ORDEROFGAMERS.COM

Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**. There's even a special EOG community on Discord — go to the website and click the link to join!

v1

Nov 2024

Game: **WARHAMMER 40,000: KILL TEAM**

Publisher: **Games Workshop (2024)**

WARHAMMER 40,000 KILL TEAM

BATTLE STRUCTURE

1. STRATEGY PHASE

1. INITIATIVE

In the first turning point, initiative is determined by the mission.

Subsequently, roll-off to determine initiative; the winner decides who has initiative. On a tie, the player who did not have initiative last turning point decides who has initiative.

The player with initiative takes the **initiative token**, activates first, and decides the order of resolution for rules that would happen at the same time.

2. READY

Each player gains 1 **command point** (CP). In each turning point after the first, the player without initiative gains 2 CP instead.

Each player readies all friendly operatives by flipping their **order token** to the ready (lighter) side.

3. GAMBIT

Starting with the player with initiative, players alternate either using a **strategic gambit/strategy ploy** (all ploys cost 1 CP unless otherwise specified), or passing. Repeat this until both players have passed in succession.

Any rule labelled **strategic gambit** can be used, but you cannot use each strategic gambit more than once per turning point.

2. FIREFIGHT PHASE

Starting with the player with initiative, players alternate activating 1 ready friendly operative. Repeat until all operatives have been activated.

1. DETERMINE ORDER

Give the operative an order (**engage** or **conceal**) with its ready (lighter) side faceup.

2. PERFORM ACTIONS

The **active operative** performs actions. Each action costs **action points** (AP) and you cannot spend more **AP** than the operative's **action point limit** (APL), or perform the same action more than once per activation.

Regardless of how many APL stat changes an operative is affected by, the total can never be more than +/- 1 from its normal **APL**.

All of an operative's actions do not have to be declared when it is activated. If an action is declared or begun but impossible to complete, cancel it and revert to the game state before that action.

3. EXPENDED

When you've finished with your operative's activation, that operative is **expended** (not ready). Flip its order to the dark side.

COUNTERACT

Instead of activating, if all your operatives are expended but your opponent still has ready ones, you can select an expended friendly operative with an engage order to **perform a 1 AP action for free**.

Each operative can only counteract once per turning point, and cannot move more than 2" while counteracting. Counteracting is optional. In any case, activation alternates back to your opponent afterwards.

ACTIONS

Actions have **effects** ▶, and **conditions** ◆ that must be fulfilled for the operative to perform that action.

Universal actions can be performed by all operatives unless specified otherwise. **Unique** actions are rarer actions in your kill team's rules that can only be performed by specific operatives.

Mission actions may be found in your mission pack, killzone rules or the equipment you've selected.

Free actions can only be performed when another rule specifies. Also, the conditions of the action must be met, the action cannot cost the operative any additional AP to perform, and the operative still counts as performing the action for all other rules purposes.

UNIVERSAL ACTIONS

REPOSITION (1 AP)

▶ Move the operative up to its **MOVE** to a location it can be placed. This must be done in straight-line increments, each of which must be rounded up to the nearest inch.

▶ It cannot move within **control range** of an enemy operative, unless any other friendly operatives are already within control range of that enemy operative (in which case it can move within control range but cannot finish the move there).

◆ An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **FALL BACK** or **CHARGE** action.

An operative's **MOVE** can never be changed to less than 4".

DASH (1 AP)

▶ The same as **REPOSITION**, except can only move up to 3". It also cannot climb during this move, but can drop and jump.

◆ An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **CHARGE** action.

FALL BACK (2 AP)

▶ The same as **REPOSITION**, except the active operative can move within control range of an enemy operative, but cannot finish the move there.

◆ An operative cannot perform this action *unless* an enemy operative is within its control range, or during the same activation in which it performed the **REPOSITION** or **CHARGE** action.

CHARGE (1 AP)

▶ The same as **REPOSITION**, except the active operative can move an additional 2". It can move, and must finish the move, within control range of an enemy operative. If it moves within control range of an enemy operative that no other friendly operatives are within control range of, it cannot leave that operative's control range.

◆ An operative cannot perform this action while it has a **conceal** order, if it's already within control range of an enemy operative, or during the same activation in which it performed the **REPOSITION**, **DASH** or **FALL BACK** action.

PICK UP MARKER (1 AP)

▶ Remove a marker the operative controls that the **PICK UP MARKER** action can be performed upon. That operative is now carrying, contesting and controlling that marker.

◆ An operative cannot perform this action while within control range of an enemy operative, or while it's carrying a marker.

PLACE MARKER (1 AP)

▶ Place a marker the active operative is carrying within its control range. If an operative carrying a marker is **incapacitated**, it must perform this action before being removed from the killzone, but does so for 0 AP (this takes precedence over all rules that prevent it from doing so).

◆ An operative cannot perform this action during the same activation in which it already performed the **PICK UP MARKER** action (unless incapacitated).

SHOOT (1 AP)

▶ Shoot with the operative. The operative's player is the **attacker**. The selected enemy operative's player is the **defender**.

