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The Games

Over the course of the day, you will play eight games of Warhammer 40,000 - Kill Team, all of which will be 30 minutes long. Every game will be against a randomly determined player, arranged by the Events Team and will use the Behind Enemy Lines scenario below.

Mission

BEHIND ENEMY LINES

Your Kill Team is sneaking through the dense forest, attempting to capture a vital objective. All of a sudden, shots ring out—the enemy has been encountered and must be driven off at all costs!

THE ARMIES: Choose your Kill Team as described in the Your Force Section. You must use the same force for the entire Kill Team event.

THE BATTLEFIELD: Kill Team games are played on a four-foot square board, and generally covered in terrain. Place one Primary Objective in the centre of the board.

DEPLOYMENT: Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in.

The player that won the roll-off must deploy first. He must deploy all of his force in his deployment quarter, anywhere that is more than 9" from the centre of the table. The opposing player deploys in the opposite quarter.

His opponent then does likewise. Neither player may place any units in reserve, or make use of the Infiltrate or Secret Special Rules. Note: Some models, for example, Chaos Daemons and Dirty Pinks, have to start the game in Reserve. However, in Kill Team Games, simply deploy those in the deployment zones, using the deployment rules above.

FIRST TURN: The player who deployed his army first goes first unless his opponent can Seize the Initiative (Rulebook page 122).

GAME LENGTH: The game lasts until either one player has no models left on the table or 30 mins has passed, whichever comes first.

VICTORY CONDITIONS

Primary Objectives: At the end of the game, the Primary Objective is worth 5 Victory Points to the player controlling it.

Secondary Objectives:

- If the opposing player has no models left on the board at the end of the game: 3 Victory Points.
- Forcing the opposing Kill Team to take Break Tests: 2 Victory Points.
- Killing the opposing Kill Team's Leader: 2 Victory Points.
- Killing the opposing Kill Team's Specialist: +1 Victory Point per Specialist.
- First Blood: 1 Victory Point.
- Linebreaker: 1 Victory Point.

NOTE—If the enemy Leader was also a Specialist, killing him is worth 3 Victory Points (2 VP for killing the Leader +1 for him being a Specialist). Also, to gain the points for killing the enemy Leader or Specialist, you have to actually kill them! Having them run away from a failed Break Test is not enough.

Mission Special Rules: Night Fighting, Mysterious Objectives.

Every Man for Himself: All models operate as individual units in this mission, even if they were chosen as part of a squad or squadron. (Note—this includes upgrades that are represented by models with their own stat-line (eg Tau Drones or Ferrisian Wolves). In addition, when a model shoots or fights in an assault, it may split its attacks up amongst any eligible targets if desired.

If any model has the Independent Character rule, he may not join other models to form a unit of two.

Take the Loss! The standard rules for controlling objectives are not in use. For this mission, all non-vehicle models are scoring units, and all models (vehicle included) are denial units.

The Break Test: Once a player's force has been reduced to half its starting number of models or less, he must take a Leadership test, called a Break Test at the start of each of his turns, using the Leader's LD value (or, if he is no longer on the board, the next highest). If he fails, then his Kill Team is removed from the table (they ran away...) and the battle ends immediately (Note—you may not choose to voluntarily fail a Break Test; if the test is passed then the battle continues, but the player will have to take another Break Test at the start of his next turn. Note that it is entirely possible for both players to have to take Break Tests at the start of their turns and the first one to fail will lose the battle.

Transport: You may transport all members of a squad in a dedicated transport. Straight after they disembark, they become individual units, as per Every Man for Himself.

Unit Upgrades and Special Rules: If your character has or buys an upgrade (eg a Painboy? Dak's Tools, or an Incubi Klavies buys Chindaght), only the character themselves benefits from the rule, and not the rest of the squad. If a whole squad has or buys an upgrade that gives them all a special rule (eg Psylock Ammunition), they all receive it. If your special rule requires you to roll on a chart and apply the result (eg: Wolves' Combat Drugg), simply roll once and apply the result to the whole unit.

Diabolic Disinterest: The attentions of the Dark Gods of Chaos are elsewhere, as there are far more bloody battles being fought elsewhere in the galaxy therefore the "Keep Storm" table from page 27 of the Chaos Daemons codex is not in use at a Kill Team event. Additionally the "Champion of Chaos" rule will have no effect at a Kill Team event.

We Will Not be Denied: As you can see, the Reserves rule is not in use at a Kill Team event. Certain models however, such as Snooty Hawks, may enter Changing Reserves from play. Such units are allowed to do this according to their normal rules, but still may not start the game in reserve, like all other units.

We've Got to Leave None: If your last model remaining is a vehicle, then treat it as LD 10 for the purposes of any Break Tests it may have to make.

Re-animation Protocols: Necron models that have the "Re-animation Protocols" rule are also treated as having the "Evis-living" rule from the Necron Codex on page 29.

They'll Be Back: Necron models only count as being "killed" once they fail their Re-animation Protocols roll for the purposes of both Power from Pain and Break Tests. Necron Kill Teams take their Break Test after they roll for Re-animation Protocols.

The Mission Is All: If you wipe out an opposing Kill Team, then the game ends at the end of that player turn at which point you calculate victory points as usual. You do not score any bonus VPs for wiping your opponent out—all that matters is the mission.

THE BATTLEFIELD

Use the deployment map included with this mission. Place a hill in the centre of the battlefield, then set up the rest of the terrain as described in the Warhammer 40,000 rulebook.

DEPLOYMENT

Before any models are deployed, both players must roll to determine their Leader Traits.

Both players then deploy forces as described in the Fighting a Battle section of the Warhammer 40,000 rulebook.

FIRST TURN

The Attacker has the first turn unless the Defensor can Seize the Initiative.

SEIZE THE INITIATIVE

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead. His army has clearly overheard that of his opponent!

GAME LENGTH

This mission uses Variable Game Length.

VARIABLE GAME LENGTH

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

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