

KILL TEAM DISPOSITIONS

Some kill teams earn fame (or infamy) for waging a particular style of skirmish warfare. Experts in their field, they have become notorious for fighting on their own terms, be they daring guerrilla fighters, fanatical zealots or vicious headhunters.



When a kill team is deployed, it is invariably tasked with an important mission. It may need to destroy a key target such as a bunker or an enemy-held bridge. Perhaps the team has been ordered to disrupt a supply line or eliminate an enemy commander. Whatever their objective, a kill team should always have the right specialists for the job, be they demolition experts, snipers, comms operatives or just vicious close-quarters killers.

Some kill teams fight together for so long that they gain a reputation for their style of warfare, both amongst their own army and that of their foes. Many are naturally ferocious, making them perfectly suited to missions where bloodshed and terror are required. Some revel in spreading panic and confusion among the enemy ranks, while others prefer never to be seen at all, waging their battles from the shadows.

KILL TEAM ANNUAL 2019

Looking for more great gaming content for Kill Team? Then look no further than the Kill Team Annual 2019, which includes all the rules articles featured in *White Dwarf* last year, plus plenty of additional new content.



WHAT'S YOUR DISPOSITION?

The rules presented over the next few pages offer new ways to build narrative-focused kill teams that specialise in a particular style of war. Each model in your kill team gains that Disposition's keyword and access to a selection of new tactics that represent their style of fighting. Perhaps you've got an elite team of headhunting Drukhari raiders. Maybe you're fielding Orks with a penchant for stealth. It could be that your T'au are experts in guerrilla warfare. There are loads of options for creating your kill team's disposition.

There are also six new missions to play through. The first five are associated with their respective dispositions (though you can use any kill teams in these missions), while the sixth, Regroup, is set in the aftermath of a disaster where your warriors must fight through the enemy to regroup with their fellows. Skirmish battles await!

DISPOSITIONS

In narrative play games, you can select a Disposition for your kill team. Once you have determined the narrative of your kill team, select the Disposition that you feel is most appropriate to their way of waging war. If you have a command roster, record which Disposition you have selected. Every model in your kill team gains that Disposition's keyword and access to unique Tactics. Note that no kill team can have more than one Disposition, and models from your

kill team that are shaken or out of action cannot be selected as the target of Disposition Tactics. The Dispositions available for your kill team are as follows:

- **FEROCIOUS**
- **GUERRILLA**
- **HEADHUNTER**
- **DREAD**
- **COVERT**

FEROCIOUS

Some bands of warriors are borne into battle upon a flood tide of their own aggression and fury. Not for these reaving berserkers the cautious advance or subtle manoeuvre; they hurl themselves headlong towards the foe, their battle cries ringing across the battlefield, their blades brandished ready for the slaughter.

Though the missions undertaken by kill teams are often subtle or delicate in nature, the strategies and tactics employed by those undertaking them are not always thus. There are many warring factions in the 41st Millennium who – whether through warrior bravado, natural instinct or unholy fervour – think and fight in violently straight lines. Their attack is furious and unrelenting, their drive to charge into close quarters with the foe overwhelming. Against such a berserk onslaught, it is all the enemy can do to stand their ground without fleeing in terror. Once blades start to flash in the half-light, once blood sprays high and dismembered bodies thud to the ground all around, even that sliver of resistance quickly crumbles.

Amongst the Imperial ranks, such names as the Flesh Tearers, the Space Wolves or the Black Templars are redolent with inherent bloodlust. They are not alone, of course – Astra Militarum regiments such as the Karnak Skull-Takers and Orders such as the Bloody Rose are equally known for their zealous brutality in battle. Amongst the ranks of their heretic foes it is the worshippers of the Blood God who best embody these savage doctrines. World Eaters, Khorne Berzerkers and the daemons of that warlike god all fight with naked ferocity that leaves the battlefield a bloody abattoir in their wake. Many are the xenos races, also, that exhibit such savagery; Drukhari Wyches, ravaging Tyranid bio-beasts and belligerently aggressive Orks all fight best when they have their victims within range of blade, fang and mailed fist.

BLOODLUST

Ferocious Tactic

Use this Tactic when consolidating with a **FEROCIOUS** model from your kill team. Until the end of the phase, when that model consolidates, you can move it up to 6" instead of up to 3".

1 COMMAND POINT

HEAVY BLOW

Ferocious Tactic

Use this Tactic when you pick a **FEROCIOUS** model from your kill team to fight in the Fight phase. Until the end of the phase, improve the Armour Penetration characteristic of melee weapons that model is armed with by 1 (e.g. AP -1 becomes AP -2).

1 COMMAND POINT

MANIA

Ferocious Tactic

Use this Tactic at the end of a Fight sequence in which a **FEROCIOUS** model from your kill team takes an enemy model out of action. So long as that model is within 1" of an enemy model, it can immediately fight again.

1 COMMAND POINT

GUERRILLA

Sudden and violent attacks synchronised for maximum disruption can shatter the most prepared of defences. Convoys of precious resources or evacuees are especially vulnerable as they traverse the loneliest of routes, hoping to avoid detection. Striking fast, withdrawing and striking again, fluid and mobile warriors can dissect and bleed such positions dry.

The wise commander never underestimates the demoralising effect of unforeseen destruction from multiple angles, followed by a swift extraction. Those kill teams versed in such coordinated tactics work as a well-oiled entity. They anticipate each other's moves several steps ahead, ensuring the enemy never fully regain their balance after the initial shocking attack. Gunfire erupts from one quarter, grenade explosions from another, the enemy stumbling from cover to cover as crossfire from several sources shatter their cohesion. Piecemeal destruction hides their true strength, and misinformation is yet another weapon in these kill teams' arsenals. Where the enemy manage to muster a determined counter-attack, these fighters fall back in pre-arranged patterns, luring their pursuing foes into deadly ambushes.

