



Designers' Commentary, August 2019

The following commentary is intended to complement the *Kill Team Core Manual* and accompanying products. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

MOVEMENT PHASE

Q: Why does pivoting count as moving if model facing doesn't matter?

A: Some models are on bases that are not circular.

Q: If a model Falls Back from one of my models, can my model declare a charge against them when it is my turn to act in that phase?

A: No. Your model was within 1" of an enemy model at the beginning of the phase, so it can only remain stationary or Fall Back (but this move doesn't have to be 'backwards').

Q: Can a model declare a charge against a model that is not visible?

A: Yes.

Q: Can a Readied model React (to Retreat or fire Overwatch)?

A: Yes. If it Retreats, it is no longer Readied.

Q: What does Retreating mean for my model?

A: A model can only Retreat if it has not already moved in that phase. Once it has Retreated, it cannot move again in that phase, and it cannot shoot in that battle round. Note that Retreating doesn't stop the enemy

model from making a charge attempt, but with your model's 3" Retreat move you can make it much harder for the enemy model to make a successful charge.

Q: Can you jump down or leap as part of a Fall Back or Retreat move?

A: Yes.

Q: Can a model both fire Overwatch and Retreat?

A: Not as a Reaction to the same charge attempt. However, a model that has fired Overwatch earlier in the phase (as a Reaction to a different charge attempt) could React to a subsequent charge attempt by Retreating. A model that has Retreated cannot React later in that phase.

Q: When choosing a target for a charge, how do you measure the 12" distance when the models are at different heights?

A: You measure the distance from one model's base to the other model's base (so you will measure diagonally).

Q: During a charge move, can my model move within 1" of an enemy model that was not declared as a target of the charge?

A: No.

Q: When a model fails its charge, do I have to move it in a straight line? And do I have to move it the full distance rolled?

A: You have a choice: the model can stay where it is, or it must move as close as possible, within the distance rolled, to at least one target of its charge - which in most cases will mean using the full distance rolled and moving in a straight line.

Q: If my model fails its charge, can it React later in the phase?

A: No.

Q: Can a model move vertically without a surface to climb? For example, can a model move up to an edge of a gantry without a ladder or pillar to climb?

A: No. If there is any doubt as to what terrain might be considered 'climbable', discuss it with your opponent before the game begins.

Q: When my model jumps down, do I count the vertical distance moved against the distance my model can move (e.g. if my model has jumped down 3", is it considered to have moved 3")?

A: No.

Q: Can my model climb down terrain (without jumping)?

A: Yes – when it does you count the vertical distance moved against the distance the model can move.

Q: How does leaping combine with jumping down?

A: A model that leaps and ends its move 6" or more lower than before it leapt also uses all of the rules for jumping down. You do not measure the vertical distance to determine how much of its move the model has used, but you do to determine whether or not it takes falling damage.

Q: Can my model voluntarily jump down within 1" of an enemy model, thereby getting into combat without making a charge move?

A: No.

Q: Does my attack need to wound an enemy model near an edge to force that model to take a falling test, or does my attack just need to hit the enemy model?

A: It just needs to hit.

Q: A model falls to a lower level of a building and is within 1" of the edge of the new level. It fails the falling damage roll and takes 1 or more mortal wounds. After the Injury roll is resolved, does that model take another falling test?

A: Yes.

Q: If I declare more than one model as the target of a charge, but fail to roll sufficient charge distance to reach one of them, can I still make attacks against that target if the pile-in move for my model brings them within 1" of it?

A: No.

Q: I declare a charge against 1 model that is subsequently taken out of action whilst firing Overwatch (for example by supercharging a plasma weapon). Since I can no longer end that charge move within 1" of any targets of my charge, can I still move up to the distance rolled, and if so, in which direction?

A: No, the model cannot move towards a target of its charge, so cannot move.

SHOOTING PHASE

Q: What do the rules mean when they refer to an attack that is 'allocated' to a model?

A: An attack is allocated to a model when that model is chosen as the target of that attack.

Q: Can a Readied model pass in the Ready, Fire! section of the Shooting phase and then fire in the Fire At Will section of the Shooting phase?

A: Yes.

Q: How many weapons can a model fire in the Shooting phase?

A: All of its weapons (except Pistol and Grenade weapons), or one Grenade weapon (as long as no other model in your kill team has fired a Grenade weapon in that phase), or all of its Pistol weapons.

Q: Can I choose a different target for the second and subsequent weapons a model fires in the Shooting phase?

