

THE HERALDS OF RUIN

— UNOFFICIAL WARHAMMER 40,000 EXPANSION —

KILL TEAM



Core rules - v2.1

Disclaimer

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INTRODUCTION

Kill Team is a fan-made expansion to Warhammer 40,000 that allows you to fight more intimate, more narrative driven games of Warhammer 40,000. Instead of fighting across vast battlefields controlling armies of hundreds of troops, you take control of a small task force with a handful of men.

PLAYING KILL TEAM

A Kill Team game follows all the normal Warhammer 40,000 rules found in the core rulebook, with the modifications and additions explained in this document.

BUILDING YOUR TEAM

To use these rules you must create your team using the Kill Team Lists. Simply download the Team List for your army from the Kill Team website and write a 250 point team. You must follow all Model Allowance rules set out in your list. All models in the team lists have the Infantry unit type unless stated otherwise.

KILL TEAM ARMOURIES

Some models have the option to purchase wargear from their team's armoury, if they do it will say so in their options – note that some armoury items may only be taken by specific types of models. A model may only take one of each piece of wargear from the Armoury.

CAMPAIGN RULES

If you are playing in a campaign, you will have the chance to expand and improve your Kill Team after each game. Your Kill Team will gain requisition in order to reinforce or reequip, and your models will increase in experience and gain skills. If you're unlucky, they may even suffer injuries or death!

Team lists, campaign rules, roster sheets, and other materials can be found at:
heralds-of-ruin.blogspot.co.uk

GENERAL RULES

A TEAM OF HEROES

All models in a Kill Team game act completely independently, and are classed as single model units in all respects.

CHARACTERS

No models are classed as Characters except for Team Leaders. Team Leaders are always classed as Characters and use the full rules for being so, including Look Out Sir, Precision Strikes and Challenges. A Team Leader may choose the closest friendly model within 6" to take a hit during Look Out, Sir – not just within his own unit.

BUILT-UP AREA

Some Kill Team missions use the Built-up Area special rule. No models may Deep Strike in a game using this rule, *except* units which are described as being able to teleport or materialise from the Warp (or a specific exception is noted in its entry in the team list). However, any model that suffers a Deep Strike mishap must take a -1 penalty to the result rolled – it's dangerous to teleport into such built up areas!

RUN AWAY!

Some Kill Team missions use the Run Away! special rule. A player must make a Run Away! test at the start of his turn if more than 50% of his force is falling back or has been removed as a casualty. For example, in a force that has twelve models a test is needed if less than six are still fighting. If the Run Away! test is failed, the game ends. A team that

has less than 25% of its models remaining may choose to voluntarily fail their Run Away! test. Note that this may not necessarily mean defeat, as the team's mission could still have been successful – after all, the mission is what matters! To take a Run Away! test roll 2D6. If the score is equal to or less than the Team Leader's unmodified Leadership, the player has passed the test and may continue to fight. If the Team Leader is falling back or is a casualty then the player must use the highest Leadership amongst any remaining friendly models who are not falling back.

PSYCHIC POWERS

Psychic Powers that target a 'unit' have an area effect of 3" around the target model. Powers that specifically target a single model still only target one model. This is unless the target unit has the 'Squad' special rule (see later), in which case normal rules apply.

For example, if you cast a Blessing power on a friendly unit and that unit consists of one model, any other friendly models within 3" of the target model will benefit from the Power too. You only roll once for Deny the Witch for each Power used, using the best 'save' of those affected by the Power. Any Wounds caused by Psychic Powers are taken from closest models first, as if the affected models were a single unit. The same goes for Powers that require a unit to take a Leadership test: roll once with the highest Leadership affected and apply whatever effect happens because of the result of that test to everyone.

