WARHAMMER 40,000

KILL TEAM



ARENA

COMPETITIVE SKIRMISH GAMING

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INTRODUCTION

Welcome to *Kill Team: Arena*, the ultimate resource for competitive Kill Team gaming. Inside you will find brand new killzone rules, competitive play rules and missions, new formats designed for tournament-style play, and a comprehensive guide to running and participating in Kill Team events.

There are many gaming and collecting opportunities to be found in the war-torn galaxy of the 41st Millennium, accommodating for a variety of different playing styles. By building upon the foundations laid down by matched play, *Kill Team: Arena* caters specifically to those players seeking a more competitive and balanced rules set, ideal for tournaments, gaming events and one-off games. From providing detailed instructions on how to set up a battlefield and place terrain, to regulating the process of putting together a kill team, the content of this book ensures that players are judged only on their kill team selection and strategy.

First is a set of eight competitive play missions built around the killzones in *Kill Team: Arena*, which are ideal for tournament play. Following that are two alternative formats that make use of the competitive play rules. Battle Brothers offers players a chance to team up with a partner and combine the strength of their forces, working together to overcome their opponents and secure victory through cooperation, communication and the effective use of Tactics specific to this game type. Meanwhile, the Ultima format features randomly generated deployment maps, killzones and even objectives to ensure each mission brings fresh tactical challenges to the table.

Following these missions are guidelines on how to run and participate in competitive play Kill Team tournaments. You will learn how an event should be structured, what missions should be played, how players should be scored, and the conduct expected of those who attend. Following this, rules for asymmetrical events enable a competitive tournament to be run using any of the wide variety of narrative play missions found in other Kill Team products, while those players wishing to incorporate missions from *Kill Team: Arena* into their narrative campaigns will find directions on how to do so.





ULTRA-CLOSE CONFINES

In the war-ravaged 41st Millennium, many desperate struggles take place within mighty bastions, ancient tunnels or in endless manufactorums. Warriors will come into contact with the enemy at point-blank range, with often the only thing separating them a single wall or door.

If your battle is taking place in a killzone that uses the ultra-close confines rules – such as those killzones included in *Kill Team: Arena* – you should use all the normal Kill Team rules with the following additions:

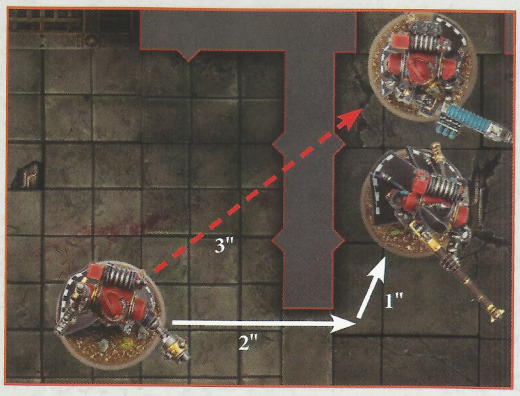
Walls

Each of the gameboards included in *Kill Team: Arena* have walls marked on them, represented by thin red lines. Walls are a special type of terrain feature that models cannot move, draw visibility or attack through. They use the following rules:

Measuring

Distances cannot be measured through these walls. Instead, players must measure around walls, using the shortest possible path.

In the example below, the Skitarii Vanguard with an omnispex has an ability that can affect a friendly **SKITARII** model within 3" of it. Although the Vanguard with a plasma caliver is physically less than 3" away from the model with the omnispex, there is a wall between them that prevents it from being in range of the ability. The Skitarii Ranger with a galvanic rifle, however, is in range – it is 1" from the Ranger to the corner of the wall, and a further 2" to the Vanguard with the omnispex, totalling 3". Note that the distance is measured to the part of the Ranger's base that is closest to the corner around which the measurement is being made, as opposed to the part of the base that is closest to the Vanguard with the omnispex.



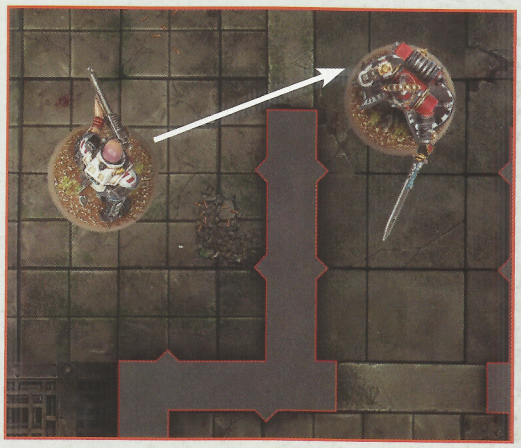
Movement

Models cannot move through walls. This includes models that can **FLY** and so normally ignore terrain for the purposes of moving, and models with abilities that allow them to ignore terrain when they move.

