custodes Tactic

Use this Tactic when you choose a model from your kill team to fight in the Fight phase. Until the end of the phase, increase the Attacks characteristic of that model by D3 if at least one model from your kill team is out of action.

1 COMMAND POINT



SPARK OF DIVINITY

Adeptus Custodes Tactic

Use this Tactic when an enemy **PSYKER** manifests a psychic power within 12" of a model from your kill team that is not shaken. You can take a Deny the Witch test for that model as if it were a **PSYKER**.

1 COMMAND POINT

SENTINEL STORM

Adeptus Custodes Tactic

Use this Tactic at the start of the Shooting phase. Choose a model from your kill team armed with a sentinel blade that is within 1" of an enemy model. Until the end of that phase, change that weapon's profile to Pistol 4.

2 COMMAND POINTS

EVER VIGILANT

Adeptus Custodes Tactic

Use this Tactic at the end of the Movement phase when an opponent sets up a model within 12" of a model from your kill team that is not shaken. Your model can immediately shoot at the enemy model as if it were the Shooting phase, but you must subtract 1 from the resulting hit rolls.

2 COMMAND POINTS

TANGLEFOOT GRENADE

Adeptus Custodes Tactic

Use this Tactic at the start of the Movement phase. Choose an enemy model within 12" of a model (other than a shaken model) from your kill team, and roll a D6. Until the end of the phase, that model's controlling player must reduce that model's Move characteristic and charge rolls by the result. Units with the **FLY** keyword are not affected.

1 COMMAND POINT

INSPIRATIONAL FIGHTER

Adeptus Custodes Tactic
Shield-Captain Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a **SHIELD-CAPTAIN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

EMPEROR'S JUSTICE

Adeptus Custodes Tactic

Use this Tactic when you choose a model from your kill team to fight in the Fight phase. Until the end of that phase, you can re-roll wound rolls for attacks made by that model that target an enemy **HERETIC ASTARTES** model.

1 COMMAND POINT



HERETIC ASTARTES

HERETIC ASTARTES TACTICS

If every model in your kill team has the HERETIC ASTARTES Faction keyword, you can use Heretic Astartes Tactics.

VETERANS OF THE LONG WAR

Heretic Astartes Tactic

Use this Tactic when a **CHAOS SPACE MARINE** or **TERMINATOR** model from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target **IMPERIUM** models until the end of the phase.

2 COMMAND POINTS

DAEMON SPIRIT

Heretic Astartes Tactic

This Tactic is used at the end of the Movement phase. Pick an enemy model within 1" of your Leader and roll a D6. On a 4+ that enemy model suffers 1 mortal wound.

2 COMMAND POINTS

FURY OF KHORNE

Heretic Astartes Tactic

Use this Tactic at the end of the Fight phase. Pick a **KHORNE** model from your kill team that is within 1" of an enemy model – your model can immediately fight again.

2 COMMAND POINTS

TEMPTATIONS OF POWER

Heretic Astartes Tactic

Use this Tactic at the start of the battle round. Pick 1 of the following Chaos marks: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. Until the end of the battle round, all models from your kill team with no mark of Chaos, instead have the chosen Chaos mark.

1 COMMAND POINT



BLESSED WITH RESILIENCE

Heretic Astartes Tactic

Use this Tactic at the start of the Movement phase. Pick a model from your kill team with the **NURGLE** keyword. Add 1 to the Toughness characteristic of that model until the end of the battle round.

1 COMMAND POINT

GRISLY TROPHY

Heretic Astartes Tactic

Use this Tactic in the Fight phase, when an attack made by a **COMMANDER** from your kill team takes an enemy model out of action.

Until the end of that phase, you can re-roll wound rolls for attacks made by friendly models, whilst they are within 6" of this model.

1 COMMAND POINT

DESPERATE PACT

Heretic Astartes Tactic

Use this Tactic at the start of your Movement phase. Pick a **COMMANDER** from your kill team to suffer 1 mortal wound. If that Commander is not taken out of action, you can choose to increase its Strength, Toughness or Attacks characteristic by 1 for the rest of the battle.

You can only use this Tactic once per battle.

1 COMMAND POINT

THE PRICE OF HERESY

Heretic Astartes Tactic

Use this Tactic at the start of the Morale phase. Pick a **CHAOS CULTIST** from your kill team within 3" of a **CHAOS SPACE MARINE** (other than a shaken model) from your kill team. That **CHAOS CULTIST** is immediately taken out of action. Until the end of the phase, any **CHAOS CULTISTS** from your kill team that have line of sight to that Chaos Space Marine automatically pass any Nerve tests.

3 COMMAND POINTS

ENDLESS CACOPHONY

Heretic Astartes Tactic

Use this Tactic in the Fire at Will section of the Shooting phase, when it is your turn to choose a model to shoot. Choose one model with the **SLAANESH** keyword that has already been chosen to shoot once in this phase. That model can shoot again.

2 COMMAND POINTS

TELEPORT STRIKE

Heretic Astartes Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **TERMINATOR** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

BESEECH THE GODS

Heretic Astartes Tactic

Use this Tactic at the start of the first battle round. Pick a model from your kill team and roll a D6. On a 1, that model is found unworthy and suffers D3 mortal wounds. On a 2+ add 1 to hit and wound rolls for the model until the end of the battle. You can only use this Tactic once per battle.

2 COMMAND POINTS

PATH TO GLORY

Heretic Astartes Tactic

Use this Tactic when a level 1, 2 or 3 **COMMANDER** from your kill team takes an enemy Commander or Leader out of action with an attack or psychic power.

Immediately increase the level of that **COMMANDER** by 1, and choose an ability for them from their ability tree as normal.

This bonus lasts until the end of the battle.

3 COMMAND POINTS

DAEMONIC ATTACK

Heretic Astartes Tactic

Use this Tactic when an enemy model suffers Perils of the Warp. Instead of rolling a D3 to determine the number of mortal wounds suffered, they instead suffer 3 mortal wounds.

3 COMMAND POINTS

LET THE GALAXY BURN!

Heretic Astartes Tactic

Use this Tactic at the start of the Shooting phase. Choose an objective on the battlefield. Until the end of that phase, re-roll wound rolls of 1 for attacks made by models from your kill team that target enemy models within 3" of that objective.

2 COMMAND POINTS

GUIDED BY FATE

Heretic Astartes Tactic

Use this Tactic at the start of the Movement phase. Pick a model from your kill team with the **TZEENTCH** keyword. If that model has no invulnerable save, it instead has a 5+ invulnerable save until the end of the battle round.

1 COMMAND POINT

LOCUS OF POWER

Heretic Astartes Tactic
Greater Possessed Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a **GREATER POSSESSED** model. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, add 1 to the Strength characteristic of friendly **DAEMON** models within 6" of this model that share the **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH** keyword with this model.

1 COMMAND POINT



ASPIRE TO GLORY

Heretic Astartes Tactic
Exalted Champion Aura Tactic

Use this Tactic at the start of the Shooting phase, if your kill team includes an **EXALTED CHAMPION**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll wound rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

LORD OF CHAOS

Heretic Astartes Tactic
Chaos Lord in Terminator Armour Aura Tactic

Use this Tactic at the start of the Shooting phase if your kill team includes a **TERMINATOR CHAOS LORD**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

RITUAL SACRIFICE

Heretic Astartes Tactic
Master of Executions Tactic

Use this Tactic when a **MASTER OF EXECUTIONS** in your kill team takes an enemy model out of action with an attack in the Fight phase. Roll a D6. On a 2+ add 1 to the Master of Executions' Strength, Toughness, Wounds or Attacks (choose one). You can only choose each characteristic once per mission, and the characteristic increase lasts until the end of the mission.

1 COMMAND POINT

DARK ZEALOTRY

Heretic Astartes Tactic
Dark Apostle Aura Tactic

Use this Tactic at the start of the Fight phase if your kill team includes a **DARK APOSTLE**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed hit rolls in the Fight phase for friendly models within 6" of this model.

1 COMMAND POINT

HERETIC ASTARTES PSYCHIC POWERS

DARK HERETICUS DISCIPLINE

To generate psychic powers from the Dark Hereticus discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3	RESULT

1 DEATH HEX

The Sorcerer places a dire hex upon his enemies. Wards and energised shields flicker and fail, leaving the foe exposed.

Death Hex has a warp charge value of 7. If manifested, select an enemy model within 12" of the psyker and visible to him. Until the start of the next Psychic phase, that model cannot take invulnerable saves.

2 PRESCIENCE

By focusing his warp-sight the psyker can guide the aim of his allies, bringing a swift and merciless death to their foes.

Prescience has a warp charge value of 6. If manifested, select a friendly model within 8" of the psyker. You can add 1 to hit rolls made for that model until the start of the next Psychic phase.

3 DIABOLIC STRENGTH

The unholy energies of Chaos course through the recipient, swelling his frame with the strength to tear a tank in two.

Diabolic Strength has a warp charge value of 6. If manifested, select a friendly model within 8" of the psyker. Until the start of the next Psychic phase, add 2 to that model's Strength characteristic and 1 to its Attacks characteristic.

MALEFIC DISCIPLINE

To generate psychic powers from the Malefic discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3	RESULT

1 SACRIFICE

The psyker uses a sacrificial soul to remould and repair an unholy Daemon form.

Sacrifice has a warp charge value of 4. If manifested, choose any model within 2" of the psyker; that model suffers a mortal wound. Then, choose a friendly DAEMON model within 12" of the psyker. Remove all flesh wounds from that model.

2 CURSED EARTH

The psyker becomes a conduit through which the energies of the warp flow, tainting the very ground and sustaining the Daemonkin that walk upon it.

Cursed Earth has a warp charge value of 7. If manifested, then until the start of the next psychic phase, the invulnerable save of friendly DAEMON models is improved by 1 (to a maximum of 3+) whilst they are within 6" of this psyker.

3 INFERNAL POWER

The fell power of the immaterium flows from the psyker, imbuing the Daemons that reside within his followers' bodies with even greater ferocity.

Infernal Power has a warp charge value of 6. If manifested, then until the start of the next Psychic phase, re-roll hit and wound rolls of 1 for friendly DAEMON models whilst they are within 6" of this psyker.



DEATH GUARD

DEATH GUARD TACTICS

If every model in your kill team has the DEATH GUARD Faction keyword, you can use Death Guard Tactics.

PUTRID SPLATTER

Death Guard Tactic

Use this Tactic when a model from your kill team loses a wound in the Fight phase. Roll a D6 for each enemy model within 1" of that model. On a 6 that enemy model suffers 1 mortal wound after all of its attacks have been resolved.

2 COMMAND POINTS

TELEPORT STRIKE

Death Guard Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **TERMINATOR** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

DEATH MARCH

Death Guard Tactic

Use this Tactic at the start of the Movement phase. Until the end of that phase, increase the Move characteristic of all models in your kill team by 2". However, until the end of that phase, models from your kill team may not Fall Back, Advance or charge.

1 COMMAND POINT

VETERANS OF THE LONG WAR

Death Guard Tactic

Use this Tactic when a **PLAGUE MARINE** or **TERMINATOR** model from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target **IMPERIUM** models, until the end of the phase.