MOVEMENT PHASE

REAL TERRAIN

A Kill Team battlefield preferably uses a lot of terrain, including ruins, buildings and a fair amount of scatter terrain (such as barrels, sandbags, etc). To represent a more cinematic style of play, Kill Team replaces the rules for Difficult Terrain and Buildings (see below), as well as Area Terrain (see the Shooting phase section). In addition, the following amendment is in effect:

Instead of using the normal rules where models can move freely through walls and similarly solid obstacles, look at the terrain on your battlefield. If it's a wall, you can't move through it. If it's a door, you can (we assume models can open closed doors). Only a model that can physically fit within a space on your board can move through it. Also, a model may 'vault' through windows and leap over obstacles that are less than 1" high/wide without affecting their movement.

DIFFICULT TERRAIN

Instead of rolling for Difficult Terrain, models that move through it count as moving double the distance (rounding up to the nearest inch) - so moving 3" would count as moving 6". Run moves are now also affected by Difficult Terrain. A model with the Move Through Cover special rule is not affected by this 'doubling' and may always move its full movement across Difficult Terrain.

This new rule replaces the rule for charging through difficult terrain - i.e. you roll 2d6 charge distance as normal but must take into account the double distance for any Difficult Terrain you cross.

Sometimes a model's move will be split, partly over open terrain and partly over Difficult Terrain. In this case, the model moves normally over open terrain and only the distance over Difficult Terrain is doubled. For example, a model moves 2" over a marsh (doubled to 4") leaving 2" of the 6" move for further movement. Always round any remaining fractions of movement up to the next inch.

BUILDINGS

To reinforce the 'Real Terrain' emphasis in Kill Team, do not use the rules for buildings in the core rulebook. Instead, simply use it as a 'ruin' without the Difficult Terrain penalty. Models may use ladders and stairs freely, or attempt to climb (see 'Climbing and Jumping') the walls in order to reach battlements, second floors, etc. If you can't physically place models inside the building, you can't move into it.

CLIMBING AND JUMPING

Although there are rules already present for 'moving through ruins' and 'leaping down' in the core rulebook, the following combined rule has been designed to provide a more elegant alternative to the needs of Kill Team:

A model may climb walls and jump gaps/drops of up to 6" during their movement phase. To do this they must move up to the wall, edge or gap and still have enough movement left to be able to climb or jump the distance required. The model must pass an Initiative test. If they pass, they climb or jump successfully and may continue moving if they have any movement left. If they fail when climbing up, the model simply stays at the bottom of the wall. If they fail when jumping down or jumping a gap, they fall: The model falls from the point they started to jump and takes an automatic AP- hit with a Strength equal to the distance they fell in inches (rounding down).

A model does not need to take an Initiative test when climbing or jumping less than 1", or if they are using a ladder. Only models with the Infantry or Beasts unit types may climb, but all unit types may jump.



HIDING

Sometimes it may be in a model's best interest to hide! A model can hide if it ends its movement behind an obstacle where it is at least 50% obscured from all enemy models (if in doubt, discuss it with your opponent). The player must declare that the model is hiding during its Movement phase and place a Hidden counter next to the model. A model may not hide if it is within 6" of an enemy model.

If any enemy model moves so that the hiding model is no longer at least 50% obscured, or moves within 6", the model is no longer hidden.

When hidden, a model cannot be directly shot at, charged or targeted by enemy psychic powers. Hiding models can still be 'accidentally' hit by Blasts or psychic powers, as long as the hiding model is not directly targeted. While hiding, a model cannot shoot, run, charge or use psychic powers. Hidden counters are removed at the start of the model's next turn.

SHOOTING PHASE

NERVE AND PINNING

Any model must immediately take a Pinning test if any friendly model is killed within 3" during the Shooting phase (unless he is immune to Pinning tests). If a model is killed with a weapon with the Pinning special rule, this test must be taken on 3D6 (the weapon is particularly adept at suppressing). A model may only take one test for Nerve per phase.

RUNNING, FLEET & CRUSADER

Instead of rolling to determine a model's Run distance, you may always Run up to 6". Models with the Fleet or Crusader special rules may add D3 inches on to this Run distance, in addition to any other effects. Run moves are now affected by Difficult Terrain.

