v2.1

May 2023

Game:	**WARHAMMER 40,000: KILL TEAM**
Publisher:	**Games Workshop (2021)**

**If you need exceptional quality graphic design
for your next project, visit universalhead.com**

WARHAMMER 40,000 KILL TEAM

SETUP

Choose **open play**, **matched play**, or **spec ops narrative play**, and follow the appropriate sequence. The game is played on a 30" x 22" **killzone**.

▲ 1" ○ 2" ■ 3" ⬟ 6"
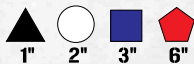
Miniatures are called **operatives** (all your friendly operatives are collectively called your **kill team**) and each game round is called a **turning point**.

Distances can be measured at any time. When measuring between operatives, measure from the closest part of their bases. Something is 'within' a range if the closest part of its base is no more then the specified distance. Something is 'wholly within' if all of its base is no more then the specified distance.

You may never reroll a die more than once. All characteristic modifiers are cumulative and dice results can be modified above or below the maximum result possible. Modifications to an operative's **action point limit** (**APL**) last until the end of its current or next activation (whichever comes first). The total modification of an operative's APL cannot be more than -1 or +1.

Roll off: Each player rolls D6 and the highest roller wins (reroll ties).

Figures are in each other's **engagement range** if one of them is visible to and within ▲ of the other.

BATTLE STRUCTURE

1. INITIATIVE PHASE

1. READY OPERATIVES
Each player readies all friendly operatives by flipping their **order token** to the ready (orange) side.

2. DETERMINE INITIATIVE
During the first turning point, initiative is determined in the mission sequence. Subsequently, roll off to determine initiative; the winner takes the **initiative token**. On a tie, the player who did not have initiative last turning point has the initiative.

2. STRATEGY PHASE

1. GENERATE COMMAND POINTS
Each player adds 1 **command point** (CP) to their pool (these remain in your pool until they are spent).

2. PLAY STRATEGIC PLOYS
Starting with the player with initiative, players alternate either using a **strategic ploy**, or choosing to pass. Repeat this until both players have passed in succession.

Pay the cost of the strategic ploy in CPs, then resolve its effects immediately. You cannot use the same strategic ploy more than once per strategy phase.

3. TARGET REVEAL
Starting with the player with initiative, players alternate revealing **tac ops** that may be revealed during this step, or choosing to pass. Repeat this until both players have passed in succession. Players do not have to reveal a tac op.

3. FIREFIGHT PHASE

Starting with the player with initiative, players alternate selecting 1 ready friendly operative, activating it, and completing its actions. Repeat this until all operatives have been activated.

If an operative has a **group activation** (**GA**) of more than 1, it must be activated in a group. Select ready friendly operatives of the same type in succession until you have activated **GA** operatives, or there are none left to activate. You can never activate more than 2 operatives in the same turning point before your opponent has had a turn to activate a ready operative or perform **overwatch**.

Each time you activate an operative, place an **engage** or a **conceal** order next to it (ready/orange side). During the first turning point, it will have the order given to it during setup.

The operative generates a number of **action points** (**AP**) equal to its **action point limit** (**APL**). These are used to perform actions. Once all AP have been used, their activation ends and they are no longer ready: flip their order token to its activated (grey) side.

Operatives must pay the **AP** cost to take an action, and **the same action cannot be performed more than once per activation**. While taking an action, they are the **active operative**. All of an operative's actions do not have to be declared when it is activated.

Free actions do not cost AP and can only performed when their requirements are met. They still count as performing an action.

Overwatch: On your turn, if you do not have any operatives left to activate, but your opponent hasn't yet activated all of theirs, you can select an already-activated friendly operative with an **engage** order to perform 1 **overwatch** action. While your opponent still has operatives to activate, each of your operatives can perform 1 overwatch action per turning point.

NORMAL MOVE (1 AP)
Move the operative a number of inches up to its **movement** (**M**) in straight increments (of any length) each direction. An increment of less than ▲ is treated as ▲. **M** cannot be modified to less than 2○ (even if injured).

An operative cannot perform this action if they are within engagement range of an enemy, or in the same activation in which they performed a **fall back** or **charge** action.

An operative cannot move over another operative's base, through terrain features, over the edge of the killzone, or within engagement range of an enemy unless another friendly operative is already within engagement range of that enemy (and it cannot finish its move within engagement range of that enemy). An operative's move must end in a location where they can be placed. If an operative has the **FLY** keyword, it can move over other operatives, but cannot finish its move on top of them.

CHARGE (1 AP)
Move the operative in the same way as a **normal move** a number of inches up to its **M** plus ○. It must finish the move within engagement range of an enemy operative (if this is not possible choose a different action instead).

