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## Kill team rules pdf

Introduction To Warhammer40,000: Kill Team is a fast-food miniature game that makes an elite team of specialists, ragtag fanatics, and hard-bitten veterans fight each other in a vicious battle to the death. Draw your knives, check your ammo, mutter a quick prayer for your god and get ready to join the fight! Game of Kill Team revolves around a vital conflict between a small but powerful group of soldiers rather than a large army. They are an opportunity to tell cinematic tabletop stories in which every single combatant is counted, and every model you command develops their own personality and history. Can the enemy leader be eliminated before he can reach - and activate - the weapon of doom? Can your scouting powers sever enemy lines of communication and get clear before they are caught? Will the newly deployed elite specialist army be crippled by a group of hardened veterans fighting, and will the eagle-eyed sniper drop his tenth murder in a row? These and countless other narratives are waiting to be revealed! In this book, you'll find all the background information and tabletop rules needed to dive into the world of Kill Team. The following page is full of examples of the types of killing teams that might be assembled. You'll see some of the apocalyptic war zones where the warbands are fighting, and how their desperate fire fights and vicious battles can be every bit as impactful on the fate of the world as is the case with mass regimental attacks or super-heavy war machines. Reading, you'll find plenty of narrative information and random tables for many of Warhammer's 40,000 main factions. Intended to give collectors a variety of interesting inspirations, these tables present different types of killing teams that each faction may have, the types of missions they may send, as well as the strange personalities that soldiers and their leaders might have. These parts are designed to be a toolkit from which players can draw as little or as much as they like – one collector can roll up every aspect of their killer team and choose to play in the characters on the table to gain a truly narrative experience, while others may simply use this table as fuel ideas for conversion or kill team design. Finally, the book provides a complete set of rules for playing various skirmish level Kill Team battles. In addition to the rules for creating your kill team, you'll also find a variety of special scenarios that are perfect for fighting a squad-on-squad to death. There's also a series of Kill Team tactics to evoke everything from sniper killer headshots to knife-wielding undeterred, and even a full campaign system where your team of assassins can advance their skills, gain new soldiers and wargear, and conquer swathes of different territories in battle to control control Imperial lair city. By combining these mechanics with narrative inspiration from the background table, your gaming group can enjoy a truly unique and personal hobby experience that will result in a war story that you will be talking about for years to come! Creating a team of assassins can be as simple as buying a box of Miniature Citadel's, assembling and painting them to the standard you love, and getting ready to go. On the other hand, some hobbyists get great satisfaction from melting down several types of troops into one cohesive warband. They model, convert and paint each individual figure to have their own aesthetics, personality and equipment to bring to battle. Many players enjoy the narrative elements of this kind of project, drawing inspiration from their favorite codex or Black Library novels, from the esoteric aspects of the Warhammer 40,000 universe, or even from warhammer 40,000 computer games. There is a real thrill in recreating a group of favorite warriors from a book or game and seeing them come alive on the table. In both cases, the table of background traits, team missions, previously generated names and more found later in the book will go a long way toward helping even a hobbyist first create a character and a unique background for their murder team. In the battle of Kill Team, every soldier in your warband is an important link in the chain. Even the lowest Grot or Astra Militarum Conscript can unleash shots that make the difference between a glorious victory and an irritating defeat. However, certain figures among the ranks of each team of assassins deserve special mention. This is the team leader and the specialist. Kill team leader directs their soldiers in the field. Whether they are tyrannical monsters or disciplined line officers, hard-bitten survivors or eager demagogues, these people are exemplars of their respective killing teams, and in many ways form the embodiment of players on the battlefield. Many leader killing teams have access to powerful weapons and special wargear that allow them to cut the path of destruction through enemy warbands, and it is their leadership, letter power and authority that makes the killing team fight when the odds are against them. Specialists, meanwhile, are superior soldiers in one area, usually