A: Yes.

Q: If I fire a combi-weapon, can I choose different targets for each weapon?

A: Only using the rules for weapons that make more than one attack – you still need to choose an initial target model, and then you can split the attacks from both profiles between that model and any eligible enemy models within 2" of that target.

Q: Can I fire a Grenade weapon in Overwatch and again in the Shooting phase?

A: Yes.

Q: Can my model use a Pistol weapon in a battle round in which it charged or was charged?

A: No.

Q: How does long range interact with Rapid Fire weapons?

A: A model firing a Rapid Fire weapon doubles the number of attacks it makes if all of its targets are within half the weapon's Range characteristic. If the targets are within half the weapon's Range characteristic, they are not at long range.

Q: If my model is obscured from an enemy model (even a little), does that mean that the enemy model is obscured from my model?

A: Not necessarily. You check visibility from any part of your model, so if your model's head is sticking out from behind a wall (for example) you can check visibility from that part of the model to every part of your target model.

Q: Can I choose an enemy model as a target for a shooting attack in a multiplayer game, even if they are within 1" of an enemy model from another kill team?

A: As long as no friendly models are within 1" of that model, yes.

Q: If I want to choose multiple targets for a model's shooting attacks, when do I do so?

A: At the Choose Ranged Weapon and Targets stage of the Attack sequence. If you are using a weapon with random attacks, like a flamer, you generate the number of attacks first, and then choose your targets.

Q: When I choose multiple targets for a model's shooting attacks, do they all have to be visible?

A: Yes (unless the weapon has an ability that means it can be fired at targets that are not visible).

Q: When I choose multiple targets for a model's shooting attacks, can I allocate some attacks to models that are obscured and some to models that are in the open?

A: Yes, as long as you follow all other restrictions.

Q: Who rolls the Injury roll?

A: In most cases, the player whose attacking model dealt the damage will roll the Injury roll (see page 31, Inflict Damage). When the damage is caused by something other than an attacking model (for example, by falling) then the controlling player (that is, the player whose model has been damaged) rolls the Injury roll.

Q: If I have allocated multiple attacks with a Damage characteristic of 1 to a single model with a Wounds characteristic of 1, and that model is damaged by the first of these attacks, what happens?

A: You will make a single Injury roll with a single dice and apply the result. The remaining attacks are not resolved.

Q: If I have allocated multiple attacks with a random Damage characteristic (e.g. D3) to a single model, and two or more of those attacks wound the target and the saving rolls are failed, how is damage resolved?

A: You need to determine the damage for these attacks one at a time. Determine one of those attacks' Damage characteristics and resolve the Inflict Damage step. If no Injury roll is made as a result (e.g. if the attack reduces a model's wounds, but not to 0) determine the next attack's Damage characteristic, and so on until all the attacks are resolved or an Injury roll is made. When an Injury roll is made, no more of the attacks are resolved. The number of dice rolled for the Injury roll is equal to the (randomly determined) Damage characteristic of the attack that reduces the target to 0 wounds.

Q: When my model shoots a weapon that deals a mortal wound on a wound roll of 6+ (for example, the sniper rifle), and I roll a 6+, when is the mortal wound allocated?

A: It is allocated immediately after the wound roll. If the target only has one wound remaining, you will make an Injury roll for the target then and there (the attack ends at that point). If the target has more than one wound remaining, they will lose one wound from the mortal wound and then you will continue to resolve the attack.

Q: If you use the Immovable Automaton, Rune of Ynnead or the Just a Flesh Wound tactic on a model that is taken out of action that already has 3 flesh wounds, what happens?

A: The model is still taken out of action, as a model with 3 flesh wounds that gains another flesh wound is taken out of action.

Q. Can a model from my kill team fire a Pistol weapon at an enemy model that is within 1" of another model from my kill team if that firing model is not within 1" of the target model?

A. No.

FIGHT PHASE

Q: Can a model whose charge failed fight in the Fight phase?

A: Only if they themselves were charged in that battle round, or if they are within 1" of an enemy model.

Q: If a model charged, and all of the targets of their charge are taken out of action before they are chosen to fight in the Fight phase (and they were not themselves charged) can they still pile in and consolidate?

A: They can still pile in, but they cannot consolidate – the fight sequence ends at step 2 as they have no valid targets.

Q: Can a model end a Consolidate move within 1" of an enemy model?

A: Yes.

MORALE PHASE

Q: Does the order in which I take Nerve tests for my kill team matter?

