—— UNOFFICIAL WARHAMMER 40,000 EXPANSION ——

KILL TEAM

Kill Team is an unofficial expansion to Warhammer 40,000 that allows you to fight more intimate, more narrative driven games of Warhammer 40,000. Instead of fighting across vast battlefields controlling armies of hundreds of troops, you take control of a small task force with a handful of men.

PLAYING KILL TEAM

A Kill Team game follows all the normal Warhammer 40,000 rules found in the Warhammer 40,000 rulebook, with the changes and additions explained in this document. Please note that you will require all rulebooks and Codexes that you would normally need to play a game of Warhammer 40,000 (plus these rules, obviously).

BUILDING YOUR TEAM

Your team represents a small task force that could be infiltrating an enemy base, scouting ahead of the main army or the spearhead of larger force whose task is to assassinate the enemy's leader. A good team is not just one that does well on the table top but one that has a strong theme.

To play a Kill Team game you must first create your team using the Kill Team Lists. You can download the Team List for your army from the Kill Team website. You do not use the official Codexes to build your team (although you still need them to reference special rules, weapons, etc.). Once you have chosen which Team List you want to use, you can spend up to 250 points building your team. When building your team you must follow all Model Allowance rules set out in your Team List, for example if your Team List states that you may have 0-3 Special models, then you may only ever have up to three models chosen from the Special section of that Team List.

Team List Armouries

Some models have the option to purchase wargear from their Team List's armoury, if they do it will say so in their options – note that some armoury items may only be taken by specific types of models. A model may only take one of each piece of wargear from the Armoury.

CAMPAIGN RULES, ROSTERS & OTHER DOWNLOADS

If you are playing in a campaign, you will have the chance to expand and improve your team after each game. Your team will gain requisition in order to reinforce or reequip, and your models will increase in experience and gain skills. If you're unlucky, they may even suffer injuries or death! Team Lists, campaign rules, roster sheets, and other materials can be found at:

heralds-of-ruin.blogspot.co.uk.

GENERAL RULES

A TEAM OF HEROES

All models in a Kill Team game act completely independently, and are classed as single model units in all respects.

TEAM LEADERS

Team Leaders are always classed as Characters and use the full rules for being so, including Look Out Sir and Challenges. A Team Leader may choose the closest friendly model within 6" to take a hit during Look Out Sir – not just within his own unit. All Team Leaders have the Inspiring Presence special rule (see Special Rules later).

BUILT-UP AREA

During a Kill Team game, no models may Deep Strike in a game using this rule, except units which are described as being able to teleport or materialise from the Warp (or a specific exception is noted in its entry in their Team List). However, any model that suffers a Deep Strike mishap must take a -1 penalty to the result rolled – it's dangerous to teleport into such built up areas!

THE ROUT TEST

A player must make a Rout test at the start of his turn if half or more of his team has been removed as a casualty (or fled the battle). For example, in a team that has twelve models a test is needed if six or more are removed as casualties. If the Rout test is failed, the team automatically loses the game. The game ends immediately and surviving models retreat from the area.

To take a Rout test roll 2D6. If the score is equal to or less than the team's Team Leader's Leadership, the player has passed the test and may continue to fight. Note this is not a Leadership or Morale test and is not affected by any special rules. If the Team Leader has gone to ground, is fleeing or has been removed as a casualty, then the player may not use his Leadership to take the test. Instead, use the highest Leadership characteristic amongst any remaining models.

Voluntary Rout

A player may choose to voluntarily Rout at the start of any of his own turns if he wishes, but only if he was already required to take a Rout test.

MOVEMENT PHASE

REAL TERRAIN

A Kill Team battlefield preferably uses a lot of terrain, including ruins, buildings and a fair amount of scatter terrain (such as barrels, sandbags, etc). To represent a more cinematic style of play, Kill Team replaces the rules for Difficult Terrain and Buildings (see below). In addition, the following amendment is in effect:

Instead of using the normal rules where models can move freely through walls and similarly solid obstacles, look at the terrain on your battlefield. If it's a wall, you can't move through it. If it's a door, you can (we assume models can open closed doors). Only a model that can physically fit within a space on your board can move through it. Also, a

model may 'vault' through windows and leap over obstacles that are less than 1" high/wide without affecting their movement.

DIFFICULT TERRAIN

Instead of rolling for Difficult Terrain, models that move through it count as moving double the distance (rounding up to the nearest inch) - so moving 3" would count as moving 6". Run moves are now also affected by Difficult Terrain. A model with the Move Through Cover special rule is not affected by this 'doubling' and may always move its full movement across Difficult Terrain.

This new rule replaces the rule for charging through difficult terrain – i.e. you roll 2D6 charge

distance as normal (you do not reduce your charge distance by 2) but must take into account the double distance for any Difficult Terrain you cross.

Sometimes a model's move will be split, partly over open terrain and partly over Difficult Terrain. In this case, the model moves normally over open terrain and only the distance over Difficult Terrain is doubled. For example, a model moves 2" over a marsh (doubled to 4") leaving 2" of the 6" move for further movement. Always round any remaining fractions of movement up to the next inch.

BUILDINGS

To reinforce the 'real terrain' emphasis in Kill Team, do not use the rules for buildings in the core rulebook. Instead, simply use it as a ruin without the Difficult Terrain penalty. Models may use ladders and stairs freely, or attempt to climb (see Climbing and Jumping below) the walls in order to reach battlements, second floors, etc. If you can't physically place models inside the building, you can't move into it.