If it moves within engagement range of an enemy and no other friendly operatives are within engagement range of that enemy, it must finish the move within engagement range of that enemy.

An operative cannot perform this action if they have the **conceal** order, are within engagement range of an enemy, or in the same activation they performed a **normal move**, **dash**, or **fall back**.

FALL BACK (2 AP)
Move the operative in the same way as a **normal move**. They can only perform this action if they are within engagement range of an enemy. They can move within engagement range of an enemy, but cannot finish the move within engagement range of an enemy (if this is not possible choose a different action instead).

An operative cannot perform this action in the same activation in which they performed a **normal move** or **charge** action.

DASH (1 AP)
Move the operative in the same way as a **normal move** a number of inches up to ■ only. An operative cannot perform this action if they are within engagement range of an enemy, or in the same activation in which they performed a **charge** action.

PASS (1 AP)
No effect. Use this action if you wish to do nothing, but have AP remaining. Operatives can perform this action more than once.

OVERWATCH (O AP)
Make a shooting attack with one of the operative's ranged weapons, worsening their BS by 1.

An operative cannot perform this action if they are within engagement range of an enemy, and they can only perform it once per turning point, only if they have an **engage** order, and only according to **overwatch** rules.

PICK UP (1 AP)
The operative must be within ▲ of an objective token that can be picked up. Remove that token from the killzone; the operative is now carrying it and in control of it.

An operative cannot perform this action if they are within engagement range of an enemy, they do not control the objective token, or if they are already carrying another token.

An operative can drop a token it is carrying at any point during its activation for free, and also does so if they are removed from the killzone. Place the token within ▲ of, and visible to, the operative (or visible and as close as possible if that is not possible).

SHOOT (1 AP)
Make a shooting attack with one of the operative's ranged weapons. The operative's player is the **attacker**, and the target's player is the **defender**. An operative cannot perform this action if they have the **conceal** order, or they are within engagement range of an enemy.

FIGHT (1 AP)
Fight in combat against an enemy operative. The operative's player is the **attacker**, and the target's player is the **defender**. An operative cannot perform this action unless they are within engagement range of an enemy.

SHOOT

1. SELECT RANGED WEAPON
The attacker selects 1 ranged weapon their operative is equipped with and takes D6 equal to its **ATTACKS** (**A**).

2. SELECT VALID TARGET
Select an enemy within the active operative's **line of sight** (LOS) that has no friendly operatives in that enemy's engagement range. If there are no valid targets, choose a different action instead.

3. ATTACKER ROLLS ATTACK DICE
Each result that equals or exceeds the weapon's **BALLISTIC SKILL** (**BS**) is a successful hit and is retained. A 6 is a **critical hit** and always successful and a 1 always fails.

4. DEFENDER ROLLS DEFENCE DICE
Roll D6 equal to the target's **DEFENCE** (**D**). Each result that equals or exceeds the target's **SAVE** (**Sv**) is a successful save and is retained. A 6 is a **critical save** and always successful and a 1 always fails.

If the target is in **cover**, before rolling their defence dice, they can retain one as a successful normal save without rolling it.

5. DEFENDER RESOLVES SUCCESSFUL SAVES
The defender resolves their successful saves. To do so, they select 1 or more of their retained defence dice, discard 1 of the attacker's successful hits, then discard that defence dice.

If the selected defence dice is a **normal save**, they select one of the opponent's normal hits to be discarded.

If they select **2 normal saves**, they select one of the opponent's critical hits to be discarded.

If the selected defence dice is a **critical save**, they select one of the opponent's normal hits or critical hits to be discarded.

6. ATTACKER RESOLVES SUCCESSFUL HITS
The attacker resolves remaining successful hits. To do so, they select 1 of their retained attack dice, inflict damage on the target, then discard that attack dice.

If the selected attack dice is a **normal hit**, inflict damage equal to the weapon's normal damage (first number).

If the selected attack dice is a **critical hit**, inflict damage equal to the weapon's critical damage (second number).

7. REMOVE INCAPACITATED OPERATIVES
Any incapacitated operatives are removed from the killzone when the active operative has resolved all of its shooting attacks for that action.

FIGHT

1. SELECT VALID TARGET
Select an enemy in the active operative's engagement range. If there are no valid targets, choose a different action instead.

2. SELECT MELEE WEAPONS
The attacker selects 1 melee weapon their operative is equipped with and takes D6 equal to its **ATTACKS** (**A**).

The defender does the same.

3. ROLL ATTACK DICE
Both players roll their attack dice simultaneously.

Each result that equals or exceeds your weapon's **WEAPON SKILL** (**WS**) is a successful hit and is retained. A 6 is a **critical hit** and always successful and a 1 always fails.