The seamless coordination required by these tactics means that bonded kill teams of the T'au Empire excel in these roles. The instinctive predatory intelligence of the Tyranids and the stratagems perfected by the Adeptus Astartes of the Raven Guard Chapter also make them masters of this hit-and-run style of warfare, striking from the shadows before feigning retreat. Yet many factions have specialist corps who embody these kinds of attacks; raiders of the Adeptus Mechanicus converge on enemy positions along divine parabola beyond the flesh-bound minds of their foes, while the Thousand Sons and Asuryani weave complex tapestries of attacks that confuse and isolate the weak.

FEIGNED RETREAT

Guerrilla Tactic

Use this Tactic when you Fall Back with a **GUERRILLA** model from your kill team in the Movement phase. That model can shoot later in that battle round.

1 COMMAND POINT

COORDINATED ATTACK

Guerrilla Tactic

Use this Tactic after a **GUERRILLA** model from your kill team has resolved all of its attacks against one enemy model in the Shooting phase. Until the end of the phase, re-roll hit rolls of 1 for attacks made with ranged weapons by other **GUERRILLA** models in your kill team that target that enemy model.

1 COMMAND POINT

RAIDER

Guerrilla Tactic

Use this Tactic when you pick a **GUERRILLA** model from your kill team to fight with. For that fight sequence, that model can pile in and consolidate in any direction, rather than having to end the move closer to the nearest enemy model.

1 COMMAND POINT

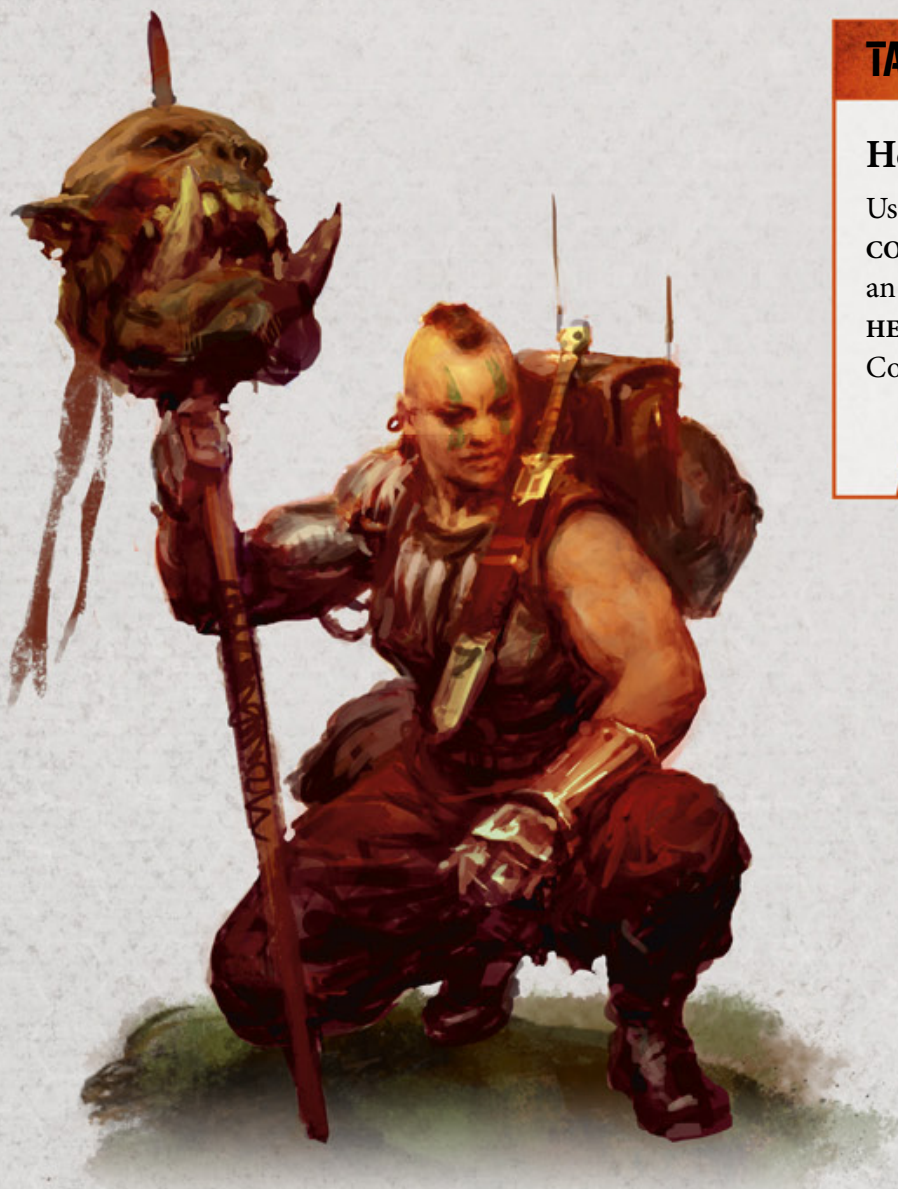


HEADHUNTERS

Victory in battle does not always stem from main force of arms. The brutal and direct route is often the most costly, while a single act of carefully directed murder can – in the right circumstances – unleash devastation more spectacular and devastating than an army's worth of firepower. Warriors skilled in such subtle arts are deadly indeed.

A common assignment for kill teams of almost every race is the elimination of some key enemy figure. Perhaps a charismatic demagogue forms the focus of the enemy's unshakeable faith, and that religious conviction is allowing them to hold firm long after their defences should surely have collapsed. Perhaps an enemy spy has seized vital secrets, secrets that – should they be allowed to return with them to their masters – could spell catastrophe on a system-wide scale. Perhaps it is as simple as eliminating the foe's most gifted general, so that their strategies might come undone and their armies be outmanoeuvred. In such scenarios, the crack of a sniper round punching through flesh and bone, or the spatter of gore as an assassin's knife drags a ragged wound across the target's throat, can lead to victory across entire war fronts.

