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v1

Sept 2019

Game:	**WARHAMMER 40,000: KILL TEAM**
Publisher:	**Games Workshop (2018)**

SETUP

Players prepare **kill teams** and choose a **mission** (and a **killzone** if necessary). Set up the **battlefield** and place **terrain** (generally 2 pieces in each quarter of the 30" x 22 board). Note special rules and deploy teams as described in the mission.

BASICS

Beginning/end of the phase: Used before any players' turn in that phase/after all players' turns in that phase.

Reinforcements: When reinforcements enter the battlefield they cannot move further, advance, or charge that round, and they count as having made a normal move for all purposes. Any model that has not arrived on the battlefield by the end of the game counts as having been taken out of action.

Re-rolls: Dice can never be re-rolled more than once, and re-rolls happen before modifiers. If multiple dice were rolled and totalled, all must be re-rolled.

Roll offs: Each player rolls a D6: the highest result wins. On a tie, re-roll.

Sequencing: If 2 or more rules must happen at the same time, the player with initiative chooses the order. If that isn't possible, players roll off and the winner chooses.

BATTLE ROUND

1. PRIORITY PHASE

Players each roll 2D6; the winner has **initiative** and takes the first turn in each phase of this round. Other players take their turns in descending order according to their dice results. Any players who tie roll again.

2. MOVEMENT PHASE

In initiative order, players take turns moving all their models. A **normal move** is up to the fighter's **M** in inches. A model may face any direction after moving.

Models cannot move across other models or bases or across the battlefield edge. A model that only pivots is considered to have moved. If a model moves vertically to climb or cross terrain, count the vertical distance up/down.

A model that can **fly** may move across models and terrain (not impassable terrain) as if they were not there, but must end the move on a surface it can legally stand on. Do not measure vertical distance.

Fighters cannot be readied or make a normal, advance, or charge move if they are within 1" of any enemy models.

A model already within 1" of an enemy can **fall back** up to the fighter's M in inches. It cannot fall back if an enemy finished a charge move within 1" of it in the same phase. It must end the move more than 1" away from any enemy models.

A model that falls back cannot advance, charge, react, or be readied in that phase. It cannot shoot unless it can fly.

A model may make an **advance** move instead of a normal move. An advance move is up to the fighter's M + D6 in inches. A model that advances cannot charge, react, or shoot in that round.

A model may be **readied** instead of making a normal move. A model that moves for any reason is no longer readied.

A model within 12" of an enemy model may make a **charge** attempt instead of making a normal move. Once a model has made a charge attempt it cannot make another, or shoot that round.

CHARGING

1. CHOOSE TARGET(S)

Choose a model or models within 12" as the target(s).

2. REACT

After declaring the charge, opponents take it in turn, in initiative order, to make all their **reactions** with any of their models that are the target of a charging model and are more than 1" from an enemy model. A reacting model may either fire **overwatch** or **retreat**. No further reactions can be made once the charging model is slain.

Overwatch uses the normal rules for shooting, except the target must be the charging model, and a 6 is required to hit.

A model cannot retreat if it has already made a move of any kind (or attempted to charge) this phase. It *can* retreat if it has fired overwatch this phase.

The controlling player moves it up to 3", and the move must end further away from the charging model and more than 1" from any enemy models.

A model that retreats cannot react or shoot (unless it can fly) later in the round.

3. MAKE CHARGE MOVE

After resolving all reactions, make a **2D6 charge roll**. The charging model can move up to that number of inches. The model must end the move within 1" of at least 1 target model. It cannot move within 1" of a model that wasn't a target.

Otherwise the charge fails and the model has not charged. It may move up to its charge distance if the move takes it as close as possible to a target and not within 1" of an enemy.

3. PSYCHIC PHASE

In initiative order, players take turns choosing a single **PSYKER** from their team to attempt to manifest a psychic power.

1. CHOOSE POWER

Declare the psyker's chosen **power**. A psyker cannot attempt to manifest the same power more than once in a round.

Unless stated otherwise, all psykers know *Psychic Bolt* (warp charge value 5; closest visible model within 18" suffers 1 mortal wound; if result was 11+, D3 mortal wounds instead).

