WARHAMMER 40,000

KILL TEAM



OCTARIUS



KILL TEAM: OCTARIUS

It is an overflowing cauldron sat over a raging inferno. It is a meatgrinder into which billions have already been shoved. It is an active volcano expected to erupt at any second. There, xenos races grow strong, glutting themselves on war. It is the Octarian War – and no matter its eventual victor, Humanity will pay the greatest price of defeat.

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INTRODUCTION

Welcome to Kill Team: Octarius! The field manual in your hands provides vital information about this brutal conflict. Included within its pages is everything you need to know about two of the principal warring factions, the Astra Militarum and the Orks, and how to field their kill teams in all manner of dangerous missions.

The Octarian War has engulfed hundreds of systems. At its heart is a conflict that was artificially created by Inquisitor Kryptman between the Orks of the Octarian Empire and the Tyranids of Hive Fleet Leviathan. He set out to have the two xenos species wipe each other out, but instead made a monster, one that many observers in the Imperium believed would grow too powerful for Mankind to ever corral or defeat. Such is the scale of what was created in the Octarius Sector that many other players have been dragged into the fighting, including the varied factions of the Aeldari and the heretical forces of Chaos. The battles of this war are beyond imagination in their scope and size – billions upon billions are slaughtered and entire worlds are set alight. Yet among all this, countless kill teams fight their own skirmishes, undertaking perilous tasks given to them by their leaders. These squads battle toe-to-toe in dank bunker complexes, Ork shanty towns, ruined Imperial cities, aboard vast starships and upon too many other kinds of battlefield to name. This book gives a glimpse into this carnage, and provides you with all the narrative inspiration and rules content you need to have your own kill teams make their mark on this apocalyptic war.

This book contains rules and datacards for both Astra Militarum and Ork kill teams, as well as generator tables of names, demeanours, squad quirks and other details you can use to give your kill team a unique feel and deep character all of their own. Feel free to roll on the generator tables and see what the dice gods grant you, or choose the ones that appeal to you most. It is entirely up to you – whichever method you choose, your kill team becomes even more personalised to you when you use them! These generator tables can even affect how you play your games, as you consider how your kill team would approach any given scenario. This is far from the only rules content, however – you will find a raft of exciting missions to play, rules dedicated to specific kill zones to set your games in, and a whole host of other tools to create an endless array of gaming experiences.

In addition, this book is replete with stunning photography of Citadel miniatures set within highly detailed and versatile Citadel terrain. Alongside these is gorgeous artwork depicting the brave soldiery of the Astra Militarum and the brutal and savage Orks. All serve as wonderful inspiration for gaming, collecting, building and painting. Furthermore, each image gives unique insight into the battlefields of the Octarian War, and the Warhammer 40,000 universe as a whole.





CATALOGUE OF WOE

Fighting with envenomed blades, curved talons, heavy choppas and deafeningly loud shootas, the Tyranids and Orks of the Octarius War Zone have spent years in a bloody stalemate. Few know that this war was instigated by Humanity in a dangerously short-sighted act of opportunism.

When Hive Fleet Leviathan struck the Imperium, the realm of Mankind was still reeling from the two previous Tyrannic Wars. Star-spanning battles were still raging against Hive Fleets Behemoth and Kraken when this new threat emerged from beneath the galactic plane.

Having fought in the previous Tyrannic Wars, Inquisitor Kryptman of the Ordo Xenos was acutely aware of the threat posed by the encroaching swarm. With each world it consumed, Hive Fleet Leviathan and its varied creatures grew increasingly stronger. Kryptman hatched a plan – one so grim, cold and brutal that a Carta Extremis was issued against him, stripping him of his title and forcing him into exile as a criminal. His plan was to evacuate a band of worlds across the path of the hive fleet's advance and raze them to the ground. Any worlds in the process of Tyranid invasion were subject to Exterminatus. All this was to slow the hive fleet and deny it the biomass it needed to feed. In the end, billions upon billions of lives were snuffed out by cyclonic torpedoes and virus bombs, and hundreds of worlds were abandoned. It was the single largest act of genocide inflicted upon the Imperium by its own forces for ten thousand years. Despite the horror of Kryptman's decision, Leviathan had been slowed. But Kryptman was not finished there.

During his ongoing, self-imposed mission to understand and defeat the Tyranids, Kryptman observed a war between these creatures and the Orks. The conflict was long and drawn out, and the death dealt by both sides was staggeringly enormous. Kryptman thought that if he could arrange such a battle to happen on an even larger scale, he could eliminate two enemies at once. To demonstrate his thinking, Kryptman looked to the Ork empire of Octarius. Long had the Imperium fought the greenskins there, in an ever escalating war that threatened the loss of a multitude of Imperial worlds and exposure of many more to greenskin assault. With the aid of a squad of Deathwatch Space Marines who still put their trust in the exiled Inquisitor, Kryptman captured a live brood of Tyranid Genestealers and sent them into the Ork empire of Octarius aboard the space hulk known as *Perdition's Flame*. The Genestealers went on to infiltrate a number of worlds there, and a tendril of Hive Fleet Leviathan veered towards these new, fresh feeding grounds, away from Imperial space. It appeared that Kryptman's plan had been successful.

The Orks of Octarius were jubilant. The greatest fight of their lives had come to them, and the greenskins threw themselves into the fray. Across many worlds, Orks and Tyranids fought and died in droves, their battlefields turning to a slurry of mud, blood and ichor. Planetary orbits were filled with so much debris from Ork vessels, as well as the gory masses of shattered chitin and flesh from Tyranid hive ships, that the skies were darkened. Anything resembling strategy was lost as both sides committed countless numbers into one meat grinder after another. The Tyranids consumed many Ork worlds entirely. Among these Ghorala, controlled by pirate-warboss Skarfang, and Keltor, a world largely populated by vast tribes of Mega-mastadon-hunting Beast Snagga Orks. Genestealer Cults arose on some worlds, notably the scrapworld of Dakka and the Speed Freek Orks-dominated world of Deffspin.

Orks grow bigger and stronger on a diet of constant conflict. Countless millions of them have rushed to the Octarius Sector to take part in what promises to be the scrap of the century, and in so doing they have provided yet more biomass for Hive Fleet Leviathan. Far from weakening them, the war has made the Orks and Tyranids stronger. To Imperial observers watching this unfold, it has become apparent that whichever of the two species emerges victorious will be more dangerous than they were before. It is clear to these onlookers that Inquisitor Kryptman has created a vortex of conflict, one that has brought more and more worlds into its swirling embrace – both the Tyranids and Orks have spread to other planets to seize resources and to secure advantages over the other, at the terrible expense of any in their path.

WAR ZONE
OCTARIUS

The Octarius Sector is a huge region of space, home to scores of systems and hundreds of worlds. On a great many planets, enormous battles rage and the death toll can be measured in millions per minute. There are too many battlefields to name, but some have achieved particular infamy, whether that be for terrible defeats suffered or great victories won.

OCTARIA

Octaria is the Octarius Sector's capital world. Its entire mountainous landmass is concentrated into a single super-continent. Here the most brutal of the fighting between the Orks and Tyranids has taken place.

Whilst the Orks have taken incredible delight in the apocalyptic levels of carnage being inflicted with each passing day, they have also found good fighting in battles that require much cunning. The highly adaptive Tyranids, ever seeking advantage over their foes, have attempted to undermine the Orks at every turn, often quite literally. Ork Kommandos have discovered vast warrens of tunnels chewed through the bowels of mountain ranges by Tyranid creatures attempting to sink Ork scrap cities or outflank great hordes of greenskins. In these labyrinthine networks, the Kommandos have set traps and ambushes of their own, gone on missions to destroy hidden digestion pools or set alight vast corpse piles presumably intended to feed future Tyranid mega-swarms.

Octaria's scrap cities are vast constructs, formed according to the whims of the greenskins who dwell there. These settlements have gathered so much detritus over the years that the layers of scrap are hundreds, if not thousands of metres deep. Tyranid kill-broods have infiltrated this underscrap, wiping out the inhabitants of Grot bolt holes, squig burrows and the territories of Ork yoofs yet to be well established among the rest of their kind. By burrowing into the foundations of the cities above, the Tyranids attempt to collapse them and annihilate the Orks inside. Ork bosses and chieftains have thrown many of their ladz into the underscrap, creating a parallel war beneath the earth-shaking slaughter occurring on the surface.

EMUSH

Inquisitor Nashir Sahansun is a vocal and dogged rival of Inquisitor Kryptman and was among the first to call for Kryptman's censure. He never believed that the Tyranids and Orks would wipe each other out in the Octarius Sector, and has spent every waking minute rallying generals, admirals, planetary governors and even Space Marine Chapters to his cause. He argued that the Imperium must be prepared for the eventual breaking of the stalemate, and proposed what he called the Cordon Impenetra. Under this system, the worlds bordering Ork-held space were to be known as 'Warden Planets'. They were to fortify themselves against incursion, warn of any xenos expansion and act as bases from which strike forces could be launched into the Octarian Empire to prevent one side from having too much of an advantage. At present, Sahansun estimated that barely half of the work to create the Cordon Impenetra was complete.

Emush is one such Warden Planet. Once a glorious paradise world, it is now an armoured fortress. Its surface bristles with mighty bastions and citadels. Lush forests have been burnt to the ground to create huge kill zones and to deny this biomass to any attacking Tyranids. Lakes of crystal-clear water have been syphoned into subterranean cisterns to ensure the world's defenders can handle years-long sieges without the need for resupply.

Scores of Death Korps of Krieg regiments were deployed to Emush before Warboss Thruk Irongob launched an all-out attack against the planet. Millions of boyz thundered onto the surface with thousands of pollution-belching vehicles. Battles rage from continent-shaking battles to short but brutal skirmishes. Kill teams clash in ruined trenchworks, scrapyards,

mudwastes and demolished fortifications, all seeking to outwit and outfight their foe.

SIGMA-ULSTARI

The forge world of Sigma-Ulstari is the only one of the Warden Planets within the space contained by the Cordon Impenetra. Some three-quarters of its surface is covered in kilometres-deep oceans of toxic waste so corrosive that the world's Magi have determined draining them to make room for additional structures too inefficient a task to countenance. As a result, Sigma-Ulstari's forgefanes, mechashrines and foundries have been built into colossal tower-factorums, many so high they scratch the planet's upper atmosphere. These edifices resemble the spines of an armoured animal. Each bristles with thrice-blessed defensive-weapon stations, and squadron after squadron of Mechanicus frigates, cruisers and battleships, as well as factory ships and forge tenders, dock there at any given time.



Sigma-Ulstari has withstood no fewer than three full-blown invasions from both the Orks and Tyranids since Kryptman carried out his gambit. Each time the forge world has survived, thanks in no small part to massive Imperial reinforcement. Such is Sigma-Ulstari's output of tanks, munitions and weapons of all kinds that the Imperium cannot allow it to fall. The cataclysmic xenos invasions have left millions of Orks and Tyranids alike stranded in the world's vast forge-spires, fighting tooth and nail for survival against Adeptus Mechanicus, Astra Militarum, Adepta Sororitas and Space Marine kill teams. The Imperium has learned the hard way that even the most remote piping sections or long-abandoned warehouses can be home to the xenos foe. As Tempestus Scions sweep vehicle hangers for hiding Genestealers or Grot mobs, Skitarii Rangers sweep the highest spires for Ork Boyz and Death Korps infantry scour the land surviving Tyranid broods. There is no sign that these relentless purges can be stopped any time soon, and all based on the planet believe it is only a matter of time before the next all-out invasion.

FAITH IS STRENGTH

The Imperial Navy wargroup known as Faith is Strength was returning to dock from a successful suppression of Ork Freebooter tribes in the Timurxan Asteroid Cluster when a Genestealer Cult attempted to take over. Fighting erupted on every one of the wargroup's many ships, with loyal crew and corrupted xenos worshippers battling for control. Blood flowed within the harsh confines of the ships' corridors, enginariums, brigs and crew quarters. While attempting to restore order, many captains exorcised their own warp drives to prevent the cultists from escaping with the proud Imperial vessels.

As the fighting raged, one Imperial frigate, the *Emperor's Javelin*, successfully put down its uprising and escaped, rushing to find aid for the now stranded and beleaguered war fleet. The *Emperor's Javelin* returned, days later, at the head of troop transport ships loaded to the brim with hardened Death Korps of Krieg troops. Determined to slaughter the mutant cultists and recapture the Imperial vessels, thousands of Krieg fighters boarded the contested ships, bringing a new level of brutality to the skirmishes. Death Korps kill teams hunted down and cornered hundreds of cultists, purging whole decks with flamers and engaging in relentless sweeps where every room and corridor were cleansed with grenades and demolition charges.

The arrival of the Death Korps has stabilised the situation, but the battle is far from over. The Imperial Navy cannot risk bringing Genestealer Cultists into Imperial space, and so the fleet must stay where it is until every corridor, chamber, ventilation pipe and storage unit has been purged. Unmoved by this daunting task, the kill teams of the Death Korps push on, unto victory or death.

THE MEAT GRINDER

One way or another, many of the galaxy's major races have become embroiled in the great conflict initiated by Inquisitor Kryptman in the Octarius Sector. Drawn by the prospect of battle itself, and the opportunity to slaughter millions in the name of their Dark Gods. Others come to stymie the growing strength of alien powers or to exploit the disarray for material gain.

THE IMPERIUM

On battlements, in trench lines and aboard vast warships, the hosts of the Imperium stand to meet Mankind's foes in the Octarius Sector. Every branch of the Imperial military has a presence on the worlds collectively known as the Cordon Impenetra, from regiments of Astra Militarum to strike forces of Adeptus Astartes, from the elite kill teams of the Deathwatch to the zealous ranks of the Adepta Sororitas.

Though they stand firm against any enemy who attacks them, they also do not hesitate to go on the offensive. The Imperium has to have an awareness of how the war fares between the Orks and the Tyranids to best understand which of its worlds are most vulnerable or to see if one side is gaining advantage over the other. Hundreds of kill teams are sent on reconnaissance missions daily to assess troop movements, which regions and worlds are most vulnerable to attack and the victors of battles. Other kill teams are sent to intercept Ork and Tyranid forces that threaten to spill into Imperial space, to crush Genestealer Cult uprisings or meet Aeldari raiding parties. The Imperium is following a policy of aggressive containment, the part of the Cordon Impenetra's purpose being to ensure its success. However, many Imperial generals and admirals believe that the xenos grow in strength far faster than the Imperium can, and that unless Mankind strikes soon, both races will have grown so much more powerful that they will wash over the Warden Planets like an ocean wave over a handful of pebbles. But even sending troops to the fringes of one of the galaxy's biggest meat grinders has its price, and as many voices clamour for defensive action as they do aggressive. With high levels of Imperial command in disagreement, Inquisitor Sahansun fears he will lose control of the purpose of the Cordon Impenetra before his full vision has become reality. To his mind, Imperial leaders must be united in purpose if they are to have any chance of avoiding complete disaster.

ORKS

More and more Orks flood into the Octarius Sector with each passing day. Each greenskin is itching to get their piece of a punch-up that has become something legendary throughout Orkdom. Kill teams of Goff Orks want to go up against the biggest and strongest of enemies and clobber them. Kill teams of Deathskulls salivate over the prospect of all the loot there will be to claim, and Freebooters dream of all the teef they'll get fighting for the highest bidder. Many have arrived by accident, but are pleased nonetheless with what they've found. The Orks of Octarius are led by the monster known as the Overfiend. To reach such heights of power amongst the Orks is an incredible feat, one that demands hideous brutality as much as shrewd cunning. This has not stopped a number of Warbosses from attempting to unseat the Overfiend from his throne, all eager to claim his title for themselves.

It matters not to the Overfiend or any other Orks if they lose a planet, for that gives them the opportunity to have a massive fight to take it back – and only proves the weakness of the Warbosses who held it previously. They know that even if they defeat the Tyranids the fight won't be over – on their doorstep are hundreds of human worlds ripe for plunder and conquest. Despite the efforts of many Inquisitors, the forces of the Imperium have yet to witness any over-arching strategy on the Orks' part. For now at least, it appears that the Orks' primary concern is enjoying and maximising the mayhem, slaughtering where they wilt. They care not who they fight against, taking pleasure equally in raiding Imperial outposts, stalking Tyranid kill-broods or going toe-to-toe with parties of Heretic Astartes.

TYRANIDS

The sole focus of the Tyranids appears to be consumption. But in the centuries in which the Imperium has fought these monsters, the beasts have surprised their foes over and over again, exhibiting new behaviours that stun xenobiologists to silence and result in the rapid consumption of many more worlds. Hive Fleet Leviathan is doing more than consuming biomass and growing – it is learning. It wages war as though performing a series of experiments, testing defences and how best to overcome them. At times, Imperial observers have even suggested that somehow the tendril is biding its time, glutting itself on a never-ending supply of Ork biomass. Their kill teams probe at enemy defences, seeking weaknesses and slaughtering guards in preparation for larger attacks. What Leviathan is doing with all of this biomass cannot be fully understood, but a handful of reconnaissance reports made by Inquisitorial agents or taken from the in-helm recordings of Deathwatch Space Marines suggest that the hive fleet might be stockpiling its gathered resources in the ice of asteroids and on the polar caps of worlds previously considered dead, with kill teams patrolling in their defence. Whatever purpose this might be for, it cannot be good.

GENESTEALER CULTS

On worlds surrounding the Octarius Sector, Patriarchs stir, sensing the proximity of Hive Fleet Leviathan. Magi feel their powers grow. On an almost instinctive level, Genestealer Cultists know that their time is coming, that their gods are arriving to liberate them. And so they prepare. They carry out covert missions to undermine and weaken the oppressors, so that when their uprising begins the servants of the Star Children are ready and can overthrow those who once lorded over them.

As Genestealer Cults prepare their uprisings in earnest, they assassinate troublesome overseers or vigilant enforcers. They prepare vital transport links and munition depots for sabotage. They poison water and food supplies and they plant caches of weapons in locations far from the wandering eyes of their oppressors. Kill teams also engage in open combat, attacking patrols of Astra Militarum troops as well as local enforcers. They even sabotage troop and materiel movements towards the Cordon Impenetra, as if coordinated by some vast intelligence towards a strategic goal of weakening the Imperial barrier.



ASURYANI

The Asuryani have observed the growing threat in the Octarius Sector caused by Mankind. Many look on in despair. Warriors from Craftworld Biel-Tan – bitter enemies of the Orks – have already joined forces with the Asuryani of Craftworld Iyanden, who had suffered so much at the hands of the Tyranids in the past. In the Octarius Sector, warriors from these craftworlds established beachheads on dozens of Imperial and Ork-held worlds. Activating psychic doomsday devices they incinerated these planets, ensuring no biomass was left intact. Biel-Tan also fought alongside Saim-Hann Craftworld, leaving many more worlds lifeless. The Asuryani knew however that this would not be enough. More craftworlds have since dispatched warriors, launching pinpoint raids and strikes. Many of the efforts are designed to ensure the balance of power in the region does not swing too far one way or another. Asuryani kill teams have launched feints to lure pursuers into conflict with armies of other factions. They have assassinated weak Imperial leaders to pave the way for stronger ones to rise up, or vice versa. Asuryani kill teams have also conducted search-and-destroy missions against Tyranid vanguard organisms.

DRUKHARI

The mayhem and disorder that surrounds the Octarius Sector and neighbouring systems is perfect for raiding bands of Drukhari. Imperial worlds rushing to arm themselves against potential threats are full of terrified people ripe for capture and enslavement. Hive Fleet Leviathan breeds countless creatures that will amaze spectators in Commorragh's gladiator pits, or that have all kinds of bizarre physical properties the Haemonculi seek to examine and exploit. Orks, in addition to being superb arena-fodder, are so tough that they can absorb methods of torture other races cannot survive, making them perfect for experimentation. For many Haemonculi, it is a point of personal pride and an indicator of their skills to make an Ork screech in agony, and many compete over how quick they can achieve this result. Archons of Kabals old and new, as well as Succubi and Haemonculi, all see great value in the rich and varied pickings on offer to those daring enough to raid the Octarius Sector. There are boundless riches to be seized and much fame to be won, and kill teams from all elements of Drukhari society want a piece of it all. Warriors of the Dark City spill out of hidden webway gates all over the Octarius war zone, rapidly striking at any vulnerable targets. Utilising hit-and-run tactics, they claim kills and slaves before retreating as rapidly as they arrived.

'EVERY WORLD IN THIS IMPERIUM, HIS HOLY REALM, SENDS SOLDIERS TO WAR. NO WORLD, HOWEVER, IS LIKE KRIEG, AND NO SOLDIERS ARE LIKE US. WE EXIST ONLY FOR WAR. WE LIVE FOR DEATH. THAT IS WHY WE CANNOT FAIL.'

- Sergeant Vorkh Rand,
907th Death Korps Siege Regiment



ASTRA MILITARUM

The Astra Militarum, also known as the Imperial Guard, is one of the largest coherent fighting forces in the galaxy, with trillions of personnel. They are drawn from all corners of the galaxy to fight the Imperium's myriad and desperate wars and armed with lasguns, bayonets and faith do they stand against the unimaginable horrors that threaten Mankind's realm.

Almost every planet in the Imperium is expected to recruit, train, equip and maintain a body of fighting troops for its own protection. Of these, at least a tenth must be provided to the Astra Militarum – subject to the whims of the Imperial bureaucracy a world might be expected to provide additional forces to fight in specific wars. How many troops exactly may be required is determined by the planet's tithe grade and its proximity to hostile war zones. Those troops allocated to the Astra Militarum tend to be made up of a world's best soldiers – to supply low quality soldiers can potentially render a planetary governor's life forfeit. Upon their founding, regiments are identified by the name of their world and a number. For example, the 238th Krieg is the two-hundredth and thirty-eighth regiment raised on Krieg. Many worlds recycle numbers if regiments are destroyed, in doing so re-founding the regiment. Some regiments take on unofficial names thanks to exploits in the field or as a part of tradition, such as the Catachan VII 'Catachan Devils' and the 975th Death Korps 'Breakers of Jakan' Siege Regiment.

The nature of a world's defence forces - and thus the kinds of forces Astra Militarum troops are drawn from - varies from planet to planet. Some maintain a single, uniformed military organisation. Other planets utilise tribes or gangs, or rely upon a system of patronage of nobles and other elites to draw upon a number of separate armies. Many planets use a combination, such as Armageddon or Necromunda. On some worlds they may even use warring factions, who ostensibly cast aside their differences in the face of an invader.

Recruitment also varies from world to world. On some, such as Catachan, every citizen is expected to learn marksmanship, unarmed combat techniques, fieldcraft and military tactics. On some worlds, joining the Astra Militarum is a noble endeavour that brings honour to a family, or gives an opportunity to escape a lifetime of drudgery in a mine or factorum. Highly populated worlds conscript troops en masse, even to the extent of sending entire generations to the front lines. Planets with a significant warrior or gang culture may have armed trials, with casualties reaching the levels of small wars to find the worthy. Troops are equipped according to the resources, materials and traditions of their home world: troops from arid Tallarn are given equipment and uniforms well suited to desert combat, whereas soldiers raised on freezing Valhalla are issued with thick coats and boots designed for war in sub-zero temperatures.

Due to the harsh nature of daily life in the Imperium, many newly recruited Astra Militarum troops are already hardened and dangerous individuals. This might be due to their having faced their world's carnivorous flora and fauna, spending years in brutal criminal gangs or youth military academies. Others will have worked for hours in hazardous factorums or fought in tribal or clan conflicts. This experience is honed and built upon in their combat training, whether on their home world or aboard colossal troop transports en route to the war they are expected to fight in. They are also educated, as they need to learn about the wider Imperium to prepare themselves for the worlds they end up fighting on, though this often is the barest information necessary as deemed by their superiors. Troops born on agri-worlds have no concept of the vast basilicae of cardinal worlds, and hive gangers who have spent their lives thieving and murdering in the underhive may have no idea what the sky or stars are.

The Imperial Guard troops fighting in and around the Octarius Sector are drawn from hundreds of worlds, from eternal night-bathed factory worlds to virtually uninhabitable rad-soaked planets; from heavily forested worlds populated by feral gangs to impossibly wealthy planets in whose towers live lofty noble families. In War Zone Octarius, all of the unique skills, training and equipment they have gained from their home worlds has to be capitalised on and combined effectively if the Imperium was to have any hope of containing the exponentially growing xenos threat.

ASTRA MILITARUM KILL TEAMS

Astra Militarum kill teams are enormously varied. They can be elite specialists or hastily recruited conscripts; fortunate survivors of a terrible battle or unfortunates 'volunteered' by their company Commissar. In War Zone Octarius, thousands of Astra Militarum kill teams have fought, every mission essential to the desperate Imperial war effort.



The Astra Militarum forms the bulk of all the Imperium's armed forces in War Zone Octarius, as well as the wider Imperium. From their ranks thousands of kill teams have been drawn, to carry out all kinds of vital tasks. Intelligence recovered by Kill Team 131 of the Hastadian 4th Rifle Corps gave warning of the Ork assault about to ford the Greywater River on the world of Gryga XIII, giving Imperial commanders time to react and break the greenskin attack. A dozen kill teams hailing from the 35th Savlar Chem-Dogs fed tainted meatstuffs they had 'acquired' to the squigs of a tribe of Snakebite Orks, which Imperial High Command had deemed to be an emerging threat – within days, the Orks' foul livestock were all dead, destroying the tribe's wealth and causing infighting that saw thousands of its number slain. A suicide mission by Kill Team Grakor of the 310th Death Korps resulted in the destruction of the Irongob Dam on Janding's Reach. The ensuing onslaught of water not only washed away a number of huge Ork encampments, but also much of a monstrous horde of Tyranids set to devour them.



How a kill team is selected and how it is assigned a mission varies greatly, depending on the unfolding military situation they are a part of, the ethos of their regiment, the tenets of their home world, the idiosyncrasies of their commanding officer and manner other factors. Not all are dedicated squads of elite fighters – far from it. Some are assigned a mission by virtue of being the only troops available to carry it out. Some are survivors who by a combination and skill and luck have demonstrated the competence required for small-team warfare. One such team was made up of the survivors of the 21st Company of the 632nd Death Korps Siege Regiment. Of the scores of troops that were with the company at the outset of the Recapturing of the Manziki Bastion on the Warden Planet of Ithus Minor, barely a dozen survived. However, the survivors had demonstrated time and time again their cool under pressure and their skills in demolitions. Thus, their regimental commander organised them into a separate unit under his direct command, their remit now specifically to carry out what the commander deems to be 'war-changing missions of destruction'.

