WARHAMMER 40,000

KILL TEAM

Kill Team

BRUTAL CLOSE QUARTERS COMBAT
IN THE 41ST MILLENNIUM

Choosingyour kill team

Kill Teams can vary wildly in size and composition, ranging from an expendable team of murderous penal legionaries about to be sent on a suicide mission, to a pack of elite Thunderwolf Cavalry designed to hunt small bands of foemen behind enemy lines. The rules here describe how to select your very own Kill Team in preparation for its first mission.

Each player can spend up to 200 points on their Kill Team, chosen from a single codex or codex supplement, and adhering to the Kill Team Detachment, shown below:

KILL TEAM DETACHMENT

OPTIONAL
0-2 Troops
0-1 Elites
0-1 Fast Attack

RESTRICTIONS

In order to represent the sorts of units that would be tasked with undertaking such missions, there are a few further restrictions that you must take into account when selecting your Kill Team:

- A Kill Team must include at least four non-vehicle models. One of these models must be your Leader (see opposite) and three must be Specialists (pg 8).
- A Kill Team cannot include any models with more than 3 Wounds or Hull Points on their profile.
- A Kill Team cannot include any vehicles with a combined Armour Value (established by adding the vehicle's Front, Side and Rear Armour Values together) of more than 33.
- A Kill Team cannot include Flyers.
- A Kill Team cannot include any models with a 2+ Armour Save.

THE LEADER

Every Kill Team is led by a shrewd and experienced commander. Whether they are a charismatic officer being groomed for future command, or something of a loner who prefers the relative freedom of guerilla warfare, their warriors will follow them unto death. All that matters is that it is their responsibility to see the mission completed, no matter the cost.

After choosing your Kill Team, you must determine which non-vehicle model will be your Leader. The Leader is automatically the character model with the highest Leadership characteristic on its profile. If your Kill Team has no character models, then the Leader is automatically the model with the highest Leadership characteristic on its profile. In either case, if several eligible models are tied for the highest Leadership characteristic, you must nominate one of them to be your Leader. However, a model with the Beast unit type or Swarm special rule cannot be nominated as your Kill Team Leader. If your Leader does not already have the character unit type or the Independent Character special rule, they gain the character unit type.

Your Leader is a skilled veteran of many military campaigns. At the start of every game, roll on the Leader Traits table on the right before you deploy your Kill Team to discover what signature tactics your Leader has to help complete the mission.

DESIGNER'S NOTE – CAMPAIGN PLAY

If you plan to play a number of Kill Team games as part of a campaign, ongoing narrative or gaming event, we recommend that you retain your Leader Trait between games. Alternatively, rather than rolling on the table, you could simply pick the trait that best suits your Leader's personality and retain that trait instead.

LEADER TRAITS TABLE

D6	RESULT
1	**A Cunning Ruse:** D3+2 non-vehicle models of your choice have the Outflank special rule.
2	**Quick Thinker:** Your Kill Team successfullySeizes the Initiative on a 4+ instead of a 6.
3	**Chasing Promotion:** You gain 1 additional Victory Point if your Leader slays the enemy Leader in a challenge.
4	**Iron Resolve:** Your Leader's Command Range is increased to 12" (see Break Tests and Command Range, pg 12).
5	**Been there, Seen it, Done it:** Your Leader can select a special rule from one of the Specialist Categories (pg 8), though this cannot be from the same category as any of your other Specialists.
6	**Unshakeable Dedication to Duty:** Your Leader has the Zealot special rule.

A Space Marine Sergeant will lead his Kill Team to victory...or die trying.

An Ork Nob with a powerklaw – brutal, loud, and extremely violent.

Death from above! A Warp Talon Champion with jump pack and lightning claws.

SPECIALISTS

In every theatre of war, there are fighters on either side whose courage, weapons proficiency, or sheer killer instincts can easily be lost amidst the carnage of larger scale conflicts. Yet in smaller skirmishes, the unique talents of these unsung heroes soon becomes apparent.

Whether they are grizzled and steadfast sergeants who have survived more than their fair share of wars, or perhaps even a squad's latest recruit who shows a remarkable talent for marksmanship, these individuals are referred to as Specialists. After choosing your Kill Team and establishing who will be your Leader, you must nominate three non-vehicle models to be Specialists. You cannot nominate your Leader, nor can you choose a model with the Beast unit type or Swarm special rule to be a Specialist. Each Specialist must be assigned a single special rule chosen from one of the Specialist Categories in this section. No two Specialists in the same Kill Team can choose their special rules from the same Specialist Category. The five Specialist Categories and the special rules which can be chosen from within each category are found on the next few pages.

Sergeant Stornus could hear the nearby firefight as he approached through the darkness. The crack-whine of the xenos rifles disgusted him, a grim reminder not to underestimate the range and hitting power of the Tau weaponry. The xenos heretic technology only fuelled his disdain. He held that angst in check for now, with enforced calm. His mind counted steadily down, both to focus his thoughts and to ensure that his attack was perfectly coordinated with his team. Then, at the perfect moment, as the others were suppressing the foe, Stornus sprung in to action. Leaping over the rubble, his chainsword growled to life and he sprinted around the corner. Now, Stornus released his hate.

Now, the xenos would pay.

COMBAT SPECIALIST

A highly aggressive warrior who is a deadly exponent of the art of close combat

A Combat Specialist may choose one of the following special rules, the full rules for which can be found in *Warhammer 40,000: The Rules*.

Counter-attack	Hammer of Wrath	Rage
Furious Charge	Hatred	

Alternatively, a Combat Specialist may choose one of the following special rules instead:

BERSERK FIGHTER

When outnumbered in combat, a Berserk Fighter is overcome with red fury, unleashing a flurry of blows.

At the start of any Fight sub-phase, this model gains an additional D3 attacks if they are locked in combat with more than one enemy model. A model that has made a disordered charge that turn receives no benefit from Berserk Fighter.

'We are beset on all sides by vile predatory aliens and sedition gnaws at us from within; in this dark hour the best we can do is look to our wargear and pray to our gods.'

-Imperial Commander Skolaka 'Trellad' V

DEATHBLOW

It is a grim skill to mercilessly and unerringly drive a weapon into a foe's most vital regions. Smite them!