For each friendly operative that **supports** your operative in the combat, improve the **WS** by 1. The supporting operative must be within engagement range of the enemy operative and not within engagement range of other enemy operatives.

6. RESOLVE SUCCESSFUL HITS
Starting with the attacker, each player alternates resolving 1 of their successful hits. Repeat this until one of the operatives is incapacitated or you have no more hits to resolve (in which case your opponent resolves their remaining hits).

To resolve a hit, select 1 of your retained attack dice, choose for your operative to **strike** or **parry**, then discard that attack dice.

If you **parry**, one of your opponent's successful hits is discarded.

If the selected attack dice is a **normal hit**, select one of your opponent's normal hits to be discarded.

If the selected attack dice is a **critical hit**, select one of your opponent's normal hits or critical hits to be discarded.

If you **strike**, inflict damage on the target.

If the selected attack dice is a **normal hit**, inflict damage equal to the weapon's normal damage (first number).

If the selected attack dice is a **critical hit**, inflict damage equal to the weapon's critical damage (second number).

WOUNDS AND DAMAGE

Each time an operative is damaged, it loses a number of **WOUNDS** (**W**) equal to the damage's value. Mark lost wounds with a token or similar. If wounds are reduced to 0, the operative is **incapacitated** and removed from the killzone.

Each time an operative suffers a **mortal wound**, 1 point of damage is applied to it (defence dice do not help).

An operative with fewer than half of its wounds remaining is **injured**. Subtract ○ from its **M**, and worsen the **BS** and **WS** of the weapons it uses by 1.

TACTICAL PLOYS

CPs may be spent on **tactical ploys** specific to a faction's army list. Each player can use each tactical ploy no more than once per turning point.

The following tactical ploy is available to all factions and may be used more than once per turning point.

COMMAND RE-ROLL (1 CP)

Use this tactical ploy to re-roll 1 attack dice or defence dice.

OBJECTIVES

Friendly operatives control an objective if the total **APL** of friendly operatives within ○ of the centre of it is greater than that of enemy operatives. Measure to and from the centre of an objective. An operative carrying an objective token is always in control of it.

LINE OF SIGHT

If the intended target has an **engage** order, it is in the active operative's LOS if it is **visible** and **not obscured**.

If the intended target has a **conceal** order, it is in the active operative's LOS if it is **visible**, **not obscured**, and **not in cover**.

VISIBLE

For an intended target to be **visible**, you must be able to draw an unobstructed straight **visibility line** from the active operative's head to any part of the intended target except its base (or a selected point on the killzone if that is required). If a base prevents a target from being visible, treat the base as being invisible.

COVER

Draw **cover lines** from any part of the active operative's base to every part of the intended target's base. To be in **cover**, the intended target must be more than ○ from the active operative, and within △ of a point at which a cover line crosses **another operative's base** or a **terrain feature that provides cover**.

OBSCURED

For an intended target to be **obscured**, the intended target must be more than ○ from a point at which a cover line crosses a terrain feature that is **obscuring**. However, if the active operative is within △ of that point, that part of the terrain feature is *not* treated as obscuring.

TERRAIN TRAITS

HEAVY terrain provides **cover** and is **obscuring**.

LIGHT terrain provides **cover** unless otherwise specified.

TRAVERSABLE terrain can be **traversed**.

INSIGNIFICANT terrain has no impact on the rules.

BARRICADES are ○ wide and △ tall and are **light** and **traversable**.

VANTAGE POINTS are terrain with a vertical element that operatives can be placed upon. An operative cannot finish a move or be set upon a part of a terrain feature that is not a **VANTAGE POINT**.

When an operative on a **VANTAGE POINT** makes a shooting attack, each enemy with a **conceal** order, in **cover** provided by light terrain or another operative, and at least ○ lower than them, is treated as having an **engage** order for that attack instead.

If a shooting attack is made against an operative on a **VANTAGE POINT**, the target cannot use the floor of the vantage point as **cover** or to be **obscured**, nor can they use parts of the vantage point's feature that are lower than them as **cover** or to be **obscured**. They can however use parts that are the same height or higher, such as a rampart or battlement.

WALL All parts have the **heavy** trait.

LOW WALL All parts have the **light** and **traversable** traits.

PIPES Pipes have the **light** and **traversable** traits.

BATTLEFIELD DETRITUS These features, such as crates, are usually less than △ tall, and have the **insignificant** trait.

KILLZONE MATERIEL These features, such as stacked crates and oil drums, have the **light** trait. They can also be **traversable** if they are no more than △ tall.

INDUSTRIAL MACHINE All parts have the **heavy** trait.