Many kill teams are mobilised on an ad-hoc basis. During the ten-month long effort to capture the huge Bloodpine forest on the world of Rujikar's northern-most continent, many hundreds of kill teams were mustered by the regiments of Death Korps, Serican Bushmen, Nekrosan Skull Takers, Nordrian Berserkers and the 909th 'By Our Blood Do We Atone' Penal Legion. Some were ordered to lace tracts of forest with booby traps. Others were sent on search-and-destroy missions to wipe out outlying Ork encampments or intercept the Orks' own kill teams. Many were sent on suicide missions to distract the Orks with fuel dump sabotages, midnight camp razings and flank charges to buy time for the main armies to build defences or secure more ground. Regardless of their task, many of these squads were never heard from again after being dispatched on their missions.

Often, an Imperial commander will look among the troops under their command for soldiers with an aptitude for certain skills to either undertake very

specific tasks or to replace casualties in permanently established kill teams. Many of these officers have developed a certain knack for seeing the potential in their troops, even in unlikely places. When Major Jemina Qygaard required a team to steal some rumoured Ork technology, she struggled to complete the team's complement. A fine leader was easy to find amongst the hardened and professional Gengeshyan Mudguard she led; an able medic as well. It was only when one trooper was dragged before her in chains for having finally been caught after stealing from the officers' mess no fewer than thirty-seven times had she found someone well suited to the task – someone with undeniable skills in silent thievery that made him perfect for planning the operation.

The overall goal of the Imperium in War Zone Octarius is principally one of aggressive containment. The view held by most Imperial leaders is that the Orks and Tyranids have to be corralled at all costs while defences are built up and forces amassed to eventually drive into Octarius proper and destroy the xenos altogether. Other elements of Imperial command call loudly for large attacks sooner rather than later, in fear that both enemies will grow too powerful for the Imperium to ever stop if not challenged even more aggressively. Kill teams play an important role in both strategies. Astra Militarum kill teams provide coordinates needed for long-range artillery bombardments, scout safe routes through minefields for squadrons of superheavy tanks and conduct devastating raids to weaken the strength of one side or the other to enable and provide vital relief to beleaguered Imperial worlds.

MERGED REGIMENTS

The Astra Militarum frequently suffers high casualties. To maintain combat effectiveness, regiments are merged to keep numbers as close to full strength as possible. While efforts are made in some cases to merge regiments from the same planet, sometimes this is not possible. Depending on the commander or the desperation in an ongoing war, there might be less interest keeping troops from the same world together. Inevitably, this can result in infighting and mistrust. These differences must be overcome to ensure battlefield efficiency, and Commissars – if present – fiercely punish those who upset 'regimental unity'. Despite the potential difficulties in mixing regiments from different worlds, there are frequently boons, intended or otherwise, in doing so.

Where regiments with similar skillsets are merged, they frequently ensure the utility of specialised regiments is maximised. When the 876th Tallarn Desert Raiders were merged with the 112th Athonian Tunnel Rats, both benefited from each other's skills in tunnel warfare. They learned each other's advanced mining techniques and close-quarter fighting tactics. Such was their competence that their entire regiment – newly named the 1st Ghubelion Tunnellers for the world they fought on – fought for months in kill teams in Ghubelia's old gas mine tunnel network. They were enormously successful in their constant struggles against the world's growing Genestealer Cult, only ceasing when they had suffered enough casualties themselves to be merged with another regiment.



When the devastated 671st Mordian Iron Guard and 43rd Savlar Chem-dogs were hurriedly merged following the disastrous Battle of the Lyoprine Mesa, it was hoped that the strict discipline of the Mordians would rub off on the rough and ready Savlar soldiers. These hopes ultimately proved false. Sent into desperate rearguard actions against the onrushing Tyranids, or to cut down the synapse leader-beasts who led the lesser creatures, few of these kill teams were successful in their missions. Hundreds of their number were cut to ribbons and chewed up by voracious Tyranid abominations, even as they still argued and cast blame amongst themselves.

A MILLION REGIMENTS

The Astra Militarum consists of infantry, armoured and artillery regiments, as well as formations of abhuman auxiliaries and elite special forces. It is an immense fighting force drawn from all over the Imperium.

DEATH KORPS OF KRIEG

The Death Korps of Krieg fight to atone for an attempted rebellion on their home world centuries ago, and seek battle in the most hazardous war zones. After the failed revolt, the survivors' desire for atonement led to the High Lords of Terra ordering Krieg to be subject to the highest tithes possible. Now, Krieg is dedicated entirely to producing armies for the Astra Militarum. To continue producing the vast numbers of troops they are expected to provide, Krieg makes extensive use of t genetic filtering programmes to weed out mutations. The Death Korps of Krieg excel in long battles of attrition and trench warfare and their siege regiments are renowned for their zeal. They are uncompromising warriors who disdain such ideas as retreat or surrender. In War Zone Octarius kill teams of Death Korps launch raids to destroy Ork ammunition dumps, infiltrate underhives to root out and destroy Genestealer Cultists and conduct purgation missions aboard spacehulks.

CADIAN SHOCK TROOPS

Before their world was destroyed during Abaddon the Despoiler's 13th Black Crusade, every citizen of Cadia was raised from birth to be a soldier. From the age of five every Cadian could field-strip and reassemble a lasgun – their lives were truly one of total military indoctrination. Cadian regiments remain renowned for their courage, dedication, proficiency, and even cynical, gallows humour. Though their world was destroyed, many Cadian regiments were fighting wars all over the Imperium when that catastrophe happened, and so they fight on still. Now they recruit people from other worlds who can handle the severity of Cadian training to keep their traditions and way of war alive.

CATACHAN JUNGLE FIGHTERS

Catachan is one of the most notorious death worlds in the Imperium. Every inch of its landscape is covered in lethal jungles where every plant is a predator and dangerous beasts stalk every corner. The people of Catachan are thus incredibly robust both mentally and physically – they have to be to survive to adulthood. The hardships of their world make them cunning and resourceful, and results in them being proud, aggressive and insular. They know their world makes them exceptional. Pragmatism is key to these warriors, for to survive they must indulge in few superfluous activities and their leaders eschew privileges of rank to share in the hardships of their troops. They display their rank through tattoos and most fighters wear a red bandana to symbolise the blood oath each newly founded regiment makes.

ARMAGEDDON STEEL LEGIONS

A significant amount of the hive world of Armageddon's landscape is covered with heavily polluted ash wastes, where the air is filled with corrosive toxins that can rot a Human's lungs. Thus, Armageddon forces go to war clad in protective clothing, including trench coats, gloves, visors and rebreathers. The hive worlders they recruit from are frequently the survivors of gang warfare, and many are so proficient with firearms they do not need to receive much additional weapons-handling training when conscripted into the Astra Militarum. Armageddon itself has suffered in brutal wars against the Orks, and so its leadership has raised a huge number of many Steel Legion regiments. Armageddon's factorums spend every second of every day producing arms and armour – and so its Astra Militarum regiments are very well equipped.

VOSTROYAN FIRSTBORN

The Vostroyans fight to absolve themselves of an ancient shame, millennia old, and it is a great source of pride to them even now to do this. They provide the firstborn of every family for the Imperial war effort, armed with weapons hand-crafted by military artisans in their factory world's foundries. Their determination to make up for their past failures ensures that Vostroyan regiments are characterised by pride, stubbornness and bravery, and Vostroya's harsh climate ensures every soldier is tough and resilient. It is also not uncommon for Vostroyan soldiers to bear cyber-augmentations

when wounded, as part of Vostroya's ruling conclave is formed of representatives from the Adeptus Mechanicus.

VALHALLAN ICE WARRIORS

The Valhallan Ice Warriors are characterised by stoicism, stubbornness, a stern demeanour and indomitable grit. Their manners and ways have been honed into shape over the millennia by the harshness of their freezing home world, as well as the Ork attacks they have suffered. Life is severe on Valhalla; survival is hard, and occupies much of its inhabitants' attention. Thus do its people take a no-nonsense attitude to existence and view life as cheap on their frozen home world. They tolerate little weakness and punish even petty crimes with death. As a result, they are unmoved by the horrors of the battlefield and are doggedly determined even in the face of the most forceful assaults when fighting on the defence.

TALLARN DESERT RAIDERS

The Tallarn Desert Raiders are highly mobile guerrilla fighters who are masters of hit and run warfare. Hailing from a world covered in deserts where resources of all kinds are scarce, the Tallarns have become a very resourceful and pragmatic people who are patient and determined. The need to make do with what they have has made them expert craftsmen, who take pride in producing wargear with both a practical and ceremonial use. Much of Tallarn's population dwells in caverns to avoid the incredibly harsh surface conditions, so their Astra Militarum regiments have honed their skills in fighting in close confines and tunnels. The uniforms Tallarn troops wear are perfectly designed for desert environments.

MORDIAN IRON GUARD

In battle, the Mordian Iron Guard present a solid wall of superbly drilled and pristinely uniformed troops. Mordian regiments are experts in firing precise volleys of lasfire from a hedge of highly polished and lethally sharpened bayonet points. Their form in drill and uniform is impeccable and their standards incredibly high. Many an enemy has underestimated them, mistakenly viewing them as arrogant or pompous, and paid a heavy price for their error – for the Mordians, their precision and fastidious attention to detail only make them more proficient.

'KILL EVERY LAST ONE. WITH GRENADE, BAYONET, LASGUN, ENTRENCHING TOOL OR THE STUMPS OF YOUR SEVERED LIMBS – I CARE NOT.'

- Major Vern Lansk,
848th Death Korps Mechanised Infantry



WEAPONS AND WARGEAR OF THE ASTRA MILITARUM

Astra Militarum kill teams carry a wide variety of equipment for their missions. They receive weeks of advanced training in order to skilfully wield some of them, while others they have prised from the clutching hands of dead comrades in their fight for survival. The Imperium produces both ranged and close combat weapons capable of dealing with any kind of foe its troops can expect to face.

Las weapons fire beams of explosive laser energy – the larger the weapon, the more powerful the shot. Regardless of their size, most las weapons are extremely reliable, making them favoured tools of war across the Imperium. The lasgun is the standard-issue firearm of the Astra Militarum, and a huge variety of marks and models are produced throughout Mankind's realm. Catachan Jungle Fighters wield the Mk IV lascarbine, for example, whilst Cadian Shock Troops use the M36 lasrifle. Some lasguns are mass produced in their billions. Others are hand-made with all the dedication of a prized family heirloom. Many are custom-designed for specialised regiments, such as those trained in drop engagements, those who operate as mechanised infantry or even combat aquanauts. Many soldiers of the Astra Militarum personalise their weapons, naming them, scratching in kill marks, attaching prayers written on parchments or writing taunts to the enemy. The elite troops of the Militarum Tempestus wield a variety of las weapon known as the hot-shot lasgun. These weapons utilise a hyper-yield power array worn as a backpack rig. By adjusting this rig, the wielder can unleash bursts of such penetrative power they can punch through ceramite.

Flamers are short-ranged weapons that spew out highly volatile clouds of liquid chemicals. They are primarily used to scour the enemy from defended positions, as bunkers are of no defence against blasts of superheated vapour, which flows into the smallest vision slits and atmospheric vents. Enemies cowering in caves are deprived of oxygen that is hungrily consumed by the flames, and the jellied promethium used by flamers sticks to those unfortunate enough to be caught in these weapons' blasts.

Melta weapons are lethal anti-armour guns that are highly effective at very short range. When fired, the weapon super-heats the air, producing a distinctive and sinister hiss. The ferocious blasts can reduce solid rock and thick armour plates to molten slag, and vaporise living tissue in an instant. The same technology is used in melta bombs, fusion charges that can burn through the thickest armour in seconds.

Plasma weapons fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. However, they generate enormous temperatures when fired and are thus prone to overheating, resulting in a sudden emergency release of scalding gases. Sometimes these prove deadly to the firer.

A chainsword is a high-strength, motorised chain fitted with razor-sharp tempered teeth attached to a hilt, pommel and guard to make it less unwieldy. It is a common weapon across the Imperium, with a quite horrifying reputation for the damage it can inflict on lightly armoured victims. They are intimidating to face thanks to the trademark throaty buzz, even before their bladed teeth bite into flesh. They also require great courage, as to use them effectively the wielder must always be highly aggressive, hacking and slashing. Such tactics can go terribly wrong: should their weapon be deflected by an opponent, its toothed edge may well hit the bearer.

Power weapons are sheathed in the lethal haze of a disruptive energy field that eats through armour, flesh and bone with ease. Power weapons come in all shapes and sizes – axes, swords, mauls, lances of various kinds. These weapons are comparatively rare, especially within the Astra Militarum, but with one of these even the humblest trooper is a threat to the most elite of enemy warriors.

Astra Militarum kill teams use a wide variety of other weapons. Sniper rifles are commonly used, perfect in assassination missions as well as in reconnaissance thanks to their telescopic sights. Most troops carry a range of grenades. Frag grenades are perfect for clearing bunkers and trenchworks due to the hail of shrapnel they unleash upon detonation. Krak grenades are shaped charges perfect for cracking open light vehicles. Some kill teams wield grenade launchers, rendering them able to fire these explosives upon the enemy at considerable distance

KILL ZONE
KOGFIST'S CITY

The Astra Militarum made countless strikes into Ork-held territory to destabilise powerful chieftains during the Octarian War. One such attack was known as Operation Spinebreak. Carried out by hand-picked Death Korps kill teams, their task was to shatter the powerbase of the Ork Big Mek, Kogfist Steelsnappa, and bring countless tribes into all out conflict with each other. Such an event could drag on for months or years, and buy valuable time for the Imperium.

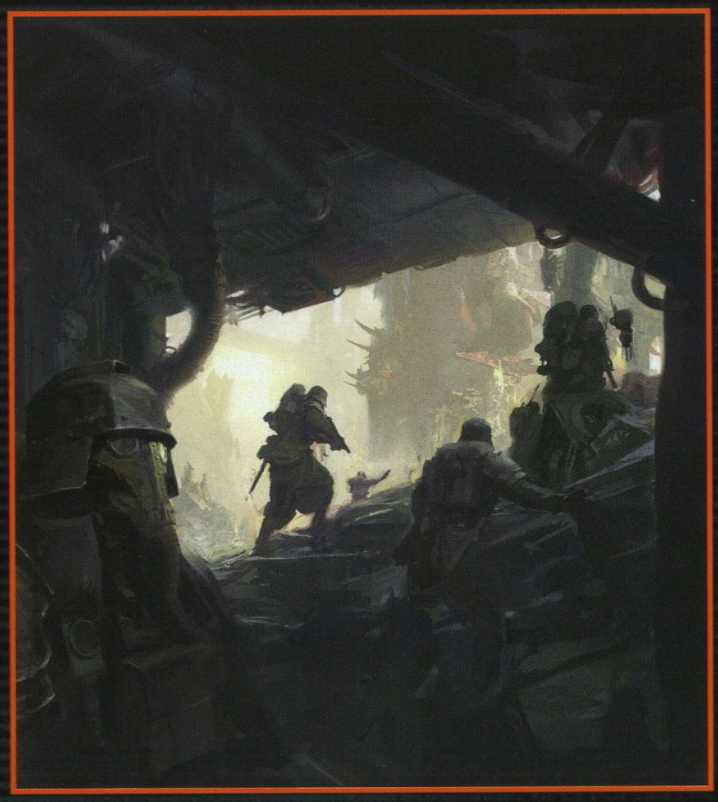
The Ork Big Mek named his capital city after himself. The settlement, a vast sprawl of scrap-metal hovels, covered what was once verdant grasslands on the world known to Mankind as Fendatha. The shantytown's population of Orks had quickly turned the lush landscape into a churned morass. Piles of excrement and detritus littered the winding streets between tenements, Mek workshops, Painboy huts, squig markets, fighting pits, fuel pumping stations and refineries. Kogfist's primary wealth came from the vast reserves of promethium and other chemicals buried deep underground, and the Big Mek flogged as much as he could dig up to dozens of neighbouring tribes and warbosses.

Numerous Kults of Speed had emerged all over the planet, and the Orks were growing restless. Imperial spies knew it was only a matter of time before the greenskins left to strike Human worlds elsewhere. With Kogfist being the lynch pin Ork war machine in this region, his settlement was marked as a primary target. With inadequate resources to attempt to capture an entire Ork-held world, Imperial commanders instead assigned a regiment of Death Korps of Krieg to the task. A number of kill teams made up of the regiment's most hardened troops were to infiltrate the city and destroy refineries, assassinate leaders, break open squig pens and cause as much havoc as possible. It was vital, however, that they cripple fuel extraction sites, for this was the source of resources key to any future Ork expansion. Imperial strategos posited that if Kogfist's position was completely broken apart, the power and resource vacuum would result in colossal infighting that would stall any Ork expansion for some time.

It was a mission few besides the Death Korps could undertake. No others had the same wish to die a glorious death for the Emperor. Such an end was almost a guarantee, given the nature of the task. The Death Korps spent many weeks in training and preparation, practising infiltration and sabotage techniques, as well as close quarters combat. Each team was designated a primary target as well as secondary objectives. For some, this meant taking on the tasks of any kill teams wiped out before they could complete their missions.

Thousands of Death Korps were deployed on Fendatha under cover of darkness miles from Kogfist's capital – it was the regiment's task to launch a suicidal distraction attack to allow the kill teams to slip into the Ork settlement. Spreading out, they marched by night and concealed themselves by day. Not every soldier successfully reached Kogfist's City. Many were set upon accidentally by roving Speed Freaks or Beast Snaggas and slaughtered. No Ork reported of Human attackers – the greenskins had only recently conquered the world for themselves and thought they had found survivors.

In all, barely half the kill teams reached Krogfist's City, all exhausted and low on rations. Many were days late, having been forced off their planned course by encampments of greenskins or by having to fight their way to their target. With oaths of vengeance for fallen comrades and prayers to the Emperor on their lips, they infiltrated the Ork settlement within minutes of the distraction attack commencing. Death – and glory – awaited them.



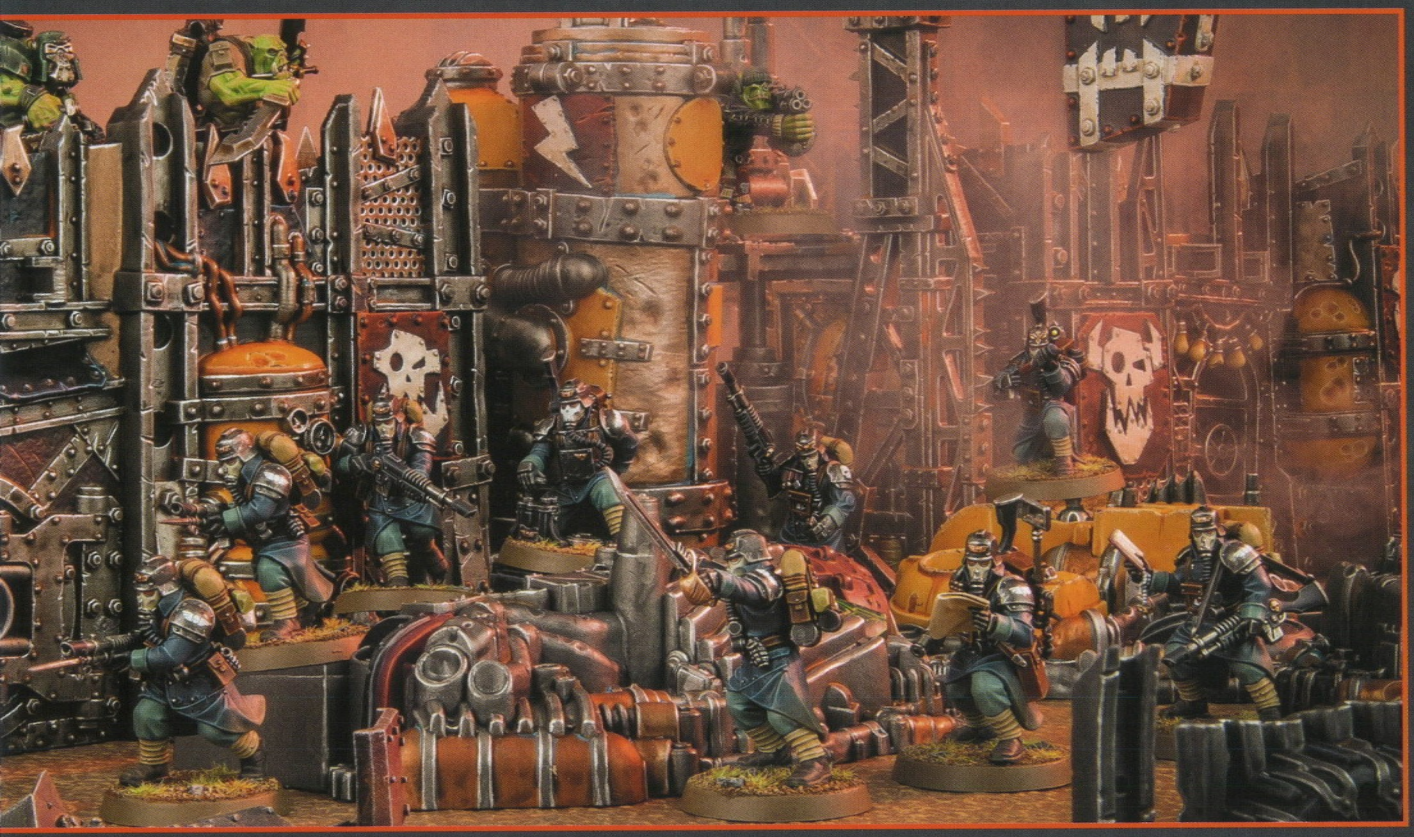
DEATHSWORN

The warriors of Death Korps of Krieg veteran kill teams have been through some of the most horrific battles imaginable. They have fought in mud-filled trenches, jungles teeming with man-eating creatures and through artillery-blasted cityscapes. They have seen more blood and death than most other Imperial Guardsmen will see in a dozen lifetimes.

Each veteran is a highly skilled soldier, their abilities demonstrated on battlefield after battlefield. Many such warriors become specialists, such as snipers, medics and communications experts. These individuals are often lone survivors of squads, and frequently act as a group of individuals as much as a coherent unit. Many sport unique scars earned in battle. Others decorate their uniforms with emblems representing wars they have partaken in, fallen comrades, dedications to the Emperor and oaths of vengeance.











Trooper

Comms Specialist

Bruiser

Medic

Trooper

Demolitions

Zealot

Hardened Specialist

Sergeant





Sniper



Spotter



Gunner with flamer



Medic



Sergeant



Trooper



Gunner wit meltagun



Gunner with grenade launcher



Trooper



Trooper









NAMES AND DEMEANORS

This section is a tool to help you forge the names of your Astra Militarum kill team. If you wish to randomly generate a name for one of your guardsmen, you roll a D66 and consult one of the tables below. To roll a D66 simply roll two D6, one after the other – the first represents tens, the second represents digits, giving you a result between 11 and 66.

CADIAN NAMES

D66	TROOPER
11	Jens
12	Karsk
13	Hekler
14	Reeve
15	Pavlo
16	Hektor
21	Nils
22	Thenmann
23	Kyser
24	Erlen
25	Raphe
26	Creed
31	Lasko
32	Ackerman
33	Mattias
34	Mortens
35	Dansk
36	Feodor
41	Tomas
42	Kolson
43	Vance
44	Pask
45	Niems
46	Gryf
51	Willem
52	Sonnen
53	Ekhter
54	Farestein
55	Dekker
56	Graf
61	Arvans
62	Viers
63	Kolm
64	Bask
65	Vesker
66	Pavlo

CATACHAN NAMES

D66	TROOPER
11	Gunnarsen
12	Harker
13	Grytt
14	'Snake' Vandien
15	Greiss
16	Stryker
21	Storm
22	Lance
23	'Crazy' Winters
24	Cage
25	Hammer
26	Cobra
31	'Hardhead' Jackson
32	'Stonefist' Kage
33	'Boss' Stransky
34	'Bomber' Johnson
35	Jacksen
36	Marshall
41	'Fangs' Lorson
42	'Cold-eye' McKay
43	Wolf
44	'Shiv' Frost
45	Brent
46	'Ironheart' McKillen
51	'Killer' Crowe
52	'Wildman' Weiss
53	'Ice' Creek
54	Dane
55	Steeljaw
56	Dransky
61	'Slim' Hasker
62	Mason
63	Hawks
64	Axel
65	Carver
66	Payne

DEATH KORPS NAMES

D66	TROOPER
11	Kraust
12	Transk
13	Vern
14	Lensk
15	Thraust
16	Junden
21	Starnerr
22	Gershtak
23	Jent
24	Rausch
25	Jurten
26	Arnim
31	Kagorik
32	Voorscht
33	Trymon
34	Stagler
35	Tyborc
36	Kulth
41	Kraevahn
42	Garric
43	Karis
44	Venner
45	Keist
46	Bozanko
51	Horrst
52	Jonkar
53	Kabil
54	Varpok
55	Hebiz
56	Vanchok
61	Valbek
62	Adnan
63	Pajk
64	Dovorr
65	Guanat
66	Kyuras

TALLARN NAMES

D66	TROOPER
11	Alem
12	Hallain
13	Laskair
14	Nathal
15	Altarem
16	Mohal
21	Dharem
22	Hasman
23	Sonnam
24	Ushmet
25	Shadnan
26	Asphret
31	Ushad
32	Tal'hasen
33	Ashmyr
34	Shashlem
35	Haseed
36	Ushar
41	Raheim
42	Dassed
43	Sahleim
44	Alhret
45	Khaleeth
46	Eshmet
51	Ul'shalem
52	Talannar
53	Al'phareim
54	El'shan
55	Khabir
56	Khalym
61	'Swiftrider'
62	'Dunestrider'
63	'Hawkseye'
64	'Sand Devil'
65	'the Mirage'
66	'the Hunter'

KILL TEAM NAME

Astra Militarum kill teams are named in all manner of ways for all manner of reasons. Some are named for the leader – for example, Kill Team Varpok of the Death Korps of Krieg. You can use the name generator on these pages to name your kill team in such a way. Others are just granted a number. This generator lets you decide your kill team name by using your Leader's name and an epithet. Roll on either of the two tables below, and append the result to the name of your kill team Leader. For example, if your kill team Leader is called Lensk, and you then roll Phantoms on the table below, your kill team will be called Lensk's Phantoms. Alternatively, choose whichever you like best.