AREA TERRAIN

Ignore the cover rules for area terrain. Instead, work out cover on a model-by-model basis using the true line of sight and 25% obscured rules. Area terrain is still classed as Difficult Terrain.

SUPPRESSING FIRE

If a weapon has more than one shot with a weapon (such as a heavy bolter), the owning player may decide to use Suppressing Fire. If he does so, the model reduces his BS by 1 during this phase (e.g. BS4 becomes BS3). Choose a primary target within range; any models within 3" of this target are eligible as secondary targets. Roll to hit as normal - if any hits are scored at least one must hit the primary target; any remaining hits may be worked out against any secondary targets. You must allocate at least one hit to every eligible model before assigning more than one hit.

GETS HOT WEAPONS

Weapons with plasma or other volatile substances as ammunition tend to detonate in a spectacular fashion if ill-maintained or over-used. To represent this in Kill Team, any model using a weapon with the Gets Hot special rule that rolls a 1 to hit takes a wound as normal. Once this is resolved, place a blast template over the model – any model underneath the template takes a S3 AP- hit, except the model with the weapon itself.

BLASTS AND REAL TERRAIN

When a missile, or similar projectile, veers off target and hits a wall it explodes on impact. To represent this, if a Scatter roll takes a blast marker's centre point into contact with a wall or comparable immovable object, it detonates on contact. Resolve the weapon's effect from this spot. The portion of the blast that crosses and lies beyond the line of a wall is lost.

GRENADES

All types of grenades have the 'One Use' rule. Once a grenade has been used (either in the Shooting or Assault phases) it may not be used again. An easy way of recording this is to cross off the grenade on a model's roster once it has been used. You may state whether or not you are going to use a grenade in the Assault phase (for example, when charging into terrain with frag grenades).

A model that has the ability to purchase grenades from their options may buy more than one. E.g. Commissars may buy Krak Grenades for 1 pt – if he wishes, he may buy multiple Krak Grenades for 1 pt each. If a model comes with grenades, they may still buy additional grenades at the cost indicated below. Note you may only buy grenades from this list if the model *already* has that grenade:

• Frag/Assault Grenade	1 pt
• Krak Grenade	1 pt
• Defensive/Photon Grenade	1 pt
• Plasma Grenade	2 pts
• EMP/Haywire Grenade	2 pts
• Melta Bomb	5 pts

FLAMER WEAPONS

Flamer weapons in Kill Team have the following additional 'Flamer' Special Rule. 'Flamer' weapons include all weapons listed under 'Flamer Weapons' on page 56 of the core rulebook.

Flamer weapons may cause their targets to catch on fire even if they survive the initial damage. Any model that is hit by a Flamer weapon must pass an Initiative test or be set on fire! If a model fails the test, place a Burning counter next to it. Models may only ever have one Burning counter.

Models that are Burning must make an Initiative test at the start of their Movement phase before moving. On a success, the flames are put out – remove the Burning counter. If the Initiative test is failed the fire continues to burn, causing an automatic S3 AP- hit. Models count as moving through Difficult Terrain if they move or charge while they are still Burning.

During the Shooting phase any friendly model within 1" may help a Burning model put out the flames instead of shooting or running. For all model's helping, roll a D6 for each separately. On a 2+ you have succeeded and may remove the Burning counter. If you roll a 1 however, you have aggravated the flames and the helping model is now Burning too!

A model with the *Non-Flammable* special rule passes all Initiative tests caused by the Flamer rule.

ASSAULT PHASE

The Assault phase is where the majority of Kill Team's changes come into effect. To compliment all these changes, a new 'order of operations' for the Charge sub-phase has been created:

1. Choose an enemy model; declare ALL charges against that model.
2. Resolve Overwatch fire (see right).
3. Roll individual charge ranges for all chargers and move models.
4. Move any counter-chargers (see right).
5. Go back to Step 1 until all enemy models you want to charge, have been charged.

