

After
KILL TEAM
Dark

THE RULES



KILL TEAM: AFTER DARK RULES

THE KILL TEAMS

Before the event, each player must create a Command Roster consisting of **3 and 20 models**. The rules for Command Rosters and Battle-Forged Kill-Teams are found on page 62 of the *Kill Team Core Manual*. Each player must bring a copy of their Command Roster **for each round of the tournament**. [3-rounds = 3 copies (+1 more for safety)]. Commanders will **not** be used in this tournament. The Kill-Teams, and their respective Tactics, from Kill Team Rogue Trader, Kill Team: Elites, Blackstone Fortress, White-Dwarf Magazine, and the Kill Team Annual 2019 will be allowed (excluding Commanders). All Tactics can be used, however if their cost/abilities have changed, you **must** use the most recent iteration of the Tactic/Cost. All Erratas and the Designer's Commentary will be used in this event. In addition to official FAQs, the FAQ found on www.KillTeamStream.com/FAQ will be in effect. The cut-off for official releases that will be allowed at the tournament is January 17th, 2021.

PRE-GAME SEQUENCE (5-minute time limit)

After the mission number has been determined each player will follow this sequence:

1. Share a copy of your Command Roster simultaneously with your opponent.
2. Choose 3 Secondary Objectives (from your chosen D12 Pod on Page 4) and record them on the SCORE SHEET below the mission.
3. Highlight the models you will use for this game on one of the copies of your Command Roster. Up to 125-points, and Battle-Forged format. Hi-lighters will be provided by the Tournament Organizers, or players can use their own. Once both players have highlighted their teams they simultaneously share it with their opponent.
(If the time-limit is reached before either player has finished hi-lighting their team, please alert a tournament Judge).
4. The players will then proceed to Deployment.

DEPLOYMENT

The players roll off, and the winner of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it, in turns, to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

PRIMARY OBJECTIVES

Primary Objectives:

At the end of the Battle Round, a player scores 1 Victory Point for each of the following:

Control one or more objective markers.	1 VP
Control more objective markers than their opponent.	1 VP
One or more enemy models taken out of action this battle round.	1 VP
More enemy models taken out of action than friendly models this battle round.	1 VP

A player cannot score more than 9 Victory Points from the Primary Objectives in a mission.

OBJECTIVE MARKERS

Objective markers are not considered infinitely tall lines, and can only be scored if you are 2" from the center of the objective (including vertical distance). Objective markers are always placed on the ground level, and measurements to and from Objective Markers are never blocked by the Impassable Containers.

GAME LENGTH, TIES, and CONCESSIONS

Each round of the tournament lasts 1-hour 30-minutes. Each game lasts 4 Battle Rounds. At the end of the game, the player with the most victory points is the winner. If there is a tie, whichever player has scored the full 4 points on more primary objectives is the winner. If there is still a tie, the player who controls the most objective markers at the end of the battle is the winner. If there is still a tie, whichever player has scored the full 3 points on more secondary objectives is the winner. If there is still a tie, the player with the most specialists on the battlefield at the end of the battle is the winner. If there is still a tie, the players roll-off to determine a winner. If a player wins by one of the tie-breaker methods above, they are awarded 1 extra Victory Point. If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 Victory Points and their opponent is marked as the victor. At the time of concession, the victor keeps their current score and earns 5 additional Victory Points per remaining Battle Round (to a maximum of 18 total Victory Points).

SCOUTING PHASE

Do not resolve the Scouting Phase in any mission.

SECONDARY OBJECTIVES

SECONDARY and BONUS OBJECTIVES

In each mission, a player can only score a maximum of 3 victory points for each of their secondary objectives in a single game - even if a player could score more than 3 victory points by fulfilling the requirements of the secondary objective, they cannot score more than this maximum.

The maximum score a player can score in a game is 18 Victory Points (Primary + Secondary).

Secondaries marked with a ♦ can score more than 1 VP in a single Battle Round. (Not including Secondaries that can score multiple VP at the end of the game.)

D12 TABLE

Before each round, the Tournament Organizer will roll a D12 to decide which secondary objectives are available for that round. Please see page 4 for which secondaries correspond to which result. When a player musters their kill team they also choose three secondary objectives from those available. Once they have chosen their secondary objectives, the players record their choices on their score sheets.