If a target suffers an unsaved Wound from a close combat attack made by this model, the target is reduced to 0 Wounds and is removed as a casualty.

KILLER INSTINCT

Only a natural born killer knows just where and when to strike to cause damage with every blow. Watch them bleed.

This model always wounds on a 2+ when making close combat attacks against non-vehicle models.

WARRIOR ADEPT

Constant combat breed fighters of consummate skill, able to feint, parry, and overcome. Those that survive long enough acquire a deadly efficiency.

This model has +1 Weapon Skill.

Zeal is its own excuse.

WEAPON SPECIALIST

A deadeye shot and something of a technological genius at customising weaponry

A Weapon Specialist may choose the following special rule, the full rules for which can be found in *Warhammer 40,000: The Rules*.

Sniper

Alternatively, a Weapon Specialist may choose one of the following special rules instead:

BANE OF VEHICLES

A warrior with a knack for turning enemy vehicles into burnt-out hulls is a valuable asset to any Kill Team.

When making shooting attacks, this model re-rolls failed armour penetration rolls against vehicles and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

EAGLE-EYE

Through skilled gauging of the wind or ballistic expertise, some marksmen can hit their quarry beyond maximum range.

The range of any ranged weapons fired by this model is increased by half. For example, this model could fire a boltgun (Range 24") up to 36" instead. This increased range also affects Rapid Fire and Melta distances, but has no effect on Template weapons.

EXPERT SHOT

Kill Teams quickly learn which of their members is the most accurate, for the best marksman must take the most vital shots.

This model has +1 Ballistic Skill.

MACHINE SABOTEUR

Knowing how to place charges or where to strike to turn an enemy vehicle into a burning wreck is a valuable skill.

When this model hits a vehicle in close combat, roll a D6 to determine the effect rather than rolling for armour penetration normally:

D6	Result
1	No effect
2-4	Glancing hit
5-6	Penetrating hit

MASTER-CRAFTSMAN

Whether by jury-rigging scopes or fine-tuning an aiming mechanism a warrior that hones their weapon becomes even deadlier.

When selecting this special rule, pick a ranged weapon carried by this model. You can re-roll one failed To Hit roll per turn with that weapon.

REAPING VOLLEY

Quick reflexes and a mind for carnage allow some to spray their fire in an arc, scything down multiple targets at once.

When attacking with a ranged weapon that fires more than one shot, this model may target different enemy models with each shot. Announce the intended target of every shot before making any To Hit rolls.

SHARPSHOOTER

Some foes think there is safety behind cover. When they find themselves in this warrior's sights they will learn another truth.

Cover saves cannot be taken against Wounds, glancing or penetrating hits caused by shooting attacks made this model.

SUPPRESSING FIRE

It is possible for skilled marksmen to lay down bursts of well-aimed firepower to pin the enemy in place. Duck or die!

If a non-vehicle model suffers one or more hits from a shooting attack made by this model, the target must take a Leadership test once this model has finished its attacks for that phase. This is called a Pinning test.

If the target fails the test, it must immediately Go to Ground (see *Warhammer 40,000: The Rules*). As the target has already taken its saves, Going to Ground does not protect it against the fire of the weapon that caused the test – it's too late! As long as the test is passed, a target can be called upon to take multiple Pinning tests in a single turn, but only once for each model shooting at them. If a model has already Gone to Ground, no further Pinning tests are taken.

If the special rules of a model specify that they can never be Pinned, they automatically pass this test. Such models can still Go to Ground voluntarily if they wish.

DIRTY FIGHTER SPECIALIST

A brutal and savage fighter for whom no blow is too low and no trick too dirty

A Dirty Fighter Specialist may choose one of the following special rules, the full rules for which can be found in *Warhammer 40,000: The Rules*.

Fear

Soul Blaze

Alternatively, a Dirty Fighter Specialist may choose one of the following special rules instead:

BLINDING DISTRACTION

Using a flash-concussive, kicking dust, or even throwing small objects can distract a target for a moment. And that's all it takes.

Any target hit in close combat by this model must take an Initiative test at the end of the current phase. If the test is passed, all is well – they have seen through the distraction. If the Initiative test is failed, the target is reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Any model that does not have an Initiative characteristic (for example, non-Walker vehicles, buildings etc.) is unaffected by this special rule.

EXPLOIT WEAKNESS

The dirtiest fighters inherently know just where to stab into a weak point in armour or flesh. And they don't stop stabbing.

When this model makes a close combat attack, for each To Wound roll of a 6, the target automatically suffers a Wound, regardless of its Toughness. These Wounds are resolved at AP2.

Against vehicles, each armour penetration roll of 6 allows a further D3 to be added to the total. These hits are resolved using their normal AP value.

EXECUTIONER

Taking out the largest or most powerful foes is a sure way to disrupt the enemy's plans. Bring them down!

This model re-rolls all failed To Wound rolls against targets with a Wounds characteristic of 2 or more.

LOW BLOW

Groin-kicking, eye-gouging, biting, gnashing, throat-slashing all are fair game and valued skills to the dirty fighter.

A target that suffers one or more hits in close combat from this model is reduced to Initiative 1 until the end of the following Assault phase.

MURDEROUS BLOWS

There is an art to twisting a blade or aiming a blow for the most vulnerable body parts. Why wound when you can kill?

This model re-rolls failed To Wound rolls in close combat.

POISONED WEAPONS

Only a dirty fighter is likely to know where to procure the ingredients to make toxins.

When attacking in close combat, this model always wounds their target on a 4+, unless a lower result would be required. In addition, if the Strength of this model is higher than the Toughness of their target, this model re-rolls failed rolls To Wound in close combat.

This special rule has no effect against vehicles.

Bruk Teef-kikka of the Black Fang Kill Team is an undisputed master of the cheap shot!

Wyches often specialise in dirty tricks, especially the use of poison, a habit from gladiatorial combat.

The path to glory is one paved with the remains of slain foes. The cruellest the kill, the better.

Against the Alien and the Traitor, there is no fair way to fight.

INDOMITABLE SPECIALIST

A stoic and tenacious warrior who will not be cowed by anyone or anything

An Indomitable Specialist may choose one of the following special rules, the full rules for which can be found in *Warhammer 40,000: The Rules*.