CLIMBING AND JUMPING

Although there are rules already present for 'climbing up' in the Moving Through Terrain section of the core rulebook, the following rule has been designed to provide a more cinematic alternative in Kill Team:

A model may climb walls and jump gaps/drops of up to 6" during their movement phase. To do this they must move up to the wall, edge or gap and still have enough movement left to be able to climb or jump the distance required. The model must pass an Initiative test. If they pass, they climb or jump successfully and may continue moving if they have any movement left. If they fail when climbing up, the model simply stays at the bottom of the wall. If they fail when jumping down or jumping a gap, they fall: The model falls from the point they started to jump and takes an automatic

AP- hit with a Strength equal to the distance they fell in inches (rounding down).

A model does not need to take an Initiative test when climbing or jumping less than 1", or if they are using a ladder. Only models with the Infantry or Beasts unit types may climb, but all unit types may jump. Climbing or jumping does not count as moving through Difficult Terrain.

A model may jump or climb during a charge, run or consolidation move if it wishes. Roll for charge/run distance as normal, then if you wish to jump or climb during this move take an Initiative test as explained above. Note a model may still only jump or climb a maximum of 6" at a time. For further details on climbing/jumping charges see the Assault Phase chapter later.

HIDING

Sometimes it may be in a model's best interest to hide! A model can hide if it ends its movement behind an obstacle where it is at least 50% obscured from all enemy models (if in doubt, discuss it with your opponent). The player must declare that the model is hiding during its Movement phase and place a Hidden counter next to the model. A model may not hide if it is within 12" of an enemy model.

If any enemy model moves so that the hiding model is no longer at least 50% obscured, or moves within 12", the model is no longer hidden.

When hidden, a model cannot be directly shot at, charged or targeted by enemy psychic powers. Hiding models can still be 'accidentally' hit by Blasts or psychic powers, as long as the hiding model is not directly targeted. While hiding, a model cannot shoot, run, charge or use psychic powers (or in fact do anything voluntarily for the rest of his turn). Hidden counters are removed at the start of the model's next turn. Weapons that do not require Line of Sight may still not target hiding models.

PSYCHIC PHASE

Kill Team is a game about small-scale operations, and although Psykers are prevalent throughout the Warhammer 40,000 universe their effect is purposefully limited in these small games.

GENERATING POWERS

Ignore the rules for generating psychic powers in the core rulebook, including the Psychic Focus rule. Instead, every Psyker in a Kill Team game will have a list of available psychic powers in their entry in their Kill Team List. At the start of the game you may chose a single power from this list for every Mastery Level the Psyker has. A Psyker cannot know the same psychic power twice.

WARP CHARGE

In a Kill Team game psychic powers are manifested using the normal rules, with the exception that you must roll a D3 at the start of the Psychic phase to determine Warp Charge instead of a D6. For example, if you had a single Psyker with Mastery Level 1 and rolled for your Warp Charge pool, you would roll a D3 and add 1 (for a total pool of Warp Charge between 2 and 4).

PSYCHIC DEFENCE

All models with the Psyker special rule count as having a psychic hood. Models with an actual psychic hood have its range increased to 24".

AREA EFFECT

Psychic powers that target a 'unit' have an area effect of 3" around the target model. Powers that specifically target a single model still only target one model. This is unless the target unit has the 'Squad' special rule (see later), in which case normal rules apply.

For example, if you cast a Blessing power on a friendly unit and that unit consists of one model, any other friendly models within 3" of the target model will benefit from the power too. You only roll once for Deny the Witch for each power used, using the best modifiers of those affected by the power. Any Wounds caused by psychic powers are taken from closest models first, as if the affected models were a single unit. The same goes for powers that require a unit to take a Leadership test: roll once with the highest Leadership affected and apply whatever effect happens because of the result of that test to everyone.

SHOOTING PHASE

NERVE AND PINNING

Any model must immediately take a Pinning test if any friendly model is killed within 3" during the Shooting phase (unless he is immune to Pinning tests). If a model is killed with a weapon with the Pinning special rule, this test must be taken on 3D6 (the weapon is particularly adept at supressing). A model may only take one test for Nerve per phase.

LINE OF SIGHT

Remember that models act as single model units, so friendly models will obscure Line of Sight as normal for enemy targets (unless they're in a Squad as detailed later).

SUPPRESSING FIRE

If a weapon has more than one shot (such as a heavy bolter), the owning player may decide to use Suppressing Fire. If he does so, the model reduces his BS by 1 during this phase (e.g. BS4 becomes BS3). Choose a primary target within range; any models within 3" of this target are eligible as secondary targets. Roll to hit as normal - if any hits are scored at least one must hit the primary target; any remaining hits may be worked out against any secondary targets. You must allocate at least one hit to every eligible model before assigning more than one hit.

RUNNING, FLEET & CRUSADER

Instead of rolling to determine a model's Run distance, you may always Run up to 6". Models with the Fleet or Crusader special rules may add D3 inches on to this Run distance, in addition to any other effects. Run moves are now affected by Difficult Terrain.

GETS HOT WEAPONS

Weapons with plasma or other volatile substances as ammunition tend to detonate in a spectacular fashion if ill-maintained or over-used. To represent this in Kill Team, any model using a weapon with the Gets Hot special rule that rolls a 1 to hit takes a wound as normal. Once this is resolved, place a blast template over the model before he is removed as a casualty (if needs be) – any model underneath the template takes a S3 AP- hit, except the model with the weapon itself as he has already taken he brunt of the explosion!

BLASTS AND REAL TERRAIN

When a missile, or similar projectile, veers off target and hits a wall it explodes on impact. To represent this, if a scatter roll takes a blast marker's centre point into contact with a wall or comparable immovable object, it detonates on contact. Resolve the weapon's effect from this spot. The portion of the blast that crosses and lies beyond the line of a wall is lost.

GRENADES

All types of grenades have the 'One Use Only' special rule. Once a grenade has been used (either in the Shooting or Assault phases) it may not be used again. An easy way of recording this is to cross off the grenade on a model's roster once it has been used. During a campaign used grenades are replenished after every game.

