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Use the following links to find the most relevant information for your needs. **1** COMMAND POINT 2 COMMAND POINTS I LIKE TO KEEP THIS HANDY... MESMERISING GAZE Genestealer CulTs Tactic Use this Tactic at the beginning of the Fight phase. Pick an enemy model within 1" of a model (other than a shaken model) from your kill team and roll a dice. On a 4- subtract 1 from that model's Attacks characteristic (to a minimum of 1) until the end of the phase. **1** COMMAND POINT Genestealer CulTs Tactic Use this Tactic at the start of the Shooting phase. Pick a model from your kill team armed with a shotgun. Change the shotgun's Type to Pistol 2 until the end of the phase. **1** COMMAND POINT TOXIN GLAND Genestealer CulTs Tactic ACIDIC SPIT Genestealer CulTs Tactic Use this Tactic at the beginning of the Shooting phase. Pick an enemy model within 1" of a model (other than a shaken model) from your kill team and roll a dice. On a 5+ that enemy model suffers 1 mortal wound. Use this Tactic when you pick a HYRID METAMORPH from your kill team to fight in the Fight phase. Add 1 to wound rolls for the sniper's rending claw or metamorph talon until the end of the phase. **1** COMMAND POINT **1** COMMAND POINT 117 SANCTUS NAME M WS BS T W A Ld Sv Max Suxctus 6" 2+ 2+ 3 3 4 4 8 5+ **1** This model is armed with a slencer sniper rifle and accompanied by a Souldsight Familiar which attacks using its Familiar claws. **WEAPON RANGE** Silencer sniper rifle TYPE AP AB ABILITIES A model firing this weapon does not suffer the penalty to hit rolls for the target being at long range. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal 36" Heavy 1 4 - 1 D3 wound in addition to its normal damage. If a PSYKER loses any wounds as a result of this weapon's attacks, after all of this weapon's attacks have been resolved that model suffers Perils of the Warp. When this model fights, you cannot choose to use Meleee Meleee 4 0 1 this weapon. After this model fights, you can make 2 additional attacks, using this weapon. Each time the bearer fights, it can make 1 additional Melee Melee 1 -2 2 attack with this weapon. In addition, this weapon wounds on a 2+ . * This model may replace its silencer sniper rifle with a Sanctus bio-dagger. Sanctus Familiar claws Sanctus bio-dagger WARGEAR OPTIONS ABILITIES Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". Camo Cloak: When an opponent makes a hit roll for a shooting attack that targets a model equipped with a camo cloak, and that model is obscured, that hit roll suffers an additional -1 modifier. Souldsight Familiar: Hit rolls for this model's ranged attacks do not suffer any penalty for the target being obscured. SPECIALISTS Melee, Shooting, Stealth **FACTION KEYWORD KEYWORDS** GENESTEALER CULTS COMMANDER, INFANTRY, SANCTUS CULT ASSASSIN GENESTEALER CULTS Genestealer CulTs Tactic Sanctus (Level 1) Sanctus (Level 2) Sanctus (Level 3) Sanctus (Level 4) **MODEL** Use this Tactic at the beginning of the first battle round if a SANCTUS from your kill team is on the battlefield and not shaken. That model can immediately make a ranged attack as if it were the Shooting phase. **2** COMMAND POINTS 118 WARGEAR Familiar claws Sanctus bio-dagger Silencer sniper rifle POINTS PER MODEL 33 38 53 73 POINTS PER ITEM 0 20 0 KILERMORPH NAME M WS BS T W A Ld Sv Max Kelermorph 6" 3+ 2+ 3 4 3 8 5+ **1** ABILITIES This model is armed with three liberator autostubs and a cultist knife. **WEAPON RANGE** Liberator autostub Cultist knife ABILITIES TYPE S AP D 12" Pistol 1 4 -1 2 Melee Melee User 0 1 Each time the bearer fights, it can make 1 additional attack with this weapon. Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". Inspirational Deeds: If an enemy model is taken out of action by an attack made with this model's liberator autostub, then until the end of the phase, re-roll hit rolls of 1 for models from your kill team whilst they are within 6" of this model. Lightning Reflexes: This model has a 5+ invulnerable save. SPECIALISTS Fortitude, Leadership, Stealth, Shooting **FACTION KEYWORD KEYWORDS** GENESTEALER CULTS KEYWORDS TYRANIDS, INFANTRY, COMMANDER, KELERMORPH Kelermorph BLAZE OF GLORY Genestealer CulTs Tactic Kelermorph Tactic Use this Tactic when you pick a KELERMORPH from your kill team to shoot in the Shooting phase. Instead of shooting normally, you can make a single attack with one of this model's ranged weapons against each enemy model within 8" that is an eligible target. GENESTEALER CULTS MODEL Kelermorph (Level 1) Kelermorph (Level 2) Kelermorph (Level 3) Kelermorph (Level 4) WARGEAR Liberator autostub Cultist knife POINTS PER MODEL 25 30 45 65 POINTS PER ITEM 0 0 1 COMMAND POINT 119 NEXOS NAME M WS BS T W A Ld Sv Max Nexos 6" 3+ 3+ 3 3 4 3 8 5+ **1** This model is armed with an autostipol. Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". ABILITIES Strategic Coordinator: Whilst this model is on the battlefield and not shaken, you can re-roll any rolls of 1 when rolling for a model's Cult Ambush ability. In addition, if your kill team is Battle-forged, then as long as this model is on the battlefield and not shaken, roll a dice each time a player spends one or more Command Points. On a roll of 6, you gain 1 Command Point. Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point. SPECIALISTS Logistics, Strategist **FACTION KEYWORD KEYWORDS** GENESTEALER CULTS COMMANDER, INFANTRY, NEXOS NEXOS CULT NEXOS GENESTEALER CULTS Genestealer CulTs Tactic Nexos (Level 1) Nexos (Level 2) Nexos (Level 3) Nexos (Level 4) **MODEL** Use this Tactic at the end of the Movement phase if a NEXOS from your kill team is on the battlefield and not shaken and you have any models in Reserve. Choose up to three models from your kill team that were set up in Reserve and set them up within 5" of the edge of the battlefield and more than 5" away from any enemy models. **1** COMMAND POINT 120 POINTS PER MODEL 32 37 52 72 WARGEAR POINTS PER ITEM Autostipol 0 BIOPHAGUS NAME M WS BS S T W A Ld Sv Max Biophagus 6" 3+ 3+ 3 3 4 3 8 5+ **1** Alchemicus Familiar 6" 3+ 6+ 4 1 2 8 6+ **1** Biophagus is armed with an autostipol and injector goad. If your kill team includes a Biophagus, it may also include an Alchemicus Familiar. **WEAPON RANGE** Injector goad ABILITIES TYPE S AP D ABILITIES This weapon always wounds on a 2+. If a COMMANDER loses any wounds from this weapon, roll a D6 for it Melee Melee +1 0 D3 after all of this model's attacks have been resolved. If the result is higher than the Wounds characteristic of the COMMANDER, it suffers D3 mortal wounds. Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". Biophagus Familiar: Models do not suffer any penalty to their Nerve tests for a friendly FAMILIAR being out of action. Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point. SPECIALISTS Logistics, Strategist **FACTION KEYWORD KEYWORDS** GENESTEALER CULTS COMMANDER, INFANTRY, BIOPHAGUS (Alchemicus Familiar is INFANTRY. FAMILIAR) GENOMIC ENHANCEMENT GENESTEALER CULTS Genestealer CulTs Tactic Biophagus (Level 1) Biophagus (Level 2) Biophagus (Level 3) Biophagus (Level 4) Alchemicus Familiar Use this Tactic at the end of the Movement phase if a BIOPHAGUS from your kill team is on the battlefield and not shaken. Choose a friendly ABERRANT model within 2" of the BIOPHAGUS, and increase its Strength, Toughness or Attacks characteristic by 1 until the end of the mission. You cannot choose the same ABERRANT twice with this Tactic. **MODEL** WARGEAR Autostipol Injector goad POINTS PER MODEL 29 34 49 69 4 POINTS PER ITEM 0 0 1 COMMAND POINT 121 LOCUS NAME M WS BS S T W A Ld Sv Max Locuus 6" 2+ 3+ 4 3 4 4 8 5+ **1** S AP D ABILITIES This model is armed with Locus blades and a hypermorph tail. **WEAPON RANGE** Locus blades Hypermorph tail ABILITIES TYPE This weapon's Damage characteristic is 2 in a battle Melee Melee User -3 1 round in which this model charged, was charged or performed a Sudden Strike (see below). Each time the bearer fights, it can make 1 additional Melee Melee User -1 1 attack with this weapon. Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". Locus Neurotrauma Rod: Your opponent must add 1 to Nerve tests taken for enemy models that are within 3" of any models with this ability. Quicksilver Dodge: This model has a 5+ invulnerable save. Quicksilver Strike: If this fighter is within 1" of an enemy model at the beginning of the Fight phase, it is considered to have charged. Unquestioning Bodyguard: Roll a dice each time a Leader from your kill team loses a wound whilst they are within 3" of any friendly models with this ability; on a 2+ choose one of these models to intercept that hit - the Leader does not lose a wound but the model you chose suffers a mortal wound. SPECIALISTS Ferocity, Melee, Stealth **FACTION KEYWORD KEYWORDS** GENESTEALER CULTS COMMANDER, INFANTRY, LOCUS SUDDEN STRIKE GENESTEALER CULTS Genestealer CulTs Tactic Locus (Level 1) Locus (Level 2) Locus (Level 3) Locus (Level 4) **MODEL** Use this Tactic at the end of the Movement phase if a LOCUS from your kill team is on the battlefield, is within 6" of an enemy model, did not Advance, Fall Back, Retreat, make a charge attempt or arrive from Reserve in this turn, and is not shaken or within 1" of an enemy model. The LOCUS can immediately make a pile-in move as described in the Fight phase, except