Adamantium Will	Feel No Pain
Crusader	Relentless
Eternal Warrior	Stubborn
Fearless	

Alternatively, an Indomitable Specialist may choose the following special rule instead:

SMACKDOWN

Throwing a foe down can give a fighter another second to strike.

Any non-vehicle model that suffers one or more hits from this model in close combat moves as if it is in difficult terrain until the end of its next turn.

One moment, Shas'la Obita was paired with Ti'cha, both warriors covering the team's left flank. The next, a Space Marine came sprinting out of the broken foundations of a ruin, timing his assault to coincide with the heaviest fire from his comrades. Obita shot too quickly and then found himself sprawled upon his back, bleeding and with his armour rent. Still, he fared better than Ti'cha, whose body was in pieces. Only his Fire caste training allowed Obita to compartmentalise the pain and remain conscious.

He rose unsteadily, his vision dimming around the edges as he struggled to aim his pulse rifle at the black armoured giant. What was his life blood, thought Obita, compared to the Greater Good? His last shot was true.

GUERILLA SPECIALIST

A warrior naturally gifted in the art of guile and stealth, the eyes and ears of the Kill Team

A Guerilla Specialist may choose one of the following special rules, the full rules for which can be found in *Warhammer 40,000: The Rules*.

Fleet	Night Vision
Hit & Run	Preferred Enemy
Infiltrate	Scout
Move Through Cover	Stealth

Alternatively, a Guerilla Specialist may choose the following special rule instead:

PROMETHIUM CHARGES

The best foe is one incinerated into cinders.

This model counts as being equipped with assault grenades (see *Warhammer 40,000: The Rules*). However, cover saves cannot be taken against Wounds caused by promethium charges in the Shooting phase.

Even lugging his plasma gun, Hanson can move like a jungle cat.

Initiate Brother Atticon has become adept at stalking Orks while remaining unseen.

Aided by high-tech gear, Pathfinder Shas'la Ti'lek is a master infiltrator.

Kill team Missions

Kill Teams are rarely called upon to engage in open war, where their unique talents would be lost in the mayhem of battle. Instead, they are sent to forge deep into no man's land to sow discord and disruption in a series of daring raids. Here, we present the rules for using your Kill Team, and six unique and challenging missions for them to play.

There are six missions to try out in your games of *Warhammer 40,000: Kill Team*. Each mission has its own special rules, objectives and challenges. Regardless of the mission, they all share a few variations to the normal Warhammer 40,000 rules which you must adhere to in order to play Kill Team, all of which are presented below:

Skirmish Battlefield: All Kill Team missions are designed to be played on a 4'x4' battlefield.

Every Man for Himself: Most models in a Kill Team are selected as part a squad. However, when deploying your Kill Team, and throughout the course of the game, each model is treated as a separate unit. This even includes models that are selected as wargear options for a unit, such as Tau Empire Drones or Space Wolves Fenrisian Wolves. If a model has the Independent Character special rule, it cannot join another model to form a unit of two.

Transport Vehicles: Transport vehicles can carry a number of models equal to their Transport Capacity (but following all of the normal restrictions), regardless of which unit they were selected from during Kill Team selection. However, only models that were selected as part of the same unit during Kill Team selection, and were assigned a Dedicated Transport, can begin the game embarked upon their Dedicated Transport.

You're on Your Own: Psykers cannot use **Conjuration** powers in games of Kill Team. Furthermore, the Reserves rule is not used unless as a result of the Outflank special rule. Models cannot enter Ongoing Reserve by any means. If any models in your Kill Team can normally only be deployed via Deep Strike, simply deploy them along with the rest of your army.

Scoring Units: Unless specifically stated otherwise in their rules (e.g. a Tau Empire Drone), all models are scoring units.

The Hormagaunts burst from the undergrowth their scything limbs hacking a way tangle-vine with ease. The sudden disturbance sent ripples through the upper canopy as unseen creatures flew to safety. Whirling, Jones and Drex each had time to fire a single shot before the bounding xenos were upon them. One las gun beam dropped a Hormagaunt mid-spring the other panicked shot went high, briefly illuminating the gloom. Within seconds a dozen iron-hard chitinous blades butchered the two Guardsmen. The last man, Fraker, levelled his weapon and squeezed the trigger. A sheet of promethium fanned out, lighting with a whoosh. In an instant, only blackened husks remained.

Psychic Solitude: The Brotherhood of Psykers/Sorcerers special rule has no effect in games of Kill Team.

Break Tests: If, at the start of your turn, more than half the total number of models in your Kill Team have been destroyed (or otherwise been removed from play), your force is Broken. From that point on, each of your models must make a Break test at the beginning of each of your Movement phases, including the turn on which your force was Broken. Starting with your Leader (if they are still alive), each of your models must make a Leadership test. If the test is passed, all is well and the model bravely fights on as normal; if the test is failed, your model flees from the battlefield and is immediately removed as a casualty. Vehicles and models with the Fearless special rule automatically pass Break tests. Models with the And They Shall Know No Fear special rule re-roll failed Break tests.

Command Range: Your Leader has a Command Range of 6". If your force is Broken and your Leader passes their Break test, all friendly models within their Command Range automatically pass their Break tests.

CODEX EXCEPTIONS FOR KILL TEAM MISSIONS

Codex: Chaos Daemons : The Warp Storm and Daemonic Instability special rules are not used in Kill Team missions. All Daemon models have the Fearless special rule instead.

Codex: Chaos Space Marines : The Champion of Chaos special rule is not used in Kill Team missions.

Codex: Cult Mechanicus : The Canticles of the Omnissiah special rule is not used in Kill Team missions.

Codex: Khorne Daemonkin : The Blood for the Blood God! special rule is not used in Kill Team missions.

Codex: Orks : The Mob Rule special rule is not used in Kill Team missions.

Codex: Skitarii : The Doctrina Imperatives special rule is not used in Kill Team missions.

KILL TEAM MISSION SECONDARY OBJECTIVES

Each Kill Team Mission uses some or all of the following Secondary Objectives, shared by both players:

Slay the Leader: If, at the end of the game, the enemy's Leader has been slain, you score 1 Victory Point. If the enemy Leader fled the battlefield as a result of a failed Break test, a Victory Point is not awarded.