D6	NAME
1	Faithful
2	Death Dealers
3	Raiders
4	Sappers
5	Phantoms
6	Tunnelers

D6	NAME
1	Rangers
2	Survivors
3	Last Chancers
4	Bluebloods
5	Firestarters
6	Ferals

BASE OF OPERATIONS

D6	LOCATION
1	**Command Tank:** A large, rumbling vehicle clad in thick armour plating serves as the kill team's base of operations.
2	**Command Bunker:** Within Imperial lines, the kill team re-arms and regroups in a heavily fortified command bunker.
3	**Hidden Cave:** The kill team has found a hidden cave somewhere behind enemy lines, from which they strike at the foe.
4	**Ruined Enforcers' Outpost:** The kill team has discovered a ruined Enforcers' outpost, putting its inbuilt medbays and armouries to use.
5	**Forgotten Shrine:** The kill team has found a forgotten shrine to a saint no one knows the name of. In this small sanctuary they rest and prepare for the next mission.
6	**Trench Section:** The kill team has its own section of trenchline, into which they have built additional dugouts to suit their varied purposes.

BACKGROUND

D6	WAR STORY
1	**Best of the Best:** Offered one last chance to earn redemption through service, this band of deadly but ill-disciplined soldiers must serve or die.
2	**Sworn to Vengeance:** The soldiers who make up this kill team have been done a dreadful wrong by a hated foe, and now intend to hunt them down and exact revenge.
3	**Infamous:** Even fellow Imperial Guardsmen fear the cold-eyed killers who make up this kill team, and whose merciless reputation is well founded.
4	**Ghosts:** By order of someone far up the chain, these soldiers have been removed from all records. Officially, they do not exist.
5	**A Second Chance:** Spared the Commissar's justice only thanks to their value as combat assets, these veterans are on their own personal penitent crusade.
6	**Propaganda Assets:** Renowned far beyond their own regiment, these soldiers' exploits are used by the Departmento Munitorum to inspire their fellow Imperial Guardsmen.

SQUAD QUIRK

D6	TRAIT
1	**Unspeaking:** Perhaps an ominous affectation, perhaps a result of some terrible trauma, these soldiers fight on in unsettling silence.
2	**Fanatics:** Fervent faith has grown into something even more extreme amongst these psychotically zealous warriors.
3	**The Mourned:** This squad was reported dead on operations long ago, perhaps erroneously, perhaps for some more shadowy reason.
4	**Wilful Improvisation:** These veteran warriors have learned all manner of survivors' tricks that would get less well-regarded soldiery shot for insubordination.
5	**Powerful Patron:** What hidden Imperial politico or Inquisitorial agent watches over this squad is unclear, but their influence is keenly felt.
6	**By the Book:** These veterans live, die and kill by the tenets of the Imperial Infantryman's Uplifting Primer and the Tactica Imperialis.

ORKS

The Orks are one of the most dangerous races in the galaxy. Ubiquitous, impossibly numerous and driven to fight, they are ignorant, brutish, resourceful and resilient. Orks are born survivors of such formidable strength and endurance that, if ever fully united, could crush any who stood against them.

Orks are ugly and aggressive creatures, whose sole philosophy is 'might makes right'. They see themselves as the toughest race in the galaxy, and their self-belief is quite possibly their most dangerous quality. Concerned with very little else besides violence, theirs is a simple life. Orks are not bogged down with self-analysis or fear of failure. Should they not succeed in an endeavour they simply re-attach any lost limbs and try again – all aided by a sense of humour that delights in extreme carnage. Thus do they achieve incredible success through trial and error.

The greenskin race is highly hierarchical. An Ork is happy if he has a battle to fight, a bigger Ork to tell him what to fight next and a smaller creature to beat up. Orks are naturally obedient to larger creatures – provided they are a healthy shade of green – though should a tribe be away from war for too long its warboss may find himself challenged by his Nobz, his biggest and toughest troops. The methods they choose range from low cunning to high explosives.

Orks love battle and fighting. They care little for luxuries besides bigger choppas, louder guns and faster vehicles. They obsess over the thought of their next acquisition – how many they'll fight with it, how many will try to fight them for it, how fast they can go and how many weakling enemies they can run over in it. Many Orks treasure their latest acquisition, boasting about its qualities. At least that is until their attention is drawn to something newer, bigger and even shinier. When Orks are not at war they are fighting amongst themselves or hunting the biggest beasts they can find. Such is the Orks' aptitude and love of war that they actively grow bigger and stronger with each battle they survive.

Orks are incredibly tough and barely register pain. They can fight on even if badly injured – in some cases, even when technically dead. The most serious wounds won't incapacitate them for long, and even greenskins that have been hacked apart can be stitched back together. An Ork's hunched over frame is extremely solid and muscular, its skin green and riven with scars, pockmarks, scabs and parasites. Its arms are heavily sinewed and so long their knuckles almost scrape the floor. Their skulls are extremely thick and their large fangs resemble those of predatory beasts. Their voices are as bestial as their appearance: gruff and thick with saliva. Their choice of words is always direct and invariably brutal.

Orks are not just single-minded killing machines, however. They need the technology to ply the stars. These demands are met by the Oddboyz. There are many types of these Orks, but among the most important are the Mekboyz, Painboyz, Runtherds and Weirdboyz. Mekboyz are responsible for the creation and maintenance of Ork technology. Painboyz are medics, though their penchant for bizarre and inappropriate surgery can make their ministrations more hazardous than helpful. Runtherds breed the lesser forms of greenskin, and marshal them on the field of battle. Weirdboyz are potent psykers who can discharge great blasts of Waaagh! energy – the psychic power subconsciously generated by greenskins, particularly during conflict – into the foe.

In the Octarian War, the Orks' manifold traits and talents have manifested themselves more than almost anywhere else in the galaxy. Many have been made enormous and heavily scarred. Orks of every clan have had opportunities unnumbered to develop all kinds of strange new gubbinz, lightning-fast vehicles and shootiest shootas that an Ork ever did shoot. Some Orks have grown spectacularly wealthy by wrenching enormous fangs from the mouths of dead Tyranid bio-titans - for teeth, or 'teef', as the Orks call the, are their race's currency. Others have decorated their prize battlewagons with the skulls and claws of their greatest kills. The experiments of some Mad Doks are among the strangest activities carried out by any Orks – they have attempted to suture Tyranid body-parts to wounded Orks. Thankfully for the Imperium, all these endeavours have resulted in little more than very messy disasters, but it is only a matter of time until one meets with success.

'NEVER UNDERESTIMATE THEM. THEIR BRUTISH APPEARANCE BELIES A CUNNING THAT HAS BEEN THE RUIN OF MANY AN ARMY. WHERE YOU SEE CRUDENESS, ASSUME PLANNING. WHERE YOU SEE OAFISHNESS, ASSUME CONNIVERY.'

- Colonel Hriskhan Loast,
33rd Death Korps Siege Regiment



ORK KILL TEAMS

An Ork kill team represents the greenskin race in microcosm. Like any mob, horde, or Waaagh!, each is full of bellicose, hollering warriors who love the thrill of combat, the power of huge guns firing, and race to battle as fast as possible.

Ork kill teams are bullied, riled up or pressed into service by the biggest, meanest and strongest of their race, who always take the lead. Orks have little care specifically for who it is they are fighting, only that there is fighting and that the fighting is good. An Ork kill team is as happy chopping up fellow greenskins or hosing them down with vast salvoes of shoota fire as they are doing the same to Humans or any other race they are war with. To Orks, causing mayhem is a singular priority, though many have favourite ways of doing this. It might be smashing down sacred artefacts and using them for scrap, or scalping the toughest enemy warriors. Greenskins love to get up close and personal with their opponents, hacking and slashing at them with murderous glee. Nonetheless, the almighty bangs and booms of shootas, sluggas and other ranged weapons are also something few Orks do not enjoy, and they fill the air with storms of lead, more than making up for their relatively poor marksmanship with immense weight of fire.

Typical of such an anarchic race, Ork kill teams employ many and diverse methods when it comes to causing mayhem and blowing things up. Thousands upon thousands of Ork kill teams were formed in the Octarius War, occurring spontaneously or 'organised' by the various warbosses fighting for the Overfiend and other mighty warlords. Da Torcherz, led by Nargrunt Flamespitta, were all pyromaniacal brutes, obsessed with setting things on fire and cackling over the spectacular results. On Thedna VII they burned down granaries filled to bursting with foodstuffs for the Astra Militarum. Countless Imperial troops ultimately starved to death as a result. Fingerz' Finderz, led by Snikrat 'Fingerz' da Shiv were thieves all, highly adept 'borrowers' of all things shiny, loud or violent-looking. They took pleasure in lifting things from others simply because their victims valued them. On the factory world of Raktus, the Finderz smashed their way into a poorly defended warehouse. They nicked all kinds of technological gadgets and gizmos for their Mek employers, as well as taking a few things for themselves. Fingerz took the best things, and now sports a blood-stained Commissar's hat and wears a number of Imperial war medals on his chest as tokens of his greatness. Bargug's Ladz was a kill team made up of Orks so violent that they proved to be more of a nuisance than a source of entertainment to their warboss, who sent them into the brutal kill zone of Sharprock Gully on the mountainous world of Darkmont, just to be rid of the belligerent psychopaths. He gave them no particular task – he left them to kill and destroy as they pleased. To do anything else was a pointless waste of effort.

Sometimes an Ork boss, Mek, or Painboy will make a 'speshul' kill team, when they need a particular task accomplished. This might be to distract the enemy with a violent attack,





steal something of value from a rival tribe or an alien foe, carry out the will of Gork and/or Mork, or any other number of invariably violent and destructive tasks. Da Bomb Boyz were formed from a group of disparate Orks who all had a fanatical love for explosions of all kinds. They were sent to destroy a vast water tower on Raktus, and each carried their own weight in explosives. Not one of the greenskins in the kill team lacked a bionic limb, hand, or face, all replacing body parts lost in past explosions of their own making. Da Bomb Boyz were betrayed, however; a mob of treacherous Gretchin - a numerous and diminutive variety of greenskin - squealed of their plans to rival Warboss Gorkug Ironskull, who realised his entire tribe would be washed away if the water tower ruptured. Accordingly, he put together his sneakiest gits into a squad that became known as Squigface's Sharpeyes, for the mob leader's particularly ugly visage and the surprisingly observant nature of the Orks under his command. He tasked them with assassinating Da Bomb Boyz, all while expressing his heartfelt thanks to his gretchin informants by not devouring them on the spot.

The Orks' simple nature – with their love of violence and fighting and all the ways of getting more of it – means that many Ork kill teams group together organically even without the influence of a particularly powerful greenskin who needs a job done. Orks with particular preferences and similar skills naturally find each other, whether in their ramshackle camps or on the battlefield. As often as not, these similar personalities clash – Orks who like to bellow loudly and engage in countless shouting contests, or those arguing over loot might hack each other to pieces in a vicious scrap. Such behaviour can be too distracting, even for Orks, when there are better enemies to crump elsewhere or the promise of especially good loot. It takes a larger Ork to knock the heads together of any of its kind scrapping too much.

Some Ork kill teams may even be brought together by prophetic events, or shared visions from Gork, Mork, or both. They wake from their reveries, wipe the foam from their mouths and wander, neither knowing nor caring where they were going. When these greenskins find each other, they go to carry out the will of their gods, knowing instinctively what that is and how to go about doing it. Their fellow Orks call them Madboyz, but the Madboyz do not notice, nor would they care if they did. Da Madeyes were one such group, affected so much by their visions that their eyes swivelled constantly as they continuously muttered incomprehensible nonsense. Wandering away from their tribe, they walked into the world of Darkmont's most formidable mountain range, known as the Spine. There they fought tooth and nail against the kill teams of a hidden Genestealer Cult. No Ork knows what happened to the original Madeyes, though they do know that the havoc they wreaked paved the way for Warboss Kagrit the Redtoof to lead his boyz into the mountains, stomp the cult and carve great effigies to Gork and Mork out of the tallest mountains' peaks.



THE ORK CLANS

The Ork race is broadly divided into distinct clans. Where a tribe consists of all the Orks in a given area, an Ork's clan is generally decided by its inclinations. Clans exist across tribal boundaries and are as instinctual to the Orks as breathing, and each has its own customs, favoured colours and glyphs.

BLOOD AXES

The Orks of the Blood Axe clan are deemed by many greenskins to be 'un-Orky', because they use tactics more often used by other races to great effect in battle, such as planning, infiltrating and outmanoeuvring. Blood Axes even think retreat is something that can happen on purpose, for their own advantage, and will use staged retreats to lure foes into traps. They see getting shot before reaching combat as a waste of a good fight, so many of their number wear camouflage, and it follows naturally that many Kommandos are of the Blood Axe Clan. These Kommandos use every dirty, underhanded trick they can think of to outwit their enemies, and as a result the Blood Axes have earned a reputation for being treacherous scumbags in the eyes of other Orks. Blood Axe kill teams are frequently formed of a number of different Ork specialists, their warlords considering – surprisingly far in advance – what obstacles they might encounter when acting out their wishes. The most unusual trait among the Blood Axes is that, on occasion, they might trade with or even fight for isolated Imperial worlds – though once such mercenaries have won the immediate battle, they often turn gleefully upon their employers in turn.



GOFFS

Vast hordes of infantry crushing their foes with sheer aggression – that is the way of the brutally direct and violent Goff clan. Goff Orks are typically larger than the Orks of other clans – all of whom they deem inferior – and will seize any opportunity to start a fight, including with each other. Everything about them is geared towards direct violence. They wear horned helms - which also serve as additional weapons - to symbolise their aggression. They hate camouflage. They have taken the bull's head as their symbol, for they feel a strong affinity with ill-tempered, violent and flatulent beasts. Many Goffs are battle-scarred – often hideously so. The very biggest and most battle-hardened brutes are known as Skarboyz for the grievous injuries they have suffered yet survived.

EVIL SUNZ

Obsessed with speed and fast vehicles, the Evil Sunz Clan daub everything they can in red because they believe it makes them move faster. They cover their armour, vehicles and weapons with lightning bolts, arrows and flaming skulls, all indicators of their love of high speed and their ability to reach it. Though Evil Sunz Orks love vehicles of many kinds, as well as the smell of exhaust fumes that pore out of them, even those not aboard armoured speedsters run fast, dashing headlong into every fight, bellowing their own guttural and surprisingly convincing engine noises. Greenskins of the Evil Sunz rarely stay in one place for long, always

looking for better scraps. They especially love a good chase, and will sometimes even give a foe a sporting head start, to make such pursuits more enjoyable.

DEATHSKULLS

No Orks are better at looting a battlefield and cobbling together weapons and tanks from the junk than Deathskulls. They are scavengers and scroungers supreme, never ceasing to put their cunning and light-fingeredness to use. Many Deathskulls are Lootas, the most heavily armed of all Orks, who have become that way because they steal all the best weapons from everyone else. The Deathskulls fight extra hard so that they can get looting as quickly as possible, stripping everything from the battlefield. Adept at borrowing things from their fellow Orks and slightly less good at returning them, Deathskulls have earned a reputation for untrustworthiness. Their great ingenuity leads many to become Meks and this number would be even higher were it not for the fact that their fascination with new things only lasts as long as it takes to acquire them. It goes without saying that the Deathskulls have a very loose definition of personal property, slapping the blue of their clan on anything in sight to mark their ownership. Of course, should another Ork claim that an object was theirs, a Deathskull merely points at the colour – often with the paint still drying – as indication of ownership. Should the Deathskulls hold on to an item long enough for it not to be stolen by a fellow clan member, they will mark it with the death's head glyph. Blue is not only a colour of ownership – it is one that bestows good luck. Amazingly, it often seems to work, with some Deathskulls achieving impossible feats or surviving where they should have been cut down or blown apart.

BAD MOONS

The Orks of the Bad Moons Clan are fabulously wealthy in comparison to other Orks because their teef grow faster than those of other Orks. They have earned a reputation for ostentatiousness, as they festoon their wargear with gaudy decorations and cover it with gold plating. They love gold so much that many exchange their teef for gold versions. Bad Moons adorn themselves with piercings and crude jewellery, and if they find something that looks valuable, they'll find a way to bolt it onto their gear, their vehicles or themselves. Bad Moon Nobz sport kustomised, gold-plated shootas, flashy banners and have many scurrying gretchin servants. The Bad Moons' enormous wealth means that they have become better equipped than many other clans, which helps enormously as it just so happens that they love to pour vast amounts of fire into the enemy. It also means that they have become merchants of a kind, as they often acquire things many other Orks find desirable

SNAKEBITES

Snakebite Orks are keen traditionalists. They daub themselves with mud and warpaint, putting their faith in simple weapons they know they can trust – heavy clubs, sharpened bones, cleaving choppas and rusty shootas held together with squig-gut cord. Though Snakebites scorn much technology and are considered backwards by many Orks, when they unleash their tribal fury, backed by a stubborn belief in their own leathery toughness, few can withstand it. Before battle, their mobs of Boyz chant and bellow as they work themselves into a frenzy. Yet they do not battle alone. Many of their number are expert squig and grot breeders, who rear the most obedient grots and vicious beasts in all Orkdom. There are proportionally more Beast Snaggas amongst the ranks of this clan than any other. Vast numbers of squigs are a part of the Snakebites' thunderous charges, barging aside, crushing and eating anything in their path.

FREEBOOTERZ

Some Orks, either by exile, war, circumstance or choice, leave their clans, becoming piratical mercenaries collectively known as Freebooterz. Notorious pirates, these Orks course through the void causing mayhem, ambushing ships and taking whatever booty they seize back to their lairs. All manner of Orks may join a kill team of Freebooterz, making these groupings more hotchpotch than those of the established clans. They are made up of those who can't, won't or don't fit into 'normal' Ork society, although one trait frequently emerges from them: avariciousness. This grows over time, and many Freebooterz become Flash Gitz. These heavily armed greenskin mercenaries are renowned for their wealth and arrogance and love to vapourise their enemies with blasts from their kustomised shootas, known as snazzguns. Freebooterz are highly individualistic, wearing garish colours and grisly trophies. They display the symbol of the Jolly Ork on anything they can. Freebooterz often sell their services to the highest bidder, joining Ork Warlords who will pay for them in the hope of getting a good fight and scoring loads of loot.



Heavy beads of sweat dripped down Sergeant Laikon's face as he trudged on. Each onerous step was followed by the sound of weed-thick water sloshing as he waded through thigh-deep water, along avenues bordered with thick razorgrasses – each blade was as tall as him at least. Blistering heat assailed him and the rest of his squad. The local star had only just risen, and already the metal of his lasgun was too hot to touch with his bare hands. His uniform, drenched through with perspiration, clung to him tightly. Where once it had been the pale blue of the Valiad Marksmen, now it was dark with moisture. Patches of white showed where his sweat had dried and left salt behind. This crust made moving even more uncomfortable as it scratched at his skin. Though Laikon and his squad were surely the only sentient creatures around, the air was thick with the sound of cawing birds, croaking amphibians and chirping insects. Laikon had learned to stop flinching when he felt something wriggle around his feet, but he always offered a private prayer of thanks to the Emperor when he wasn't yanked into the murky waters. He'd heard of troops being pulled under and eaten alive by krokonoids in other sectors. *Please, Emperor, grant that they never send us there, wherever there is.*

None of his squad had been able to completely dry off for weeks. He had no idea if anything would be left of his feet when the regiment finally reached firmer ground. *If we ever get to firmer ground*, he thought. The 13th Valiad Marksmen had spent two months so far on endless patrols of Phundil's equatorial marshlands, looking for any signs of the Orks. None had yet been found. Regardless, the regiment had taken significant numbers of casualties to heat stroke and the bites of venomous serpents and insectoids.

'Throne!' cried a voice behind him. Laikon turned around. Pethion had a long gash along the length of his arm. It was bleeding heavily.

'How long have you been here, Pethion?', demanded Laitha. 'Don't get close to the grass!' She stormed past him, as much as she could in the swamp. Her face was covered in blisters from the sunburn, her uniform in as poor a state as Laikon's.

Laikon shared her frustrations, but indulging flaring tempers was no good. Though their missions had been fruitless and miserable, they still had a job to do.

'Hebitha, bandage him up,' Laikon said to the squad medicae. The number of patrols being sent out, and the number of injuries they could sustain, meant that virtually every squad had at least one soldier given extra medical training, or a few extra bandages that hadn't yet rotted in the humidity.

Much of the squad had stopped to see what the fuss was about. The troops at the back of the formation had caught up, and now everyone had bunched up, watching Pethion be bandaged up. All were looking on, none were remotely looking around them.

If the Orks were here now to see this, they'd chew us up and we wouldn't even know it, he thought. Luckily there aren't any.

For a few seconds, Laikon just stared at them, partly surprised at their lack of discipline, partly not.

They're getting lax. They're exhausted, miserable and bored, he thought. He never thought he'd see the day, but a part of him wished Commissar Van Req was here. The Commissar had taken a bad bite after a spider as big as a fist had decided that his hat was a suitable place to sleep. He now was tied to a bed at the regimental headquarters, quite convinced that the regimental surgeon was his mother, and that the chief regimental bishop was an unruly canine. Though Laikon had always laughed when the troops joked about it, as they often did, he couldn't help but shudder.

It could be any of us in that position, he thought.

Hebitha was just finished bandaging Pethion's arm.

'Stop gawking,' Laikon said to the squad. 'Get moving, and get alert. A battle tank could have stalked us here and none of you would know. Laitha, you get up front. Everyone else follow. Keep your pacing. Watch your sector. See or hear anything strange, don't shout. Two vox clicks. Go.'

Laikon followed after Laitha. The squad walked for another hour. No one said anything. Whenever Laikon turned to look behind him, virtually all the squad were walking with their heads down, battling against the sucking mud of the marsh, sweat dripping off them freely. Every soldier was in their own personal battle with the landscape and their own will to just give up. Though their discipline sometimes lapsed, he couldn't argue with their endurance.

I'm lucky to lead them, he thought.

Eventually they reached a large tree. It was a sight so unusual in this landscape it was marked on the cartographs they had been issued. It was the terminus of their patrol range. It was time to turn back.

Laikon awoke the machine spirit of his vox, connecting with company headquarters.

'This is Laikon. Reached turnaround point. Starting return route. Nothing to report.'

He cut the vox link.

He made the sign of the aquila quickly. *Thank the Emperor*, he thought. As arduous as this campaign had been so far, he was still grateful they hadn't encountered the Orks. He'd seen enough of the greenskins on Derenden II. He shuddered at the thought. He was the only one left from the platoon that started that campaign.

Laikon turned around, the rest of the squad following.

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As the last of the Valiads turned and trudged on, the Ork lifted the rest of its body out of the dark brown water with a quiet that utterly belied its brutish, heavily muscled frame. The rags that made up its clothing were the colour of rough camouflage. It clutched a heavy cleaver in each hand. It grinned, the grime on its fangs glistening in the sunlight.

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After a while, Laikon and his squad reached a rest point. The water was only ankle deep here, and the gap between the growths of razorgrass widened to create a kind of circle in the swamp. A handful of shrubs even offered the prospect of a little shade. As each soldier reached the area, mopping their brows and panting, Laikon distributed them around the circle, again ensuring they kept disciplined spacing and also making sure they could keep an eye on the surrounding area.

Hebitha trudged in, her lasgun sat across her shoulders.

One more, Laikon thought. *Just Tethlus to go.*

Tethlus never arrived. He should have only been a few metres behind Hebitha.

He's the strongest in the squad, he can't have fallen behind, thought Laikon.

'Where's Tethlus?' asked Laikon.

'Probably dropped his lasgun and couldn't find it in the swamp,' said Laitha. 'I told him to get a new strap after his rotted.'

'He wasn't that far behind me,' said Hebitha.

'When did you last see him?' asked Laikon.

'I'm not sure. I remember he stopped to get his flask out, that's it. Don't know when.'

Lax, thought Laikon. *No one stops on patrol. No one leaves anyone on their own.*

'You're with me Laitha,' said Laikon, shaking his head. There was no use in berating any one... yet. This failure was one too many. Once everyone was back together, he'd chew them out for this. 'We'll go and find him. And his lasgun.' He smiled, weakly.

Very soon after leaving the circle they had to make a sharp corner in the avenues of grass they had been following. The routes through were maze-like, but Laikon could make out the tell-tale signs of where the squad had just walked through – stirred-up mud the principle method. He and Laitha walked for at least two hundred metres, with no sign of Tethlus.

Laikon stopped. He switched on the squad-wide vox. 'He hasn't turned up with the rest of you, has he? Found another way through?'

'No, Sergeant,' said Hebitha.

'Tethlus. Report,' he said. There was no reply. His anger at his squad turned to concern.

Then there came two vox clicks from the rest of the squad.

'Laitha, back, now,' he ordered. 'Quick and quiet.' His heart beat more quickly. The swamp's cacophony of creature noises sounded altogether more dangerous. Every rustle of the razorgrass in the wind could betray the presence of a killer.

Please, Emperor, let the xenos not be here, in your Holy Name I pray.

When Laikon was back with the rest of the squad, he found all the troops stood in a loose circle, lasguns pointed at the dense foliage.

'What happened? Laikon asked.

'Noises. They weren't swamp noises,' said Pethion. After three months patrolling around here, the troops had learned a great deal. They knew enough about the swamps to know what didn't sound native. Something was up.

Laikon voxed company headquarters. 'Sergeant Laikon reporting. I have a soldier missing and my squad have identified unusual sounds, not normal for the terrain.' It was the best he could do, and he knew it sounded unconvincing.