You may state whether or not you are going to use a grenade in the Assault phase (for example, when charging into terrain with frag grenades).

A model that has the ability to purchase grenades from their options may buy more than one. E.g. Commissars may buy Krak Grenades for 1 pt – if he

wishes, he may buy multiple Krak Grenades for 1 pt each. If a model comes with grenades, they may still buy additional grenades at the cost indicated below. Note you may only buy grenades from this list if the model *already* has that grenade:

• Frag/Assault Grenade	*1 pt*
• Krak Grenade	*1 pt*
• Defensive/Photon Grenade	*1 pt*
• Plasma Grenade	*2 pts*
• EMP/Haywire Grenade	*2 pts*
• Melta Bomb	*5 pts*

FLAMER WEAPONS

Flamer weapons in Kill Team have the following additional 'Flamer' Special Rule. Flamer weapons include all weapons listed under 'Flamer Weapons' in the Weapons chapter of the Warhammer 40,000 rulebook, as well as some weapons in the Kill Team List armouries.

Flamer weapons may cause their targets to catch on fire even if they survive the initial damage. Any model that is hit by a Flamer weapon must pass an Initiative test or be set on fire! This test must be taken after any Wounds have been resolved. If a model fails the Imitative test it gains a Burning counter. Models may only ever have one Burning counter.

A model with a Burning counter must take an Initiative test at the start of his turn. If passed, remove the Burning counter. If failed, the fire continues to burn: the model suffers an automatic Strength 3 AP – hit and the counter remains. Any model that starts their turn in base contact with a model with a Burning counter must pass an Initiative test or gain a Burning counter themselves – they may not try and remove the counter during the same phase.

During the Shooting phase any friendly model within 1" may help a Burning model put out the flames instead of shooting or running. The friendly model rolls a D6: on a 2+ it has succeeded and may remove the Burning counter. If you roll a 1 however, you have aggravated the flames and the helping model gains a Burning counter too!

A model with the *Non-flammable* special rule passes all Initiative tests caused by the Flamer rule, and may never gain a Burning counter for any reason.

ASSAULT PHASE

The Assault phase is where the majority of Kill Team's changes come into effect. To compliment all these changes, a new 'order of operations' for the Charge sub-phase has been created:

CHARGE SUB-PHASE ORDER OF OPERATIONS

1. Choose an enemy model; declare ALL charges against that model.

2. Resolve Overwatch fire (see right).

3. Roll individual charge ranges for all chargers and move models.

4. Move any counter-chargers (see right).

5. Go back to Step 1 until all enemy models you want to charge, have been charged.

QUICK-ROLLING

For the sake of speed, if models are all equipped with the same weapons you may wish to roll all attacks at the same time, using the majority Toughness of those in base contact with these models. If you do this, your opponent may then choose which of the models in base contact with those that rolled together are assigned wounds.

REDIRECTING CHARGES

If a model wants to charge, but cannot do so as his target in the Shooting phase is already dead, he may wish to 'redirect' his charge. To do this, the would-be charger must pass a Leadership test. If he passes he may choose a new target within 3" of the location where his original target has died – the charger may now charge that model as normal. If he fails the test he may not charge.

SUPPORTING CHARGES

Models may declare charges against enemy models already engaged in combat, even if they cannot physically be placed in base contact due to intervening friendly models (i.e. there is no room). If you choose to do this, still measure from the enemy model's base for charge distance – if you are in range, move the charger as close as possible to the enemy. If you cannot place the charger in to base contact with a friendly model in base contact with an enemy, the charge fails.

DIVING CHARGES

If you have to Jump more than 1" to get to an enemy it is classed as a 'diving' charge. Work through the charging sub-phase as normal until you have to move the diving model (measuring base to base to determine charge distance). Take an Initiative test in exactly the same well as jumping down. If failed, the model takes falling damage and the charge is failed, with the model placed at the bottom of the fall. If it succeeds, the model completes its charge, and gains a +1 Strength bonus during the subsequent Fight sub-phase.

CLIMBING CHARGES

If a charging model has to climb in order to reach its target, work out the charge as normal until you have to move the model. Move the model up to the point it needs to climb and take an Initiative test in exactly the same well as climbing in the movement phase. If failed, the model stays at the foot of the climb and the charge is failed. If it succeeds, the model completes its charge, but reduces its WS by 1 during the subsequent Fight sub-phase.

MULTIPLE ASSAULTS

Units do not count as having a Disorganised Charge if they make a multiple assault.

OVERWATCH

As soon as a model is able to fire Overwatch, any model from the same team within 3" of it may choose to immediately also fire Overwatch as well. All wounds caused by Overwatch are assigned to the closest model (then the next if he is killed, and so on) of those charging the original Overwatching model. Any single model may only fire Overwatch once per phase.

COUNTER-CHARGE

Once all charges against a specific model in the Charge sub-phase are completed, any friendly models within 3" of a charging enemy model may take a Leadership test in order to Counter-charge. If they pass, the model may choose to immediately charge too. Move the model into contact with any charging model within 3". A model that uses

Counter-charge does not gain any bonuses for charging unless they have the Counter Attack rule (in which case they gain the +1 charge bonus as normal).

SUPPORTING ATTACKS

Models engaged in combat who are not in base contact with an enemy model, but are in base contact with a friendly model in base contact with any enemy model are classed as 'supporting' and are still locked in combat. Supporting models may attack any model in base contact with any friendly models it is in base contact with – this is done exactly as If the supporting model was in base contact with the enemy model, except that the supporting model may only ever make a single supporting attack (regardless of Attacks etc.).