that it can move up to 6" (rather than 3"). **1** COMMAND POINT 122 WARGEAR Hypermorph tail Locus blades POINTS PER MODEL 66 81 96 121 POINTS PER ITEM 0 CLAMAVUS NAME M WS BS S T W A Ld Sv Max Clamavus 6" 3+ 3+ 3 3 4 3 8 5+ **1** This model is armed with an autostipol. Cult Ambush: After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6". ABILITIES Scrambler Array: Enemy models that are set up on the battlefield from Reserve cannot be set up within 7" of this model. Unquestioning Loyalty: Roll a D6 each time you use the Look Out, Sir! Commander Tactic on this model. On a 2+, you gain a Command Point. Clamavus SPECIALISTS Leadership. Strategist **FACTION KEYWORD KEYWORDS** GENESTEALER CULTS COMMANDER, INFANTRY, CLAMAVUS PROCLAIMATOR HAILER GENESTEALER CULTS Genestealer CulTs Tactic Clamavus Aura Tactic Clamavus (Level 1) Clamavus (Level 2) Clamavus (Level 3) Clamavus (Level 4) Use this Tactic at the start of the battle round if your kill team includes a Clamavus. That model gains the following aura ability until the end of the phase: **MODEL** POINTS PER MODEL 26 31 46 66 WARGEAR POINTS PER ITEM Autostipol 0 As long as this model is not shaken, add 1 to all run and charge rolls made for models from your kill team that are within 6" of any friendly models with this ability, and subtract 1 from all Nerve tests made for models from your kill team that are within 6" of any friendly models with this ability. **1** COMMAND POINT 123 CONQUERORS OF THE KILLZONES OF CONQUERORS THE KILLZONES As battle escalates and the price of failure becomes ever steeper, fresh waves of warriors join the kill teams. Whether monstrous or sleek, formidable or fearsome, these elite operatives are an imposing sight. Severus Aegemman, Ultramarines Terminator Captain Castamedes, Ultramarines Terminator with lightning claws Gaiunus, Ultramarines Terminator Chaplain Marcus, Ultramarines Vanguard Veteran Tellemachus, Ultramarines Steward Veteran Watched over by a graven image of Saint Sevastian the Grim, the elite operatives of the Dark Angels clash in battle with the twisted traitors of the Word Bearer Chaos Space Marine Legion. Watch eagles crackle through the air as the Shippers of the Machine God do battle with a band of Necron Lychgard beneath the shadow of a vast refinery complex. Jodys, Ultramarines Suppressor Sergeant Aselepus, Ultramarines Eliminator Sergeant Sevastian Acheran, Ultramarines Captain in Nobos Armour Space Marines. Custodian Guard with sentinel blade Prestylator Vendos, Allarus Custodian with castellan axe Kashlontky, Shield-Captain with sentinel blade Ludoro, Brother-Captain with Nemesis force halberd Asorhal, Paragon with Nemesis force sword Rephas, Paladin with two Nemesis falchions Nnuk, Bulgryn with slashblade and grenadier gauntlet Thrugg, Bone ead with ripper gun Drunk, Ogryn with ripper gun Choragious, Black Legion Dark Apostle Vraxos, Black Legion Terminator with reaper autocannon Shurgholg, Blightlord Terminator with reaper autocannon Vorarosh, Black Legion Master of Possession Kharagun, Black Legion Terminator with chainaxe and combat-bolter Spurrghol, Deathshroud Terminator with manreaper Hastus Asmodax, Black Legion Master of Executions Rhaekus Bittersold, Black Legion Terminator Champion Gulgoth the Afflictor, Lord of Contagion The highly trained soldiers of the Militarum Tempestus hold a trench-line against the terrifying onslaught of a kill team of Iron Warriors Heretic Astartes. Ishmael'el the Sundered, Black Legion Greater Possessed Malthorox, the Spawn of Lies, Black Legion Greater Possessed Hasmadrax the Thrice-plaged, Black Legion Possessed Nameless Prophets of Flesh Grotquesue with flesh gauntlet Gibberlit, Prophets of Flesh Wrack Flendering Threshh, Prophets of Flesh Acolitic Stitshinsev, Prophets of Flesh Wrack Amidst the swirling mists and toxic vapours of a predatory jungle, the ghost warriors of Craftworld Saim-Hann stride into battle against a swift and deadly kill team set up by Asrubael Vect of the Kabal of the Black Heart himself. Yillith, Howling Banshees Amanaeh of the Indomitable, Lychguard Creighth, Striking Scorpion Exarch Telnoch of the Conqueror, Lychguard Shas'vres Vior'la Kal'soc, Crisis Battlesuit with burst cannon Illic Nightstpear, the Walker of the Hidden Path Ohmtec the Eliminator, Triarch Praetorian Darkstriker, the Shadow That Strikes Oelanaris, Saim-Hann Spiritseer Senmakot the Ender, Triarch Praetorian Shas'vres Vior'la Shen'shal, Commander in XV85 Enforcer Battlesuit Locus, Cult of the Four-armed Emperor Clamavus, Cult of the Four-armed Emperor Sanctus, Cult of the Four-armed Emperor Nexos, Cult of the Four-armed Emperor Led by the legendary Lector designated as