A: Yes. Each Nerve test you fail will make all successive tests in the same phase harder, as a model that fails a Nerve test is shaken, and Nerve tests have a +1 modifier for each friendly shaken model.

Q: What can a shaken model do?

A: Nothing. They cannot move, React, attempt to manifest psychic powers, shoot, fight, control objectives, use Tactics, and so on. However, a shaken model's abilities still work unless specified otherwise – so, for example, a shaken model with Disgustingly Resilient can still use that ability to attempt to avoid losing a wound, and the Icon of Flame ability still works even if the model bearing the icon is shaken.

Q. If I have an odd number of models in my kill team, how do I work out if I need to roll to see if it is broken?

A. If I had 9 models in my kill team, half of this number would be 4.5. Therefore, once 5 models had flesh wounds, were shaken or were out of action, a roll would be required to check if my kill team was broken.

MISSIONS

Q: If all enemy models are out of action, do I automatically win?

A: Not unless the mission's victory conditions states this.

Q: Is the vertical distance considered when measuring between objective markers?

A: No.

Q: In the Take Prisoners mission, if one of my models takes an enemy model out of action with a 'final attack', e.g. by using the Only In Death Does Duty End Tactic, is the enemy model captured even though my model is then taken out of action, as long as all the other conditions for being captured are fulfilled?

A: Yes.

Q: In the Terror Tactics mission, when a model is moved off the battlefield using the Wreak Havoc rule, do they still count when determining whether more than half the models in a kill team have flesh wounds, are shaken, or are out of action?

A: They take no further part in the mission, but they are still part of your kill team. They are not considered to be out of action, and you do not include them in any count of the number of models that have flesh wounds.

TACTICS

Q: When I use a Tactic such as Decisive Shot or Decisive Strike, does that Tactic allow that model to act twice in that phase?

A: No.

Q: Can I use the Tactical Re-roll Tactic to re-roll a dice my opponent rolled?

A: No.

Q: If two players both use the Decisive Move/Strike/Shot Tactic, does the loser of the roll-off still get to do their Decisive Move/Strike/Shot immediately after the winner?

A: Yes.

Q: If I use the Tactical Re-roll Tactic to re-roll an Injury roll for a weapon with a Damage characteristic of 2 or more, how many dice do I re-roll?

A: You must re-roll all the dice. For example, if the Tactical Re-roll Tactic was used to re-roll the Injury roll for an attack made with a weapon that has a Damage characteristic of 3, all three dice must be re-rolled.

CHOOSING A KILL TEAM

Q: Does a model's cost include its weapons and wargear?

A: No.

Q: Some datasheets allow you to equip models with wargear combinations that don't seem particularly optimal. Why is that?

A: These options are in there so that, no matter how you have built your models from the kit, you should be able to use them in games of Kill Team.

Q: Do Gunners, Sergeants and the like have to be specialists?

A: No.

SPECIALISTS

Q: When I use the Combat specialist's Deadly Charge Tactic, if I end my charge within 1" of two enemies, can I roll for both?

A: No. Choose one when you use the Tactic.

Q: When I use the Comms specialist's New Intelligence Tactic to Ready a model, can I use this to allow a model that would not normally be able to shoot (e.g. a shaken model, or a model that made a charge attempt) to shoot?

A: No.

Q: If I have a Comms specialist with Expert and Command Relay, if I use the Expert Command Point on a Tactic and it is refunded by Command Relay, do I still lose that Command Point at the end of the battle round?

A: No.

Q: Can the Demolitions specialist's Lucky Escape Tactic prevent mortal wounds as well?

A: Yes.

Q: Can I still use the Heavy specialist's More Bullets Tactic when using a weapon that fires a random amount of shots?

A: Yes. You choose to use the Tactic before the number of attacks is determined.

Q: If I use the More Bullets Tactic and fire a Rapid Fire 1 weapon at a target that is not at long range, how many attacks does the weapon make?

A: 3.

Q: If I use the Medic specialist's Trauma Specialist ability against a weapon with a Damage characteristic of more than 1, how is it resolved?

A: An additional dice is rolled, and then the lowest result across all of the dice is used.

Q: If I use the Scout specialist's Marked Positions Tactic on an enemy model and that model then ends up more than 6" away from my Scout for some reason (for example, if it falls) can my models still re-roll hit rolls of 1 for attacks that target that model?

A: Yes.

Q: What are the penalties mentioned by the Veteran specialist Grizzled ability?