OTHER FEATURES Buildings and structures, trees, and containers can include parts with different traits.

MOVING THROUGH TERRAIN

TRAVERSE

During a move, an operative may ascend and descend terrain with the **TRAVERSABLE** trait at a cost of ○, but cannot finish a move on top of it. If this is not possible, it must move around it instead. This is not a climb, but a horizontal move over an obstacle.

JUMP

An operative may jump a gap between terrain that is within ▮ horizontally and ○ vertically from one edge to the other. The operative must be within △ of the edge of the gap.

Take a jump test by rolling D6: on 1, the test is unsuccessful, the operative remains where it is, and that action ends; and on 2+ you can move the operative across the gap.

Only the horizontal distance counts towards how far the operative has moved. An operative cannot jump instead of climbing.

The operative must be able to end their move in a location where it can be placed; if it cannot, it cannot attempt the jump.

CLIMB

An operative may ascend or descend a terrain feature that it cannot traverse. The operative must be within △ of a climbable part of the feature (wall, pipe, chain etc), and may then climb it, counting the distance it travels towards the total distance it moves, rounding up any incremental distances of less than ○ to ○.

The operative must be able to end their move in a location where it can be placed; if it cannot, it cannot begin the climb (though they may perform a **dash** action during a climb).

DROP

An operative may descend a height without climbing. The operative must be within △ of the edge of the terrain feature it will drop from, and the intended location must be vertically within ○ of the level it occupies.

It then drops, counting the vertical distance it travels towards the total distance it moves, rounding down any incremental distances of more than ○ to ○ (so a total vertical distance of ○ is ignored).

An operative cannot move through any part of another operative's base (unless it can **FLY**), so it cannot make the drop if the intended location has any operatives that would prevent the operative moving in that direction.

FLYING

Operatives with the **FLY** keyword ignore vertical distances when moving on or over terrain features, so do not need to climb or traverse and can move freely across gaps.

When they drop, their intended location can be any vertical distance and the vertical distance they travel does not count towards their move.

TAC OPS

Tac ops are secondary objectives you can achieve to earn **victory points** (VPs). The mission sequence will specify what category of tac op you can use and how to select from that category. Tac ops are kept secret until revealed, and specify when they should be revealed.

You can score VPs from each of their 2 conditions once, and you cannot score VPs from a condition before that tac op is revealed.

CLOSE QUARTERS
ACTIONS

GUARD (1 AP)

This action is treated as a **shoot** action. The operative goes on **guard** until it performs a guard attack or any actions (including **pass**); *or* an enemy operative ends an action within engagement range of it and does not make a guard attack; *or* its order is changed to **conceal**; *or* it is the end of the turning point.

The operative cannot perform this action if it has a **conceal** order or while within engagement range of an enemy operative.

On guard: Once during each enemy's activation, after that enemy performs a normal action, you can interrupt it and select 1 friendly operative on **guard** to make 1 of these **guard attacks**: an overwatch action, a free fight action, or point-blank overwatch.

Point-blank overwatch is an overwatch action while within engagement range of the enemy operative that is its target. Until the end of the interrupted enemy operative's activation, each time the friendly operative fights, do not select melee weapons or roll attack dice for it during that combat.

If an enemy operative has its activation interrupted by a guard attack, is incapacitated and subsequently revived, its activation immediately ends.

HATCHWAY FIGHT (1 AP)

This action is treated as a **fight** action. An operative can perform this action if it is not within engagement range of an enemy operative, *and* its base is touching an open hatchway's access point, *and* an enemy operative is blocking that access point (by bring on the other side and within ○ of it).

Fight in combat against an enemy operative blocking that access point. That operative is a valid target.

OPERATE HATCH (1 AP)

An operative can perform this action while within △ of a hatchway's access point to open or close that hatchway. They cannot do so while within engagement range of an enemy operative, or if that hatchway is open and an enemy operative is within △ of its access point.

An operative can perform this action during a **dash** or **normal move** action, and may use any remaining increments of movement after it does so. The move action would usually end if opening the hatchway caused the operative to be within engagement range of an enemy operative, however.

CONDENSED ENVIRONMENT

Weapons with the *Blast x, Splash x,* and/or *Torrent x* special rules gain the *Lethal 5+* special rule.

Each time a friendly operative makes a shooting attack with a weapon with the *Indirect* special rule, you must choose whether or not to use that rule. If you do, that weapon gains the *Rng* ▮ special rule for that shooting attack.

Each time a friendly operative makes a shooting attack against an enemy operative , if a cover line drawn to that target crosses 1 or more operatives with an **engage** order (excluding those with a **WOUNDS** of 5 or less, and friendly operatives whose bases touch the active operative's), roll 1 less attack dice.