2 COMMAND POINTS





CLOUD OF FLIES

Death Guard Tactic

Use this Tactic at the end of the Movement phase. Pick a model from your kill team. Until the end of the battle round, enemy models can only shoot that model if it is the closest target visible to them.

2 COMMAND POINTS

LEAKING BRAIN-FLUID

Death Guard Tactic

Use this Tactic when a **POXWALKER** from your kill team suffers a flesh wound. For the rest of the battle, you do not have to take Nerve tests for that model.

1 COMMAND POINT



THE THREE-EYED FLY

Death Guard Tactic

Use this Tactic at the start of the battle round, when you control exactly three objectives.

Until the end of the battle round, add 1 to rolls you make for the Disgustingly Resilient ability for models from your kill team that are within 3" of any of those three objectives.

3 COMMAND POINTS

GRANDFATHER'S TALLY

Death Guard Tactic

Use this Tactic at the start of a Shooting phase or Fight phase, if exactly 7 enemy models have been taken out of action during the course of the battle.

Until the end of that phase, re-roll failed wound rolls for attacks made by models from your kill team.

1 COMMAND POINT

GRANDFATHER'S BLESSING

Death Guard Tactic

Use this Tactic at the start of the first battle round. Pick a model from your kill team and roll a D6. On a 1, that model is found unworthy and suffers D3 mortal wounds. On a 2+ add 1 to hit and wound rolls for the model until the end of the battle. You can only use this Tactic once per battle.

2 COMMAND POINTS

GRASPING TENTACLES

Death Guard Tactic

Use this Tactic at the start of the Movement phase. Choose a model (other than a shaken model) from your kill team that is within 1" of one or more enemy models, and choose one of those enemy models. Neither of the models chosen can make a Fall Back move in this phase.

1 COMMAND POINT

NURGLE'S GIFT

Death Guard Tactic

Use this Tactic after a **POXWALKER** from your kill team takes an enemy model out of action in the Fight phase. Roll a D6. On a 4+ you may set up a new Poxwalker within 1" of the Poxwalker that made the attack. The new Poxwalker is treated as a member of your kill team, but is not part of a fire team and is not added to your command roster.

1 COMMAND POINT

NURGLING INFESTATION

Death Guard Tactic

Use this Tactic at the end of the Movement phase. Pick an enemy model within 1" of your Leader and roll a D6. On a 4+ that enemy model suffers 1 mortal wound.

2 COMMAND POINTS

INURED TO PAIN

Death Guard Tactic

Use this Tactic when a model from your kill team suffers a flesh wound. Ignore any penalties to hit from flesh wounds for attacks made by that model for the rest of the battle.

2 COMMAND POINTS



BLIGHT RACKS

Death Guard Tactic
Biologus Putrifier Aura Tactic

Use this Tactic at the start of the Fight phase, if your kill team includes a **BIOLOGUS PUTRIFIER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, increase the Strength and Damage characteristics of all blight grenades carried by friendly **DEATH GUARD** models by 1, whilst they are within 3" of this model. In addition, whilst a friendly model is within 3" of this model, each wound roll of 6+ made for that model when it attacks with a blight grenade inflicts a mortal wound on the target, in addition to any other damage.

1 COMMAND POINT

REVOLTING STENCH

Death Guard Tactic
Foul Blightspawn Aura Tactic

Use this Tactic at the start of the Fight phase, if your kill team includes a **FOUL BLIGHTSPAWN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, enemy models that charged this turn, and are within 3" of this model at the start of the Fight phase, cannot be chosen to fight in the Hammer of Wrath section of the Fight phase, but can be chosen to fight in the Fight For Your Lives section instead. This ability also affects models that have abilities that would enable them to fight in the Hammer of Wrath section as if they had charged.

1 COMMAND POINT

TAINTED NARTHECIUM

Death Guard Tactic
Plague Surgeon Aura Tactic

Use this Tactic at the start of the Fight phase, if your kill team includes a **PLAGUE SURGEON**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you may re-roll any Disgustingly Resilient rolls of 1 made for friendly models within 3" of this model.

1 COMMAND POINT

VECTOR OF CONTAGION

Death Guard Tactic
Lord of Contagion Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **LORD OF CONTAGION** that is not shaken. Roll a dice for each enemy model that is within 1" of any model from your kill team that is within 3" of that **LORD OF CONTAGION**; on a 4+ that enemy model suffers a mortal wound.

2 COMMAND POINTS

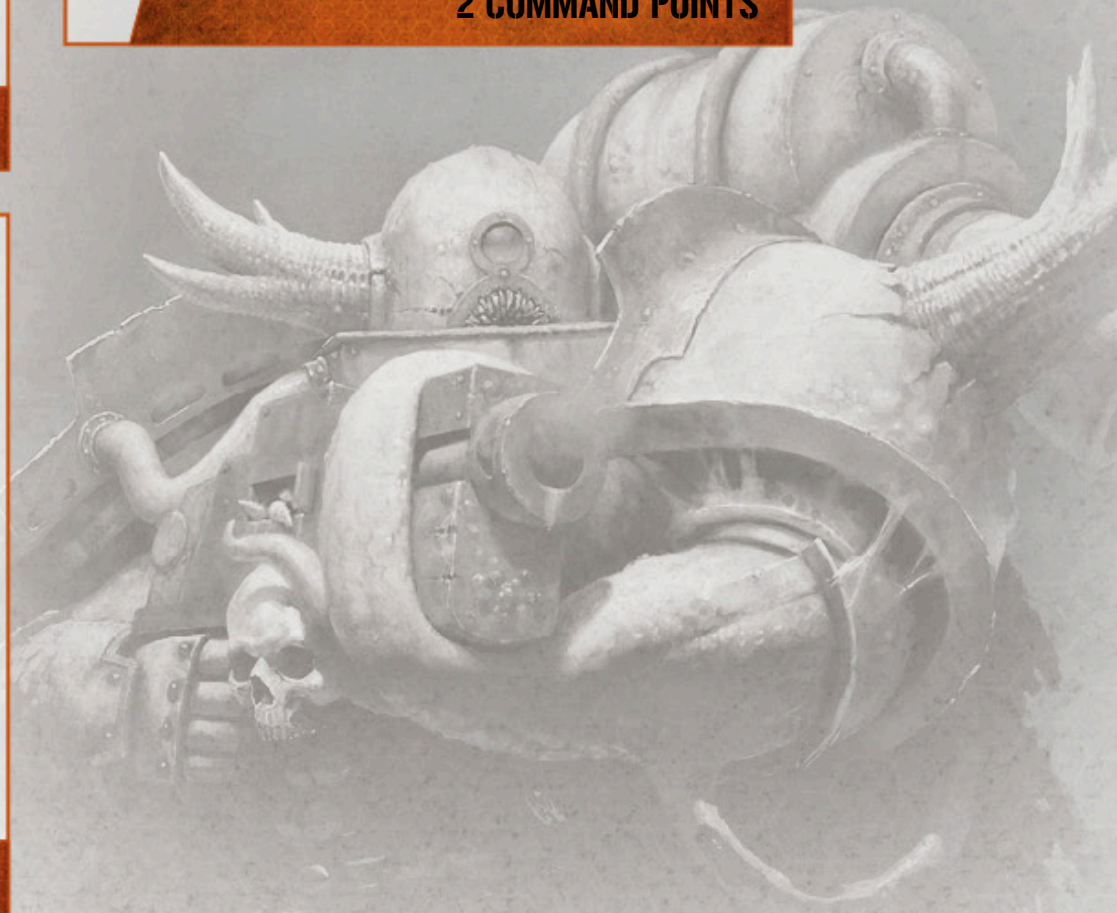
FESTERING ZEALOT

Death Guard Tactic
Tallyman Aura Tactic

Use this Tactic at the start of the Fight phase, if your kill team includes a **TALLYMAN**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed hit rolls in the Fight phase for friendly models within 7" of this model.

1 COMMAND POINT



THOUSAND SONS

THOUSAND SONS TACTICS

If every model in your kill team has the THOUSAND SONS Faction keyword, you can use Thousand Sons Tactics.

VENGEANCE FOR PROSPERO

Thousand Sons Tactic

Use this Tactic at the start of the Fight phase. Until the end of the phase, the Death to the False Emperor ability generates additional attacks on hit rolls of 4+ instead of 6+ for attacks made by models from your kill team that target a **SPACE WOLVES** model.

1 COMMAND POINT

GUIDED BY THE PAST

Thousand Sons Tactic

Use this Tactic when you choose a model from your kill team to shoot in the Shooting phase, or fight in the Fight phase. Until the end of that phase, you can re-roll hit rolls for attacks made by this model that target enemy models that have already been chosen to shoot or fight this phase.

1 COMMAND POINT

VETERANS OF THE LONG WAR

Thousand Sons Tactic

Use this Tactic when a **RUBRIC MARINE** or **SCARAB OCCULT TERMINATOR** from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target **IMPERIUM** models, until the end of the phase.

2 COMMAND POINTS

SORCEROUS FOCUS

Thousand Sons Tactic

Use this Tactic at the start of your turn in the Psychic phase. Pick a **PSYKER** model from your kill team that is within 2" of at least two other models from your kill team. Add 6" to the range of this model's *Psybolt* psychic power, until the end of the phase.

2 COMMAND POINTS



WEBWAY INFILTRATION

Thousand Sons Tactic

Use this Tactic at the end of the Movement phase. Choose up to three models from your kill team that were set up in Reserve. Set one of those models up anywhere on the battlefield that is more than 5" away from any enemy models, and then set up any remaining models within 2" of that model, and more than 5" away from any enemy models.

2 COMMAND POINTS

RITUAL SLAUGHTER

Thousand Sons Tactic

Use this Tactic at the start of a Shooting phase or Fight phase, if exactly 9 enemy models have been taken out of action during the course of the battle.

Until the end of that phase, re-roll failed wound rolls for attacks made by models from your kill team.

1 COMMAND POINT

POWER OF THE CABAL

Thousand Sons Tactic

Use this Tactic when a model from your kill team attempts to manifest a psychic power, before taking the Psychic test. Add 1 to the result of that Psychic test for each friendly model (other than shaken models) within 3" of the model attempting to manifest the psychic power.

2 COMMAND POINTS

GUIDED BY THE FUTURE

Thousand Sons Tactic

Use this Tactic when you choose a model from your kill team to shoot in the Shooting phase, or fight in the Fight phase. Until the end of that phase, you can re-roll hit rolls for attacks made by this model that target enemy models that have not yet been chosen to shoot or fight this phase.

1 COMMAND POINT

HUNGERING WARPFLAME

Thousand Sons Tactic

Use this Tactic in the Shooting phase, when you choose a model in your kill team to shoot with a warpflamer or warpflame pistol. Until the end of the phase, you can roll two dice when determining the number of attacks made by that weapon, and pick the highest result.

1 COMMAND POINT

BOON OF TZEENTCH

Thousand Sons Tactic

Use this Tactic in the Psychic phase, if the roll for a Psychic test made for a friendly **COMMANDER** was exactly 9.

That model can attempt to manifest 1 additional psychic power this phase.

1 COMMAND POINT



CYCLE OF SLAUGHTER

Thousand Sons Tactic

Use this Tactic at the end of the Fight phase. Pick a **TZAANGOR** from your kill team – that model can immediately fight an additional time.