A: Negative modifiers to Leadership and positive modifiers to Nerve tests.

Q: If I use the Veteran specialist's Adaptive Tactics to move or Advance with a model before the Initiative phase, can that model move again in the Movement phase (including Advancing or charging, for example)?

A: Yes.

Q: Does the Veteran specialist's Seen It All ability 'stack' with the normal -1 to Nerve tests for being within 2" of another model that is not shaken?

A: Yes.

Q: Does the Zealot specialist's Martyr Tactic allow a model that failed a charge in this battle round to shoot with one of its weapons?

A: Yes.

Q: If I have a Zealot specialist with both Flagellant and Disgustingly Resilient, can I use both abilities when the model loses a wound?

A: Yes.

ADEPTUS ASTARTES

Q: Does the Auspex ability ignore modifiers granted by abilities such as the Scout's Camo Cloak or the Lictor's Chameleonic Skin, and granted by Tactics such as the Tyranids' Lurk?

A: Yes.

Q: For the Alchomite Detonation Tactic (in the Fangs of Ulfrich expansion), if a model that was standing on the Alchomite Stack is placed on the battlefield after removing the Alchomite Stack, does that model count as having fallen?

A: No.

DEATHWATCH

Q: Do I use the points values from the Adeptus Astartes list when I add a Reiver or Intercessor to my kill team?

A: Yes, but note that some of their weapons have different points values, as listed in the Deathwatch points table.

Q: Can I add any model from the Reiver and Intercessor datasheets using the Fortis Kill Team rule? And do they have the same wargear options?

A: Yes.

ASTRA MILITARUM

Q: Can a model with Voice of Command issue an order to themselves?

A: No.

*Q: Can the Move! Move! Move! order be issued to an **ASTRA MILITARUM** model that has Fallen Back or Retreated this turn?*

A: Yes.

ADEPTUS MECHANICUS

Q: Can I pick a Canticle of the Omnissiah in some rounds and roll randomly in others? And if so, can I pick a Canticle that was randomly determined earlier in the battle?

A: Yes.

Q: Can a Ranger Alpha or Vanguard Alpha take an enhanced data-tether or an omnispeX?

A: No.

Q: Can one Ranger in my kill team take an enhanced data-tether and another Ranger in the same kill team take an omnispeX?

A: No.

DEATH GUARD

Q: If I pass one or more Disgustingly Resilient rolls for an attack with a Damage characteristic of more than 1, but not enough to prevent an Injury roll, is the number of dice rolled for the Injury roll reduced?

A: No.

Q: Can I use the Tactical Re-roll Tactic to re-roll a roll for Disgustingly Resilient?

A: No.

*Q: When I roll a 6+ to hit with a flail of corruption, and the target is an **IMPERIUM** model, how many hit rolls do I make for the additional attack granted by Death to the False Emperor?*

A: D3.

THOUSAND SONS

Q: Does the All is Dust ability work against an attack with the Toxin Sacs upgrade, when that attack deals 1 additional damage?

A: Yes.

ASURYANI

Q: Are models with the Battle Focus ability always Readied?

A: No.

Q: How do I add a Heavy Weapon Platform to my kill team?

A: Add it to your kill team the same way you would add a Guardian Defender to your kill team. It costs 8 points plus the cost of whatever weapon it is armed with.

Q: Can a Readied Heavy Weapon Platform shoot in the Ready, Fire! section of the Shooting phase, even if the Guardian Defender I choose to 'fire' it is not Readied?

A: Yes.

Q: Can I choose a Guardian Defender to 'fire' a Heavy Weapon Platform if that Guardian Defender has made a charge attempt, Fallen Back or Retreated in the same battle round?

A: No.

Q: When a Heavy Weapon Platform shoots, do I check range and visibility from that model or from the Guardian Defender?

A: From the Heavy Weapon Platform.

DRUKHARI

Q: Do I roll to determine the effect of Combat Drugs before or after I choose my kill team?

A: After.

HARLEQUINS

Q: Do Players trigger traps as described in the Plant Traps strategy in the Scouting Phase?

A: Yes.

Q: Can Players shoot in a battle round in which they Fell Back?

A: No.

NECRONS

Q: When I use a weapon with a Damage characteristic of more than 1, do I have to use the highest roll for the Injury roll (which might be a 6, triggering a Necron's Reanimation Protocols)?

A: Yes. Higher damage weapons are more likely to trigger a Necron's Reanimation Protocols, which is something to consider when choosing your kill team.