'Probably taken by a terror-constrictor,' said the master voxman. 'They do exist out there. Come back in, Sergeant. We can't chase troops lost in the swamp or follow up on unusual noises.'

Laikon cursed under his breath. Tethlus could be in trouble. He couldn't imagine being abandoned out here. But he couldn't see what else he could do. They could spend days searching and find no trace of him out here. But he wouldn't give up just yet.

'I'll do one quick sweep,' Laikon said before switching over to the squad vox. 'Squad, we're going to go back and look for Tethlus. Stay sharp. Keep discipline. Tethlus, if you can hear this, we are coming for you. Do anything you can to communicate.'

Laikon advanced back down the razorgrass avenue, the squad following behind. All had weapons up. Laikon's ears and eyes were straining to pick out every sound and sight. He knew the others were doing the same.

Laikon froze when he turned another corner. There before him was a grinning Ork, wielding two huge cleavers and wearing camouflaged rags. Blood dripped from the corners of his mouth and from the blade edge of its weapons. In an instant, Laikon knew Tethlus' fate. He was so shocked at the sight of the greenskin that he did nothing for over a second. His heart raced.

'Orks!', he yelled, before raising his lasgun at the brute before him. The Ork charged.

At that point the sounds of the swamp were drowned out by bestial roars, Human shouts, the high-pitched pulse of lasfire and the blast of crude greenskin firearms.

Laikon retreated, firing, but his lasgun had virtually no effect on the hulking creature running at him. He backed up into Laitha, which nearly knocked both of them down.

In that time the greenskin was upon them. With a single swipe it cut Laitha in half, spilling her guts in the water, which was now a thick brown with mud stirred up by the violent combat, mixed with the crimson of freshly spilt viscera. With a massive backswing, the creature knocked Laikon to one side, winding him. As the sergeant fell crashing into the swamp water, he saw Pethion drive his bayonet through the neck of an Ork carrying an inordinate quantity of explosives. Then the guardsman was shot in the stomach and hacked down by another Ork. The greenskin drove its blade through Pethion from the shoulder to the midriff. Hebitha charged at the creature who had knocked down Laikon. She didn't stand a chance. The Ork barrelled into her, knocking her into the swamp. It hammered one of its blades into her. Blood spattered all over its face.

Laikon tried to get to his feet, still winded. Before he could, he was picked up by one of the Orks, who had grabbed him by his collar. He thrashed hard, trying to free himself. He reached for his knife, but another Ork grabbed his wrist. The greenskin snapped it back. There was a sickening crunch and Laikon screamed in agony. Sharp, broken bone pointed out of his arm. He was bleeding profusely. The rest of the squad were all dead.

The Ork he had seen first approached him. The greenskin took a hold of Laikon's head, tilting it up to make Laikon look it in the eye. The Ork's skin was leathery, and covered in filth and blood.

'I wantz to know about da oomie base. You'z gonna tell me everyfin.'





Comms Boy



Rokkit Boy



Kommando Nob



Slasha Boy



Kommando Boy



Dakka Boy



Snipa Boy





SNEAKY GITZ

Kommandos are often thought of as being particularly strange by the rest of Ork-kind. Rather than attack enemies head on in mass charges, or racing to the front line in ramshackle trukks, they prefer to ambush their foes and cause panic behind enemy lines. In comparison to other Orks, Kommandos have a considerably more organised and militaristic outlook.

It is common for each Kommando in a mob to have a specialist role, such as a sniper, rokkit boy or dakka boy. Quite frequently, Kommandos will have nicknames appropriate to the role they have taken, such as Fireboy, Throatslit or Bomma. Before conducting missions, Kommandos will blacken their blades to prevent shine and adorn themselves with camouflage. Preference for style and kind of disguise varies from Kommando to Kommando. Some cover their flesh with blood, dirt and dung, while others use foliage to varying degrees.





Kommando Boy | Kommando Boy | Kommando Boy | Kommando Boy





Kommando Nob | Kommando Boy | Kommando Boy | Kommando Boy





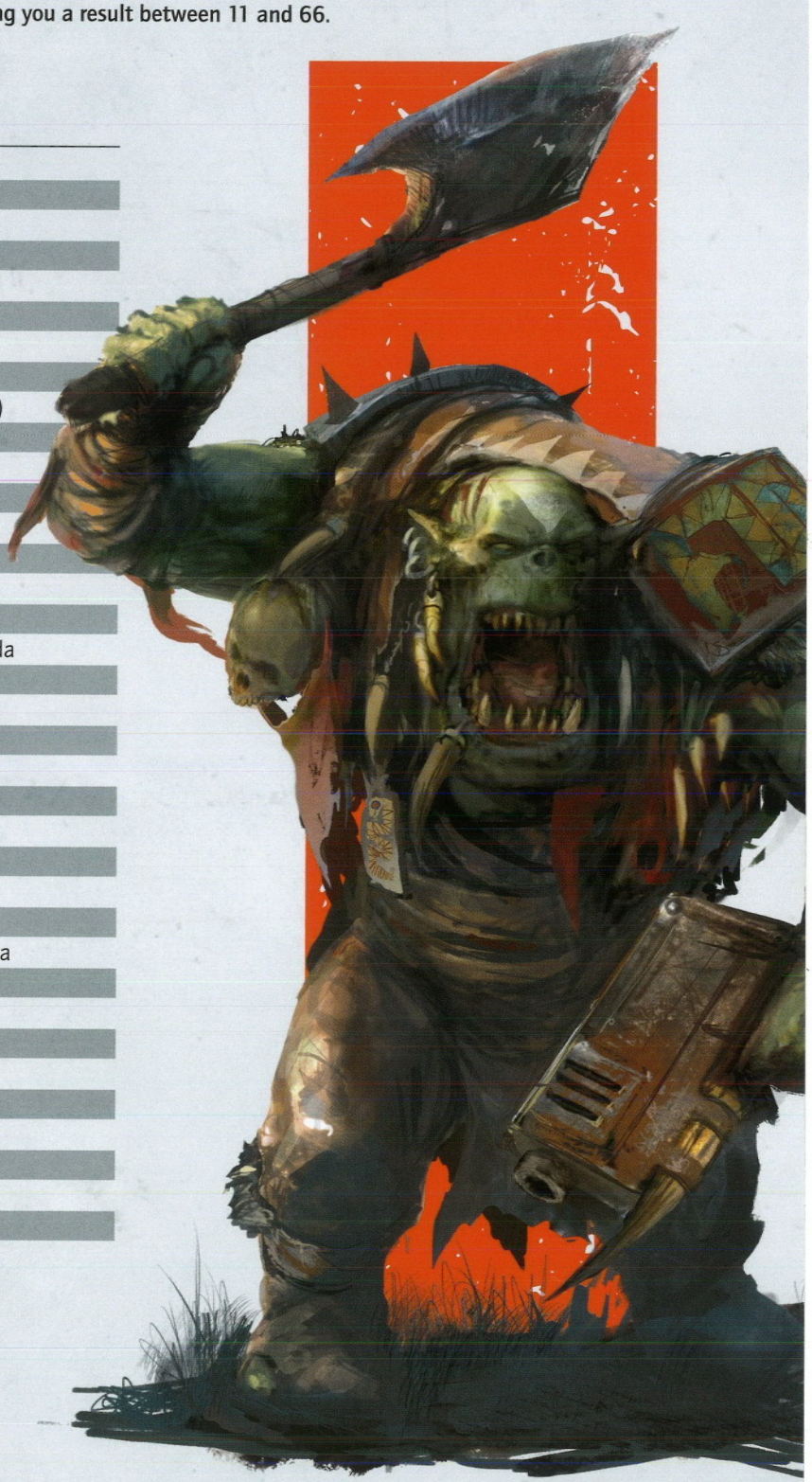
NAMES AND DEMEANORS

This section is a tool to help you forge the names of your Ork kill team. If you wish to randomly generate a name for one of your ladz, you roll a D66 and consult one of the tables below. To roll a D66 simply roll two D6, one after the other – the first represents tens, the second represents digits, giving you a result between 11 and 66.

ORK NAMES

D66	FRONT BIT
11	Urzog
12	Snikrat
13	Krogskull
14	Gorgrok
15	Droknog
16	Grodd
21	Zogwarp
22	Gitzog
23	Ruggat
24	Zargruk
25	Stugbrog
26	Snarkrat
31	Zagblag
32	Bokgrobber
33	Zarknutz
34	Dhakadak
35	Nargrunt
36	Farksnot
41	Gharagh
42	Urlakk
43	Zogger
44	Slazbag
45	Squigface
46	Ugul
51	Tuska
52	Nakboz
53	Skarzot
54	Kroggler
55	Grukk
56	Fragbad
61	Traknug
62	Grizgutz
63	Shrokbog
64	Kraznag
65	Gragnatz
66	Blokrotz

D66	UVVA BIT
11	Drakka
12	Grug
13	Gitstompa
14	Skullcrusha
15	Facekrumpa
16	the 'Ard
21	Grot Kicker
22	da Shiv
23	(no uvva bit)
24	Blaktoof
25	da Hammer
26	Ghazbhag
31	Steelfang
32	Daggafist
33	Squigbiter
34	da Stompy
35	da Facegrinda
36	Loudgob
41	Facebiter
42	da Maniak
43	Steelbootz
44	Ripblade
45	'Umiechewa
46	Ironboot
51	Flame Spitta
52	Wurldkilla
53	Stompkrumpa
54	Spleenrippa
55	Bigfangz
56	Badfang
61	Snotkicka
62	Brewguzzla
63	Bonesplitta
64	'Eadkrakka
65	Madeye
66	Trakeye



KILL TEAM NAME

To generate your Ork kill team name, roll first on the left table, then on the second. Alternatively, pick a team name using whichever of the options you prefer. If you wish you can name your kill team in other ways. Perhaps you could name them after your kill team's leader, such as Zogger's Mob. You can also use their preferred weapons as inspiration, for example Da Burna Boyz.

D6	NAME
1	Sneaky
2	Bad
3	Snazzy
4	Red
5	Brutal
6	Kunnin'

D6	NAME
1	Ladz
2	Gits
3	Jokers
4	Mob
5	Boyz
6	Krew

BACKGROUND

D6	DA LADZ
1	**Da Boss' Fist:** No self-respecting Warboss would admit they employ a hand-picked mob of Kommandos to backstab their foes. That doesn't make it untrue.
2	**Slinkerz:** This Kommando mob formed from outcasts deemed un-Orky by their tribemates for being too sneaky, and have built a reputation as kunnin' killers.
3	**From the Wildz:** Left behind by, or cut off from their tribe, these Kommandos have only been rendered tougher, meaner and more sneaky by their survival experiences.
4	**Opportunists:** These avaricious Kommandos learned their trade mostly because lurking about behind enemy lines is a great way to get the best loot!
5	**Experimunt Numba Three:** Should a Painboy have gone rummaging about in a bunch of Orks' skulls, seeking to create the perfect Kommandos? Probably not. Did he do it anyway? Of course.
6	**Out for Blood:** These Kommandos are all that remains of their massacred warband. They couldn't care less about their dead comrades, but getting revenge is professional courtesy at this point.

BASE OF OPERATIONS

D6	LOCATION
1	**Submersible:** A ramshackle war-sub, cobbled together by Mekboyz and lurking through the waterways or chem canals of the war zone.
2	**Chinork:** A rangy twin-rotored war 'copter ferries these Kommandos from one battle to the next, add-ons bolted to it and spare gear hanging in nets underneath.
3	**Squig-riddled Cave:** A dank, dark and well-located hidden cave that has, over time, developed something of a squig infestation.
4	**Looted Bunka:** A former command bunker, many of whose systems still function, that has been 'commandeered' by the Kommandos.
5	**Krawlwayz:** A webwork of gloomy, fungus-sprouting ducts, tunnels or sewer pipes within which to lurk.
6	**Old Fort:** From the outside this burned and blackened scrap-fort looks long abandoned, yet it conceals a dangerous secret.

SQUAD QUIRK

D10	DA KNOW-WOTZ
1	**Stolen Stealth:** This mob have looted chamelioline cloaks, T'au stealth tech or similar high tech kit, using it to become even sneakier.
2	**Skarboyz:** Especially leathery and hide-scarred, these Kommandos are real veteran killers.
3	**Looters:** This mob are never above nicking anything that isn't tied down if they can improvise weapons, booby traps or bombs from it.
4	**Un-Orky:** These Kommandos lack the usual Ork fondness for raucous humour and brutish violence. They are cold, cruel and unsettlingly ruthless.
5	**Bomboyz:** This mob is united by their love of – and alarming proficiency in – blowing things up with liberally applied high explosives.
6	**Rippaz:** There's nothing these Kommandos enjoy more than getting in close and opening some throats with their long, jagged knives.

THE RULES

Welcome to the rules section of Kill Team: Octarius. Over the following pages, you will find all the rules content for this expansion of Warhammer 40,000: Kill Team.

TAC OPS

On the page opposite you will find additional Tac Ops available to you when using **VETERAN GUARDSMAN** and **KOMMANDO** kill teams, allowing you to better reflect these two factions' individual aims and fighting styles.

ARMY LISTS

On pages 42-52 and 58-66, you will find army lists for **VETERAN GUARDSMAN** and **KOMMANDO** kill teams respectively, providing you with new rules to bring these elite kill teams to the killzone and wage skirmish warfare against your enemies, no matter your preferred way to play. In each of the army lists, you will find the following content:

- Kill Team: The kill team available to that faction, including the requirements for selecting it.
- Abilities: Any important abilities that faction's kill team has.
- Strategic Ploys: Bespoke Strategic Ploys available to you when using that kill team.
- Tactical Ploys: Bespoke Tactical Ploys available to you when using that kill team.
- Datacards: The rules for each operative that can be selected in that faction's kill team.
- Equipment: A selection of equipment that operatives from that faction can be equipped with.

SPEC OPS

On pages 53-57 and 67-71, you will find Spec Ops rules for the **VETERAN GUARDSMAN** and **KOMMANDO** kill teams respectively, providing you with new narrative play rules for their kill teams in Spec Ops campaigns. In each of the sections, you will find the following content:

- Battle Honours: Unique Battle Honours available to operatives from that faction that gain a rank, no matter their chosen specialism.
- Rare Equipment: A collection of rare equipment you can add to that faction's stash.
- Assets: Unique strategic assets you can add to that kill team's base of operations.
- Requisitions: Specific requisitions you can use to further support that faction's kill team on their Spec Ops journey.
- Spec Ops: Bespoke Spec Ops you can assign to that faction's kill team.

KILLZONE OCTARIUS

On pages 72-74, you will find all the rules for Killzone Octarius, detailing the terrain features it includes and all the relevant traits that each of those terrain features have.

SHADOW OPERATIONS MISSION PACK

On pages 75-93, you will find a new mission pack titled Shadow Operations: Octarius War. This mission pack includes nine exciting new missions for your games of Warhammer 40,000: Kill Team. They can be used with any mission sequence, meaning they are suitable for any of the three ways to play.

'ORKSES NEVER LOSE A BATTLE. IF WE WIN, WE WIN, IF WE DIE, WE DIE FIGHTIN', SO IT DON'T COUNT. IF WE RUNS FOR IT WE DON'T DIE NEITHER, COS WE CAN COME BACK FOR ANNUVER GO, SEE!'

- Commonly held Ork view of warfare

TAC OPS

VETERAN GUARDSMAN

If your faction is **VETERAN GUARDSMAN**, you can use the Veteran Guardsman Tac Ops listed below, as specified in the mission sequence.

BOOTS ON THE GROUND

Veteran Guardsman – Faction Tac Op 1

You can reveal this Tac Op at the end of any Turning Point.

- At the end of that Turning Point, if there are more friendly operatives than enemy operatives within ⬟ of your drop zone, and there more friendly operatives than enemy operatives within ⬟ of your opponent's drop zone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

STAND FAST

Veteran Guardsman – Faction Tac Op 2

You can reveal this Tac Op in the Reveal Tac Ops step of any Turning Point.

- At the end of any Turning Point, if friendly operatives control two or more objective markers, and friendly operatives control more objective markers than enemy operatives do, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score an additional 1VP.

GLORY IN DEATH

Veteran Guardsman – Faction Tac Op 3

Reveal this Tac Op at the end of the battle.

- If more friendly operatives were incapacitated than enemy operatives, but you scored more victory points from the mission objective, you score 2VPs.

KOMMANDO

If your faction is **KOMMANDO**, you can use the Kommando Tac Ops listed below, as specified in the mission sequence.

BLOW IT UP!

Kommando – Faction Tac Op 1

You can reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one terrain feature that includes any parts with the Heavy trait to be their bulwark.

- If a friendly operative performs the **Blow It Up!** action, you score 2VPs.

Friendly operatives can perform the following mission action:

BLOW IT UP! 2AP

An operative can perform this action while within ▲ of your opponent's bulwark. An operative cannot perform this action while within ◯ of enemy operatives. Other than a **Dash** action, an operative cannot perform any other action during an activation in which it would perform this action.

SHOKK TAKTIKS

Kommando – Faction Tac Op 2

Reveal this Tac Op at the end of the first Turning Point.

- If any enemy operatives were incapacitated during the first Turning Point, you score 1VP.
- At the end of the second Turning Point, if friendly operatives control more objective markers than enemy operatives control, you score 1VP.

GET STUCK IN!

Kommando – Faction Tac Op 3

You can reveal this Tac Op in the Reveal Tac Ops step of any Turning Point.

- At the end of any Turning Point (excluding the fourth), if three or more friendly operatives are within ⬟ of your opponent's drop zone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points (excluding the fourth), you score 1VP.

ARCHETYPE: SECURITY

VETERAN GUARDSMAN KILL TEAM

Below you will find a list of the operatives that make up a **VETERAN GUARDSMAN** kill team, including, where relevant, any wargear those models must be equipped with. On the page opposite you will find additional rules for supplementing a **VETERAN GUARDSMAN** kill team with additional operatives and tactical assets.

OPERATIVES

A **VETERAN GUARDSMAN** kill team consists of 10 **VETERAN GUARDSMAN** operatives and 1 Ancillary Support option (see opposite).

10 **VETERAN GUARDSMAN** operatives are selected as follows:

- 1 **SERGEANT VETERAN** operative equipped with one of the following options:
  - Boltgun; bayonet.
  - Bolt pistol, laspistol or plasma pistol; chainsword or power weapon.
- 9 **VETERAN GUARDSMAN** operatives selected from the following list:
  - **TROOPER VETERAN**
  - **CONFIDANT VETERAN** equipped with one of the following options:
    - Boltgun or lasgun; bayonet.
    - Bolt pistol or laspistol; chainsword.
  - **ZEALOT VETERAN**
  - **MEDIC VETERAN**
  - **COMMS VETERAN**
  - **DEMOLITION VETERAN**
  - **BRUISER VETERAN**
  - **HARDENED VETERAN**
  - **SNIPER VETERAN**
  - **SPOTTER VETERAN**
  - **GUNNER VETERAN** equipped with a bayonet and grenade launcher
  - **GUNNER VETERAN** equipped with a bayonet and meltagun
  - **GUNNER VETERAN** equipped with a bayonet and plasma gun
  - **GUNNER VETERAN** equipped with a bayonet and flamer

TROOPER VETERAN operatives can be selected up to nine times, and each other operative above can be selected once.

'LET THE GREENSKINS COME. ONCE THEY ARE DESTROYED I SHALL HAVE ALL THEIR HEADS MOUNTED ON SPIKES. LET THAT WARN ANY OTHERS.'

- General Varn Kresk, 67th Death Korps Siege Regiment



ANCILLARY SUPPORT

Ancillary Support are operatives and tactical assets that supplement existing kill teams. The Ancillary Support options listed below can only be taken with **VETERAN GUARDSMAN** kill teams, and only as specified on the previous page.

TROOPER VETERANS

This Ancillary Support consists of 4 **TROOPER VETERAN** operatives.

VETERAN GUARDSMAN TACTICAL ASSETS

This Ancillary Support consists of 2 tactical assets. Tactical assets are not operatives, therefore are not recorded on your roster/dataslate. Each time you select this asset, select two options from the list below to use in the battle. You can select each option once.

- Artillery Barrage
- Marked Air Strike
- Guided Missile
- Strafing Run

If you have any tactical assets that can be used, during the Firefight phase, when you would activate a Ready friendly operative, you can use one of your tactical assets instead. Select one of your tactical assets and resolve its effects. When doing so, treat that asset as a friendly operative. After you have done so, your opponent activates one of their operatives as normal. You can use no more than one tactical asset per Turning Point, and each tactical asset you have can be used once per battle.

Artillery Barrage

Perform a **Shoot** action using the ranged weapon below. For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly **VETERAN GUARDSMAN** operative. Note for the purposes of this weapon's special rules, treat that friendly **VETERAN GUARDSMAN** operative as performing the **Shoot** action.

Name	A	BS	D
Artillery Barrage	6	5+	2/3
Special Rules			
Barrage, Blast ◯, Indirect			

Marked Air Strike

Perform a **Shoot** action using the ranged weapon below. For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly **VETERAN GUARDSMAN** operative. Note for the purposes of this weapon's special rules, treat that friendly **VETERAN GUARDSMAN** operative as performing the **Shoot** action.

Name	A	BS	D
Air Strike	5	4+	3/4
Special Rules			
Barrage, Blast ◯			

Guided Missile

Perform a **Shoot** action using the ranged weapon below. For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly **VETERAN GUARDSMAN** operative. Note for the purposes of this weapon's special rule, treat that friendly **VETERAN GUARDSMAN** operative as performing the **Shoot** action.

Name	A	BS	D
Guided Missile	4	3+	4/6
Special Rules			
AP1			

Strafing Run

Select one enemy operative in a friendly **VETERAN GUARDSMAN** operative's Line of Sight to be the mark. Then place a Strafing Run token anywhere in the killzone (if you have a killzone edge, it cannot be placed closer to your edge than the mark is). Draw an imaginary line, 1mm wide, with unlimited height above and below between any part of the base of the mark and the centre of that Strafing Run token. Using the ranged weapon below, make a shooting attack against the mark and each other operative that has a base crossed by that line. For those shooting attacks, when determining if an other operative is a valid target and if it is in Cover, draw Visibility and Cover lines from the mark, and if they are in Cover provided by Light terrain or another operative, they are treated as having an Engage order for that attack instead.

Name	A	BS	D
Strafing Run	6	4+	2/3

'THE ENTIRE 232ND INFANTRY WAS WIPED OUT ON THE TEARFLESH MASSIF YESTERDAY. A GOOD DEATH, THEY WERE DOWN TO THE LAST POWER PACK AND THROWN ROCK. THE STENCH OF ROTTING ORK DEAD COULD BE SMELLED FIFTY MILES AWAY. I BREATHED DEEP OF IT. IT IS THE SMELL OF VICTORY AND REPENTANCE. I CAN ONLY PRAY MY END IS AS GLORIOUS.'

- Colonel Thraust Von Tounos, 675th Death Korps Infantry

ABILITIES

VETERAN GUARDSMAN LEADER operatives in a **VETERAN GUARDSMAN** kill team have the following ability:

GUARDSMEN ORDERS

Once in each Strategy phase, when it is your turn to use a Strategic Ploy, if this operative is in the killzone, it can issue a Guardsmen Order. If it does, all friendly **VETERAN GUARDSMAN** operatives within ⬟ of and Visible to it are issued a Guardsmen Order.

Each time a friendly operative issues a Guardsmen Order, select one Guardsmen Order below to take effect until the end of the Turning Point.

Move! Move! Move!

Add ▲ to the Movement characteristic of each friendly operative that was issued this order.

Take Aim!

Each time a friendly operative that was issued this order makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of 1. This order has no effect on shooting attacks made with the mortar barrage and remote mine ranged weapons, or attacks made with tactical assets.

Hold Position!

Each time a shooting attack is made against a friendly operative that was issued this order, in the Roll Defence Dice step of that shooting attack, if that operative is in Cover, you can re-roll any or all of your defence dice results of 1. Friendly operatives that were issued this order cannot perform **Dash** or **Charge** actions.

Fix Bayonets!

Each time a friendly operative that was issued this order fights in combat, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice results of 1.



STRATEGIC PLOYS

If your faction is **VETERAN GUARDSMAN**, you can use the following Strategic Ploys during a game.

OVERCHARGE LASGUNS 1CP

Until the end of the Turning Point, change the profile of lasguns that friendly **VETERAN GUARDSMAN** operatives are equipped with to the following:

Name	A	BS	D
Overcharged lasgun			
Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:			
- Standard	4	4+	2/3
- Overcharge	4	4+	2/3
Special Rules			
Standard: -			
Overcharge: AP1, Hot			

TAKE COVER 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **VETERAN GUARDSMAN** operative, if it is in Cover, improve its Save characteristic by 1 for that shooting attack.

INTO THE BREACH 1CP

Each friendly **VETERAN GUARDSMAN** operative within your drop zone can perform a free **Dash** action, but must finish that move closer to the enemy's drop zone.

CLEAR THE LINE 1CP

Until the end of the Turning Point, each time a friendly **VETERAN GUARDSMAN** operative fights in combat, before rolling your attack dice for that combat, you can retain one as a successful normal hit without rolling it.

TACTICAL PLOYS

If your faction is **VETERAN GUARDSMAN**, you can use the following Tactical Ploys during a game.

INSPIRATIONAL LEADERSHIP 1CP

Use this Tactical Ploy during a **VETERAN GUARDSMAN LEADER** operative's activation. That operative issues a Guardsmen Order (pg 44) to all friendly **VETERAN GUARDSMAN** operatives within ⬟ of and Visible to it.

IN DEATH, ATONEMENT 1CP

Use this Tactical Ploy when a ready friendly **VETERAN GUARDSMAN** operative is incapacitated. That operative is not removed from the killzone until the end of your next activation and does not count as being injured.

COMBINED ARMS 1CP

Use this Tactical Ploy after rolling your attack dice for a shooting attack made by a friendly **VETERAN GUARDSMAN** operative. If the target of that attack is an enemy operative that was targeted by another friendly **VETERAN GUARDSMAN** operative with a shooting attack during that Turning Point, you can re-roll any or all of your attack dice for that shooting attack.