◆ An operative cannot perform this action while it has a **conceal** order, or while within control range of an enemy operative.

FIGHT (1 AP)

▶ Fight with the operative. The operative's player is the **attacker**. The selected enemy operative's player is the **defender**.

◆ An operative cannot perform this action *unless* an enemy operative is within its control range.

SHOOT

1. SELECT WEAPON

Select 1 ranged weapon (🔫) the active operative has and collect a number of **attack dice** equal to the weapon's **ATK**.

2. SELECT VALID TARGET

Select an enemy operative that's a **valid target** and has no friendly operatives within its control range.

🔥 **If the target has an engage order,** it's a valid target if it's visible to the active operative.

💀 **If the target has a conceal order,** it's a valid target if it's visible to the active operative and not in cover.

An operative is **visible** if the active operative can see it. Look from behind the operative and see if you can draw an unobstructed straight line 1mm in diameter from its head to any part of the target (ignore bases). An operative is always visible to itself.

An operative is in **cover** if there's intervening terrain in its control range (but it cannot be in cover within 2" of the active operative).

3. ROLL ATTACK DICE

Roll your attack dice. Each result that equals or beats the weapon's **HIT** is a success and is retained. Each result that doesn't is a fail and is discarded. Each result of 6 is always a **critical success**. Each other success is a **normal success**. Each result of 1 is always a fail.

If the target operative is obscured:

- The attacker must discard 1 success of their choice instead of retaining it.
- All the attacker's critical successes are retained as normal successes and cannot be changed to critical successes (this takes precedence over all other rules).

An operative is **obscured** if there's intervening **heavy terrain** (but not if that terrain is within 1" of either operative).

4. ROLL DEFENCE DICE

The defender collects **3 defence dice**. If the target operative is in cover, they can retain 1 normal success without rolling it as a **cover save**. They roll the remainder.

Each result that equals or beats the target's **SAVE** is a success and is retained. Each result that doesn't is a fail and is discarded. Each result of 6 is always a **critical success**. Each other success is a **normal success**. Each result of 1 is always a fail.

5. RESOLVE DEFENCE DICE

The defender allocates all their successful defence dice to block successful attack dice.

- 1 normal success can block a normal success.
- 2 normal successes can block a critical success.
- A critical success can block a normal or a critical success.

6. RESOLVE ATTACK DICE

All successful unblocked attack dice inflict damage on the target operative.

- A normal success inflicts damage equal to the weapon's **NORMAL DMG** (first value).
- A critical success inflicts damage equal to the weapon's **CRITICAL DMG** (second value).

Any operatives that were **incapacitated** are removed after the active operative has finished the action.

FIGHT

1. SELECT ENEMY OPERATIVE

Select an enemy operative within the active operative's control range to **fight** against. That enemy operative will **retaliate**.

If a rule says an operative cannot retaliate, they can still be fought against, but attack dice cannot be collected or resolved for them.

2. SELECT WEAPONS

Both players select 1 melee weapon (⚔) their operative has and collects a number of **attack dice** equal to the weapon's **ATK**.

3. ROLL ATTACK DICE

Both players roll their attack dice simultaneously. Each result that equals or beats their selected weapon's **HIT** is a success and is retained. Each result that doesn't is a fail and is discarded.

Each result of 6 is always a **critical success**. Each other success is a **normal success**. Each result of 1 is always a fail.

While a friendly operative is **assisted** by other friendly operatives, improve the **HIT** of its melee weapons by 1 for each doing so.

For a friendly operative to assist, it must be within control range of the enemy operative in that fight and not within control range of another enemy operative.

6. RESOLVE ATTACK DICE

Starting with the attacker, players alternate resolving one of their successful unblocked attack dice. Repeat until one player has resolved all their dice (in which case their opponent resolves all their remaining dice), or one operative in that fight is **incapacitated**.

When a player resolves a dice, they must **strike** or **block** with it.

If they strike, inflict damage on the enemy operative, then discard that dice.

- A normal success inflicts damage equal to the weapon's **NORMAL DMG** (first value).
- A critical success inflicts damage equal to the weapon's **CRITICAL DMG** (second value).

If they block, they can allocate that dice to block one of their opponent's unresolved successes. You can still block even if your opponent has no unresolved successes remaining.

- A normal success can block a normal success.
- A critical success can block a normal or a critical success.

DAMAGE

When an operative is damaged, reduce its **WOUNDS** (W) by that amount. Mark lost wounds with tokens or similar.

An operative reduced to 0 or less wounds is **incapacitated**, then removed from the killzone.

An operative with fewer than its starting wounds remaining is **wounded**.

An operative with fewer than half of its wounds remaining is **injured**. Subtract 2" from its **MOVE**, and worsen the **HIT** of its weapons by 1.

PLOYS

Unless otherwise specified, **all ploys cost 1 CP to play.**

Every strategy ploy is a **strategic gambit** (used in the Gambit step of the Strategy phase). Unless they apply rules that are resolved 'immediately', they apply rules that last until the end of the turning point.

