

CASUAL MISSION PACK



**KILL TEAM
STREAM**





By Order of the Holy Emperor

The following manuscript is intended to be used for training and recreational purposes to practice and prepare for legitimate battlefield scenarios.

DO NOT use these missions or tactics on an actual battlefield, as they have not been sanctioned at this time by the Lords of Terra for use in active tactical engagements. Also, please proceed with caution when reading and performing the exercises herein, as many have not been tested and could lead to injury or death for some or all of your unit personnel.

DO NOT let this document fall into the hands of the enemy. Failure to do so will result in interrogation and torture at the hands of the Emperor's Holy Inquisition.

The aim of this manuscript is fun, and failure to have fun while using this manuscript is punishable by death.

Lord Inquisitor Gratificatus

**Lord Inquisitor Gratificatus
Ordo Recreatus**



CASUAL RULES

THE KILL TEAMS

Before each game, both players must agree which format they would like to play. Formats include, but are not limited to the following game types:

50, 100, 125, 150, or 200 Point Battle-Forged Kill Teams
50, 100, 125, 150, or 200 Point Non-Battle-Forged Kill Teams
150 or 200 Point Optional Commanders Game
150 or 200 Point Commanders Game

GAME LENGTH

Game length should be decided on before the game begins. Both players must agree which game length they would like to play. Game length includes, but is not limited to the following:

4, 5, or 6 Rounds

Variable Game Length [Use the rules for Variable Game Length from the *Elites Rule Book* (page 14).]

PRE-GAME SEQUENCE

After the kill team type and game length has been determined each player will follow this sequence:

1. Roll on the D12 chart on Page 3 to decide the Deployment Map.
2. Roll on the D12 chart on Page 4 to decide the Objective layout.

IF OBJECTIVE LAYOUT 12 IS ROLLED:

Players will each take 3 objective markers. Players will then roll off. Players will take it in turn to place one objective marker on the board starting with the player who won the roll off, and alternating after every objective marker is placed. Objective markers can be placed anywhere on the board, as long as they are not within 6" of another objective marker.

3. Choose 3 Secondary Objectives (from the list on Page 4) and record them on a piece of paper or using the included game score sheet. (you may keep them secret from your opponent until they are scored for the first time).

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.

SCOUTING PHASE

You can choose to resolve the scouting phase in any mission, as long as both players agree that they want to.

PRIMARY and SECONDARY 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 12 Victory Points from the Primary Objectives in a mission.

Secondary Objectives:

A player can score a maximum of 3 Victory Points for each Secondary Objective (unless stated otherwise). As soon as a player scores a single Victory Point from a Secondary Objective, that Secondary Objective is immediately revealed to the opponent.

The maximum score a player can score in a game is 21 Victory Points (Primary + Secondaries).

NARRATIVE TWISTS

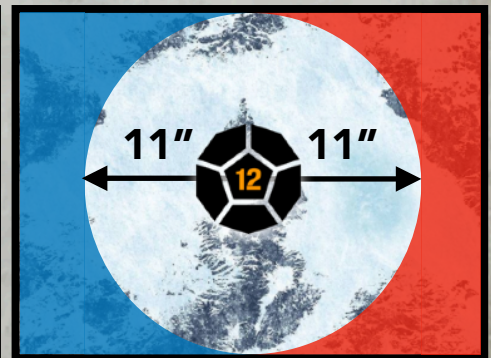
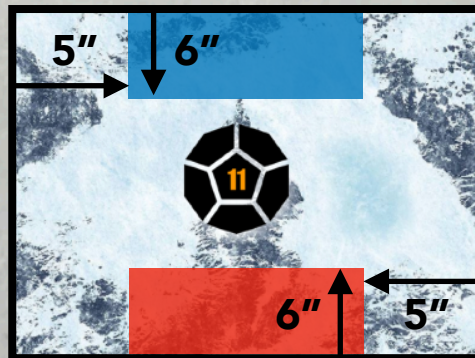
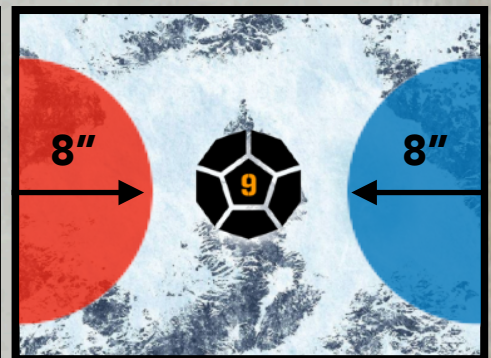
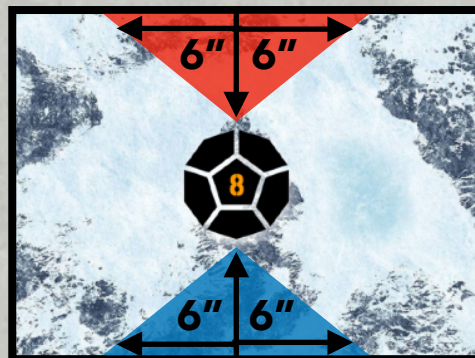
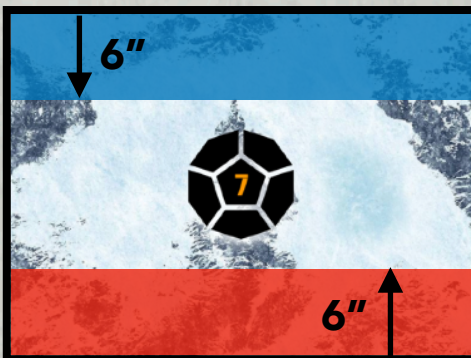
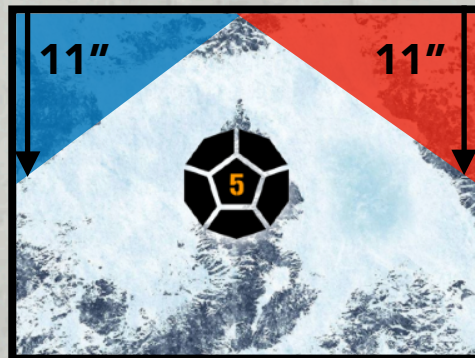
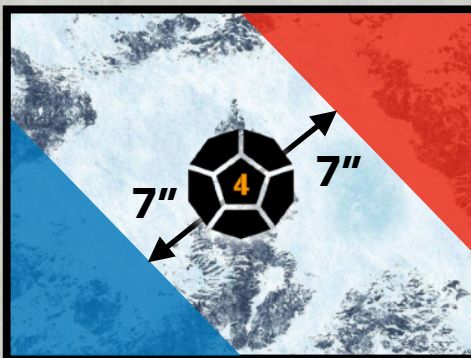
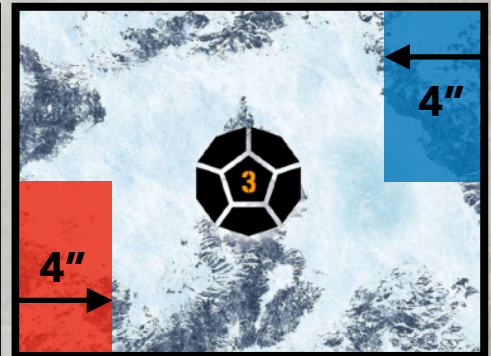
You can choose to add additional complexity to the game if you want by adding a Narrative Twist to the game using the table on Page 5. This is completely optional.

GAME TIES

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.

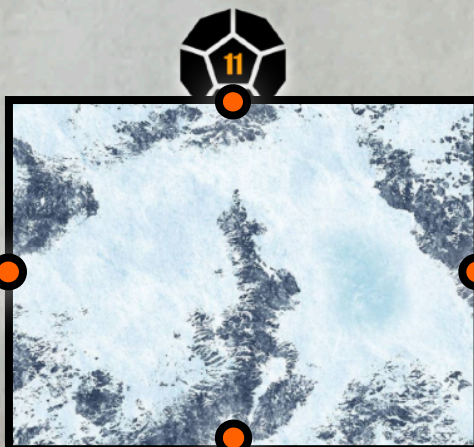
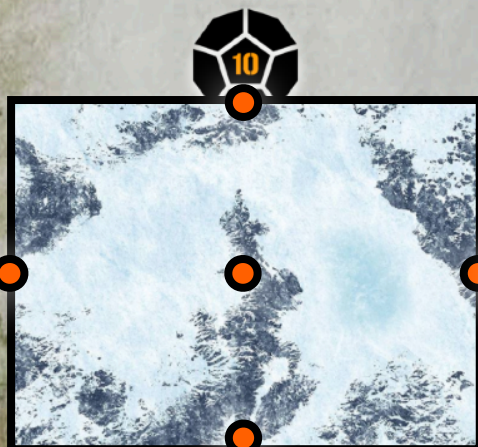
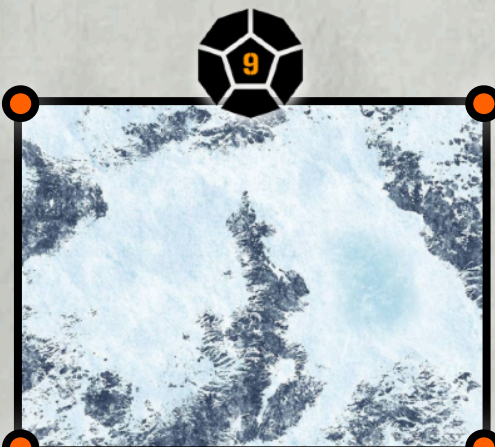
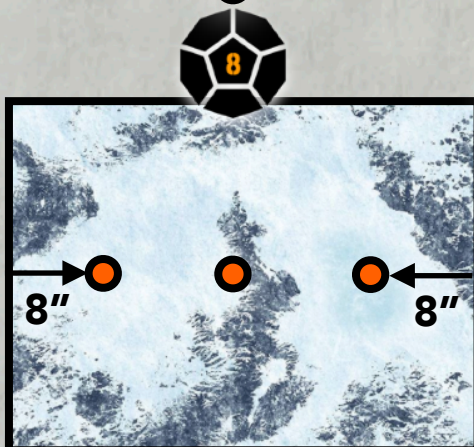
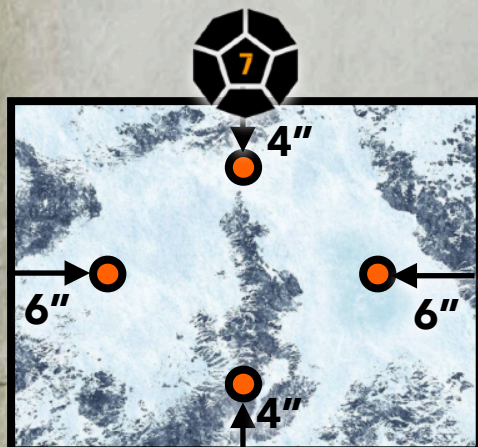
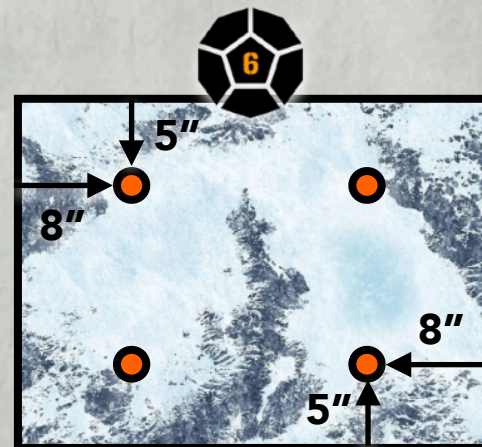
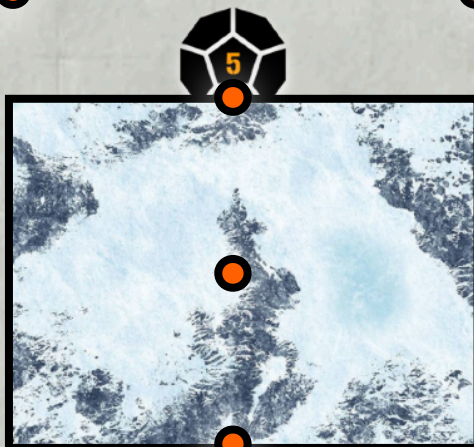
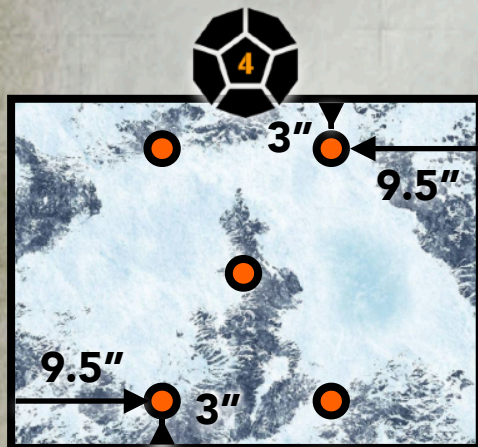
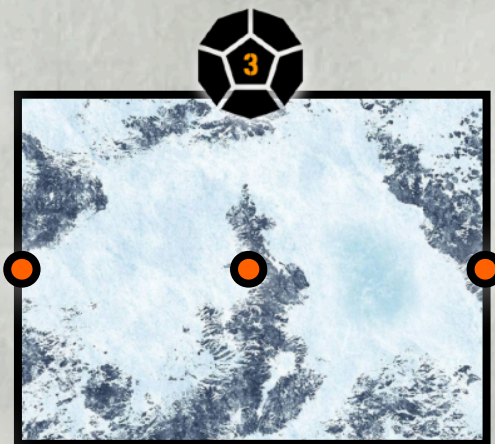
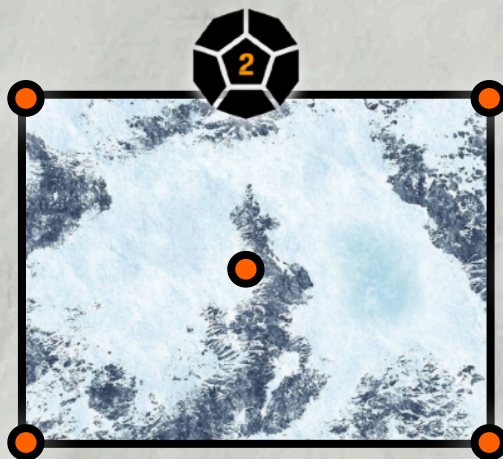
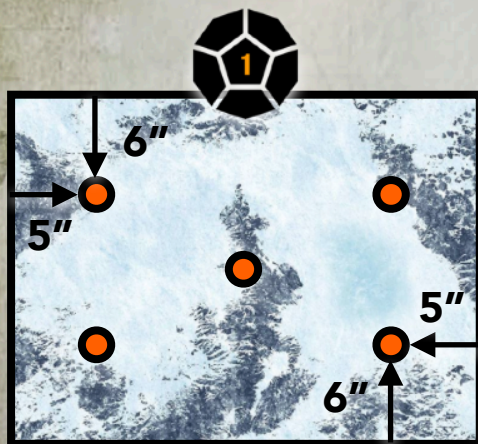
RANDOM DEPLOYMENT GENERATOR

Use a D12 to generate a random deployment.