ASSAULT RESULTS

When determining assault results, add one to the number of 'unsaved Wounds inflicted total' for each of the following conditions that apply to models on each side of the combat before working out the result. Each condition may only add +1 to assault results, regardless of how many models charged, etc. This will allow models to win/lose combat, even if no unsaved Wounds have been scored:

COMBAT RESULT MODIFIERS

- A friendly model has Charged.
- A friendly model has Counter-charged.
- A friendly model has a Banner*.
- Your side of the combat outnumbers the enemy at least 5 to 1.

*A Banner includes any wargear with 'banner' or 'standard' in its name.

SPECIAL RULES

Following are a number of unique Special Rules models in a Kill Team list may have:

INSPIRING PRESENCE

Any friendly model within 6" of this model may use its Leadership for all Leadership tests.

NON-LEARNING

The model may never gain Battle Honours.

NON-FLAMMABLE

The model passes all Initiative tests caused by the Flamer rule, and may never gain a Burning counter for any reason.

SQUAD

Some models in Kill Team do not act individually, such as swarms of Tyranids. Where this is in effect 'Squad' will be noted in the unit's Special Rules and will state how many models form the unit. For example, a Guardsman Squad has the *Squad (5 Guardsmen)* special rule so will consist of a unit of 5 Guardsmen. Simply treat the unit as normal, using the Warhammer 40,000 rules.

Models in a Squad do not use the *A Team of Heroes* rule, do not have to test for Nerve (but still test for Pinning and 25% casualties as normal) and may only Counter-charge if all members of the Squad are in range to do so into the same combat. Models in a Squad may only hide if every model in the Squad is eligible to do so, and if one model is 'found' then all models are found. You may climb and jump with a Squad, but if any model falls out of unit coherency the unit must regain its coherency as soon as possible (by using Run moves or jumping and climbing if need be).

Individual models within a Squad may each target separate units when shooting. During Overwatch count all models within a Squad as single models when determining which models are within 3". If the Squad is charged by multiple models this allows the Squad to fire on multiple targets.

If there is only one model left in a squad at any point, he immediately loses the 'Squad' special rule for the rest of the battle. Note that individual models will still count towards the Model Availability of a team and the team's Run Away! limit during missions.

INJURY
OPTIONAL RULES

The Warhammer 40,000 game was not built to accommodate or balance these optional Injury rules in any way. Discuss with your opponent beforehand if you would like to use these rules.

ROLLING FOR INJURY

As soon as a model loses its last Wound, the player who inflicted the wound rolls a D6 to determine the extent of its target's injuries. If a model suffers several wounds at the same time roll once for each of them and apply the highest result.

INJURY ROLL

1-2. Knocked down: The force of the blow knocks the model down. Place the model face up to show that it has been knocked down. The model returns to 1 Wound.

3-4. Stunned: The target falls to the ground where he lies wounded. Turn the model face down to show that it has been stunned. The model returns to 1 Wound.

5-6. Out of action: The target has been badly hurt or killed. Remove the model from the battle as a casualty.

Note a knocked down or stunned model is not classed as a casualty, so you will still need to include them in Run Away! tests, etc.

KNOCKED DOWN

A model that has been knocked down falls to the ground either because of a jarring blow it has sustained, or because it has thrown himself to the ground to avoid injury. Place the model face up to show that it has been knocked down. Knocked down models may crawl 3" during the Movement phase, but may do nothing else. If it is in engaged with an enemy, a knocked down model may crawl 3" away (and disengage from combat) only if the enemy is in base contact with another opponent, otherwise the model has to stay where it is.

All melee attacks against knocked down models hit automatically, and if any of the attacks cause an unsaved Wound the model is automatically taken out of action. A model that has been knocked down may stand up at the start of its next Movement phase. In that turn it may act normally, but will move as if walking through Difficult Terrain, cannot charge, and its Initiative is lowered to 1. After this turn the model may act normally.

STUNNED

When a model is stunned, it is either badly injured or temporarily knocked out. Place the model face down to show that it has been stunned. A model who is stunned may do nothing at all (even involuntary actions). A player may turn the model face up at the start of its next Movement phase, and the model is then treated as knocked down. A stunned model is at the mercy of the enemy, and is automatically taken out of action if an enemy designates even one Attack to it in combat.

CRITICAL HITS & INSTANT DEATH

If you roll a 6 when rolling To Wound you will cause a critical hit. Critical hits add +1 to the resultant Injury roll. However, if the attacker normally needs 6s to wound his target, he cannot cause a critical hit. Wounds that cause Instant Death automatically count as rolling Out of Action on the Injury table.

BEING INJURED

If your model is in base contact with an enemy who is still standing, he cannot attack any models that are stunned or knocked down, since in reality they will not pose an immediate threat to him and their companions will try to protect them. Models that are stunned or knocked down gain +1 to their cover save for being prone (or a 5+ cover save if they do not have one).

SQUADS

If a stunned or knocked down model is part of a Squad, the rest of the Squad can do one of two things: 1) Stay in coherency with the injured model or 2) Move out of coherency and automatically remove the injured model as a casualty.

KILL TEAM MISSIONS

In this section we will take you through the Kill Team mission rules that govern how you setup and play your games. Note that these rules are just an example of how to play a Kill Team game – we encourage players to create their own missions, scenarios and rules!

Unless specified otherwise, a Kill Team game follows the rules in the Preparing for Battle chapter of the Warhammer 40,000 rulebook.

Every Kill Team mission has the following rules, in addition to those described in its specific section of this chapter:

THE BATTLEFIELD

Kill Team games are played on a 4'x 4' battlefield, with a heavy concentration of terrain, the more terrain the better the game! When placing terrain, strive for a visually appealing and tactically challenging battlefield – you should try not to strategically place terrain features in a manner that unfairly aids or penalises a specific side. A lot of different types and heights of terrain also helps make the game interesting, try adding some emplaced weapons, tanglewire, fuel dumps and other small obstacles as well as the normal buildings and ruins.