Firefight ploys are used in the Firefight phase and apply their specified rules.

All players have access to the **command re-roll** firefight ploy and their kill team-specific ploys. Other than the command re-roll, each player cannot use each ploy more than once per turning point.

COMMAND RE-ROLL

Use this **firefight ploy** after rolling your attack or defence dice. You can re-roll one of those dice.

TERRAIN AND MOVEMENT

Operatives cannot move through terrain - they must move around, climb over or drop/jump off it. They must finish a move in a location they can be placed (not midway through a climb, drop or jump). If this isn't possible, they cannot begin the move.

CLIMBING

An operative must be within 1" horizontally and 3" vertically of terrain that's visible to them to climb it. Each climb is treated as a minimum of 2" vertically.

DROPPING

Operatives drop down when they move off terrain or after they've jumped. Ignore 2" of vertical distance they drop during each action (so a vertical drop of 2" or less is ignored). If they drop multiple times during an action, only 2" total is ignored, not 2" from each drop.

JUMPING

Operatives can jump from terrain when they move off it. You can move them up to 4" horizontally from the edge when they jump (like any other move except in 1 straight-line increment). The operative must then drop or climb from there.

When jumping to a terrain feature, you can ignore its height difference of 1" or less, including its rampart (if any). However, when jumping from a terrain feature, if it has a rampart, you must climb it first.

MARKERS

Markers can only be placed where they can legally be placed, but they can be placed underneath operatives, and operatives can be placed upon them. Objective markers are 40mm in diameter. All other markers are 20mm in diameter.

Friendly operatives **control** a marker if their total **APL** is greater than that of enemy operatives, but control cannot change during an action. While an operative is carrying a marker, it contests and controls that marker, and is the only operative that can.

BASICS

BASES

Bases can touch but one cannot be placed on another. Friendly operatives can move through other friendly operatives, but not through enemy operatives. Bases can For something to be visible, the operative must be able to see it. To check visibility, look from behind the operative and determine if you can draw an unobstructed straight line 1mm in diameter from its head to any part of what it's trying to see. Ignore operatives' bases when determining this. An operative is always visible to itself. The enemy operative is visible in both images below, even when partially behind the nearby not move through terrain, or be over the edge of the killzone.

CONTROL RANGE

Something is within an operative's **control range** if it's visible to and within 1" of that operative.

ROLL-OFF

Both players roll a D6 and whoever has the highest wins the roll-off. If there's a tie, roll-off again.

RE-ROLLS

You can never re-roll a dice roll more than once, and you must accept the new result. You can re-roll multiple different dice in any order (and see the result of 1 re-roll before deciding on the next). if multiple players can re-roll at the same time, they alternate either re-rolling a dice or passing until they both pass in succession, starting with the player with initiative.

DISTANCES

Always measure between the closest parts of elements (for an operative, from its base). When measuring between areas of the killzone, measure the horizontal distance only.

Something 'within' a distance has any part of it in that distance or less. Something 'wholly within' a distance has every part of it in that distance or less. An operative is always within and wholly within itself and a marker it's carrying. If an operative is carrying a marker, it is the same distance as that operative.

INTERVENING

The active operative's player draws imaginary straight targeting lines 1mm in diameter from any point of their operative's base to every facing part of the target's base. Anything at least one of these lines cross is **intervening**. Anything all of these lines cross is wholly intervening. If there's difference in height between the operatives, draw targeting lines in 3D.

WEAPON RULES

Weapons gain no benefit from having the same rule more than once, but if the rule has an x, select which x to use. If your operative has multiple rules that take effect at the same time, you can choose the order they take effect.

ACCURATE X: You can retain up to x attack dice as normal successes without rolling them. If a weapon has more than one instance of Accurate x, you can treat it as one instance of Accurate 2 instead.

BALANCED: You can re-roll one of your attack dice.

BLAST X: After shooting the primary target (the target you select), shoot with this weapon against each secondary target (other operatives visible to and within x of the primary target) in an order of your choice (roll each sequence separately). Secondary targets are all valid targets, regardless of **conceal** orders; they are in cover and obscured if the primary target was.

BRUTAL: Your opponent can only block with critical successes.

CEASELESS: You can re-roll any of your attack dice results of one result.

DEVASTATING X: Each retained critical success immediately inflicts x damage on the target. If the rule starts with a distance, inflict x damage on that operative and each other operative visible to and within that distance of it. Success isn't discarded after doing so; it can still be resolved later in the sequence.

HEAVY: An operative cannot use this weapon in an activation in which it moved, and it cannot move in an activation in which it used this weapon. If the rule is *Heavy (x only)*, where x is a move action, only that move is allowed. This rule has no effect on preventing the **GUARD** action.

HOT: After an operative uses this weapon, roll D6. If the result is less than the weapon's **HIT** stat, inflict damage on that operative equal to the result multiplied by two. If it's used multiple times in one action, still only roll 1 D6.