HIDDEN SECONDARIES

A player's secondary objectives are kept secret from their opponent (unless they say otherwise). When a player first scores a secondary objective, they must reveal that they have that secondary objective.

HAMMERING

At the end of the Battle Round, score 1 VP if two or more Injury rolls were made for enemy models in a single phase.

BOUNTY HUNTERS ♦

When an enemy model is taken Out of Action, place a Token (1" or less) wholly underneath its base before removing the model from the battlefield. Score 1 VP if a model from your kill team ends any move in contact with any of your markers, and then remove one of the markers your model is in contact with.

SURVIVOR

Pick a model from your Kill Team and reveal which model you have chosen to your opponent before you roll your first Initiative roll. If at the end of the battle that unit is wholly outside of your deployment zone and still on the battlefield, score 3 victory points if this model has 0 flesh wounds, 2 victory points if they have 1 flesh wound, and 1 victory point if they have 2 or more flesh wounds. This model cannot be put in reserve.

CALLED SHOT

At the end of the Shooting phase, score 1 VP if an attack from one or more Readied models from your kill team resulted in an enemy model being taken Out of Action in that phase.

MIND GAMES

At the end of the Morale phase, score 1 VP if your opponent is forced to take a Break Test. Score 3 VP if their kill team successfully breaks.

STEADFAST

Score 3 VP at the end of the game if there is one Objective that you have controlled for every Battle Round.

DOMINATION

If you have more models within 3" of the center of the board than your opponent at the end of the Movement Phase, score 1 VP.

FOUR QUARTERS

Divide the battlefield into four equal rectangles, a corner of each of which meets the other in the center of the battlefield. At the end of the Battle round, Score 1 VP if there is at least one model from your kill team (other than shaken models) wholly within each of these rectangles but not within 3" of the center of the battlefield.

HEADHUNTER ♦

Score 1 VP for every enemy specialist (other than the leader) Out of Action. Score 3 VP if all enemy specialists (other than the leader) are Out of Action or shaken.

RECON SWEEP

At the end of the battle round, score 1 VP if one or more models from your kill team (other than shaken models) are wholly within the enemy Deployment zone.

SCOUT THE FIELD

At the end of the battle round, score 1 victory point if there are models from your kill team (other than shaken models) within 1" of at least three different battle edges. Models wholly within your deployment zone do not count unless they are within 1" of a battlefield edge that does not extend beyond your deployment zone, in which case they only count for one battlefield edge.

PROXIMITY ALERT

At the end of the battle round, score 1 VP if there is any enemy model within 2" of two or more models (other than shaken models) from your kill team.

CUT OFF THE HEAD

When the enemy Leader is taken out of action, score VP equal to 5 minus the number of the current Battle Round.

OVERKILL

At the end of the Battle Round, score 1 VP if you rolled two or more dice in an Injury roll for an enemy model and that model was taken out of action by that Injury roll. Alternatively, score 1 VP if you put more successful Wounds on an enemy model than they have remaining Wounds and that model was taken Out of Action. Unresolved attacks already targeted towards this model may be resolved for the purposes of scoring this secondary.

SPECIAL RULES

ADDITIONAL SUB-FACTIONS:

*Please see the "Subfactions.pdf" document inside the Google Drive folder with this rules pack for sub-faction options for: **Kroot, Elucidian Starstriders, Gellarpox Infected, Servants of the Abyss, Daemons, Sisters of Silence, and Adepta Sororitas.**

FACTION SPECIAL RULES:

Kroot - Increase the MAX number of Krootox Riders to 4.
Elucidian Starstriders - Increase the MAX number of "Voidsman" to ' - ' (no max), this applies only to basic "Voidsman" not "Voidsman Gunners" etc.

BASE SIZE REQUIREMENTS:

*Please see the "Kill_Team_Base_Sizes.pdf" document inside the Google Drive folder with this rules pack for minimum base size requirements.

PAINTING/MODELING REQUIREMENTS:

Models must be modeled with the actual equipment they are listed with on your Command Roster (WYSIWYG). This tournament will follow the ITC rules for: Painting/Modeling and Sportsmanship found in the "ITC 40k 8th Edition Tournament Format and FAQ" As well as the "ITC Code of Conduct".