RANDOM OBJECTIVE GENERATOR

Use a D12 to generate a random objective layout.



SECONDARY OBJECTIVES

Choose any 3 Secondary Objectives.

1

VICIOUS ASSAULT ♦

At the end of the Movement Phase, score 1 Victory Point if two or more different models from your kill team made a successful Charge move in this phase.

2

MARKED FOR DEATH

Choose 3 non-specialist models from your opponent's kill team. Reveal to your opponent that you've taken this secondary and which units you've chosen before the first Initiative roll. Earn 1 Victory Point for each of these units that is Out of Action. If you fail to reveal this secondary before the Initiative roll, you cannot score it. If your opponent does not have enough non-specialist models to select 3, you may choose specialists, as long as you also choose all of the non-specialists that are available.

3

MIND GAMES

At the end of the Morale phase, score 1 victory point if your opponent is forced to take a break test. Score 3 victory points if they successfully break.

4

OBLITERATION ♦

At the end of the Battle Round, score 1 Victory Point 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.

5

DOMINATION ♦

At the end of the battle round, score 1 victory point if more models from your kill team are within 3" of the centre of the battlefield than there are enemy models within 3" of the centre of the battlefield (not including shaken models).

6

HOLD THE PERIMETER ♦

Score 1 Victory Point if 3 or more models are within 3" of 3 different board corners.

7

DATA RECOVERY

Score 3 victory points at the end of the game if there is one objective that you have controlled every single round.

8

GUN LINE ♦

At the end of the Shooting Phase, score 1 Victory Point if five or more readied models from your kill team rolled to hit a target.

9

PROXIMITY ALERT ♦

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

10

HEADHUNTER

Score 1 Victory Point for every enemy Specialist (other than the Leader) Out of Action. Score 3 Victory Points if all enemy Specialists (other than the Leader) are Out of Action or shaken.

11

OLD SCHOOL*

Score 1 Victory Point (to a maximum of 1) if your kill team takes one or more models Out of Action in the first Battle Round. In addition; score 1 Victory Point if you have one or more models wholly within the enemy's Deployment Zone at the end of the game. In addition; score 2 Victory Points if you take the enemy Leader Out of Action.

12

SURVIVOR

Pick a model from your kill team before the battle begins. Reveal this secondary to your opponent at the beginning of the battle and reveal which unit you have selected. 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.

♦ Can only score 1 Victory Point per turn.

* Old School can score a maximum of 4 Victory Points instead of 3 Victory Points in one game.

NARRATIVE TWISTS

Roll a D12 to determine a random narrative twist.



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.



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.



If a player controls the center of the battlefield, (more models within 3" of the center than the opponent) 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.



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.



While within 2" of objectives touching or within 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 objectives not touching your deployment zone, your models are +1 to hit for enemy models in addition to any other modifiers they currently have.



Any models within 3" of a board edge at the beginning of a Battle Round add 3" to their Normal, Advance, and Charge moves until the end of the Battle Round.. In addition, add 6" to the range of any Pistol, Rapid Fire, Heavy, or Assault weapons they are holding until the end of the Battle Round.



At the beginning of the Battle Round, starting with Battle Round 2, roll a D6 for each model within 3" of the edge of the Battlefield. On a roll of 1 that model suffers a mortal wound.



Starting in Battle Round 3, if a model's movement can take it wholly off of the game board, you can choose to remove that model from the game. If any models are removed this way, score 1 bonus Victory Point that does not count towards your maximum Victory Points for every model removed in this way.



At the beginning of every Battle Round, each player can remove one model already placed on the board and put it into reserves. This model is treated as if it had been deployed in reserve for the purposes of setting it back up on the board.



Choose 1 model on your team to be a carrier and tell your opponent which model you have chosen. That model cannot be put in reserve. If this model ends the game in the enemy's Deployment Zone and is not shaken, score 3 additional bonus Victory Points that do not count towards your maximum Victory Points.



Every objective marker is treated as if it was an enemy model. Attacks that target an objective marker hit automatically in the Fight Phase. Objective markers have a Toughness characteristic of 5, a Wounds characteristic of 5, and an invulnerable save of 4+. If an objective marker is reduced to 0 wounds, remove it from the battlefield.



Whenever a model Advances you must roll an additional dice and use the lowest roll. When determining a model's charge distance you must roll an additional dice and use the two lowest rolls. If a model uses 3D6 for charging, roll an additional dice and use the three lowest rolls.

KILL TEAM MAELSTROM RULES

THE KILL TEAMS

Before each game, both players must agree which format they would like to play. Formats include, but are not limited to the following game types:

50, 100, 125, 150, or 200 Point Battle-Forged Kill Teams

50, 100, 125, 150, or 200 Point Non-Battle-Forged Kill Teams

150 or 200 Point Optional Commanders Game

150 or 200 Point Commanders Game

GAME LENGTH

Game length should be decided on before the game begins. Both players must agree which game length they would like to play. Game length includes, but is not limited to the following:

4, 5, or 6 Rounds

Variable Game Length [Use the rules for Variable Game Length from the *Elites Rule Book* (page 14).]

PRE-GAME SEQUENCE

After the kill team type and game length has been determined each player will follow this sequence:

1. Roll on the D12 chart on Page 3 to decide the Deployment Map.

2. Roll on the D12 chart on Page 8 to decide the Objective layout. Objective numbers are determined sequentially starting with the objective at the top left, then moving downwards, followed by moving right until every objective is numbered. They may also be determined randomly if both players agree to it.

IF OBJECTIVE LAYOUT 12 IS ROLLED:

Players will each take 3 objective markers. Players will then roll off. Players will take it in turn to place one objective marker on the board starting with the player who won the roll off, and alternating after every objective marker is placed. Objective markers can be placed anywhere on the board, as long as they are not within 6" of another objective marker.

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.

SCOUTING PHASE

You can choose to resolve the scouting phase in any mission, as long as both players agree that they want to.

MAELSTROM OBJECTIVES

To generate a Maelstrom Objective, roll two dice, one after the other: the first dice represents tens, and the second represents digits, giving you a result between 11 and 66. Consult the Maelstrom Objectives on the following pages and write the corresponding result down. Note that the results are not secret; both players should be able to see what Maelstrom Objectives the other has.

Note that, whilst there are several Maelstrom Objectives with the same name, they are all uniquely numbered. When generating Maelstrom Objectives, keep a note of the numbers you rolled during a game, if a duplicate is rolled, roll again until a different number is generated.

Maelstrom Objectives that have been generated are said to be active until they are achieved or discarded.

ACHIEVING MAELSTROM OBJECTIVES

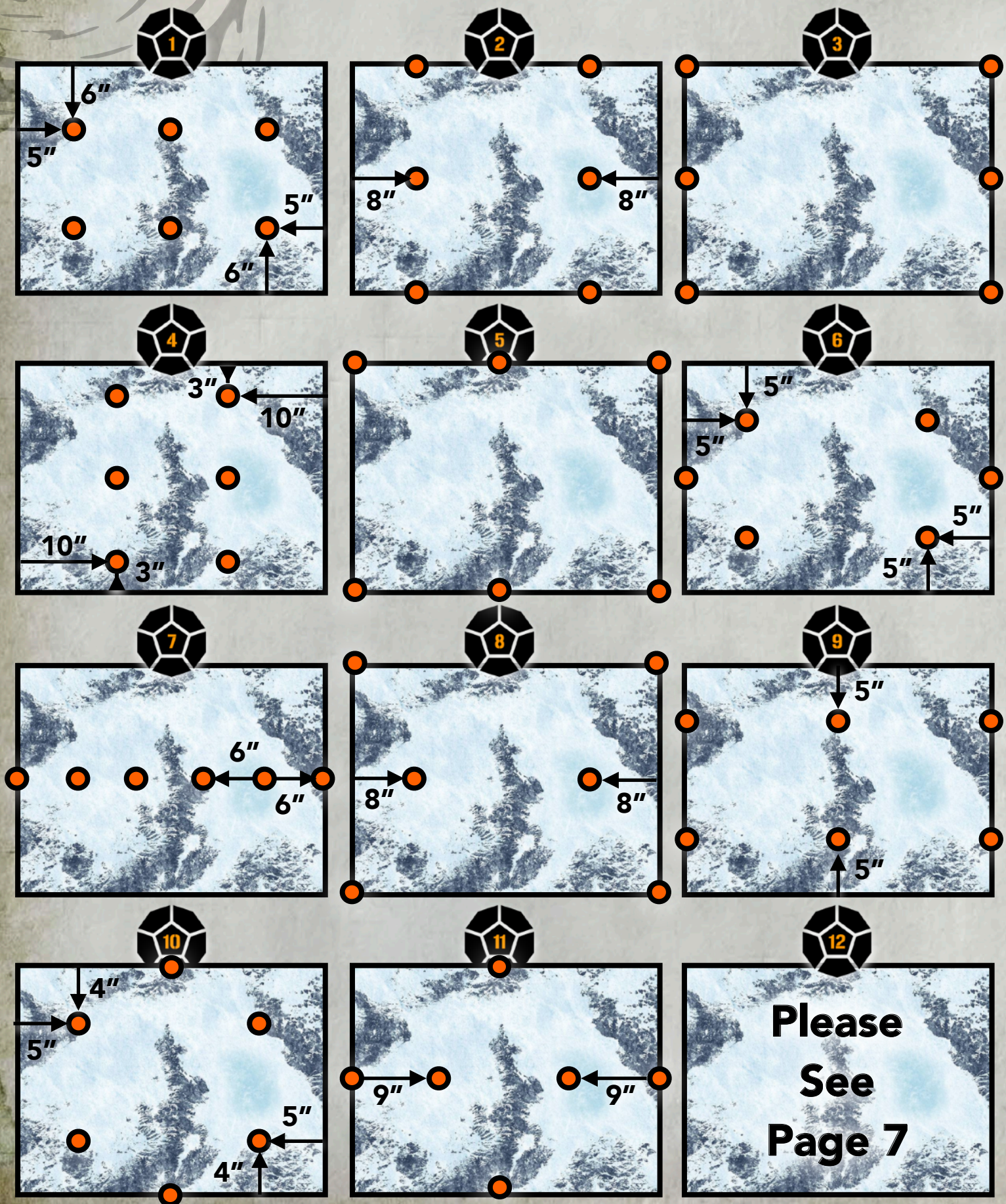
At the beginning of every Battle Round, each player generates 5 Maelstrom Objectives and discards two of their choice from the 5 generated. The three remaining are considered to be active for that player. Any Maelstrom Objectives discarded can be rolled for in later rounds. At the end of every Battle Round you must check to see if you have achieved any of your active Maelstrom Objectives. If you can achieve a Maelstrom Objective at the end of a Battle Round, you must immediately score the Victory Points for it. You cannot choose not to do so. Players can achieve any of their objectives that are active in the same Battle Round, and new Maelstrom Objectives that are generated do not stop you from achieving Maelstrom Objectives that are still active from a previous round.

GAME TIES

At the end of the game, the player with the most Victory Points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle 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.

MAELSTROM OBJECTIVE GENERATOR

Use a D12 to generate a random objective layout.



11**SECURE OBJECTIVE 1**

Score 1 Victory Point if you control objective marker 1 at the end of the Battle Round.

21**SECURE OBJECTIVE 1**

Score 1 Victory Point if you control objective marker 1 at the end of the Battle Round.

12**SECURE OBJECTIVE 2**

Score 1 Victory Point if you control objective marker 2 at the end of the Battle Round.

22**SECURE OBJECTIVE 2**

Score 1 Victory Point if you control objective marker 2 at the end of the Battle Round.

13**SECURE OBJECTIVE 3**

Score 1 Victory Point if you control objective marker 3 at the end of the Battle Round.

23**SECURE OBJECTIVE 3**

Score 1 Victory Point if you control objective marker 3 at the end of the Battle Round.

14**SECURE OBJECTIVE 4**

Score 1 Victory Point if you control objective marker 4 at the end of the Battle Round.

24**SECURE OBJECTIVE 4**

Score 1 Victory Point if you control objective marker 4 at the end of the Battle Round.

15**SECURE OBJECTIVE 5**

Score 1 Victory Point if you control objective marker 5 at the end of the Battle Round.

25**SECURE OBJECTIVE 5**

Score 1 Victory Point if you control objective marker 5 at the end of the Battle Round.

16**SECURE OBJECTIVE 6**

Score 1 Victory Point if you control objective marker 6 at the end of the Battle Round.

26**SECURE OBJECTIVE 6**

Score 1 Victory Point if you control objective marker 6 at the end of the Battle Round.

31**DEFEND OBJECTIVE 1**

Score 2 Victory Points if you control objective marker 1 at the end of two consecutive Battle Rounds.

32**DEFEND OBJECTIVE 2**

Score 2 Victory Points if you control objective marker 2 at the end of two consecutive Battle Rounds.

33**DEFEND OBJECTIVE 3**

Score 2 Victory Points if you control objective marker 3 at the end of two consecutive Battle Rounds.

34**DEFEND OBJECTIVE 4**

Score 2 Victory Points if you control objective marker 4 at the end of two consecutive Battle Rounds.