TROOPER VETERAN

Astra Militarum Veterans have a great deal of combat experience, gained over experiencing harsh fighting for months or even years. Armed with lasguns and bayonets, they have faced down terrible danger time and time again.



M	APL	GA
3	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, TROOPER VETERAN

SERGEANT VETERAN

Veteran Sergeants command squads of Veterans in battle. Calm under pressure and unphased by the horrors of war, they are solid combat leaders who will fight tooth and nail to achieve victory as well as see their comrades survive to fight another day.



M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
Bolt pistol	4	3+	3/4	Rng ⬟	-
Boltgun	4	3+	3/4	-	-
Laspistol	4	3+	2/3	Rng ⬟	-
Plasma pistol *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	4+	5/6	Rng ⬟, AP1	-
- Supercharge	4	4+	5/6	Rng ⬟, AP2, Hot	-
Bayonet	4	3+	2/3	-	-
Chainsword	4	3+	3/4	Balanced	-
Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Guardsmen Orders (pg 44)

UNIQUE ACTIONS

-

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, LEADER, SERGEANT VETERAN

SNIPER VETERAN

Expert marksmen, their skills honed in the harsh conditions of numerous battlefields, Sniper Veterans are sharpshooters who specialise in cutting down key enemy troops at extreme ranges – all unseen by the foe.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Long-las	4	2+	3/3	-	MW3
⚔ Bayonet	3	4+	2/3	-	-

ABILITIES

Sniper: Each time this operative is activated, so long as it does not perform a **Normal Move**, **Charge** or **Fall Back** action during that activation, its long-las gains the Silent special rule for that activation.

UNIQUE ACTIONS

-

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, SNIPER VETERAN

GUNNER VETERAN

With experience and skills in wielding a whole host of specialist weapons, Gunner Veterans are called whether a Sergeant Veteran needs a xenos nest burned to nothing, a bunker reduced to melted sludge or to bring down heavy enemy infantry that lasguns are insufficient for.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Flamer	5	2+	2/2	Rng ⬟, Torrent ○	-
⌖ Grenade launcher *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Frag	4	4+	2/4	Blast ○	-
- Krak	4	4+	4/5	AP1	-
⌖ Meltagun	4	4+	6/3	Rng ⬟, AP2	MW4
⌖ Plasma gun *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
⚔ Bayonet	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, GUNNER VETERAN

CONFIDANT VETERAN

Even the best Sergeant Veterans need to call on solid tactical advice – and their confidants are experts. Experienced troops and capable leaders themselves, they can be trusted to carry out the sergeant's orders in the field as well as contribute to the formulation of a solid battle plan.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Bolt pistol	4	3+	3/4	Rng	-
Boltgun	4	4+	3/4	-	-
Laspistol	4	4+	2/3	Rng	-
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-
Chainsword	4	4+	3/4	Balanced	-

ABILITIES

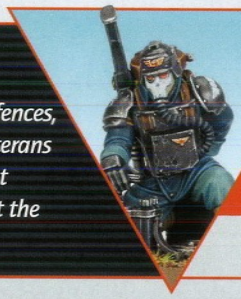
Second in Command: If a friendly **SERGEANT VETERAN** operative is incapacitated and removed from the killzone, you can nominate this operative for command. If you do, until the end of the battle, it gains the **LEADER** keyword and the Guardsman Orders ability (pg 44).

Directive: Each time this operative is activated, if it has not been nominated for command, you can select one ready friendly **VETERAN GUARDSMAN** operative within ● of and Visible to it. After this operative's activation ends, activate that operative, and treat its Group Activation characteristic as 1 for that activation.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, CONFIDANT VETERAN

DEMOLITION VETERAN

Whether blowing up ammo dumps or cracking open defences, many kill teams need explosives experts. Demolition Veterans are such troops. Naturally daring, they often have to put themselves in harm's way to plant their remote mines at the optimum point to blow their target into smithereens.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Remote mine	4	2+	5/6	AP1, Detonate*, Silent	-
Bayonet	3	4+	2/3	-	-

ABILITIES

***Detonate:** Each time this operative makes a **Shoot** action using its remote mine, make a shooting attack against each operative within ■ of the centre of its Mine token with that weapon. When making those shooting attacks, each operative is treated as being Visible, but when determining if it is in Cover, treat this operative's Mine token as the active operative. Then remove this operative's Mine token. An operative cannot make a shooting attack with this weapon by performing an **Overwatch** action, or if its Mine token is not in the killzone.

UNIQUE ACTIONS

Plant Mine (1AP): Place a Mine token within ▲ of this operative, then perform a free **Dash** action with this operative. This operative cannot perform this action if it is within Engagement Range of an enemy operative, or if this operative's Mine token is in the killzone. If this operative is incapacitated and removed from the killzone, remove its Mine token.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, DEMOLITION VETERAN

ZEALOT VETERAN

Zealot Veterans are deeply spiritual warriors, often claiming their survival through the horrifying battlefields they've experienced is only thanks to the direct intervention of the Emperor himself.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Lasgun	4	4+	2/3	-	-
⚔ Bayonet	3	4+	2/3	-	-

ABILITIES

The Emperor Protects: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.

UNIQUE ACTIONS

Uplifting Primer (1AP): Until the end of the Turning Point, while a friendly VETERAN GUARDSMAN operative is within ■ of this operative, that friendly operative is uplifted. While an operative is uplifted, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can select one of your results of 5+ to be retained as a critical hit.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, ZEALOT VETERAN

MEDIC VETERAN

The efforts of the Medic Veteran is all that stands between life and miserable death for the troops of his squad. Equipped with little more than basic medical equipment, they strive to keep their comrades alive in the most hazardous conditions.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Lasgun	4	4+	2/3	-	-
⚔ Bayonet	3	4+	2/3	-	-

ABILITIES

Medic!: Once per Turning Point, the first time a friendly VETERAN GUARDSMAN operative would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That operative is not incapacitated, has 1 wound remaining, and if it was a shooting attack, any remaining attack dice are discarded. That other friendly operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

Medikit (1AP): Select one friendly VETERAN GUARDSMAN operative within ▲ of and Visible to this operative. That operative regains 2D3 lost wounds. An operative cannot be selected for this if it was revived using the Medic! ability during the same Turning Point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, MEDIC, MEDIC VETERAN

COMMS VETERAN

Comms Veterans are consummate professionals, accompanying their leaders wherever required whilst carrying heavy equipment, all to receive and transmit communications that are vital for their comrades and superiors to understand the inevitable confusion of battle.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-

ABILITIES

Relay Orders: Once in each Turning Point, when this operative is issued a Guardsman Order, it can relay it. If an order is relayed, subtract 1 from this operative's APL and all friendly **VETERAN GUARDSMAN** operatives in the Killzone are issued that order.

UNIQUE ACTIONS

Signal (1AP): Select one friendly **VETERAN GUARDSMAN** operative within ⬟ of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, COMMS VETERAN

BRUISER VETERAN

For some, war and fighting just agrees with them. Bruiser Veterans are such people. They look the galaxy's endless malevolent threats in the eye with a trench club in their hand, ready to bludgeon anything and everything to death.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	3+	2/3	-	-
Trench club	3	3+	3/3	-	Stun

ABILITIES

Bruiser: Once per Turning Point, when this operative fights in combat, in the resolve successful hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

UNIQUE ACTIONS

-

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, BRUISER VETERAN

HARDENED VETERAN

Some Veterans are resilient above and beyond even their peers. These troops are steel in body as well as in mind, with bionics in the place of body parts lost in battle. Despite the horrific wounds they have suffered, they fight on still, unbowed.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Lasgun	4	4+	2/3	-	-
⚔ Bayonet	3	4+	2/3	-	-
⚔ Bionic arm	3	4+	4/5	-	-

ABILITIES

Hardened by War: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. You can ignore any or all modifiers to this operative's APL.

UNIQUE ACTIONS

-

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, HARDENED VETERAN

SPOTTER VETERAN

To direct battle-winning heavy fire, forward observers form a part of kill teams. These Spotter Veterans possess great focus, accurately guiding salvoes of mortar fire from safe lines even when under immense pressure. With this they can stymie enemy attacks or pin them down in their defences.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Lasgun	4	4+	2/3	-	-
⌖ Mortar barrage	5	4+	2/3	Barrage, Unwieldy, Blast ○, Silent	-
⚔ Bayonet	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Spotter (2AP): Select one enemy operative Visible to this operative, then select one other ready friendly VETERAN GUARDSMAN operative with a Group Activation characteristic of 1 within ○ of and Visible to this operative. After this activation ends, you can activate that other friendly operative, and during its next activation, it treats that enemy operative as if it has an Engage order. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

VETERAN GUARDSMAN, IMPERIUM, ASTRA MILITARUM, <REGIMENT>, SPOTTER VETERAN

EQUIPMENT

VETERAN GUARDSMAN operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

HOT-SHOT CAPACITOR PACK [2EP]

Modify the operative's ranged weapons for the battle as follows:

- Add 1 to both Damage characteristics of lasguns and laspistols this operative is equipped with.

ROSARY+ [2EP]

The operative gains the following ability for the battle:

Rosary: Once per battle, in the Resolve Successful Hits step of a shooting attack or combat, you can ignore the damage inflicted on this operative from one attack dice.

HAND AXE [2EP]

The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Hand axe	3	4+	3/5

TRENCH SHOVEL [2EP]

The operative gains the following ability for the battle:

Dug Trench: While this operative is wholly within your drop zone, each time an enemy operative makes a shooting attack, if it is more than ● from this operative, this operative is treated as being in Cover provided by Light terrain. This operative loses this ability if it performs a **Normal Move**, **Charge**, **Fall Back** or **Dash** action.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules			
Rng ⬟, Limited, Blast ●, Indirect			

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action.

Name	A	BS	D
Krak grenade	4	3+	4/5
Special Rules			
Rng ⬟, Limited, Indirect, AP1			

CHRONOMETER+ [3EP]

The operative gains the following ability for the battle:

Chronometer: Once per battle, after rolling off to determine initiative, this operative can use this ability. If it does, you can re-roll your dice.

TOPOGRAPHICAL CHART+ [3EP]

The operative gains the following ability for the battle:

Topographical Chart: During the mission sequence, if this friendly operative was selected for deployment, after resolving your selected option in the Scouting step, you can select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection.



VETERAN GUARDSMAN SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **VETERAN GUARDSMAN** as your faction keyword.

BATTLE HONOURS

Each time a **VETERAN GUARDSMAN** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the Veteran Guardsman Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

'WITH EVERY CODED REPORT WE SEND, EVERY HIDDEN DEMOLITION CHARGE WE PLACE AND EVERY PULL OF THE TRIGGER, WE DO THE EMPEROR'S WORK. EVERY GREENSKIN WE KILL IS ONE INSULT TO HIM REPAID. I WOULD HAVE NONE OF HIS HONOUR BESMIRCHED, WOULD YOU?'

- Sergeant Junden Starnerr, 151st Death Korps Light Infantry, addressing his squad before the fourth advance against the Lentorian Highlands on Emush

VETERAN GUARDSMAN SPECIALIST

D6	Battle Honour
1	**Capable Under Fire:** If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point.
2	**Brash:** Each time this operative is issued a Guardsman Order, you can select what order it receives (it can be a different order to what other friendly operatives receive).
3	**Siege Specialist:** Select one of this operative's ranged weapons. It gains the No Cover special rule.
4	**Grit and Determination:** While this operative is within ○ of the centre of an objective marker, increase its Defence characteristic by 1.
5	**Decorated Veteran:** Improve the Ballistic Skill characteristic of this operative's ranged weapons by 1 (to a maximum of 3+).
6	**Final Litany:** When this operative is incapacitated, you can use the In Death, Atonement Tactical Ploy without spending any Command Points if this operative is the **VETERAN GUARDSMAN** selected. If you do, for that operative's next activation, change the Ballistic Skill and Weapon Skill characteristic of its weapons to 2+ respectively.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **VETERAN GUARDSMAN**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. RELIC SIDEARM [2EP]

Select a bolt pistol or laspistol the operative is equipped with. It gains the following improvements for the battle:

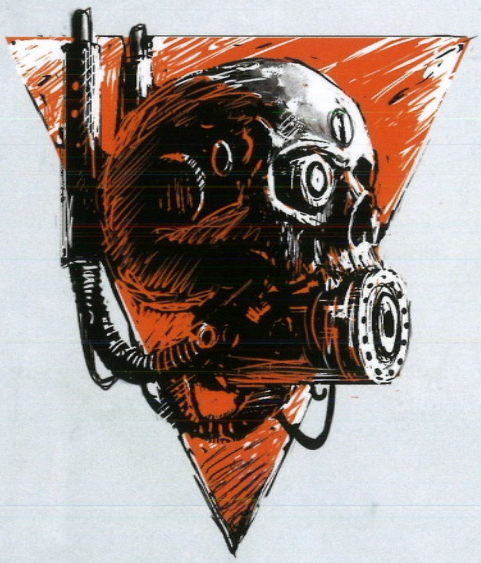
- Improve its Ballistic Skill characteristic by 1.
- Add 1 to its Attacks characteristic.

2. PRIZED SABRE [1EP]

Select a power weapon the operative is equipped with. It gains the Balanced special rule for the battle.

3. VID-CAPTURE RELAY [2EP]

COMMS VETERAN operative only. The operative gains the following ability for the battle: 'Each time this operative performs the **Signal** action, it can select any friendly operative in the killzone, rather than within ⬟ of and Visible to it.'



4. LITANY OF SACRIFICE [3EP]

ZEALOT VETERAN operative only. The operative gains the following unique action for the battle:

LITANY OF SACRIFICE 1AP

Until the end of the Turning Point, while a friendly **VETERAN GUARDSMAN** operative is within ⬟ of this operative, it is inspired by sacrifice. While an operative is inspired by sacrifice, each time it fights in combat or is the target of a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can change one of your opponent's critical hits to a normal hit.

5. REGIMENTAL HEIRLOOM [2EP]

The operative gains the following ability for the battle: 'At the end of this operative's activation, if it did not perform a **Shoot** action during that activation, until the start of its next activation it is motivated by honour. While an operative is motivated by honour:

- When determining control of an objective marker, treat its APL as 1 higher (to a maximum of 3). Note that this is not a modifier.
- In the Resolve Successful Hits step of a shooting attack or combat, each time damage is inflicted on the operative, halve the damage that is applied (rounding up).'

6. DIAGNOSTICATOR [2EP]

MEDIC VETERAN operative only. The operative gains the following abilities for the battle:

- Each time this operative performs the **Medikit** action, the friendly operative selected regains D3+3 lost wounds, rather than 2D3.
- After the battle, in the Update Dataslates step of the mission sequence, if this operative was not incapacitated during the battle, you can re-roll two Casualty tests as a result of this Medic, rather than 1.

ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **VETERAN GUARDSMAN**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

PRELIMINARY BOMBARDMENT

The kill team's base is equipped with vox-nets linked to artillery batteries behind friendly lines. Using it, they can call in artillery bombardments to weaken the enemy's positions.

At the start of the Set Up Operatives step of the mission sequence, you can call in a Preliminary Bombardment. If you do:

- Select one terrain feature that includes any parts with the Heavy trait. Enemy operatives cannot be set up with an Engage order on or within ▲ of that terrain feature.
- Unless a friendly **SPOTTER VETERAN** was selected for deployment, you must select the Fortify option in the Scouting step of this battle.

MUNITORUM SUPPLY LINES

The kill team's base of operations is regularly resupplied by the Munitorum.

In the Strategy phase of the first Turning Point, add 1 additional CP to your pool.

EXPANDED ENGINEERING BAY

The kill team's base has the facilities to construct razorwire and all other manner of defensive equipment that can hinder the enemy's movement in battle.

In the Scouting step, if you select the Fortify option or a friendly **DEMOLITION VETERAN** was selected for deployment, when resolving your selection, you can place a Fortify token within ⬟ of your drop zone.

- Each time an operative performs a **Dash** action, it cannot move within ■ of a Fortify token (unless it can **FLY**, in which case it cannot start or end the move within ■ of a Fortify token).
- Each time an operative performs a **Charge** action, if it would move within ■ of a Fortify token, subtract ◯ from the distance it can move for that action (unless it can **FLY**, in which case only subtract ◯ if it would start or end that move within ■ of a Fortify token).



REQUISITIONS

In a Spec Ops campaign, if your faction is **VETERAN GUARDSMAN**, you can use the following Requisitions in addition to those presented in other sources.

UNENDING MANPOWER 1RP

The endless wars of the Astra Militarum produce large numbers of Veterans to replace the many casualties kill teams suffer.

Purchase this Requisition after a game in which one or more friendly **VETERAN GUARDSMAN** operatives failed a Casualty test and were slain. For each friendly **VETERAN GUARDSMAN** operative that was slain in this manner, you can use the Operative Assigned Requisition without spending any Requisition points. Each operative you add to your roster as a result must be a **TROOPER VETERAN** operative.

FIELD PROMOTION 1RP

As they complete more missions, Veteran Guardsmen learn more skills that enormously benefit their kill team.

Purchase this Requisition before or after a game. Select one friendly **TROOPER VETERAN** operative with the Ace, Grizzled or Revered rank. Remove that operative from your roster and replace it with a new operative from your faction (excluding a **SERGEANT VETERAN** operative). The new operative has the same number of experience points as that **TROOPER VETERAN** operative (select its Battle Honours accordingly) and has the same Battle Scars (if any).

ACCOLADE OF DISTINCTION 1RP

Veteran Guardsmen regularly carry out deeds of extraordinary bravery, and many receive medals or accolades for their achievements.

Purchase this Requisition when a friendly **VETERAN GUARDSMAN** operative gains the Revered rank. You can select the following Battle Honour for that operative, instead of selecting one from another source:

Accolade of Distinction: Change the operative's APL to 3.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **VETERAN GUARDSMAN**, you can select one from those found opposite instead of selecting one from another source.



VICTORY OR DEATH

Your veterans deploy for a foolhardy mission more appropriate for a combat patrol or platoon. Yet their faith in the Emperor is absolute. They will pay any price to achieve victory, for He will guide them, or they will fall in His name.

OPERATION 1: IN LIFE, WAR

Despite the odds, your veterans must fight like never before.

Win six games.

OPERATION 2: IN DEATH, PEACE

All personal agendas must be set aside as your veterans put themselves in harm's way to see their orders completed. They may fall and become a mere footnote to the war effort, yet the Emperor's guiding hand can see them through to fight another day.

Complete a game in which you scored victory points from the 'Glory in Death' Tac Op.

COMMENDATION

- Each friendly operative that was selected for deployment earns 1 XP.
- Each friendly operative that was incapacitated in the battle scores 1 XP.
- Each friendly operative that was incapacitated, but completed any mission actions in the battle, and/or earned you any victory points for controlling an objective marker in the battle, earns 1 XP.
- For each friendly operative that passes a Casualty test after the battle, if it earned 3 XP from the commendations above, it is not limited to 3 XP as a result of that passed Casualty test.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Honour Bound' Spec Op.

GRAND OFFENSIVE

For many months two forces have fought a grinding war of attrition, but their commanders have crafted a new plan to break the deadlock. Kill teams will strike at weak points in the enemy's line, paving the way for a larger assault. When the time comes, they will join the grand offensive themselves.

OPERATION 1: SECURE APPROACHES

By pushing back the enemy and securing the area, your kill team must use their strength to make inroads into the enemy's lines.

Complete five games in which you scored victory points from the 'Boots on the Ground' or 'Stand Fast' Tac Op.

OPERATION 2: ALL OUT OFFENSIVE

With various routes to the enemy's position secured, the grand offensive begins. Needing to secure their own section of the enemy's line, your forces break out from cover and attack.

Complete a game in which you scored victory points from the 'Plant Banner' Tac Op.

COMMENDATION

- You gain three Requisition points.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Secure District' Spec Op.

ARCHETYPE: SEEK AND DESTROY/INFILTRATION

KOMMANDO KILL TEAM

Below you will find a list of the operatives that make up a KOMMANDO kill team, including, where relevant, any wargear those models must be equipped with.

OPERATIVES

- 1 **KOMMANDO NOB** operative selected from the following list:
  - Equipped with a slugga and big choppa
  - Equipped with a slugga and power klaw
- 9 KOMMANDO operatives selected from the following list:
  - **KOMMANDO BOY**
  - **KOMMANDO GROT**
  - **KOMMANDO SLASHA BOY**
  - **KOMMANDO BREACHA BOY**
  - **KOMMANDO SNIPA BOY**
  - **KOMMANDO DAKKA BOY**
  - **KOMMANDO COMMS BOY**
  - **KOMMANDO BURNA BOY**
  - **KOMMANDO ROKKIT BOY**
  - **BOMB SQUIG**

KOMMANDO BOY operatives can be selected up to nine times, and each other option above can be selected once.

ABILITIES

KOMMANDO operatives in a KOMMANDO kill team (excluding **BOMB SQUIG** operatives) have the following ability:

THROAT SLITTAS

This operative can perform a **Charge** action while it has a Conceal order.

'RIGHT LADZ, LISTEN UP. DA OOMIES 'AV GOT A BIG SHINY BOX AN' IT'S POWERIN' ALL THEIR GUBBINZ. DA PLAN IS, WE'ZE GOIN' TO KICK DA DOOR IN, GIVE 'EM ALL SUM DAKKA, CHUCK ROKKITS ABOUT 'TIL DA BOX BLOWS UP LIKE MUGROT'S BUGGY IN DAT MINEFIELD, AND BOSH, JOB'S A GOOD 'UN! ANY QUESTIONS? NAH? GOOD, DIDN'T FINK SO... LET'S GET STUCK IN THEN BOYZ! WAAAGH!'

- Boss Nob Gazrot Gitstompa, just minutes before the infamous Meltdown Catastrophe of Generatorum Beta-2



STRATEGIC PLOYS

If your faction is **KOMMANDO**, you can use the following Strategic Ploys during a game.

SSSSHHHH! 1CP

Friendly **KOMMANDO** operatives that are not within Line of Sight of enemy operatives, or have a Conceal order and are more than ⬟ from enemy operatives, can immediately perform a free **Dash** action. You can only use this Strategic Ploy once.

DAKKA! DAKKA! DAKKA! 1CP

Until the end of the Turning Point, each time a friendly **KOMMANDO** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, you can select one of your failed hits to be retained as a successful normal hit.

WAAAGH! 1CP

Until the end of the Turning Point, each time a friendly **KOMMANDO** operative fights in combat, in the Roll Attack Dice step of that combat, when you would retain two or more normal hits, you can select one of those hits to be retained as a critical hit instead.

SKULK ABOUT 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **KOMMANDO** operative, before rolling defence dice for that shooting attack, if it has a Conceal order, you can retain one as a successful normal save without rolling it.

TACTICAL PLOYS

If your faction is **KOMMANDO**, you can use the following Tactical Ploys during a game.

JUST A SCRATCH 1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a shooting attack or combat, when damage would be inflicted on a friendly **KOMMANDO** operative (excluding **KOMMANDO GROT** operatives) from an attack dice. Ignore the damage inflicted from that attack dice.

KRUMP 'EM! 1CP

Use this Tactical Ploy at the end of the Firefight phase. Select one friendly **KOMMANDO** operative. It can perform a free **Fight** action.

SNEAKY GIT 1CP

Use this Tactical Ploy in the Set Up Operatives step of the mission sequence. Select one friendly **KOMMANDO** operative (excluding **BOMB SQUIG** operatives). That operative can be set up with a Conceal order anywhere on the battlefield that is within ▲ of Heavy terrain and more than ⬟ from enemy operatives and the enemy drop zone.



KOMMANDO BOY

Kommandos epitomise the Orky virtue of low cunning. Few things make them happier than sneaking up on an unsuspecting enemy and hacking, slashing and shooting before the foe can strike back.



M	APL	GA
3	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Slugga	4	4+	3/4	Rng	-
Choppa	4	3+	4/5	-	-

ABILITIES

-

UNIQUE ACTIONS

-

KOMMANDO, ORK, <CLAN>, KOMMANDO BOY

KOMMANDO SLASHA BOY

Slasha Boyz love getting into the thick of action, even by Ork standards. Festooned with all manner of blades, they hack and slash their way through enemy after enemy.



M	APL	GA
3	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Throwing knives	4	3+	2/5	Rng, Silent	-
Twin choppas	4	3+	4/5	Relentless	-

ABILITIES

Dat All You Got?: Each time after this operative fights in combat, if it lost any wounds in that combat but was not incapacitated, you can roll one D6: on a 4+, the enemy operative that fought it in that combat suffers 2 mortal wounds.

UNIQUE ACTIONS

-

KOMMANDO, ORK, <CLAN>, SLASHA BOY

KOMMANDO BREACHA BOY

Kommando Breacha Boys have the task of barging into places and enemies alike and smashing them apart with their Breacha Rams. It is one they relish, and those that see them in action and survive soon learn to especially fear these brutal greenskins.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⌖ Slugga	4	4+	3/4	Rng ⬟	-
⚔ Breacha ram	3	3+	5/5	-	Brutal

ABILITIES

Bull Charge: Each time this operative fights in combat, if it made a charge move during that activation, its power ram gains the critical hit rule for that combat.

Breach: Each time this operative performs a **Normal Move**, **Dash** or **Charge** action, it can move through parts of terrain features that are no more than ▲ thick as if they were not there.

UNIQUE ACTIONS

-

KOMMANDO, ORK, <CLAN>, BREACHA BOY

KOMMANDO SNIPA BOY

Though few Orks have the patience to be a Kommando Snipa Boy, those who perform the role are experts in finding the best spots to fire at the enemy, kill a target and enjoy watching the survivors flail and panic in the confusion inevitably caused.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⌖ Scoped big shoota	6	3+	2/2	-	MW2
⚔ Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

'Av it! (2AP): Perform a free **Shoot** action with this operative using its scoped big shoota. After making the shooting attack against the target, this operative can make a shooting attack against each other valid target within ○ of the original target. Each time this operative makes a shooting attack for this action, subtract 2 from the Attacks characteristic of its scoped big shoota for that shooting attack.

Da Best Spot (2AP): Perform a free **Shoot** action with this operative using its scoped big shoota, even if it has a Conceal order.