armed with the kind of weaponry that allows them to make the most of their skills. Sniper snipers with powerful firearms can take the enemy's head from across the battlefield; expert knives whose throbbing swords of power have tasted the blood of a hundred enemies; madcap demolition experts with belts full of explosives and luster in their eyes; all this and more embody specialists that can be added to the killing team to give you powerful abilities and win battles. Kill Team Starter Set Box and Faction Faction Team Kill Starter Set Box come up with a set of tokens to use in your Team Kill game. You don't need this token to play Kill Team, but if you have a set you will find a token shown on the right to be a very useful way to track which of your soldiers have done what in each round of battle. The core rules explain when each token is used, and what significance it has. You'll also find objective markers included in each set of useful tokens in your Kill Team game, where they can represent areas or items important to your mission. The Kill Team: Commanders and Kill Team: Commander Set expansion box boxes are each equipped with tokens to use in your Kill Team game. Some of them are similar to the tokens found in the Kill Team Starter Set and the Kill Team Faction Starter Set box, but the more impressive version is worthy of the mighty Commander leading your kill team to battle. The new counters are designed to help you keep track of the powerful new skills and abilities that your Commander brings to the battlefield. You don't need this token to play Kill Team, but if you have a set, you'll find the token shown here to be a very useful way to track what actions your Commander has taken in each round of battle. The core rules explain when many of these tokens are used, and what significance they have, while new tokens are introduced here. Wound Markers: Injury markers range from 1 to 5 wounds. As soon as your Commander suffers one or more wounds in battle, place a corresponding wound marker next to their model to indicate how many wounds they have suffered. Aura Tactic Tokens: If you spend Command Points to use One of your Commander's Aura Tactics, place the Aura Tactic token next to their model as a reminder that it applies. Psychic Power Tokens: If you use psychic powers that have ongoing effects, place the Psychic Power token next to the affected model as a reminder. Kill Team: The commander includes a new type of Tactic, called Aura Tactics. Aura Tactics is a 'passive' ability (i.e. they have a constant effect after use), which affects certain models within a certain distance for a certain duration of time – most commonly until the end of the phase in which Aura Tactics is used, or the end of a battle round. Unless Aura Tactic says otherwise, models that use Aura Tactic are always within range of its effects. For example, Adeptus Astartes or Deathwatch Primaris Captain can use Ritual Battle Aura Tactic, which affects all friendly models in 6 of them. Since Captain Primaris was a friendly model, he got from Aura Tactic as well, effectively leads by example. © Vyacheslav Mal'tsev 2013-2020 Unlike in vanilla 40k, most of the action in the game is handled based on I go, you go the activation base alternately, similar to Warhammer Underworlds. This means a lot of game speed than 40k, and also requires players to plan their actions more carefully. Gameplay type[edit] Just like vanilla 40k, the way you can play kill teams is divided into three different styles: Open, Narration, and Matched Play. Open Play: Introduced in August 2019 Dev Commentary and Errata for killer teams, just like regular 40k, you can basically do/carry whatever you want. Narrative Play: Arguably the meat and potato killer team, Narrative Play is composed very similar to Matched Play, but with the added benefit of improving your specialists and fireteam as they participate in campaigns. While leveling out potent passive abilities and guile for your specialists to use, it also increases the total cost of their points to take, adding a little strategic element to consider for future missions. Narrative Play also has players who manage four different resources that they can win/lose because they beat or lose to your opponent (most of the time, the winning player doesn't lose resources). Lastly, models taken from the action roll up the table to determine their fate post-match. Matched Play: Your traditional gametype is one and done, players perfect the 100pt (125pt for Elite Kill Teams) list of basic units, level 1, and play as usual. Since there is no continuity between games, you don't have to worry about units these can range from returning with a power boost to simply perishing and losing all the progress they might make in their respective specialties. Matched Play: Your traditional gametype is one and done, players perfect the 100pt (125pt for Elite Kill Teams) list of basic units, level 1, and play as usual. Since there is no continuity between games, you don't have to worry about units being paralyzed or killed for future games, but your specialists and fireteam can't level up and gain new skills. If things happen to your Kill-Team in a Campaign mission, you can choose to lose the battle after the third round. Obviously you will lose, but on the bright side you will not risk losing experienced Specialists to unlucky Casualty reels. Scouting Phase[edit] Once the terrain is set but before your kill team is deployed, each player secretly selects 1 of the 6 pre-battle actions to perform in the scouting phase to give themselves an advantage or fight against the action of the opponent's Scouting Phase. 