LETHAL X+: Your successes equal to or greater than x are critical successes.

LIMITED X: After an operative uses this weapon a number of times in the battle equal to x, they can no longer have it. If it's used multiple times in one action, treat this as one use.

PIERCING X: The defender collects x less defence dice. If the rule is *Piercing Crits x*, this only comes into effect if you retain any critical successes.

PUNISHING: If you retain any critical successes, you can retain one of your fails as a normal success instead of discarding it.

RANGE X: Only operatives within x of the active operative can be valid targets.

RELENTLESS: You can re-roll any of your attack dice.

RENDING: If you retain any critical successes, you can retain one of your normal successes as a critical success instead.

SATURATE: The defender cannot retain cover saves.

SEEK: When selecting a valid target, operatives cannot use terrain for cover. If the rule is *Seek Light*, operatives cannot use light terrain for cover. Whilst this can allow such operatives to be targeted (assuming they're visible), it doesn't remove their cover save (if any).

SEVERE: If you don't retain any critical successes, you can change one of your normal successes to a critical success. Any rules that take effect as a result of retaining a critical success still do.

SHOCK: The first time you strike with a critical success in each sequence, also discard one of your opponent's unresolved normal successes (or a critical success if there are none).

SILENT: An operative can perform the **SHOOT** action with this weapon while it has a **conceal** order.

STUN: If you retain any critical successes, subtract 1 from the APL of the operative this weapon is being used against until the end of its next activation.

TORRENT X: Select a valid target as the primary target, then select any number of other valid targets within x of the first valid target as secondary targets. Shoot with this weapon against all of them in an order of your choice (roll each sequence separately).

APPROVED OPS MISSIONS

1. SET UP THE BATTLE

Each player selects a **kill team**. Determine the **killzone** and set up terrain features. Ensure terrain types are specified.

Determine the **crit op** and set up **objective markers**. Other than in *Killzone: Bheta-Decima*, all objective markers must be set up on the killzone floor.

Roll-off: the winner decides who has **initiative**. The player with initiative selects 1 **drop zone** and their opponent has the other.

2. SELECT OPERATIVES

Secretly select your **operatives** for the battle, following the selection requirements in your kill team's rules. Both players then reveal their selections simultaneously.

Secretly select up to 4 **equipment** options. Universal equipment can be selected for any kill team and faction equipment is specific. Each option cannot be selected more than once per player. Both players then reveal their selections simultaneously.

Each player gains 2 CP.

Secretly select a **tac op** from one of your kill team's archetypes (*Infiltration, Recon, Security, or Seek & Destroy*).

3. SET UP OPERATIVES

Starting with the player with initiative, each player alternates setting up an item of **equipment** that's set up before the battle (ladders, etc.). This is done item by item, not option by option.

Starting with the player with initiative, each player alternates setting up ⅓ of their kill team (rounding up). Operatives must be set up wholly within your drop zone and given a **conceal** order.

4. SCOUTING

Each player secretly selects 1 of the pre-game **scouting** options:

- **Equip:** Select 1 additional equipment option. It cannot be an option you've already selected.
- **Ploy:** During the first Strategy phase, you can use a strategy ploy for 0 CP.
- **Reposition:** Perform a free **REPOSITION** action with 1 friendly operative that's wholly within your drop zone. It must finish that action wholly within 3" of your drop zone.

Players then reveal their selection simultaneously. The player with initiative resolves their selection first.

5. PLAY THE BATTLE

In the first turning point, initiative is decided by the player who won the scouting step. **Equip beats ploy, ploy beats reposition, reposition beats equip.** If it's a tie, the player who didn't have initiative during setup decides.

As a **strategic gambit** in the first turning point, each player secretly selects 1 of their 3 ops (1 = **crit**, 2 = **kill**, or 3 = **tac**) to be their **primary op** (place a card with your selection facedown, conceal a dice showing your selection under a cup, etc. as appropriate).

Crit op: Score VP by performing mission actions and controlling objective markers.

Kill op: Score VP as enemy operatives are incapacitated (see the *Kill Op* card).

Tac op: Score VP from a tac op secretly selected from one of your kill team's archetypes (each specifies when it should be revealed).

Each player can score a maximum of 6 VP from each op.

6. END THE BATTLE

The battle ends after 4 turning points.

If 1 player has no operatives in the killzone but the battle hasn't ended, the other player plays out each remaining turning point until it does.

At the end of the battle, the players reveal their primary ops simultaneously. They **score additional VP equal to half of what they scored from that op** (rounding up).

The player with the most VP is the winner. On a tie, it's a draw.

TERRAIN TYPES

A terrain feature is composed of different parts, each of which is a type of terrain (and a part can be multiple types).

Larger terrain is **heavy** and can **obscure** operatives.

Smaller terrain is **light**.

Blocking terrain (usually gaps between or underneath a terrain feature) blocks visibility and intervenes like the terrain around it.

Vantage terrain is the levels above the game board. If terrain is *not* vantage terrain, operatives can move over it, but they cannot finish a move or set up on it. Vantage terrain is also **light** terrain.