DEPLOYMENT

When deploying your forces, use the Standard Deployment Method in the Warhammer 40,000 rulebook with the deployment map included in the mission you are playing. Players *do not* roll for Warlord traits.

FIRST TURN

Unless the mission specifies who has first turn, the player that deployed first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.

GAME LENGTH

All Kill Team mission use the Variable Game Length rules, but some missions may have ways of ending the game early.

SPECIAL RULES

All Kill Team missions use the Reserves, Night Fighting, Built-up Area and The Rout Test rules (see page 2 for details on the last two rules).

WHICH MISSION?

There are two methods of picking a mission to play, narrative or random:

Narrative

The best way to play Kill Team is to decide between you and your opponent which of the six missions in this chapter you want to play. If this is done in advance, you can even create a short story to explain why the two teams are fighting. Its great fun to make up a story, or recreate a story found in the Warhammer 40,000 fiction.

Players can build their team around this story and even paint up some special terrain to add to the overall narrative. In some cases, you will need to decide which player will be the 'attacker' or 'defender' depending on your story and team choices.

If you have a strong story for your game, why not create your own scenario rules, or use the ones provided as a base?

Random

Sometimes you just want to gather your miniatures and play a game, without the need to prepare a story beforehand. In this case, if a scenario references an 'attacker' or 'defender', randomise which player is which before you start playing. In order to decide on the scenario you will be playing roll a D6 on the following chart:

MISSION CHART

D10	Mission
1	Escalating Skirmish
2	Doomsday Device
3	Take and Hold
4	Possession
5	Last Stand
6	Raid

ESCALATING SKIRMISH

Two small teams have met by chance and neither is prepared to turn his back and let his opponent get away without a fight. The skirmish soon escalates as reinforcements arrive.

DEPLOYMENT MAP

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:

Side A Table Edge

| 12" | Side A Deployment Zone |

| 12" | Sider B Deployment Zone |

Side B Table Edge
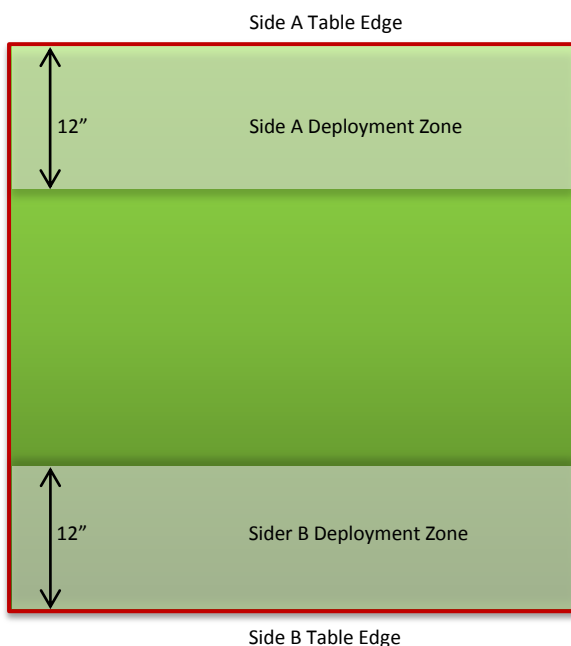
MISSION RULES

Before deployment, both players must split their teams into two sub-teams as evenly as possible (for example a team of 11 models would be split in to two sub-teams of 6 and 5 models). The players then decide which of their sub-teams start the game on the table (the 'starting' sub-team), and which will come on later (the 'reinforcements'). Follow the standard deployment method as normal, but the players must only place models from their starting sub-team. All models in a player's sub-team are held in Reserve and must roll and arrive as per normal Reserve rules.

During this mission all models gain the Outflank special rule. Models that already have the Outflank special rule gain the Acute Senses special rule.

VICTORY CONDITIONS

At the end of the game total up the points values of each model that has been removed as a Casualty. The player that has the least points worth of removed models has won the game. If the points difference between players is less than 50 points then the game in a draw.

CAMPAIGN BONUS RP

The Assassin achievement is increased to +5 RP. Also, a player gains +1 RP for every enemy Special model one of his models removes as a casualty.

DOOMSDAY DEVICE

The enemy has created a device of untold destruction, but it could be within any one of multiple hiding places. Assemble you team, you need to find the doomsday device and destroy it (or capture it for your own ends) before time runs out!

DEPLOYMENT MAP

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:

Side A Table Edge

12"   Side A Deployment Zone

12"   Sider B Deployment Zone

Side B Table Edge
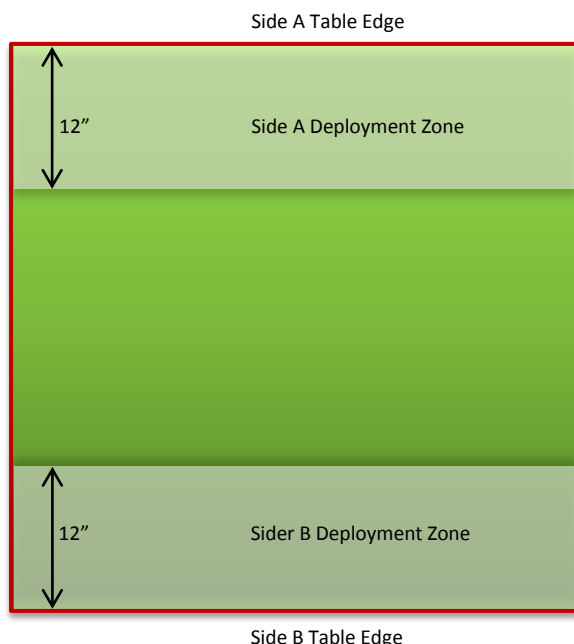
MISSION RULES

After setting up the terrain, both players must roll-off. Players take it in turns to place a total of 6 Hiding Place Markers, starting with the player who won the roll-off. These Hiding Place Markers can be anything from coins, glass gems or specially created models – as long as it's clear what they are. The markers themselves do not interfere with the game in any way (move, shoot, etc. as if they were not there). Markers cannot be moved by any means once they are placed.