35**DEFEND OBJECTIVE 5**

Score 2 Victory Points if you control objective marker 5 at the end of two consecutive Battle Rounds.

36**DEFEND OBJECTIVE 6**

Score 2 Victory Points if you control objective marker 6 at the end of two consecutive Battle Rounds.

41**ADVANCE**

Score 1 Victory Point if no units from your army are in your deployment zone at the end of the Battle Round.

42**BEHIND ENEMY LINES**

Score 1 Victory Point if you have a model wholly within the enemy's deployment zone at the end of the Battle Round; D3 if you have 3.

43**HOLD THE LINE**

Score 1 Victory Point if you have 3+ models wholly within your deployment zone and your enemy has none at the end of the Battle Round.

44**MISSION CRITICAL OBJECTIVE**

Roll a D6 when you generate this objective. Score 1 Victory Point if you control that objective at the end of the Battle Round. If your opponent controlled it at the start of the round, score D3 instead.

45**SUPREMACY**

Score D3 Victory Points if you control any 3 objective markers at the end of the Battle Round.

46**DOMINATION**

Score D3 + 3 Victory Points if you control every objective marker on the battlefield at the end of the Battle Round.

51**OVERWHELMING
FIREPOWER**

Score 1 Victory Point if an enemy model was taken Out of Action in the Shooting phase this Battle Round; score D3 if 3+ enemy models were taken Out of Action.

52**BLOOD AND GUTS**

Score 1 Victory Point if an enemy model was taken Out of Action in the Fight phase this Battle Round; score D3 if 3+ enemy models were taken Out of Action.

53**NO PRISONERS**

Score 1 Victory Point if an enemy model was taken Out of Action this Battle Round; score D3 if 3-5 were taken Out of Action; D3+3 if 6+ were taken Out of Action.

54**AREA DENIAL**

Score 1 Victory Point if there are no enemies within 6" of the center of the board at the end of the Battle Round; D3 if there are none within 12" of the center.

55**PSYCHOLOGICAL
WARFARE**

Score 1 Victory Point if your opponent failed a shaken test this turn; D3 if they failed a break test.

56**MASTER THE WARP**

Score 1 Victory Point if you take an enemy model Out of Action with a psychic power this Battle Round; D3 if an enemy is taken Out of Action by a Perils of the Warp.

61**KINGSLAYER**

Score D3 Victory Points if the enemy Leader [Commander] is taken Out of Action this turn.

62**WITCH HUNTER**

Score 1 Victory Point if you kill an enemy Psyker this turn.

63**SCOUR THE SKIES**

Score 1 Victory Point if you kill an enemy model with Fly this turn.

64**ASSASSINATE**

Score 1 Victory Point if you kill an enemy Specialist this turn; D3 if you kill 3+ enemy Specialists.

65**BIG GAME HUNTER**

Score 1 Victory Point if you kill an enemy model with 2+ Wounds; D3 if you kill an enemy model with 3+ Wounds.

66**PRIORITY ORDERS
RECEIVED**

When you generate this objective, immediately generate another objective. Only your Leader [Commander] can score that objective. If they do, score the objective's Victory Points plus an additional 3 Victory Points.



ULTIMATE ULTIMA

THE KILL TEAMS

This is a mission for two players. Each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Choose a Deployment Map and Objective Layout, following the guidance on page 2.

DEPLOYMENT

The players roll off, and the player that loses 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 teams, starting with the player that 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.

VICTORY CONDITIONS

Victory points are scored for the following:

Kill More/Hold More: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 4 victory points per round):

- They control one or more objective markers.
- They control more objective markers than their opponent.
- One or more enemy models were taken out of action.
- More enemy models than friendly models were taken out of action.

A player cannot score more than 12 victory points for this victory condition this mission.

SECONDARY OBJECTIVES

To determine which Secondary Objectives are available in this mission, the players alternate rolling a D12 6 times, re-rolling any duplicates to generate 6 random Secondary Objectives from Page 5. Players that have Secondary Objective cards can instead shuffle the cards and pick 6 random Secondary Objectives from the deck. Both players must secretly pick 3 Secondary Objectives from this set of 6. At the beginning of each Battle Round, the Secondary Objectives from the previous round are scored, then discarded and Secondary Objectives are re-generated in this fashion, so that every round you will have another 6 random Secondary Objectives to choose from. Every Battle Round, both players choose 3 new Secondary Objectives to score for that Battle Round from the 6 new Secondary Objectives that were generated for that specific round. You can choose the same Secondary Objective if it is available to choose from in multiple Battle Rounds, but you can only score a maximum of 3 points for each unique Secondary Objective that you score throughout the game. There is no maximum for the amount of unique Secondary Objectives that can be scored by either player. Every model taken Out of Action throughout the game drops a Bounty Hunter token, regardless of whether either player has this Secondary Objective available to them. If either player generates and chooses the Bounty Hunter Secondary Objective for any Battle Round, they can pick up any of their Bounty Hunter tokens on the board while this Secondary Objective is active following the normal rules for picking up Bounty Hunter tokens (Page 5).

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

SCOUTING PHASE

Resolve the Scouting phase as described on page 49 of the *Kill Team Core Manual*.



GLASS HALF DEAD PRESENTS

Ballroom Blitz

THE KILL TEAMS

This is a mission for two players. Each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Use the following Deployment Map & Objective Layout:

DEPLOYMENT

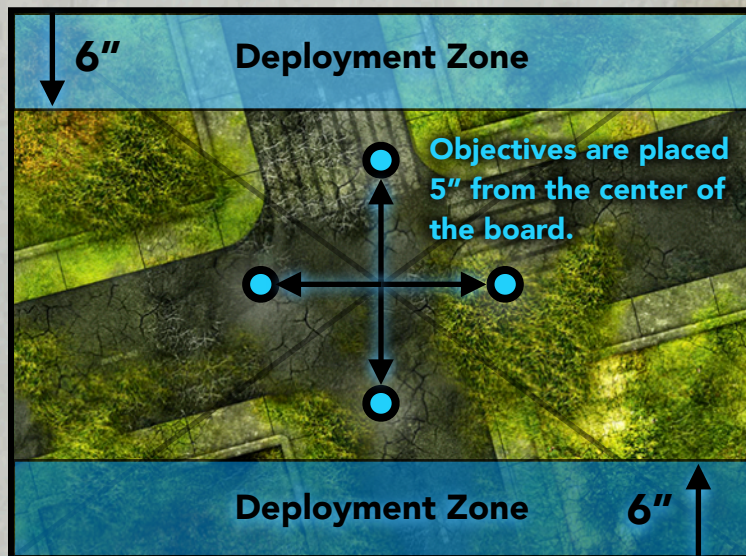
The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be 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.

BATTLE LENGTH

The battle ends at the end of a Battle Round if there is only one unbroken kill team on the battlefield. Otherwise, players use the Variable Game Length rules from the *Elites Rule Book* (Page 14) to determine the length of the game.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.



VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, if one team controls all 4 Objective Markers at the end of any Battle Round, that player wins and the game ends.

FREE THE SLAVES!

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 - winner decides) Each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Choose a Deployment Map following the guidance on page 2. In addition to the models in the defender's kill team, the defender places an additional 6 models in their Deployment Zone. These can be any models the defender chooses, but ideally will be models from a third team other than the players' teams so as to be obvious which models are slaves. These models have the profile below and can be used like a model from the kill team of the player that controls the Slave.

DEPLOYMENT

The players roll off, and the player that loses 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 teams, starting with the player that 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.

BATTLE LENGTH

The battle automatically ends at the end of Battle Round 6.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

VICTORY CONDITIONS

Victory points are scored for the following:

FREE THE SLAVES

If the attacker controls more than 3 slaves at the end of any Battle Round, the attacker wins the mission.

OPPRESSION

If the defender controls more than 3 slaves at the end of Battle Round 6, the defender wins the mission.

If 4 slaves are taken Out of Action the game ends and both players lose the mission.

RESOURCES

In a campaign game if the attacker wins the mission, the defender loses 1 Morale and the defender gains 1 Materiel. If the defender wins the mission, the attacker loses 1 Morale and 1 Materiel. If both players lose the mission, both players lose 1 Morale.

SLAVE

M	WS	BS	S	T	W	A	Ld	Sv
4"	6+	-	3	3	2	1	-	3+

Whichever player has the most models within 3" of this model controls this model. If no players have models within 3", then this model is controlled by whoever controlled it last.

Unshakeable: This model never needs to take a Shaken test and is not affected by the controlling team being broken.



STRATEGIC ADVANTAGE PRESENTS

SECTOR FORMAGGIO

O! DID SUMBUDY SAID CHEEEEEEEZ!?

I HERD DAT SOME TASTEE VITTELEZ IS TO BE HAD! COME ON BOYZ, TIME TO GET IN ON DA GORKAMORKA-LOAD OF CHEEZ! WE GOTTAH MAKE SHUR DAT WE HAS ENUFF TO FEED DA ENTIRE WAAAGH, OR WE'Z GUNNA HAV TUH KEEP EATIN' DA SQUIGZ WE'Z AIMIN' TUH ATTAK DA 'UMIEZ WIFF' DA LESS DAKKA WE EAT DA MOR DERE IZ TA KRUMP WIF! ORKZ ORKZ ORKZ!

THE KILL TEAMS

This is a mission for two 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 that only includes models with the Faction keyword they chose. This mission is played at 125 points using models from the Core Rule Book and Elites expansion.

THE BATTLEFIELD

This mission is played on the Sector Formaggio map, featuring third-party "terrain" from the game MouseTrap™ referred to moving forward as **DA TRAP**. Place the **DA CAGE** directly over **DA TRAP** objective marker. The remainder of **DA TRAP** is placed, with additional terrain added to fill in the board.

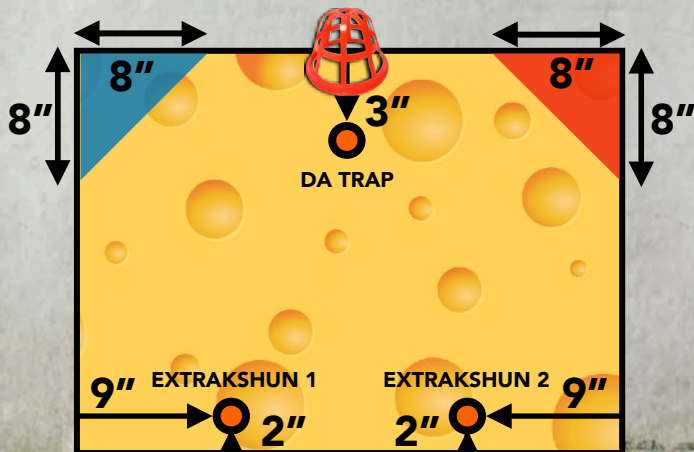
The final two objective markers are each respective team's location for **DA EXTRAKSHUN**. Finally, if you sadly do not have the MouseTrap™ terrain feature, you can still play this mission! (BUT YOU'Z IZ SLACKIN YA GIT.) The **DA TRAP** section will explain how to proceed without MouseTrap terrain.

DEPLOYMENT

Each player rolls 1D6. Higher roller is the Attacker. Also, the lower roller is the Attacker. ALL YOU'Z GITZ GET DA CHEEZ! Each player then rolls 2D6, and the player with the highest **Strategic Advantage™** chooses their Deployment Zone, and the player with the lowest **Strategic Advantage™** deploys their models first. The players then take it in turn to deploy one model from their kill team, in the order of least to greatest advantage. Models must be set up wholly within their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, Deployment ends and the first battle round begins. **No Reserves are permitted in this mission.** LEAF DA FINKIN' TO DA BRAINBOYZ, JUS' GET DA CHEEZ

SCOUTING PHASE

Turn to Page 49 of the *Kill Team Core Manual*. Tear it out. Set it on fire. Never play the scouting phase ever again.



BATTLE LENGTH

The battle automatically ends at the end of Battle Round 5.

DA TRAP

After Initiative has been rolled each round, roll a D6 - if the result is equal to or less than the current round number, **DA TRAP** is activated. Any model that is disturbed by the trap activating suffers one mortal wound. A model may disrupt the path of the trap - if the trap cannot continue due to a model's placement, this is acceptable. If the trap is completed and **DA CAGE** falls, any model even partially within **DA CAGE** is immediately taken out of action (WAAAGH DATS A GOOD KRUMPIN'). If you do not have MouseTrap terrain, take any model wholly within 2" of **DA TRAP** objective out of action whenever **DA TRAP** is activated. **DA TRAP** can never be accidentally activated by model placement or other disturbances - should this occur, reset the timeline and tell models that would have been killed DAT DEY IS ROIGHT LUCKY GITS.

VICTORY CONDITIONS

In order to achieve (A-CHEEZ! WAAAGH) victory, kill teams must acquire **DA CHEEZ** to earn VP. A model can only hold one piece of **DA CHEEZ**, which can be acquired by ending a move *wholly within* 2" of the **DA TRAP** objective marker. If a model carrying **DA CHEEZ** is taken out of action, a **DA CHEEZ** token is dropped as close to the center of its base as possible. A model may pick up a **DA CHEEZ** token by ending any move in contact with the token. If a model carrying **DA CHEEZ** ends any move *wholly within* 2" of its team's **DA EXTRAKSHUN** objective marker, remove the token - they have successfully extrakted **DA CHEEZ** and gain 3 VP. In addition, at the end of Battle Round 5, each unshaken model holding **DA CHEEZ** is worth 1 VP.

ZOG OFF! DIS IS MINE!

Sector Formaggio Tactic

Remove **DA CHEEZ** an unshaken model is carrying, and then re-roll a single Advance roll, charge roll, Psychic test, Deny the Witch test, hit roll, wound roll, saving throw, Injury roll or Nerve test for that model.

