

Kill Team cheat sheet – v1.0

	1"	Engagement Range	Visible and within 
	2"	Visible	Able to draw an imaginary line from the model's head to the target, bases are invisible.
	3"	Cover	A target in cover is behind and within  of terrain that provides cover or another model, and more than  away.
	6"	Obscured	An obscured target is more than  from and behind obscuring terrain, which is more than  away.
		Injured	An injured operative is an operative with less than half it's starting W remaining. Worsen the BS and WS of weapons wielded by injured operatives by 1 and M by  .
		Free Actions	Free actions do not cost AP, all other rules for actions apply.

Pre-Game:

After selecting and reading the mission and killzone (battlefield), players select a drop zone and kill team each (optional extra – can select up to 10EPs of equipment each), then place 2 barricades each, must be within  of drop zone and not on significant terrain, then they deploy their kill teams in drop zones, with their starting orders. If their kill team contains a Leader operative, they gain 2CPs.

Scouting: (optional)

Each player selects an option from the table below and hides the corresponding no. of dice in their hand to indicate their choice, once both have chosen, reveal choices and execute the effects.

No.	Name:	Effect:	Priority:
1	Fortify	1 extra barricade, usual restrictions	Infiltrate
2	Infiltrate	may change one operative's order during 1 st turn	Recon
3	Recon	may perform a free <i>Dash</i> action, with one operative	Fortify

Battle:

The battle is made up of 4 turns (sometimes called turning points), each consisting of 3 phases, the initiative, strategy and firefight phases.

1. Initiative Phase:

All models' order tokens are flipped to the ready (orange) side.

If it is the 1st turn, the player whose' scouting choice has priority over the other has the initiative (roll off if both players chose the same option)

From the 2nd turn onwards, the players roll off to see who has the initiative, with the player who did not have the initiative taking priority in the case of a draw.

2. Strategy Phase:

1. Each player gains 1CP.

2. Starting with the player who has the initiative, players may alternate spending CPs on strategic ploys and resolving them. Each player may only use each strategic play or tactical play once per phase.

3. Starting with the player who has the initiative, players may alternate revealing Tac Ops. Revealing a Tac Op is optional, but sometimes necessary to achieve it.

3. Firefight Phase:

- Starting with the player who has the initiative, players alternate activating operatives until all living operatives have been activated.
- When an operative with a GA greater than 1 activates, a number of operatives equal to the GA characteristic, of the same type as the original are activated, 1 after the other.
- When an operative is activated, they first have their order determined. In the 1st turn, this is the starting order they were given before the battle, from the 2nd turn, their order until their next activation is marked at this point. A model can either have 'conceal' or 'engage' as their order.
- At this point, an operative then generates a number of AP equal to it's current APL (modifiers to APL last until the operative's next activation), which it can spend on a variety of actions.
 - Each action costs a number of AP, and an operative can only perform each action once per activation.
 - Some actions cannot be performed in the same activation as other actions – see: Blocks.
 - Actions are declared and resolved one after another.
 - Some operatives may have unique actions, listed on their datacards

- Some missions may have actions available to operatives when playing that mission.

Once an operative is reduced to OAP, it's activation ends, flip it's token to the activated (grey) side.