The Hiding Place Markers can be placed anywhere on the table at least 6" away from each other or the table edge. Remember you do this before

deployment zones are chosen to try to be fair when you place them.

Only one of the Hiding Place Markers will be the Doomsday Device that your team so desperately needs to find. Each time a model ends its turn within 3" of a Hiding Place Marker roll a D6. On a roll of a 1-5, remove the marker from the table – this hiding place is empty. On a roll of a 6, that model has found the Doomsday Device. As soon as the Doomsday Device is found, all other Hiding Place Markers are immediately removed from the table. If five Hiding Place Markers have been searched unsuccessfully, the sixth Hiding Place Marker automatically becomes the Doomsday Device.

In addition to the normal means of ending the game, at the start of every turn a single player controls the Doomsday Device (i.e. he has only friendly models within 3") roll a D6: On a 5+ the game immediately ends as the device is defused/stolen.

VICTORY CONDITIONS

At the end of the game if a single player has models within 3" of the Doomsday Device he wins the game. If both or neither players have models within 3" then the game is a draw.

CAMPAIGN BONUS RP

The player that 'finds' the Doomsday Device gains +2 RP, if there are many opposing models present when the device is found both players get +1 RP instead. A player gains +2 RP if at least one of their models ends the game within 3" of the Doomsday Device (this can be awarded to both players).
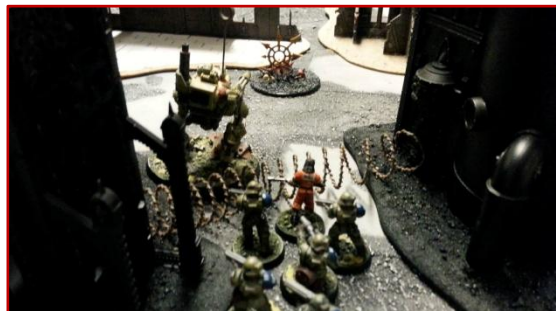
TAKE AND HOLD

Sometimes territory is the most valuable asset you can claim, and your team needs it. It's time to move your front line forward, capture those buildings!

DEPLOYMENT MAP

The deployment zones are in opposite corners, up to 24" square. No models may deploy within 6" of the centre of the table:

Side A Table Edge

24"

Side A
Deployment Zone

6"

24"

Side B
Deployment Zone

Side B Table Edge
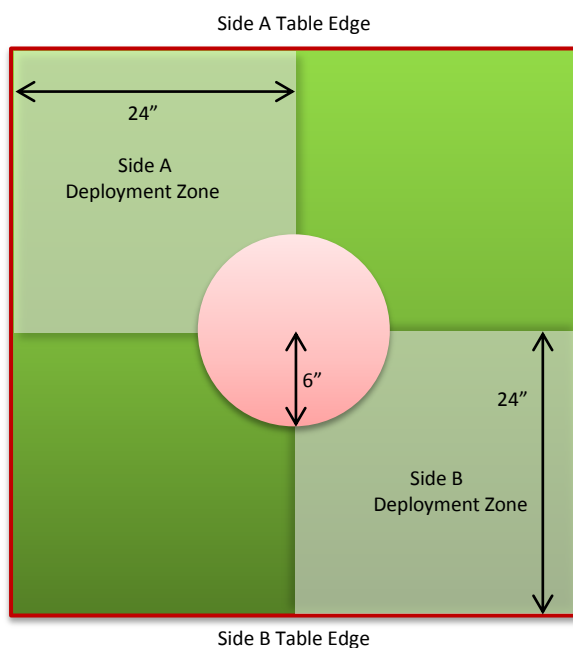
MISSION RULES

Before setting up the terrain, both players must roll-off. Players take it in turns to place a total of five Objective Buildings, starting with the player who won the roll-off. These Objective Buildings can be anywhere from 6" to 12" in length and width (they can be as high as you want). Once these have been placed, set up the rest of your terrain round them.

The Objective Buildings can be placed anywhere on the table at least 6" away from each other or the table edge. Remember you do this before deployment zones are chosen to try to be fair when you place them. If you have additional buildings on the table, mark the Objective Buildings so they different.

During the game Objective Buildings use the same rules as regular buildings with the following addition rule:

As soon as any model enters the building roll a D6 on the following chart to find out what type of building it is. The building gains the rules listed for that building type for the rest of the game.

D6	BUILDING TYPE
1-2	*Normal:* No additional rules
3	*Munitions Factory:* If any model inside the building passes a cover save, roll a D6: on a 2-6 everything is fine, on a 1 the ammo detonates and every model in the building takes an automatic Strength 3 AP-hit.
4	*Weapons Cache:* Models inside the building re-rolls failed To Hit rolls of 1 when shooting.
5	*Med Centre:* Models within this building gain the Feel No Pain (6+) special rule.
6	*Armoured Bunker:* The building provides a 3+ cover save (rather than 4+),

In addition to the normal means of ending the game, if all five Objective Buildings are controlled by a single player (see below) the game immediately ends.

VICTORY CONDITIONS

At the end of the game take note of what models are within which Objective Building. If a building contains only models from a single player's team then that building is 'controlled' by that player. The player that controls the most Objective Buildings wins the game. If both players control the same amount of Objective Buildings the game is a draw.

CAMPAIGN BONUS RP

A player receives +1 RP for every Objective Building his models control at the end of the game.

POSSESSION

Something of value is spread across the battlefield, perhaps a shower of meteorites containing Adamantium fell to earth, or a scatter of alien artefacts were left when their ship crash landed. Whatever these things are, your team wants them.