1. Spying on Enemy Forces: Set aside up to 20% of your kill team while deploying them; they are regulated after normal deployment occurs. 2. Plant Traps: Choose up to d3 pieces of terrain. The enemy model that moves in 1 of the pieces of the terrain (or initiates/completes the movement in 1 of them) triggers traps. The model then rolls up the d6, picking up mortal wounds at 1. Regardless of whether the trap causes injury or not, the enemy model triggers the trapped terrain and space 1 around it dangerous terrain. 3. Disarm Traps: Cancels the effect of Plant Traps, if used. If Plant Traps isn't used, it doesn't do anything. 4. Scout Out Terrain: d3 pieces of difficult/dangerous terrain no greater than 8 in any dimension can be moved without penalty movement. Movement models who take mortal wounds from this terrain ignore wounds at 5+. 5. Take a Forward Position: After deployment, up to 20% of your kill team can move normally as if it were a Phase of Motion. 6. Eliminate Sentries: If Take Forward Positions are used, up to 20% of your model can perform shooting attacks as if it were a Shooting phase, targeting enemy models moved by Take Forward Positions. If the Take Forward Position is not used, this does nothing. Deployment and Append[edit] After selecting the Scouting option, you switch to deployment. Missions usually provide rules to follow for restrictive deployments where you can set the model. This rule can be as simple as an attack of this kind to a complex shape based on radii to certain points or strange random positions such as in Aerial Strike missions. In any mission where you don't use the Ultra Close Confines Arena rules, when you deploy a model, you can choose to set up some of your models in the Backup, not in the field. Models in the Reserve should not exceed half of the total number of models on your kill team (if you have 10 models, you can only put a maximum of 5 in the Reserve) OR half of the total cost points of your kill team (So if you have 3 20pt Stealth Suits and 5 8pt Fire Warriors, you can't put all your Stealth Suits as backups even if they are less than half of your Model's total amount). At the end of any Phase of Motion, you can choose to set a number of models in the Backup anywhere on a board that fills in the following things: being within 1 of the edges of the board more than 5 of the enemy models are in the mission deployment zone, if one is provided. Each faction has their own tactics and/or abilities that change these restrictions, usually for a certain number of units. The distance from the enemy is relatively constant though. Each faction also has access to the Outflank tactic, which removes deployment zone restrictions for LCP charges When they are set up, the model is thought to have made normal efforts to phase it out for all purposes of the rule, and cannot make any other move round it, but instead act normally in the following phases. Any remaining models in the Reserve at the end of Round 3 are considered inactive. Initiative Phase[edit] At the beginning of each battle round, the players scroll using 2D6 to determine their initiative for the rest of the battle round. The top scorer has the initiative. Note that it is not an option, the higher rolling should go first even if it is detrimental. Movement phase[edit] Movement works with how it happens in 40k, but with three notable exceptions: Players with the highest initiative move all their units first, then all the players with the next highest initiative, and so on until all the players have completed their moves. Charging is now carried out in this phase replace regular movements. As in the vanilla 40k, the successful charge allows the charging unit to go first in the battle phase; The failed costs are not calculated even if the unit ends up in close combat at a later date. Unlike in vanilla, charging models that fail to charge can choose to move as long as they move as close to the intended target of the load as possible with the rolled distance, but are not forced to do so. Since both players move during the same turn, the fall back rule can be very bad for the melee model that initiates the charge involved. As if you won the model initiative did nothing and then the enemy fell back, and that you lose the enemy fall back and you have to choose between staying put (offended in the open) and shooting or falling back yourself (Interpretation of this rule is confirmed through comments / documents Designer FAQ). There are several ways to avoid this. Kill everything you were involved in during the previous turn, and don't consolidate into close range unless you're going after a non-flying model with a range weapon