0 COMMAND POINTS

PASS DA CHEEZ

Sector Formaggio Tactic

At the end of the Movement phase, one of your unshaken models can pass **DA CHEEZ** to another unshaken model within 2"

1 COMMAND POINT



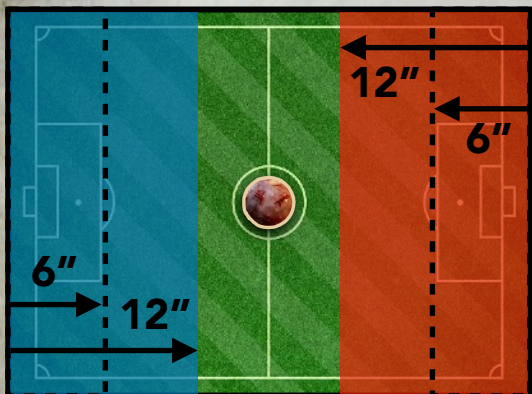
KnightCast Presents MURDER BALL

For reasons unknown to you, your high command has sent you to this open field to acquire a strange artifact. Strangely this artifact appears to be just a fleshy biomass filled with air. Even stranger still is the fact that your high command has sent you here to take said biomass to a “goal” to score “points,” but not just once, in fact your command has told you to accomplish this objective “as many times as you can before time runs out.” You aren’t entirely sure about anything regarding this mission but you have a sneaking suspicion a lucrative branding deal is involved, somehow.

THE KILL TEAMS

This is a mission for two players. Decide which player will be the Home team, and which player will be the Away team (roll off if you can’t figure this out like adults - the winner decides). Each player selects a faction keyword then pretends for exactly three seconds like they aren’t just running the models immediately in front of them, and reveal their choices at the same time and feign amazement and surprise at their opponent’s choice (see Mustering pg. 62 of the Core Rulebook). Then each player musters a Battle-forged kill team with a 100 point limit that only includes models with the faction keyword they chose.

THE BATTLEFIELD



DEPLOYMENT

The Home team chooses which Deployment zone will be their own. The other will be their opponents’. Players alternate placing models starting with the Home team until both players have set up their Kill Teams. Then place the Ball at the middle point of the map and grab a stiff drink of whatever is at hand, because things are about to get weird.

SCOUTING PHASE

Are you new here? Don’t do this phase.

BATTLE LENGTH

The game is split into “Turns” and “Battle Rounds.” Turns operate like typical Kill Team Battle Rounds, but a Battle Round can be made up of multiple Turns. The game ends after 8 Battle Rounds. Command Points are generated at the beginning of the Battle Round, not the Turn.

VICTORY CONDITIONS

Your objective is to control the Ball at the center of the field and carry it to the goal in the opponent’s deployment zone (6 inches from the short edges of the board). Each goal scored is worth 3 Victory Points.

Kill/Kill More: At the end of the Battle Round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 2 Victory Points per round):

- You took one or more enemy models Out of Action.
- More enemy models than friendly models were taken Out of Action.

SECONDARY OBJECTIVES

Each player must select two new Secondary Objectives and either score or discard their previous objectives before the beginning of each Battle Round. Players may not take the same Secondary Objective two Battle Rounds in a row.

Gimme That:

Score 1 VP if you possess the ball at the end of a Turn if you did not possess it at the beginning of the Turn.

The Best Offense...Is Offense:

Score 1VP if your team possessed the ball this entire Battle Round.

Defense Wins Championships:

Score 1 VP if your team did not possess the ball at any point during this Battle Round.

Boom B*tch Get Out the Way:

Score 1 VP if your Ball Carrier took an enemy model Out of Action during your Turn with their attacks during the Fight phase. Score 3 VP if multiple models were taken Out of Action by your Ball Carrier’s attacks.

...And Kill the One Who Carries It:

Score 1 VP if an opposing Ball Carrier was taken Out of Action by one of your model’s attacks this Battle Round. Score 3 VP if multiple opposing ball carriers were taken out of action this Battle Round.

Hopeful:

Score 1 VP if one of your models ends the Battle Round wholly within the opposing goal area but did not control the ball at any time during this Battle Round and you did not score.

“Brilliant” Coaching:

Score 1 VP if you used all of your Command Points this Battle Round and failed to take an opposing model Out of Action, failed to score, and did not possess the ball because hey man, i’m here for you.

HOW TO PLAY - Any model can pick up the Ball if it ends a move within 1” of the Ball, or starts the Turn within 1” of the Ball. If multiple models are within 1” of the Ball, the player with the most models within 1” of the Ball decides which model is the Ball Carrier. If a model starts the Turn within 1” of the Ball they can still move that Turn as normal. The Ball Carrier may not be attacked by enemy models unless it is the closest visible model to the attacker. The Ball Carrier may attempt to “throw” the ball up to 12” to a friendly model during the Shooting phase. A “throw” may only be attempted once per Shooting phase. To “throw” the ball, first nominate a Receiver. If the opponent has any models that intersects the direct line between the Ball Carrier and the Receiver, they may choose one model and roll a D6. If they roll a 6, that model “intercepts” the “throw” and becomes the Ball Carrier. Otherwise, the Ball Carrier makes a shooting attack with its normal profile directed towards the Receiver. If the shooting attack is successful, the Receiver is now the Ball Carrier. If the shooting attack is unsuccessful, the opponent places the Ball anywhere 2” from the intended Receiver. A player scores a goal if they reach the designated “goal area” 6” from their opponent’s Deployment Zone’s board edge. Once a player scores, the Battle Round immediately ends and the board resets to the initial Deployment Zones and both players deploy their models again. Instead of rolling for Initiative, each Battle Round is started by the opposite team than the team that started the previous Battle Round. Round 1 the Home team starts, then Round 2 the Away team starts, etc. Every Turn is started by the team that started that Battle Round.



Command Point Podcast Presents

KILL CONFIRMED

THE KILL TEAMS

This is a mission for two players. Each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Choose a Deployment Map following the guidance on page 2.

DEPLOYMENT

The players roll off, and the player that loses 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 teams, starting with the player that 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.

BATTLE LENGTH

The battle automatically ends at the end of Battle Round 5 if one kill team has more "Confirmed Points" than the other kill team. If both players are tied, the battle will continue for another round until one team has more "Confirmed Points" than the other team.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

VICTORY CONDITIONS

Confirmed Points are scored for the following:

BOUNTY TOKEN

When an enemy model is taken Out of Action, place a bounty token (1" or less) wholly underneath its base before removing the model from the battlefield. Also indicate next to this bounty token the points cost of the model removed (including all wargear the model was equipped with). If a model from your kill team ends any move in contact with any of your bounty tokens, score Confirmed Points equal to the points cost of the model removed, and then remove that marker from the battlefield.

PRIDE OF THE FALLEN

Kill Confirmed Tactic

At the end of the Movement phase, if a model from your kill team is in contact with a bounty token that was dropped by a model of your own Kill Team, that token can be removed from the board, and may no longer be collected by the opponent's kill team.

2 COMMAND POINTS



WARP CHARGED GAMING INFINITE ZOMBIES

THE KILL TEAMS

This is a mission for two players. Each player musters a Battle-forged kill team as described on page 2, except make sure to keep which model is your Leader secret from your opponent.

THE BATTLEFIELD

Choose Deployment 2 from Page 3, and Objective Layout 5 from Page 4.

DEPLOYMENT

The players roll off, and the player that loses 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 teams, starting with the player that 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.

LOOTING

Do not remove models from the table when they are taken Out of Action. Instead, turn the model on its side to represent a corpse. If a model from your kill team ends the movement phase within base contact of a corpse, you may replace one close combat weapon from your model with one close combat weapon from the corpse's model, or replace one shooting weapon with one shooting weapon of the corpse's model. Once you have done so, remove the corpse from the battlefield. This includes models that have become zombies and have been taken Out of Action after becoming zombies.

BATTLE LENGTH

The battle automatically ends at the end of Battle Round 4.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the Battle Round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points per round):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

Hidden Leader: At the end of every Battle Round, score 1 Victory Point if your Leader is still alive.

Zombie Killer: Score 1 Victory Point for every 2 Zombies taken Out of Action. (for a maximum of 4 Victory Points)

Scavenger: At the beginning of the Movement phase, you can choose a model from your kill team (other than a shaken model) that is within 2" of an objective marker and not within 1" of an enemy model to Scavenge that objective. If you do so, you score 1 Victory Point. This model cannot be chosen to Move, React, manifest psychic powers, Fight or Shoot in this Battle Round. At the start of round 2, roll a D3 to determine which objective is the Stash. Scavenging the Stash objective scores 2 Victory Points instead of 1.

ZOMBIE

M	WS	BS	S	T	W	A	Ld	Sv
4"	5+	-	3	3	1	2	4	7+

This model always fights first in the Fight phase, and will always split attacks if there is more than one target. This model makes a normal move automatically at the end of the movement phase towards the nearest non-zombie model. If it is within charge range it will always charge, and it will always take the failed distance.

Disgustingly Resilient: Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.

SPECIAL ZOMBIE RULES

At the end of each Battle Round, roll 2D6 for every model within 7" of a board edge that does not extend beyond a deployment zone. If your model rolls at or below their leadership value, they become a Zombie.

Instead of the normal Injury Roll rules, models can only be taken Out of Action on the roll of a 6. If anything other than a 6 is rolled in the Injury Roll, that model becomes a Zombie at the beginning of the next Movement phase.

Zombies follow normal Injury Roll rules.



FIND DA GIT!

PRESENTED BY
CHILL TEAM
SHOES OFF. GAME ON.

A Gretchin by the name of Wayne has been spotted in your sector and is carrying loot that belongs to your general! You must capture the lil' git at all costs before your opponents do, or face the wrath of your superiors.

THE KILL TEAMS

This is a mission for two-four players. Each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Choose a Deployment Map and Objective Layout, following the guidance on page 2.

DEPLOYMENT

The players roll off, and the player that loses 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 teams, starting with the player that 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.

VICTORY CONDITIONS

The player that is controlling Wayne at the end of the battle is the winner. If nobody is controlling Wayne and there is a player using an Ork Kill Team, the Ork Kill Team automatically wins. If neither team is an Ork Kill Team, and nobody controls Wayne, both players lose equally, also known as a draw.

BATTLE LENGTH

Players use the Variable Game Length rules from the *Elites Rule Book* (Page.14) to determine the length of the game.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

THE MISSION

At the start of the Movement phase, one model from your team within 2" of an Objective may roll a D6. On a 6, Wayne is found and placed touching the base of that model. That model has now captured Wayne. To represent Wayne, use a Gretchin, or equivalently sized model on a 25mm base.

The model controlling Wayne cannot shoot or charge, but can move and advance as normal. When moving the model, Wayne must stay in base-to-base contact with the model controlling him. Wayne cannot be targeted.

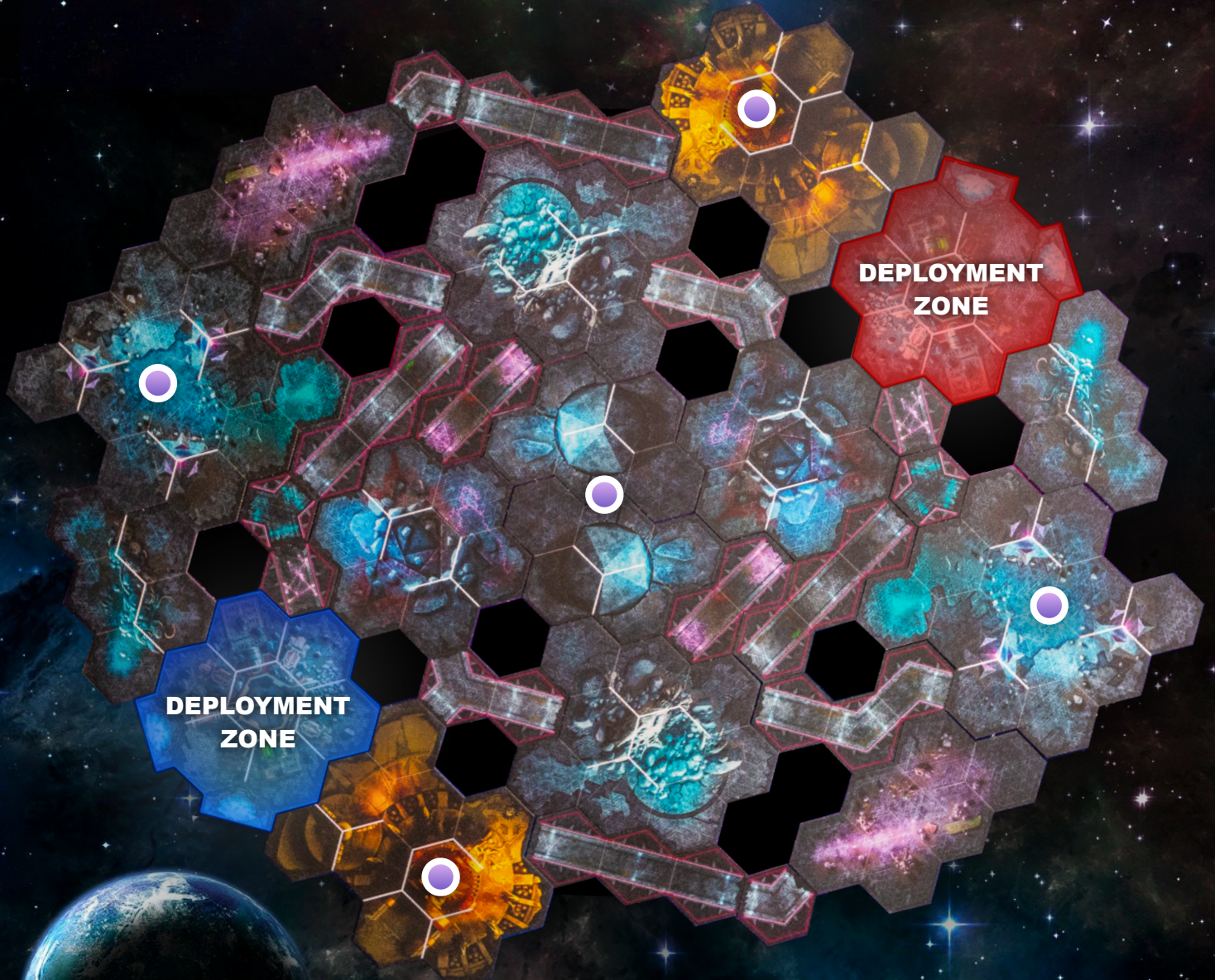
Wayne does not count as making any model obscured, and Wayne does not count as a model in your team for Break tests, or any other rules.