Almost every warring faction in the galaxy employs warriors best suited to assassination and subterfuge. Even the belligerently unsubtle Orks can send mobs of slinking Kommandos to hunt down such valuable prey in their own sanctums; specialist combatants such as the terrifying Drukhari Mandrakes, the Eliminators of the Adeptus Astartes and the cloaked Stealth Suit Teams of the T'au Empire are renowned for their abilities to sow mayhem and murder behind enemy lines.



CRITICAL HIT

Headhunter Tactic

Use this Tactic after a saving throw is failed as a result of an attack made by a **HEADHUNTER** model from your kill team. Increase the damage inflicted as a result of that attack by 1.

1 COMMAND POINT

THE HIDDEN BLADE

Headhunter Tactic

Use this Tactic when you pick a **HEADHUNTER** model from your kill team to fight with in the Fight phase. Until the end of the phase, that model can only make a single attack with one weapon, but on an unmodified wound roll of 4+, that attack inflicts one mortal wound in addition to any normal damage.

1 COMMAND POINT

TARGET ELIMINATED

Headhunter Tactic

Use this Tactic after an enemy **Leader** or **COMMANDER** is taken out of action as a result of an attack made or psychic power manifested by a **HEADHUNTER** model from your kill team. Gain D3 Command Points.

1 COMMAND POINT

DREAD

Even the most stalwart warriors are not above a little wartime superstition. Battlefields breed tales of horror and atrocity, and those who perpetrate such deeds take on an almost supernatural aura of terror as gruesome tales of them are told and retold in frightened whispers. For such predatory killers, such fear becomes their deadliest weapon.

Monsters stalk the smoke and shadow of the battlefield, monsters in the guise of soldiers. Roaming the killing fields of no-man's land or slipping through the alleys and crumbling ruins of bombed-out cities, these kill teams single out their victims with merciless cruelty. They prey upon the weak and fearful, or else make examples of those who are strong so that the terror of their downfall spreads like a plague through those who are not. More than simply killing their enemies, they ruin them, gut them, spear their victims' severed heads upon spikes and drape their entrails from their own battlements. It is the aim of these merciless killers to cause such despair amongst the enemy that when their killing strike comes, none possess the courage to prevent it.

Many amongst the ranks of the Heretic Astartes excel in such tactics, the Night Lords chief amongst them. The

Drukhari, the Tyranids and the Necrons all have their own masters of fear and torment that they can unleash upon the foe. Yet it does not require a monstrous appearance to spread dread amongst the enemy, only a sufficiently terrible will to do that which the foe will not. Even amongst the Astra Militarum and T'au Empire there are those soldiers feared almost as much by their comrades as by their enemies, those whose deeds go down in infamy and whose campaigns of terror change the fates of worlds.

FEAR

Dread Tactic

Use this Tactic at the start of the take Nerve tests step of the Morale phase. Pick one **DREAD** model from your kill team. Until the end of the phase, opponents must roll one additional D6 and select the highest when taking Nerve tests for their models whilst they are within 6" of that model.

1 COMMAND POINT

NO ESCAPE

Dread Tactic

Use this Tactic when an opponent picks an enemy model within 1" of a **DREAD** model from your kill team to Fall Back. Until the end of the phase, that enemy model, and all other enemy models within 1" of your model, can only Fall Back on a D6 roll of 5+.

1 COMMAND POINT

REAPER

Dread Tactic

Use this Tactic when an enemy model that is shaken or has one or more flesh wounds is reduced to 0 wounds as a result of an attack made or psychic power manifested by a **DREAD** model from your kill team. That enemy model is taken out of action (do not make an Injury roll).

1 COMMAND POINT



COVERT

The deadliest blade is the one whose victim never sees it coming. A single well-placed shot can end an enemy's advance more swiftly than a lance of Imperial Knights. The best way to ensure the success of a given mission is to remain unseen until the time to strike is at hand. It is by these principles that many kill teams operate, stalking the shadows to outmanoeuvre and encircle their foes.

Even when no foes are in sight, it is only the foolhardy who lower their defences. Concealed kill teams prowl along the fringes of enemy encampments or follow silently in the footsteps of roving patrols, biding their time, waiting for their foe to expose a weakness. The twisted scrap of millennia-old battlefields and the tangled growth of death-world jungles provide ample cover in which these hunters can hide as they patiently observe their prey. When at last they do attack, the violence they unleash is swift and precise. Such a kill team is capable of eliminating its designated targets before any degree of resistance can be mustered, and as they fade back into their surroundings will often take

the bloody corpses of those they have slain with them, leaving no trace of their presence.

The Tempestus Scions of the 54th Psian Jakals are rightly feared for their covert elimination operations, and they are the presumed cause of countless Aeldari disappearing without trace. Without warning, broods of Tyranid Raveners burst up from blood-soaked soil and launch themselves at their prey before dragging the mangled and lifeless biomatter back underground. Similarly, Necron Flayed Ones emerge from their interstitial sub-dimension to slake their thirst for death and vanish without a trace once the slaughter is over.

HIDDEN HUNTER

Covert Tactic

Use this Tactic when you pick a **COVERT** model from your kill team to shoot with in the Shooting phase. Until the end of the phase, if the firing model is obscured from the target, ignore all negative modifiers to hit rolls and Injury rolls for attacks made by that model against that target.

1 COMMAND POINT

CONCEAL

Covert Tactic

Use this Tactic at the start of the Shooting phase. Pick one **COVERT** model from your kill team that is more than 8" from any enemy models. Until the end of the phase, that model cannot be chosen to shoot, but counts as obscured; if it would already count as being obscured, it counts as being at long range as well.