QUICK-ROLLING

For the sake of speed, if models are all equipped with the same weapons you may wish to roll all attacks at the same time, using the majority Toughness of those in base contact with these models. If you do this, your opponent may then choose which of the models in base contact with those that rolled together are assigned wounds.

REDIRECTING CHARGES

If a model wants to charge, but cannot do so as his target in the Shooting phase is already dead, he may wish to 'redirect' his charge. To do this, the would-be charger must pass a Leadership test. If he passes he may choose a new target within 3" of the location where his original target has died – the charger may now charge that model as normal. If he fails the test he may not charge.

SUPPORTING CHARGES

Models may declare charges against enemy models already engaged in combat, even if they cannot physically be placed in base contact due to interviewing friendly models (i.e. there is no room). If you choose to do this, still measure from the enemy model's base for charge distance – if you are in range, move the charger as close as possible to the enemy. If you cannot place the charger in to base contact with a friendly model in base contact with an enemy, the charge fails.

DIVING CHARGES

If you have to Jump more than 1" to get to an enemy it is classed as a 'diving' charge. Work through the charging sub-phase as normal until you have to move the diving model (measuring base to base to determine charge distance). Take an Initiative test in exactly the same well as jumping down. If failed, the model takes falling damage and the charge is failed, with the model placed at the bottom of the fall. If it succeeds, the model completes its charge, and gains a +1 Strength bonus during the Fight sub-phase.

CLIMBING CHARGES

If a charging model has to climb in order to reach its target, work out the charge as normal until you have to move the model. Move the model up to the point it needs to climb and take an Initiative test in exactly the same well as climbing in the movement phase. If failed, the model stays at the foot of the climb and the charge is failed. If it succeeds, the model completes its charge, but reduces its WS by 1 during the subsequent Fight sub-phase.

DISORGANISED CHARGES

Units do not count as having a Disorganised Charge if they make a multiple assault.

OVERWATCH

As soon as a model is able to fire Overwatch, any model from the same team within 3" of it may choose to immediately also fire Overwatch as well. All wounds caused by Overwatch are assigned to the closest model (then the next if he is killed, and so on) of those charging the original Overwatching model. Any single model may only fire Overwatch once per phase.

COUNTER-CHARGE

Once all charges against a specific model in the Charge sub-phase are completed, any friendly models within 3" of a charging enemy model may take a Leadership test in order to Counter-charge. If they pass, the model may choose to immediately charge too. Move the model into contact with any charging model within 3". A model that uses Counter-charge does not gain any bonuses for charging unless they have the Counter Attack rule.

SUPPORTING ATTACKS

Models engaged in combat who are not in base contact with an enemy model, but *are* in base contact with a friendly model in base contact with any enemy model are classed as 'supporting' and are still 'locked' in combat. Supporting models may attack any model in base contact with any friendly models it is in base contact with – this is done exactly as If the supporting model was in base contact with the enemy model, except that the supporting model may only ever make a single supporting attack (regardless of Attacks etc.).

ASSAULT RESULTS

When determining assault results, add one Wound for each of the following conditions that apply to models on each side of the combat before working out the result. This will allow models to win/lose combat, even if no Wounds have been scored:

- A friendly model has Charged.
- A friendly model has Counter-charged.

SPECIAL RULES

Following are a number of unique Special Rules models in a Kill Team list may have:

Inspiring Presence

Any friendly model within 6" of the Team Leader may use his Leadership for all Leadership tests.

Non-Learning

The model never gains Experience Points.

Non-Flammable

The model passes all Initiative tests caused by the Flamer rule.

Squad

Some models in Kill Team do not act individually – such as swarms of Tyranids or squads of Guardsmen. Where this is in effect 'Squad' will be noted in the unit's Special Rules and will state how many models form the unit.

Simply treat the unit as normal, using the Warhammer 40,000 rules.

Models in a Squad do not use the 'A Team of Heroes' rule, do not have to test for 'Nerve' and may only Counter-charge if all members of the Squad are in range to do so into the same combat. Models in a Squad may not hide. You may climb and jump with a Squad, but if any model falls out of unit coherency the unit must regain its coherency as soon as possible (by using Run moves or jumping and climbing if need be).