Every turn, in the Fight phase, before any model fights, Wayne makes 1 attack with the basic close-combat weapon profile targeted towards the model controlling it. This attack is rolled by the player with the highest Initiative that does not control Wayne. No tactics can be used to influence or re-roll this roll. If the model controlling Wayne is taken Out of Action, Wayne remains on the battlefield. If there is a model within 1" of Wayne at the time the model controlling Wayne is removed, and no enemy models within 1" of Wayne, that model now controls Wayne. Move Wayne into base-to-base contact with the new model controlling Wayne. Wayne may not fight more than once per fight phase and may not be selected as the target of an attack.

If there are no models within 1" of Wayne after the controlling model is removed from the board, Wayne remains stationary and can be claimed in the next Movement phase by any model performing a successful charge on Wayne. Once the charge is successful, the model moves into base-to-base contact with Wayne, and now controls Wayne. When being charged, Wayne cannot react.

Only 1 model may control Wayne at a time.

ENTER THE FORTRESS



BLACKSTONE
FORTRESS

RULES

THE KILL TEAMS

This is a mission for two players. Each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Set up the battlefield as shown on Page 20. Note that in order to create the pictured layout, you will need 2 copies of Warhammer Quest: Blackstone Fortress.

DEPLOYMENT

The players roll off, and the player that loses 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 teams, starting with the player that 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.

ULTRA-CLOSE CONFINES

Please note that the Blackstone Fortress tiles use a modified version of Ultra-Close Confines rules.

Thin purple lines on the tiles are treated like walls. Models cannot move, draw visibility, measure, or attack through these walls.

Thicker white lines on the tiles are considered intervening terrain. In addition to the usual rules for determining whether or not a target is obscured, it is necessary to draw a straight line from any part of the attacking model's base to the target. If the line cannot be drawn to all parts of the target's base without crossing a white line, the model is considered to be obscured.

BATTLE LENGTH

The battle automatically ends at the end of Battle Round 6.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

VICTORY CONDITIONS

Each player scores Victory Points for each objective marker their kill team controls at the end of each Battle Round.

Each player scores 1 Victory Point for controlling each of the 2 objective markers closest to their Deployment Zone, 2 Victory Points for controlling each of the 2 objective markers closest to their opponent's Deployment Zone, and 3 Victory Points if they control the objective marker in the center of the battlefield. The player with the most victory points at the end of the battle is considered the winner.

RESOURCES

In a campaign game the player that loses the mission loses 2 Materiel and the player that wins the mission gains 1 Materiel.

NARRATIVE TWIST

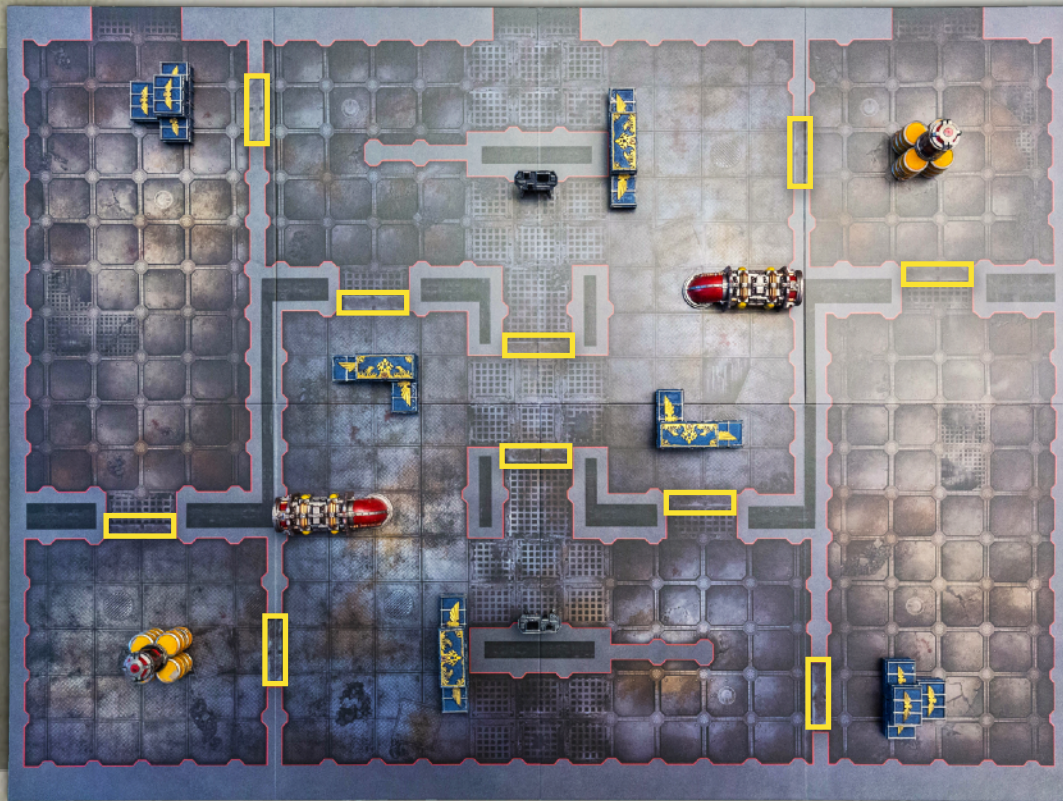
At the end of each Battle Round, each player must roll a D6 for each of their models that is not within 8" of another friendly model. On a 1 that model disappears into the darkness and is removed from the battlefield. Place removed models next to the board with all other models removed in this way. At the end of the next battle round, after rolling to see if any other models disappear, roll a D6 for any models that have been removed in previous rounds. On a 6, they can be set back up on the board anywhere that is 6" or more from other models. Models that end the game still removed are considered Out of Action.




**ARENA
BATTLE
2020**



KILLZONE: GARRISON VAULT



Please note the updated terrain placement. All Doors start the game in the **OPEN** position. Doorways have been marked with a  symbol

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.

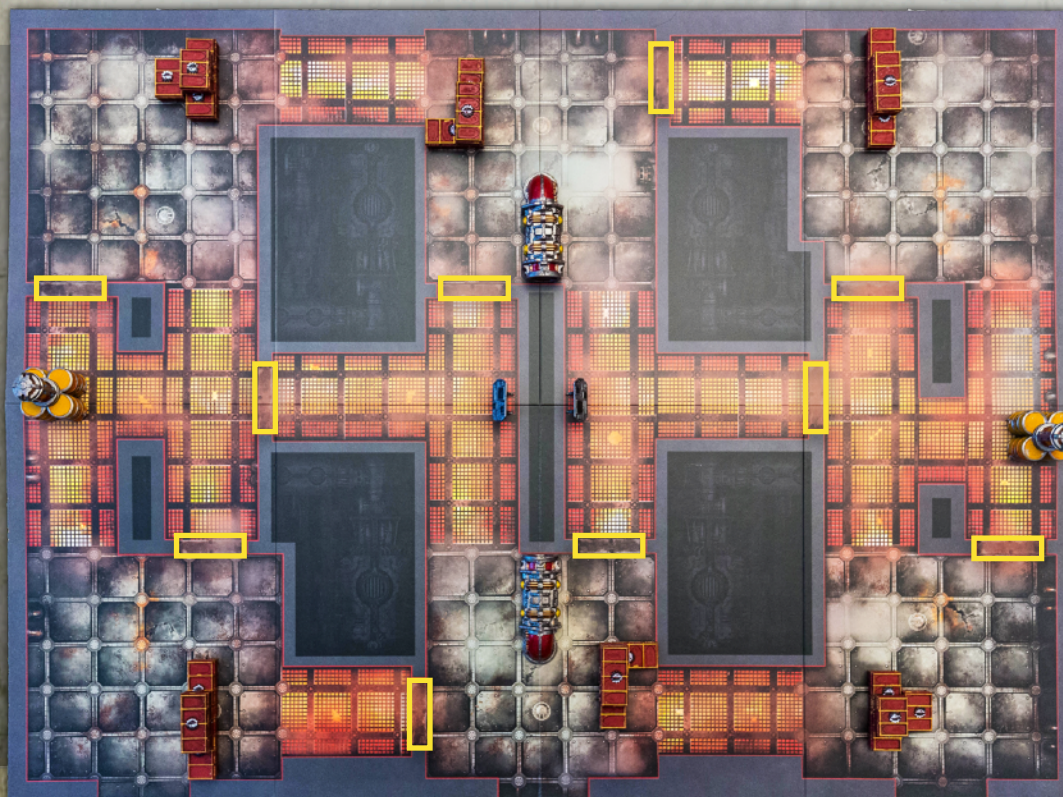
SPECIAL DOOR RULES:


DOORS ALL START OPEN.

INFANTRY/BATTLESUITS CAN OPEN/CLOSE A DOOR IF THEY START WITHIN 1" AND STAY STATIONARY OR END A NORMAL MOVE WITHIN 1" OF THE DOORWAY.

IF THERE ARE ENEMY MODELS WITHIN 1" OF THE SAME DOORWAY, THEY CAN PREVENT THE ACTION WITH A 5+ ROLL.

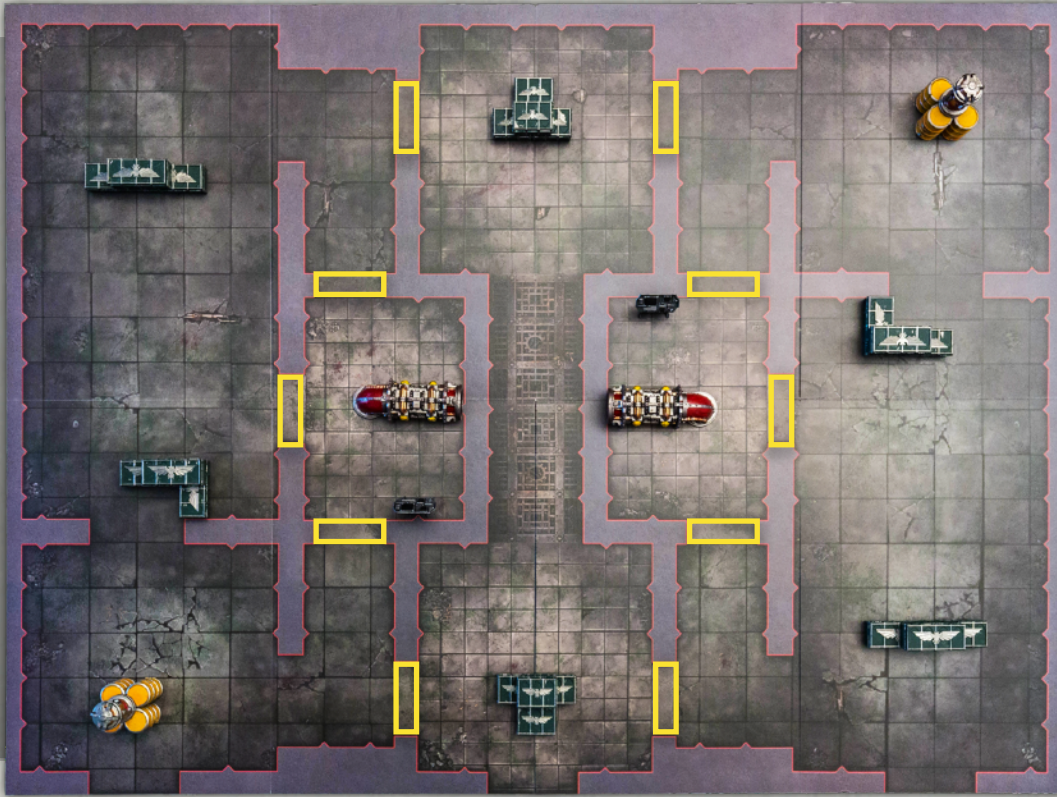
KILLZONE: GENERATORIUM




Please note the updated terrain placement. All Doors start the game in the **OPEN** position. Doorways have been marked with a  symbol

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.

KILL.ZONE: ARMORIUM STOCKPILE



Please note the updated terrain placement. All Doors start the game in the **OPEN** position. Doorways have been marked with a  symbol

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.

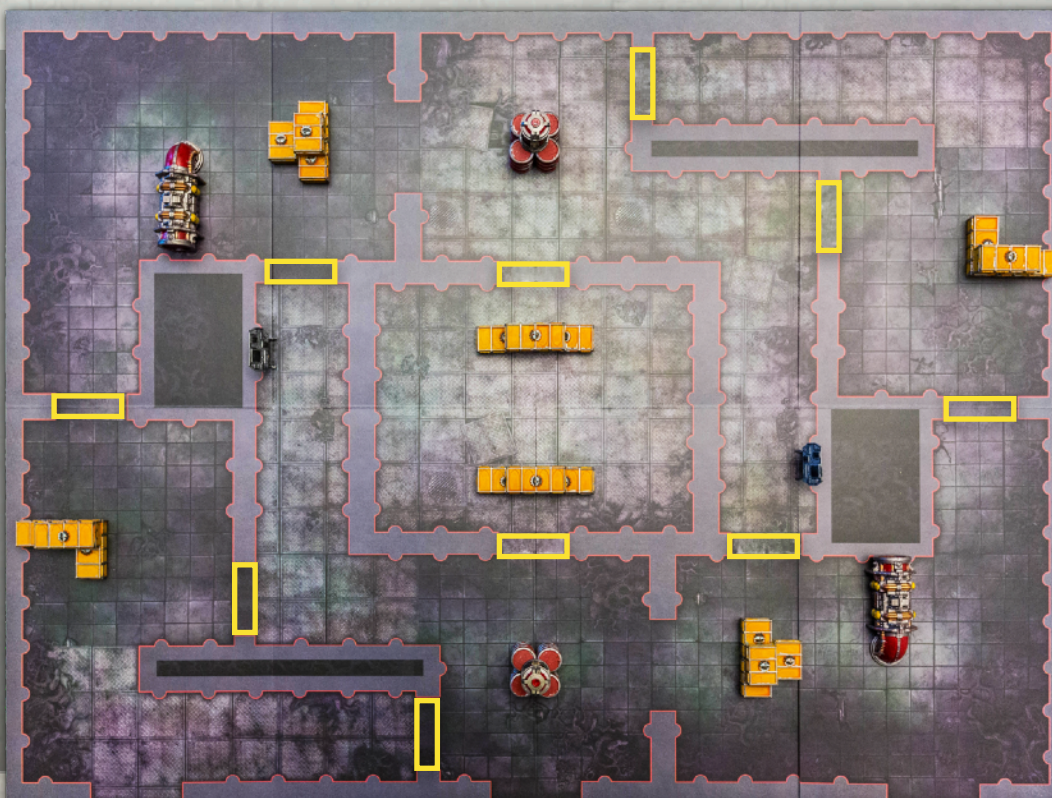
SPECIAL DOOR RULES:


DOORS ALL START OPEN.

