

KILL TEAM FAQ

If you have any additional questions for this FAQ, please join the [Kill Team Facebook group](#).

Core Rules

When in assault with a model and you have multiple models in the assault (e.g. 1 marine and 3 orks), which model does the marines attacks go to assuming they are all in b2b?

Models can split their attacks between units – page 28 of the 40k rulebook.

I'm confused, how does moving through cover work?

Moving through difficult terrain doubles how many inches you 'use up' to move. So if you move 3" over difficult terrain, this counts as moving 6".

When you consolidate after winning close combat, do you still need to do initiative rolls for climbing and jumping? And are those actions allowed at all during consolidation?

They are allowed, but you need to make Initiative Tests (and suffer falling if you fail) as normal.

Do you still need to roll D6 for consolidate distance?

Yes.

In the KT rules Defensive Grenades are One Use. How does that work? I understand If charged if I use it they would lose their +1 attacks, but how does it work with the Shrouded rule from the normal rule book?

If you use the Stealth rule granted by the grenade in any way then you have used the grenade during that phase so must cross it off.

Grenades become "one use only". Is that one use per game, or one use and then must be repurchased?

One use per game (that resets after every game) as with all One Use weapons, but you can buy extra grenades for spares.

I have a questions about the mission 'Relic Hunt'. If a team leader has some relics and then his Team fails the Running away test, do he get the extra EXP?

Yes.

Do squads do overwatch as normal or do only models within 3 inches get to?

The overwatch rule counts on the single model and models within 3" only, not the unit (as house ruled in the KT rules). If the squad is charged by multiple models it allows the squad to fire on a few targets if they want.

The rules say that you add 1 wound for charging or counter charging to the assault results. Do you add it as if your charging/counter charging models took the 'wound' or their targets?

You add a wound as if you caused it to the enemy side, so if your model charges and causes 2 wounds you get 3 'wounds' when working out combat res. If your enemy counter charges and causes 2 wounds he also gets 3, and so the combat would be a draw.

Can units that have weapons that do not require LoS fire on enemy units declared as hiding?

No

Models count as moving through Difficult Terrain if they move while they are Burning. How does the burning rule interact with Jump, Jet Packs and Jetbikes?

They half their movement range too. Being on fire is rather distracting, even for a biker.

Optional Rules

Note that Optional Rules have not been fully play-tested, so feel free to create house rules for any unforeseen circumstances.

Do Knocked Over models count towards the Run Away! test for the remainder of the turn?

Yes, they are not a casualty so still count as taking part in the battle.

Do squads have to test for nerve when 25% are Knocked Over (not dead)?

No.

Using the optional Injury rules, can Necrons model can use protocol of reanimation if is within 6" from a friendly model that is knocked down or stunned?

Yes, the knocked down/stunned model is not yet classed as a casualty.

Campaign Rules

Just to clarify, when a group levels up you don't pay the requisition points for the models that gained the level? You only pay the points cost when you buy soldiers for already levelled up group.

Yes.

When a Core model is promoted to Special, does it count towards the model allowance?

See Kill Team: Campaigns page 5. It does not count towards Core or Special model allowance.

How do unique weapons work with unit special weapon maximums?

Unique weapons do not affect option requirements in any way.

Can I trade wargear between models during a Campaign?

No, you can only sell them.

Can you choose an armoury option as a Unique Weapon?

No.

Army Lists

What do you mean with 'must be taken as core'? For example, Assault Marines when the Sergeant uses a Jump Pack.

If the Sergeant has a jump pack while buying a new team, or recruiting more models, any Assault Marines must be taken as Core. This means that any Assault Marines you buy will be written in the Core section of your roster, and act as Core models in every way (including EXP and Injury), they also only count towards your Core limit, not Special. If the Sergeant sells his jump pack in the future, the models you have already bought will stay Core, but any new Assault Marine models will be Special.

Note that in this example, this does NOT restrict your other core choices, it just means it means you cannot pick Assault Marines as Special.

If I purchase master-crafted or overcharged, does that apply to both modes of the weapon, or only one of them?

Choose which one you would like to MC or OC when you buy the option. You may, if you wish, buy MC or OC for both profiles.

How does the Salamanders master crafted rule work when swapping weapons?

The model may choose to mastercraft one weapon he owns, once that weapon is chosen it may not be swapped. However, if the model sells or loses that item he may choose another weapon in his possession. This does not include any Unique items he finds, that weapon has already been made he simply finds it!

Do Salamanders get to use Flamecraft for all weapons with the Flamer special rule or just those present in the rulebook under 'flamer weapons'?

All weapons with Flamer special rule.

Why is X cheaper than Y even though they are better!?

Please email GW if you think the codex points cost is incorrect.

When will my list be updated for the new codex?

Pretty soon, we usually get a new codex update out within 2 weeks of codex release, depending on when we can get a play-test game in.

Buying a leader with a 'count x as core unit' rule then selling/losing him. Do the core units revert to special?

The core units stay as core, but any subsequent models must be bought as special.

I am purchasing a Special Unit that has access to the armoury as a Core Unit, do they still keep the access to the armoury?

Yes