KOMMANDO, ORK, <CLAN>, SNIPA BOY

KOMMANDO DAKKA BOY

The sound of roaring dakka is music to the ears of many Orks, not least to Kommando Dakka Boys. They take great delight in pouring vast quantities of bullets into the enemy, destroying light cover, sending foes running and causing pandemonium.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Dakka shoota	5	4+	3/4	Unload Slugs*	-
Fists	3	3+	3/4	-	-

ABILITIES

***Unload Slugs:** Each time this operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if the target is within ⬟ of it, you can re-roll any or all of your attack dice.

UNIQUE ACTIONS

Dakka Dash (1AP): Perform a free **Shoot** action and free **Dash** action with this operative in any order.

KOMMANDO, ORK, <CLAN>, DAKKA BOY

KOMMANDO COMMS BOY

There's no excuse for not following the boss' plan, no matter how questionably sane it seems. Kommando Comms Boys perform the function of ensuring no Ork 'forgets' their orders on the field by relaying the boss' instructions.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Shokka pistol	6	4+	1/1	Rng ⬟	Stun, MW2
Fists	3	3+	3/4	-	-

ABILITIES

I Got a Plan, Ladz: Once per Turning Point, during this operative's activation, it can perform a mission or **Pick Up** action for one less AP (to a minimum of 0AP).

UNIQUE ACTIONS

Listen In (1AP): Select one friendly **KOMMANDO** operative within ⬟ of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

KOMMANDO, ORK, <CLAN>, COMMS BOY

KOMMANDO BURNA BOY

Burna Boyz are pyromaniacs all, obsessed with raging infernos – the bigger and hotter the better. Those of the Kommandos display an extraordinary patience, knowing the wait makes the devastation they wreak with their burnas even more satisfying.



M	APL	GA
3	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Burna	5	2+	2/2	Rng, Torrent	-
Fists	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

KOMMANDO, ORK, <CLAN>, BURNA BOY

KOMMANDO ROKKIT BOY

Rising from hidden locations, Kommando Rokkit Boyz fire rockets at bunkers, fuel silos, ammo dumps or even into the midst of an unsuspecting enemy – all with a broad grin at the havoc they've caused.



M	APL	GA
3	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Rokkit launcha	5	4+	4/5	AP1	Splash 1
Fists	3	3+	3/4	-	-

ABILITIES

Boom Boy: Each time this operative performs a **Shoot** action during its activation, in the Roll Attack Dice step of that action's shooting attack, if it has not moved during that activation, you can re-roll any or all of your attack dice.

UNIQUE ACTIONS

-

KOMMANDO, ORK, <CLAN>, ROKKIT BOY

KOMMANDO GROT

For Grots to last long in the brutal reality of Ork society, they have to learn to lie, cheat, steal, sneak, suck up and plan – traits all valuable to Kommando kill teams.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	5

NAME	A	BS/WS	D	SR	!
⚔ Grot choppa	3	5+	1/4	-	-

ABILITIES

Sneaky Zogger: This operative cannot have an Engage order. In addition, this operative is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

UNIQUE ACTIONS

Grappling Hook (1AP): Select a point on a terrain feature that is Visible to this operative (treat that point as an intended target). Perform a free **Normal Move** action with this operative, moving in a single straight line with an unlimited Movement as though it can **FLY**. It must finish that move within ▲ of that point.

KOMMANDO, ORK, <CLAN>, KOMMANDO GROT

KOMMANDO NOB

The sneakiest of sneaky gits, Kommando Nobs are both brutal and cunning enough to boss about the most conniving of their species.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	13

NAME	A	BS/WS	D	SR	!
⌖ Slugga	4	4+	3/4	Rng ⬟	-
⚔ Big choppa	4	2+	5/6	-	-
⚔ Power klaw	4	3+	5/7	Brutal	-

ABILITIES

Get it Dun!: Each time this operative is activated, you can select one friendly **KOMMANDO** operative within ⬟ of and Visible to it. Add 1 to the selected operative's APL.

UNIQUE ACTIONS

-

KOMMANDO, ORK, <CLAN>, KOMMANDO NOB

BOMB SQUIG

Bomb squigs are among the most dangerous of their kind. In addition to being voracious predators, as the name suggests they carry all manner of explosives. In battle they race for the foe, blowing up enemy troops and destroying their defences.



M	APL	GA
3◯	2	1

DF	SV	W
3	6+	6

NAME	A	BS/WS	D	SR	!
⌖ Dynamite	4	3+	5/6	AP1, Bomb Squig*	P2
⚔ Vicious bite	3	4+	4/5	-	-

ABILITIES

***Bomb Squig:** This operative can perform a **Shoot** action with this weapon if it is within Engagement Range of an enemy operative. When this operative performs a **Shoot** action and selects this ranged weapon, make a shooting attack against each other operative Visible to and within ◯ of it (even if it has friendly operatives within its Engagement Range) with this weapon – each of them is a valid target and cannot be in Cover. After all of those shooting attacks have been made, this operative is incapacitated and do not roll for its BOOM! ability. This operative cannot make a shooting attack with this weapon by performing an **Overwatch** action.

BOOM!: If this operative is incapacitated, roll one D6: on a 3+, it makes a shooting attack using its dynamite.

Stoopid: This operative cannot perform mission actions, cannot perform the **Pick Up** action and cannot have a Conceal order. It cannot be equipped with equipment. In narrative play, it cannot gain (or lose) experience and automatically passes Casualty tests.

KOMMANDO, ORK, <CLAN>, BOMB SQUIG



EQUIPMENT

KOMMANDO operatives in your Kill Team (excluding **KOMMANDO GROT** operatives) can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of two times, and each operative can be equipped with no more than one of each item.

CHOPPA [2EP]

The operative is equipped with the choppa melee weapon for the battle (see the Kommando Boy datacard, page 60).

SLUGGA [2EP]

The operative is equipped with the slugga ranged weapon for the battle (see the Kommando Boy datacard, page 60).

HARPOON+ [3EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Harpoon	4	4+	4/5
Special Rules	**!**		
Rng ⬟	Stun		

SLEDGEHAMMER+ [3EP]

The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Sledgehammer	4	3+	4/4
Special Rules	**!**		
-	Stun		

SMOKE GRENADE [3EP]

The operative can perform the following action for the battle:

SMOKE GRENADE — **1AP**

Place the centre of one Smoke token on a point within ⬟ of this operative. That token creates an area of smoke with a ● radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is not Visible if a Cover Line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

STUN GRENADE [2EP]

The operative can perform the following action for the battle:

STUN GRENADE — **1AP**

Select one point on the battlefield within ⬟ of this operative. Roll one D6 for each operative within ● of that point, subtracting 1 from the result if they are not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

STIKKBOMB [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Stikkbomb	4	3+	2/4
Special Rules	**!**		
Rng ⬟, Blast ●, Indirect, Limited	-		

DYNAMITE [4EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Dynamite	4	3+	5/6
Special Rules	**!**		
Rng ⬟, Blast ●, AP1, Indirect, Unwieldy. Limited	-		

CLIMBING ROPE [1EP]

The operative gains the following ability for the battle:

Climbing Rope:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 ● it travels are counted as ● for that climb.
- This operative does not need to be within △ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

KOMMANDO SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **KOMMANDO** as your faction keyword.

BATTLE HONOURS

Each time a **KOMMANDO** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the Kommando Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

'COME ON LADZ, PUSH 'EM BACK! DAT'S RIGHT, GET SOME FIRE IN THERE AN' BURN 'EM UP GOOD! THEY THOUGHT THEY WOZ GONNA AMBUSH US DID THEY, THE SNEAKY GITZ? WELL NOW THEY'RE GONNA SEE WOT A PROPPA FIGHT LOOKS LIKE!'

- Krogskull Drakka

KOMMANDO SPECIALIST

D6	Battle Honour
1	**Skinna:** Each time this operative fights in combat, when you would retain attack dice for that combat, you can select one of your results of 5+ to be retained as a critical hit.
2	**Irritable:** While this operative has lost any wounds, add 1 to both Damage characteristics of its melee weapons.
3	**Destructive:** Each time this operative performs a **Fight** action, if it made a **Charge** action during that activation, its melee weapons gain the Relentless special rule for that combat.
4	**Shifty:** Each time this operative is the target of a shooting attack, before rolling defence dice for that shooting attack, if it is in Cover and either has a Conceal order or is Ready, you can retain two dice as successful normal saves as a result of cover (instead of one).
5	**Thievin' Git:** Before the battle, when selecting equipment from your stash, you can select one item of equipment to equip this operative with for 1 less EP (to a minimum of 0).
6	**Ambusher:** Once per battle, at start or end of this operative's activation, you can change its order.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **KOMMANDO**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. SHINY SLUGZ [2/3EP]

Select a slugga, dakka shoota or scoped big shoota the operative is equipped with. That weapon gains the AP1 special rule for the battle. If you selected a slugga, this rare equipment costs 2EP; otherwise, it costs 3EP.

2. MORK'S EYEBALL [1/3EP]

Select a slugga, dakka shoota, scoped big shoota or rokkit launcha the operative is equipped with. Improve the Ballistic Skill characteristic of that weapon by 1 for the battle. If you selected a slugga, that weapon loses the Rng ⬟ special rule for the battle and this rare equipment costs 1EP; otherwise, it costs 3EP.

3. DEVIL'S WHISPA [2EP]

A slugga the operative is equipped with gains the following improvements for the battle:.

- Lethal 4+ special rule
- Silent special rule

4. SKRAGA'S CHOPPA [2EP]

A choppa, big choppa or twin choppas the operative is equipped with gains the Lethal 5+ special rule for the battle.

5. FUNGAL BREW [2EP]

The operative gains the following abilities for the battle:

- Before the battle, remove one Battle Scar the operative has.
- During the battle, the operative cannot be injured.
- After the battle, the operative passes its Casualty test.

6. KLEVER KAP [2EP]

Gain 1CP for the battle.



ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **KOMMANDO**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

TERRITORIAL GLYPHS

The Orks mark their territory and honour Gork and Mork with crude glyphs, splatters of paint and battlefield trophies.

At the start of the Set Up Operatives step of the mission sequence, you can place a Glyph Token within ⬟ of your drop zone. If both players have this asset, the Attacker sets up their token first.

- Unless they are being set up wholly within their drop zone, enemy operatives cannot be set up within ⬟ of that token.
- While a friendly **KOMMANDO** operative is within ⬟ of that token, each time it fights in a combat in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice.

LOOT HOARD

The Orks of this kill team have piled their bases high with loot they've taken from all manner of battlefields. This gives them great advantage when going to war, as they can take the weapon best suited for the mission – which is very often the biggest they can grab.

In the Select Equipment step of each mission sequence, select one of the following:

- During this battle, friendly **KOMMANDO** operatives can perform **Stun Grenade** and **Smoke Grenade** actions twice, rather than once.
- During this battle, stikkbombs and dynamite that friendly **KOMMANDO** operatives are equipped with can be selected for use twice as a result of the Limited special rule, instead of only once.
- For this game, you can equip friendly **KOMMANDO** operatives with sluggas and choppas for 1EP, rather than 2EP.

EXPLOSIVES STASH

To Orks, explosions are as enjoyable as they are effective. The kill team has a vast collection of explosives in its base of operations and goes on every mission laden with them.

Friendly **KOMMANDO** operatives (excluding **BOMB SQUIG** operatives) can perform the following action:

LAY EXPLOSIVES 2AP

An operative can perform this action while within ▲ of a terrain feature that includes any parts with the Heavy trait. An operative cannot perform this action if it is Visible to and within ◯ of an enemy operative.

Each time a friendly operative performs a **Blow It Up!** (see page 41), **Sabotage** (see Sabotage Tac Op) or **Lay Explosives** action, that terrain feature has been wrecked. While a terrain feature is wrecked, any parts of that terrain feature with the Heavy trait are treated as Light terrain instead.

'I PUT ME AXE IN 'IS FACE, THEN PUT ME 'UVVER AXE IN ANUVVER OOMIE'S FACE. MADE A GOOD MESS. THEN SKIGRUT THREW SOME STIKKBOMBS AT THE REST OF 'EM – ARMS AND LEGS WENT EVERYWHERE. YOU SHOULDA SEEN IT LADZ, FUNNIEST FING I'VE EVER SEEN!'

– Thagrak Longtoof,
gloating about his mob's recent success
clearing Bunker Gamma-372 on Emush

REQUISITIONS

In a Spec Ops campaign, if your faction is **KOMMANDO**, you can use the following Requisitions in addition to those presented in other publications.

ORKY CONSTITUTION 1RP

Orks are remarkably tough, capable of shrugging off most wounds.

Purchase this Requisition after taking a Casualty test, Recovery test, or determining a Battle Scar for a friendly **KOMMANDO** operative. You can re-roll that test, or roll again when determining that Battle Scar.

GRAB DA LOOT 0RP

Many Orks pick battlefields clean of anything they perceive to be valuable, whether that be weapons, armour or anything shiny that catches their eye.

Purchase this Requisition after a game in which you scored maximum victory points from the mission objectives. Gain D3 RPs. You can only use this Requisition once after each battle.

FEARSOME REPUTATION 1RP

Orks are brutal creatures who thrive on violence. For them might makes right, and Orks who can kill a lot of enemies swiftly earn a reputation amongst their tribes.

Purchase this Requisition in the Update Dataslates step of the mission sequence, when updating experience for a friendly **KOMMANDO** operative. If that operative incapacitated three or more enemy operatives during the battle, or incapacitated two or more enemy operatives including an enemy **LEADER** in the battle, it gains 3 XP. This is not affected by a passed Casualty test. You can only use this Requisition once after each battle.



SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **KOMMANDO**, you can select one from those found opposite instead of selecting one from another source.

BLITZ

Your kommandos need to hit hard and fast in a series of locations before the enemy can build momentum. Once the enemy operatives are in disarray, their supply lines burning and their morale in tatters, your kommandos can deliver the killing strike to achieve victory.

OPERATION 1: RAPID ASSAULTS

Your kill team must use their stealth and mobility to strike at a series of targets in the area. Move in, wreak havoc, then retreat before reinforcements arrive.

Complete five games in which you scored victory points from the 'Shokk Taktiks' or 'Get Stuck In!' Tac Op.

OPERATION 2: KILLING BLOW

With the enemy reeling from your kill team's rapid assaults, your kill team can deliver the final strike. Land the killing blow and your kill team will be feared across the war zone.

Complete a game in which you scored victory points from the 'Execution' Tac Op.

COMMENDATION

- Each friendly operative that incapacitated an enemy operative during the battle earns 1 XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.
- You gain one Requisition point.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

RAMPANT DESTRUCTION

With an enemy's main force engaging the tribe elsewhere, your kommandos have made it behind enemy lines. They can now attempt their mission: plant their explosives, light the fuse and cause utter mayhem to the enemy's supply network.

OPERATION 1: LIGHT THE FUSE

Each key target lies relatively undefended – let the destruction begin!

Complete five games in which you scored victory points from the 'Blow It Up!' or 'Sabotage' Tac Op.

OPERATION 2: RETURN TO THE CLAN

Deep in enemy territory, with the fires of destruction raging about them, your kommandos must break back through the enemy's line and report back to the tribe.

Complete a game in which you scored victory points from the 'Behind Enemy Lines' Tac Op.

COMMENDATION:

- You gain one Requisition point.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- You can use the Equipment Drop Requisition twice without spending any Requisition points.

SPEC OPS BONUS:

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a Demolition Spec Op.

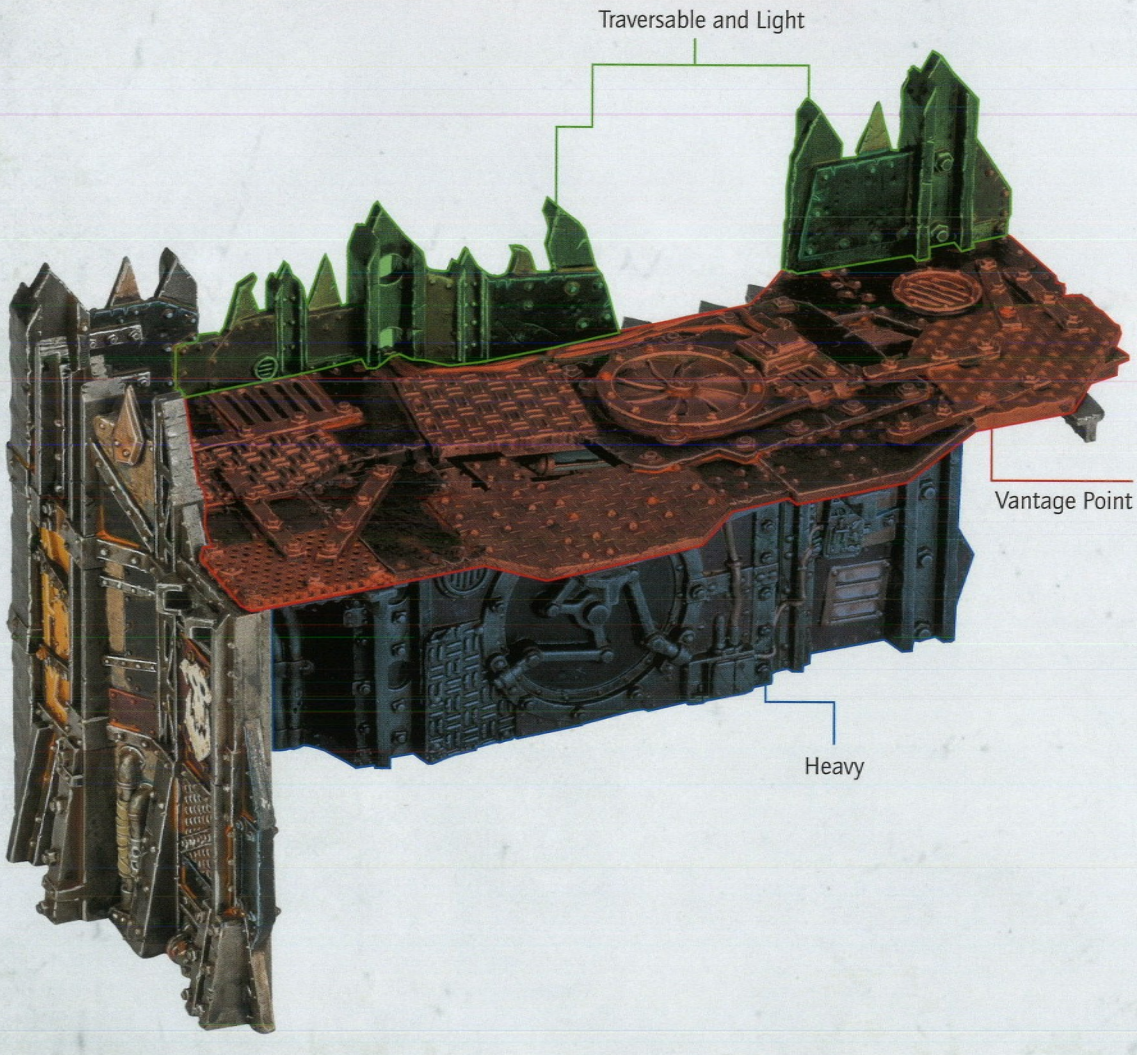
KILLZONE: OCTARIUS

Killzone: Octarius is a killzone made up of the detritus and debris of battle. While it might appear ramshackle, it is in fact a defendable position that allows operatives to use cover and safely advance on their enemy. It also provides numerous vantage points to rain down fire on enemies seeking shelter behind barricades and scrap piles. Killzone: Octarius consists of the following terrain features, with their traits detailed below:

- Four Ramshackle Walls
- One Oil Pump
- Three Ramshackle Barricades
- Three Scrap Piles

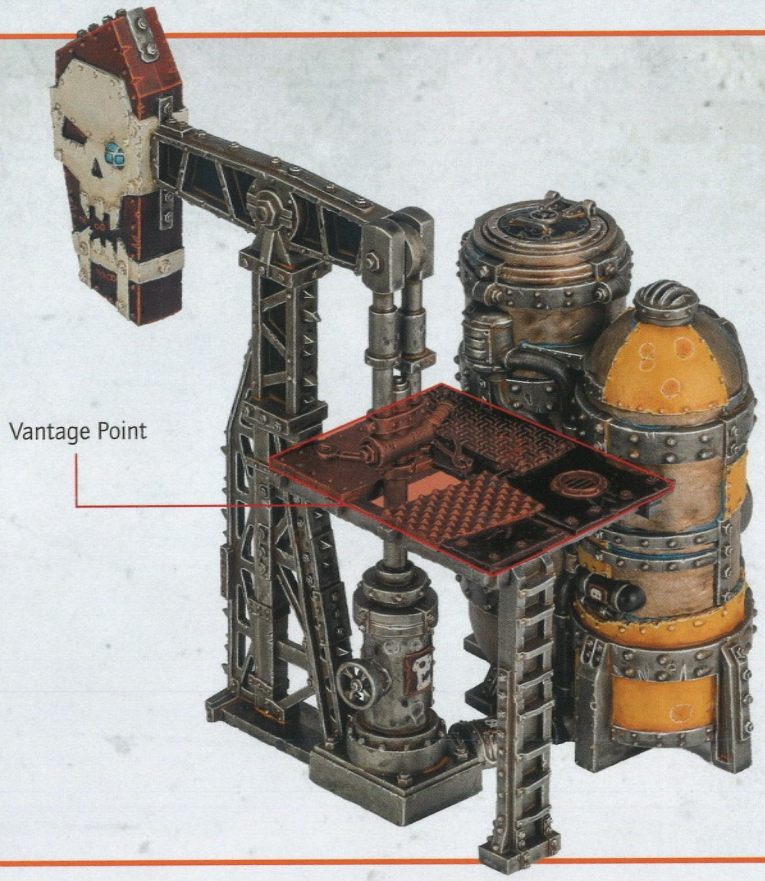
RAMSHACKLE WALL

A Ramshackle Wall terrain feature includes parts with different traits.



OIL PUMP

An Oil Pump includes a part with the Vantage Point trait. All other parts of it have the Heavy trait.



RAMSHACKLE BARRICADE

All parts of a Ramshackle Barricade terrain feature have the Light and Traversable traits.



SCRAP PILE

All parts of a Scrap Pile terrain feature have the Light and Scramble traits.



Scramble: An operative cannot climb over this part of the terrain feature. Instead, they must scramble over it. To do so, an operative must perform a Scramble Over or Charge Over action.

SCRAMBLE OVER 1AP

An operative can perform this action while within ▲ of a part of a terrain feature that has the Scramble trait. This action is treated as a Normal Move action. Move the active operative following the same rules as a Normal Move action with the following exceptions:

- Move the operative as though it can **FLY** and has an unlimited Movement characteristic.
- It must finish the move within ▲ of a part of this terrain feature that has the Scramble trait.
- It can move within Engagement Range of an enemy operative, but cannot finish its move within Engagement Range of an enemy operative.

An operative cannot perform this action if it is within Engagement Range of an enemy operative. In addition, an operative cannot perform this action in the same activation in which it performed the **Fall Back** or **Charge** action.

CHARGE OVER 1AP

An operative can perform this action while within ▲ of a part of a terrain feature that has the Scramble trait. This action is treated as a Charge action. Move the active operative following the same rules as a Charge action with the following exceptions:

- Move the operative as though it can **FLY** and has an unlimited Movement characteristic.
- It must finish the move within ▲ of a part of this terrain feature that has the Scramble trait.

An operative cannot perform this action if it has a Conceal order or if it is within Engagement Range of an enemy operative. In addition, an operative cannot perform this action in the same activation in which it performed the **Normal Move** or **Fall Back** action.

SHADOW OPERATIONS: OCTARIUS WAR MISSION PACK

On pages 76-93, you will find nine missions from the Shadow Operations: Octarius War mission pack. These are heavily themed, story-driven narrative missions set within War Zone Octarius, and contain a mixture of symmetric and asymmetric mission rules and mission objectives. In the case of the latter, this means that the Attacker and Defender will have different goals to achieve and different strategies to achieve them. All of the missions use a specified arrangement of terrain using the Killzone Octarius terrain set, each tailored to enhance the mission at hand. The scoring parameters of the mission objectives vary across the mission pack, therefore having an expansive roster will allow you to select the right operatives for the mission at hand. They have been designed to immerse you in the story of your operatives as they fight across the Octarius killzone, with a particular mind to rewarding players who use them as part of a Spec Ops Campaigns. Therefore they are especially suited to narrative play.

You will find that each mission is accompanied by a short description. These are deliberately vague and by no means exhaustive, and we encourage you to imagine what your kill team might be attempting to achieve. For example, the 'intel' your Tyranid kill team might have recovered might in fact be the biomatter of a dangerous predator that they wish to bring back to be consumed by the rest of the swarm to make new, even deadlier, organisms. The 'artefact' in the Ork scrapheap might instead be a trove of long-lost spirit stones your Asuryani kill team is desperate to recover. It really is up to you – you can interpret what follows in whichever way you feel is most characterful for your kill teams.

To randomly determine a Shadow Operations: Octarius War mission, one player rolls one D3 to determine one of the tables below, then the other player rolls one D3 to determine the mission from that table.

TABLE 1		TABLE 2		TABLE 3	
D3	**Mission**	**D3**	**Mission**	**D3**	**Mission**
1	**Reconnoitre**	1	**Eliminate Target**	1	**Ambush**
2	**Search and Retrieve**	2	**Saboteurs**	2	**Evac Inbound**
3	**Fuel Run**	3	**Supply Drop**	3	**Breach Defences**

MISSION 1.1

RECONNOITRE

This killzone stands on a vital point of high ground, overlooking both yours and the enemy's lines. Whoever can gain control of the area will have an unsurpassed vantage point from which to observe enemy movements.

MISSION RULES

Operatives can perform the following mission action:

RECON VANTAGE POINT 1AP

An operative can perform this action while on the vantage points of one of the terrain features labelled Recon Points A-D (see map), provided no enemy operative is on the vantage point of the same terrain feature. If an operative performs this action, until the end of the Turning Point, they cannot perform any other actions. Each time an operative performs this action on a terrain feature, until the end of the Turning Point, that Recon Point is said to have been reconnoitred by your forces. Each Recon Point can only be reconnoitred by your forces once per Turning Point.