TAC OPS

Do not use these tac ops: *Seize Ground, Hold the Line, Sabotage,* and *Vantage*. If this would mean you cannot build a 6-card tac ops deck, you can select the number of cards needed to complete your deck from one of the other archetypes your kill team has access to (in matched play, if they do not have any other archetypes, you can select the needed cards from any 1 other archetype).

TERRAIN

BARRICADES Barricades can be set up anywhere in the killzone that is more than ⬟ from your opponent's dropzone, more than ○ from access points, more than ○ from other barricades, and not on a terrain feature (unless it has the **insignificant** trait).

WALL All parts of a wall have the **heavy** and **wall** traits. Operatives cannot move over or through walls, other than as a result of the **accessible** trait. Visibility lines cannot be drawn over or through them, and an operative is never a valid target if every cover line drawn to it crosses walls. Range cannot be measure over or through walls (measure around it using the shortest route). A cover line must cross a corner or end of a wall for it to provide **cover** or be **obscuring**.

HATCHWAY Hatchways begin the battle **closed**: the hatch is fully within its access point, and all parts of it have the **heavy** and **wall** traits.

While a hatchway is open, its hatch must be fully open, its access point has the **accessible** trait, and its hatch has the **wall** trait.

Accessible: An operative can move through walls up to △ adjacent to this access point as if they were not there, as long as at least part of its base moves through this access point when it does so. It must finish a move wholly on one side or the other of this terrain feature.

ANCIENT APPARATUS Ancient apparatus features have the **heavy** and **traversable** traits. Some missions treat them as objective markers. A friendly operative controls one while within △ of it, and if the total APL of friendly operatives within △ of it is greater than that of enemy operatives within △ of it.

PIPES Pipes have the **insignificant** traits. Broken pipes have the **light** and **traversable** traits.

▲ 1" ○ 2" ■ 3" ⬠ 6"

Figures are in each other's **engagement range** (ER) if one of them is visible to and within ▲ of the other.

1. INITIATIVE PHASE

1. READY ALL OPERATIVES
2. ROLL OFF TO DETERMINE INITIATIVE
On a tie, the player who did not have initiative last has initiative.

2. STRATEGY PHASE

1. EACH PLAYER RECEIVES 1 CP
2. PLAY STRATEGIC PLOYS
Player with initiative first, players alternate playing strategic ploys. You cannot use the same one more than once.

3. TARGET REVEAL
Starting with the player with initiative, players alternate playing relevant tac ops cards.

3. FIREFIGHT PHASE

Player with initiative first, players alternate activating a ready operative; repeat until all activated. Those with **GA** 2+ activate in a group. To activate, place an **engage** or a **conceal** order token, take actions (spend AP up to **APL**), then flip the order token.

COMMAND RE-ROLL TACTICAL PLOY (1 CP)
Re-roll 1 attack dice or defence dice.

NORMAL MOVE (1 AP)
Move up to **M**. Less than ▲ is ▲. An operative cannot perform this action if they are within ER of an enemy, or in the same activation in which they performed a **fall back** or **charge** action.

An operative cannot move over another's base, or within ER of an enemy unless another friendly is already within ER of that enemy (and it cannot finish its move within ER of that enemy).

CHARGE (1 AP)
Make a **normal move** up to **M** plus ○. The move must end within ER of an enemy. If it moves within ER of an enemy and no other friendly operatives are within ER of that enemy, it must finish the move within ER of that enemy.

An operative cannot perform this action if they have the **conceal** order, they are within ER of an enemy, or in the same activation as a **normal move**, **dash**, or **fall back** action.

FALL BACK (2 AP)
Make a **normal move**. An operative can only fall back if they are within ER of an enemy. They can move within ER of an enemy, but cannot finish the move within ER of an enemy.

An operative cannot perform this action in the same activation in which they performed a **normal move** or **charge** action.

DASH (1 AP)
Make a **normal move** up to ■ only. An operative cannot perform this action if they are within ER of an enemy, or in the same activation as a **charge** action.

PASS (1 AP)

OVERWATCH (0 AP)
Shoot with a ranged weapon, worsening **BS** by 1. An operative cannot perform this action if within ER of an enemy, and can only perform it once per turning point, if they have an **engage** order, and only according to **overwatch** rules.

PICK UP (1 AP)
Must be within ▲ of the objective, and cannot pick it up if within ER of an enemy, they do not control the token, or they are already carrying one. Drop at any point during activation for free (or killed), placing it within ▲ of, and visible to, the operative.

SHOOT (1 AP)
Shoot attack with a ranged weapon. An operative cannot shoot with the **conceal** order, or if within ER of an enemy.