Cost:	Action:	Effect:	Blocks:
1AP	<i>Normal Move</i>	- Cannot be performed in engagement range of an enemy operative. - Move the operative a distance up to it's M value, broken down into straight lines. - A distance smaller than ▲ counts as ▲ - Can't finish a move where can't be placed. - Unless FLY, follows usual rules for moving through terrain and can't move through other models. - Can't end within engagement range of an enemy or enter engagement range of an enemy unless another friendly operative is already so.	Fall Back Charge
1AP	<i>Charge</i>	- Cannot be performed in engagement range of an enemy operative, or if on 'conceal' order. - Move the operative a distance up to it's M value + ○, broken down into straight lines. - A distance smaller than ▲ counts as ▲ - Can't finish a move where can't be placed. - Unless FLY, follows usual rules for moving through terrain and can't move through other models. - Must end within engagement range of an enemy and if enters engagement range of an enemy must finish within engagement range of that enemy, unless another friendly operative is already so.	Normal Move Fall Back Dash
2AP	<i>Fall Back</i>	- Can only be performed in engagement range of an enemy operative. - Move the operative a distance up to it's M value, broken down into straight lines. - A distance smaller than ▲ counts as ▲ - Can't finish a move where can't be placed. - Unless FLY, follows usual rules for moving through terrain and can't move through other models. - Can't end within engagement range of an enemy.	Normal Move Charge
1AP	<i>Dash</i>	- Cannot be performed in engagement range of an enemy operative. - Move the operative a distance up to ■, broken down into straight lines. - A distance smaller than ▲ counts as ▲ - Can't finish a move where can't be placed. - Unless FLY; follows usual rules for moving vertically and through terrain, and can't move through other models. FLY may move vertically with impunity. - Can't end within engagement range of an enemy or enter engagement range of an enemy unless another friendly operative is already so.	Charge
1AP	<i>Pass</i>	- Does nothing, used when the controlling player has nothing they want to do with that operative.	
0AP	<i>Overwatch</i>	- Make a shooting attack where the BS of the weapon is reduced by 1. - Only usable as explained below, cannot be used if in engage order.	
1AP	<i>Pick Up</i>	- Cannot be performed in engagement range of an enemy operative, or if carrying another token/objective. - Must be within ▲ of an objective or token that the mission allows to be picked up, and that it controls. - Remove the token/objective from the battlefield and it is now being carried by the operative, while carrying an objective, a model always controls it. - An objective/token that is being carried may be dropped at any point, and is automatically dropped when the model carrying it is taken out of action. - When an objective/token is dropped, it is placed within ▲ of the model that was carrying it and visible to it, if not possible, it is placed as close as possible to the carrying model and visible to it.	
1AP	<i>Shoot</i>	- Cannot be performed in engagement range of an enemy operative, or if on 'conceal' order. - Make a shooting attack	
1AP	<i>Fight</i>	- Can only be performed within engagement range of an enemy operative. - Fight one enemy operative within engagement range	

When a player who has activated all their operatives would be able to activate another operative, and their opponent still has operatives left to activate, they can instead perform a free *overwatch* action with one operative with the 'engage' order. Each operative may only perform *overwatch* once.

- **Shooting attacks:**

1. Choose 1 ranged weapon to attack with, and gather attack dice equal to the weapon's A characteristic
2. Select a valid target, which is an enemy operative without any friendly operatives within engagement range that fulfils the following conditions:

Target's Order:	Target Visible?	Target Obscured?	Target in cover?
Engage	✗	✗	
Conceal	✗	✗	✗

3. Roll the attack dice and keep the ones that equal or beat the selected weapon's BS characteristic as hits, and any results of 6 as critical hits. 6s always hit, 1s always fail.
4. The player who controls the target rolls defence dice equal to the target's DF characteristic, keeping the ones that equal or exceed the target's Sv characteristic as saves and any results of 6 as critical saves. 1s always fail. If the target is in cover, before rolling their defences, they may make one of them an automatic (normal) save.
5. The defending player may use their saves to counter the hits of the attack. 1 normal saves or 2 critical save are required to counter 1 critical hit.
6. Any remaining hits inflict damage on the target, normal hits inflict normal damage, critical hits inflict critical damage and also trigger the ! abilities of the weapon.
7. Any operatives that were left on 0 (or less) wounds are removed after all the attacks of the weapon are resolved.

- **Fighting:**

1. The attacking model selects a visible enemy operative within engagement range to fight, and both players work out if any other operatives are able to support the fight. An operative is able to support a fight if they are within ▲ of an enemy operative fighting and not within ▲ of any other enemy operatives. For each friendly operative supporting a fight, improve the WS of melee weapons used by the fighting friendly operative by 1.
2. One melee weapon is chosen for each model that is fighting and each player gathers attack dice equal to that weapon's A characteristic.
3. Both players roll their attack dice simultaneously and keep results that equal or exceed the selected weapon's WS characteristic as hits, and any results of 6 as critical hits.
4. Starting with the attacker, players alternate resolving hits by selecting a hit or a critical hit and choosing to either 'parry' or 'strike'.
If they 'parry' their opponent must remove from their pool of hits and critical hits:
 - A 'normal' hit, if the selected hit was a 'normal' hit
 - A critical or normal hit (parrying player's choice), if the selected hit was a critical hit.
 If they 'strike', inflict damage on the enemy operative equal to: the weapon's 'normal' damage (if a 'normal' hit was selected); the weapon's critical damage and any critical abilities (if a critical hit was selected). If a strike reduces an operative to 0 wounds remaining, it is taken out of action and all further hits for both operatives are discarded.