MISSION EQUIPMENT

Operatives can be equipped with the following equipment:

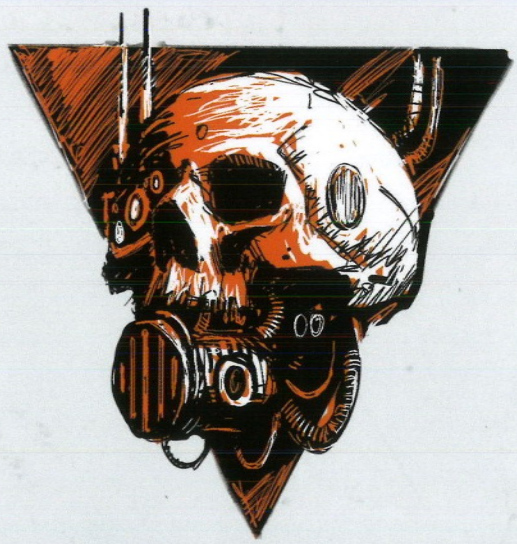
SERVO-AUGER [1EP]

An operative with this equipment can continue to perform actions in a Turning Point even after performing the Recon Vantage Point action.

MISSION OBJECTIVE

Each time a friendly operative performs the Recon Vantage Point action, you score a number of VPs depending on which Vantage Point was reconnoitred by your forces, as shown below (to a maximum of 6VPs per player per Turning Point).

Recon Point	VPs Scored by Attacker	VPs Scored by Defender
A	0	3
B	1	2
C	2	1
D	3	0



SPEC OPS CAMPAIGN

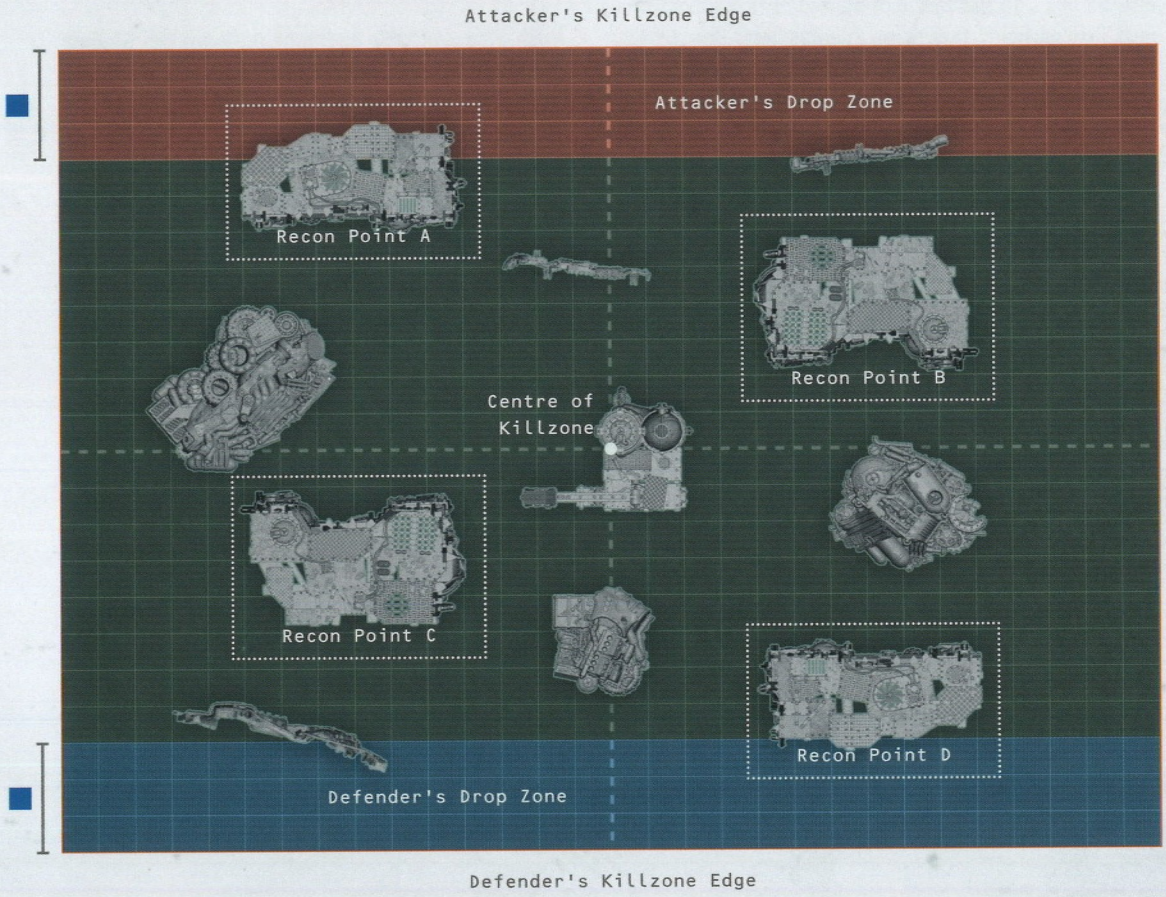
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Recon Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Enemy Lines Surveyed: If you are undertaking the Breakout or Infiltrate the enemy Spec Op, then at the end of the battle, if all four Recon Points were reconnoitred by your forces during the same Turning Point, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 1.2

SEARCH AND RETRIEVE

One of our agents, carrying a rare and mysterious artefact, secreted it among the junk piles in this killzone before he was cut down in a greenskin ambush. Her actions ensured the artefact has not yet fallen into enemy hands. It is your task to locate and retrieve it, as well as any other valuable salvage.

MISSION RULES

Operatives can perform the following mission action:

SEARCH FOR RELIC 1AP

An operative can perform this action while within ▲ of a Scrap Pile it controls that has not been searched by a friendly operative during this Turning Point (for the purposes of determining whether it controls a Scrap Pile, treat it is as though it were one large objective marker, but measure ▲ to any part of it, instead of ○ to the centre of it). Until the start of the next Turning Point, that Scrap Pile has been Searched by your operatives. Each Scrap Pile can be Searched a maximum of four times during the battle (we recommend placing a dice on each objective marker to remind you how many times it can be Searched). Each time this action is performed, if the Relic has not yet been discovered, roll one D6: on a 6+, the Relic has been discovered and you must place an objective marker to represent the Relic within ▲ of the operative that discovered it.

Secure Relic: The **Pick Up** action can be performed upon the Relic objective marker. While an operative is carrying the Relic objective marker, it cannot perform **Dash** actions.

MISSION EQUIPMENT

Operatives can be equipped with the following equipment:

ARCHEO-AUSPEX [1EP]

Each time an operative with this equipment performs the **Search for Relic** action, add 1 to the dice roll to see if the Relic is discovered.

MISSION OBJECTIVE

- Each time a friendly operative performs the **Search for Relic** action, you score 1VP (to a maximum of 3VPs per player per Turning Point).
- If a friendly operative discovers the Relic, you score an additional 1VP.
- If a friendly operative controls the Relic objective marker at the end of the battle, you score an additional 2VPs (score 3VPs instead if a friendly operative is carrying the Relic objective marker).

SPEC OPS CAMPAIGN

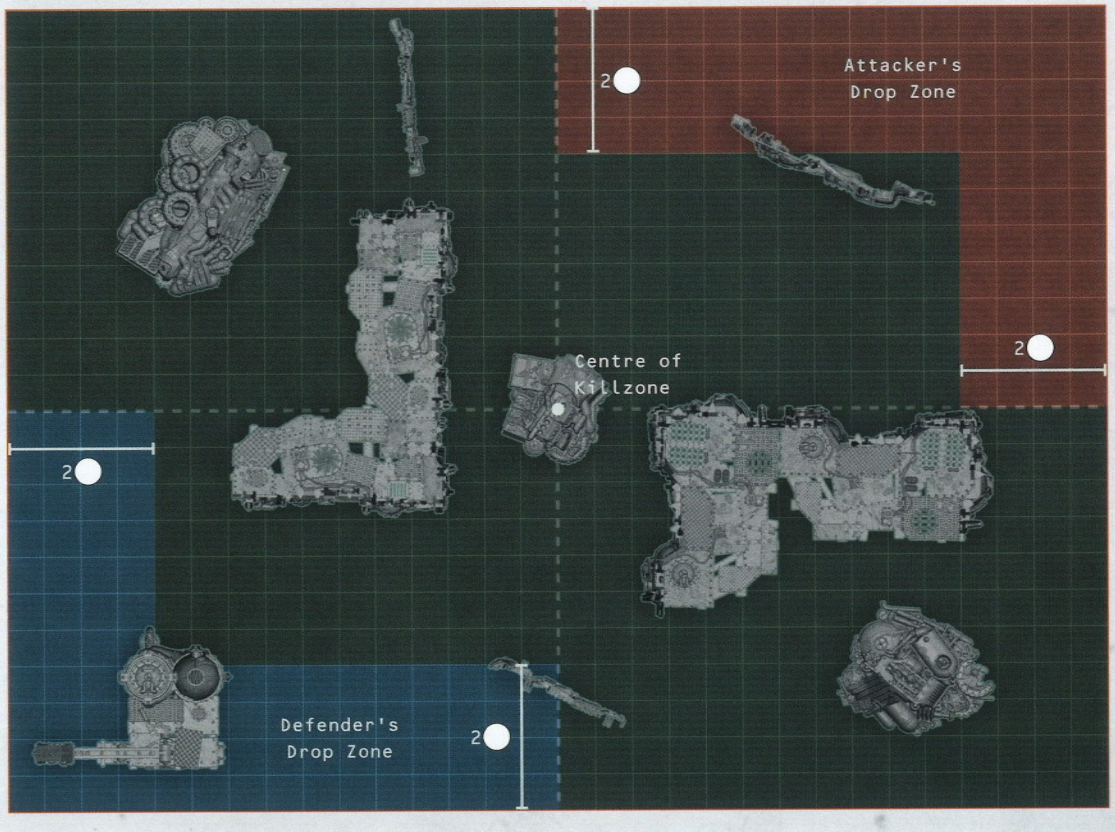
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Recon Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Relic Recovered: If you are undertaking the Recover Archeotech or Extraction Spec Op, then at the end of the battle, if a friendly operative is carrying the Relic and is in your drop zone, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 1.3

FUEL RUN

Our promethium reserves are desperately low. Infiltrate the promethium pumping station in this killzone and take what you can by any means necessary.

MISSION RULES

Operatives can perform the following mission action:

SIPHON THE GOOD STUFF 1AP

An operative can perform this action while within ▲ of the Fuel Outlet Pipe on the side of the Fuel Pump, if it controls it and no other operative has siphoned fuel during this Turning Point (for the purposes of determining whether it controls the Fuel Outlet Pipe, treat it is as though it were an objective marker, but measure ▲ to any part of it, instead of ◯ to the centre of it). Until the start of the next Turning Point, the fuel has been siphoned. If an operative performs this action, until the end of the Turning Point, they cannot perform any other actions. Each time this action is performed, you must place a Refined Fuel objective marker within ▲ of the operative that performed this action.

Recover Fuel: The **Pick Up** action can be performed upon any objective marker. While an operative is carrying an objective marker, it cannot perform **Dash** actions.

Volatile Promethium: Each time a friendly operative makes a shooting attack, if the target is carrying an objective marker, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, the fuel canister might explode. After resolving all of that operative's shooting attacks for that action, before removing incapacitated operatives, roll one D6 for each fuel canister that might explode: on a 6, all operatives within ◯ of the operative carrying that objective marker suffer 1 mortal wound. That objective marker the model was carrying is then removed from the battle.

MISSION EQUIPMENT

Operatives can be equipped with the following equipment:

AUTO-EXTRACTOR [1EP]

Each time an operative with this equipment performs the **Siphon the Good Stuff** action, provided it is not carrying any other objective marker, do not place a Refined Fuel objective marker within ▲ of that operative: instead, that operative is automatically carrying that objective marker.

MISSION OBJECTIVE

- Each time a friendly operative performs the **Siphon the Good Stuff** action, you score 1VP.
- At the end of the battle, for each objective marker friendly operatives control, you score 2VPs.
- At the end of the battle, if you control one or more Refined Fuel objective markers, you score an additional 3VPs.

FUEL OUTLET PIPE



SPEC OPS CAMPAIGN

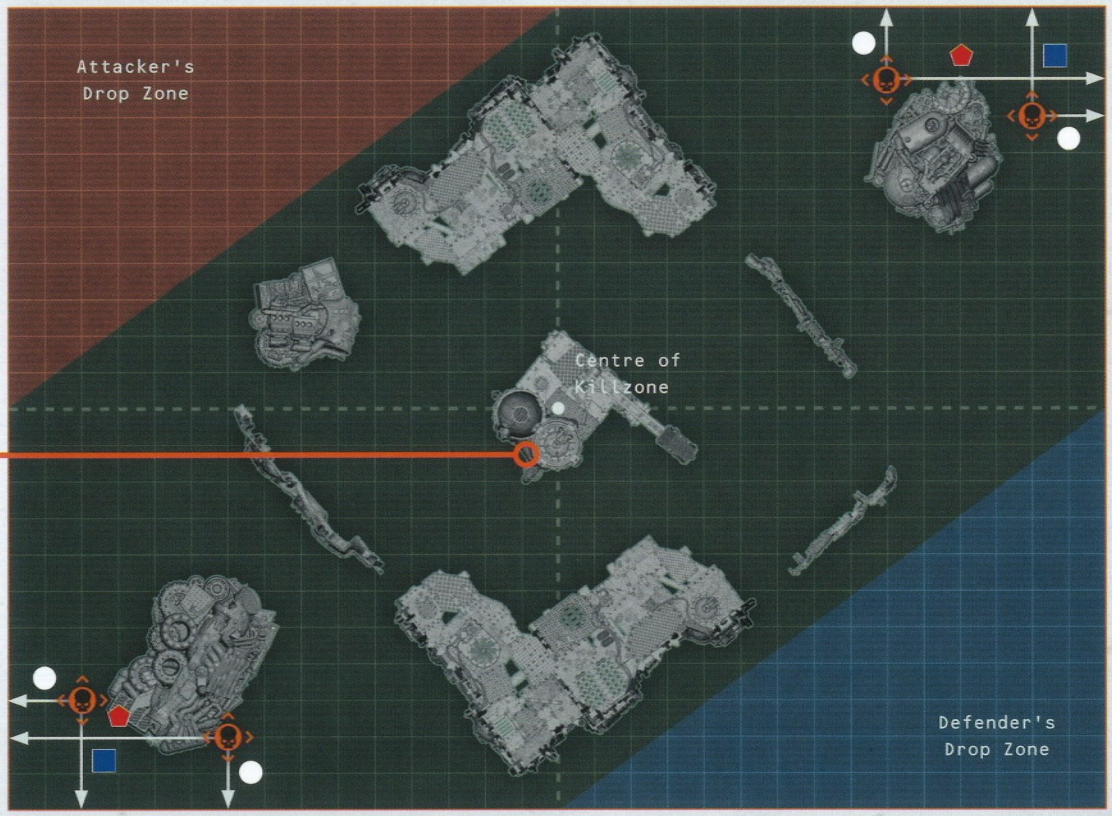
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Security Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Refined Fuel: If you are undertaking the Secure District or Extraction Spec Op, then at the end of the battle, if a friendly operative is carrying a Refined Fuel Relic and is in your drop zone, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 2.1

ELIMINATE TARGET

An enemy commander is in the area to personally oversee the final stages of preparation for an as-yet unknown plan. If this can be disrupted, or the leader slain, it will strike a massive blow for the ongoing war effort. The commander will be protected. Expect to fight through them.

MISSION RULES

Commander: Before players set up their kill teams, the Defender must select one model to be the Commander. If any of their Operatives are a **LEADER**, they must choose one of them. The Commander must be set up wholly within the target zone, and must start the battle within this zone (it cannot use any abilities or scouting options to move out of this zone before the battle begins).

Operatives can perform the following mission action:

OVERSEE PLANS 1AP

The Defender's Commander can perform this action while it is wholly within the target zone. If a Commander performs this action, until the end of the Turning Point, it cannot perform any other actions.

Surprise Attack: The Attacker decides who has the initiative in the first Turning Point.

MISSION EQUIPMENT

The Defender's operatives can be equipped with the following equipment:

AUTO-MEDICAE [1EP]

Once per Turning Point, one operative equipped with an auto-medicae can perform the following action:

ADMINISTER MEDICAE 1AP

An operative can perform this action if their Commander is Visible to and within ▲ of it. Each time this action is performed, that Commander regains 2 lost wounds.

MISSION OBJECTIVE

- Each time the Defender's Commander performs the **Oversee Plans** action, the Defender scores 2VPs.
- At the end of the battle, whichever player controls the target zone scores 3VPs. A player controls the target zone if the combined APL of all friendly operatives within the target zone is greater than the combined APL of all enemy operatives within the target zone.
- At the end of the battle, if the Defender's Commander has all of its Wounds remaining, the Defender scores 1VP.
- At the end of the battle, if the Defender's Commander is Injured, the Attacker scores 6VP (if the Defender's Commander is Incapacitated, the Attacker scores 9VPs instead.



SPEC OPS CAMPAIGN

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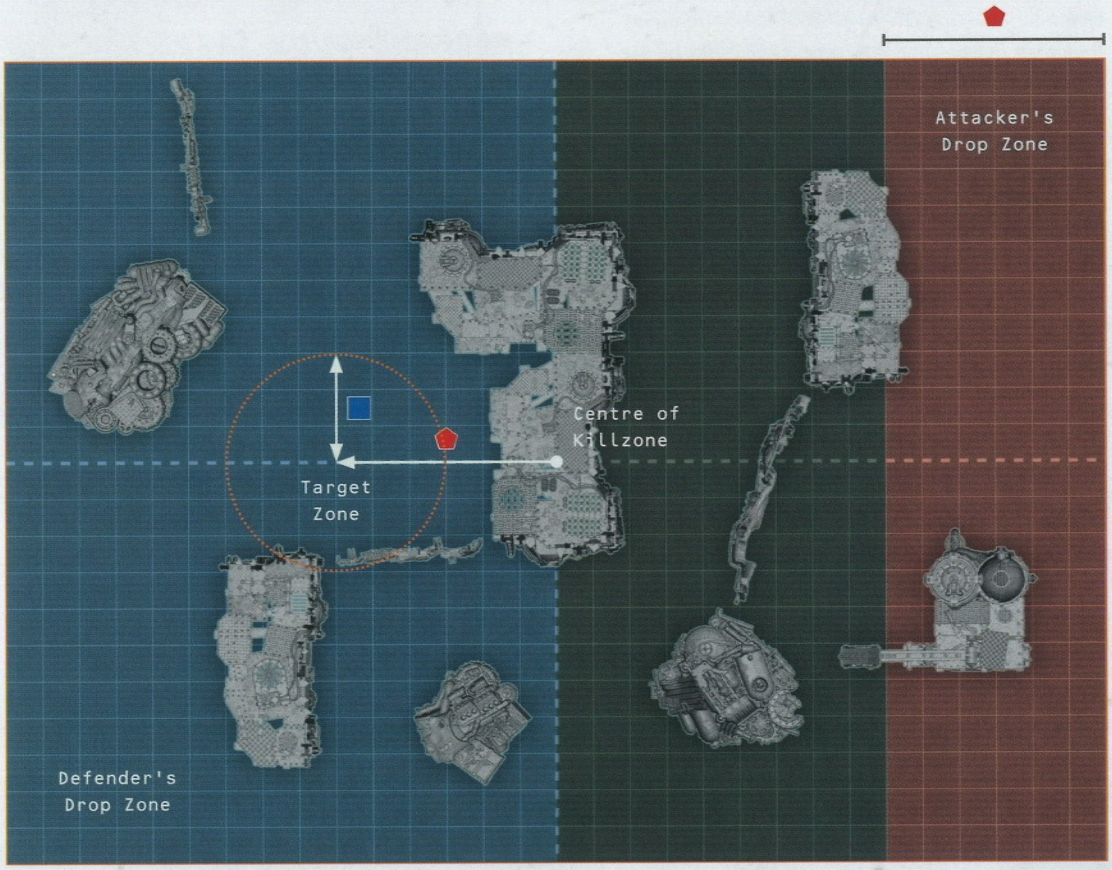
TAC OPS BONUS

- If the Attacker scores 3 or more VPs from Seek and Destroy Tac Ops during this battle, they gain 1 additional Requisition point.
- If the Defender scores 3 or more VPs from Security Tac Ops during this battle, they gain 1 additional Requisition point.

SPEC OPS BONUS

Target Eliminated: If the Attacker is undertaking the Elimination or Purge Order Spec Op, then at the end of the battle, if the enemy commander was incapacitated by the end of the second Turning Point, reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Hardly a Scratch: If the Defender is undertaking the Perform Ritual or Secure District Spec Op, then at the end of the battle, if their commander is not incapacitated and did not suffer damage before the last Turning Point, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 2.2

SABOTEURS

Your distraction effort was successful. Fully half the sentries around the communications installation vital to our foes are elsewhere. There has never been a greater opportunity to knock out this infrastructure. Go in, strike hard and destroy it, before they discover the ruse.

MISSION RULES

Ruse: After the Defender has selected their kill team, they must divide their kill team into two forces, with as equal a number of models in each as possible. The Attacker then selects one of these forces: that force has been lured away by a ruse and the operatives in it will not start the battle on the killzone, but will arrive later during the battle.

It's a Decoy, Return to Base: At the start of the Strategy phase of the second Turning Point, the Defender rolls one D6 for each of their operatives that were in the force that were lured away by the Attacker's ruse. On a 4+, that operative has returned to the killzone and the Defender can set that operative up anywhere that is wholly within their drop zone, wholly within ■ of a killzone edge and more than ▲ from enemy operatives. At the start of the Strategy phase of the third Turning Point, all of the Defender's remaining operatives who were lured away by the Attacker's ruse return to the killzone, and are set up anywhere that is wholly within ■ of a killzone edge and more than ▲ from enemy operatives.

The Attacker's operatives can perform the following mission action:

PLANT EXPLOSIVES 1AP

The Attacker's operatives can perform this action while they are within ▲ of the vital installation. An operative cannot perform this action if it is within Engagement Range of an enemy operative. Each time this action is performed, that structure suffers 1 Damage point (if the operative is atop the vital installation's Vantage Point when this action is performed, it suffers 2 Damage points instead). If an operative performs this action, until the end of the Turning Point, they cannot perform any **Charge** or **Shoot** actions.

MISSION EQUIPMENT

The Attacker's operatives can be equipped with the following equipment:

MELTA CHARGES [1EP]

Each time an operative equipped with melta charges performs the **Plant Explosives** action, the vital installation suffers 1 additional Damage point.

The Defender's operatives can be equipped with the following equipment:

EMERGENCY VOX [1EP]

Each time you roll to see if an operative returns to the killzone, if that operative is equipped with an Emergency Vox, add 1 to the dice roll.

MISSION OBJECTIVE

At the end of the battle, the players score a number of victory points depending on how many Damage points the vital installation suffered, as shown below:

Damage Points Suffered by Vital Installation	VPs Scored by Attacker	VPs Scored by Defender
0	0	12
1-3	4	8
4-6	8	4
7+	12	0

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

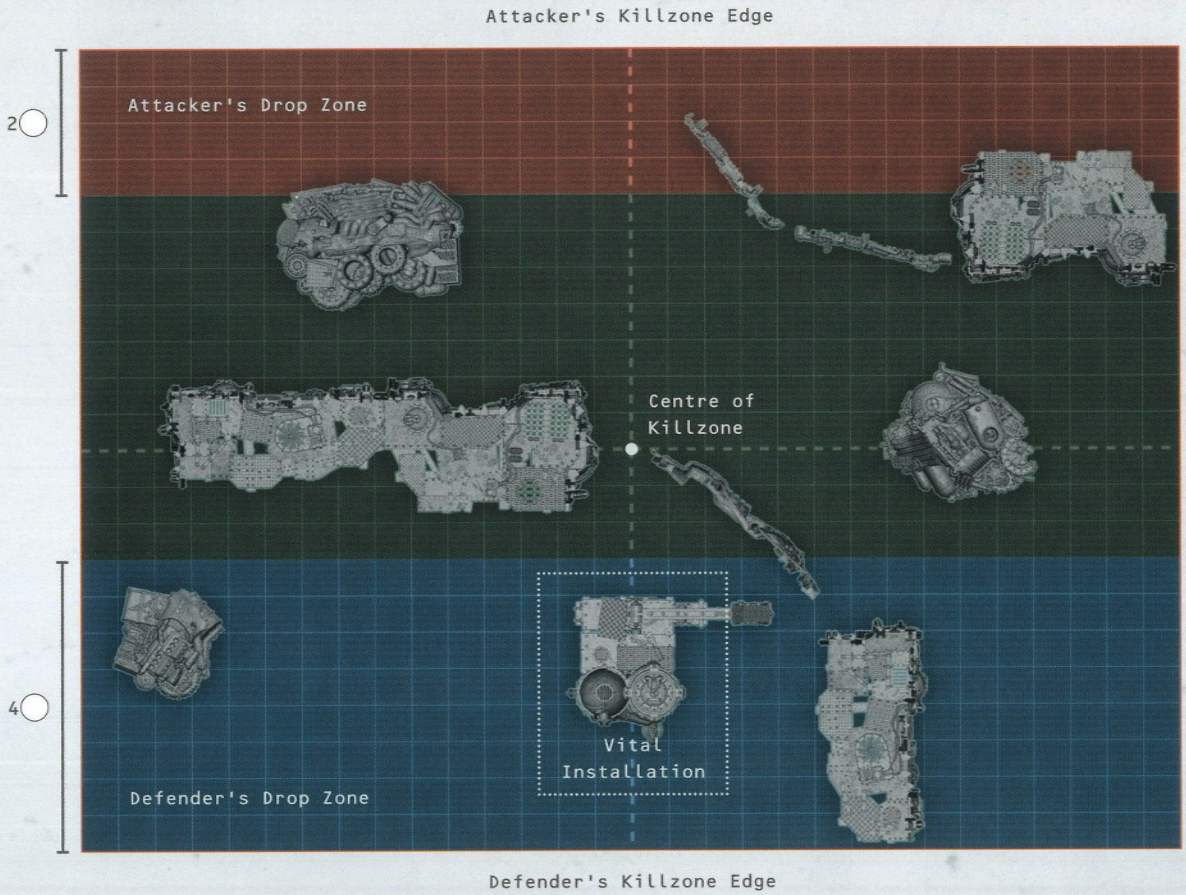
TAC OPS BONUS

- If the Attacker scores 3 or more VPs from Infiltration Tac Ops during this battle, they gain 1 additional Requisition point.
- If the Defender scores 3 or more VPs from Security Tac Ops during this battle, they gain 1 additional Requisition point.