FIGHT (1 AP)
Combat. An operative can only fight if within ER of an enemy.

SHOOT

1. SELECT RANGED WEAPON
Takes D6 equal to the weapon's **A**.

2. SELECT VALID TARGET
Select an enemy within LOS with no friendly operatives in its ER.

3. ATTACKER ROLLS ATTACK DICE
Retain each successful **BS** hit. A 6 is a **critical hit** and always successful and a 1 always fails.

4. DEFENDER ROLLS DEFENCE DICE
Roll D6 equal to the target's **D**. Retain each successful **Sv** save. A 6 is a **critical save** and always successful and a 1 always fails.

If the target is in **cover**, before rolling their defence dice, they can retain one as a successful normal save without rolling it.

5. DEFENDER RESOLVES SUCCESSFUL SAVES
Defender discards 1 of the attacker's successful hits for each of their retained defence dice.

Normal save = discard 1 normal hit. **2 normal saves** = discard 1 critical hit. **Critical save** = discard 1 normal hit *or* critical hit.

6. ATTACKER RESOLVES SUCCESSFUL HITS
Normal or critical damage depending on the type of hit.

7. REMOVE INCAPACITATED OPERATIVES

FIGHT

1. SELECT VALID TARGET
Select an enemy in the active operative's ER.

2. SELECT MELEE WEAPONS
Attacker selects 1 melee weapon and takes D6 equal to its **A**. Defender does the same.

3. ROLL ATTACK DICE SIMULTANEOUSLY
Retain each successful **WS** hit. A 6 is a **critical hit** and always successful and a 1 always fails.

For each other friendly operative that **supports** your operative in the combat, improve **WS** by 1. The supporting operative must be within ER of the enemy and not within ER of other enemies.

6. RESOLVE SUCCESSFUL HITS
Attacker first, alternate resolving 1 successful hit by discarding 1 of your retained attack dice and choosing **strike** or **parry**.
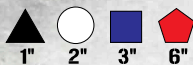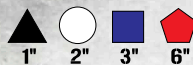
Parry = discard 1 of your opponent's successful hits.
   Normal hit = discard 1 normal hit.
   Critical hit = discard 1 normal hit *or* critical hit.

Strike = normal or critical damage depending on the type of hit.

> Fewer than half wounds remaining = **injured**.
> Subtract ○ from **M**, and worsen **BS** and **WS** by 1.

1" 2" 3" 6"

Figures are in each other's ER (**engagement range**) if one is visible and within ▲ of the other.

1. INITIATIVE PHASE

1. READY ALL OPERATIVES

2. ROLL OFF TO DETERMINE INITIATIVE
On a tie, the player who did not have initiative last has initiative.

2. STRATEGY PHASE

1. EACH PLAYER RECEIVES 1 CP

2. PLAY STRATEGIC PLOYS
Player with initiative first, players alternate. You cannot use the same ploy more than once per strategy phase.

3. TARGET REVEAL
Starting with the player with initiative, players alternate playing relevant tac ops cards.

3. FIREFIGHT PHASE

Player with initiative first, players alternate activating a ready operative; repeat until all activated. Those with **GA** 2+ activate in a group. To activate, place an **engage** or a **conceal** order token, take actions (spend AP up to **APL**), then flip the order token.

COMMAND RE-ROLL TACTICAL PLOY (1 CP)
Re-roll 1 attack dice or defence dice.

NORMAL MOVE (1 AP)
Move up to **M**. Less than ▲ is ▲. You cannot perform this action if within ER of an enemy, or in the same activation in which you performed a **fall back** or **charge**. You cannot move over another's base, or within ER of an enemy unless another friendly is already within ER of that enemy (and it cannot finish its move within ER of that enemy).

CHARGE (1 AP)
Make a **normal move** up to **M** plus ◯. The move must end within ER of an enemy. If you move within ER of an enemy and no other friendly operatives are within ER of that enemy, you must finish the move within ER of that enemy. You cannot perform this action if you have the **conceal** order, you are within ER of an enemy, or in the same activation as a **normal move**, **dash**, or **charge**.

FALL BACK (2 AP)
Make a **normal move**. You can only fall back if you are within ER of an enemy. You can move within ER of an enemy, but cannot finish the move within ER of an enemy. You cannot perform this action in the same activation in which you performed a **normal move** or **charge**.

DASH (1 AP)
Make a **normal move** up to ■ only. You cannot perform this action if you are within ER of an enemy, or in the same activation as a **charge**.

PASS (1 AP)

OVERWATCH (0 AP)
Shoot with a ranged weapon, worsening **BS** by 1. You cannot perform this action if within ER of an enemy, and can only perform it once per turning point, if you have an **engage** order, and only according to **overwatch** rules.