- If an operative on vantage terrain is shooting an operative with an **engage** order, its ranged weapon gains the *Accurate 1* weapon rule if the target is at least 2" lower than it, or *Accurate 2* if the target operative is at least 4" lower than it.
- When you are selecting a valid target for an operative on vantage terrain, operatives at least 2" lower with a **conceal** order **cannot use light terrain for cover**. This can allow such operatives to be targeted (assuming they're visible), but it doesn't remove their cover save, and the defender can retain it as a critical success instead, or retain 1 additional cover save.
- For the purposes of **obscured**, ignore heavy terrain connected to vantage terrain the active operative or the target is on.

If an operative is obstructed from moving across vantage terrain by enemy operatives or other terrain features, it can move around these obstructions (without dropping off) so long as part of its base is always on the vantage terrain.

Accessible terrain can be moved through by operatives (this takes precedence over other movement restrictions), but it counts as an additional 1" to do so. Only the centre of an operative's base needs to move through accessible terrain.

Insignificant terrain is ignored for climbing and dropping.

Exposed terrain is very small, or has large gaps that operatives can't able to take cover behind. For the purposes of cover and obscured, it's never intervening.

Barred terrain: Visibility cannot be drawn through this terrain unless the operative or what they're trying to see is horizontally within 1" of it.

KILLZONE VOLKUS

SPECIFIC TERRAIN

Stronghold: Upper level(s) are **vantage**. The door is **accessible** and **heavy**. The fire steps are **vantage**, **insignificant** and **exposed**. The broken vent is **blocking**. All other parts are **heavy**.

For the purposes of control range, ignore the door and parts of this terrain feature less than 2" high when determining visibility.

Large ruin: The upper level is **vantage** (for the purposes of intervening and targeting lines, treat this level as the same height as the first upper level of stronghold terrain). The upper rampart is **light**. The door is **accessible** and **heavy**. The door's viewpoint is **blocking**. Unbroken windows are **barred** and **heavy**. All other parts are **heavy**.

Small ruin and heavy rubble: Heavy.

Light rubble: Light.

CITYFIGHT RULES

CONDENSED STRONGHOLD

Weapons with *Blast, Torrent* and /or *x" Devastating* (*Devastating* with a distance requirement) also have *Lethal 5+* if the target is wholly within a stronghold terrain feature and on the killzone floor.

This rule always relates to the target's location, so if the primary target is wholly within a stronghold, but the secondary target isn't, this rule doesn't apply to that secondary target.

GARRISONED STRONGHOLD

When an operative wholly within a stronghold terrain feature is retaliating against an operative that isn't, the defender resolves first (this takes precedence over the normal fight resolution order).

UNIVERSAL ACTION: DOOR FIGHT (1 AP)

▶ **Fight** with the active operative. In the Select Enemy Operative step, instead select an enemy operative within 2" of, and on the other side of, a door the active operative is touching. For the duration of that action, those operatives are treated as being within each other's control range.

◆ This action is a **FIGHT** action. An operative cannot perform this action while within control range of an enemy operative, or if its base isn't touching a door.

KILLZONE BHETA-DECIMA

SPECIFIC TERRAIN

Gantry: Gantry floors are **accessible** and **vantage**. Pillars are **heavy**. Gantry features are long, medium or short, and when connected they are treated as the same terrain.

Thermometric condenser: The roof is **accessible** and **vantage**. The inner-ledge of the roof is **exposed** and **insignificant**. The battlements on the roof are **light**. All other parts are **heavy**.

HAZARDOUS AREAS RULES

RESTRICTED MOVEMENT

No part of an operative's base can be touching a hazardous area.

RESTRICTED TARGETING

When selecting a valid target for an operative on the killzone floor, a target on the killzone floor is not a valid target if 4" of hazardous area is between them.

When selecting a valid target for an operative on **vantage** terrain, a target on the killzone floor is not a valid target if the footprint of a gantry is between them (and vice versa).

In both cases, use targeting lines and ignore the footprint of gantry terrain features the operative or the target is on or in.

EQUIPMENT

Equipment can be set up on **vantage** terrain.

KILLZONE GALLOWDARK

SPECIFIC TERRAIN

Gallowdark wall: **Heavy** and **wall** terrain. Some walls include a **hatchway**.

Wall terrain: Operatives cannot move over or through wall terrain, and visibility cannot be determined over or through it.

Other than to areas of the killzone, distances cannot be measured over or through wall terrain; they must be measured around it using the shortest possible route.

For the purposes of **cover** and **obscured**, only the corners and ends of wall terrain can intervene, unless the active operative has passed it.

CLOSE QUARTERS RULES

Hatchway: A hatchway is either closed or open. While a hatchway is closed, its hatch must be fully shut, and the access point and hatch are **heavy** and **wall**. While a hatchway is open, its hatch must be fully open (it cannot be ajar), its access point is **accessible**, **insignificant** and **exposed**, and its hatch is **heavy** and **wall** (with the gap directly underneath **blocking**).