Visibility

In addition to the usual rules for determining if one model is visible to another, models cannot draw visibility through walls, even if they are represented by a terrain feature a model would normally be able to draw visibility through. This means that a model can only draw visibility to another model if it is possible to draw an imaginary straight line, 1mm in width, from any part of the first model's base to any part of the other model's base, without the line crossing a wall.

In the example below, the Skitarii Vanguard is visible to the Neophyte Hybrid, as a line can be drawn from part of the Neophyte Hybrid's base to the edge of the Skitarii Vanguard's base.



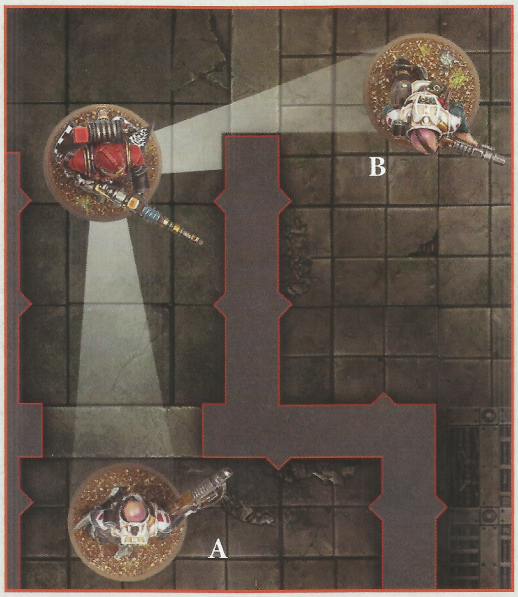


Fighting

Models cannot attack through walls.

Obscured

In addition to the usual rules for determining if a target is obscured (for which you may need to get a model's eye view to look for intervening models and terrain), it is necessary to determine if any intervening walls may help to obscure the target. To do so, draw a straight line from any part of the attacking model's base to the target. If the line can be drawn to all parts of the target's base without crossing a wall, they are not being obscured by any walls (model A in the example below). Otherwise they are obscured (model B in the example below).



Doors

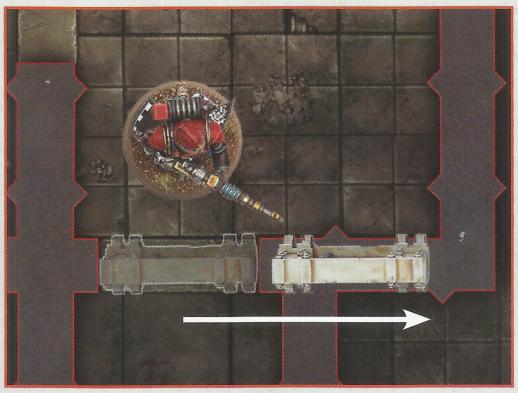
Some Kill Team gameboards feature doors, which are placed in doorways (see pages 8-15 to see which doorways have doors on each *Kill Team: Arena* gameboard). When the battlefield is set up, doors are placed covering the doorways (called the closed position). Doors in the closed position block movement, visibility and measurements in the same way as a wall.

An **INFANTRY** model can open a closed door or close an open door if it either starts the Movement phase within 1" of that door's doorway and remains stationary that phase, or if it ends a normal move within 1" of a doorway and there are no enemy models within 1" of that doorway. A model cannot open or close a door if it is shaken, Readied or within 1" of any enemy models.

If there are any enemy models (other than shaken models) within 1" of the doorway of the door the model is trying to open or close, one can attempt to stop the door from being operated. If one does, the controlling player controlling the model trying to prevent the operation rolls a D6; on a 5+ they choose whether or not the door remains closed (or open).

If a door is opened, it is moved to one side (see below). Place the door in a position so it is clear where the door should be re-placed if it is subsequently closed, but will not potentially block visibility. The doorway is treated as open ground until the door is closed again.

If a door is closed, it is moved back to the closed position. If a model's base is even partially in a door's doorway when that door is closed, the door will not close, but the controlling player must roll a D6 for each such model; on a 1, that model suffers a mortal wound.



Tactics

When you are playing a mission using the ultra-close confines rules, you can use the following Tactic:

POINT-BLANK OVERWATCH

Ultra-close Confines Tactic

Use this Tactic when a model from your kill team is declared as a target of a charge, and is chosen to fire Overwatch. Do not resolve Overwatch with that model as soon as the enemy model declares its charge (other targets of the charge can make Reactions as normal). Instead, the charging model's controlling player makes a charge roll as normal. If this is insufficient for the charging model to end its move within 1" of the target, no Overwatch is made. Otherwise, the charging model's controlling player moves it along a path during which you can interrupt it once, at any point. When you do so, your model fires Overwatch as normal, using the charging model's current location. If the charging model is not taken out of action by this, continue moving the charging model.