PICK UP (1 AP)
Must be within ▲ of the objective, and cannot pick it up if within ER of an enemy, you do not control the token, or already carrying one. Drop a token at any point during activation for free (or killed); place it within ▲ of, and visible to, the operative.

SHOOT (1 AP)
Shoot attack with a ranged weapon. You cannot shoot with the **conceal** order, or if within ER of an enemy.

FIGHT (1 AP)
Combat. You can only fight if within ER of an enemy.

GUARD (1 AP)
Go on **guard** until you perform a guard attack or any actions; *or* an enemy operative ends an action within ER of you and does not make a guard attack; *or* your order changes to **conceal**; *or* the turning point ends. You cannot perform this action if you have a **conceal** order or while within ER of an enemy operative.

On guard: Once after an enemy's action, you can interrupt it and have 1 friendly operative on **guard** make 1 **guard attack** (an overwatch action, a free fight action, or a point-blank overwatch).

HATCHWAY FIGHT (1 AP)
Perform this action if you are not within ER of an enemy operative, *and* your base is touching an open hatch's access point, *and* an enemy operative is blocking that access point. Fight an enemy blocking that access point.

OPERATE HATCH (1 AP)
Perform this action while within ▲ of a hatch's access point to open or close that hatch. You cannot do so while within ER of an enemy, or if the hatch is open and an enemy is within ▲ of it. You can perform this action during a **dash** or **normal move**.

SHOOT

1. SELECT RANGED WEAPON
Takes D6 equal to the weapon's **A**.

2. SELECT VALID TARGET within LOS with no friendly operatives in your ER.

3. ATTACKER ROLLS ATTACK DICE
Retain each successful **BS** hit. 6 is a **critical** and 1 always fails.

4. DEFENDER ROLLS DEFENCE DICE
Roll D6 equal to the target's **D**. Retain each successful **Sv** save. A 6 is a **critical save** and always successful and a 1 always fails.

If the target is in **cover**, before rolling their defence dice, they can retain one as a successful normal save without rolling it.

5. DEFENDER RESOLVES SUCCESSFUL SAVES
Defender discards 1 of the attacker's successful hits for each of their retained defence dice.

Normal save = discard 1 normal hit. **2 normal saves** = discard 1 critical hit. **Critical save** = discard 1 normal hit *or* critical hit.

6. ATTACKER RESOLVES SUCCESSFUL HITS
Normal or critical damage depending on the type of hit.

7. REMOVE INCAPACITATED OPERATIVES

FIGHT

1. SELECT VALID TARGET in your ER.

2. SELECT MELEE WEAPONS
Attacker selects 1 melee weapon and takes D6 equal to its **A**. Defender does the same.

3. ROLL ATTACK DICE SIMULTANEOUSLY
Retain each successful **WS** hit. 6 is a **critical** and 1 always fails. For each other friendly operative that **supports** your operative in the combat, improve **WS** by 1. The supporting operative must be within ER of the enemy and not within ER of other enemies.

6. RESOLVE SUCCESSFUL HITS
Attacker first, alternate resolving 1 successful hit by discarding 1 of your retained attack dice and choosing **strike** or **parry**.

Parry = discard 1 of your opponent's successful hits.
   Normal hit = discard 1 normal hit.
   Critical hit = discard 1 normal hit *or* critical hit.

Strike = normal or critical damage depending on the type of hit. Fewer than half of wounds remaining = **injured**. Subtract ◯ from **M**, and worsen **BS** and **WS** of weapons used by 1.

SPECIAL RULES

Armour Penetration (APx): When shooting this weapon, subtract x from the target's **DEFENCE**. X is not cumulative; choose one value if several apply.

Barrage: When shooting this weapon, instead of the normal retention of defence dice due to **cover**, if any part of the target operative's base is hidden by a terrain feature from directly above, the defender can retain defence dice as if in **cover**.

Balanced: Each time the operative fights in combat or shoots with this weapon, you can reroll one of your attack dice.

Blast x: After shooting this weapon, make a shooting attack (using the same profile) against each other operative within x of the original target. When determining if these other operatives are valid targets or in **cover**, treat the original target as the active operative. You cannot shoot this weapon using **overwatch**.

Brutal: Each time the operative fights in combat with this weapon, your opponent can only parry with critical hits.

Ceaseless: When the operative fights in combat or shoots with this weapon, you can reroll any or all your attack dice results of 1.

Fusillade: When shooting this weapon, after selecting a valid target, you can select any number of other valid targets within ◯ of the original target. Distribute your attack dice between the selected targets. Make a shooting attack (using the same profile) against each of the targets using the attack dice you have distributed to each.