Q: Can I use the Mindshackle Scarabs Tactic to shoot with an enemy model that couldn't normally shoot (because it had made a charge attempt in that battle round, for example)?

A: No.

ORKS

*Q: When I use the Grot Shield Tactic, does my opponent check line of sight (for the purposes of penalties to hit rolls and Injury rolls) to the model I picked or the **GRETCHIN** model?*

A: The model you picked.

T'AU EMPIRE

Q: When must I decide if I will use the For the Greater Good ability for each model within range of a target of a charge?

A: You must declare all models that wish to fire Overwatch using this ability before resolving any of the attacks. A model that you declare will use this ability is treated as having done so, even if the charging model is taken out of action before that model's Overwatch attacks are resolved, and therefore will be unable to fire Overwatch again or Retreat for the rest of the phase.

Q: What is considered long range for the different pulse blaster profiles?

A: For the Close range profile, any distance greater than 2.5". For the Medium range profile, any distance greater than 5". For the Long range profile, any distance greater than 7.5".

Q: Who rolls the Injury dice for a Drone using the Saviour Protocols ability?

A: The Drone's controlling player.

Q: Are there any modifiers to the Injury roll for a Drone using the Saviour Protocols ability?

A: As the mortal wound is inflicted by the Drone's controlling player, the only modifier that applies is +1 for each flesh wound on the Drone (see the Injury Rolls errata in this document). There are no modifiers for the Drone being obscured.

Q: Is a DS8 Tactical Support Turret a model in your kill team?

A: Yes.

Q: How does the For the Greater Good ability interact with the Point-blank Overwatch Tactic found in Kill Team: Rogue Trader and Kill Team: Arena?

A: Models within 6" of the target of the charge can use For the Greater Good to fire Overwatch when the charge is declared as normal, but cannot use this ability when you choose to interrupt the charging model's move to resolve Overwatch attacks made by the target of the charge.

Q: How many DS8 Tactical Support Turrets can I include in my T'AU EMPIRE kill team?

A: 1. The Maximum Number (Max) characteristic for this model is 1, therefore, as per the datasheet rules on page 18 of the *Kill Team Core Manual*, only one of these models can be included in your kill team, whether it is purchased to accompany a Shas'ui or Breacher Shas'ui.

Q: If I use the Support Turret Replacement Tactic to replace a destroyed DS8 tactical turret, does the replacement model have to be armed with the same weapon as the model that was removed from the battlefield?

A: Yes.

TYRANIDS

Q: How do I use the Metabolic Overdrive Tactic to move a model from my Kill Team?

A: In most cases, you will use Metabolic Overdrive to make a charge attempt after a normal move, or to Advance after Advancing*, or to make a move after a failed charge. However, the following describes in full how you can use Metabolic Overdrive:

After a model from your kill team has made a normal move, Fallen Back, Advanced, Retreated, or moved as part of a failed charge, you can use the Metabolic Overdrive Tactic. That model can then make another move. If the model began the Movement phase within 1" of an enemy model, this can only be to Fall Back. If the model has made a normal move or Retreated, this can be to make a normal move, Advance, or make a charge attempt. If the model has Advanced or moved as part of a failed charge, this can be to make a normal move or Advance. Whichever you choose, the model cannot shoot for the rest of the battle round.

* Note that if a model Advances twice in the same Movement phase using this Tactic or another rule like it, make an Advance roll each time it Advances and add each result to that model's Move characteristic for that phase.

Q: If a Tyranid Warrior is equipped with two pairs of boneswords, do they make one or two additional attacks?

A: One.

Q: How many Tyranid Warriors or Tyranid Warrior Gunners in my kill team can have flesh hooks?

A: Any or all of them.

Q: How many Genestealers in my kill team can have flesh hooks?

A: One.

Q: Can a model shoot with flesh hooks in a battle round in which it was charged?

A: Yes.

Q: When making an Injury roll for an attack made by a model with toxin sacs, how is the 1 additional damage applied?

A: This ability will add 1 to the Damage characteristic of the weapon being used for that attack. For example, a model with toxin sacs makes a wound roll of 6 for an attack made with boneswords. The Damage characteristic of the boneswords for that attack will be treated as 2 instead of 1, and therefore if the saving throw for that attack is failed and the target is reduced to 0 wounds, two D6 would be rolled for the Injury roll and the highest result applied.

GENESTEALER CULTS

Q: Do Genestealers taken as part of a Genestealer Cult kill team gain the Cult Ambush ability?

A: No.