2 COMMAND POINTS

SOUL FLARE

Thousand Sons Tactic

Use this Tactic when a **COMMANDER PSYKER** from your kill team is taken out of action. Before removing that model from the battlefield, roll a D6 for each enemy model within 9" of that model. On a 6, the model being rolled for suffers a mortal wound.

2 COMMAND POINTS

MALICIOUS FAMILIAR

Thousand Sons Tactic

Use this Tactic at the end of the Movement phase. Pick an enemy model within 1" of your Leader and roll a D6. On a 4+ that enemy model suffers 1 mortal wound.

1 COMMAND POINT

TELEPORT STRIKE

Thousand Sons Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **TERMINATOR** models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

IMMOVABLE AUTOMATON

Thousand Sons Tactic

Use this Tactic when a Rubric Marine, Rubric Marine Gunner, Scarab Occult Terminator or Scarab Occult Gunner from your kill team is taken out of action. Roll a D6. On a 4+ that model suffers a flesh wound instead.

2 COMMAND POINTS

EMPYRIC TRANSLOCATION

Thousand Sons Tactic
Exalted Sorcerer Tactic

Use this Tactic at the start of the Movement phase, if an **EXALTED SORCERER** from your kill team (other than a shaken model) is on the battlefield. Pick one other model from your kill team, remove it from the battlefield, then set it up within 3" of the Exalted Sorcerer and more than 5" from enemy models. The model set up in this way is not considered to have been within 1" of any enemy models at the start of the phase.

1 COMMAND POINT

ARCHITECT OF FATE

Thousand Sons Tactic
Exalted Sorcerer Tactic

Use this Tactic at the start of the Shooting phase. Pick an **EXALTED SORCERER** (other than a shaken model) from your kill team. All enemy models within 9" of that model that are Readied are no longer Readied.

3 COMMAND POINTS

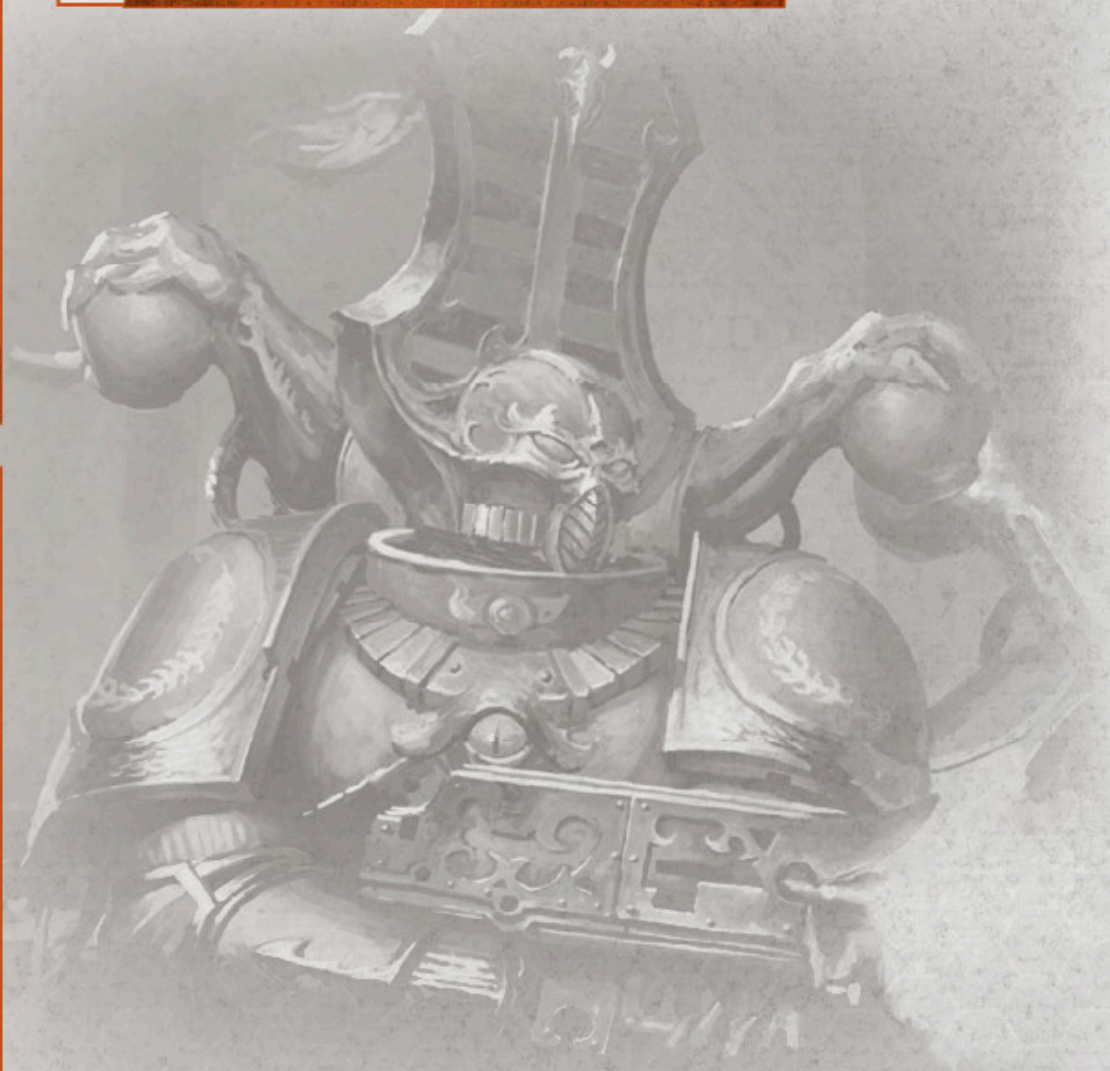
BESTIAL PROPHET

Thousand Sons Tactic
Tzaangor Shaman Aura Tactic

Use this Tactic at the start of the Shooting phase or the Fight phase, if your kill team includes a **TZAANGOR SHAMAN**. That model gains the following aura ability until the end of that phase.

As long as this model is not shaken, add 1 to hit rolls for attacks made by friendly **TZAANGORS** whilst they are within 6" of this model.

1 COMMAND POINT



THOUSAND SONS PSYCHIC POWERS

DISCIPLINE OF TZEENTCH

To generate psychic powers from the Discipline of Tzeentch, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3	RESULT

1 GAZE OF FATE

The psyker uses his powers of precognition to unravel the strands of destiny, and in doing so discovers the one true path to victory.

Gaze of Fate has a warp charge value of 6. If manifested, you can re-roll a single Advance roll, charge roll, Psychic test, Deny the Witch test, hit roll, wound roll, saving throw, Injury roll or Nerve test before the next Psychic phase.

2 TREASON OF TZEENTCH

The psyker reaches his thoughts into the minds of his victims, subverting their will, and turning them upon their own allies.

Treason of Tzeentch has a warp charge value of 8. If manifested, select an enemy model that is within 12" of the psyker, and visible to him, and roll 2D6. If the result is greater than the model's Leadership characteristic, the model is treated as if it were a model from your kill team in the subsequent Shooting and Fight phases. At the end of the Fight phase, the model reverts to being an enemy model.

3 BOLT OF CHANGE

The psyker unleashes a bolt of roiling warp energy that wracks the foe with sickening and uncontrollable mutations.

Bolt of Change has a warp charge value of 9. If manifested, the closest enemy model within 12" of the psyker, and visible to him, suffers D3 mortal wounds.



ASURYANI

ASURYANI TACTICS

If every model in your kill team has the ASURYANI Faction keyword, you can use Asuryani Tactics.

MASTERS OF STEALTH

Asuryani Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **STRIKING SCORPION** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

BRING FORTH THE TORCH

Asuryani Tactic

Use this Tactic at the start of the Shooting phase. Until the end of that phase, when rolling to determine the number of attacks made by a flamer carried by a model in your kill team, treat rolls of a 1 or 2 as 3 instead.

1 COMMAND POINT

CELESTIAL SHIELD

Asuryani Tactic

Use this Tactic in the Shooting phase, when a Guardian Defender from your kill team is chosen as the target for an attack. Until the end of the phase, that model has a 4+ invulnerable save.

2 COMMAND POINTS

PSYCHIC BOND

Asuryani Tactic

Use this Tactic when a **COMMANDER** from your kill team attempts to manifest a psychic power, before taking the Psychic test. Add 1 to the result of that Psychic test for each friendly model (other than shaken models) within 3" of the model attempting to manifest the psychic power.

1 COMMAND POINT



WARRIORS OF THE WEBWAY

Asuryani Tactic

Use this Tactic at the end of the Movement phase. Choose up to three models from your kill team that were set up in Reserve. Set one of those models up anywhere on the battlefield that is more than 5" away from any enemy models, then set up any remaining models within 2" of that model, and more than 5" away from any enemy models.

2 COMMAND POINTS

APPEAR UNBIDDEN

Asuryani Tactic

Use this Tactic at the beginning of the first battle round. Choose up to three **RANGER** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 9" away from any enemy deployment zone.

1 COMMAND POINT

THE GREAT ENEMY

Asuryani Tactic

You can use this Tactic when you choose a model from your kill team to fight in the Fight phase. Until the end of that phase, you can re-roll wound rolls for attacks made by that model that target an enemy model with the **SLAANESH** keyword.

1 COMMAND POINT

SUPREME DISDAIN

Asuryani Tactic

Use this Tactic when you choose a model from your kill team to fight in the Fight phase. Until the end of the phase, each time you roll an unmodified hit roll of 6 for that model's attack, that model can immediately make another attack using the same weapon that targets the same target. These extra attacks cannot generate any additional attacks.

1 COMMAND POINT

OUR TIME OF NEED

Asuryani Tactic

Use this Tactic in the Shooting phase when you choose a Heavy Weapon Platform from your kill team to shoot. You can re-roll hit rolls for attacks made by that Heavy Weapon Platform until the end of the phase.

1 COMMAND POINT

MATCHLESS AGILITY

Craftworlds Tactic

Use this Tactic in the Movement phase when a model from your kill team Advances. Add 6" to the model's Move characteristic for that Movement phase, instead of rolling a dice.

1 COMMAND POINT

FEIGNED RETREAT

Craftworlds Tactic

Use this Tactic after a model from your kill team Falls Back. That model can still shoot this battle round.

1 COMMAND POINT

FIRE AND FADE

Craftworlds Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. The model can immediately make a normal move of up to 7", as if it were the Movement phase.

1 COMMAND POINT

PHANTASM

Craftworlds Tactic

Use this Tactic at the beginning of the first battle round. Pick a model from your kill team, and set it up again anywhere in your deployment zone.

2 COMMAND POINTS

ASURMEN'S BLESSING

Craftworlds Tactic

Use this Tactic when you choose a **DIRE AVENGER** from your kill team to shoot in the Shooting phase. You can re-roll failed hit rolls for that model until the end of the phase.

1 COMMAND POINT

RUNE OF YNNEAD

Craftworlds Tactic

Use this Tactic when a model from your kill team is taken out of action. Roll a D6. On a 4+ that model suffers a flesh wound instead.

2 COMMAND POINTS

THE PATH OF COMMAND

Asuryani Tactic
Autarch Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes an **AUTARCH**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

SPIRIT MARK

Asuryani Tactic
Spiritseer Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **SPIRITSEER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly **SPIRIT HOST** models that target enemy models within 6" of this model.