Linebreaker: If, at the end of the game, you have at least one model in the enemy's deployment zone, you score 1 Victory Point. Models that are falling back or that have gone to ground do not count.

First Blood: If the first model to be removed as a casualty during the game was part of your opponent's Kill Team, you score 1 Victory Point.

Break the Enemy: If, at the end of the game, you have completely destroyed more than half of your opponent's models, you score 1 Victory Point.

KILL TEAM MISSIONS

There are two ways that you can choose which Kill Team mission to use. The first is to agree with your opponent which Kill Team mission to play. The second is to randomly determine the mission by rolling a D6 and consulting the following chart:

KILL TEAM MISSION TABLE

D6	Result
1	Forward Push
2	Alone in the Dark
3	Head Hunt
4	Infiltrate the Camp
5	Secure the High Ground
6	Supply Drop

The Emperor bestows upon us the gift of intolerance.

KILLTEAM:FORWARDPUSH

Your Kill Team has been tasked with pushing back the forward elements of the enemy army from a strategically important location, so that vanguard units can follow up and secure the area.

THE ARMIES
Choose armies as described in the Choosing Your Kill Team section (pg 6).

THE BATTLEFIELD
Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*

OBJECTIVE MARKERS
After terrain has been set up, but before determining table halves, the players must place 3 Objective Markers, using the rules for Placing Objective Markers (see *Warhammer 40,000: The Rules*).

DEPLOYMENT
Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in *Warhammer 40,000: The Rules*.

FIRST TURN
The player that deployed first has the first turn unless their opponent can Seize the Initiative (see *Warhammer 40,000: The Rules*).

GAME LENGTH
This mission uses Variable Game Length (see *Warhammer 40,000: The Rules*).

VICTORY CONDITIONS
At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

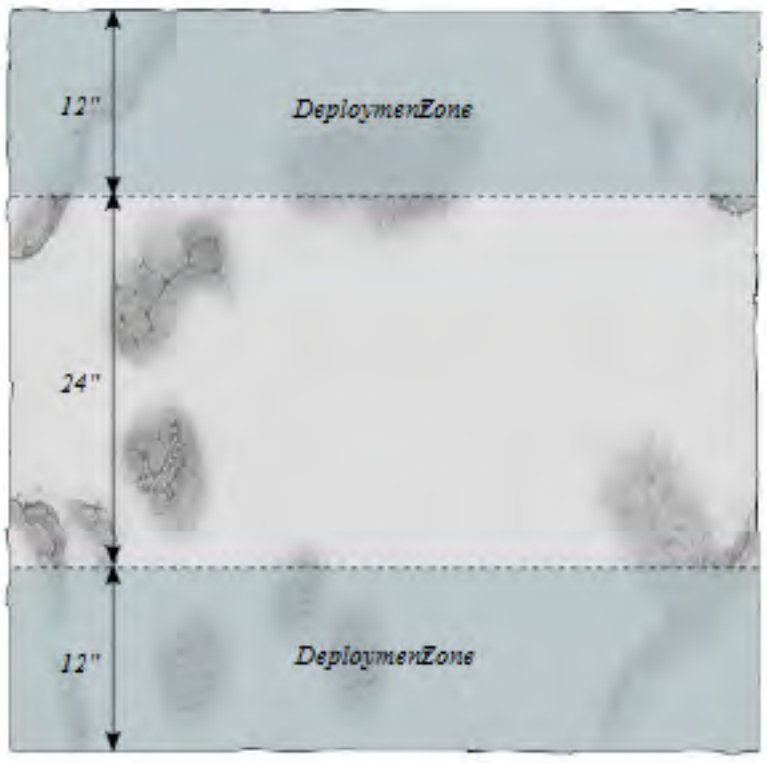
PRIMARY OBJECTIVE
At the end of the game, each Objective Marker is worth 1 Victory Point to the player that controls it.

SECONDARY OBJECTIVES
Break the Enemy, First Blood, Linebreaker, Slay the Leader.

MISSION SPECIAL RULES
Night Fighting, Mysterious Objectives.

Krisha, a Dark Eldar Wych, knows that mobility is a deadly weapon and seeks to outflank and panic the foe!

Corporal Stacks was the last man left. Well, the sergeant was still clinging to life, but he wouldn't for long. It had been a hell of an afternoon. After his platoon had been demolished, Stacks had been seconded by Sergeant Yerkins, who was gathering stragglers to form a task force. Over and over, he beat it into their heads – they had to secure the air intakes or the entire lower section of the hive city was doomed. Taking a last moment to grant the Emperor's mercy to the pox-covered thing that had once been Yerkins, using the sergeant's own las pistol, Stacks headed towards the sounds of chanting cultists. The air intakes were that way as well, and he had one grenade left. They had not won yet.


12"
DeploymenZone
24"
12"
DeploymenZone

KILLTEAM: ALONE IN THE DARK

You are on a dangerous mission under cover of darkness. Enemy patrols were spotted in this location before night fell, and you have been charged with driving them from the area and holding your ground until dawn.

THE ARMIES
Choose armies as described in the Choosing Your Kill Team section (pg 6).

THE BATTLEFIELD
Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*

OBJECTIVE MARKERS
After terrain has been set up, but before determining table halves, the players must place 3 Objective Markers, using the rules for Placing Objective Markers (see *Warhammer 40,000: The Rules*).

DEPLOYMENT
Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in the Search Pattern mission special rule (see right).

FIRST TURN
The player that deployed first has the first turn unless their opponent can Seize the Initiative (see *Warhammer 40,000: The Rules*).

GAME LENGTH
This mission uses Variable Game Length (see *Warhammer 40,000: The Rules*).

VICTORY CONDITIONS
At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE
At the end of the game, each Objective Marker is worth 1 Victory Point to the player that controls it.

SECONDARY OBJECTIVES
Break the Enemy, First Blood, Linebreaker, Slay the Leader.