NIGHT BATTLE:

Objective markers will be represented by colorful LEDs. Any model within 3" of an Objective marker will be +1 to hit in addition to any other modifiers while within 3" of an Objective marker. Any model not within 5" of an Objective marker, and not within 3" of the unit attacking is -1 to hit in addition to any other modifiers.

NARRATIVE TWISTS:

Narrative twists **will** be used when playing missions from this pack for this event.

D12 SECONDARY TABLE



BOUNTY HUNTERS
HAMMERING
MIND GAMES
RECON SWEEP
DOMINATION
CALLED SHOT



CUT OFF THE HEAD
SURVIVOR
OVERKILL
SCOUT THE FIELD
STEADFAST
PROXIMITY ALERT



FOUR QUARTERS
RECON SWEEP
OVERKILL
DOMINATION
HAMMERING
HEADHUNTER



CUT OFF THE HEAD
FOUR QUARTERS
HEADHUNTER
PROXIMITY ALERT
MIND GAMES
STEADFAST



BOUNTY HUNTERS
DOMINATION
RECON SWEEP
SURVIVOR
CALLED SHOT
HAMMERING



CUT OFF THE HEAD
DOMINATION
FOUR QUARTERS
HEADHUNTER
PROXIMITY ALERT
BOUNTY HUNTERS



CALLED SHOT
FOUR QUARTERS
RECON SWEEP
SCOUT THE FIELD
SURVIVOR
PROXIMITY ALERT



CUT OFF THE HEAD
FOUR QUARTERS
PROXIMITY ALERT
STEADFAST
MIND GAMES
SURVIVOR



BOUNTY HUNTERS
HEADHUNTER
PROXIMITY ALERT
RECON SWEEP
HAMMERING
STEADFAST



CUT OFF THE HEAD
HEADHUNTER
PROXIMITY ALERT
SCOUT THE FIELD
MIND GAMES
SURVIVOR

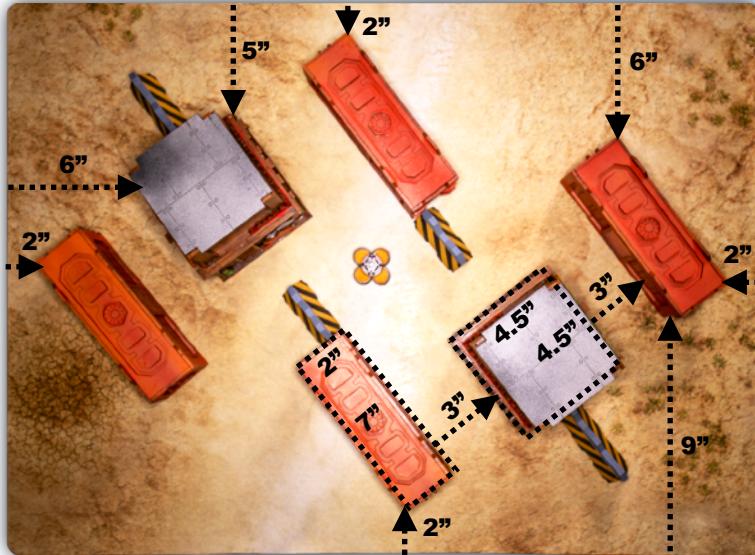


HAMMERING
OVERKILL
DOMINATION
STEADFAST
SCOUT THE FIELD
SURVIVOR



BOUNTY HUNTERS
MIND GAMES
FOUR QUARTERS
SURVIVOR
HEADHUNTER
PROXIMITY ALERT

KILLZONE: LAS VEGAS



SPECIAL CONTAINER RULES:

THE INDUSTRIAL CONTAINER TERRAIN PIECES ARE IMPASSABLE TERRAIN AND MAY NOT BE CLIMBED, MOVED THROUGH, OR FLOWN OVER IN ANY WAY BY ANY MODELS WITH FLY, OR SIMILAR ABILITIES/TACTICS, BUT AURAS AND SIMILAR ABILITIES CAN BE MEASURED THROUGH THE CONTAINERS.

MODELS MAY NOT BE SET UP ON TOP OF THE INDUSTRIAL CONTAINERS AND LINE OF SIGHT CANNOT BE DRAWN OVER THE CONTAINERS.