you really, really don't want to shoot the next turn. It's not always redeemable, but something at least worth remembering when deciding whether to charge multiple models. Charge the enemy with another model before it can retreat (As alleged to prevent you from falling back for a turn). It only works if you have the initiative or use a decisive step, however (And can be thwarted by the opponent's decisive move). Position your own model in such a way that it is impossible for the enemy model to make normal steps without ending or passing in 1 of your models. This generally requires some models and ideal terrain to pull, but it will be very satisfying when your opponent tries to back off and realize they are stuck. It doesn't work against Harlequins or Flying Models, which of course can bypass normal movement restrictions. Models can also choose Ready, skipping their movement phases for the sake of shooting first in the Shooting phase. Terrain can also interfere with movement, with different terrains having different effects. The Psychic Phase[edit] is similar to vanilla, but since there are very few unit options available it can even use psychic powers if it is much more important; however, it becomes more prominent if the Commander is involved. By default, all psykers know Psybolt, which is basically Vanilla 40k's Smiter, but Commander Psykers can swap it or any other force they may know for any of the following: Iron Arm (WC 7): User adds +2 to S and T until psychic phase Forewarning (WC 6): Users get 4+ immune storage until the next psychic phase. Fire Shield (WC 6): Friendly units in 8 of the psyker are counted as obscured until the next psychic phase. Psychic Shriek (WC 5): Enemy units in 12 are forced to take a Neutral test. Enteeble (WC 7): Enemy unit 12 must subtract 1 of their reels to hit and injure in close combat until the next psychic phase. Bad luck (WC 7): Enemy units in 12 must treat all attacks directed at them as one more powerful AP (e.g. AP0 being AP-1) until the next psychic phase. The shooting phase[edit] At the beginning of the shooting phase, the player with the highest initiative shoots first with one of the models ready in the movement phase then goes to the next player with the next highest initiative, and so on until all the read models have been shot. Then, each player in turn chooses a model for shooting that has not yet shot, starting with the player with the highest initiative then the next player with the next highest initiative until all the players have shot. Cover and range are more important in Kill Team than they are in vanilla 40k; shooting one unit of more than half the maximum range of non-Grenade weapons imposes a penalty of -1 for hitting them, as does shooting an obscured unit (i.e. if any part of it is blocked by cover). That said, 6 that is not modified to hit will always hit so doubling on dakka to maximize the chances of lucky punches is still a viable strategy. Of course, flamers still automatically hit as well. Units that try to charge, or successfully charge, in the motion phase cannot fire in the next shooting phase. Fight Phase[edit] The Fight Phase works similarly to how it happens in 40k; anyone who charges the first attack first, followed by a non-charger, gives you two subphases. In each subphase, players take turns activating the model to fight, starting with the player with the highest initiative, then the next highest, until all the players have attacked. Morale Phase[edit] Has two components in Kill Team: the moral of individual fighters and the morale of the team as a whole. If more than half of the squad has been out of Action, shaken, or suffered a Flesh Injury, then the squad can break and suffer a penalty on their roll of punches for the rest of the match. Meanwhile, models who have taken Flesh Injuries or are part of the currently damaged squad are at risk of becoming Shaken, which forces them to skip their turn completely and can disable most of their Specialist abilities. The more models in the squad are shaken or out of action, the more likely it is for other squad members to be shaken. Flesh Wounds and Out of Action[edit] When a model loses her last wound, the player who causes the injury makes the injury roll over. At 4+, the injured model is Out of Action no longer in the game); otherwise, he suffered a Flesh Wound and was restored to a single wound. Obscured and in 1 of the terrain that performs obscurity is a penalty of -1 for the roll, and each previous Flesh Wound taken by that model adds a bonus of +1 per wound on the roll. In addition, attacks with a damage value higher than 1 towards supercharging in Killteam). Specialist [edit] Specialists gain experience by participating in combat and using Specialist-specific Tactics. While improving Specialists gives them progress that makes them stronger and opens up new Tactics for them to use, leveling up also increases the value of Specialist points by 4 points per level (e.g. level 2 specialists will cost 4 points more than level 1 specialists), forcing players to strike a balance between additional effectiveness and a higher price tag. A specialist cannot progress