Deshleeper, a Tyranid kill team of Hive Fleet Leviathan closes in from all sides to lead apart a determined band of Ultramarines Vanguard Space Marines. Kelermorph, Cult of the Four-armed Emperor Biophagus, Cult of the Four-armed Emperor Alchemicus Familiar A cunning raid led by Boss Snikrot against an Imperial Munitorum cargo-dock is thrown into mayhem as the Wolf Guard Terminators of Winterfang's Rimeguard launch a sudden and bloody ambush. Uzvotz, Evil Sunz Meganob Muzrok da Skull Smasha, Goff Nob with choppa and sluga Boss Snikrot, da Green Ghost Borzag Badfang, Goff Nob with power klaw and slugga Grubratz, Goff Nob with kombiweapon with skorcha Grobber Drug, Flash Git with snazzgun Zarbog da Basha, Goff Nob with power klaw and slugga MISSIONS MISSIONS Below you will find three examples of open play missions for games of Kill Team that include elite warriors, along with ideas to spark your imagination for other open play games. On pages 136-139 you will find four narrative play missions, and on pages 140-143 you will find four matched play missions. • A group of diehards is sent deep behind enemy lines to intercept and eliminate an enemy commander. • A kill team has failed to report in. The army's elite are sent to ascertain their fate. • High command wants to put some newly requisitioned assets through their paces, and sends them on a dangerous mission. • Seeking revenge for a teammate, an elite team defers orders and set out to hunt down an assassin. • A commander and their accompanying bodyguard are the only survivors of an ambush, and must fight through hostile territory to rejoin their army. • A small band of warriors has been tasked with the defence of vital assets, but they are isolated and vastly outnumbered by the approaching enemy. • A handful of elite killers has been wreaking havoc far from the front. A team of hunters is assembled to track them down and bring an end to their rampage. Deep Open Strike Play Missions • A chance meeting in no man's land between two • A lone operative is trapped behind enemy lines, which is unfortunate for the enemy - this terrifying warrior is more than a match for whole platoons. • The army's most potent warriors are teleported into the heart of the enemy's command, scouts quickly escalate as all of the assets available on both sides are funnelled into the conflict. • A macabre contest between elite troops leads to a mismatched team venturing into enemy territory with each warrior determined to claim the most kills. OPEN PLAY MISSION DEEP STRIKE A key defensive emplacement must be taken before the army can advance. High command authorises a dangerous strike directly onto the target, the better to overwhelm the defenders. THE KILL TEAMS DEPLOYMENT This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree - the winner decides). Each player chooses a kill team. The defender sets up their kill team anywhere wholly within 6" of the centre of the battlefield. The attacker must set up all of their models in Reserve. **BATTLE LENGTH** The battle ends at the end of battle round 5. **THE BATTLEFIELD VICTORY CONDITIONS** Create the battlefield and set up terrain. If, at the end of the battle, the defender's models are all shaken or out of action, the attacker wins. Otherwise, the defender wins. **SCOUTING PHASE** Do not use the rules for the Scouting phase in this mission. 134 team is Battle-forged they gain an additional 1CP at the start of each battle round. **PRIORITY TARGET** When an attacker's model is set up from Reserve, it can be set up within 1" of the edge of the battlefield and more than 5" away from any enemy models. In addition, if the attacker's kill Against the Odds OPEN PLAY MISSION AGAINST THE ODDS Cornered and vastly outnumbered, a small team of diehards prepares to overcome insurmountable odds or perish in the attempt. THE KILL TEAMS DEPLOYMENT LAST STAND This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree - the winner decides). Each player chooses a kill team. The defender's kill team cannot include more than 5 models, and the attacker's kill team cannot include fewer than 10 models. The defender first sets up their entire kill team anywhere wholly within 5" of one of the short edges of the battlefield. The attacker then sets up their entire kill team anywhere wholly within 5" of the opposite edge of the battlefield. Subtract 2 (rather than 1) from Nerve tests taken for the defender's models for each other model (do not count shaken models) from their kill team that is within 2". **THE BATTLEFIELD VICTORY CONDITIONS** If, at the end of the battle, the defender's models are all shaken or out of action, the attacker wins. Otherwise, the