INFANTRY/BATTLESUITS CAN OPEN/CLOSE A DOOR IF THEY START WITHIN 1" AND STAY STATIONARY OR END A NORMAL MOVE WITHIN 1" OF THE DOORWAY.

IF THERE ARE ENEMY MODELS WITHIN 1" OF THE SAME DOORWAY, THEY CAN PREVENT THE ACTION WITH A 5+ ROLL.

KILL.ZONE: CATACOMBS



Please note the updated terrain placement. All Doors start the game in the **OPEN** position. Doorways have been marked with a  symbol

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.

ARENA BATTLE 2020 CASUAL RULES

THE KILL TEAMS

Before each game, both players must agree which format they would like to play. Formats include, but are not limited to the following game types:

50, 100, 125, 150, or 200 Point Battle-Forged Kill Teams
50, 100, 125, 150, or 200 Point Non-Battle-Forged Kill Teams
150 or 200 Point Optional Commanders Game
150 or 200 Point Commanders Game

GAME LENGTH

Game length should be decided on before the game begins. Both players must agree which game length they would like to play. Game length includes, but is not limited to the following:

4, 5, or 6 Rounds

Variable Game Length [Use the rules for Variable Game Length from the *Elites Rule Book* (page 14).]

PRE-GAME SEQUENCE

After the kill team type and game length has been determined each player will follow this sequence:

1. Choose an Killzone and place the terrain as shown. (Pages 23 & 24)
 2. Choose a Mission (Pages 27-31)
 3. Choose 3 Secondary Objectives (from the list on Page 4) and record them on a piece of paper or using the included game score sheet. (you may keep them secret from your opponent until they are scored for the first time).
- 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.

SCOUTING PHASE

Do not resolve the Scouting Phase in any mission.

PRIMARY and ARENA 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 12 Victory Points from the Primary Objectives in a mission.

Arena Objectives:

A player can score a maximum of 3 Victory Points for each Arena Objective (unless stated otherwise). As soon as a player scores a single Victory Point from an Arena Objective, that Arena Objective is immediately revealed to the opponent.

The maximum score a player can score in a game is 21 Victory Points (Primary + Arena).

GAME TIES

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.



ARENA OBJECTIVES

Choose any 3 Arena Objectives.

1

VICIOUS ASSAULT ♦

At the end of the Movement Phase, score 1 Victory Point if two or more different models from your kill team made a successful Charge move in this phase.

2

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.

3

MIND GAMES

At the end of the Morale phase, score 1 victory point if your opponent is forced to take a break test. Score 3 victory points if they successfully break.

4

OBLITERATION ♦

At the end of the Battle Round, score 1 Victory Point 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.

5

DOMINATION ♦

At the end of the battle round, score 1 victory point if more models from your kill team are within 3" of the centre of the battlefield than there are enemy models within 3" of the centre of the battlefield (not including shaken models).

6

HOLD THE PERIMETER ♦

Score 1 Victory Point if 3 or more models are within 3" of 3 different board corners.

7

DATA RECOVERY

Score 3 victory points at the end of the game if there is one objective that you have controlled every single round.

8

REAPER

Score 3 VP if you take 6 enemy models out of action throughout the course of the entire game.

9

POINT BLANK ♦

At the end of the Battle Round, score 1 VP if one or more models from your kill team made a shooting attack that took an enemy model out of action, and the attack was made from a range of 6" or less.

10

HEADHUNTER

Score 1 Victory Point for every enemy Specialist (other than the Leader) Out of Action. Score 3 Victory Points if all enemy Specialists (other than the Leader) are Out of Action or shaken.

11

OLD SCHOOL*

Score 1 Victory Point (to a maximum of 1) if your kill team takes one or more models Out of Action in the first Battle Round. In addition; score 1 Victory Point if you have one or more models wholly within the enemy's Deployment Zone at the end of the game. In addition; score 2 Victory Points if you take the enemy Leader Out of Action.

12

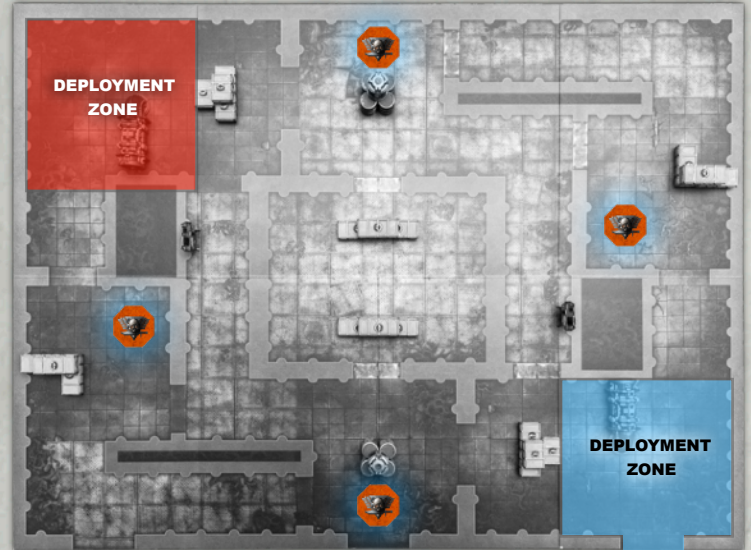
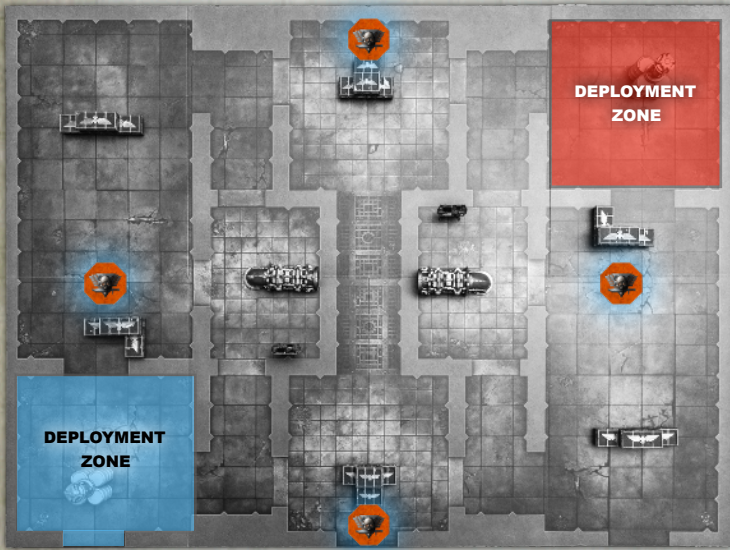
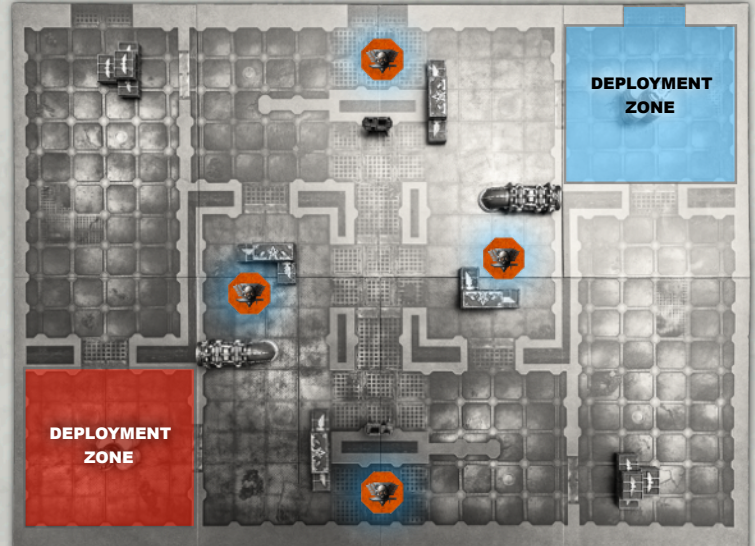
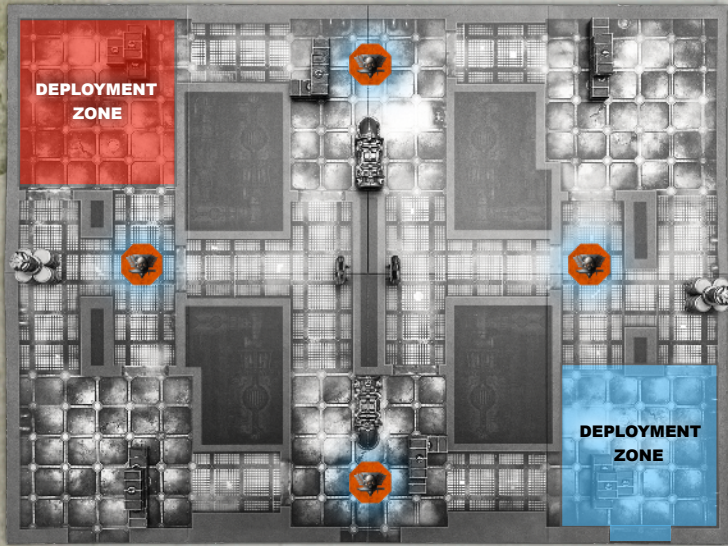
ENGINEER ♦

Nominate one INFANTRY model (other than your Leader) at the start of the game to be an 'Engineer,' and place a token next to them during the game; if this model is within 2" of the center of an objective marker at the start of the movement phase and not within 1" of an enemy model, score 1 VP. If you do so, that model cannot be chosen to move, react, manifest psychic powers or shoot in this battle round, and they can only be chosen to fight in the Fight Phase if they were charged this battle round.

♦ Can only score 1 Victory Point per turn.

* Old School can score a maximum of 4 Victory Points instead of 3 Victory Points in one game.

MISSION 1 - TRESPASS



Security has been compromised deep in the heart of an important military installation. A rapid response team is dispatched to engage with the trespassers. A fierce conflict ensues as the two teams vie for control of the important assets.

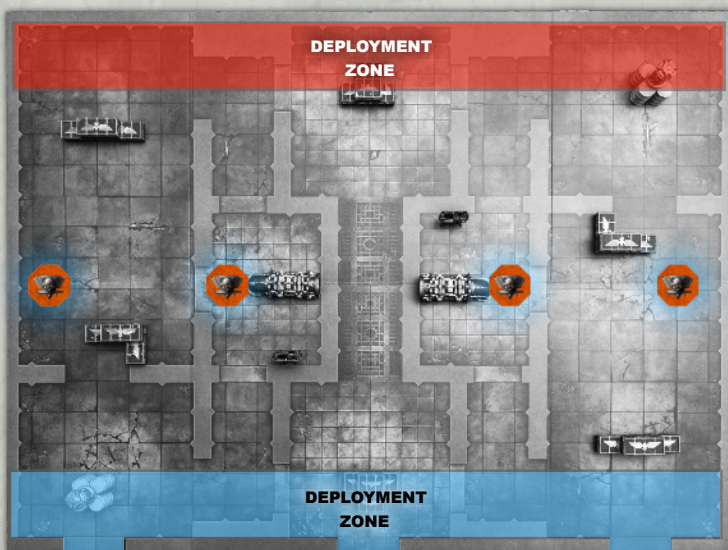
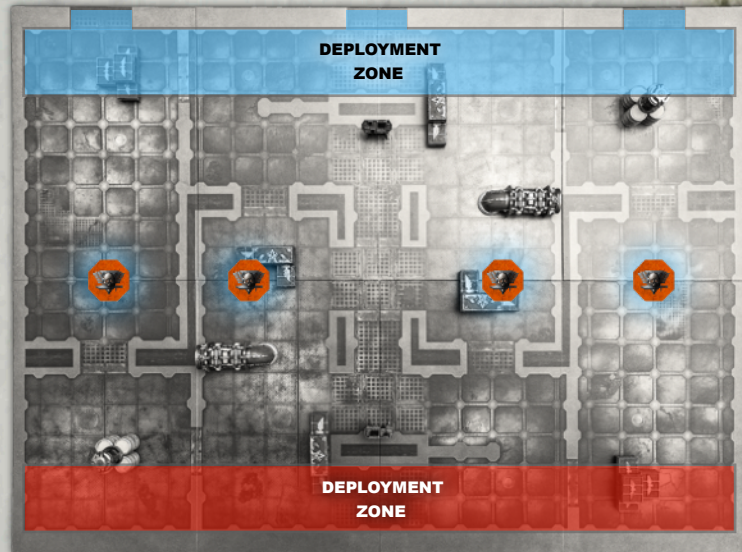
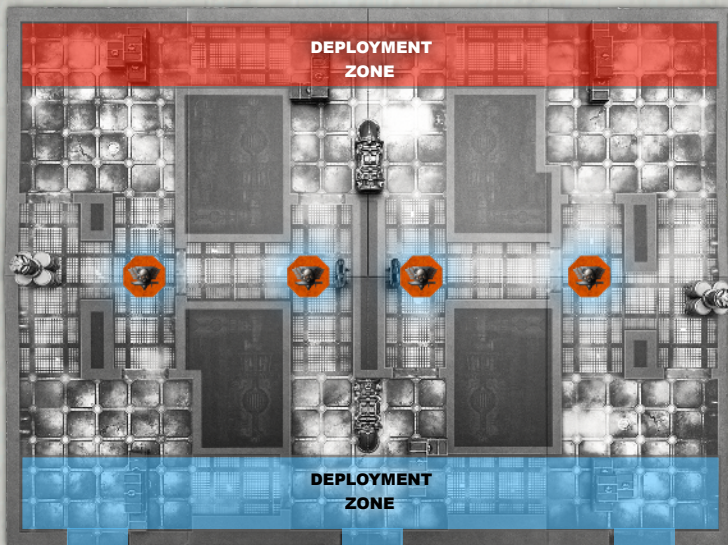
ARENA OBJECTIVES REFERENCE

Bounty Hunters	Mind Games	Engineer
Data Recovery	Reaper	Headhunter
Vicious Assault	Hold the Perimeter	Point Blank
Obliteration	Domination	Old School

NARRATIVE TWIST

Both players may put one model from their kill team into reserve. This model can bypass the normal restrictions for reserves in Arena. Other than this, this model follows the usual reserve rules for coming back in from reserve.