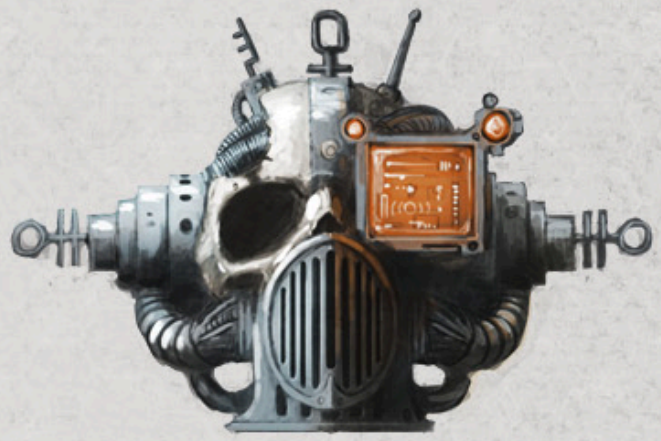
1 COMMAND POINT

WAYFORGER

Asuryani Tactic
Illic Nightspear Tactic

Use this Tactic at the start of the Shooting phase, if your kill team includes Illic Nightspear and that model is not shaken. That model becomes Readied, and for the purposes of making shooting attacks in this phase, that model is considered to have remained stationary in the preceding Move phase.

2 COMMAND POINTS



DIVINE THE FUTURE

Asuryani Tactic
Farseer Tactic

Use this Tactic at the start of the Fight phase. Pick a **FARSEER** (other than a shaken model) from your kill team. Enemy models within 6" of that **FARSEER** cannot be chosen to fight in the Hammer of Wrath section of that phase (even if they have charged) – they can only be chosen to fight in the Fight for your Lives section of that phase.

3 COMMAND POINTS

FOREWARNED

Asuryani Tactic
Farseer Tactic

Use this Tactic at the end of the Movement phase. Pick a **FARSEER** (other than a shaken model) from your kill team. All friendly models within 6" of that **FARSEER** that are not Readied and did not Advance, Charge or Fall Back this battle round are now Readied.

3 COMMAND POINTS

ASURYANI PSYCHIC POWERS

RUNES OF BATTLE DISCIPLINE

To generate psychic powers from the Runes of Battle discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 CONCEAL/REVEAL

The psyker takes command of the darkness around them.

Conceal/Reveal has a warp charge value of 5. If manifested, choose a model within 12" of the psyker. If you chose a friendly model, your opponent must subtract 1 from hit rolls for ranged weapons that target that model until the next Psychic phase. If you chose an enemy model, that model is not considered to be obscured for the purposes of hit rolls, until the next Psychic phase.

2 PROTECT/JINX

Chained by runes of power, fate itself is bound to the will of the psyker.

Protect/Jinx has a warp charge value of 6. If manifested, choose a model within 12" of the psyker. If you chose a friendly model, add 1 to saving throws made for that model until the next Psychic phase. If you chose an enemy model, that model's controlling player must subtract 1 from saving throws made for that model, until the next Psychic phase.

3 EMPOWER/ENERVATE

The psyker helps their comrades to strike at their full potential, imbuing them with the strength of the Aeldari heroes of old, whilst diminishing the powers of their foes.

Empower/Enervate has a warp charge value of 5. If manifested, choose a model within 12". If you chose a friendly model, add 1 to wound rolls in the Fight phase for that model's attacks until the next Psychic phase. If you chose an enemy model, that model's controlling player must subtract 1 from wound rolls made for that model's attacks in the Fight phase, until the next Psychic phase.

RUNES OF FATE DISCIPLINE

To generate psychic powers from the Runes of Fate discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3 RESULT

1 GUIDE

The psyker twists the strands of destiny, picking out targets and guiding the shots of their allies.

Guide has a warp charge value of 6. If manifested, choose a friendly model within 12" of the psyker. You can re-roll failed hit rolls for that model's ranged weapons, until the next Psychic phase.

2 FORTUNE

The psyker scries possible futures to foresee imminent danger.

Fortune has a warp charge value of 6. If manifested, choose a friendly model within 12" of the psyker. Until the next Psychic phase, roll a D6 each time that model loses a wound. On a 5+ that wound is not lost. If that model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

3 WILL OF ASURYAN

Sensing an approaching crux of destiny, the psyker summons the certainty of ancient days.

Will of Asuryan has a warp charge value of 5. If manifested, friendly models automatically pass Nerve tests while they are within 6" of the psyker until the next Psychic phase. In addition, you can add 1 to Deny the Witch tests that you make for the psyker, until the next Psychic phase.

DRUKHARI

DRUKHARI TACTICS

If every model in your kill team has the DRUKHARI Faction keyword, you can use Drukhari Tactics.

PRAY THEY DON'T TAKE YOU ALIVE

Drukhari Tactic

Use this Tactic if a model from your kill team takes an enemy Leader out of action in the Fight phase. For the remainder of the battle, models in that enemy Leader's kill team must subtract 1 from their Leadership characteristic.

2 COMMAND POINTS

HYPERSTIMM

Drukhari Tactic

Use this Tactic at the start of the battle round. Choose a model from your kill team that has the Combat Drugs ability. Until the end of the battle round, the bonus that model receives from its Combat Drugs is doubled. At the end of the battle round, roll a D6. If you roll a 1, the model suffers a mortal wound.

1 COMMAND POINT

ARCHITECT OF PAIN

Drukhari Tactic

Use this Tactic at the start of the battle round. Choose a model from your kill team that has the Power From Pain ability. Until the end of the battle round, that model treats the current battle round as being 1 higher than it actually is when determining what bonuses it gains from the Power From Pain table.

1 COMMAND POINT

LIGHTNING-FAST REACTIONS

Drukhari Tactic

Use this Tactic when a model from your kill team is chosen as the target of an enemy attack in the Shooting or Fight phase. Your opponent(s) must subtract 1 from hit rolls that target this model for the rest of the phase.

1 COMMAND POINT





BLOODIED GRACE

Drukhari Tactic

Use this Tactic when a **WYCH** from your kill team would consolidate as part of fighting in the Fight phase. You may move them up to 6", instead of up to 3".

1 COMMAND POINT

FIRE AND FADE

Drukhari Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. The model can immediately make a normal move of up to 7", as if it were the Movement phase.

1 COMMAND POINT

HUNT FROM THE SHADOWS

Drukhari Tactic

Use this Tactic when a model from your kill team is chosen as the target of an enemy attack in the Shooting phase and it is obscured. Until the end of the phase, add 1 to that model's saving throws.

1 COMMAND POINT

CRUEL DECEPTION

Drukhari Tactic

Use this Tactic after a model from your kill team Falls Back. That model can still shoot this battle round.

1 COMMAND POINT

FROM OUT OF THE SHADOWS

Drukhari Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **MANDRAKE** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

THE TASTE OF PAIN

Drukhari Tactic

Use this Tactic when a model from your kill team suffers a flesh wound. Until the end of that phase, add 1 to the Attacks characteristic of that model, and ignore the penalty to that model's hit rolls from any flesh wounds it has suffered.

1 COMMAND POINT



TORMENT GRENADE

Drukhari Tactic

Use this Tactic when you choose a model in your kill team to shoot with a phantasm grenade launcher. If an enemy model is hit by any attacks made with that weapon this phase then, in addition to the normal effects, roll 3D6. If the result is higher than the target's Leadership characteristic, it suffers 1 mortal wound.

2 COMMAND POINTS

DARK MAJESTY

Drukhari Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **COMMANDER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, models from your kill team, within 6" of this model, ignore the penalty to their hit rolls from one flesh wound they have suffered.

1 COMMAND POINT

PROFANE THE RUINS

Drukhari Tactic
Death World Forest Tactic

Use this Tactic at the beginning of the battle round. Choose an Eldritch Ruin. Until the end of the battle round, models from your kill team treat the current battle round as being 1 higher than it actually is when determining what bonuses they gain from the Power From Pain table, whilst they are within 1" of that ruin.

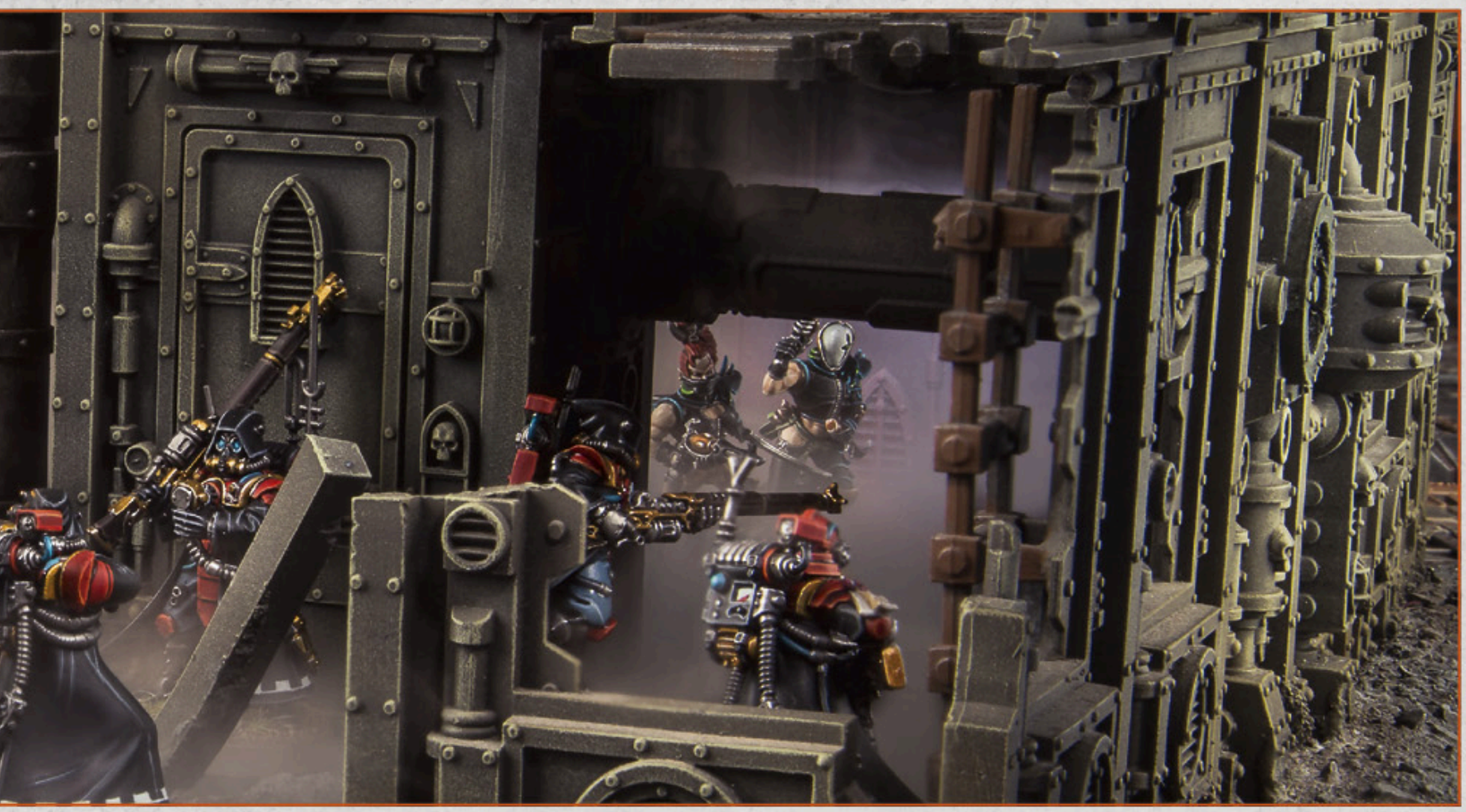
2 COMMAND POINTS

MURDEROUS RIVALRY

Drukhari Tactic

Use this Tactic at the start of the Hammer of Wrath section of the Fight phase. The first time it is your turn to choose a model that charged to fight with, you can instead choose two models from your kill team that ended their charge moves within 4" of each other. You can resolve both models' attacks before any other player chooses a model to fight with.