defender wins. **AWAITING REINFORCEMENTS** The defender's models cannot be set up from Reserve in the first battle round. When a defender's model is set up from Reserve, it can be set up within 1" of the edge of the battlefield and more than 5" away from any enemy models. **RESOURCES** In a campaign game, if the attacker wins the mission, the defender loses 1 Morale and 1 Territory. If the defender wins the mission, the attacker loses 1 Morale and 1 Territory. **FINISH THEM** Attacker Tactic Use this Tactic at the beginning of the Fight phase, if your Leader is on the battlefield and not shaken. Until the end of the phase, add 1 to wound rolls for attacks made by models from your kill team whilst they are within 3" of your Leader. **1** COMMAND POINT VENGFUL REINFORCEMENTS Defender Tactic Use this Tactic at the end of the Movement phase. You can choose any number of models from your kill team that were set up from Reserve in this battle round. Each of those models can make a charge attempt, but when they do so you only roll a D6 (rather than 2D6) for their charge roll. **1** COMMAND POINT 137 NARRATIVE PLAY MISSION RAMPAGE A group of dyed-in-the-wool killers have broken through enemy lines, and are now set to wreak havoc through the unsuspecting reserves. They must make their attack count - if they rampage for too long, they are sure to be cut off and eliminated. **BATTLE LENGTH** If you are playing a campaign, you can choose to play this mission instead of the Ambush mission. THE KILL TEAMS This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree - the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the Kill Team Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The defender then splits their kill team into two parts, with at least one model in each part. **THE BATTLEFIELD** Create the battlefield and set up terrain. An example of how you might do this is shown below. **SCOUTING PHASE** Do not use the rules for the Scouting phase in this mission. **DEPLOYMENT** The defender sets up all of the models in one part of their kill team wholly within their deployment zone (they cannot set up any of these models in Reserve). Their remaining models are set up in Reserve. Then the attacker sets up one of their models wholly within one of their deployment zones, then another model wholly within their other deployment zone, and continues to alternate like this until all of their models have been set up. Once the players have set up all of their models, deployment ends and the first battle round begins. **BATTLE LENGTH** Use the Variable Battle Length rules (pg 14) - the attacker rolls. **VICTORY CONDITIONS** If, at the end of the battle, all of the defender's models are out of action, shaken or in Reserve, the attacker wins. Otherwise, the defender wins. **AWAITING REINFORCEMENTS** The defender's models cannot be set up from Reserve in the first battle round. When a defender's model is set up from Reserve, it can be set up within 1" of the edge of the battlefield and more than 5" away from any enemy models. **RESOURCES** In a campaign game, if the attacker wins the mission, the defender loses 1 Morale and 1 Territory. If the defender wins the mission, the attacker loses 1 Morale and 1 Territory. **FINISH THEM** Attacker Tactic Use this Tactic at the beginning of the Fight phase, if your Leader is on the battlefield and not shaken. Until the end of the phase, add 1 to wound rolls for attacks made by models from your kill team whilst they are within 3" of your Leader. **1** COMMAND POINT VENGFUL REINFORCEMENTS Defender Tactic Use this Tactic at the end of the Movement phase. You can choose any number of models from your kill team that were set up from Reserve in this battle round. Each of those models can make a charge attempt, but when they do so you only roll a D6 (rather than 2D6) for their charge roll. **1** COMMAND POINT 137 NARRATIVE PLAY MISSION RAMPAGE A group of dyed-in-the-wool killers have broken through enemy lines, and are now set to wreak havoc through the unsuspecting reserves. They must make their attack count - if they rampage for too long, they are sure to be cut off and eliminated. **BATTLE LENGTH** If you are playing a campaign, you can choose to play this mission instead of the Ambush mission. THE KILL TEAMS This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree - the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the Kill Team Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The defender then splits their kill team into two parts, with at least one model in each part. **THE BATTLEFIELD** Create the battlefield and set up terrain. An example of how you might do this is shown