1 COMMAND POINT

AMBUSH

Covert Tactic

Use this Tactic when you pick an enemy model as the target of a charge for a **COVERT** model from your kill team. If the charging model is obscured from that enemy model, that enemy model cannot React to that charge.

1 COMMAND POINT



NARRATIVE PLAY MISSION

BLOODBATH

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster.

THE BATTLEFIELD

Create the battlefield and set up terrain.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

The players roll off, and the winner chooses their deployment zone. Their opponent uses the other deployment zone. The players then alternate setting up models from their kill team, starting with the player that lost the roll-off. A player's models must be set up wholly within their deployment zone. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends immediately if all the models from one player's kill team are out of action. Otherwise at the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the initiative rolls one D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

BLOOD FRENZY

Each time you pick a model from your kill team to move in the Movement phase, roll one D6. On a 6, that model succumbs to a blood frenzy. Whilst that model is

within 12" of enemy models, it must attempt to charge. In addition, you can re-roll charge rolls made for that model. If you could already re-roll charge rolls made for that model, instead you can re-roll charge rolls for that model and add 1 to charge rolls for that model. These effects last until the end of the battle round.

VICTORY CONDITIONS

If the battle ends because all the models from one player's kill team are out of action, their opponent wins. Otherwise, the player with the most victory points is the winner. If the players have the same number of victory points, the players draw. At the end of each battle round, each player scores 1 victory point for each of the following:

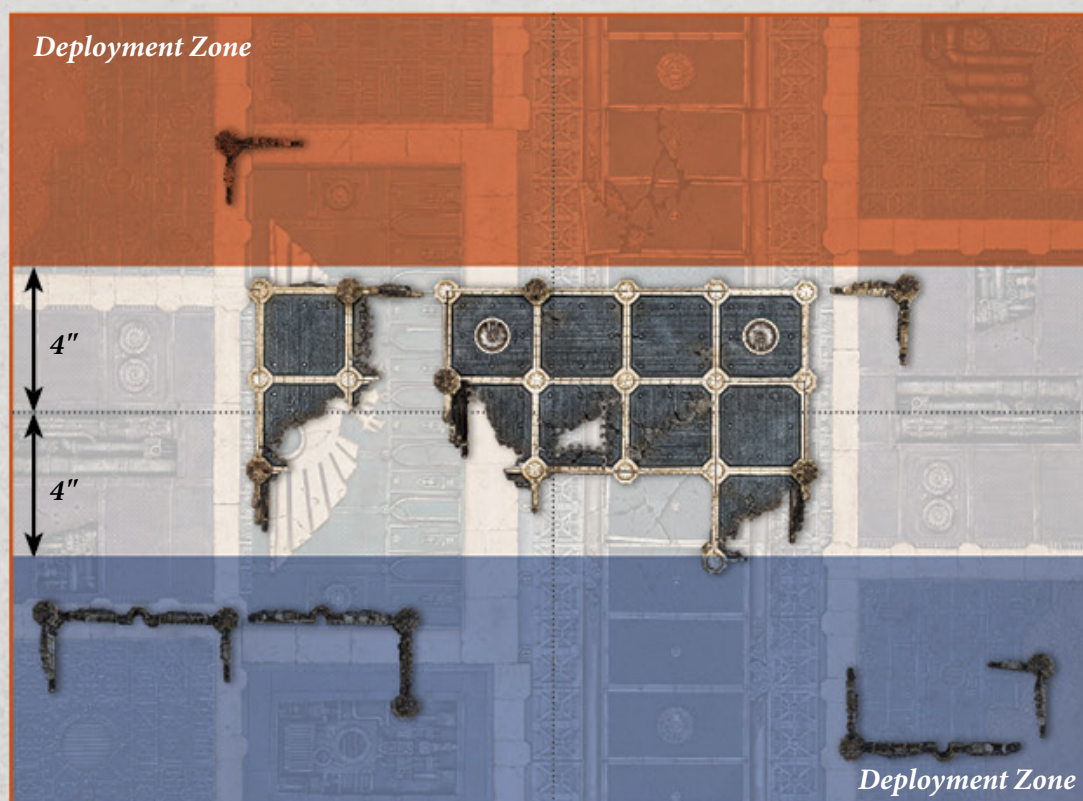
- An enemy model was taken out of action as a result of an attack made with a melee weapon by a model from your kill team
- Two or more enemy models were taken out of action as a result of an attack made with a melee weapon by a model from your kill team
- One or more models from your kill team are wholly within the enemy deployment zone
- You declared a charge with one or more models from your kill team and no models from your kill team Fell Back during this battle round

UNCONTROLLABLE BATTLE LUST

Tactic

Use this Tactic after a model from your kill team has charged. That model is subject to the Blood Frenzy rule for the rest of the battle (you do not need to roll).

1 COMMAND POINT



NARRATIVE PLAY MISSION

RAID

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster. If only one player has a GUERRILLA kill team, they are automatically the attacker. Otherwise, choose which player will be the attacker and which will be the defender. If players can't agree, roll off and the winner decides.

THE BATTLEFIELD

Create the battlefield and set up terrain. Set up one objective marker as shown in the deployment map.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up all of their models wholly within their deployment zone. They cannot set up any models in reserve and cannot use any rules that allow them to set up differently (e.g. Concealed Position). The attacker then sets up all of their models wholly within their deployment zone.

BATTLE LENGTH

At the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the initiative rolls one D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

SHADES IN THE DISTANCE

Whilst an attacker's model is within the attacker's deployment zone, subtract 1 from Injury rolls made for that model as a result of shooting attacks if the shooting model is more than 8" away.