2 COMMAND POINTS



BRIDE OF DEATH

Drukhari Tactic
Succubus Aura Tactic

Use this Tactic at the start of the Fight phase, if your kill team includes a **SUCCUBUS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

OVERLORD

Drukhari Tactic
Archon Aura Tactic

Use this Tactic at the start of the Shooting phase, if your kill team includes an **ARCHON**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

MASTER OF PAIN

Drukhari Tactic
Haemonculus Aura Tactic

Use this Tactic at the start of the Movement phase, if your kill team includes a **HAEMONCULUS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, add 1 to the Toughness characteristic of friendly models within 6" of this model.

1 COMMAND POINT

ACROBATIC LEAP

Drukhari Tactic
Succubus Tactic

Use this Tactic when you choose a **SUCCUBUS** from your kill team to move in the Movement phase. For the duration of the phase, that model can move as if it could **FLY**.

1 COMMAND POINT

HARLEQUINS

HARLEQUINS TACTICS

If every model in your kill team has the HARLEQUINS Faction keyword, you can use Harlequins Tactics.

PRISMATIC BLUR

Harlequins Tactic

Use this Tactic in the Movement phase when a model from your kill team Advances. That model has a 3+ invulnerable save until the start of the next battle round.

1 COMMAND POINT

WARRIOR ACROBATS

Harlequins Tactic

Use this Tactic in the Movement phase when a model from your kill team Advances. Add 6" to the model's Move characteristic for that Movement phase, instead of rolling a dice.

1 COMMAND POINT

FIRE AND FADE

Harlequins Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. The model can immediately make a normal move of up to 7", as if it were the Movement phase.

1 COMMAND POINT

BLADES OF CEGORACH

Harlequins Tactic

Use this Tactic in the Movement phase, immediately after making a charge roll of 10+ for a model from your kill team.

Until the end of the battle round, add 2 to the Attacks characteristic of that model.

1 COMMAND POINT

CEGORACH'S JEST

Harlequins Tactic

Use this Tactic after an enemy model has Fallen Back from a model from your kill team. Provided no other enemy models are within 1" of your model, it can shoot at the model that Fell Back as if it were the Shooting phase.

2 COMMAND POINTS

WAR DANCERS

Harlequins Tactic

Use this Tactic at the end of the Fight phase. Pick a model from your kill team that has already fought this phase. That model can immediately fight an additional time.

2 COMMAND POINTS

MIRTHLESS HATRED

Harlequins Tactic

Use this Tactic when a model from your kill team is chosen to fight. Re-roll failed hit rolls and failed wound rolls for this model's attacks that target **SLAANESH** models, until the end of the phase.

1 COMMAND POINT

THE JOY OF LAMENT

Harlequins Tactic

Use this Tactic in the Morale phase when an enemy model fails a Nerve test. Until the end of the phase, models from your kill team do not need to take Nerve tests whilst they are within 6" of that model.

1 COMMAND POINT



THEATRE OF WAR

Harlequins Tactic

Use this Tactic when a **COMMANDER** from your kill team is reduced to 0 wounds by an attack. Only one dice is rolled for the subsequent Injury roll, regardless of the Damage characteristic of the weapon that made the attack.

1 COMMAND POINT

GHOSTS OF THE WEBWAY

Harlequins Tactic

Use this Tactic at the end of the Movement phase. Choose up to three models from your kill team that were set up in Reserve. Set one of those models up anywhere on the battlefield that is more than 5" away from any enemy models, then set up any remaining models within 2" of that model, and more than 5" away from any enemy models.

2 COMMAND POINTS

DANCE OF DEATH

Harlequins Tactic

Use this Tactic in the Movement phase. Pick a model (other than a shaken model) from your kill team that has not moved this phase, and is within 1" of an enemy model. Move that model up to 2" so that it is more than 1" from any enemy models. You can then declare a charge with that model, as if it was not within 1" of an enemy model at the start of the phase. Subtract 2 from the charge roll.

2 COMMAND POINTS

POINT-BLANK STRIKE

Harlequins Tactic

Use this Tactic in the Fire at Will section of the Shooting phase, when it is your turn to choose a model to shoot. Pick a model from your kill team that made a charge move this battle round. That model can shoot with a Pistol.

2 COMMAND POINTS

STAGED ILLUSION

Harlequins Tactic

Use this Tactic in the Psychic phase when you choose a **SHADOWSEER** from your kill team to manifest psychic powers. Instead of attempting to manifest any psychic powers, remove that model from the battlefield and place it in Reserve.

1 COMMAND POINT

TRICKERY AND DECEPTION

Harlequins Tactic

Use this Tactic at the end of the Movement phase. Choose two models from your kill team (other than shaken models) that are within 8" of each other. Mark each model's position with a counter, then remove each model from the battlefield and place each model in the exact position the other previously occupied.

If either of those models are no longer within 1" of any enemy models, they are considered to have Fallen Back (even if they did not start the phase within 1" of an enemy model). If either of those models are within 1" of any enemy models, they are considered to have charged all enemy models within 1".

1 COMMAND POINT

CHOREOGRAPHER OF WAR

Harlequins Tactic
Troupe Master Aura Tactic

Use this Tactic at the start of the Fight phase, if your kill team includes a **TROUPE MASTER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll failed wound rolls for friendly models that are within 6" of this model.

1 COMMAND POINT

THE ART OF THE KILL

Harlequins Tactic
Death Jester Aura Tactic

Use this Tactic at the start of the Shooting phase, if your kill team includes a **DEATH JESTER**. That model gains the following aura ability until the end of the phase:

As long as this model is not shaken, you can add 1 to wound rolls for friendly models that are within 6" of this model.

1 COMMAND POINT



HARLEQUINS PSYCHIC POWERS

PHANTASMANCY DISCIPLINE

To generate psychic powers from the Phantasmancy discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3	RESULT

1 FOG OF DREAMS

The Shadowseer sends forth her consciousness like a mist, baffling the senses of the enemy.

Fog of Dreams has a warp charge value of 5. If manifested, select an enemy model within 12" of, and visible to, the psyker. Until the start of the next Psychic phase, your opponent must subtract 1 from hit rolls for that model.

2 WEBWAY DANCE

The veils between realspace and the webway grow thin, allowing the Harlequins to jink away from danger with quicksilver speed, only to reappear unharmed moments later.

Webway Dance has a warp charge value of 7. If manifested, then until the start of the next Psychic phase, roll a D6 whenever a friendly model within 6" of the psyker loses a wound; on a 6 that wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies and re-roll 1s when making these rolls.

3 MIRROR OF MINDS

A maddening clash of wills consumes the victim's mind as reality falls away.

Mirror of Minds has a warp charge value of 7. If manifested, select an enemy model within 12" of the psyker. Then, both controlling players roll a D6. If the Harlequins player's roll is equal to or higher than their opponent's, the target suffers 1 mortal wound. Repeat this process until the target is taken out of action, or the other player beats the Harlequins player's roll.



NECRONS

NECRONS TACTICS

If every model in your kill team has the NECRONS Faction keyword, you can use Necrons Tactics.

PRIME REANIMATION PROTOCOLS

Necrons Tactic

Use this Tactic when an Injury roll is made for a model from your kill team. Roll an additional dice and apply the lowest result.

2 COMMAND POINTS

TARGETING ROUTINES

Necrons Tactic

Use this Tactic when you choose a model in your kill team to shoot in the Shooting phase. Add 1 to hit rolls for that model against targets which are obscured.

1 COMMAND POINT

FLENSING FURY

Necrons Tactic

Use this Tactic when you choose a **FLAYED ONE** in your kill team to fight in the Fight phase. Until the end of the phase, each time you make a wound of 6+ for that model's flayer claws, add 1 to the Damage characteristic of the weapon for that attack.

1 COMMAND POINT

ENTROPIC STRIKE

Necrons Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Until the end of the phase, if this model's attacks reduce a target to 0 wounds, add 1 to the Injury roll you make for that target.

1 COMMAND POINT

DISRUPTION FIELDS

Necrons Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Increase the Strength characteristic of that model by 1 until the end of the phase.

1 COMMAND POINT

HUNTERS FROM HYPERSPACE

Necrons Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **DEATHMARK** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

OVERCHARGED DISINTEGRATION

Necrons Tactic

Use this Tactic in the Shooting phase when you choose a model in your kill team to shoot with a gauss flayer or gauss blaster. Improve the Armour Penetration characteristic of that weapon by 1 until the end of the phase (e.g. AP -1 becomes AP -2, AP -2 becomes AP -3).

2 COMMAND POINTS

DEATHLESS IRE

Necrons Tactic

Use this Tactic when a model from your kill team suffers a flesh wound as the result of an Injury roll. It is shaken instead.

2 COMMAND POINTS

MINDSHACKLE SCARABS

Necrons Tactic

Use this Tactic at the start of the Shooting phase. Pick an enemy model within 6" of a model from your kill team and roll 2D6. If the result is higher than the enemy model's Leadership characteristic, you can immediately make a shooting attack with one of that model's ranged weapons, as if it were a model from your kill team.

2 COMMAND POINTS

ENDURING WILL

Necrons Tactic

Use this Tactic at the start of the battle round if your kill team includes a **COMMANDER**, as long as that model is not shaken. Until the end of the battle round, reduce the damage that model suffers from each attack by 1, to a minimum of 1.

2 COMMAND POINTS

TIRELESS ADVANCE

Necrons Tactic

Use this Tactic at the start of the Shooting phase. One model of your choice from your kill team becomes Readied (even if it moved in the previous Movement phase) and may shoot in this phase as if they had not moved in the Movement phase. This Tactic may not be used on a model that is within 1" of an enemy model.

1 COMMAND POINT

GRISLY TROPHIES

Necrons Tactic
Wall of Martyrs Tactic

Use this Tactic at the beginning of the Morale phase, if models from your kill team are the only models on an Imperial Defence Line model. Your opponent(s) must add 1 to any Nerve tests they take for enemy models within 4" of that Imperial Defence Line.

2 COMMAND POINTS





RESURRECTION ORB

Necrons Tactic
Overlord Tactic

Use this Tactic at the end of the Morale phase, if an **OVERLORD** from your kill team is on the battlefield and not shaken. Pick a friendly model that is out of action and roll a D6; on a 2+ set up that model with 1 wound remaining and no flesh wounds anywhere within 3" of the **OVERLORD** that is more than 1" from enemy models. This Tactic can only be used once per battle.