If there is only one model left in a squad at any point, he immediately loses the 'Squad' special rule for the rest of the battle. Note that individual models will still count toward the maximum Model Availability of the Kill Team. Individual models within a Squad may each target separate units when shooting. A model within a Squad counts as Core when determining whether a model gives VP or bonus EXP.

OPTIONAL RULE - INJURY

The core Warhammer 40,000 game was not built to accommodate or balance these optional Injury rules in any way. Discuss with your opponent beforehand if you would like to use these rules.

ROLLING FOR INJURY

As soon as a model loses its last Wound, the player who inflicted the wound rolls a D6 to determine the extent of its target's injuries. If a model suffers several wounds at the same time roll once for each of them and apply the highest result.

- 1-2 **Knocked down:** The force of the blow knocks the model down. Place the model face up to show that it has been knocked down.
- 3-4 **Stunned:** The target falls to the ground where he lies wounded. Turn the model face down to show that it has been stunned.
- 5-6 **Out of action:** The target has been badly hurt or killed. Remove the model from the battle as a casualty.

KNOCKED DOWN

A model that has been knocked down falls to the ground either because of a jarring blow it has sustained, or because it has thrown himself to the ground to avoid injury. Turn the model face up to show that it has been knocked down. Knocked down models may crawl 3" during the Movement phase, but may do nothing else. If it is in engaged with an enemy, a knocked down model can crawl 3" away only if the enemy is in base contact with another opponent, otherwise the model has to stay where it is. All melee attacks against knocked down models hit automatically, and if any of the attacks wound (and fails its armour save) the knocked down model is automatically taken out of action.

A model that has been knocked down may stand up at the start of its next Movement phase. In that turn it may act normally, but will move as if walking through Difficult Terrain, cannot charge, and its Initiative is lowered to 1. After this turn the model may act normally.

STUNNED

When a model is stunned, it is either badly injured or temporarily knocked out. Turn the model face down to show that it has been stunned. A model who is stunned may do nothing at all. A player may turn the model face up at the start of its next Movement phase, and the model is then treated as knocked down. A stunned model is at the mercy of the enemy, and is automatically taken out of action if an enemy designates even one Attack to it in combat.

CRITICAL HITS & INSTANT DEATH

If you roll a 6 when rolling To Wound you will cause a critical hit. Critical hits add +1 to the resultant Injury roll. However, if the attacker normally needs 6s to wound his target, he cannot cause a critical hit. Wounds that cause Instant Death automatically count as rolling Out of Action on the Injury table.

BEING INJURED

If your model is in base contact with an enemy who is still standing, he cannot attack any models that are stunned or knocked down, since in reality they will not pose an immediate threat to him and their companions will try to protect them. Models that are stunned or knocked down gain +1 to their cover save for being prone (or a 5+ cover save if they do not have one).

SQUADS

If a stunned or knocked down model is part of a Squad, the rest of the Squad can do one of two things: 1) Stay in coherency with the injured model or 2) Move out of coherency and automatically remove the injured model as a casualty.

PLAYING YOUR GAME

In this section we will take you through the Kill Team mission rules that govern how you setup and play your games. Note that these rules are just an example of how to play a Kill Team game – we encourage players to create their own missions, scenarios and rules!

KILL TEAM SPECIAL RULES

The following special rules are in effect when playing any Kill Team mission game: Night Fighting, Reserves, Built-up Area, and Run Away!

A Kill Team game is a great way of using all the cool little rules already present in the Warhammer 40,000 rulebook such as gun emplacements, battlefield debris, archeotech artefacts and warzone traits. Go on, try them!

SETTING UP A KILL TEAM GAME

Follow the steps below to setup and play your game:

Step 1 – Setup the Battlefield

Kill Team games are played on a 4'x 4' board, with a heavy concentration of terrain, the more terrain the better the game! When placing terrain, strive for a visually appealing and tactically challenging battlefield – you should try not to strategically place terrain features in a manner that unfairly aids or penalises a specific side.