Heavy: An operative cannot perform a **charge**, **fall back**, or **normal move** action in the same activation in which it performs a **shoot** action with this weapon.

Hot: When shooting this weapon, for each attack dice result of 1 that is discarded, that operative suffers 3 mortal wounds.

Indirect: When shooting this weapon, enemy operatives are not in **cover**. You can only select each equipment with this rule once per battle.

Invulnerable Save x+: When a shooting attack is made against this operative, the defender can use its invulnerable save instead of its normal **SAVE**. It cannot be modified in any way, and is not affected by any APx special rules.

Lethal x: When the operative fights in combat or shoots with this weapon, your attack dice results of equal to or greater than x that are successful hits are critical hits.

Limited: This weapon can only be used once per battle. If it has a special rule that allows it to make more than 1 shooting attack for an action, make each of those attacks as normal.

Mortal Wounds (MWx): When shooting this weapon, for each critical hit retained, inflict x mortal wounds on the target.

No Cover: When shooting this weapon, defence dice cannot be automatically retained as a result of **cover** (they must be rolled instead).

Piercing (Px): When shooting this weapon, if you retain any critical hits, the weapon gains the APx special rule for that shooting attack.

Range (Rng x): When shooting this weapon, only operatives within x are a valid target (all other rules for selecting a valid target still apply).

Reap x: When fighting in combat with this weapon, if you strike with a critical hit, inflict x mortal wounds on each other enemy operative visible to the friendly operative and within ▲ of it or the target operative.

Relentless: When the operative fights in combat or shoots with this weapon, you can reroll any or all of your attack dice.

Rending: When the operative fights in combat or shoots with this weapon, if you retain any critical hits you can retain 1 normal hit as a critical hit.

Silent: While an operative has a **conceal** order, it can perform **shoot** actions if this is the ranged weapon (or profile) that is selected for the shooting attack(s).

Splash x: When shooting this weapon, for each critical hit retained, inflict x mortal wounds on the target and each other operative visible to and within ◯ of it.

Stun: When shooting this weapon, if you retain any critical hits, subtract 1 from the target's **APL**. Each time you fight in combat with this weapon, the first time you critical hit, select one of your opponent's normal hits to be discarded, and the second time you critical hit, subtract 1 from the target's **APL**.

Torrent x: After making a **shoot** or **overwatch** action with this weapon, make a shooting attack with this weapon against each other valid target within x of the original target and each other.

Unwieldy: An operative can only shoot this weapon if an extra AP is subtracted to perform a **shoot** action. You cannot shoot using an **overwatch** action with this weapon.

TERRAIN

HEAVY terrain provides **cover** and is **obscuring**.
LIGHT terrain provides **cover** unless otherwise specified.

BARRICADES are ◯ wide and ▲ tall, **light** and **traversable**.

VANTAGE POINTS When shooting from a vantage point, each enemy with a **conceal** order, in light terrain cover, and at least ◯ lower than them, is treated as having an **engage** order. When shooting at an operative on a vantage point, that operative cannot use the floor or parts of the terrain lower than them as cover or to be obscured.

TRAVERSE Ascend/descend **traversable** terrain at a cost of ◯, An operative cannot stop on top of such terrain.

JUMP Jump a gap within ▮ horizontally and ◯ vertically from one edge to the other. Must be within ▲ of an edge. Roll D6: on 1, the operative remains where it is and that action ends; on 2+ move across the gap (only the horizontal distance counts).

CLIMB Ascend/descend a terrain feature. Must be within ▲ of a climbable part; then climb it, counting the distance travelled towards the total move distance, rounding up less than ◯ to ◯. May perform a **dash** action during a climb.

DROP Drop to descend a height without climbing. Must be within ▲ of the edge of the terrain, and the intended location must be vertically within 3◯ of the level occupied. Then drop, counting the vertical distance they travel towards the total move distance, rounding down more than ◯ to ◯.

LINE OF SIGHT

If the intended target has an **engage** order, it is in the operative's LOS if it is **visible** and **not obscured**.

If the intended target has a **conceal** order, it is in the operative's LOS if it is **visible**, **not obscured**, and **not in cover**.

VISIBLE Must be able to draw an unobstructed line from the active operative's head to any part of the target (not its base).

IN COVER Draw **cover lines** from any part of the operative's base to every part of the target's base. Target must be more than ◯ away, and within ▲ of where a cover line crosses another operative's base or a terrain feature that provides cover.

OBSCURED Target must be more than ◯ from the point where a cover line crosses a terrain feature that is **obscuring**. If the active operative is within ▲ of that point, that part of the terrain feature is not treated as obscuring.