2. TAKE PSYCHIC TEST

Roll 2D6: if the total is equal to or greater than the power's warp charge value, the test is a success. If you roll a double 1 or a double 6, the psyker suffers *Perils of the Warp:* D3 mortal wounds. If the psyker is taken out of action as a result, the maifestation attempt automatically fails and each model within D3" suffers D3 mortal wounds.

3. DENY THE WITCH TESTS

If there are any enemy psykers within 24" of the manifesting psyker, the controlling player can choose one to make a *Deny the Witch* test. The number of times a psyker may take this test in a round is on their datasheet, but **only 1 of your models can take this test for every power that is manifested.**

If multiple players have eligible psykers, players take it in turn in initiative order to choose a model to take the test or pass.

Roll 2D6: if the total is equal to or greater than original Psychic test result, the test is a success and the effects are negated.

4. RESOLVE PSYCHIC POWER

The controlling player may resolve the effects of the power if it was not resisted and the psyker was not taken out of action. If the psyker can manifest more than 1 power per round, you may then attempt to manifest another power.

4. SHOOTING PHASE

First all readied models shoot, then all other models that can shoot do so. No model may shoot more than once in the shooting phase.

Readied models shoot before all other models. In initiative order, players take successive turns choosing 1 readied model from their team to shoot until all players have passed.

All other eligible models may now shoot. In initiative order, players take successive turns choosing 1 model from their team to shoot until all players have passed.

5. FIGHT PHASE

First all charging models fight, then all other models that can fight do so.

Any model that charged or was charged in this round, or is within 1" of an enemy, may be chosen to fight. No model may be chosen to fight more than once in this phase.

Charging models fight before all other models. In initiative order, players take successive turns choosing a charging model from their team to fight until all players have passed (you cannot pass if you have a charging model that can fight).

All other eligible models may now fight. In initiative order, players take successive turns choosing 1 model from their team to fight until all players have passed (you cannot pass if you have a model that can fight).

6. MORALE PHASE

In initiative order, players take turns to play through this sequence:

1. CHECK IF YOUR KILL TEAM IS BROKEN

If all models in your team have flesh wounds, are shaken, or out of action, the team is **broken**.

If more than half the models in your team have flesh wounds, are shaken, or out of action, roll 2D6. If the total is greater than the highest Ld of any of the models (other than those shaken or out of action), the team is **broken**.

Once a team is broken it stays broken for the rest of the game.

2. REMOVE SHAKEN TOKENS

If you have any shaken models, they are now no longer shaken.

3. TAKE NERVE TESTS

Make a **nerve test** for each of your models with a flesh wound, and for your other models if your team is broken. Roll a D6 with these modifiers:

Each other friendly model shaken or out of action	+1
Each other friendly model (not shaken or out of action) within 2" of the model	-1

If the result is greater than the model's Ld, the test fails: the model is **shaken**. The test is always passed on an unmodified roll of 1.

SHOOTING SEQUENCE

1. CHOOSE MODEL TO SHOOT WITH

You may not choose a model that has made a charge attempt, advanced, fallen back (unless it can fly), or retreated this round, or a model within 1" of an enemy. The model attacks with all of its ranged weapons, one after the other.

2. CHOOSE RANGED WEAPON AND TARGETS

A target model must be within the weapon's **range** and be visible to the shooter (check by getting down to the model's eye view).

Models cannot target models that are within 1" of friendly models.

Long range is more than half the weapon's range characteristic.

A target is **obscured** if any part of the main body of the target is hidden by terrain or other models.

Roll dice equal to the weapon's number of attacks (found next to its type). You may split attacks between an initial target model and any number of eligible enemy models within 2" of it.

Check the weapons's type:

Assault: You can fire an assault weapon in the shooting phase (or react to fire overwatch) even if the model advanced that round. If it does so it can only fire assault weapons, and they are -1 to hit.

Heavy: If the model with a heavy weapon moved in the movement phase, -1 to hit when firing this round.

Rapid Fire: The model doubles the number of attacks it makes if all its targets are within half the weapon's range characteristic.

Grenade: The model may fire a grenade weapon in overwatch or in the shooting phase. If they do so, they cannot fire any other weapons that phase, and no other model in your team may fire a grenade that phase. Grenade weapons are not affected by long range.