This terrain set is available for purchase at Store.FrontlineGaming.org

The barriers are all 1.7" high,
The longer barriers are 4" long
Short barriers are approximately 2.5" long
Barriers should be treated as 0" tall when measuring movement over them.

Terrain should be checked before every game to verify that pieces have not moved from game to game and to ensure a balanced and fair playing field.



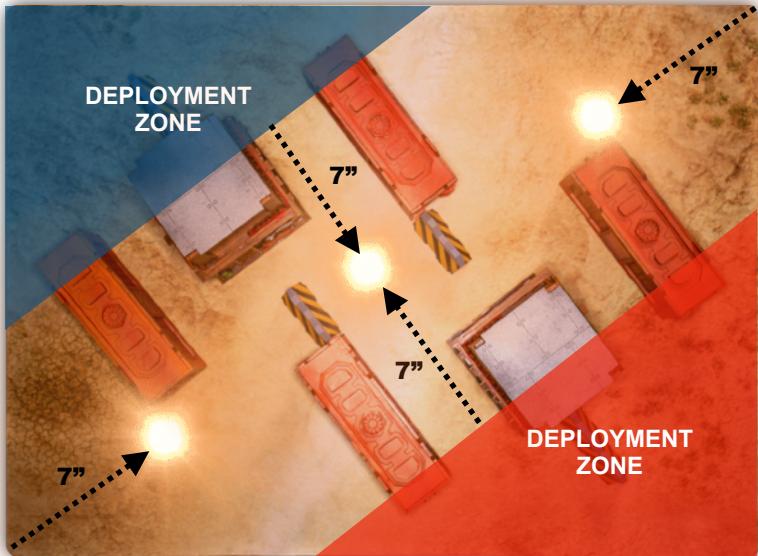
**+1 CP
PER ROUND
for being
Battle-Forged
in addition to normal**





THE MISSIONS

MISSION 1: SECURE THE SUMMIT



MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 125-point Battle-Forged team on your Command Roster.
4. Deployment.
5. Battle Rounds 1-4
6. Game end & Scoring.

NARRATIVE TWIST

Firebase - If a player controls the objective marker in the center of the battlefield, they may re-roll hit rolls of 1 in the Shooting phase for any models within 6" of the center of the battlefield, and ignore the modifier for shooting at long range with these models.

SCORE SHEET

Your Name:	BATTLE ROUND				Opponent's Name:	BATTLE ROUND			
Your Primary Objectives	1	2	3	4	Opponent's Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1	HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1	HELD MORE THAN OPPONENT	1	1	1	1
1+ ENEMY MODELS OUT OF ACTION	1	1	1	1	1+ ENEMY MODELS OUT OF ACTION	1	1	1	1
MORE ENEMY MODELS OUT OF ACTION	1	1	1	1	MORE ENEMY MODELS OUT OF ACTION	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	<u> </u> / 9				TOTAL PRIMARY SCORE (MAX 9)	<u> </u> / 9			
Secondary Objectives (Max 3 VP per Secondary)					Secondary Objectives (Max 3 VP per Secondary)				
1	1	1	1		1	1	1		
2	1	1	1		2	1	1	1	
3	1	1	1		3	1	1	1	
Your TOTAL SCORE: _____ / 18					Your TOTAL SCORE: _____ / 18				

MISSION 2: DANGEROUS CARGO



MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 125-point Battle-Forged team on your Command Roster.
4. Deployment.
5. Battle Rounds 1-4
6. Game end & Scoring.

NARRATIVE TWIST

Volatile Supplies - At the end of the Movement phase every battle round, roll a D6 for every objective marker you control. If you roll a 1, every model within 3" of that objective suffers a mortal wound.