DEPLOYMENT MAP

The deployment zones are in opposite corners, up to 24" square. No models may deploy within 6" of the centre of the table:

Side A Table Edge

24"

Side A
Deployment Zone

6"

24"

Side B
Deployment Zone

Side B Table Edge
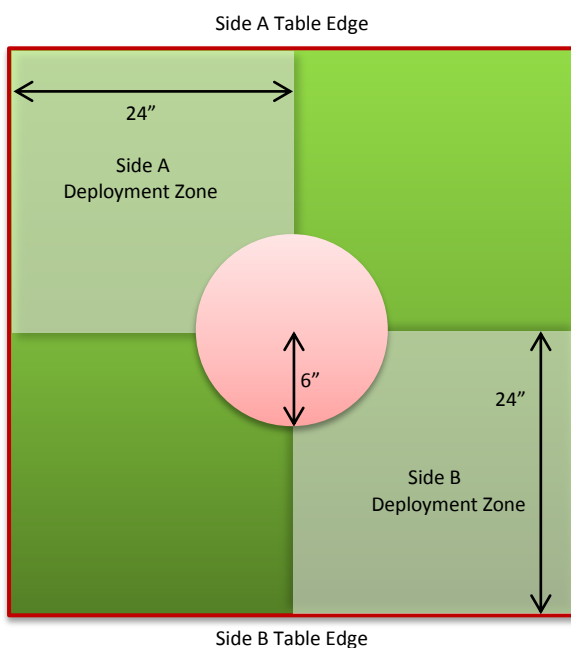
MISSION RULES

After setting up the terrain, both players must roll-off. Players take it in turns to place a total of 5 Artefacts, starting with the player who won the roll-off. These Artefacts can be anything from coins, glass gems or specially created models – as long as it's clear what they are. The markers themselves do not interfere with the game in any way (move, shoot, etc. as if they were not there).

The Artefacts can be placed anywhere on the table at least 6" away from each other or the table edge. Remember you do this before deployment zones are chosen to try to be fair when you place them.

Artefacts use the same rules for seizing, moving and dropping as the Relic, found in in the Eternal War mission *The Relic* in the Warhammer 40,000 rulebook. Simply replace the term Relic with Artefact.

VICTORY CONDITIONS

At the end of the game the player that has the most models seizing an Artefact wins the game. If both players have seized the same number of Artefacts the game is a draw.

CAMPAIGN BONUS RP

For every Artefact one of his models is carrying at the end of the game, that player receives +1 RP per counter.
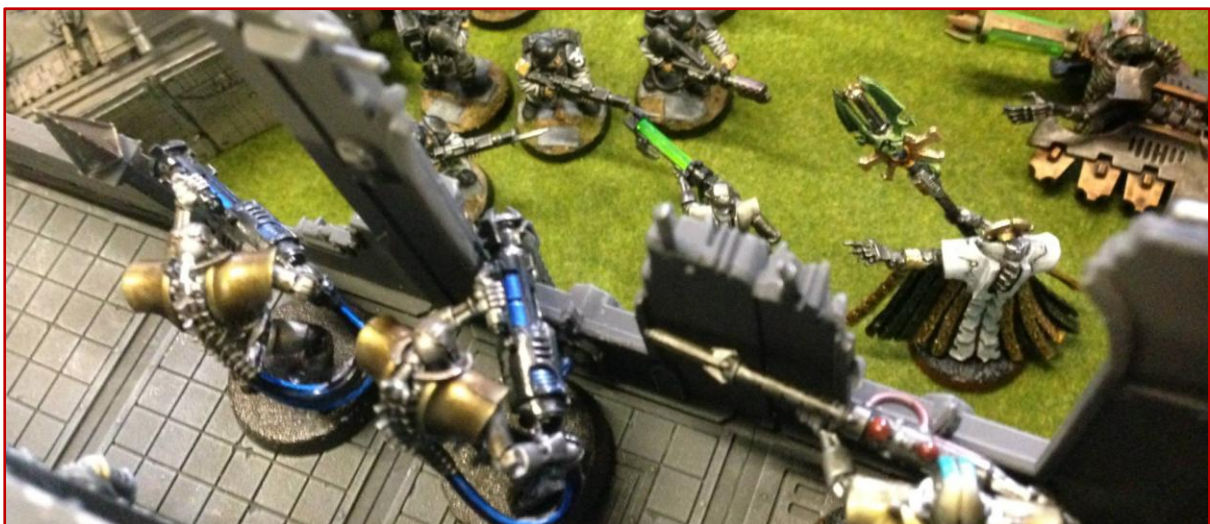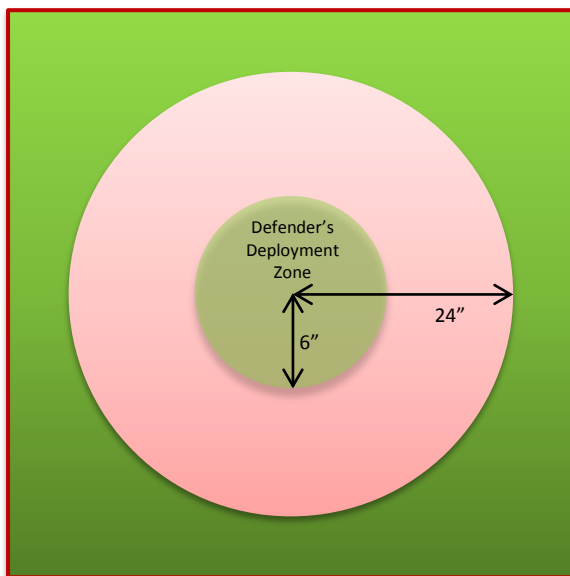
LAST STAND

This is it, your team's final stand against your enemies. Or is it?! Reinforcements are on their way, you just need to hold out until they get here.