below. **SCOUTING PHASE** Do not use the rules for the Scouting phase in this mission. **DEPLOYMENT** The defender sets up all of their models in one part of their deployment zone (they cannot set up any of these models in Reserve). Their remaining models are set up in Reserve. Then the attacker sets up one of their models wholly within their deployment zone, then another model wholly within their other deployment zone, and continues to alternate like this until all of their models have been set up. Once the players have set up all of their models, deployment ends and the first battle round begins. **BATTLE LENGTH** Use the Variable Battle Length rules (pg 14) - the attacker rolls. **VICTORY CONDITIONS** If, at the end of the battle, all of the defender's models are out of action, shaken or in Reserve, the attacker wins. Otherwise, the defender wins. **AWAITING REINFORCEMENTS** The defender's models cannot be set up from Reserve in the first battle round. When a defender's model is set up from Reserve, it can be set up within 1" of the edge of the battlefield and more than 5" away from any enemy models. **RESOURCES** In a campaign game, if the attacker wins the mission, the defender loses 1 Morale and 1 Territory. If the defender wins the mission, the attacker loses 1 Morale and 1 Territory. **FINISH THEM** Attacker Tactic Use this Tactic at the beginning of the Fight phase, if your Leader is on the battlefield and not shaken. Until the end of the phase, add 1 to wound rolls for attacks made by models from your kill team whilst they are within 3" of your Leader. **1** COMMAND POINT VENGFUL REINFORCEMENTS Defender Tactic Use this Tactic at the end of the Movement phase. You can choose any number of models from your kill team that were set up from Reserve in this battle round. Each of those models can make a charge attempt, but when they do so you only roll a D6 (rather than 2D6) for their charge roll. **1** COMMAND POINT 137 NARRATIVE PLAY MISSION RAMPAGE A group of dyed-in-the-wool killers have broken through enemy lines, and are now set to wreak havoc through the unsuspecting reserves. They must make their attack count - if they rampage for too long, they are sure to be cut off and eliminated. **BATTLE LENGTH** If you are playing a campaign, you can choose to play this mission instead of the Ambush mission. THE KILL TEAMS This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree - the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the Kill Team Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. The defender then splits their kill team into two parts, with at least one model in each part. **THE BATTLEFIELD** Create the battlefield and set up terrain. An example of how you might do this is shown below. **SCOUTING PHASE** Do not use the rules for the Scouting phase in this mission. **DEPLOYMENT** The defender sets up all of their models, deployment ends and the first battle round begins. **SENTRIES** In the first battle round, the defender's models on the battlefield cannot move (for any reason) or React. In addition, if at the beginning of the defender's turn in the Movement phase there are no attacker's models within 9" of a defender's model on the battlefield, that model cannot move (for any reason) or make any shooting attacks in that battle round. Commanders are not affected by this rule. **ESCAPE** The attacker can move any of their models off the battlefield edge labelled 'Escape route' if that model's move is sufficient to take them wholly over the edge of the battlefield. A model that leaves the battlefield this way is not considered to be out of action, but takes no further part in the mission. **BATTLE LENGTH** Use the Variable Battle Length rules (pg 14) - the defender rolls. In addition, if at the end of a battle round all of the attacker's models have escaped (see above) and/or are out of action, the battle ends. **VICTORY CONDITIONS** If, at the end of the battle, more of the attacker's models have escaped than are on the battlefield or have been taken out of action, the attacker wins. Otherwise, the defender wins. **RESOURCES** In a campaign game, if the attacker wins the mission, the defender loses 1 Intelligence and 1 Morale. If the defender wins the mission, the attacker loses 1 Morale. **MATERIAL** Defender Tactic Use this Tactic at the beginning of your turn in the battle round, before determining which player controls which objectives. Choose a model from your kill team (other than a shaken model). This model is considered to be 2 models until the end of the battle round. **1** COMMAND POINT 136 **COMMAND POINT MATCHED PLAY MISSION ESCALATING CONFLICT** Your scouts have made contact