If operatives prevent the hatch from fully opening or closing, remove them to open or close the hatch then return them as close as possible to their original location (staying in any enemy operative's control range, if there were there).

If the opening of a hatchway causes an operative to be within control range of an enemy operative, its **DASH** or **REPOSITION** immediately ends (unless it has rules that allow it to move within control range of an enemy operative).

MISSION ACTION: OPERATE HATCH (1 AP)

▶ Open or close a hatchway with an access point within the operative's control range. An operative can perform this action during a **DASH** or **REPOSITION**, and any remaining move distance can be used after it does so.

◆ An operative cannot perform this action while within control range of an enemy operative, or if that hatchway is open and its access point is within an enemy operative's control range.

CLOSE QUARTERS RULES

CONDENSED ENVIRONMENT

Weapons with *Blast, Torrent* and /or *x" Devastating* (*Devastating* with a distance requirement) also have *Lethal 5+*.

UNIVERSAL ACTION: GUARD (1 AP)

▶ The operative goes on **guard** until any of these are true:

- It performs any action.
- An enemy operative ends an action within its control range and you don't interrupt that activation.
- Its order is changed.
- It's the start of the next turning point.

◆ This action is treated as a **SHOOT** action. Determine the target as normal (you don't have to target the operative you interrupted). An operative cannot perform this action while it has a **conceal** order, or while it's within control range of an enemy operative.

On guard: Once during each enemy operative's activation, after they perform an action, you can **interrupt** that activation and select 1 friendly operative on guard to perform the **FIGHT** or **SHOOT** action for free (including actions treated as such, e.g. **HATCHWAY FIGHT**).

That friendly operative can even perform the **SHOOT** action while within control range of an enemy operative. This is known as a **point-blank shot** and has these additional rules:

- Target the enemy operative within your operative's control range (even if it wouldn't normally be a valid target).
- Worsen the **HIT** stat of your operative's weapons by 1.
- Until the end of the interrupted enemy operative's activation, your operative cannot **retaliate**.

UNIVERSAL ACTION: HATCHWAY FIGHT (1 AP)

▶ **Fight** with the active operative. In the Select Enemy Operative step, instead select an enemy operative within 2" of, and on the other side of, an open hatchway's access point the active operative is touching.

For the duration of that action, those operatives are treated as being within each other's control range.

◆ This action is a **FIGHT** action. An operative cannot perform this action while within control range of an enemy operative, or if its base isn't touching an open hatchway's access point.

WARHAMMER 40,000 KILL TEAM

1. STRATEGY PHASE

1. INITIATIVE
After the first turning point, roll-off: the winner decides who has **initiative**. On a tie, the player who did not have initiative last turning point decides who has initiative.

2. READY
Each player gains 1 CP. In each turning point after the first, the player who doesn't have initiative gains 2 CP instead.

Each player readies all friendly operatives by flipping their **order token** to the ready (lighter) side.

3. GAMBIT
Starting with the player with initiative, players alternate using a **strategic gambit/strategy ploy** (all ploys cost 1 CP unless otherwise specified) or passing until both pass in succession. You cannot use each gambit more than once per turning point.

2. FIREFIGHT PHASE
Starting with the player with initiative, players alternate activating 1 ready friendly operative until all are expended.

1. DETERMINE ORDER
Give the operative an order (**engage** or **conceal**) with its ready (lighter) side faceup.

2. PERFORM ACTIONS
The **active operative** spends AP up to their **APL** to perform actions. You cannot perform the same action more than once per activation. **APL** cannot change by more than +/-1.

3. EXPENDED
When you've finished your operative's activation, flip its order to the **expended** (not ready) side.

COUNTERACT
Instead of activating, if all your operatives are expended but your opponent still has ready ones, an expended friendly operative with an **engage** order can **perform a 1 AP action free**.

Each operative can only counteract once per turning point, and cannot move more than 2". Counteracting is optional. In any case, activation alternates back to your opponent afterwards.

UNIVERSAL ACTIONS

REPOSITION (1 AP)
▶ Move the operative up to its **MOVE** in straight-line increments (round each up to the nearest inch).

▶ It cannot move within **control range** of an enemy operative, unless any other friendly operatives are already within control range of that enemy operative (in which case it can move within control range but cannot finish the move there).

◆ An operative cannot perform this action while within control range of an enemy operative, or during the same activation it **FELL BACK** or **CHARGED**.

An operative's **MOVE** can never be changed to less than 4".

DASH (1 AP)
▶ As **REPOSITION**, except can only move up to 3". It also cannot climb during this move, but can drop and jump.

◆ Cannot perform this action while within control range of an enemy operative, or during the same activation it **CHARGED**.

FALL BACK (2 AP)
▶ As **REPOSITION**, except can move within control range of an enemy operative, but cannot finish the move there.

◆ Cannot perform this action *unless* an enemy operative is within its control range, or during the same activation it **REPOSITIONED** or **CHARGED**.