Step 2 - Determine Mission

Before your forces deploy, you must determine what Mission your teams have been assigned. Roll a D6 and consult the chart below:

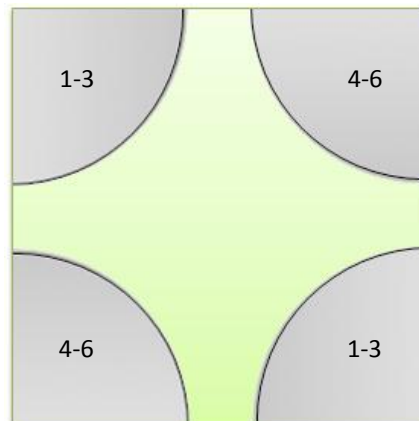
1. Skirmish
2. Relic Hunt
3. Breakthrough
4. Sabotage
5. Seize Ground
6. Last Stand

Refer to the Missions section on the next page to determine any special rules you need to take into account when setting up your game. Some Missions have special rules for deployment - if they do, ignore 'Step 3' below and follow any rules stated.

Step 3 - Deploy Kill Teams

To determine Deployment zones, roll a D6 and consult the diagram below. Deployment zones extend 18" from a corner (known as the 'player's table corner'), and players always deploy in opposite corners. Player's now roll off, the winner may choose to deploy first or second. The player

who deploys first may choose which of the two deployment zones he will deploy in and sets up their models completely within it. The player who deploys second deploys their models in the opposite corner once the first player has finished.



Step 4 - Play the Game!

The player who deployed first goes first, unless his opponent can steal the initiative: The player who deployed second rolls a D6, on a result of a 6 he gets first turn!

Step 5 - Ending the Game

The game ends either once both players have completed 10 turns, or one team fails a Run Away! test. At the end of the game, total up how many Victory Points (or VPs) each player has achieved. VPs are earned either by completing Mission objectives (depending on the mission), or through Secondary Objectives. The player with the most VPs wins the game. If both players have the same amount of VPs, the game is a draw.

Note that if one player has no model's left on the table at any point the game ends immediately, the other player wins automatically regardless of VPs.

SECONDARY OBJECTIVES

Although Secondary Objectives are less important than your Mission, they can still mean the difference between victory and defeat. All Secondary Missions are worth 1 Victory Point:

- *Come Back You Cowards!* – Your opponent fails a Run Away! test.
- *Assassination* - The enemy Team leader is taken out as a casualty by one of your team.
- *Survival* - Over 75% of a Kill Team's models are alive at the end of the game.
- *Destroyer* – Under 25% of the enemy's models are left alive at the end of the game (does not count if he runs away!).
- *Lead from the Front* - A player's Team Leader is in the enemy deployment zone at the end of the game.

MISSIONS

Below are rules for each of the 6 basic Kill Team Missions. Each Mission has rules for objectives, Victory Points, and any special rules you will need to use in your game. Although we have listed these here, we encourage players to create their own missions and narrative games!



Photo by Joshua Edward Collins

MISSION 1: SKIRMISH

The Skirmish mission represents two Kill Team's looking for trouble – neither is prepared to turn his back and let his opponent get away without a fight.



Victory Points

You gain an additional 1 VP (for a total of 2 VPs) for the 'Assassination' and 'Destroyer' secondary objectives. The 'Come Back You Cowards!' secondary objective is now worth 3 VP.

Bonus Campaign Experience

A Team Leader or Special model will gain +1 EXP for each enemy Special model it kills either through shooting or melee attacks. Make a note of this during the game.

MISSION 2: RELIC HUNT

In this mission two Kill Team's encounter each other while hunting for relics or important pieces of equipment and each tries to drive the other off and grab them for itself.

Special Rules

Once you have placed the terrain you must place a number of Relic counters on the table to represent items of value. Roll D3+2 to see how many counters there are.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Relic counters must be placed more than 6" from the edge of the table and at least 6" away from each other. Note that the counters are placed before deciding deployment zones, so it is a good idea to put the counters towards the middle of the table.