3 COMMAND POINTS

CHRONOMETRON

Necrons Tactic
Cryptek Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a **CRYPTEK**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 3" of this model have a 5+ invulnerable save.

1 COMMAND POINT

SUPERIOR INHERITANCE

Necrons Tactic

Use this Tactic after a model from your kill team shoots with a gauss flayer or gauss blaster. That model can immediately shoot again with the same weapon.

1 COMMAND POINT

HAUNTING HORRORS

Necrons Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **FLAYED ONE** models from your kill team that were set up in Reserve and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

ASSURED DISINTEGRATION

Necrons Tactic

Use this tactic before a **DEATHMARK** shoots. Until the end of the phase you may re-roll the dice to hit with that model.

1 COMMAND POINT

MY WILL BE DONE

Necrons Tactic
Overlord Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes an **OVERLORD**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to Advance, charge and hit rolls for friendly models within 6" of this model.

2 COMMAND POINTS

RESURRECTION PROTOCOLS

Necrons Tactic

Use this Tactic when your Leader is taken out of action. Instead of removing the model, place it on its side. At the end of the phase, roll a D6. On a 4+ the model is no longer considered out of action: stand the model up again as close as possible to its previous position, but more than 1" away from enemy models with 1 wound remaining. If a model is still on the battlefield at the end of the battle, after having been resurrected in this way, it is not considered to have been taken out of action for victory points purposes. You can only use this Tactic once per battle.

2 COMMAND POINTS

TECHNOMANCER

Necrons Tactic
Cryptek Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **CRYPTEK**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can ignore the penalty to hit rolls for one flesh wound suffered by friendly models within 6" of this model.

1 COMMAND POINT

VENDETTA

Necrons Tactic
Overlord Tactic

When you first add an **OVERLORD** to your kill team or command roster, pick a Faction keyword. Use this Tactic when you pick an **OVERLORD** to fight in the Fight phase. Re-roll hit and wound rolls of 1 for that model's attacks when targeting enemy models with the Faction keyword you chose for that **OVERLORD**.

1 COMMAND POINT



ORKS

ORKS TACTICS

If every model in your kill team has the ORKS Faction keyword, you can use Orks Tactics.

KRUMP 'EM!

Orks Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. Increase the Strength characteristic of that model by 1 until the end of the phase.

1 COMMAND POINT

GNASHER SQUIG

Orks Tactic

Use this Tactic at the start of the Fight phase. Pick an enemy model that is within 1" of any of your models and roll a D6. On a 4+ that enemy model suffers 1 mortal wound.

2 COMMAND POINTS

DAKKA DAKKA DAKKA

Orks Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. You can immediately shoot an additional time with that model.

1 COMMAND POINT

JUST A FLESH WOUND

Orks Tactic

Use this Tactic when a model from your kill team is taken out of action. Roll a D6. On a 4+ that model suffers a flesh wound instead.

2 COMMAND POINTS





GROT SHIELD

Orks Tactic

Use this Tactic at the start of the Shooting phase. Pick a model from your kill team that is within 2" of a **GRETCHIN** model. Until the end of the phase, while that Gretchin model is on the battlefield, any attacks which target the chosen model are resolved against that Gretchin model instead.

2 COMMAND POINTS

WAAAGH!

Orks Tactic

Use this Tactic when it is your turn to move in the Movement phase, and your Leader is on the battlefield and not shaken. For the duration of that phase, add 1" to the Move characteristic of all models in your kill team, and add 1 to their Advance and charge rolls.

2 COMMAND POINTS

MEK'S SPECIAL STIKKBOMB

Orks Tactic

Use this Tactic when you choose a model from your kill team to attack with a stikkbomb. Until the end of the phase, change the weapon's type to Grenade D3 and add 1 to its Strength and Damage characteristics.

2 COMMAND POINTS

KUNNIN' INFILTRATORS

Orks Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **KOMMANDO** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

INDISCRIMINATE DAKKA

Orks Tactic

Use this Tactic after firing Overwatch with one of your models. You can immediately fire Overwatch again.

1 COMMAND POINT

PYROMANIAK

Orks Tactic

Use this Tactic when you choose for a model to shoot with a burna. The burna makes D6 attacks instead of D3 this phase.

1 COMMAND POINT

ITCHIN' FOR A FIGHT!

Orks Tactic

Use this Tactic when you choose a model in your kill team to fight in the Fight phase. You can make one additional attack with that model for each enemy model within 1" of it.

2 COMMAND POINTS

'ERE WE GO, 'ERE WE GO!

Orks Tactic

Use this Tactic after making a charge roll for one of your models. Re-roll one of the dice.

1 COMMAND POINT

DEAD 'ARD

Orks Tactic

Use this Tactic when a model from your kill team suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound suffered by that model for the rest of the phase: on a 5+ the mortal wound is ignored and has no effect.

1 COMMAND POINT

JOYRIDE

Orks Tactic
Sector Munitorum Tactic

Use this Tactic when you choose a model from your kill team to make a normal move in the Movement phase, and that model is within 1" of a Galvanic Servohauler. When you move that model in this phase, simultaneously move the Galvanic Servohauler as if it were a friendly model. Both models are considered to have a Move characteristic of 2D6" in this phase (roll once for both models), cannot Advance, cannot move vertically, and must end their moves within 1" of each other.

1 COMMAND POINT

MEGA-WAAAGH!

Orks Tactic
Warboss Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **WARBOSS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you may roll 3D6 instead of 2D6 when making charge rolls for friendly models within 6" of this model, and discard the lowest result.

1 COMMAND POINT



DUFF 'EM UP

Orks Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **COMMANDER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, add 1 to the Strength characteristic of friendly models that are within 3" of this model.

1 COMMAND POINT

BREAKIN' HEADS

Orks Tactic
Warboss Tactic

Use this Tactic at the start of any phase. Pick another friendly model within 3" of a **WARBOSS** from your kill team that is not shaken. That model suffers 1 mortal wound, and friendly models within 6" of the **WARBOSS** are no longer shaken; remove their shaken tokens.

1 COMMAND POINT

DOK'S TOOLS

Orks Tactic
Painboy Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **PAINBOY**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, roll a D6 each time a friendly model within 3" of this model loses a wound. On a 6+ that wound is not lost (if a model already has an ability with a similar effect, you can choose which effect applies and re-roll 1s when making these rolls). In addition, as long as this model is not shaken at the end of the Movement phase, you can remove one flesh wound from a friendly model within 3" of this model.

1 COMMAND POINT

RED SKULL KOMMANDOS

Orks Tactic
Boss Snikrot Aura Tactic

Use this Tactic at the start of the Fight phase, if your kill team includes Boss Snikrot. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly **KOMMANDOS** within 6" of this model.

1 COMMAND POINT

KUSTOM FORCE FIELD

Orks Tactic
Big Mek Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **BIG MEK** with a kustom force field. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model have a 5+ invulnerable save against shooting attacks.

2 COMMAND POINTS



T'AU EMPIRE

T'AU EMPIRE TACTICS

If every model in your kill team has the T'AU EMPIRE Faction keyword, you can use T'au Empire Tactics.

RECON SWEEP

T'au Empire Tactic

Use this Tactic in the Shooting phase when you pick a **PATHFINDER** from your kill team to shoot. Instead of shooting, that model can immediately make a normal move as if it were the Movement phase, but instead of moving up to their Move characteristic, they move up to 2D6" instead.

1 COMMAND POINT

BREACH AND CLEAR

T'au Empire Tactic

Use this Tactic in your turn in the Shooting phase, when a **FIRE WARRIOR BREACHER** from your kill team targets an enemy model that is obscured. Re-roll failed wound rolls made for the **FIRE WARRIOR BREACHER** against that enemy model, until the end of this phase.

1 COMMAND POINT

STEALTHY HUNTERS

T'au Empire Tactic

Use this Tactic at the beginning of the first battle round. Choose up to three **KROOT CARNIVORE** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 9" away from any enemy deployment zone.

1 COMMAND POINT

STEALTH FIELDS

T'au Empire Tactic

Use this Tactic at the beginning of the first battle round. Choose up to three **XV25 STEALTH BATTLESUIT** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 9" away from any enemy deployment zone.

1 COMMAND POINT



FOCUSED FIRE

T'au Empire Tactic

Use this Tactic after a model from your kill team inflicts an unsaved wound on an enemy model in the Shooting phase. For the rest of the phase, you can add 1 to wound rolls for attacks made by other models from your kill team that target the same enemy model, so long as the attacking model is within 2" of the model that inflicted the wound.

1 COMMAND POINT

NEUROWEB SYSTEM JAMMER

T'au Empire Tactic

Use this Tactic at the start of the Shooting phase. Pick an enemy model within 12" of a model from your kill team. Until the end of the phase, that model's controlling player must subtract 1 from hit rolls made for that model.

1 COMMAND POINT

SUPPORT TURRET REPLACEMENT

T'au Empire Tactic

Use this Tactic at the end of the Movement phase. Pick a friendly **FIRE WARRIOR** or **FIRE WARRIOR BREACHER** model whose DS8 Tactical Support Turret has been removed from the battlefield. You may immediately set up a new DS8 Tactical Support Turret within 2" of that model.

2 COMMAND POINTS

MANTA STRIKE

T'au Empire Tactic

Use this Tactic at the end of the Movement phase. Choose up to three models that are any combination of **BATTLESUITS** that are not **INFANTRY** but can **FLY**, are MV1 Gun Drones, MV4 Shield Drones, or MV7 Marker Drones from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT

INHERITORS OF THE GALAXY

T'au Empire Tactic
Wall of Martyrs Tactic

Use this Tactic at the beginning of the Morale phase, if models from your kill team are the only models on an Imperial Defence Line model. You can subtract 1 from any Nerve tests you take for those models in this phase.

1 COMMAND POINT

STIMULANT INJECTOR

T'au Empire Tactic

Use this Tactic when a model from your kill team (other than a **DRONE**) loses a wound. Roll a D6 for that wound, and each other wound lost by that model for the rest of the phase; on a 5+ that wound is not lost.

1 COMMAND POINT

INSPIRING SACRIFICE

T'au Empire Tactic

Use this Tactic when a **COMMANDER** from your kill team is taken out of action. You immediately gain D3 Command Points. This Tactic costs no Command Points and does not trigger any abilities that allow you to gain Command Points.

0 COMMAND POINTS

TANDEM HUNTING PATTERN

T'au Empire Tactic

Use this Tactic at the start of the Ready, Fire! step of the Shooting phase. The first time it is your turn to select a Readied model to shoot with, you may instead select two Readied models from your kill team that are within 4" of each other. You may resolve both models' shooting attacks before any other player chooses a model.

2 COMMAND POINTS

PRUDENT RETREAT

T'au Empire Tactic

Use this Tactic after a model from your kill team has fired Overwatch. The model Retreats (even if it has already moved in this phase).

1 COMMAND POINT

THE BAITED TRAP

T'au Empire Tactic

Use this Tactic before a model from your kill team fires Overwatch. Until the end of the phase, that model's Overwatch shots are successful on rolls of 4+ instead of rolls of only 6.