CHARGE (1 AP)
▶ As **REPOSITION**, except can move an additional 2". It can move, and must finish the move, within control range of an enemy operative. If it moves within control range of an enemy operative that no other friendly operatives are within control range of, it cannot leave that operative's control range.

◆ Cannot perform this action with a **conceal** order, if already within control range of an enemy operative, or during the same activation it **REPOSITIONED**, **DASHED** or **FELL BACK**.

PICK UP MARKER (1 AP)
▶ Remove a marker the operative controls that the **PICK UP MARKER** action can be performed upon. That operative is now carrying, contesting and controlling that marker.

◆ An operative cannot perform this action while within control range of an enemy operative, or while it's carrying a marker.

PLACE MARKER (1 AP)
▶ Place a marker the active operative is carrying within its control range. An **incapacitated** operative must do this for 0 AP.

◆ An operative cannot perform this action during the same activation in which it already performed **PICK UP MARKER**.

SHOOT (1 AP)
▶ Shoot with the operative. The operative's player is the **attacker**. The target operative's player is the **defender**.

◆ An operative cannot perform this action while it has a **conceal** order, or within control range of an enemy operative.

FIGHT (1 AP)
▶ Fight with the operative. The operative's player is the **attacker**. The target operative's player is the **defender**.

◆ An operative cannot perform this action *unless* an enemy operative is within its control range.

TERRAIN AND MOVEMENT
Operatives must finish a move in a location they can be placed (not midway through a climb, drop or jump). If this isn't possible, they cannot begin the move.

CLIMBING
An operative must be within 1" horizontally and 3" vertically of terrain that's visible to them to climb it. Each climb is treated as a minimum of 2" vertically.

DROPPING
Operatives drop down when they move off terrain or after they've jumped. Ignore 2" of vertical distance they drop during each action (so a vertical drop of 2" or less is ignored).

If they drop multiple times during an action, only 2" total is ignored, not 2" from each drop.

JUMPING
Operatives can jump from terrain when they move off it. You can move them up to 4" horizontally from the edge when they jump (like any other move except in 1 straight-line increment). The operative must then drop or climb from there.

When jumping to a terrain feature, you can ignore its height difference of 1" or less, including its rampart (if any).

However, when jumping from a terrain feature, if it has a rampart, you must climb it first.

SHOOT

1. SELECT WEAPON

Select 1 ranged weapon (🔫) and take **attack dice** equal to the weapon's **ATK**.

2. SELECT VALID TARGET

Select an enemy operative that's a **valid target** and has no friendly operatives within its control range.

If the target has an engage order, it's a valid target if it's visible to the active operative.

If the target has a conceal order, it's a valid target if it's visible to the active operative and not in cover.

An operative is **visible** if the active operative can see it. Look from behind the operative and draw an unobstructed straight line from its head to any part of the target (ignore bases).

An operative is in **cover** if there's intervening terrain in its control range (but not within 2" of the active operative).

3. ROLL ATTACK DICE

Roll attack dice: each result that equals or beats the weapon's **HIT** is a success and is retained. Each 6 is a **critical success**. Each other success is a **normal success**. Each 1 is a fail.

If the target operative is obscured:

- The attacker must discard 1 success of their choice instead of retaining it.
- All the attacker's critical successes are retained as normal successes and cannot be changed to critical successes (this takes precedence over all other rules).

An operative is **obscured** if there's intervening **heavy terrain** (but not if that terrain is within 1" of either operative).

Command re-roll firefight ploy (1 CP): After rolling your defence dice, you can re-roll one of those dice.

4. ROLL DEFENCE DICE

Defender takes **3 defence dice**. If the target is in cover, they can retain 1 normal success without rolling it as a **cover save**.

Roll the rest: each result that equals or beats the target's **SAVE** is a success and is retained. Each 6 is always a **critical success**. Each other success is a **normal success**. Each 1 is always a fail.

Command re-roll firefight ploy (1 CP): After rolling your attack dice, you can re-roll one of those dice.

5. RESOLVE DEFENCE DICE

Defender allocates their successful defence dice:

- 1 normal success can block a normal success.
- 2 normal successes can block a critical success.
- A critical success can block a normal or a critical success.

6. RESOLVE ATTACK DICE

All successful unblocked attack dice inflict damage on the target operative.

- A normal success inflicts damage equal to the weapon's **NORMAL DMG** (first value).
- A critical success inflicts damage equal to the weapon's **CRITICAL DMG** (second value).

Any operatives that were **incapacitated** are removed after the active operative has finished the action.

DAMAGE

An operative with fewer than half of its wounds remaining is **injured**. Subtract 2" from its **MOVE**, and worsen the **HIT** of its weapons by 1.

FIGHT

1. SELECT ENEMY OPERATIVE

Select an enemy operative within the your control range to **fight** against. That enemy operative will **retaliate**.

2. SELECT WEAPONS

Both players select 1 melee weapon (⚔) and take **attack dice** equal to the weapon's **ATK**.