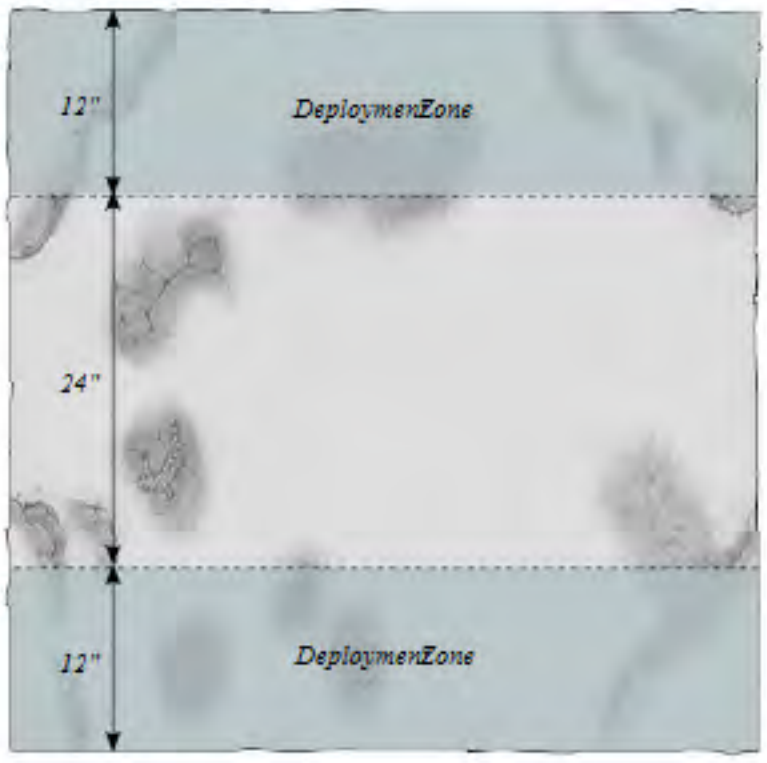
MISSION SPECIAL RULES
Mysterious Objectives.

Death by Moonlight: In this mission, the Night Fighting rules are in effect for the entire battle.

Search Pattern: Before deployment, both players make a dice roll for each model in their Kill Team that does not already have the Outflank special rule. On the roll of a 1 or 2, that model gains the Outflank special rule. On the roll of a 3+, that model is deployed anywhere within their side's deployment zone, but cannot be placed anywhere within 3" of another model.

You cannot see the horrors that lurk in the night, but be assured that they are there, waiting to pounce when our guard is down. Be vigilant! Trust your wargear! Have faith in your Master! Let your armour be hate!

Grymtal, a Grey Knights Interceptor is much a threat to the vile entities of the Warp as those who would seek to summon them.


12"
DeploymenZone
24"
12"
DeploymenZone

KILLTEAM: HEAD HUNT

Your army's scouts have tracked a dangerous enemy leader to this location. In a bid to make a name for yourself, you are leading a hand-picked team of warriors to take his head.

THE ARMIES
Choose armies as described in the Choosing Your Kill Team section (pg 6).

THE BATTLEFIELD
Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*

DEPLOYMENT
Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in *Warhammer 40,000: The Rules*

FIRST TURN
The player that deployed first has the first turn unless their opponent can Seize the Initiative (see *Warhammer 40,000: The Rules*).

GAME LENGTH
This mission uses Variable Game Length (see *Warhammer 40,000: The Rules*).

Ulmak the Red-handed bears his Kill Team 'sicon, a rallying point for slaughter.

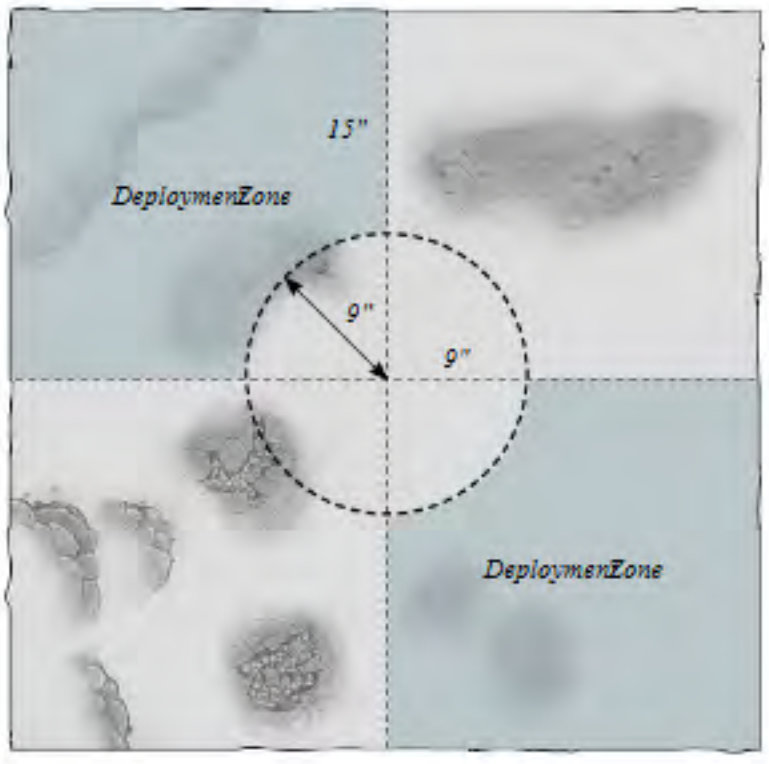
VICTORY CONDITIONS
At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE
If, at the end of the game, the enemy's Leader has been slain, you score 3 Victory Points. You also score 1 Victory Point at the end of the game for each enemy Specialist that has been slain. No Victory Points are earned for enemy models that fled the battlefield as a result of failed Break tests.

SECONDARY OBJECTIVES
Break the Enemy, First Blood, Linebreaker.

MISSION SPECIAL RULES
Night Fighting.

The uprising was countered Khulth could hear the panicked cultists as they fled. But no matter, there would be other planets. Khulth knew he still had enough time to escape yet he recognised that the easy way was not the path to glory. Gathering a few of his favoured warriors, the Chaos Space Marines strode towards the sounds of combat. He knew the loyalist lapdogs Space Marine assault parties would press forward, eager to capture a cult leader. Khulth would leave this orb, but not until he could do so with his honour intact. Only when he bore the dripping head of a rival officer would he depart. He owed a skull offering to Khorne.