VICTORY CONDITIONS

The player with the most victory points is the winner. If the players have the same number of victory points, the players draw. If the objective marker has been removed from the battlefield (see Sabotage, below), the attacker scores 2 victory points. Otherwise, the defender scores 2 victory points. In addition, at the end of the battle, each player scores 1 victory point for each of the following:

- 1 or more enemy models out of action
- A quarter or more (rounding up) of the enemy kill team's models are out of action
- Half or more (rounding up) of the enemy kill team's models are out of action
- Three quarters or more (rounding up) of the enemy kill team's models are out of action

SABOTAGE

Attacker Tactic

Use this Tactic at the end of the battle round. If the attacker controls the objective marker, remove that objective marker from the battlefield.

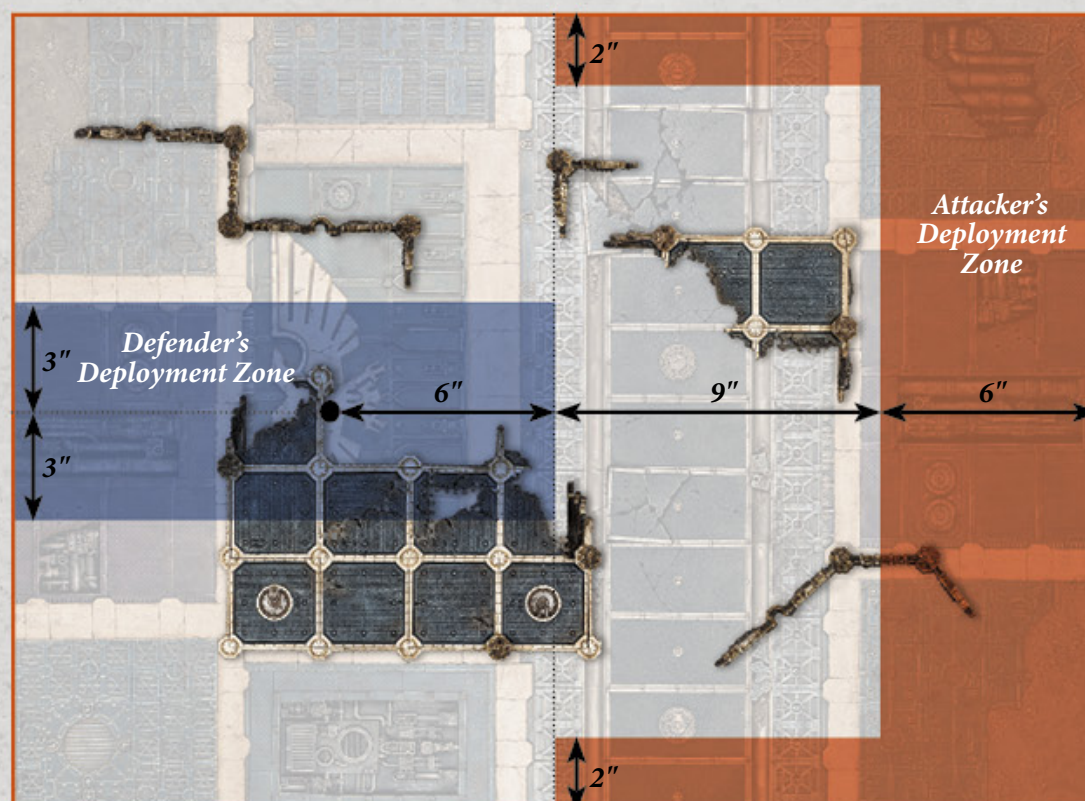
1 COMMAND POINT

RALLY

Defender Tactic

Use this Tactic at the end of the Morale phase. Select one model from your kill team. That model is no longer shaken.

1 COMMAND POINT



NARRATIVE PLAY MISSION ELIMINATION

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster. If only one player has a HEADHUNTER kill team, they are automatically the attacker. Otherwise, choose which player will be the attacker and which will be the defender. If players can't agree, roll off and the winner decides.

THE BATTLEFIELD

Create the battlefield and set up terrain. There should be a concentration of terrain in the defender's deployment zone to represent a defensible position set up in such a way that it would block line of sight to some areas of the battlefield. There should then be terrain spread across the battlefield for the attacker to launch their offense from.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up all of their models wholly within their deployment zone. They cannot set up any models in reserve and cannot use any rules that allow them to set up differently (e.g. Concealed Position). After they have set up their models, they must nominate one model from their kill team to be the Mark. The attacker then sets up all of their models wholly within their deployment zone.

BATTLE LENGTH

The battle ends automatically if the Mark is taken out of action. Otherwise at the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the initiative rolls one D6. This time the

battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

TAKE COVER

At the start of the Shooting phase, the defender can declare that the Mark will Take Cover. The Mark cannot shoot during this Shooting phase, but subtract 1 from hit rolls for attacks made with ranged weapons that target the Mark if it is obscured.

VICTORY CONDITIONS

If the Mark is taken out of action during the battle, the attacker is the winner. Otherwise, the defender is the winner.

DISTRACTION

Attacker Tactic

Use this Tactic at the start of the Shooting phase. Pick one model from your kill team. That model cannot be chosen as the target for attacks until it has been chosen to shoot with or you have chosen to pass.