MISSION 2 - VANGUARD



Valuable assets remain unguarded in the no man's land between warring forces. Two kill teams are dispatched to arrest them from the grips of the enemy and secure a strategic win for their faction.

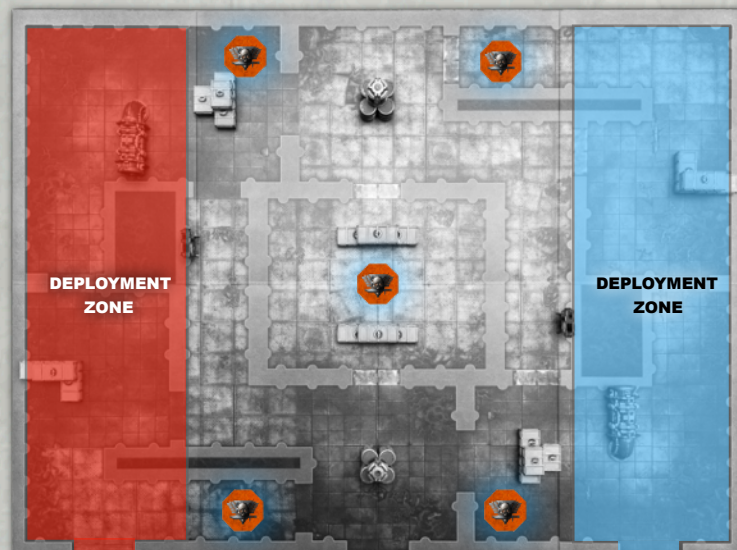
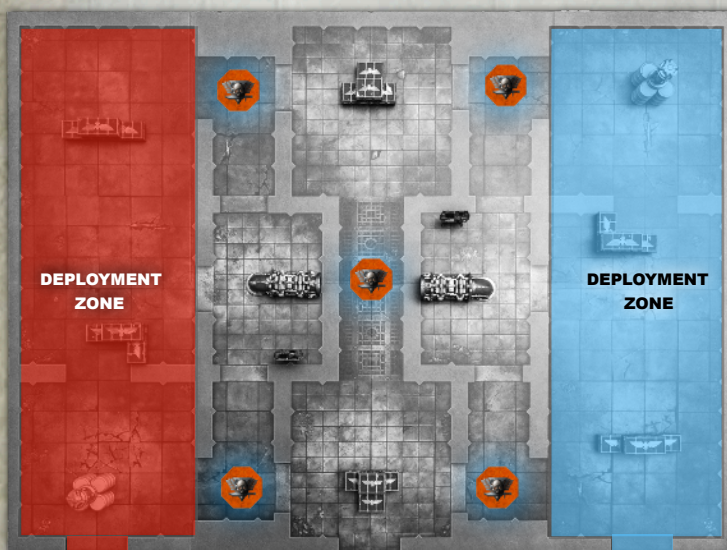
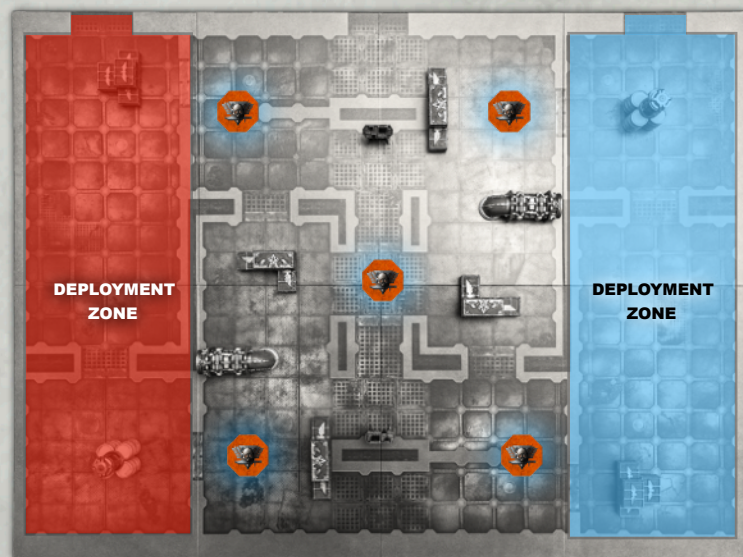
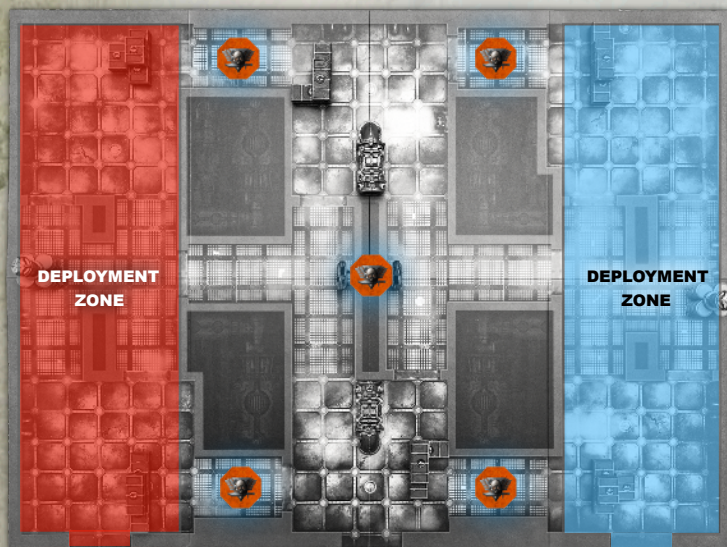
ARENA OBJECTIVES REFERENCE

Bounty Hunters	Mind Games	Engineer
Data Recovery	Reaper	Headhunter
Vicious Assault	Hold the Perimeter	Point Blank
Obliteration	Domination	Old School

NARRATIVE TWIST

If either player controls both terminals at the end of any Battle Round, they may instantly close or open one door, anywhere on the map for free. This action cannot be contested. If a model is within that doorway of the door being closed, roll a D6. On a 1 that model suffers a mortal wound.

MISSION 3 - HEADQUARTERS



Two kill teams that have been locked in a stalemate are finally given orders to secure vital positions and gain a foothold against their opponents. Both teams step out of highly fortified positions to engage the enemy.

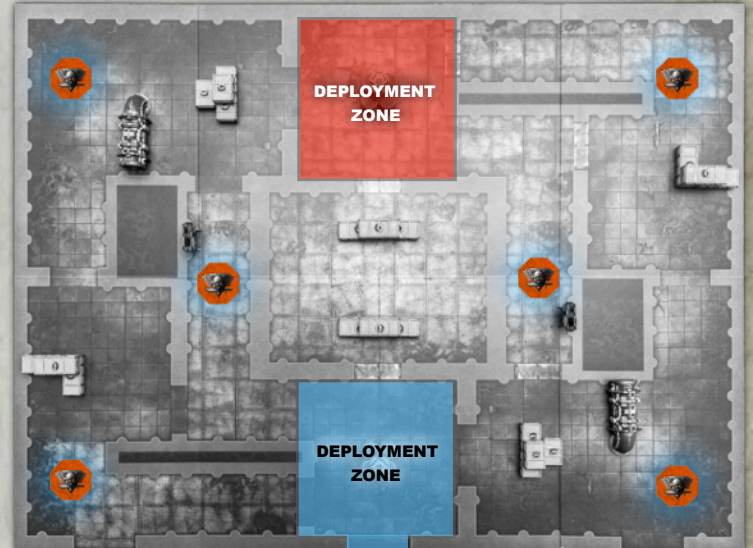
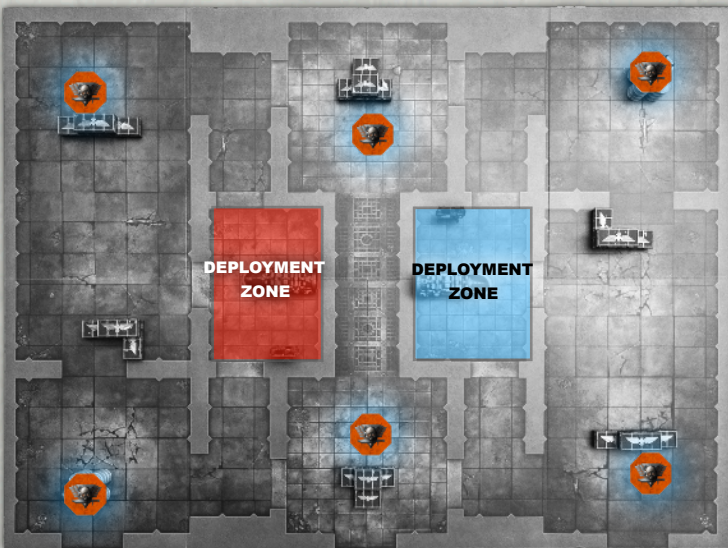
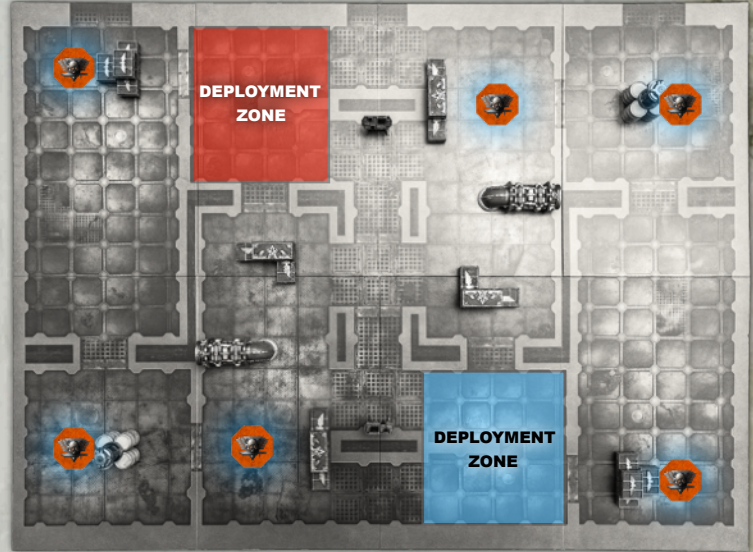
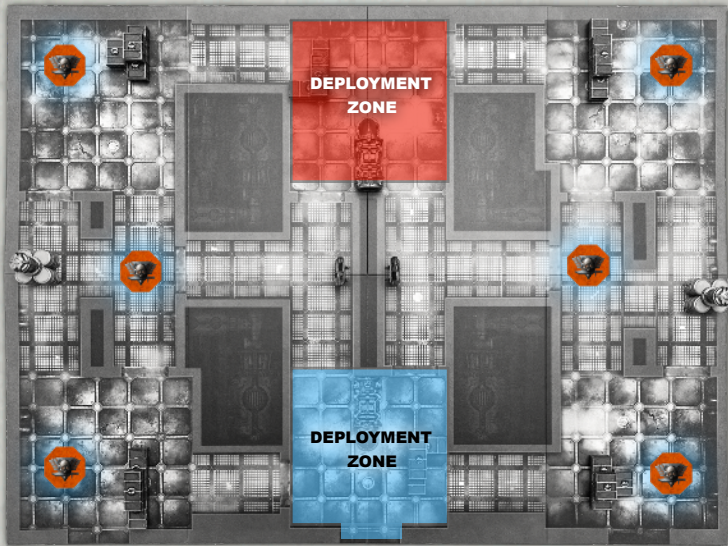
ARENA OBJECTIVES REFERENCE

Bounty Hunters	Mind Games	Engineer
Data Recovery	Reaper	Headhunter
Vicious Assault	Hold the Perimeter	Point Blank
Obliteration	Domination	Old School

NARRATIVE TWIST

Choose 1 model on your team to be a carrier and tell your opponent which model you have chosen. If this model ends the game in the enemy's Deployment Zone and is not shaken, score 3 additional bonus Victory Points that do not count towards your maximum Victory Points.

MISSION 4 - ESCAPE



Locked in a vicious struggle, a retreat order is received from high command. Both teams hasten to secure their escape whilst trying to complicate the retreat of their opponents in the process.

ARENA OBJECTIVES REFERENCE

Bounty Hunters	Mind Games	Engineer
Data Recovery	Reaper	Headhunter
Vicious Assault	Hold the Perimeter	Point Blank
Obliteration	Domination	Old School

NARRATIVE TWIST

After deployment is finished, before the first Initiative roll, both players can each close two doors anywhere on the board, starting with the player who won the deployment roll-off.

CASUAL TACTICS

SEIZE THE INITIATIVE

Tactic

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

SABOTEUR

Tactic

Pick a model from your kill team that is within 3" of the center of an objective marker. It does not have to be an objective that you control. That objective is impossible to control for either team and remains that way until this model is taken Out of Action, Shaken, or moves more than 3" from that objective.

2 COMMAND POINTS

NEW ORDERS

Maelstrom Tactic

Use this Tactic after generating your Maelstrom Objectives at the start of your turn. Immediately discard a Maelstrom Objective and generate a new one.

2 COMMAND POINTS

BLOW UP A DOOR

Arena Tactic

Use this Tactic in the Movement phase when a model in your kill team ends a normal move within 1" of a doorway. Roll a D6. On a roll of 4+ the door is opened permanently and removed from the game!