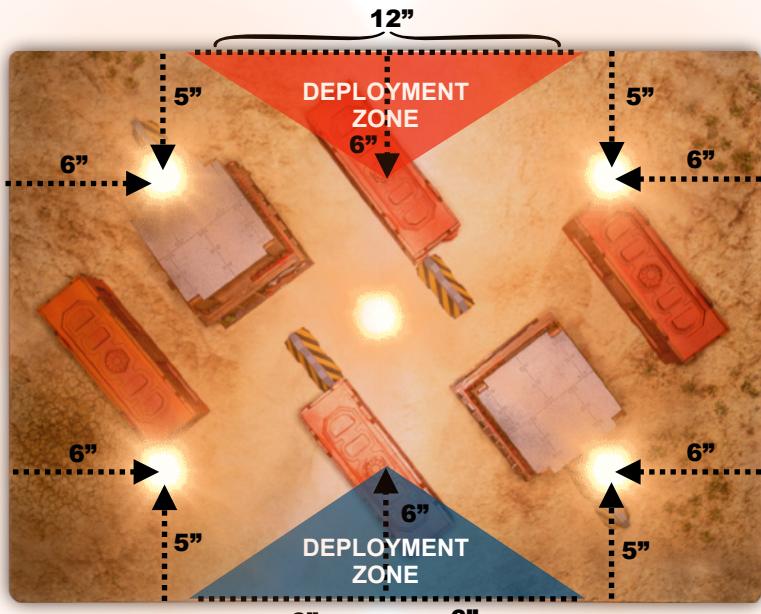
SCORE SHEET

Your Name:	BATTLE ROUND				Opponent's Name:	BATTLE ROUND			
Your Primary Objectives	1	2	3	4	Opponent's Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1	HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1	HELD MORE THAN OPPONENT	1	1	1	1
1+ ENEMY MODELS OUT OF ACTION	1	1	1	1	1+ ENEMY MODELS OUT OF ACTION	1	1	1	1
MORE ENEMY MODELS OUT OF ACTION	1	1	1	1	MORE ENEMY MODELS OUT OF ACTION	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	<u> </u> / 9				TOTAL PRIMARY SCORE (MAX 9)	<u> </u> / 9			
Secondary Objectives (Max 3 VP per Secondary)					Secondary Objectives (Max 3 VP per Secondary)				
1	1	1	1		1	1	1		
2	1	1	1		2	1	1	1	
3	1	1	1		3	1	1	1	
Your TOTAL SCORE: <u> </u> / 18					Your TOTAL SCORE: <u> </u> / 18				

MISSION 3: SCAVENGING SUPPLIES

MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 125-point Battle-Forged team on your Command Roster.
4. Deployment.
5. Battle Rounds 1-4
6. Game end & Scoring.



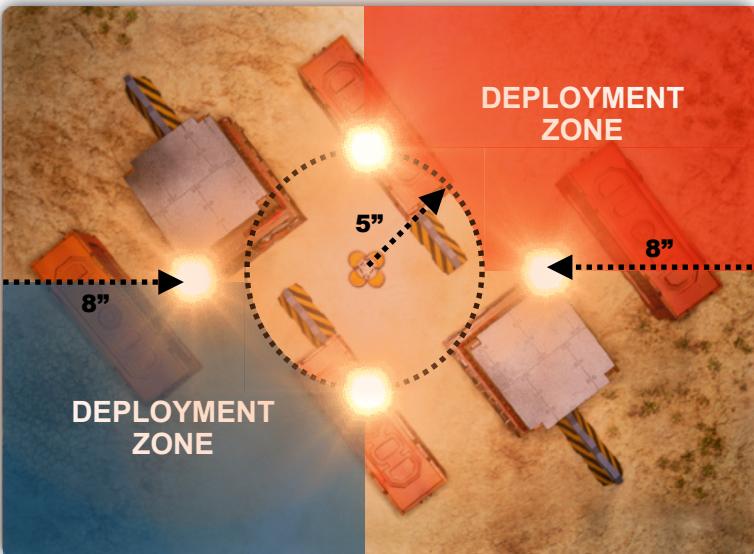
NARRATIVE TWIST

Scavenge Supplies - At the end of the Morale phase every battle round, roll a D6 for every objective marker you control. If you roll a 6, you get a bonus victory point that does not count towards your maximum victory points. If you roll a 1, take the objective marker off of the board, that objective can no longer be scored this game.