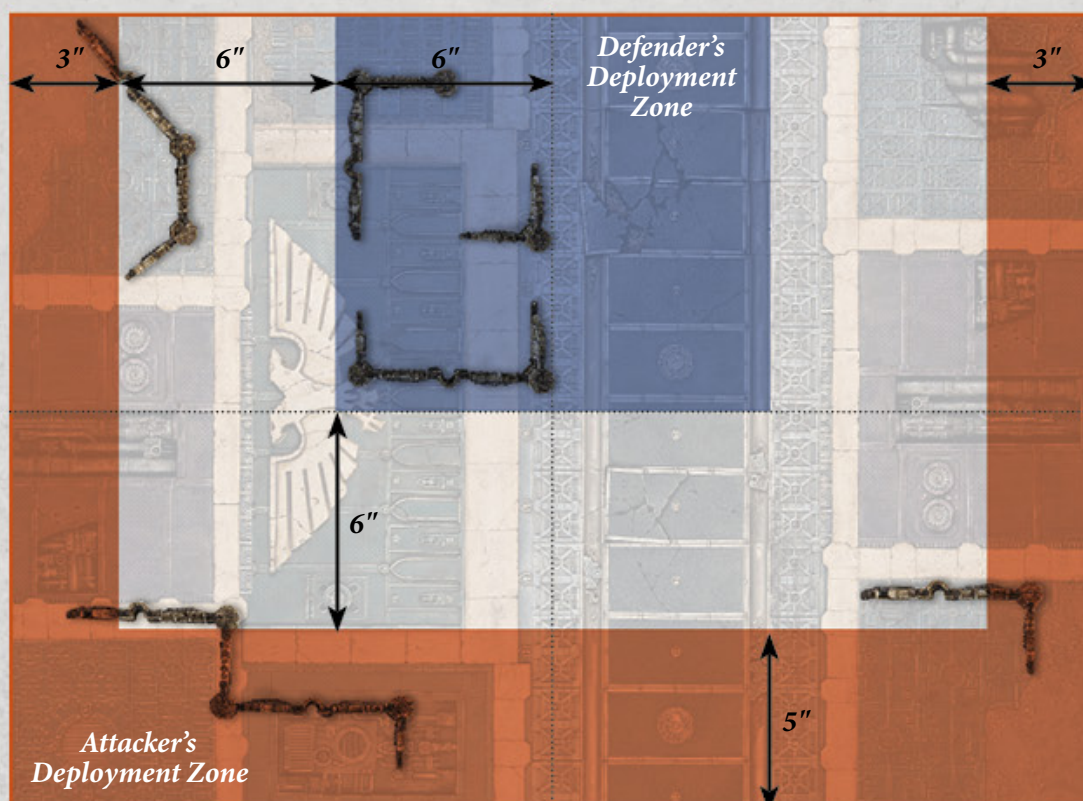
1 COMMAND POINT

STAYING LOW

Defender Tactic

Use this Tactic at the start of the Shooting phase. For the rest of the phase, enemy models cannot target the Mark unless it is the closest visible enemy model.

2 COMMAND POINTS



NARRATIVE PLAY MISSION

RAZE THEIR IDOLS

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster. If only one player has a DREAD kill team, they are automatically the attacker. Otherwise, choose which player will be the attacker and which will be the defender. If players can't agree, roll off and the winner decides.

THE BATTLEFIELD

Create the battlefield and set up three objective markers as shown on the map below. Then set up terrain across the battlefield, ensuring a fairly even spread.

SCOUTING PHASE

Resolve the Scouting phase as described in the *Kill Team Core Manual*.

DEPLOYMENT

The defender sets up all of their models wholly within their deployment zone. The defender cannot set up any models in reserve, and cannot use any rules that allow them to set up differently (e.g. Concealed Position). The attacker then sets up all of their models wholly within their deployment zone.

BATTLE LENGTH

The battle ends immediately if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the initiative rolls one D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

DESTROY THE IDOL

At the end of each battle round, for each objective

marker the attacker controls that does not have any enemy models that are not shaken within 1" of it, roll a D6. On a 2+, that objective marker is destroyed; remove it from the battlefield.

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, at the end of the battle, if the attacker has destroyed two or more objective markers, the attacker wins. Otherwise, the defender wins.

OUT OF THE DARKNESS

Attacker Tactic

Use this Tactic when a model from your kill team finishes a charge move within 1" of an enemy model and that had started that charge move obscured from that enemy model. Until the end of the turn, re-roll hit and wound rolls of 1 in the Fight phase for attacks made by that model that target that enemy model.