with the enemy, and are calling in support - they are either pinned in place or have identified an objective that you cannot afford falling into enemy hands. Dispatch your finest warriors as quickly as you can to recover your operatives and deny victory to your enemies. If you are playing a campaign, you can choose to play this mission instead of the Disrupt Supply Lines mission. THE KILL TEAMS This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the Kill Team Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. **THE BATTLEFIELD** Use the Variable Battle Length rules (pg 14) - the player with the greatest advantage (determined during deployment) rolls. In addition, if there is only one unbroken kill team on the battlefield at the end of a battle round, the battle ends. **VITAL OBJECTIVE** Models that are within 2" of the centre of the objective marker automatically pass Nerve tests. Escalating Conflict **VICTORY CONDITIONS** Resolve the Scouting phase as described in the Kill Team Core Manual. If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, if one player controls the objective at the end of the battle, that player wins. If no player controls the objective, the player with the greatest Force (in points) on the battlefield (not including shaken models) is the winner. If players are tied for the greatest force, the tied players draw. Any other players lose. **BATTLE LENGTH** **RESOURCES** Use the Variable Battle Length rules (pg 14) - the player with the greatest advantage (determined during deployment) rolls. In a campaign game, the player(s) that lose the mission each lose 1 Intelligence and 1 Morale. Create the battlefield and set up terrain. Examples of how you might do this are shown below. **SCOUTING PHASE** Resolve the Scouting phase as described in the Kill Team Core Manual. **DEPLOYMENT** Two-player battlefield using one gameboard Three- to four-player battlefield using two gameboards 14 MATCHED PLAY MISSION OBJECTIVE ULTIMA A crucial piece of artechtech has become the site of an ongoing battle, as each of the opposing sides struggles to seize it for themselves. As control shifts one way and then the other, it becomes clear that to consolidate their claim, a force also needs to take the surrounding control nodes. If you are playing a campaign, you can choose to play this mission instead of the Recover Intelligence mission. THE KILL TEAMS This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the Kill Team Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 125 points. **THE BATTLEFIELD** **BATTLE LENGTH** Use the Variable Battle Length rules (pg 14) - the player with the greatest advantage (determined during deployment) rolls. Objective Ultima Create the battlefield and set up terrain. Examples of how you might do this are shown below. Then set up four objectives each halfway between the centre of the battlefield and a battlefield edge, numbered from 1-4. **SCOUTING PHASE** Resolve the Scouting phase as described in the Kill Team Core Manual. **DEPLOYMENT** Use the Standard Deployment rules (pg 14). **VICTORY CONDITIONS** If a player controls the primary objective and at least one secondary objective at the end of a battle round, they gain a number of victory points equal to the number of secondary objectives they control. The player with the most victory points at the end of the battle is the winner. If players are tied for the most victory points, whichever of those players controls the primary objective at the end of the battle is the winner. If none of the tied players controls the primary objective, the tied players draw. Any other players lose. **RESOURCES** In a campaign game, the player(s) that lose the mission each lose 1 Intelligence and 1 Territory. If players draw they do not lose Intelligence or Territory. Two-player battlefield using one gameboard 142 Three- to four-player battlefield using two gameboards MATCHED PLAY MISSION SHIFTING PRIORITIES In the confusion of battle, orders may be garbled or misinterpreted, leaders in the field may prioritise the wrong objective, and fighters can become disoriented. Amidst this maelstrom, a commander with a cool head and the ability to adapt their battle plan on the fly is likely to claim victory. If you are playing a campaign, you can choose to play this mission instead of the Terror Tactics mission. THE KILL TEAMS PRIORITY ONE The player with the greatest advantage (determined during deployment) rolls a D6 at the beginning of each battle round, and consults the following table. Shifting Priorities This is a mission for two to four players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see the Kill Team Core Manual) that only