SPEC OPS BONUS

Inviolate Defence: If the Defender is currently undertaking the Honour Bound or Secure District Spec Op, then at the end of the battle, if the vital installation has suffered no Damage points, reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Razed to the Ground: If the Attacker is currently undertaking the Demolition or Infiltrate the Enemy Spec Op, then at the end of the battle, if the vital installation has suffered 7 or more Damage points, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 2.3

SUPPLY DROP

Vital supplies are incoming, but the foe will try to intercept them. Clear all three potential landing zones of the enemy. If you fail, we will be lost.

MISSION RULES

Supplies Incoming: At the start of the Strategy phase of the third Turning Point, the players randomly determine one of the objective markers on the battlefield and remove it from the battlefield. At the start of the Strategy phase of the fourth Turning Point, the players randomly determine one of the two remaining objective markers on the battlefield and remove it from the battlefield. The remaining objective marker represents the Landed Supplies.

MISSION EQUIPMENT

Operatives can be equipped with the following equipment:

HOMING BEACON [1EP]

Once per Turning point, one operative equipped with an homing beacon can perform the following action:

ACTIVATE HOMING BEACON 1AP

An operative can perform this action while within ▲ of an objective marker it controls. Each time this action is performed, that objective marker gains 1 Homing Beacon point (we suggest you denote this by placing a differently coloured dice next to that objective marker). If, when you are randomly determining which objective marker should be removed from the tabletop, the objective marker selected has 1 or more Homing Beacon points, reduce the number of Homing Beacon points on that objective marker by 1 and then randomly determine an objective marker again (if this objective marker is randomly selected again, and it still has 1 or more Homing Beacon points on it, repeat this process until you have selected an objective marker with no Homing Beacon points to remove).

MISSION OBJECTIVE

At the end of each Turning Point, the players score a number of victory points for each objective they control, depending on the Turning Point, as shown below:

Turning Point	VPs Scored per Objective Marker Controlled
1	2
2	2
3	3
4	6



SPEC OPS CAMPAIGN

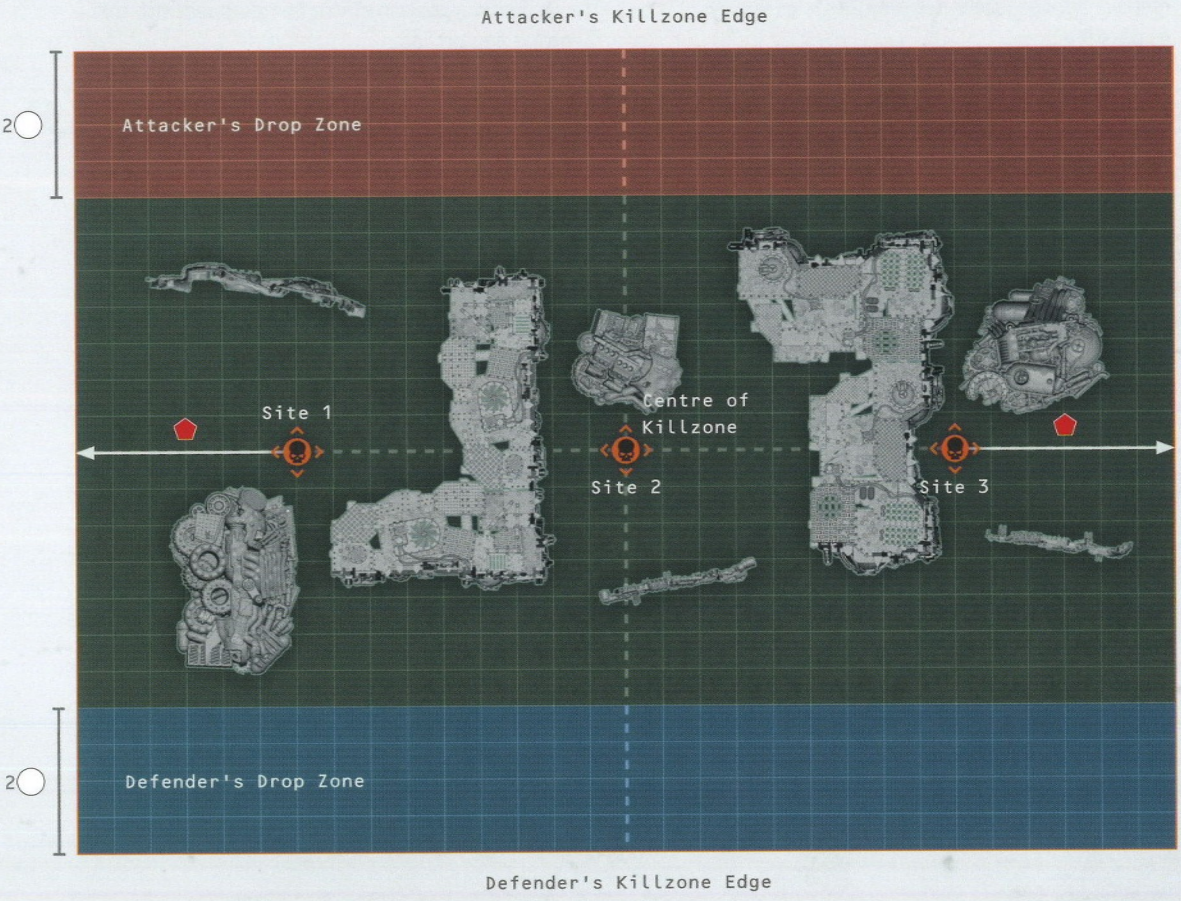
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Security Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Personally Secured: If you are currently undertaking the Recover Archeotech or Honour-bound Spec Op, then at the end of the battle, if a **LEADER** from your kill team is controlling the Landed Supplies objective marker, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 3.1

AMBUSH

Your forces have prepared an ambush for an enemy patrol and lain in wait for the perfect moment to strike. Alas, mere moments before you strike, the prey has realised their danger, and unless you attack now all hope of a swift victory will be lost.

MISSION RULES

Concealed Positions: In this mission, the Attacker must set up all their operatives first, using concealed deployment. To do so, first assign a unique number to each friendly operative in your kill team. Then, instead of setting up the operative on the killzone, you instead set up a marker with that operative's number on face down (you can alternatively place a number or dice next to the marker, just so long as it corresponds to one of your operatives and is kept secret from your opponent for now). The Attacker must set up their markers between their two drop zones as evenly as possible.

Once all the Attacker's Concealed Deployment markers are set up, the Defender then sets up their entire kill team as normal. Once they have done so, the Attacker's Concealed Deployment markers are all turned face up and replaced with the corresponding operative.

Element of Surprise: The Attacker decides who has the initiative in the first Turning Point.

Escape: The Defender's operatives can move off the Attacker's killzone edge. If they do, they are said to have escaped and take no further part in this mission, but do not count as having been incapacitated for any rules reasons.

MISSION EQUIPMENT

The Attacker's operatives can be equipped with the following equipment:

DECOY [1EP]

For each operative in your kill team that is equipped with a decoy, you can set up one additional Concealed Deployment marker when you set up your forces. This marker is blank, and is removed after all other non-decoy markers have been replaced with operatives.

The Defender's operatives can be equipped with the following equipment:

SCANNERS [2EP]

For each operative in your kill team that is equipped with scanners, you can, before setting up any of your operatives during deployment, select one Concealed Deployment marker on the killzone. The Attacker must turn the marker face up and, if it is an operative, replace that marker with the corresponding operative.

MISSION OBJECTIVE

- Each time one of the Defender's operatives escapes, the Defender scores 2VPs.
- Each time one of the Defender's operatives is incapacitated, the Attacker scores 2VPs.

SPEC OPS CAMPAIGN

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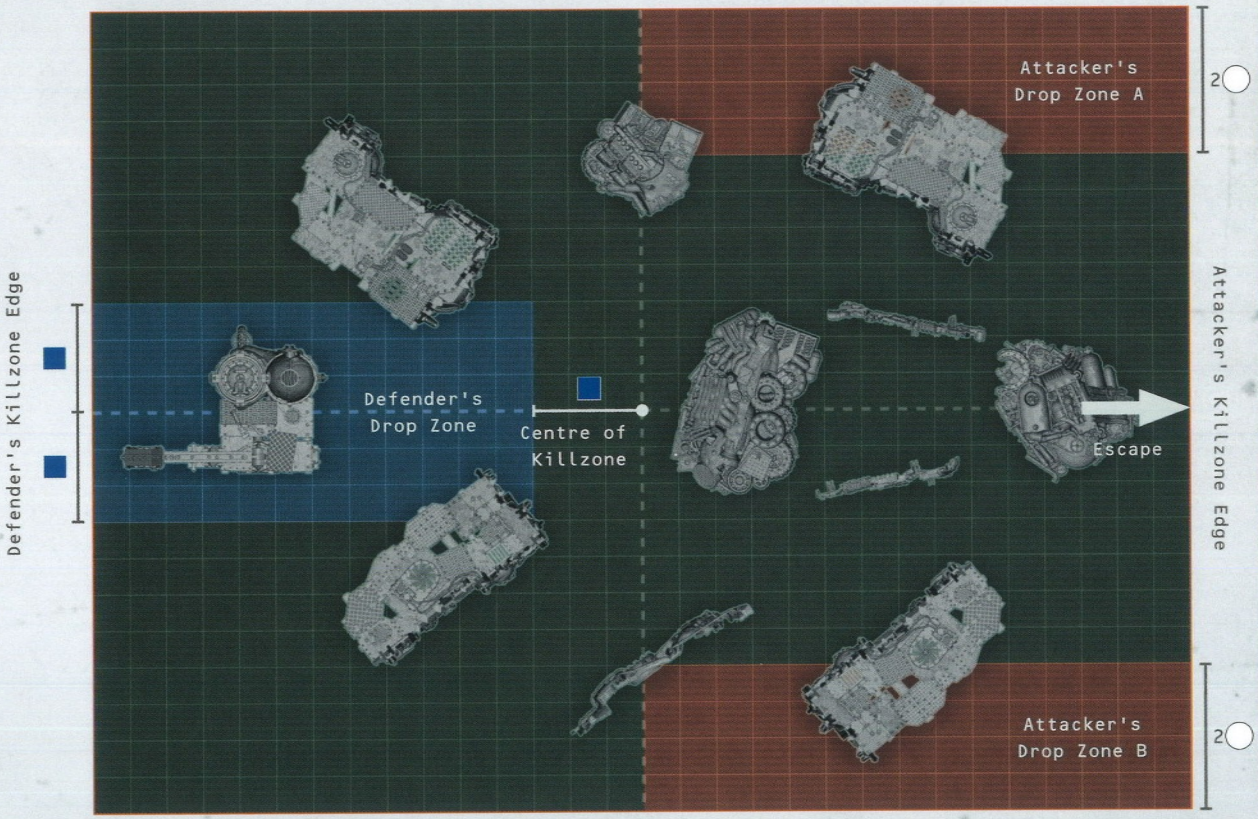
TAC OPS BONUS

- If the Attacker scores 3 or more VPs from Seek and Destroy Tac Ops during this battle, they gain 1 additional Requisition point.
- If the Defender scores 3 or more VPs from Security Tac Ops during this battle, they gain 1 additional Requisition point.

SPEC OPS BONUS

Perfect Ambush: If the Attacker is currently undertaking the Purge Order or Elimination Spec Op, then at the end of the battle, if every enemy operative was injured or incapacitated, reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Evasion: If the Defender is currently undertaking the Extraction or Breakout Spec Op, then at the end of the battle, if at least half of their operatives escaped the ambush, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 3.2

EVAC INBOUND

Hold firm. Relief force and evacuation transport inbound. You will be rescued. Do not let the intelligence you've retrieved fall into enemy hands. Do whatever it takes.

MISSION RULES

Surrounded: In this mission the Defender does not have a killzone edge. In contrast, any and every killzone edge counts as the Attacker's killzone edge.

Fort: The four Wall terrain features in this mission are combined to create a single Fort. Operatives cannot move into this Fort – they must instead climb onto its Vantage Point.

Relief Forces Inbound: After the Defender has selected their kill team, they must divide their kill team into two forces, with as equal a number of models in each as possible. The Attacker then selects one of these forces: that force is the Relief Force and will not start the battle on the killzone, but will arrive later during the battle. Operatives in the other group are known as the Spies.

Reinforcements Have Arrived: At the start of the Strategy phase of the second Turning Point, the Defender rolls one D6 for each of their Relief Force operatives: on a 4+, that operative has returned to the killzone and the Defender can set that operative up anywhere that is wholly within ■ of any battlefield edge and not within Engagement Range of an enemy operative. At the start of the Strategy phase of the third Turning Point, all of the Defender's remaining Relied Force operatives return to the killzone, and are set up anywhere that is wholly within ■ of any battlefield edge and not within Engagement Range of an enemy operative.

Low Ammo: Each time a Spy operative performs a **Shoot** or **Overwatch** action, after that action has been resolved, roll one D6: on a 1-2, place a marker next to that operative to denote it is Out of Ammo. That operative cannot perform any **Shoot** or **Overwatch** actions with any weapons listed on their datacards while it has this marker.

Spy Operatives can perform the following mission action:

REDISTRIBUTE AMMO & RELOAD 1AP

Each time this action is performed, you can remove the Out of Ammo marker from this operative.

MISSION EQUIPMENT

The Attacker's operatives can be equipped with the following equipment:

JAMMERS [1EP]

Once per Turning Point, when the Defender rolls to see if a Relief Force operative arrives in the killzone, an operative equipped with jammers can use them. If they do, the Defender must subtract 1 from the dice roll.

The Defender's operatives can be equipped with the following equipment:

SPARE AMMO [1EP]

Once per battle, the first time an ammo roll is failed for this operative, that ammo roll is considered to have been passed instead.

MISSION OBJECTIVE

- At the end of each Turning Point, the Defender scores 1 Victory point for each of their Spy operatives that are on a Vantage Point of a terrain feature that is wholly within their drop zone (to a maximum of 3VPs per Turning Point).
- Each time one of the Defender's Spy operatives is incapacitated, the Attacker scores 3VPs.
- At the end of the battle, for each of the Defender's Spy operatives that are on the battlefield and injured, or that are on the battlefield but not on a Vantage Point of a terrain feature that is wholly within their drop zone, the Attacker scores 1VP.

SPEC OPS CAMPAIGN

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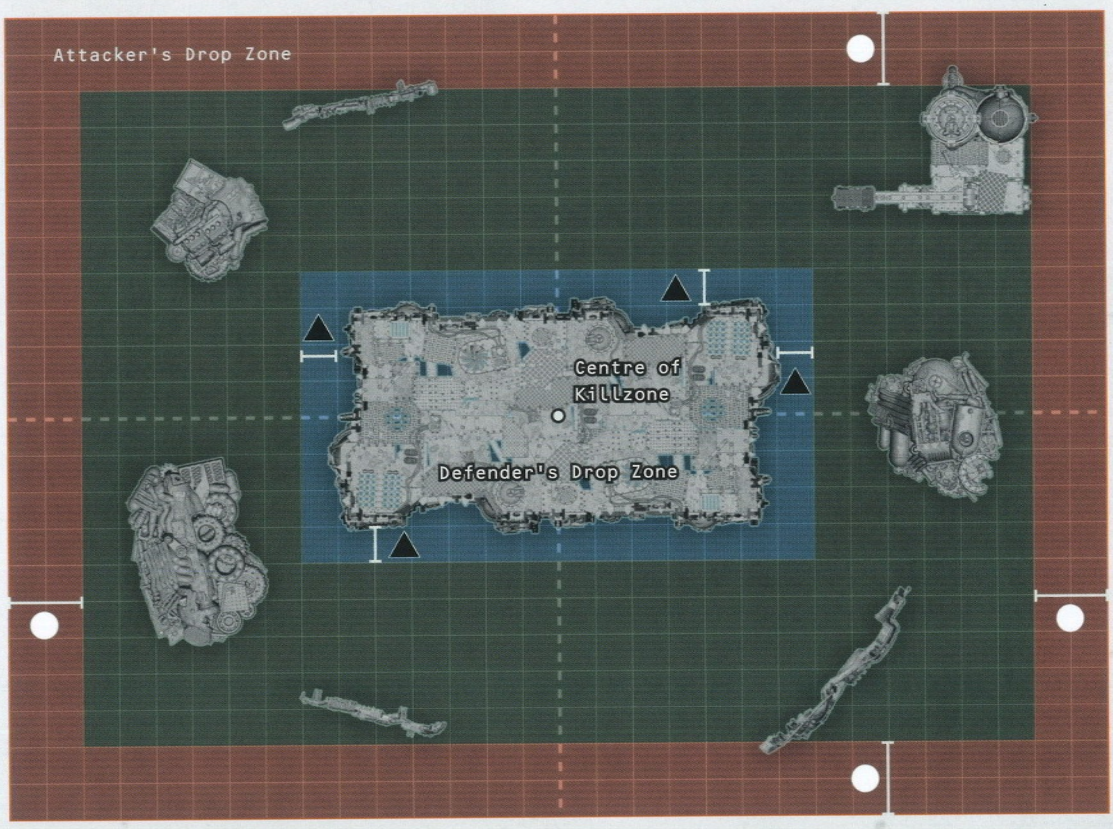
TAC OPS BONUS

- If the Attacker scores 3 or more VPs from Infiltration Tac Ops during this battle, they gain 1 additional Requisition point.
- If the Defender scores 3 or more VPs from Recon Tac Ops during this battle, they gain 1 additional Requisition point.

SPEC OPS BONUS

No Prisoners: If the Attacker is currently undertaking the Purge Order or Honour Bound Spec Op, then at the end of the battle, if every one of the Defender's Spy operatives was injured or incapacitated, reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Exfiltration: If the Defender is currently undertaking the Extraction or Secure District Spec Op, then at the end of the battle, if none of their Spy operatives were incapacitated and all of them are within the Defender's drop zone, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 3.3

BREACH DEFENCES

The army attacks the enemy lines in force tomorrow. To pave the way, you must breach the enemy's defences. Under cover of darkness, scale or circumvent them and plant sapping charges. Operational freedom granted – if opportunity presents itself, destroy anything else of value you can find.

MISSION RULES

Operatives can perform the following mission action:

SAPPING CHARGES 1AP

An operative can perform this action while within ▲ of an objective marker they control that is within the enemy's drop zone and has not already been sapped. If an operative performs this action, until the end of the Turning Point, they cannot perform any **Charge** or **Shoot** actions. Each time an operative performs this action, that objective marker is said to have been sapped.

MISSION EQUIPMENT

Operatives can be equipped with the following equipment:

GRAPNEL-HOOKS [1EP]

The operative gains the following ability:

Grapnel-hook:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3◯ it travels are counted as ◯ for that climb.
- This operative does not need to be within ▲ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

MISSION OBJECTIVE

- At the end of each Turning Point, you score 1VP if one of more friendly operatives are wholly within the enemy's drop zone.
- At the end of each Turning Point, you score 1VP if you control the Oil Pump Vantage Point objective marker.
- At the end of the battle, you score 4VPs for each objective marker in the enemy's drop zone that was sapped.
- At the end of the battle, you score 2VPs for each objective marker in your drop zone that was not sapped.



SPEC OPS CAMPAIGN

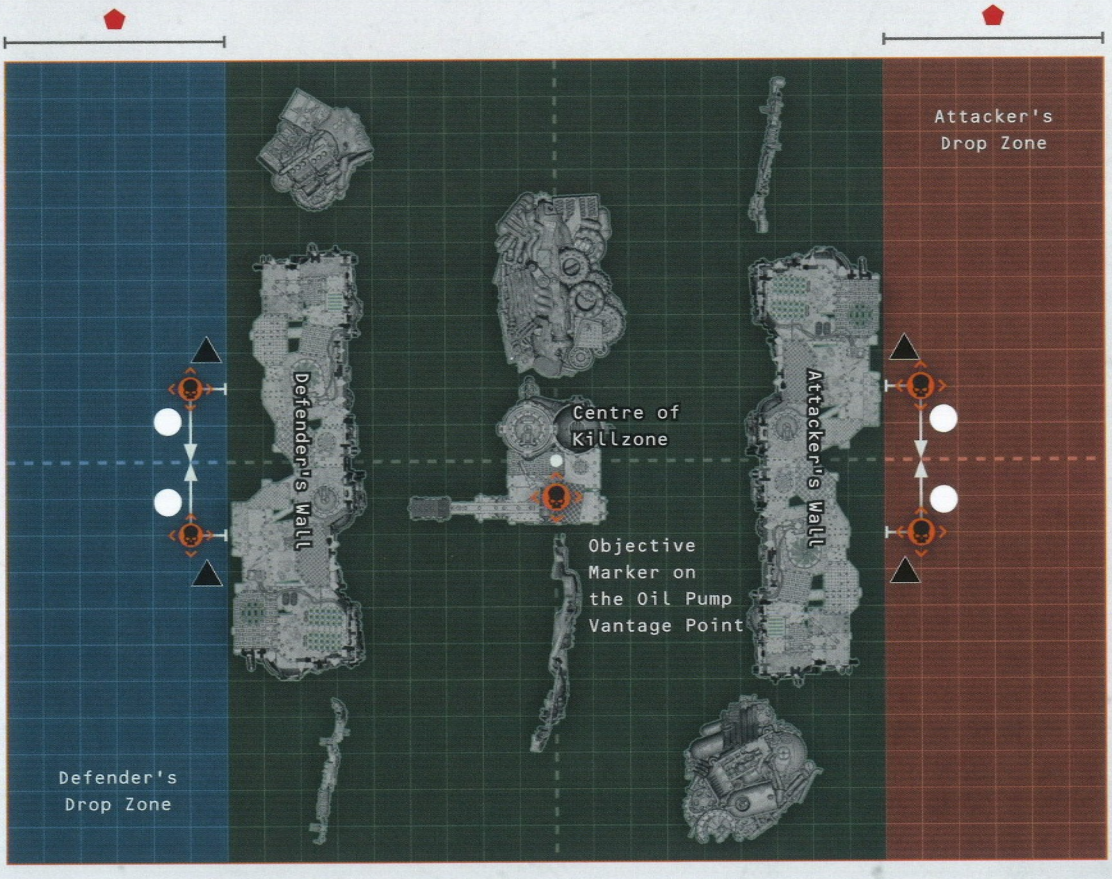
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 1 or more VPs from Security Tac Ops and 1 or more VPs from Infiltrate Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Defences Penetrated: If you are currently undertaking the Demolition or Infiltrate the Enemy Spec Op, then at the end of the battle, if you have sapped both enemy objective markers and have at least two operatives within your opponent's drop zone, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



++ VETERAN GUARDSMAN - NARRATIVE DATASLATE ++

KILL TEAM NAME:

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

BASE OF OPERATIONS:

HISTORY:

QUIRKS:

REQUISITION POINTS

ASSET CAPACITY

SPEC OPS LOG:

STASH:

STRATEGIC ASSETS:

NOTES:

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++ NARRATIVE DATACARD ++

OPERATIVE:

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE:

SPECIALISM

BATTLE HONOURS:

BATTLE SCARS:

NOTES:

++ NARRATIVE DATACARD ++

ORKS

OPERATIVE: GIT

LAZY!

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE: WOT 'E DUZ

SPECIALISM

HOW BIG 'E IZ

BATTLE HONOURS: SPESHUL SKILLZ

BATTLE SCARS: NOCKS

NOTES:

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ORKS

++ [redacted] - NARRATIVE DATASLATE ++

KILL TEAM NAME: DA LADZ

PLAYER NAME: DA BIG BOSS

FACTION KEYWORD:

KOMMANDOS!

SELECTABLE KEYWORD: CLAN

BASE OF OPERATIONS: HIDIN' PLACE

HISTORY: WOT WE DONE

QUIRKS: WOT WE LIKE?

REQUISITION POINTS

SPARE LOOT

ASSET CAPACITY

SPEC OPS LOG: SPESHUL MISSIONZ

STASH:

STRATEGIC ASSETS:

SPEZHUL STUFF

NOTES:



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ONLY WITH THE BLOOD OF MARTYRS CAN THE IMPERIUM CONTAIN THE XENOS HORDES.

BEHOLD WAR ZONE OCTARIUS!

The vast war zone of Octarius is a terrible meatgrinder. Within it, entire armies are consumed in the inferno of apocalyptic conflict with each passing day. The worlds of the Emperor's realm border the region, watching on as Orks and Tyranids slaughter each other in the billions. Though the Imperium is not in the centre of this maelstrom, it must defend itself from attackers pouring out of it and launch assaults of its own to keep the xenos in check. These are costly efforts carried out by vast numbers of troops, a great many of them belonging to elite squads of operatives known as kill teams. Across a swathe of worlds, in scorching deserts, steaming jungles, ruined cities and industrial wastelands, Veteran Imperial Guardsmen take the fight to mobs of sneaky Ork Kommandos in endless battles for supremacy. In their every clash, the fate of armies or even worlds depends on their actions.

Inside you will Find:

- A repository of lore on the horrifying conflict that is the Octarian War, its causes and the worlds swept up in it.
- Background on the glorious regiments of the Imperium's Astra Militarum and the vast green tide that is the Ork race, and the kill teams both factions send into battle.
- Rules for fielding kill teams of battle-hardened Astra Militarum Veterans and cunning Ork Kommandos, and readying them for hazardous missions on the battlefields of the 41st Millennium. Included are datacards for a number of bespoke operatives as well as unique assets, spec ops and requisitions for each of these kill teams.
- Stunning miniatures photography showcasing the stunning Death Korps of Krieg and Ork Kommandos miniatures kits.

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You will need a copy of the Kill Team Core Book in order to use the contents of this book.