SCORE SHEET

Your Name:	BATTLE ROUND				Opponent's Name:	BATTLE ROUND			
Your Primary Objectives	1	2	3	4	Opponent's Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1	HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1	HELD MORE THAN OPPONENT	1	1	1	1
1+ ENEMY MODELS OUT OF ACTION	1	1	1	1	1+ ENEMY MODELS OUT OF ACTION	1	1	1	1
MORE ENEMY MODELS OUT OF ACTION	1	1	1	1	MORE ENEMY MODELS OUT OF ACTION	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	/ 9				TOTAL PRIMARY SCORE (MAX 9)	/ 9			
Secondary Objectives (Max 3 VP per Secondary)					Secondary Objectives (Max 3 VP per Secondary)				
1	1	1	1		1	1	1		
2	1	1	1		1	1	1		
3	1	1	1		1	1	1		
Your TOTAL SCORE:	/ 18				Your TOTAL SCORE:	/ 18			

MISSION 4: STRATEGIC PIVOT



MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 125-point Battle-Forged team on your Command Roster.
4. Deployment.
5. Battle Rounds 1-4
6. Game end & Scoring.

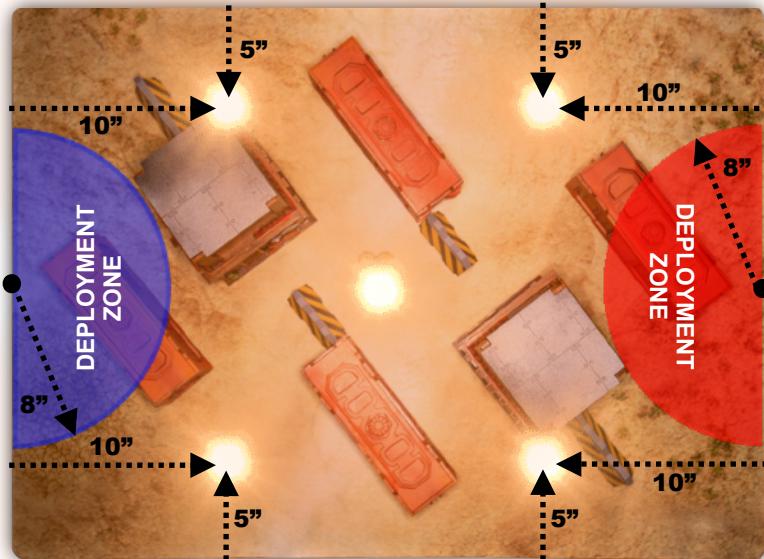
NARRATIVE TWIST

Front Lines - While within 2" of the objectives closest to your deployment zone, your models are -1 to hit for enemy models in addition to any other modifiers they currently have. While within 2" of the objectives furthest from your deployment zone, your models are +1 to hit for enemy models in addition to any other modifiers they currently have.

SCORE SHEET

Your Name:	BATTLE ROUND				Opponent's Name:	BATTLE ROUND			
Your Primary Objectives	1	2	3	4	Opponent's Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1	HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1	HELD MORE THAN OPPONENT	1	1	1	1
1+ ENEMY MODELS OUT OF ACTION	1	1	1	1	1+ ENEMY MODELS OUT OF ACTION	1	1	1	1
MORE ENEMY MODELS OUT OF ACTION	1	1	1	1	MORE ENEMY MODELS OUT OF ACTION	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	<u> </u> / 9				TOTAL PRIMARY SCORE (MAX 9)	<u> </u> / 9			
Secondary Objectives (Max 3 VP per Secondary)					Secondary Objectives (Max 3 VP per Secondary)				
1	1	1	1		1	1	1		
2	1	1	1		2	1	1	1	
3	1	1	1		3	1	1	1	
Your TOTAL SCORE: <u> </u> / 18					Your TOTAL SCORE: <u> </u> / 18				

MISSION 5: UNDER BOMBARDMENT



MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 125-point Battle-Forged team on your Command Roster.
4. Deployment.
5. Battle Rounds 1-4
6. Game end & Scoring.

NARRATIVE TWIST

Bombardment - Assign a number to each objective marker from 1-5. At the end of the Movement phase every battle round, roll a D6. If a 6 is rolled, there is no effect. If 1-5 is rolled, every model within 5" of the objective marker corresponding to the result of the dice roll must immediately take a Nerve test as if they had a Leadership of 5 and it was the Morale phase. These tests are still subject to all of the regular Leadership modifiers the model would have.