15"
DeploymenZone
9"
9"
DeploymenZone

KILLTEAM:INFILTRATETHE CAMP

Your scouts have located a forward enemy command post, cunningly concealed – or so they think – in no man's land. You must fight your way past the scouts prowling its perimeter and plant explosives within the compound.

THE ARMIES
Choose armies as described in the Choosing Your Kill Team section (pg 6).

Either agree with your opponent which player will be the Attacker and which the Defender, or roll-off; the player who wins the roll-off can choose to be the Attacker or Defender.

THE BATTLEFIELD
Use the deployment map included with this mission. Set up terrain as described in *Warhammer40,000: The Rules*

DEPLOYMENT
Before any models are deployed, both players must roll to determine their Leader Traits.

The Attacker deploys first, placing all of their models anywhere within the Attacker's Deployment Zone (see map). The Defender then deploys all of their models anywhere within the Defender's Deployment Zone (see map).

FIRST TURN
The Attacker has the first turn unless the Defender can Seize the Initiative (see *Warhammer40,000: The Rules*).

GAME LENGTH
This mission uses Variable Game Length (see *Warhammer 40,000: The Rules*).

VICTORY CONDITIONS
At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE
At the end of the game, the Attacker scores 1 Victory Point for each of their models that leaves the battlefield via the Defender's table edge (see the Breakthrough mission special rule below). **The Defender scores 1 Victory Point for every three enemy models that they kill or completely destroy.** However, the Defender earns no Victory Points for enemy models that flee the battlefield as a result of failed Break tests.

SECONDARY OBJECTIVES
Break the Enemy, First Blood, Slay the Leader.

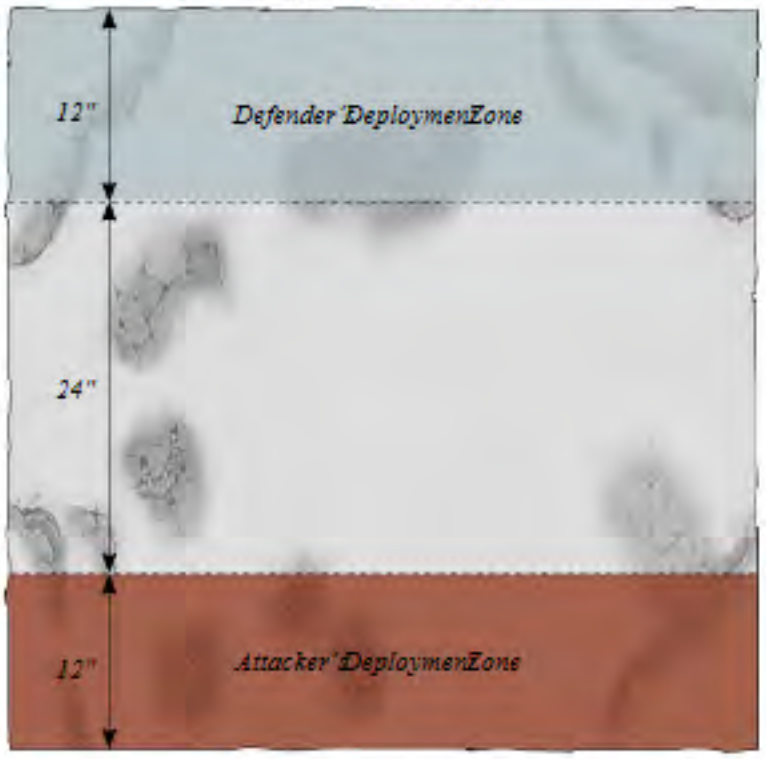
MISSION SPECIAL RULES
Night Fighting.

Breakthrough: The Attacker's models can voluntarily leave play by moving off the table via the Defender's table edge. Models that leave play cannot return.

Defensive Perimeter: The Attacker's models cannot use the Outflank special rule in this mission. The Attacker can re-roll any results of a 1 on the Leader Traits Table until they generate any Leader Trait other than A Cunning Ruse.

Engines on Quiet: The Attacker's models may not Turbo-boost in this game.

Syvia of the Flowing Death is a multicoloured whirl of death that seeks to kill and move before foes can draw a bead on her.


Defender's Table Edge
12"
Defender's Deployment Zone
24"
12"
Attacker's Deployment Zone
Attacker's Table Edge

KILLTEAM: SECURE THE HIGH GROUND

Enemy forward units have been spotted near a crucial site that offers a strategically important view of the valley beyond. Take the high ground and get rid of the enemy threat in the area.

THE ARMIES
Choose armies as described in the Choosing Your Kill Team section (pg 6).

THE BATTLEFIELD
Place the tallest piece of terrain in your collection in the centre of the battlefield to represent the high ground, then set up terrain as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT
Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in *Warhammer 40,000: The Rules*.

FIRST TURN
The player that deployed first has the first turn unless their opponent can Seize the Initiative (see *Warhammer 40,000: The Rules*).

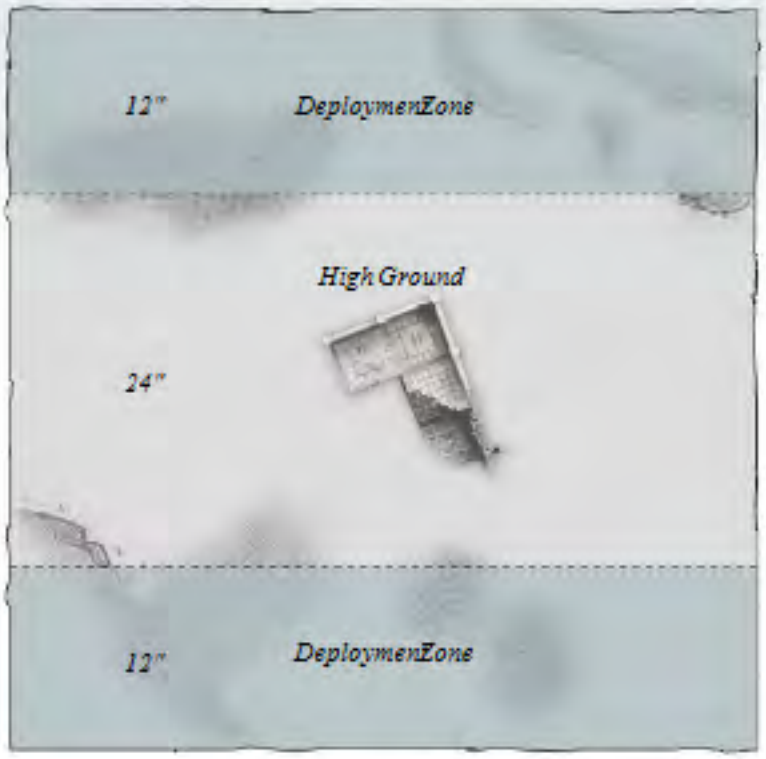
GAME LENGTH
This mission uses Variable Game Length (see *Warhammer 40,000: The Rules*).