Pistol: You may shoot with a pistol even if there are enemy models within 1", but it must target the closest enemy model. In such a case, the model can shoot a pistol even if other friendly models are within 1" of the same enemy model. It cannot fire a pistol if it was charged this round.

Each time a model armed with a pistol and another type of ranged weapon shoots, it can either shoot with its pistol(s) or all of its other weapons. Choose pistols or non-pistols before making hit rolls.

3. RESOLVE ATTACKS

1. Hit Roll: Roll a D6 with these modifiers:

Target at **long range**	-1
Target model is **obscured**	-1
Each flesh wound on attacking model	-1
Attacking model's kill team is **broken**	-1

If the result is equal to or greater than the attacker's BS, it scores a hit. A unmodified 1 always fails, and an unmodified 6 always hits.

2. Wound Roll: Compare the attacking weapon's S with the target's T and roll a D6:

S 2x greater than T	2+
S greater than T	3+
S equal to T	4+
S lower than T	5+
S half (or lower) than T	6+

If the roll is equal to or greater than the required number, the attack succeeds. A unmodified 1 always fails, and an unmodified 6 always hits.

3. Saving Throw: The player controlling the target model rolls a D6 and modifies the result by the AP characteristic of the attacking weapon. If the result is equal to or greater than the target's Save characteristic, the damage is prevented. An unmodified 1 always fails.

If a model has **invulnerable saves**, you can choose to use its normal Save or one unvulnerable save, not both. A model's invulnerable save is never modified by a weapon's AP.

4. Inflict Damage: The damage inflicted is equal to the Damage characteristic of the weapon. A model loses 1 wound for each point of damage suffered. If a model is reduced to 0 wounds, further attacks are not resolved and the controller of the attacking model makes an injury roll for the target model.

Each **mortal wound** inflicts 1 damage on the target, no wound or save rolls. If a mortal wound reduces a model to 0 wounds, any further mortal wounds are not resolved.

When a model's wounds are reduced to 0, roll a D6 **injury roll** with these modifiers:

Psychic power / shooting attack		
Injured model **obscured** from psyker/ shooting model and within 1" of a model or piece of terrain between the two models		-1
Each flesh wound on injured model		+1
Close combat attack / any other case		
Each flesh wound on injured model		+1

Then look up the result:

3 or less	Flesh wound
4+	Out of action

A model that suffers a **flesh wound** is restored to 1 wound remaining. Mark one of the empty flesh wound boxes on its datacard. If all of the boxes are marked, the model is taken out of action instead.

A model taken **out of action** plays no further part in the battle; remove it from the battlefield.

If a model loses its last wound to an attack with a damage characteristic of more than 1, the attacker rolls a number of dice equal to that characteristic when making the injury roll, and applies the highest result (after modifiers).

If the attack has a damage characteristic that is a random value, use the value rolled when inflicting damage.

If a model loses its last wound when there are attacks or mortal wounds still allocated to it, these are not resolved.

3. CHOOSE ANOTHER RANGED WEAPON AND TARGETS
If the attacking model has any other ranged weapons it can fire that you wish to fire, return to step 2 of the shooting sequence.

FIGHT SEQUENCE

1. PILE IN
You may move the model up to 3", but it must end the move closer to the nearest enemy model.

2. CHOOSE TARGETS
A target model must be within 1" and be visible to the attacker.

Models that charged this round may only attack enemy models they charged or that charged them this round.

The number of attacks is equal to the model's A characteristic, and you roll 1 dice for each close combat attack. If a model can make more than 1 close combat attack, it may split them between eligible targets.

3. CHOOSE MELEE WEAPON
Choose a weapon on the model's datasheet. All models are also assumed to have a close combat weapon with the following profile:

Range: Melee, **Type:** Melee, **S:** user, **AP:** 0, **D:**1.

If a model has more than 1 weapon and can make several attacks, it can split its attacks with these weapons as desired (declare before dice are rolled).

4. RESOLVE CLOSE COMBAT ATTACKS
Resolve the attacks) in the same way as for shooting, except use the attacker's WS instead of BS, and apply these modifiers:

Intervening terrain	-1
Each flesh wound on attacking model	-1
Attacking model's kill team is **broken**	-1

There is **intervening terrain** if there is any terrain between the models that makes it impossible for the models to be placed in contact with each other.