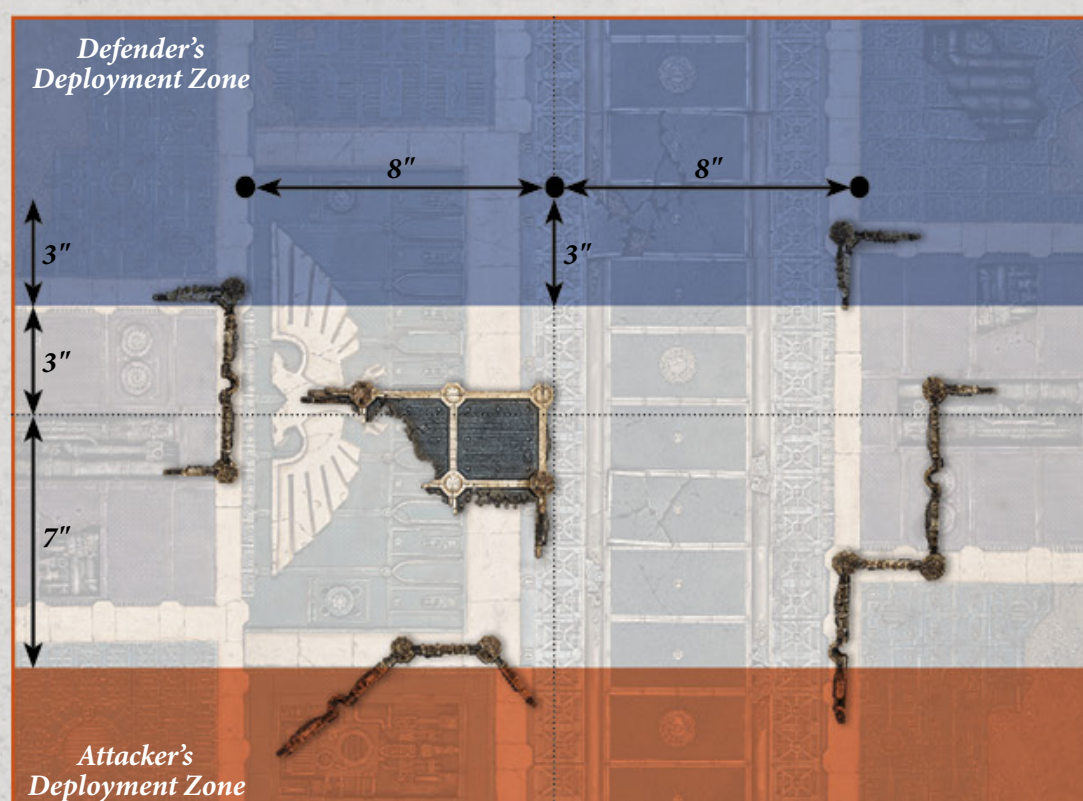
1 COMMAND POINT

SPIRITED DEFENCE

Defender Tactic

Use this Tactic at the end of the Morale phase. Select one shaken model from your kill team within 3" of an objective marker. That model is no longer shaken.

2 COMMAND POINTS



NARRATIVE PLAY MISSION

INFILTRATE

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster. If only one player has a COVERT kill team, they are automatically the attacker. Otherwise, choose which player will be the attacker and which will be the defender. If players can't agree, roll off and the winner decides.

THE BATTLEFIELD

Create the battlefield and set up one objective marker as shown on the map below. Then set up terrain across the battlefield, ensuring it is set up in such a way that the attacker's models can be obscured as they approach the objective marker.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The defender sets up half their models (rounding down) wholly within their deployment zone and more than 6" from any other models (including each other). They cannot use any rules that allow them to set up differently (e.g. Concealed Position). The rest of their models, and any models that cannot be set up on the battlefield, are set up in reserve (see *Kill Team: Elites*). The attacker then sets up all of their models wholly within their deployment zone.

BATTLE LENGTH

The battle ends immediately if there is only one unbroken kill team on the battlefield. Otherwise, at the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player

with the initiative rolls one D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

ALL IS QUIET

At the start of the first battle round, All is Quiet. The defender's models cannot do anything except make normal moves whilst All is Quiet, and cannot set up any models from reserve. All is Quiet ends under the following circumstances:

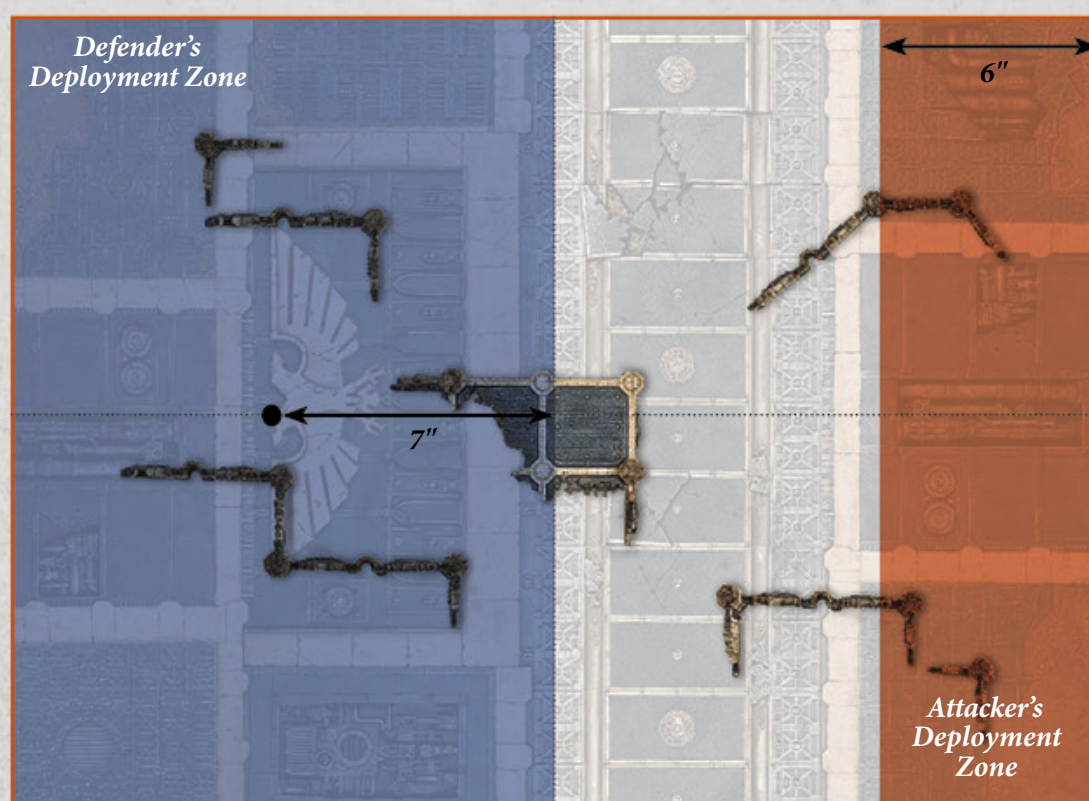
- A model from the defender's kill team is ever within 6" of a model from the attacker's kill team
- A model from the defender's kill team is ever within 9" of a model from the attacker's kill team, and the attacker's model is not obscured from the point of view of that model
- A model from the attacker's kill team attacks with a ranged weapon or manifests a psychic power
- At the end of battle round 2

ON WATCH

At the start of each Initiative phase, if All is Quiet, the defender is always the player with initiative. Whilst All is Quiet, the defender's models can only make a normal move on a D6 roll of 5+, and if they do, they can only move D6". Finally, the defender cannot use the Outflank Tactic in this battle.