2 COMMAND POINTS

MULTI-SPECTRUM SENSOR SUITE

T'au Empire Tactic

Use this Tactic when you choose a model in your kill team to shoot in the Shooting phase. Enemy models gain no benefit for being obscured against shots made by that model this phase.

1 COMMAND POINT

UPLINKED MARKERLIGHT

T'au Empire Tactic

Use this Tactic after an enemy model has been hit by a markerlight, fired by a model from your kill team. Place D3+1 markerlight counters next to that model, instead of only 1.

2 COMMAND POINTS

SENSE OF STONE

T'au Empire Tactic
Ethereal Aura Tactic

Use this Tactic at the start of the Movement phase, if your kill team includes an **ETHEREAL**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, roll a D6 each time a friendly model within 6" of this model loses a wound. On a 6 that wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies and re-roll 1s when making these rolls.

1 COMMAND POINT



ZEPHYR'S GRACE

T'au Empire Tactic
Ethereal Aura Tactic

Use this Tactic at the start of the Movement phase, if your kill team includes an **ETHEREAL**. That model gains the following aura ability until the end of the phase:

As long as this model is not shaken, you can choose to re-roll any Advance or charge rolls for friendly models within 6" of this model.

1 COMMAND POINT

STORM OF FIRE

T'au Empire Tactic
Ethereal Aura Tactic

Use this Tactic at the start of the Shooting phase, if your kill team includes an **ETHEREAL**. That model gains the following aura ability until the end of the phase:

As long as this model is not shaken, you can re-roll hit rolls of 1 for friendly models within 6" of this model.

1 COMMAND POINT

FAILURE IS NOT AN OPTION

T'au Empire Tactic
Ethereal Aura Tactic

Use this Tactic at the start of the Movement phase, if your kill team includes an **ETHEREAL**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model can use this model's Leadership characteristic instead of their own.

1 COMMAND POINT

VOICE OF THE GREATER GOOD

T'au Empire Tactic
Cadre Fireblade Aura Tactic

Use this Tactic at the start of the Movement phase, if your kill team includes a **CADRE FIREBLADE**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, all friendly models within 6" of this model can use this model's Leadership characteristic instead of their own.

1 COMMAND POINT



VOLLEY FIRE

T'au Empire Tactic
Cadre Fireblade Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **CADRE FIREBLADE**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 6" of this model may fire an extra shot with pulse pistols, pulse carbines and pulse rifles when shooting at a target within half the weapon's range.

1 COMMAND POINT

STRUCTURAL ANALYSER

T'au Empire Tactic
Darkstrider Aura Tactic

Use this Tactic at the start of the Shooting phase, if your kill team includes Darkstrider. That model gains the following aura ability until the end of the battle round:

Pick an enemy model visible to Darkstrider. As long as Darkstrider is not shaken, add 1 to wound rolls for shooting attacks made by friendly models within 6" of Darkstrider in the Shooting phase, that target the enemy model you picked.

1 COMMAND POINT

MASTER OF WAR

T'au Empire Tactic
Commander in XV85 Enforcer Battlesuit Aura Tactic

Use this Tactic at the start of the battle round if your kill team includes a Commander in XV85 Enforcer Battlesuit. Choose one of the following aura abilities. That model gains that ability until the end of the battle round:

Mont'ka: As long as this model is not shaken, friendly models can shoot in the Shooting phase as if they had not moved in the preceding Movement phase whilst within 3" of this model, and you can add 1 to hit rolls for their shooting attacks that target enemy models that are not at long range.

Kauyon: As long as this model is not shaken, friendly models that begin the Movement phase within 3" of this model cannot move for any reason, but you can re-roll failed hit rolls for these models' attacks.

You can only use this Tactic once per battle.

2 COMMAND POINTS

FIGHTING RETREAT

T'au Empire Tactic
Darkstrider Aura Tactic

Use this Tactic at the start of the Shooting phase, if your kill team includes Darkstrider. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, friendly models within 3" of this model in the Shooting phase may attack with ranged weapons, even if they Fell Back or Retreated this battle round.

0 COMMAND POINTS



TYRANIDS

TYRANIDS TACTICS

If every model in your kill team has the TYRANIDS Faction keyword, you can use Tyranids Tactics.

SCORCH BUGS

Tyranids Tactic

Use this Tactic when a Termagant with a fleshborer from your kill team is chosen to shoot in the Shooting phase. Add 1 to wound rolls for that model, until the end of the phase.

1 COMMAND POINT

FEEDER TENDRILS

Tyranids Tactic

Use this Tactic when a **GENESTEALER** or **LICTOR** from your kill team takes an enemy Leader out of action in the Fight phase. Gain D3 Command Points.

1 COMMAND POINT

CAUSTIC BLOOD

Tyranids Tactic

Use this Tactic when a model from your kill team loses a wound in the Fight phase. Roll a D6 for each enemy model within 1" of that model. On a 6, that enemy model suffers 1 mortal wound after all of its attacks have been resolved.

1 COMMAND POINT

SINGLE-MINDED ANNIHILATION

Tyranids Tactic

Use this Tactic after a model from your kill team shoots in the Shooting phase. You can immediately shoot an additional time with that model. This Tactic costs 1 Command Point to use, or 2 Command Points if used on a **TYRANID WARRIOR** or **RAVENER**, or 3 Command Points if used on a **HIVE GUARD**.

1-3 COMMAND POINTS





LURK

Tyranids Tactic

Use this Tactic in the Movement phase. Pick a model from your kill team that has not yet moved. That model may not move this phase, but for the rest of the battle round, if this model is obscured, shooting attacks that target this model suffer an additional -1 modifier to their hit rolls.

1 COMMAND POINT

HUNTING ROAR

Tyranids Tactic

Use this Tactic when a **TYRANID WARRIOR** from your kill team finishes a charge move within 1" of any enemy models. You can re-roll failed hit rolls for models from your kill team within 6" of that Tyranid Warrior in the Fight phase in this battle round.

2 COMMAND POINTS

ADRENALINE SURGE

Tyranids Tactic

Use this Tactic at the end of the Fight phase. Pick a model from your kill team. That model can immediately fight an additional time.

2 COMMAND POINTS

PREDATORY LEAP

Tyranids Tactic

Use this Tactic before making a charge roll for a model from your kill team. Treat that model as if it could **FLY** when making its charge move.

1 COMMAND POINT

PHEROMONE TRAIL

Tyranids Tactic

Use this Tactic at the end of the Movement phase. Choose a model from your kill team that was set up in Reserve and set it up within 3" of a **LICTOR** from your kill team, and more than 5" away from any enemy models.

1 COMMAND POINT

DEATH FROM BELOW

Tyranids Tactic

Use this Tactic at the end of the Movement phase. Choose up to three **RAVENER** models from your kill team that were set up in Reserve, and set them up anywhere on the battlefield that is more than 5" away from any enemy models.

1 COMMAND POINT



IMPLANT ATTACK

Tyranids Tactic

Use this Tactic before an Injury roll is made for an enemy model that was reduced to 0 wounds by a model from your Kill Team in the Fight phase. Apply a +2 modifier to the Injury roll.

2 COMMAND POINTS

VORACIOUS APPETITE

Tyranids Tactic

Use this Tactic when you choose a **COMMANDER** to fight in the Fight phase. You can re-roll failed wound rolls for that model's attacks until the end of the phase.

2 COMMAND POINTS

METABOLIC OVERDRIVE

Tyranids Tactic

Use this Tactic in the Movement phase, after making a normal move with a model from your kill team. You can make a second normal move with that model, but if you do, the model cannot shoot this battle round. In addition, roll a D6; on a 1 the model suffers 1 mortal wound.

2 COMMAND POINTS

DRAGGED INTO THE DARKNESS

Tyranids Tactic
Sector Munitorum Tactic

Use this Tactic when you choose a model from your kill team to shoot with in the Shooting phase. If their target is within 1" of any Munitorum Crates or Munitorum Barrels, any wound rolls of 6+ cause a mortal wound, in addition to any other damage.

2 COMMAND POINTS

RAPID REGENERATION

Tyranids Tactic

Use this Tactic when a model from your kill team is taken out of action. Roll a D6. On a 4+ that model is treated as if it had suffered a flesh wound instead.

2 COMMAND POINTS

LEGACY OF YMGARL

Tyranids Tactic

Use this Tactic when you choose a **GENESTEALER** in your kill team to fight in the Fight phase. Re-roll failed wound rolls for that model until the end of the phase.

1 COMMAND POINT

ALPHA WARRIOR

Tyranids Tactic
Tyranid Prime Aura Tactic

Use this Tactic at the start of the Shooting phase, if your kill team includes a **TYRANID PRIME**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to hit rolls for friendly models within 6" of this model.

1 COMMAND POINT

MELT INTO THE SHADOWS

Tyranids Tactic

Use this Tactic at the beginning of the battle round, if Deathleaper is on the battlefield and not shaken. Until the end of the battle round, that model cannot make any charge attempts, but your opponent must subtract 1 from hit rolls for attacks that target that model.

1 COMMAND POINT

TERRIFYING REPUTATION

Tyranids Tactic
Broodlord Aura Tactic

Use this Tactic at the start of the Movement phase, if your kill team includes a **BROODLORD**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, subtract 1 from the Leadership characteristic of enemy models while they are within 6" of this model.

1 COMMAND POINT

TYRANIDS PSYCHIC POWERS

HIVE MIND DISCIPLINE

To generate psychic powers from the Hive Mind discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.

D3	RESULT

1 DOMINION

The Tyranid uses its prodigious psychic strength to channel and amplify the will of the Hive Mind.

Dominion has a warp charge value of 4. If manifested, select a friendly model within 18" of the psyker that has the Instinctive Behaviour ability. Until the start of the next Psychic phase, that model ignores its Instinctive Behaviour ability and automatically passes Nerve tests.

2 CATALYST

Through its synaptic conduits, the Hive Mind reaches out to infuse the organisms under its control, invigorating their metabolisms with unnatural vitality.

Catalyst has a warp charge value of 5. If manifested, select a friendly model within 18" of the psyker. Until the start of the next Psychic phase, roll a D6 each time that model loses a wound. On a 5+ that wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies, and re-roll 1s when making these rolls.

3 THE HORROR

The terrifying psychic presence of the Hive Mind radiates from the synapse creature, flooding the minds of the Tyranids' enemies and causing them to quail and panic.

The Horror has a warp charge value of 5. If manifested, select an enemy model within 18" of, and visible to, the psyker. Until the start of the next Psychic phase, that model must subtract 1 from their hit rolls and Leadership characteristic.

GENESTEALER CULTS

GENESTEALER CULTS TACTICS

If every model in your kill team has the GENESTEALER CULTS Faction keyword, you can use Genestealer Cults Tactics.

FRENZIED HAMMERING

Genestealer Cults Tactic

Use this Tactic when an **ABERRANT** from your kill team armed with a power hammer attacks in the Fight phase. Increase that model's Attacks characteristic by D3 until the end of the phase, but subtract 1 from hit rolls for that model's attacks until the end of the phase.

2 COMMAND POINTS

INHUMAN REFLEXES

Genestealer Cults Tactic

Use this Tactic when a model from your kill team fails a Falling test. It doesn't suffer falling damage and won't fall on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.