VICTORY CONDITIONS
At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE
At the end of the game, you score 1 Victory Point for each non-vehicle model whose entire base is within the boundaries of the central terrain piece.

SECONDARY OBJECTIVES
Break the Enemy, First Blood, Linebreaker, Slay the Leader.

MISSION SPECIAL RULES
Night Fighting.



Through the destruction of our enemies, we earn our salvation.

KILLTEAM:SUPPLYDROP

Your Kill Team desperately needs supplies. An essential airdrop lies ahead, but enemy scouts are trying to intercept you. Most of the crates will contain rations, but your focus is getting to the munitions before the foe.

THE ARMIES
Choose armies as described in the Choosing Your Kill Team section (pg 6).

THE BATTLEFIELD
Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*.

OBJECTIVE MARKERS
After terrain has been set up, but before determining table halves, the players must place 6 Objective Markers, using the rules for Placing Objective Markers (see *Warhammer 40,000: The Rules*).

After all the Objective Markers have been placed, roll to scatter each marker (see *Warhammer 40,000: The Rules*) and move it accordingly. If the Objective Marker would scatter off the table or into impassable terrain, move it as far as you can in the direction indicated by the scatter dice, but place it no closer than 1" to the table edge or terrain.

DEPLOYMENT
Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in *Warhammer 40,000: The Rules*.

FIRST TURN
The player that deployed first has the first turn unless their opponent can Seize the Initiative (see *Warhammer 40,000: The Rules*).

GAME LENGTH
This mission uses Variable Game Length (see *Warhammer 40,000: The Rules*).

VICTORY CONDITIONS
At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE
At the end of the game, the Primary Drop (see Mission Special Rules, below) **is worth 3 Victory Points to the player that controls it.**

SECONDARY OBJECTIVES
Break the Enemy, First Blood, Linebreaker, Slay the Leader.

MISSION SPECIAL RULES
Night Fighting.

Primary Drop: Only one of the Objective Markers includes the essential munitions that your Kill Team so desperately needs, referred to as the Primary Drop. The following rules apply:

Each time a model (friend or foe) ends its Movement phase within 1" of an Objective Marker, roll a D6. On the roll of a 1-5, remove the Objective Marker from play – this crate is filled with non-essential material. On the roll of a 6, that model has found the Primary Drop.

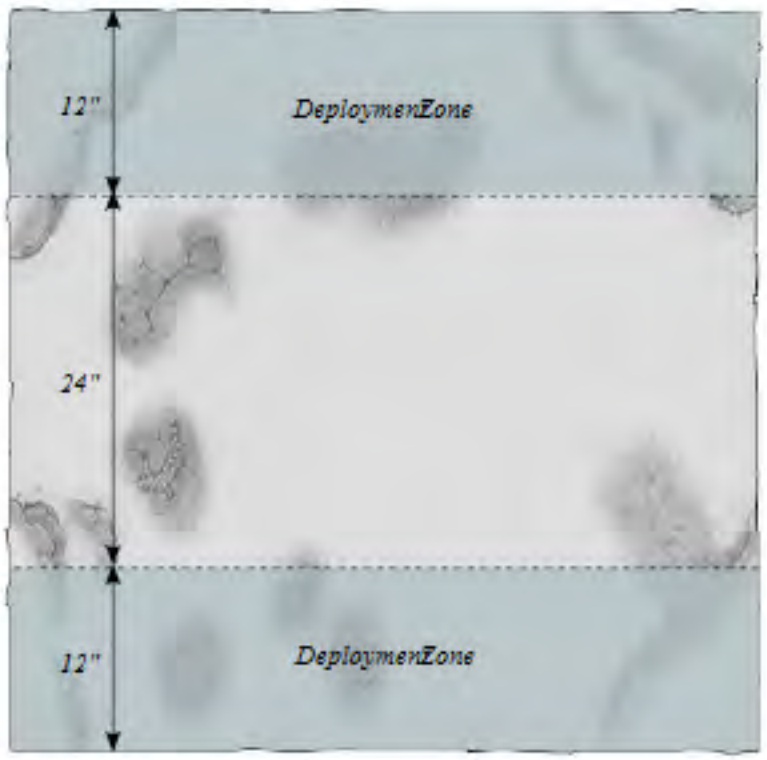
As soon as the Primary Drop is found, all other Objective Markers are immediately removed from play.

If five Objective Markers have been searched unsuccessfully, the sixth Objective Marker automatically becomes the Primary Drop.

The Primary Drop cannot be moved by any means.

'Food and drink are secondary. What we need now is faith and ammunition. They are the strength and the foundation of the Imperium. They alone can save us now.'

-Commissar Draskat the Unending Siege


12"
DeploymenZone
24"
12"
DeploymenZone

THE NEXT MISSION AND BEYOND

Once you have assembled your Kill Team and taken them to battle, there's a good chance you'll be hooked. But where can a player go next? There are many opportunities to change up the game in new ways, and we've presented a few additional ideas and guidelines here, just to get you started. It's time to take your games of Kill Team to the next level.

Kill Team battles are fast-paced, meaning players can work their way through the six standard missions pretty quickly. So what other types of battles can a finely honed Kill Team of elite warriors fight? The simplest way to expand the types of games available to you is to break the rules a bit; pick some part of your favourite mission and change it to create a different challenge or twist to the battle. Players might even agree to alter force compositions to suit the mission, the available terrain, or their model collections. Simple variations, such as allowing a warrior to select additional wargear, or allowing an additional Elites choice, can vary Kill Teams greatly. The key, of course, is to break the rules for the right reason – that is, to create a characterful, action-packed battle rather than to create an advantage for one side or the other. An unstoppable Kill Team that wipes out its opponent with ease is not the goal. An enjoyable battle where the outcome is in doubt until the very end should be the objective.