Q: Can a Neophyte Leader take a shotgun?

A: Yes.

Q: When attacking with a Heavy Rock Cutter, when do I make the roll to determine whether or not a model is instantly taken out of action?

A: After the damage has been dealt, before the Injury roll.

*Q: When making an Injury roll against an **ABERRANT** model, do I roll the number of dice shown by the Damage characteristic of the weapon used for that attack, or the damage suffered by the model after it has been reduced by the Bestial Vigour ability?*

Use the modified Damage characteristic of the attack after it has been reduced by Bestial Vigour.

CAMPAIGNS

Q: How do I build my command roster at the start of a campaign?

A: Just choose up to 12 models, all of which must share a Faction keyword. The total points cost of the models doesn't matter, the Max characteristic of the models doesn't matter, and you can have multiples of the same Specialist on your command roster. When you play your first mission, you will choose a kill team from this command roster that must be a Battle-forged kill team.

Q: How do I add models to my command roster during a campaign?

A: You will only add models to your command roster when you are using those models in your next mission (so you can't add models to your command roster after the start of the campaign without using them in at least one mission). Other than this, there is no limit to the number of models on your command roster, or the number of Specialists, or the total points value of the models on your command roster, and so on.

When you choose a kill team for a mission, you will do one of three things:

- 1) Choose a kill team from models that are already on your command roster. You do not add any models to your command roster.
- 2) Choose an entirely new kill team. This kill team can include new Specialists (including a new Leader) – the only restrictions here are the normal limits for Battle-forged kill teams. Add these new models to your command roster.

The kill team can also include any number of models chosen from a datasheet for which you do not have a fire team (so, for example, if you only have an Intercessor fire team on your command roster, you could freely add Reivers to your kill team) – again, the only restrictions here are the normal limits for Battle-forged kill teams. Add these new models to your command roster.

- 3) Choose a kill team that is a mix of models from your

command roster and new models. This kill team can include new models as described above. Add these new models to your command roster.

This kill team can also include new models for existing fire teams, subject to the restrictions on adding new models to a fire team (see below). Add these new models to your command roster.

This kill team can also include models that are already on your command roster, subject to the restrictions for Battle-forged kill teams.

Q: How do I add new models to a fire team during a campaign?

A: When you choose a kill team for a mission, you can include one new member of a fire team (and add that model to your command roster) for each existing member of the fire team that you include in your kill team. So, if I wanted to add two new Reivers to an existing Reiver fire team, I would need to choose those two new Reivers to be in my kill team for the next mission, alongside at least two existing Reivers (other than Specialists) from my command roster. The two new Reivers would be New Recruits, as described in Adding Members to a Fire Team in the Kill Team Core Manual.

Q: If I disband a fire team, how do I later add models from that datasheet to my command roster?

A: If you do not have a fire team for a datasheet (because you disbanded them, or they have all been killed, or you just haven't chosen any yet) you can add any number of models from that datasheet to your command roster by including them in the kill team you choose for your next mission.

Q: Can a fire team of a single model gain experience?

A: Yes. A fire team of a single model gains 1 experience point after a mission if at least one enemy model was taken out of action during that mission by an attack made or psychic power manifested by that model (or another model from that model's fire team that was later killed).

Q: Do New Recruits in an experienced fire team also cost the increased amount of points listed under Crack Troops?

A: Yes.

Q: I have a fire team of two experienced models and one New Recruit. In the next battle, the New Recruit survives but both experienced models die. What happens?

A: The New Recruit gains the fire team's experience and advances. They do not gain one experience point for taking part in the mission. However, they could still gain one experience point after the mission if at least one enemy model was taken out of action during that mission by an attack made or psychic power manifested by that model (or another model from that model's fire team that was later killed).

Q: Can I choose not to assign a model to a fire team?

A: No. All non-specialist models chosen from a single datasheet always form a fire team.

Q: How are models that are not part of fire teams (like DS8 Tactical Support Turrets and Drones) added to a command roster in a campaign?

A: They can be added to your kill team (and your command roster) in the same way as new Specialists (but they do not count as Specialists).

Q: Can I choose a campaign roster with models from more than one faction?

A: In the campaign presented in the Kill Team Core Manual, you cannot, as all models on a matched play command roster (which is the starting point for your campaign roster) must share a faction keyword. However, if your gaming group wants to allow players to have campaign rosters that include models from more than one faction, that's entirely up to you!

Q: Can I change the wargear a model on my command roster is equipped with during a campaign?

A: No.