5. CONSOLIDATE
You may move the model up to 3", but the model must end the move closer to the nearest enemy model.

TERRAIN

If terrain slows a model's movement, this applies to all of that model's movement, whichever phase it occurs in.

OPEN GROUND
Terrain relatively flat and free of obstacles and hazards: the battlefield surface, the floors of buildings and ruins, platforms, connecting walkways, doors, hatches, ladders. Some windows may be open ground for smaller models.

Models may move across open ground without penalty.

DIFFICULT TERRAIN
Terrain where models might lose their footing, or must scramble over obstacles: steep or treacherous slopes, dense stands of foliage, pools of non-hazardous liquid, ice, a spoil heap.

Models move over difficult terrain at half their normal rate. Flying models ignore this penalty.

DANGEROUS TERRAIN
Terrain which is hazardous, and which might harm a model that moves through it: tar pits, deep or noxious pools, areas of sentient and predatory vegetation.

Models move over dangerous terrain at half their normal rate, but as soon as they would move into the terrain, or begin their move in it (unless they remain stationery), the controlling player must **roll a D6. On a 1, that model suffers 1 mortal wound**.

Flying models ignore the movement penalty, but are subject to the same test if they begin or end their move in dangerous terrain.

IMPASSABLE TERRAIN
Terrain that models cannot enter or move over for any reason: an instantly lethal area, a large solid obstacle.

Models cannot move into impassable terrain.

CLIMBING
Models can climb or traverse barriers of 1" or higher: measure the distance as normal. A model that climbs cannot end its movement while climbing; it must be standing on a surface at the end of its move.

A fighter can traverse an overhang as long as it protrudes less than 1" from the surface the model is climbing.

Flying models ignore these restrictions.

BARRIERS, GAPS AND LEAPING
A model can leap onto a barrier less than 1½" high (walls, pipes, barricades etc), and over such a barrier if it is no more than 1½" deep, without having to include the vertical distance.

A model can leap over a gap less than 2" wide and the model has enough movement to have its base entirely the other side.

If the model ends the move 6" or more lower than before it leapt, use the rules for jumping down.

When a model leaps, you do not have to include the vertical distance moved.

Flying models ignore these restrictions.

FALLING
If a model is on an appropriate feature and within 1" of the edge when hit by an attack (or if anything causes them a wound), after the attack has been resolved, the controlling player must **roll a D6. On a 1, the model is knocked off the edge**. Move it over the edge by the shortest route possible, then straight down until they hit a lower level.

Roll a D6 for every full 3" the model falls. For each roll of 5+ they suffer 1 mortal wound.

If the falling model fell on top of another model, make another roll for the model underneath, using the same number of dice. After resolving any injury rolls, the falling model is placed as close as possible to the point where they would have landed (possibly within 1" of an enemy model).

JUMPING DOWN
A model can jump down from one level to another. Use the falling rules but roll 1 fewer dice.

A model jumping down cannot choose to fall on top of another model, and cannot jump down within 1" of an enemy model, unless they are charging.

OBJECTIVE MARKERS
An objective marker should be about 1" across. Unless stated otherwise, measure from the centre of the marker, and when measuring to another marker or the edge of the battlefield ignore the vertical distance.

A player controls an objective marker if there are more models from their team within 2" of it than there are enemy models. Models that are shaken do not count.

BATTLE-FORGED KILL TEAMS
For a team to be **battle-forged,** it must consist of at least 3 models and no more than 20; must include 1 (and only 1) leader; can include up to 3 other specialists; cannot include more than the maximum of any particular model; and the models must share a faction keyword. The team cannot cost more than 100 points (the total cost of a kill team in points is its **force**).

COMMAND POINTS AND TACTICS
Battle-forged kill teams generate 1 **command point** (CP) at the beginning of each round. In addition, at the start of the first round your team generates 1 additional CP for each 10 points difference between your force and that of the kill team with the highest force.

Unused command points may be carried over to subsequent rounds until they are spent. Each time use a **tactic**, pay its cost in CP. Unless stated otherwise, you may use the same tactic multiple time in a battle, but only once in any given phase (the beginning and the end of the round are not phases, so some tactics may be used multiple times at those points).

Players can always use these tactics:

DECISIVE MOVE (1 CP)
Use at the start of your movement phase. Pick a model from your team and make a move with it before any other models.