beyond Level 4. The Commander Unit to be added in Kill-Team: Rogue Trader works differently, which will be outlined in its section. Advance specialists work on the model of branching trees; when they level up, they can choose and choose from different abilities in this sequence: Level 1 is Either Level 2A or 2B if Level 2A is selected, either Level 3AA or Level 3AB; if Level 2B is selected, either Level 3BA or Level 3BB. Other abilities that have not been selected at the previous level. As a result, two identical units with the same Specialization and wargear can easily end up with a completely different set of advances. Note that some units may not be able to access certain types of Specialists, or may have their ability to become Specialists of a certain type associated with certain requirements (e.g. the Guard can only become a Communications specialist if he takes vox-caster as part of his wargear, and a Tactical Marine can only be a Leader if he is a Sergeant). The Leader's specialty focuses on buffing other members of your killing team, as well as being the primary source of Command points for your team. It's also the only mandatory Specialist, because Kill-Team has to take one (and only one) to become Battle-Forged. Keep in mind that your Leader doesn't have to be the one with the highest leadership or the best combat ability. In fact, for some teams, it might actually be better if he didn't. The Leader's most important job is to stay just alive and continue to produce CP, appointing as Leader a small unit and will stay out of the way of enabling bring in more formidable units like other types of specialists (usually combat) so they can be free to do what they do best. Common sense (Lv 1): As long as this model is on the battlefield and not shaken, get an additional Command Point at each round of battle. Thickness (Lv 2A): This model automatically passes the Nerve test. Paragon (Lv 3AA): Re-roll hit roll 1 for friendly models in 3 of these models, as long as it is not shaken. Usually, much better than Mentor, because buffing all models within reach (including himself) in each Phase is usually more than enough to make up for not being a full reel failure. Tyranny (Lv 3AB): Your opponent must add 1 to the Nerve test for the enemy model in 6 of these models, as long as it is not shaken. Since this requires you to get your Leader near the enemy to work, this is much better on a Leader who already wants to be close, like a close combat power plant. Inspire (Lv 2B): As long as this model is not shaken, other friendly models in 3 automatically pass the Neutral test. Now it doesn't affect the Leader itself, so be careful. Tactician (Lv 3BA): As long as this model is on the battlefield and not shaken, roll the D6 whenever you use Tactics. At 5+ you get a command point. Synergize directly with Reason, because the current model will both give the point of command and then attempt to restore its use. Mentor (Lv 3BB): Once per round of battle, when you choose a friendly model in 3 of these models to shoot in the Shooting phase – as long as the model is not shaken – you can reroll the failed roll of hits for that model until the end of the phase. Typically, it is much worse than Paragon, as both are limited to the Shooting phase and limited to buffing only one model, which amounts to much worse than upgrading from 1 which rolls back to back all failures. Unique Tactics[edit] Level 1 - Lead By Example (1 CP): When this model is selected to fight in the Fight phase, other friendly models in 3 of those who are also eligible to fight can also do so. Leaders and other models can fight in any order. Level 2 - Fire On My Target (1 CP): Same as Lead By Example, but for shooting instead of melee. Level 3 - Force Of Will (1 CP): At the beginning of the round, if the Leader is on the battlefield and not shaken, Team Kill does not suffer a penalty for being violated. Heavy[edit] Improves shooting, either by increasing the effectiveness of heavy weapons or by making users tough enough to cover with assault weapons. The Extra Armor branch can also add a little effectiveness in close combat. Relentless (Lv 1): This weapon does not suffer a -1 penalty for shooting with a heavy weapon after moving in the previous Movement phase, or for shooting an Assault weapon after Advancing. Suppressor (Lv 2A): The enemy model targeted by this model in the Shooting phase suffered a -1 penalty on hit rolls until the end of the phase. Devastator (Lv 3AA): You can restore damage to this model of ranged weapons that have a random Characteristic Damage. Tight (Lv 3AB): You can reroll hit 1 for this model Shooting phase. Extra Armour (Lv 2B): Ignore ap-1 characteristics for attacks targeting this model. Indomitable (Lv 3BA): Once per round of battle, you can make your opponent roll the injury dice again for this model. Heavily Muscled (Lv 3BB): You can roll back 1 wound reels for this model in the Fight phase. Unique Tactics[edit] Level 1: More Bullets (1 CP): During the shooting phase, when selecting a Weight Specialist whose weapon typically fires more than 1 shot, he fires one additional shot (e.g. Heavy 2 will strike 3 times