SCORE SHEET

Your Name:	BATTLE ROUND				Opponent's Name:	BATTLE ROUND			
Your Primary Objectives	1	2	3	4	Opponent's Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1	HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1	HELD MORE THAN OPPONENT	1	1	1	1
1+ ENEMY MODELS OUT OF ACTION	1	1	1	1	1+ ENEMY MODELS OUT OF ACTION	1	1	1	1
MORE ENEMY MODELS OUT OF ACTION	1	1	1	1	MORE ENEMY MODELS OUT OF ACTION	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	<u> / 9</u>				TOTAL PRIMARY SCORE (MAX 9)	<u> / 9</u>			
Secondary Objectives (Max 3 VP per Secondary)					Secondary Objectives (Max 3 VP per Secondary)				
1	1	1	1		1	1	1		
2	1	1	1		2	1	1	1	
3	1	1	1		3	1	1	1	
Your TOTAL SCORE: _____ / 18					Your TOTAL SCORE: _____ / 18				

MISSION 6: COVER FROM THE STORM



MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 125-point Battle-Forged team on your Command Roster.
4. Deployment.
5. Battle Rounds 1-4
6. Game end & Scoring.

NARRATIVE TWIST

Storm Conditions - Roll a dice at the beginning of each battle round. On a 1 or 2 any models that are not within 1" of a piece of terrain are immediately shaken and all ranged weapons have a Range of 6" for that round.

SCORE SHEET

Your Name:	BATTLE ROUND				Opponent's Name:	BATTLE ROUND			
Your Primary Objectives	1	2	3	4	Opponent's Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1	HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1	HELD MORE THAN OPPONENT	1	1	1	1
1+ ENEMY MODELS OUT OF ACTION	1	1	1	1	1+ ENEMY MODELS OUT OF ACTION	1	1	1	1
MORE ENEMY MODELS OUT OF ACTION	1	1	1	1	MORE ENEMY MODELS OUT OF ACTION	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	<u> </u> / 9				TOTAL PRIMARY SCORE (MAX 9)	<u> </u> / 9			
Secondary Objectives (Max 3 VP per Secondary)					Secondary Objectives (Max 3 VP per Secondary)				
1	1	1	1		1	1	1		
2	1	1	1		2	1	1	1	
3	1	1	1		3	1	1	1	
Your TOTAL SCORE: _____ / 18					Your TOTAL SCORE: _____ / 18				

OPTIONAL DRINKING GAME

1 DRINK - If a model goes Out of Action.

1 DRINK - If you roll a double/triple.

1 DRINK - If you win Initiative.

1 DRINK - If you inflict a Mortal Wound.

1 DRINK - If you say "explode."

1 DRINK - If your team breaks.

1 DRINK - If a piece falls off a model.

1 DRINK - If a dice falls off the table.

1 DRINK - If you lose your Leader.

2 DRINKS - If you roll a quadruple.

2 DRINKS - If you Perils of the Warp.

2 DRINKS - If you blow up after Overcharging.



SPECIAL EVENT TACTICS

SEIZE THE INITIATIVE

Re-roll a single initiative roll. If you use this tactic and get an equal result to your opponent, you must re-roll the result again. If both players use this tactic and achieve an equal result, both players must re-roll.

2 COMMAND POINTS

COUNTER - CHARGE

If a model from your kill team Retreats from a Charge, instead of moving away from the target, you can move up to 3" towards the target, as long as that move does not bring it to within 1" of any enemy models. All other normal restrictions for Retreat still apply.

1 COMMAND POINT

POINT BLANK OVERWATCH

Use this Tactic when a model from your kill team is declared as a target of a charge, and is chosen to fire Overwatch. Do not resolve Overwatch with that model as soon as the enemy model declares its charge (other targets of the charge can make Reactions as normal). Instead, the charging model's controlling player makes a charge roll as normal. If this is insufficient for the charging model to end its move within 1" of the target, no Overwatch is made. Otherwise, the charging model's controlling player moves it along a path during which you can interrupt it once, at any point. When you do so, your model fires Overwatch as normal, using the charging model's current location. If the charging model is not taken out of action by this, continue moving the charging model.

1 COMMAND POINT

*This packet is intended to be used
for the following events at LVO*

*After
KILL TEAM
Dark*

ORGANIZED BY

**KILL TEAM
STREAM**



PRODUCED BY SHELDON STEERE

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Graphics by Sheldon Steere.