DECISIVE SHOT (2 CP)
Use at the start of the shooting phase. Pick an eligible model from your team and shoot with it before any other models.

DECISIVE STRIKE (2 CP)
Use at the start of the fight phase. Pick an eligible model from your team and fight with it before any other models.

GRITTED TEETH (1 CP)
Use when you choose a model with 1 or more flesh wounds to shoot or fight. Until the end of the phase, its attacks do not suffer the flesh wounds penalty.

INSANE BRAVERY (1 CP)
Use before taking any nerve tests in the moral phase. Automatically pass a single nerve test for a model from your team.

TACTICAL RE-ROLL (1 CP)
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.

WARHAMMER 40,000
KILL TEAM

BATTLE ROUND

1. PRIORITY PHASE

Players each roll 2D6; the winner has **initiative** and takes the first turn in each phase of this round, followed by the other players in descending order of result.

2. MOVEMENT PHASE

Players take turns moving all their models. **Normal move** = up to **M"**. No facing, and pivoting counts as a move.

Count the vertical distance up/down if climbing or crossing terrain. A **flying** model may move across models and terrain as if they were not there (do not measure vertical distance) but must end the move on a legal surface.

Fighters cannot be readied or make a normal, advance, or charge move if within 1" of any enemy models.

A model already within 1" of an enemy can **fall back** up to **M"**, but not if an enemy finished a charge move within 1" of it. It must end the move more than 1" away from enemy models. It cannot advance, charge, react, or be readied in that phase, and cannot shoot unless it can fly.

A model may make an **advance** move instead of a normal move: up to M + D6 in inches. It cannot charge, react, or shoot in that round.

A model may be **readied** instead of a normal move. A model that moves for any reason is no longer readied.

A model within 12" of an enemy may **charge** instead of making a normal move. Once attempted, it cannot attempt it again or shoot that round.

CHARGING

1. CHOOSE TARGET(S) WITHIN 12"

2. REACT

Opponents take turns to make **reactions** (fire **overwatch** or **retreat**) with any of their models that are targets and are more than 1" from an enemy model.

Overwatch uses rules for shooting, except the target must be the charging model, and you need a 6 to hit.

A model cannot retreat if it has already made a **move** of any kind (or attempted to charge) this phase. It *can* retreat if it has fired overwatch.

Move it up to 3"; the move must end further away from the charging model and more than 1" from any enemy models. A model that retreats cannot react or shoot (unless it can fly) later in the round.

3. MAKE CHARGE MOVE

Move the charging model **2D6"**. It must end the move within 1" of at least 1 target model, and cannot move within 1" of a model that wasn't a target.

Otherwise the charge fails and the model has not charged. It may move up to its charge distance if the move takes it as close as possible to a target and not within 1" of an enemy.

3. PSYCHIC PHASE

Players take turns choosing a single **PSYKER** to attempt to manifest a psychic power.

1. CHOOSE POWER

Declare the psyker's **power**. All psykers know *Psychic Bolt* (warp charge value 5; closest visible model within 18" suffers 1 mortal wound; if result was 11+, D3 mortal wounds instead).

2. TAKE PSYCHIC TEST

Roll 2D6: if =/> power's warp charge value, test succeeds. Double 1 or a double 6: psyker suffers D3 mortal wounds. If the psyker is taken out of action, attempt fails and each model within D3" suffers D3 mortal wounds.

3. DENY THE WITCH TESTS

If there are any enemy psykers within 24", the controlling player can choose one to make a *Deny the Witch* test.

Roll 2D6: if =/> original Psychic test result, negate effects.

4. RESOLVE PSYCHIC POWER

4. SHOOTING PHASE

Readied models shoot before all other models. Players take turns choosing 1 readied model to shoot until all pass.

All other eligible models may now shoot. Players take turns choosing 1 model to shoot until all pass.

5. FIGHT PHASE

Any model that charged or was charged in this round, or is within 1" of an enemy, may be chosen.

Charging models fight before all other models. Players take turns choosing a charging model to fight until all pass.

All other eligible models may now fight. Players take turns choosing 1 model to fight until all pass.

6. MORALE PHASE

Players take turns to complete these steps:

1. CHECK IF YOUR KILL TEAM IS BROKEN

If all your models have flesh wounds, are shaken, or out of action, the team is **broken**.