A model can pick up a Relic by moving into base contact during the Movement phase - that model then automatically picks it up at the end of the phase. From that point, the Relic remains with the model (move the Relic counter with the model to show this) until it is dropped, which can only happen if the model is slain – place the Relic counter where the model was. If a model kills an enemy in combat he automatically captures any relics the model is carrying.

Models can transfer relics to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn. Relics are fragile, so a model carrying a Relic cannot Run or Turbo-boost and can never move more than 6" during the Movement phase. Movement in the Assault phase is unaffected.

Victory Points

Each Relic Counter is worth 1 VP to whatever player holds it at the end of the game.

Ending the Game

In addition to the normal rules for ending a game if a Kill Team succeeds in capturing all the Relic counters, and the models carrying them are within 6" of their table corner at the start of their turn, then the game ends and that Kill Team has automatically won.

Bonus Campaign Experience

If a Team Leader or Special model is carrying Relics at the end of the game he receives +1 EXP per counter.

In addition, after the game is over each Kill Team is allowed to cash in its Relics. The Requisition Points generated is added once both players have rolled on the Requisition Chart. Each Relic counter is worth D6 Requisition Points.

MISSION 3: BREAKTHROUGH

In this mission one Kill Team tries to break through the enemy's battle line either to flee their pursuers, or to rush towards the enemy's command.



Special Rules

After terrain has been placed, but before deployment, each player rolls a die. Whoever scores higher decides which player will be the Attacker. The Attacker chooses a table corner and sets up first, within 12" of the corner. The other player is the Defender and may set up anywhere on the table as long as all his models are at least 18" away from any attacker. The Attacker always has the first turn.

Victory Points

The 'Come Back You Cowards!' secondary objective is now worth 3 VP.

Ending the Game

In addition to the normal rules for ending a game if the Attacker succeeds in moving 25% or more models to within 6" of the Defender's table corner and have *also* killed 25% or more of the Defender's team, they have broken through and he automatically wins the game.

Bonus Campaign Experience

If an Attacker Team Leader or Special model ends the game within 6" of the Defender's table corner, they gain +1 EXP. If the Defender wins, the Defending Team Leader gains an extra +2 EXP.

MISSION 4 – SABOTAGE

Each Kill Team is attempting to destroy a vital objective of the enemy's. This could be a communications relay, fuel depot, etc.

Special Rules

Each player must place an objective marker in their deployment zone when they deploy, more than 6" away from the edge of the table. An objective marker has an Armour Value of 10, and may only be destroyed in the assault phase. Any glancing or penetrating hit will automatically destroy it. Also, any friendly model within 6" of their own objective marker (i.e. the one in their deployment zone) gains the Stubborn special rule.

Victory Points

A player that destroys their opponent's objective marker gains 3 VPs.

Bonus Campaign Experience

A Team Leader or Special model that destroys an objective marker gains +2 EXP.

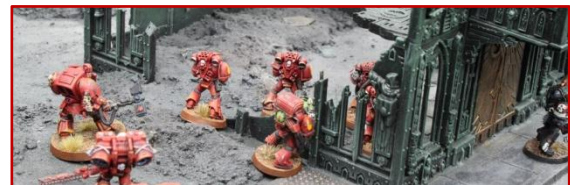


Photo by Markus Kuttelwascher

MISSION 5 – SEIZE GROUND

In the Seize Ground mission the battlefield is strewn with discarded equipment, wounded comrades and supply caches that each team wishes to hold.

Special Rules

Once you have placed the terrain you must place a number of objective markers on the table to represent locations of importance. Roll D3+2 to see how many markers there are.

Each player takes it in turn to place a marker. Roll a D6 to see which player goes first. Objective markers must be placed more than 6" from the edge of the table and at least 10" away from each other.