1 COMMAND POINT

UNNATURAL SENSES

Genestealer Cults Tactic

Use this Tactic when a model from your kill team is declared as a target of a charge. That model may fire Overwatch at the charging model, even if the charging model is not visible to it. The target is treated as obscured.

1 COMMAND POINT

SEISMIC BLAST

Genestealer Cults Tactic

Use this Tactic when you choose a model in your kill team to shoot with the short-wave profile of a seismic cannon. If an attack for the weapon hits, roll a dice for each other model within 2" of the target model. On a 5+ that model is shaken.

2 COMMAND POINTS



MESMERISING GAZE

Genestealer Cults Tactic

Use this Tactic at the beginning of the Fight phase. Pick an enemy model within 1" of a model from your kill team and roll a dice. On a 4+ subtract 1 from that model's Attacks characteristic (to a minimum of 1) until the end of the phase.

1 COMMAND POINT

TOXIN GLAND

Genestealer Cults Tactic

Use this Tactic when you pick a **HYBRID METAMORPH** from your kill team to fight in the Fight phase. Add 1 to wound rolls for that model's rending claw or metamorph talon until the end of the phase.

1 COMMAND POINT

ACIDIC SPIT

Genestealer Cults Tactic

Use this Tactic at the beginning of the Shooting phase. Pick an enemy model within 1" of a model from your kill team and roll a dice. On a 5+ that enemy model suffers 1 mortal wound.

1 COMMAND POINT

INDUSTRIAL BRUTALITY

Genestealer Cults Tactic

Use this Tactic after making attacks with a model armed with a heavy rock drill, heavy rock saw or heavy rock cutter in the Fight phase. Roll a D6. On a 4+ that model may immediately fight again.

1 COMMAND POINT



CORROSIVE FUEL

Genestealer Cults Tactic

Use this Tactic when you choose a model from your kill team to shoot with a hand flamer. Improve the Armour Penetration characteristic of that weapon to -1, and its Damage characteristic to 2 until the end of the phase.

2 COMMAND POINTS

BLINDING ACID SPIT

Genestealer Cults Tactic

Use this Tactic when a model from your kill team is chosen as the target of an attack in the Fight phase. Roll a dice; on a 4+ subtract 1 from hit rolls made for the attacking model until the end of the phase.

1 COMMAND POINT

RAISE THE ICON

Genestealer Cults Tactic

Use this Tactic at the start of the Fight phase. Pick a model from your kill team equipped with a cult icon. Increase the range of that model's Cult Icon ability to 12" until the end of the phase.

1 COMMAND POINT

I LIKE TO KEEP THIS HANDY...

Genestealer Cults Tactic

Use this Tactic at the start of the Shooting phase. Pick a model from your kill team armed with a shotgun. Change the shotgun's Type to Pistol 2 until the end of the phase.

1 COMMAND POINT



PLANT THE FLAG

Genestealer Cults Tactic

Use this Tactic when a model from your kill team equipped with a cult icon takes an enemy model out of action in the Fight phase. Friendly models within 6" of that model do not need to take Nerve tests until the end of the battle round.

1 COMMAND POINT

THE CULT INNUMERABLE

Genestealer Cults Tactic

Use this Tactic when a model from your kill team (other than a specialist) is taken out of action. You can set up that model again in your deployment zone, and more than 9" from any enemy models. The model is still treated as a casualty at the end of the battle.

3 COMMAND POINTS

UNSETTLING PRESENCE

Genestealer Cults Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **COMMANDER**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, enemy models within 6" of this model have -1 Leadership.

1 COMMAND POINT

SUDDEN STRIKE

Genestealer Cults Tactic

Use this Tactic at the end of the Movement phase if a **LOCUS** from your kill team is on the battlefield, is within 6" of an enemy model, did not Advance, Fall Back, Retreat, make a charge attempt or arrive from Reserve in this turn, and is not shaken or within 1" of an enemy model. The **LOCUS** can immediately make a pile-in move as described in the Fight phase, except that it can move up to 6" (rather than 3").

1 COMMAND POINT

GENOMIC ENHANCEMENT

Genestealer Cults Tactic

Use this Tactic at the end of the Movement phase, if a **BIOPHAGUS** from your kill team is on the battlefield and not shaken. Choose a friendly **ABERRANT** model within 2" of the **BIOPHAGUS** and increase its Strength, Toughness or Attacks characteristic by 1 until the end of the mission. You cannot choose the same **ABERRANT** twice with this Tactic.

1 COMMAND POINT

MESSY DEMISE

Genestealer Cults Tactic

Use this Tactic when a model from your kill team takes an enemy model out of action with an attack made with a heavy rock saw. Roll a dice for each enemy model within 3" of the model that made the attack. On a roll of 5+ the model you are rolling for is shaken.

2 COMMAND POINTS

CULT ASSASSIN

Genestealer Cults Tactic

Use this Tactic at the beginning of the first battle round, if a **SANCTUS** from your kill team is on the battlefield and not shaken. That model can immediately make a ranged attack as if it were the Shooting phase.

2 COMMAND POINTS

STRENGTH OF FAITH

Genestealer Cults Tactic

Use this Tactic when a model from your kill team suffers a mortal wound in the Psychic phase. Roll a D6 for that mortal wound, and each other mortal wound suffered by that model until the end of the phase. On a roll of 5+ that wound is ignored and has no effect.

1 COMMAND POINT



CULT NEXOS

Genestealer Cults Tactic

Use this Tactic at the end of the Movement phase, if a **NEXOS** from your kill team is on the battlefield and not shaken, and you have any models in Reserve. Choose up to three models from your kill team that were set up in Reserve, and set them up within 1" of the edge of the battlefield, and more than 5" away from any enemy models.

1 COMMAND POINT

ENSNARING STRIKE

Genestealer Cults Tactic

Use this Tactic when you pick a model in your kill team armed with a lash whip and bonesword to fight in the Fight phase. Until the end of the phase, if that model scores any hits, you can pick one melee weapon their target is armed with. The target model may not use that melee weapon in this phase.

1 COMMAND POINT

SECRET LAIR

Sector Fronteris Tactic
Genestealer Cults Tactic

Use this Tactic at the start of the Movement phase of battle round 1, 2 or 3. Pick a model from your kill team within 3" of a Ryza-pattern ruin hatchway and remove that model from the battlefield. At the end of the subsequent Movement phase, set up that model within 3" of any Ryza-pattern ruin hatchway, and more than 9" from any enemy models. If you cannot set up that model in this way, it remains in hiding; follow these rules again at the end of the next Movement phase. If this model has not been set up again before the end of the mission, it is taken out of action.

1 COMMAND POINT

DENSITY ANALYSIS LENSES

Genestealer Cults Tactic

Use this Tactic when you choose a model in your kill team to shoot in the Shooting phase. Add 1 to hit rolls for that model against targets which are obscured.

2 COMMAND POINTS

BLAZE OF GLORY

Genestealer Cults Aura Tactic
Kellermorph Tactic

Use this Tactic when you pick a **KELERMORPH** from your kill team to shoot in the Shooting phase. Instead of shooting normally, you can make a single attack with one of this model's ranged weapons against each enemy model, within 8", that is an eligible target.

1 COMMAND POINT

METICULOUS PLANNING

Genestealer Cults Tactic
Primus Tactic

Use this Tactic at the start of the first battle round, if your kill team includes a **PRIMUS**. Roll a D6 for each model from your kill team that did not move as a result of the Cult Ambush ability. On a roll of 5+ you can move that model as described in its Cult Ambush ability.

2 COMMAND POINTS



CULT DEMAGOGUE

Genestealer Cults Tactic
Primus Aura Tactic

Use this Tactic at the start of the Movement phase, if your kill team includes a **PRIMUS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to hit rolls in the Fight phase for friendly models that are within 6" of this model.

1 COMMAND POINT

PROCLAMATOR HAILER

Genestealer Cults Tactic
Clamavus Aura Tactic

Use this Tactic at the start of the battle round, if your kill team includes a **CLAMAVUS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, add 1 to all Advance and charge rolls made for models from your kill team that are within 6" of any friendly models with this ability, and subtract 1 from all Nerve tests taken for models from your kill team that are within 6" of any friendly models with this ability.

1 COMMAND POINT

NEXUS OF DEVOTION

Genestealer Cults Tactic
Acolyte Iconward Aura Tactic

Use this Tactic at the start of the Movement phase, if your kill team includes an **ACOLYTE ICONWARD**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can roll a D6 each time a friendly model within 6" of this model loses a wound; on a 6 the wound is not lost. If a model already has an ability with a similar effect, you can choose which effect applies and re-roll 1s when making these rolls.

1 COMMAND POINT

RABBLE ROUSER

Genestealer Cults Tactic
Acolyte Iconward Aura Tactic

Use this Tactic at the start of the Movement phase, if your kill team includes an **ACOLYTE ICONWARD**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, all friendly models within 6" of this model can use the Acolyte Iconward's Leadership instead of their own.

1 COMMAND POINT

GENESTEALER CULTS PSYCHIC POWERS

BROODMIND DISCIPLINE

To generate psychic powers from the Broodmind discipline, you can either roll a D3 to generate them randomly (re-roll any duplicate results), or you can select those you wish the psyker to have. Do so before each battle.



D3	RESULT

1 PARALYSING HYPNOSIS

The psyker's eyes glow strangely as he casts his gaze across his chosen victim, his mental dominion putting them into a trance-like state so the cult can take them apart at leisure.

Paralysing Hypnosis has a warp charge value of 6. If manifested, select a visible enemy model within 18" of the psyker. Until the start of the next Psychic phase, the target cannot fire Overwatch, cannot be chosen to fight until all other models able to do so have fought in the Fight phase (even if it charged), and must subtract 1 from its hit rolls.

2 MIND CONTROL

Palsied fingers twitch and facial muscles spasm as the psyker's mark is taken over completely, then forced to witness their own traitorous actions as they open fire upon their trusted comrades.

Mind Control has a warp charge value of 6. If manifested, pick an enemy model within 12" of the psyker and roll 3D6. If the score is less than that model's Leadership characteristic, nothing happens. If it is equal to or greater, that model immediately shoots another enemy model of your choice as if it were the Shooting phase, or makes a single close combat attack against another enemy model within 1" as if it were the Fight phase, as if it were part of your kill team.

3 MIGHT FROM BEYOND

An alien strength lurks in every being that carries the Genestealer Curse. With a low whisper that rises to a scream, the psyker amplifies this hidden might, and a loyal follower is swollen with empowering energy born of the void itself.

Might From Beyond has a warp charge value of 6. If manifested, select a friendly model within 18" of the psyker. Add 1 to the Strength and Attacks characteristics of that model until the start of the next Psychic phase.



YOU MAY ALSO LIKE

KILL TEAM: COMMANDERS IS AN EXPANSION FOR WARHAMMER 40,000: KILL TEAM, INTRODUCING ELITE WAR LEADERS AND EXPERTS IN THE ART OF BATTLE – COMMANDERS.



PRODUCED BY THE WARHAMMER STUDIO

With thanks to the Mournival and the Infinity Circuit for their additional playtesting services

Kill Team Annual 2019 © Copyright Games Workshop Limited 2019. Kill Team Annual 2019, Warhammer 40,000: Kill Team, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental. British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

ISBN: 978-1-83906-015-1

games-workshop.com