1 COMMAND POINT

REMOTE ACCESS

Arena Tactic

Use this Tactic at the end of the Movement phase, when an INFANTRY/BATTLESUIT model from your kill team that is not shaken is within 1" of a Terminal terrain feature, and there are no enemy models within 1" of that model. Open or close one door anywhere on the battlefield as if your model was within 1" of that doorway. If a model uses this tactic it cannot Shoot, use Psychic powers, or Fight this turn. If two players are attempting to use this Tactic at the same time, it is resolved in Initiative order.

1 COMMAND POINT

POINT BLANK OVERWATCH

Arena Tactic

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



CASUAL/ARENA SCORE SHEETS

Your Name: _____	BATTLE ROUND			
Your Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
1+ ENEMY MODELS OUT OF ACTION	1	1	1	1
MORE ENEMY MODELS OUT OF ACTION	1	1	1	1
TOTAL PRIMARY SCORE (MAX 12)	____ / 12			

Secondary Objectives (Max 3 VP per Secondary)				
1	1	1	1	
2	1	1	1	
3	1	1	1	

Your TOTAL SCORE: _____/21

Opponent's Name: _____	BATTLE ROUND			
Opponent's Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
1+ ENEMY MODELS OUT OF ACTION	1	1	1	1
MORE ENEMY MODELS OUT OF ACTION	1	1	1	1
TOTAL PRIMARY SCORE (MAX 12)	____ / 12			

Secondary Objectives (Max 3 VP per Secondary)				
1	1	1	1	
2	1	1	1	
3	1	1	1	

Opponent's TOTAL SCORE: _____/21

Your Name: _____	BATTLE ROUND			
Your Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
1+ ENEMY MODELS OUT OF ACTION	1	1	1	1
MORE ENEMY MODELS OUT OF ACTION	1	1	1	1
TOTAL PRIMARY SCORE (MAX 12)	____ / 12			

Secondary Objectives (Max 3 VP per Secondary)				
1	1	1	1	
2	1	1	1	
3	1	1	1	

Your TOTAL SCORE: _____/21

Opponent's Name: _____	BATTLE ROUND			
Opponent's Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
1+ ENEMY MODELS OUT OF ACTION	1	1	1	1
MORE ENEMY MODELS OUT OF ACTION	1	1	1	1
TOTAL PRIMARY SCORE (MAX 12)	____ / 12			

Secondary Objectives (Max 3 VP per Secondary)				
1	1	1	1	
2	1	1	1	
3	1	1	1	

Opponent's TOTAL SCORE: _____/21

MAELSTROM SCORE SHEET

Player 1 Name					Player 2 Name			
Picked	Discarded	Achieved	D6	D6	Objective	Achieved	Discarded	Picked
			1	1	Secure Objective 1			
			1	2	Secure Objective 2			
			1	3	Secure Objective 3			
			1	4	Secure Objective 4			
			1	5	Secure Objective 5			
			1	6	Secure Objective 6			
			2	1	Secure Objective 1			
			2	2	Secure Objective 2			
			2	3	Secure Objective 3			
			2	4	Secure Objective 4			
			2	5	Secure Objective 5			
			2	6	Secure Objective 6			
			3	1	Defend Objective 1			
			3	2	Defend Objective 2			
			3	3	Defend Objective 3			
			3	4	Defend Objective 4			
			3	5	Defend Objective 5			
			3	6	Defend Objective 6			
			4	1	Advance			
			4	2	Behind Enemy Lines			
			4	3	Hold the Line			
			4	4	Mission Critical Objective			
			4	5	Supremacy			
			4	6	Domination			
			5	1	Overwhelming Firepower			
			5	2	Blood and Guts			
			5	3	No Prisoners			
			5	4	Area Denial			
			5	5	Psychological Warfare			
			5	6	Master the Warp			
			6	1	Kingslayer			
			6	2	Witch Hunter			
			6	3	Scour the Skies			
			6	4	Assassinate			
			6	5	Big Game Hunter			
			6	6	Priority Orders Received			
Player 1 Final Score					Player 2 Final Score			

CAMPAIGN RESOURCES

RESOURCES

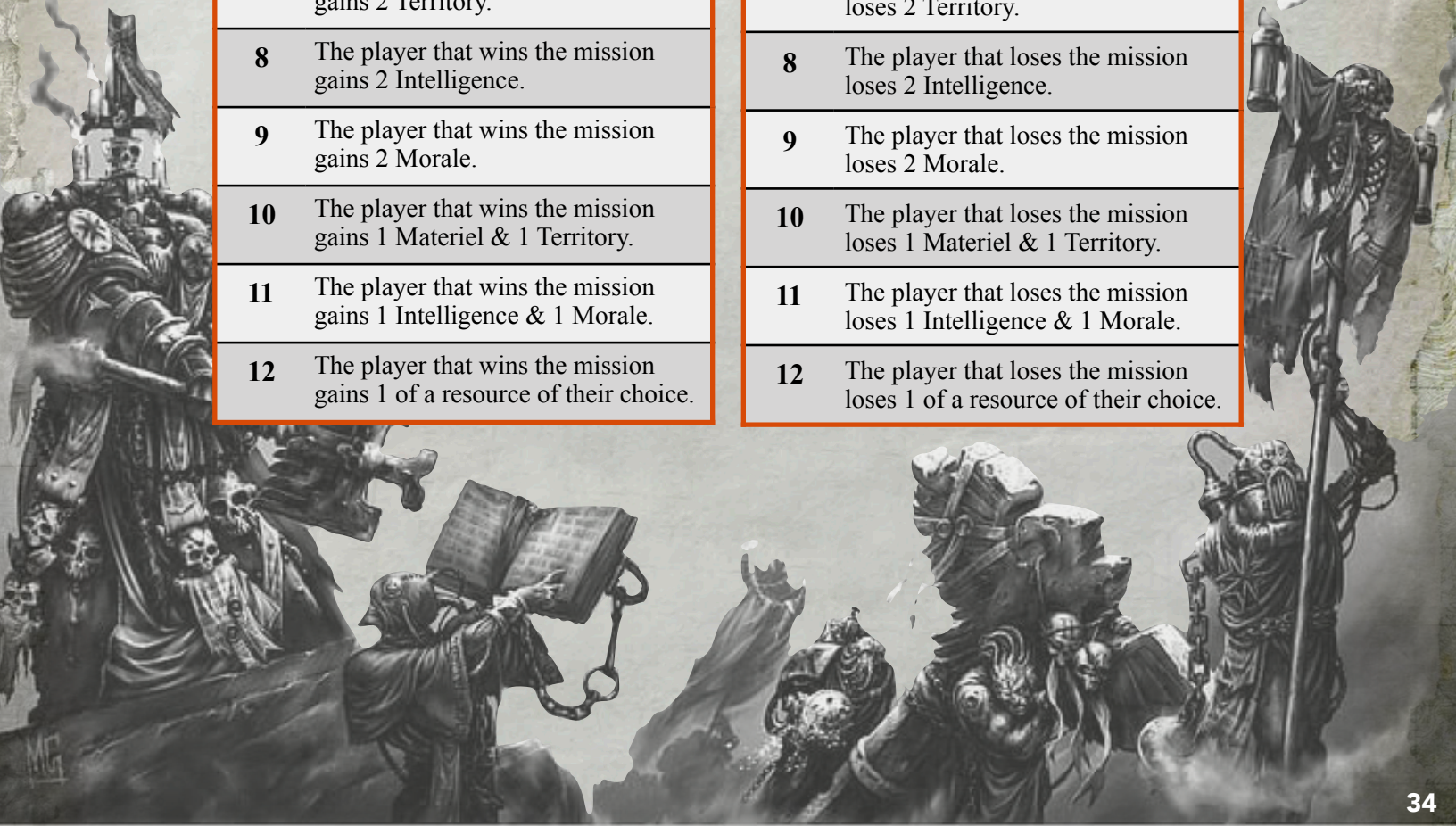
Unless the mission specifically indicates what resources are at stake for the mission, if you are playing a mission from this packet in a campaign, you should roll on the following D12 tables to determine which resources are at stake for the mission. These should be rolled after the mission ends.

WINNING RESOURCES

D12	RESULT
1	The player that wins the mission does not gain resources.
2	The player that wins the mission gains 1 Materiel.
3	The player that wins the mission gains 1 Territory.
4	The player that wins the mission gains 1 Intelligence.
5	The player that wins the mission gains 1 Morale.
6	The player that wins the mission gains 2 Materiel.
7	The player that wins the mission gains 2 Territory.
8	The player that wins the mission gains 2 Intelligence.
9	The player that wins the mission gains 2 Morale.
10	The player that wins the mission gains 1 Materiel & 1 Territory.
11	The player that wins the mission gains 1 Intelligence & 1 Morale.
12	The player that wins the mission gains 1 of a resource of their choice.

LOSING RESOURCES

D12	RESULT
1	The player that loses the mission does not lose resources.
2	The player that loses the mission loses 1 Materiel.
3	The player that loses the mission loses 1 Territory.
4	The player that loses the mission loses 1 Intelligence.
5	The player that loses the mission loses 1 Morale.
6	The player that loses the mission loses 2 Materiel.
7	The player that loses the mission loses 2 Territory.
8	The player that loses the mission loses 2 Intelligence.
9	The player that loses the mission loses 2 Morale.
10	The player that loses the mission loses 1 Materiel & 1 Territory.
11	The player that loses the mission loses 1 Intelligence & 1 Morale.
12	The player that loses the mission loses 1 of a resource of their choice.



SPECIAL THANKS TO:



GLASS HALF DEAD



BEERANID 40K

STRATEGIC ADVANTAGE



CHILL TEAM PODCAST

COMMAND POINT PODCAST

WARP CHARGED GAMING



KNIGHTSCAST

FRONTLINE GAMING

ORGANIZED BY

**KILL TEAM
STREAM**



PRODUCED BY SHELDON STEERE

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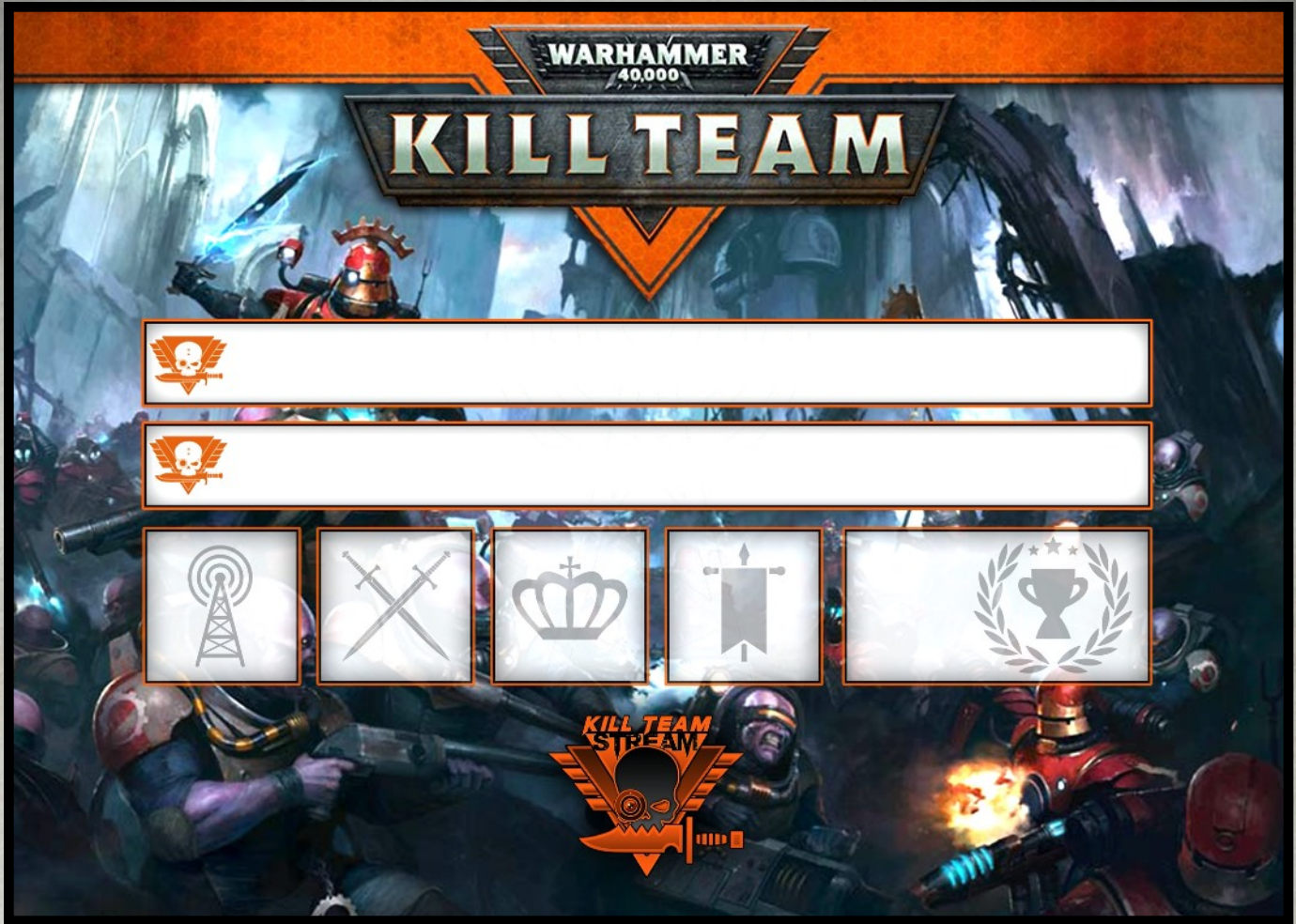


COMMAND ROSTER

PLAYER NAME	
FACTION	
MISSION	
BACKGROUND	
SQUAD QUIRK	

NAME	MODEL TYPE	WARGEAR	SPECIALISM	SUB-FACTION	DEMEANOUR	PTS

CAMPAIGN CARD



5TH RESOURCE: GLORY

+2 GLORY

**FOR WINNING THE FIRST MATCH AGAINST AN OPPONENT
IN A SINGLE WEEK.**

+1 GLORY

**FOR WINNING THE SECOND MATCH AGAINST AN
OPPONENT IN A SINGLE WEEK.**

MAX 6 GLORY PER WEEK

Glory does not count towards whether or not a team has reached Guerrilla status.
Guerrilla teams can still accrue Glory.