DEPLOYMENT MAP

The defender's deployment zone is within 6" of the centre of the table. The attacker may place his models anywhere not within 24" of the centre of the table:

Before deployment, the defender must split his team into two sub-teams as evenly as possible (for example a team of 11 models would be split in to two sub-teams of 6 and 5 models). The players then decide which of their sub-teams start the game on the table (the 'defending' sub-team), and which will come on later (the 'reinforcements'). The defender deploys his defending sub-team first, then the attacker second, following the Standard Deployment Method.

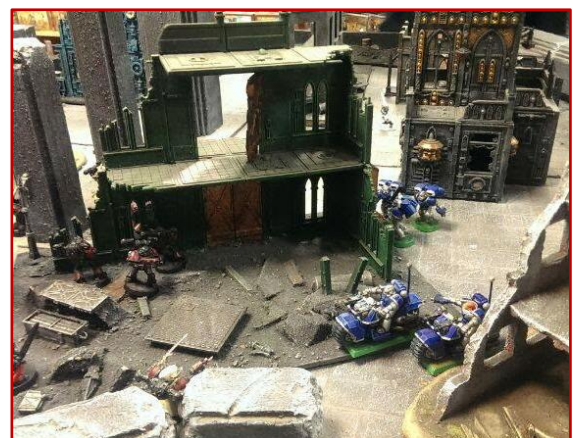The defender is will always get the first turn in this mission.

The defending player's reinforcement models are placed in Reserves when the game begins, and when they arrive they may enter from any table edge of the defenders choice.

VICTORY CONDITIONS

At the end of the game look at how many defending models are left on the table. If there are half or more models left then the defender has won. If there is less than half left then the attacker has won. However, if the attacker has less than half of his entire team left on the table the game is a draw.

CAMPAIGN BONUS RP

Whichever player wins the game gains +5 RP. If the game was a draw, both players gain +3 RP.

MISSION RULES

In the Last Stand mission one team is a defender waiting for reinforcements, whilst the other is the attacker (see Which Mission? to determine which player is which).

During this mission, ignore all special rules that dictate deployment such as Deathwing Assault, as well as Scouts and Infiltrators. Although it may not be totally accurate for some armies background to do so, it is vital for this mission to work as intended – a nail biting last stand!

When setting up your terrain, to give the defender a fighting chance in this scenario, you must place a fair amount of cover in the centre of the board for him to hide behind. This can either be a building or ruin, or a number of barricades such as a defence line or sandbags.
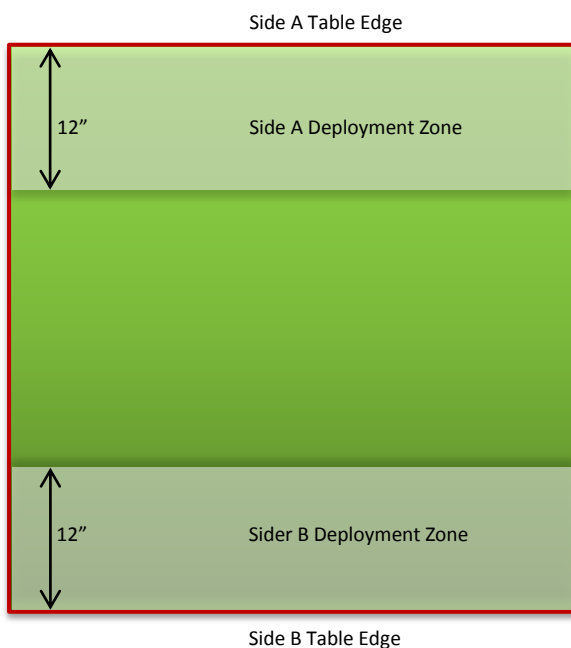
RAID

The enemy base has been found and this could be the one and only chance to destroy it. Your team has been sent in to bring the base down on top of their heads.

DEPLOYMENT MAP

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:

Side A Table Edge

| 12" | Side A Deployment Zone |

| 12" | Sider B Deployment Zone |

Side B Table Edge

MISSION RULES

In the Raid mission one team is a defender, whilst the other is the attacker (see Which Mission? to determine which player is which). The defender always deploys first in this mission.

After setting up the terrain and determining which player has which Deployment Zone, the defender must place three Base Supports completely within his Deployment Zone (this can be inside a building). The Base Supports must be placed at least 6" away from each other or the table edge. These Base Supports can be anything from coins, glass gems or specially created models – as long as it's clear what they are. In reality the 'support' could be anything from a literal support pillar, to a power generator or a control panel. The Base Supports are Impassable terrain and may not be moved once they are placed. Deployment continues as normal once the Base Supports have been placed.

A Base Support has an Armour Value of 10, and may only be destroyed in the Assault phase. The Base Support is charged/attacked in combat in the same way as a building and any glancing or penetrating hit will automatically destroy it. In addition, any defending model within 3" of a Base Support gains the Fearless special rule.

After deployment the attacking player may nominate up to three of his models to carry 'explosive charges'. These act in the same way as a melta bomb but may not be used against anything other than a Base Support. Write these charges on your roster or place a coin/counter next to the model carrying them (remember to cross them off when they are used).

In addition to the normal means of ending the game, if all three Base Supports have been destroyed the game ends immediately.

VICTORY CONDITIONS

At the end of the game if all three Base Supports have been destroyed then the attacker wins. If one or none of the Base Supports have been destroyed the defender wins. If two Base Supports have been destroyed the game is a draw.

CAMPAIGN BONUS RP

Every Base Support destroyed gives the attacking player +2 RP per support. The defending player gains +2 RP for every Base Support left undestroyed at the end of the game.