VICTORY CONDITIONS

If the battle ends because there is only one unbroken kill team on the battlefield, that kill team's player wins. Otherwise, at the end of the battle, if the attacker's kill team controls the objective marker, the attacker wins. Otherwise, the defender wins.



LURK**Attacker Tactic**

Use this Tactic after an enemy model finishes any kind of move within 9" of a model from your kill team. If that model from your kill team is more than 1" from any enemy models, it can make a normal move up to 3", even if it has already moved this phase, or you can Ready it.

1 COMMAND POINT**FULL ALERT****Defender Tactic**

Use this Tactic when you set up a model from reserve. That model is Readied.

1 COMMAND POINT

NARRATIVE PLAY MISSION

REGROUP

THE KILL TEAMS

This is a mission for two players. Each player selects a Battle-forged kill team from their command roster.

THE BATTLEFIELD

Create the battlefield and set up terrain.

SCOUTING PHASE

Do not use the rules for the Scouting phase in this mission.

DEPLOYMENT

The players divide the battlefield into six equal sections, as shown on the map below. The players roll off, then alternate setting up models starting with the player who lost the roll-off. To set up a model, randomly determine one battlefield section by rolling one D6. That model must be set up wholly within that section, more than 3" from any other models. If this is not possible, randomly determine another battlefield section to set up that model within. If a player runs out of models to set up, skip them. Continue setting up models until both players have set up their kill teams. Once the players have set up all their models, deployment ends and the first battle round begins.

BATTLE LENGTH

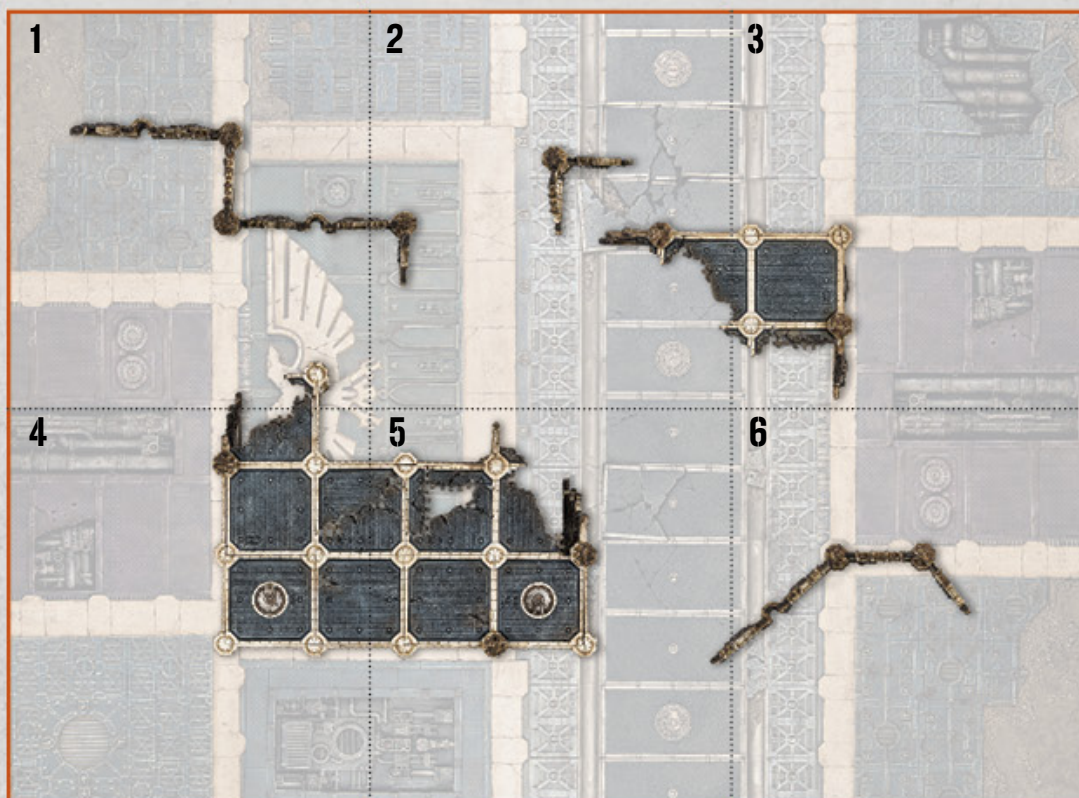
The battle ends immediately if all the models from one player's kill team are out of action. Otherwise, at the end of battle round 4, the player with the initiative rolls one D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the player with the initiative rolls one D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

REGROUP

To establish how many models make up a group, pick one model from your kill team more than 6" from enemy models. Then, add the number of other friendly models within 6" of that model and more than 1" from enemy models.

VICTORY CONDITIONS

If the battle ends because all the models from one player's kill team are out of action, their opponent wins. Otherwise, the player with the most victory points is the winner. If the players have the same number of victory points, the players draw. At the end of each battle round, the player with the largest group of models (see Regroup, above) scores 1 victory point. In addition, at the end of the battle, if a player's kill team is broken, their opponent scores 3 victory points.



BREAKTHROUGH**Tactic**

Use this Tactic when you pick a model from your kill team to move. Until the end of the phase, add 2" to the Move characteristic of that model, and it can move through other models and their bases.

1 COMMAND POINT**STAND TOGETHER****Tactic**

Use this Tactic when a model from your kill team is chosen as the target of a charge. Pick up to two other models from your kill team within 3" of that model. Those models Stand Together. Until the end of the phase, whenever a model that Stands Together is chosen as the target of a charge, other friendly models that Stand Together can React as if they were the target of that charge.

1 COMMAND POINT