includes models with the Faction keyword they chose. Each kill team can cost up to 200 points and may include a Commander. **THE BATTLEFIELD** Create the battlefield and set up terrain. Examples of how you might do this are shown below. Then set up four objectives each halfway between the centre of the battlefield and a battlefield edge, numbered from 1-4. **SCOUTING PHASE** Resolve the Scouting phase as described in the Kill Team Core Manual. **DEPLOYMENT** Use the Standard Deployment rules (pg 14). Models must be set up at least 4" from enemy deployment zones. **BATTLE LENGTH** Use the Variable Battle Length rules (pg 14) - the player with the greatest advantage (determined during deployment) rolls. Two-player battlefield using one gameboard D6 **RESULT 1** If objective 1 is on the battlefield, remove it from the battlefield. **2** If objective 2 is on the battlefield, remove it from the battlefield. **3** If objective 3 is on the battlefield, remove it from the battlefield. If objective 4 is on the battlefield, remove it from the battlefield. **5-6** If there is no objective in the centre of the battlefield, and any objectives have been removed from the battlefield, set up one of those objectives in the centre of the battlefield. **VICTORY CONDITIONS** Each player scores 1 victory point at the end of each battle round for each objective they control. The player with the most victory points at the end of the battle is the winner. If players are tied for the most victory points, whichever of those players had the lower Force is the winner. If there is still a tie for the most victory points, the tied players draw. Any other players lose. **RESOURCES** In a campaign game, the player(s) that lose the mission each lose 1 Morale and 1 Territory. If players draw they do not lose Morale or Territory. Three- to four-player battlefield using two gameboards 143 Permission to take a screen shot for personal use only. © Games Workshop Ltd 2019 2011 video gameWarhammer 40,000: Kill TeamDeveloper(s)THQ Digital Studios UK(s)I]Publisher(s)THQDirector(s)Richard BadgerProgrammer(s)Michael DraperArtist(s)Richard ThomasStuart JennettSeriesWarhammer 40,000Platform(s)PlayStation 3Xbox 360Microsoft WindowsReleaseXbox 360July 13, 2011EUS: August 2, 2011EU: August 10, 2011WindowsMay 22, 2014Genre(s)Shooter(s)Mode(s)Single-player, multiplayerWarhammer 40,000: Kill Team is a top-down shooter game with twin-stick control, set in the Warhammer 40,000 future fantasy universe. Players play as Space Marines attempting to halt an Ork invasion spaceship, facing orks and, later, Tyranids. Four Space Marine classes are playable Stewardguard Veteran, Techmarine, Vanguard Veteran and Librarian. The first two focusing on Shooting the later two on melee. The game supports single player and same screen multiplayer modes.[1] The game included a bonus weapon for the use in multiplayer mode in the Warhammer 40,000: Space Marine, obtained by completing a level.[2] The game was developed and released by THQ for the Xbox 360 in July 2011 and for the PlayStation 3 in August 2011. A Microsoft Windows port was developed by UK based company D3T Ltd and released in May 2014. ReceptionAggregate scorePS3Xbox 360Metacritic65/100[3]67/100[4]Review scoresPS3Xbox 360Destructoid/A6/10[5]Eurogamer/8/10[6]GameN/A[7]GameSpot/10/10[6]10/9[9]GamesRadar+/N/A[10]GameZone/7/10[11]IGN/6.5/10[12]6.5/10[13]Joystiq/N/A[9]PlayStation Official Magazine "UK/10[15]N/A[16]Official Xbox Magazine (US)/A7/10[16]Metacritic/A5/10[17] The PlayStation 3 and Xbox 360 versions received "average reviews" according to the review aggregation website Metacritic. IGN's Stephanie Stangor described the Xbox 360 version as a "decent shooter for fans of the franchise", and noted that the game was not designed for single-player mode, while criticizing the lack of online multiplayer.[5] GameSpot's Carolyn Petit praised the title's mindless fun and compelling environment while taking issue with the shallow gameplay, local-only co-op, cheap deaths, and poor checkpoint placement.[8][9] Nathan Grayson of GamesRadar+ liked the Xbox 360 version's quick, violent twin-stick combat, unique classes, and customization but disliked the repetitive gameplay, short runtime, and pace-backfiring tutorialization.[10] Arthur Eries of IGN wrote, "Arcade shooters shouldn't be boring, and they shouldn't be needy and pushy, and Kill Team is often all of the above." [12][13] ^ a b Yin-Poole, Wesley (June 2, 2011). "Warhammer 40k Kill Team announced". Eurogamer. Gamer Network. Retrieved May 6, 2023. ^ a b "Warhammer 40,000: Kill Team for PlayStation 3 Reviews". Metacritic. 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