Controlling objectives/tokens:

Friendly operatives control an objective marker or token if the total APL of friendly operatives within ○ of the objective/token is greater than that of the enemy operatives within ○ of the objective/token.

Moving through terrain:

- **Traverse:**
 - To move over 'traversable' terrain, an operative must reduce their M by ○, they are then placed on the other side of the traversable terrain piece.
- **Jump:**
 - An operative that is within ▲ of a gap across terrain that is no more than ■ across and has a height difference of no more than ○ can attempt to jump across the gap. To do so, roll a D6, on a 1, the model fails and remains where they are, with the action that they are attempting ending; on a 2+, the operative may move across the gap, with only the horizontal distance counting towards their movement.

- **Climb:**
 - When an operative climbs non traversable terrain, they must begin within ▲ of the point they plan to climb, which must be a physical surface on the terrain and may move up or down vertically, counting the vertical distance moved as movement, rounding up to the nearest ○. If an operative would not be able to move far enough to reach a floor, they cannot begin a climb, however, a *dash* action may be used mid climb in order to reach a floor.
- **Drop:**
 - An operative may descend from a height without climbing. They must begin within ▲ of the edge of the terrain and their intended location must be within ▼ vertically of their current location. Move the operative down vertically, counting the vertical distance moved as movement, rounding down to the nearest ○. Operatives cannot drop onto or through other operatives.

Terrain Traits:

- **Heavy:** provides cover and is obscuring
- **Light:** provides cover
- **Traversable:** operatives can traverse across
- **Insignificant:** No rules, treat as not there
- **Vantage Point:** if attacking an enemy operative in 'conceal' order at least ○ below, that enemy operative may be targeted as if it was in 'engage' order, unless it is receiving cover from 'Heavy' terrain. Operatives may not gain cover from parts of this terrain lower than they are.
- **Barricades:** light and traversable

Weapon Abilities:

Ap_x – Armour Penetration – Opponent reduces Df by x for attacks by this weapon, doesn't stack

Barrage – Cover is from above, rather than in front

Balanced – May reroll 1 attack die per use

Blast x – Make attacks against all models within x of and visible to the target model, cover is determined from target for all other models.

Brutal – Can only be parried by critical hits

Ceaseless – May reroll attack dice with values of 1

Fusillade – Attacks can be split between original target and all other valid targets within ○

Heavy – Cannot be shot in the same activation that the operative performed a *charge*, *fall back*, or *normal move* action

Hot – for each attack dice roll of 1, the user takes 3 mortal wounds after attacks are resolved

Indirect – Targets do not count as in cover when determining if they are able to be shot

Invulnerable save x+ – Each time this operative is shot, they can use an invulnerable save instead of a normal save. This ignores AP_x, but requires x+ to succeed, instead of the operative's Sv characteristic

Lethal x+ – Attack dice results of x+ are critical hits, rather than just 6s

Limited – This weapon can only be used once per battle

MW_x – Mortal Wounds – For each critical hit rolled, the target model suffers x mortal wounds.

No Cover – Defending operatives cannot automatically keep one defence die as a successful 'normal' save because they are in cover against attacks made by this weapon, it must be rolled instead

P_x – Piercing – If any critical hits were rolled, this weapon gains AP_x for that shooting attack

Reap x – Reaping – Whenever a critical hit with this weapon is chosen to strike with, deal x mortal wounds to each other enemy operative visible to the friendly operative and within ▲ of it or the target operative

Relentless – May reroll any or all attack dice

Rng x – Range – May only target operatives within x

Silent – This weapon may be used for *Shoot* actions while the operative wielding it is in 'conceal' order

Splash x – For each critical hit rolled, deal x mortal wounds to the target and every operative within ○ of and visible to it

Stun – Effects differ depending on use in ranged or melee combat

Ranged: If any critical hits, -1 to target operative's APL

Melee: If any critical hits, opponent must remove one regular hit; if 2+ critical hits, -1 to target operative's APL

Torrent x – After making a shooting attack with this weapon on a target, it can make a shooting attack against each other valid target within x of the target and each other model targeted for attacks this action.

Unwieldy – Costs an additional AP to be used for a *shoot* action, cannot be used for overwatch