If more than half your models have flesh wounds, are shaken, or out of action, roll 2D6. If > highest **Ld** of any of the models (not those shaken or out of action), the team is **broken** (and stays broken for the rest of the game).

2. REMOVE SHAKEN TOKENS

3. TAKE NERVE TESTS

Make a D6 **nerve test** for each model with a flesh wound, and for your other models if your team is broken.

Each other friendly model shaken or out of action	+1
Each other friendly model (not shaken or out of action) within 2" of the model	-1

If the result is greater than the model's Ld, the model is **shaken**. The test is always passed on an unmodified roll of 1.

SHOOTING SEQUENCE

1. CHOOSE MODEL TO SHOOT WITH
Not a model that has attempted a charge, advanced, fallen back (unless it can fly), retreated, or is within 1" of an enemy.

2. CHOOSE RANGED WEAPON AND TARGETS
Target must be in **range** (**long** = more than half weapon's range), be visible, and not within 1" of friendly models.

Roll dice = weapon's number of attacks. You may split attacks between a target and eligible enemies within 2" of it.

Assault: Can fire even if the model advanced: -1 to hit.

Heavy: If the model moved: -1 to hit.

Rapid Fire: Double attacks if all targets within half range.

Grenade: Cannot fire any other weapons that phase, and no other model in your team may fire a grenade that phase. Not affected by long range.

Pistol: Can either shoot with pistol(s) or all other weapons, not both. Can shoot pistol even if there are enemy models within 1", but must target the closest enemy model (and can shoot even if other friendly models are within 1" of that model). Cannot fire a pistol if charged this round.

3. RESOLVE ATTACKS
1. D6 Hit Roll:

Target at **long range**	-1
Target model is **obscured**	-1
Each flesh wound on attacking model	-1
Attacking model's kill team is **broken**	-1

Hit if =/> BS. Natural 1 fails, natural 6 hits.

2. D6 Wound Roll. Attacking weapon's S vs target's T:

S 2x greater than T	2+
S greater than T	3+
S equal to T	4+
S lower than T	5+
S half (or lower) than T	6+

Success if =/> required #. Natural 1 fails, natural 6 hits.

3. Saving Throw: Target rolls D6 modified by attacking weapon's AP: if =/> target's Save, damage prevented. Natural 1 fails. **Invulnerable saves** aren't modified by a weapon's AP.

4. Inflict Damage = weapon's Damage. A model loses 1 wound for each point of damage suffered. Each **mortal wound** inflicts 1 damage, no wound or save rolls.

When a model's wounds are at 0, D6 **injury roll**:

Psychic power / shooting attack

Injured model **obscured** from psyker/shooter and within 1" of model or terrain between the two models	-1
Each flesh wound on injured model	+1

Close combat attack / any other case

Each flesh wound on injured model	+1

3 or less	Flesh wound
4+	Out of action

A model that suffers a **flesh wound** is restored to 1 wound remaining. Mark an empty flesh wound box on its datacard. If all are marked, the model is taken out of action instead.

A model taken **out of action** is removed from the battlefield.

3. CHOOSE ANOTHER RANGED WEAPON AND TARGETS

FIGHT SEQUENCE

1. PILE IN
May move up to 3", but must end the move closer to the nearest enemy model.

2. CHOOSE TARGETS
Target must be within 1" and visible. Models that charged may only attack enemies they charged or that charged them.

Number of attacks = A; roll 1 dice for each close combat attack. If a model can make multiple close combat attacks, it may split them between eligible targets.

3. CHOOSE MELEE WEAPON
Choose a weapon on the model's datasheet. All models have a close combat weapon: Range and Type: Melee, S: user, AP: 0, D:1.

A model with more than 1 weapon that can make several attacks may split its attacks with these weapons as desired.

4. RESOLVE CLOSE COMBAT ATTACKS
Resolve as for shooting, except use attacker's WS instead of BS, with these modifiers:

Intervening terrain	-1
Each flesh wound on attacking model	-1
Attacking model's kill team is **broken**	-1

Intervening terrain is terrain between the models that makes it impossible for them to be placed in contact.

5. CONSOLIDATE
May move up to 3", but must end the move closer to the nearest enemy model.

TERRAIN

Models may move across open ground without penalty.