Those are some ideas just to get you started creating a slew small-scale battles in the 41st Millennium. You can use the existing missions and the tweaks suggested above to run sabotage actions, lightning raids, suicide missions and more. If you're looking for more inspiration, though, read on.

TOURNAMENTS

If you have a gaming group of several people, tournaments can be a great way to get everyone together to play for bragging rights as the best Kill Team general. Gather as many of your gaming group as you can, and then play through a series of Kill Team battles. Make sure everyone plays as many opponents as you have time for. There are plenty of different ways to determine a winner, but you don't need to. You could also just keep a rolling tally of wins, loses, and draws for as long as the group likes – you might find that some Kill Teams get a bit of a reputation!

If you do want to play for first place, you might assign a points system to the games. For instance, the winner of each game gets 3 points and the loser gets 1 point, while both players get 1 point in the case of a draw. The winner would be whoever has the most points after a set number of games. Similarly, you could set up a series of knockout games using a bracket tournament system. This can work whether you have many players, each with their own Kill Team, or only a few players who each bring multiple Kill Teams. In the latter case, you might want to use random selection to pair players for each battle. Tournaments like these are easy to set up and organise, and also very satisfying to participate in.

In an age of Insanity, look to the madman to show the way.

LINKED GAMES

For those looking for narrative battles based in the backdrop of the 41st Millennium, it is easy to create your own evocative, story-telling games. From Black Library novels to cinema blockbusters, there is plenty to inspire the context for the do-or-die missions of your Kill Team. By linking several such battles together, players can create campaigns. For instance, a Space Marine Kill Team might be trying to infiltrate a cell of Nurgle-worshipping cultists. At first, the mission seems straightforward, but they discover a nest of plague zombies. They have to stop the monsters before they spread their affliction any further. Whether or not they succeed, they must then escape the corrupted hive by reaching a distant extraction zone. Each of the points in this story hold the key to a Kill Team battle. An injury chart, or simple dice roll of 4+, can be used to determine if fallen members recover in time to rejoin the Kill Team for the next battle.

KILL TEAM CHALLENGE GAMES

In a challenge game, one player selects their Kill Team as normal, whilst their opponent fields a larger or more powerful force. Depending on the nature of what the Kill Team is up against, you may want to adapt the force organisation rules, perhaps increasing the number of Specialists, or even picking a Specialist skill that applies to every member of the Kill Team. Here are some suggestions for exciting challenge games:

POWERING UP...

The Orks want to deploy a vast war machine, but it is not yet operational. This means a Kill Team of Catachan Jungle Fighters can still stop the carnage it will surely unleash. They must sabotage it in a race against time, for if all that firepower goes on line, the giant engine of war could be unstoppable...

All the members of your Kill Team have the Tank Hunter special rule. Your opponent's force consists of a single Super-heavy vehicle or Walker. It is powering up, so cannot move or fire any of its Primary Weapons until it is powered up. To represent this, use Variable Game Length not to determine the end of the game, but to determine when the Super-heavy vehicle becomes fully operational, after which the game becomes a battle to the death!

AGAINST THE HORDE

A Kill Team of Tau Fire Warriors, representing the last of their hunter cadre, have found themselves surrounded by unnumbered Tyranids. If they can hold on long enough, reinforcements are on the way to extract them. How long will their firepower and tactical know-how allow them to survive?

Your opponent's force consists of two Troops choice units with no points value limit. These units do not use the Kill Team Mission rules and if they are destroyed, they return to the battlefield from the controlling player's table edge at the start of their following turn. Use Variable Game Length, and if any of your Kill Team is still alive at the end of the game, you win!

PREY STALKER

A squad of Space Marines tries to destroy a Necron Lord before it can awaken its tomb world... A band of Skitarii Rangers stalk a Chaos Predator through the burning husks of a great tank battle... A shrine of Striking Scorpions hunt a Carnifex through the forests of a maiden world, determined to slay the beast...

One player takes a Kill Team, but with double the number of Specialists. Their opponent controls either a single Monstrous Creature, HQ unit or vehicle that wouldn't normally fit into a Kill Team game. Make sure the scenery on the board is extra dense to give the Kill Team (or their prey!) places to hide, and if they can defeat their foe in six turns, their mission has been a success and they win! Otherwise, the prey escapes.

MULTIPLAYER KILL TEAM GAMES

Due to their small size, Kill Team games are well-suited to multiplayer games with just a few minor changes to the mission rules. The following method caters for up to four players, but with a bit of imagination, could easily be adapted to serve up to 6 players or more!

DEPLOYMENT

Instead of deploying as described in the mission, each player rolls a dice and, in descending order, takes it in turns to set up their entire Kill Team anywhere within 9" of a table corner of their choice.

FIRST TURN

At the start of the game, each player rolls a dice and they take their turns in descending order. This turn order then applies during each subsequent game turn.

FIGHT SUB-PHASE

In the Fight sub-phase, only resolve combats which include models controlled by the player whose turn is taking place.

PRIMARY AND SECONDARY OBJECTIVES

Depending on the mission you are playing, you may need to tweak the Primary Objective accordingly. As for Secondary Objectives, ignore the rules for Linebreaker, but players can score 1 Victory Point for each enemy Leader that they kill for the Slay the Leader objective. Only 1 player can earn a Victory Point for First Blood, but players earn 1 Victory Point for each enemy Kill Team that is broken at the end of the game.

Sergeant Stornus was in agony. The pulse burst had hit him square in his chest, cracking his ceramite armour. Yet the aquila held. Truly did the Emperor protect! Only the extra glands within his superhuman body releasing pain-dulling chemicals allowed Stornus to live. Only his Raven Guard training and zealous faith allowed him to remain standing. A blazing bolt from the sergeant's plasma pistol destroyed what remained of the xenos that had shot him. Stornus alone remained of his Kill Team. He still carried the data-skull that held the blueprints for the Tau battlesuit prototypes. In the distance, Stornus could see the extraction point. He was close. In the shadows, one last Tau took aim...