Victory Points

If a player has a model within 2" of an objective counter at the end of the game, and there are no enemies also within 2", they are said to have 'claimed' that objective and gain 1 VP.

Ending the Game

In addition to the normal rules for ending a game if, after the third turn, one player is claiming *all* of the objectives at the end of a game turn, then the game immediately ends. The team that has all the objectives automatically wins.

Bonus Campaign Experience

If a Team Leader or Special model claims an objective marker at the end of the game he receives +1 EXP.

MISSION 6: LAST STAND

In the Last Stand mission one Kill Team is a defender waiting for reinforcements, whilst the other is the attacker.

Defensive Terrain

When setting up your terrain, to give the defender a fighting chance in this mission, you must place a fair amount of cover in the centre of the board for him to hide behind. This can either be a building or ruin, or a number of barricades that offer at *least* a 5+ cover save.

Deployment

During this mission, ignore all special rules that dictate deployment such as Deathwing Assault, as well as Scouts and Infiltrators. Although it may not be totally accurate for some armies background to do so, it is vital for this mission to work as intended – a nail biting last stand!

First you must determine which Kill Team is the attacker, and which is the defender. You can do this either by deciding yourselves, or by rolling a d6. The defender must split his Kill Team in half (by model count) and deploy one half within 6" of the centre of the table; these are the 'defending models'. The remaining half are known as the 'reinforcements' and will arrive later in the game as described below. The attacking player now deploys his entire force anywhere on the table more than 24" away from any defending model. The attacker will also always get first turn.

Special Rules

The defending player may nominate one Special model in the 'defending' half of his Kill Team to carry a banner. This banner grants every friendly model within 6" the Fearless special rule. If the banner-bearer is killed, the banner is destroyed.

The defending player may split his reinforcements into as many 'reinforcement groups' as he likes. On every turn after the 1st, roll a d6 for every remaining reinforcement group. On a 3+ the group arrives using the Reserve rules from a table edge of the defenders choice. A model must arrive within 2" of another model in its group. If a model in reserve is allowed to Deep Strike, it may do so when it becomes available, however it can only be grouped with other Deep Striking models if it is doing so (but doesn't need to land within 2").

Victory Points

The amount of VPs both players receive depends on how many 'defending models' are left at the end of the game. If 50% or more of the models are left the defender gains 3 VP, if 25% or less are left the attacker gets 3 VP. If a banner is used, 1 VP is awarded to the defender if it is still in play at the end of the game.

Bonus Campaign Experience

If the banner-bearer is alive at the end of the game he gains +2 EXP. If a Team Leader or Special model kills the banner-bearer he gains +2 EXP.

OPTIONAL RULES

WEATHER

The weather can play as much importance in a battle as what equipment you take. If both players agree, roll a D6 on the following chart before deployment to determine the conditions:

1. **Blizzard:** Thick snow and low visibility makes the skirmish impossibly difficult for both parties. No team may Infiltrate or Scout during this game due to the difficulty of scouting in snow, no one may run, and Night Fighting rules are in effect during the entire game.
2. **Stormy:** The heavy wind and rain creates a challenge for ranged combat. Weapon ranges are reduced by -3", and all scatter rolls are made on 3D6 instead of 2D6.
- 3-5. **Fine conditions:** All normal rules apply.
6. **Perfect Weather:** Sunny and dry, perfect conditions for a skirmish. Add +3" to all weapon ranges.

DESTRUCTIBLE TERRAIN

Some terrain features can be destroyed; these are known as 'destructible' terrain features. You must discuss with your opponent as to which terrain features may be destroyed (if any), and must abide by the following rules:

- The terrain feature must be able to be completely removed from the battlefield.
- The terrain feature must 'logically' be able to be destroyed by normal means (i.e. you can't destroy a river!).
- Unless the terrain feature is specifically targeted, it cannot be damaged.
- A terrain feature can be attacked in close combat, in exactly the same way as attacking a vehicle and counts as WS 0.

All destructible terrain features have an Armour Value of 10, and any glancing or penetrating hit caused automatically removes it from the game.