Models move over difficult terrain at half their normal rate. Flying models ignore this penalty.

Models move over dangerous terrain at half their normal rate, but as soon as they would move into the terrain, or begin their move in it (unless they remain stationery), **roll a D6. On a 1, that model suffers 1 mortal wound.** Flying models ignore the penalty, but must make the test if they begin or end their move in dangerous terrain.

FALLING If a model is within 1" of an edge when hit, after resolving the attack **roll a D6. On a 1, the model is knocked off the edge. Roll a D6 for every full 3" the model falls.** For each roll of 5+ they suffer 1 mortal wound.

If the model fell on top of another model, make another roll for the model underneath, using the same number of dice.

COMMANDERS

You can include a **commander** in your kill team if the mission you are playing allows you to do so. A kill team can never include more than 1 commander.

Choose the commander's wargear as normal, and each commander must have a **specialism**. This does not count towards the number of specialists you can have in your kill team, but a team can still only include 1 of each type of specialist. Commanders choose from the specialisms listed on their datasheet.

Commanders have access to specific **tactics**: *commander tactics* or a *[name of datasheet] tactics*. *[Name of datasheet] tactics* are restricted to commanders chosen from the named battlesheet. A commander must be on the battlefield and not shaken in order to use tactics.

You may choose **upgrades** for commanders in the form of commander **levels** and commander **traits**. List these on the commander's datacard.

Choose whether a commander is **level** 1, 2, 3, or 4. Each has their own points cost for battle-forged kill teams. A commander's level determines the tactics they can use and their abilities.

You may purchase up to 3 different commander **traits** for your commander.

COMMANDERS AND CAMPAIGNS

If you are playing a campaign with commanders, use these rules:

Your command roster cannot include more than 1 of any particular commander model.

Commanders do not gain experience points. Instead, when you first gain a commander, you choose upgrades for them. You cannot purchase additional upgrades during the campaign.

If a commander takes an enemy specialist out of action, treat any rolls of 8 made for that model's casualty roll as a Hard Knocks result instead.

A specialist gains 1 experience point after a mission if one of its attacks or psychic powers took an enemy commander out of action.

A fire team gains 1 experience point after a mission if one of its attacks or psychic powers took an enemy commander out of action.

If your commander was taken out of action during a mission, you lose 1 morale at the end of that mission, regardless of the outcome of the battle.

If your commander was taken out of action, make a D10 **commander casualty roll** at the end of the mission, instead of the normal casualty roll.

1	**Serious injury:** The commander starts your next mission with 1 flesh wound and you must reduce its **M, A, Ld, W**, and **St** by 1 for the duration of that mission.
2-3	**Minor injury:** The commander starts your next mission with 1 flesh wound and you must reduce its **M, A**, and **Ld** by 1 for the duration of that mission.
4-5	**Contusion:** The commander starts your next mission with 1 flesh wound.
6-10	**Full recovery:** The commander makes a full recovery and can be used in your next mission without penalty.

AURA TACTICS

Aura tactics are passive, constant effect abilities that affect certain models within a certain distance for a certain amount of time.

Unless noted otherwise, the model using the aura tactic is always within range of its effects.

COMMANDER TOKENS

If your commander uses an aura tactic, place an **aura tactic token** next to the model as a reminder.

If you have any psychic powers that have an ongoing effect, place an **psychic power token** next to the affected model as a reminder.

STANDARD DEPLOYMENT

When a mission says use the **standard deployment** rules, each player rolls 2D6 (one a tie, reroll). The higher scorer has the greatest strategic advantage, followed by the other players in descending order of score.

Then take it in turn, in order of highest strategic advantage to lowest, to deploy 1 model from your kill team wholly within your deployment zone. Once all players have set up 1 model they do so again, in the same order. If a player runs out of models, skip them Once all models have been set up, deployment ends and the battle begins.

VARIABLE BATTLE LENGTH

When a mission says use the **variable battle length** rules, if the battle does not end otherwise, at the end of battle round 4 roll a D6. The battle continues on a 3+, otherwise the battle ends. If the battle does not end otherwise, at the end of battle round 5 roll a D6. The battle continues on a 4+, otherwise the battle ends.

The battle ends automatically at the end of battle round 6.