3. ROLL ATTACK DICE

Both players roll their attack dice. Each result that equals or beats their weapon's **HIT** is a success and is retained.

Each 6 is a **critical success**. Each other success is a **normal success**. Each 1 is a fail.

While a friendly operative is **assisted** by other friendly operatives, improve the **HIT** of its melee weapons by 1 for each doing so. For a friendly operative to assist, it must be within control range of the enemy operative in that fight and not within control range of another enemy operative.

6. RESOLVE ATTACK DICE

Starting with the attacker, players alternate resolving 1 of their successful unblocked attack dice. Repeat until 1 player has resolved all their dice (in which case their opponent resolves all their remaining dice), or one operative in that fight is **incapacitated**.

When you resolve a dice, **strike** or **block** with it.

Strike: Inflict damage on the enemy operative, then discard that dice.

- A normal success inflicts damage equal to the weapon's **NORMAL DMG** (first value).
- A critical success inflicts damage equal to the weapon's **CRITICAL DMG** (second value).

Block: You can allocate that dice to block one of your opponent's unresolved successes. You can still block even if your opponent has no unresolved successes remaining.

- A normal success can block a normal success.
- A critical success can block a normal or a critical success.

TERRAIN AND MOVEMENT

Operatives must finish a move in a location they can be placed. If this isn't possible, they cannot begin the move.

CLIMBING

An operative must be within 1" horizontally and 3" vertically of terrain that's visible to them to climb it. Each climb is treated as a minimum of 2" vertically.

DROPPING

Operatives drop down when they move off terrain or after they've jumped. Ignore 2" of vertical distance they drop during each action (so a vertical drop of 2" or less is ignored). If they drop multiple times during an action, only 2" total is ignored, not 2" from each drop.

JUMPING

Operatives can jump from terrain when they move off it. You can move them up to 4" horizontally from the edge when they jump (like any other move except in 1 straight-line increment). The operative must then drop or climb from there.

When jumping to a terrain feature, you can ignore its height difference of 1" or less, including its rampart (if any). However, when jumping from a terrain feature, if it has a rampart, you must climb it first.

1X AMMO CACHE

Before the battle, you can set up one of your **ammo cache** markers wholly within your territory. Friendly operatives can perform this mission action during the battle:

MISSION ACTION: AMMO RESUPPLY (0 AP)

▶ One of your ammo cache markers the active operative controls is used this turning point. Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll 1 of your attack dice.

◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

1X COMMS DEVICE

Before the battle, you can set up one of your **comms device** markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives. You cannot benefit from your opponent's comms device markers.

1X MINES

Before the battle, you can set up one of your **mines** markers wholly within your territory and more than 2" from other markers and access points. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

1X RAZOR WIRE

Razor wire is exposed and obstructing terrain.

Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features.

Obstructing terrain: Whenever an operative would cross this terrain feature within 1" of it, treat the distance as an additional 2".

2X LIGHT BARRICADES

Light barricades are light terrain.

Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features.

1X HEAVY BARRICADE

A heavy barricade is heavy terrain.

Before the battle, you can set it up wholly within 2" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features.

2X LADDERS

Ladders are exposed terrain.

Before the battle, you can set up any of them as follows:

- Wholly within your territory;
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

An operative can either move through ladders as if they aren't there (but cannot finish on them), or **climb** them.

Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". If an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

1X PORTABLE BARRICADE

A portable barricade is light, protective and portable terrain.

Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features.

Protective: While an operative is in cover from this terrain feature, improve its **SAVE** by 1 (to a maximum of 2+).

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform this action during the battle:

ACTION: MOVE WITH BARRICADE (1 AP)

This action is treated as a **REPOSITION** action, except the active operative can move no more than its **MOVE** minus 2" and cannot climb, drop or jump. Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again.

An operative cannot perform this action while within control range of an enemy operative, or in the same activation in which it performed the **FALL BACK** or **CHARGE** action.

UTILITY GRENADES

Select 2 **utility grenades** (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

SMOKE GRENADE (1AP)

▶ Place 1 of your smoke grenade markers within 6" of this operative. It must be visible to this operative, or on vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.

▶ While an operative is wholly within an area of smoke, it's **obscured** to operatives more than 2" from it, and vice versa. When an operative is shooting an enemy operative wholly within an area of smoke, ignore the *Piercing* weapon rule unless they are within 2" of each other.

▶ In the Ready step of the next Strategy phase, roll D3. Remove that smoke grenade marker after a number of activations equal to the D3 result have been completed or at the end of the turning point (whichever comes first).

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

STUN GRENADE (1AP)

Select 1 enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a **stun test**: roll D6: on 3+, subtract 1 from its **APL** stat until the end of its next activation.

An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

EXPLOSIVE GRENADES

Select 2 **explosive grenades** (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

▦▦▦ **Frag grenade**
ATK 4, HIT 4+, DMG 2/4   Range 8", Blast 2", Saturate

▦▦▦ **Frak grenade**
ATK 4, HIT 4+, DMG 4/5   Range 6", Piercing 1, Saturate