1 COMMAND POINT

KILLZONE: GENERATORIUM

The beating heart of many complexes, fortifications and spacecraft is the generatorium. Whether fuelling the fires of industry or providing power to an immense engine, weapon or defensive device, these sites are prime targets for experienced teams of saboteurs looking to deal their enemies a devastating blow.

If you are playing a mission in the Generatorium, you must use the rules for ultra-close confines (see pages 6-7). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission.



Terrain Features

A - Door

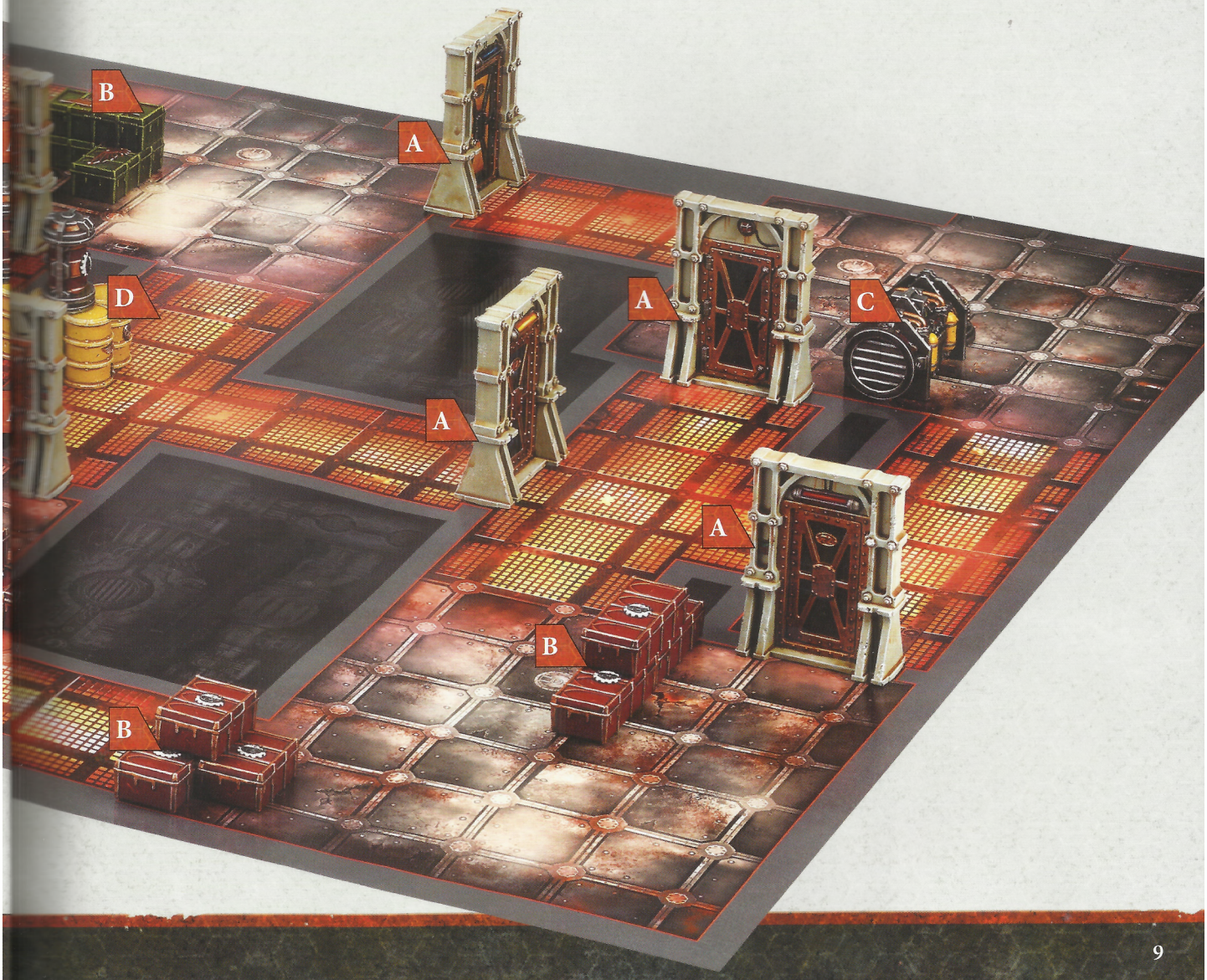
B - Crate stack

C - Pipe

D - Barrel stack

ENVIRONMENT TABLE

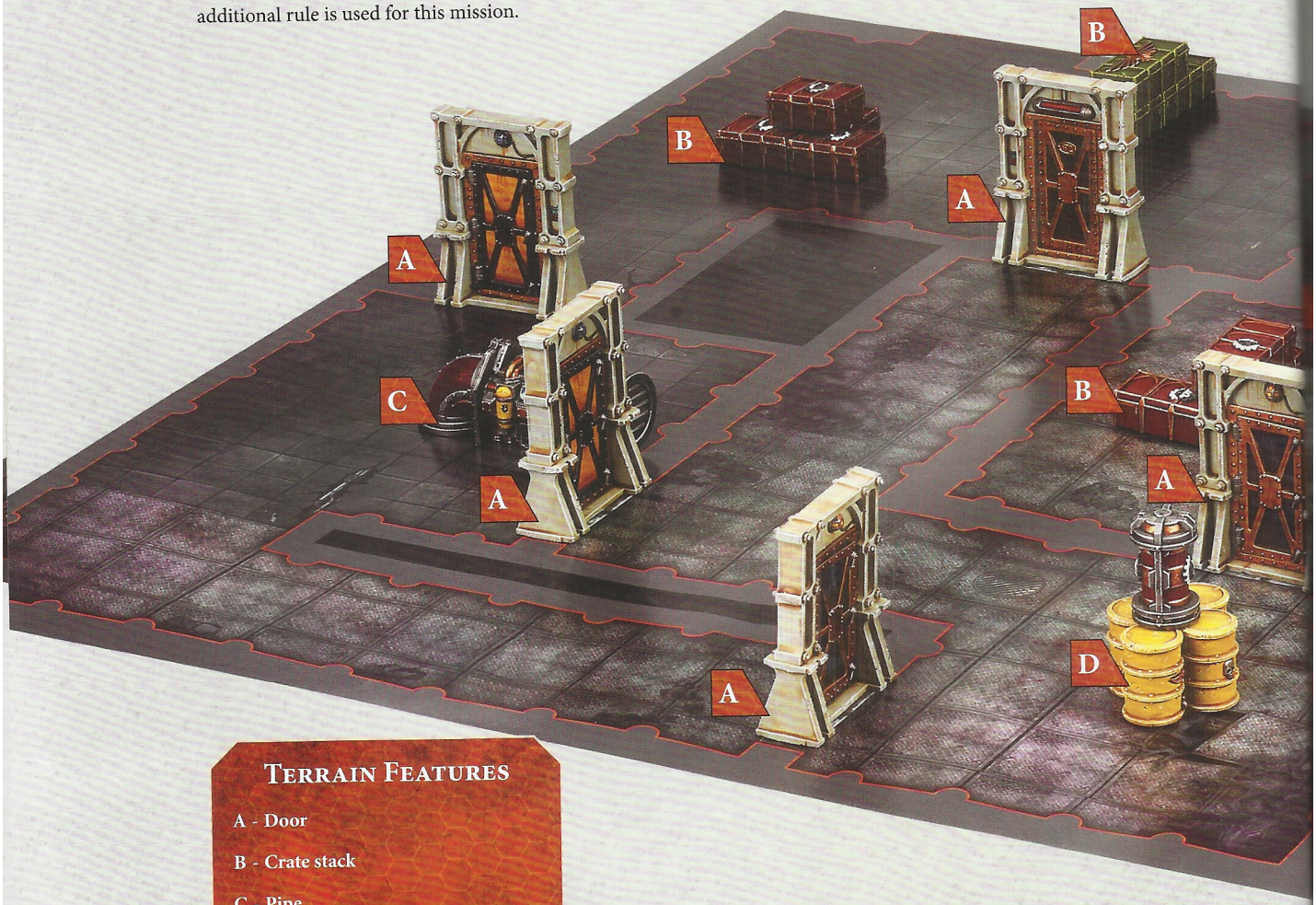
D6	RESULT
1	**Safeguards Operational:** No additional rule.
2	**Hot as Hell in Here:** Before moving a model in the Movement phase, its controlling player must roll a D6. On a 1, that model is overcome by the rising heat. Subtract 1 from hit rolls made for that model until the end of the battle round.
3	**Venting Steam:** At the end of the battle round, the player with the initiative rolls a D6. If the dice roll is equal to the battle round number, scalding steam is vented from the pipes. Roll a D6 for each model within 2" of any pipes. On a 5+ that model suffers a mortal wound.
4	**Emergency Lockdown:** At the end of the battle round, the player with the initiative rolls a D6. On a 5+ all open doors immediately close.
5	**Explosive Barrels:** In the Shooting phase, instead of targeting any enemy models, a shooting model can target a barrel stack as if it were an enemy model. If it does so, it makes a single attack against that barrel stack. If the attack hits, the shooting model's controlling player rolls a D6. On a 1-3, nothing happens. On a 4+ the barrel stack explodes, and each player must roll a D6 for each of their models within 2" of that barrel stack; on a 4+ that model suffers a mortal wound. If the barrel stack explodes, remove it from the battlefield. If a model is standing on the barrel stack when it explodes, it is taken out of action.
6	**Unstable Cargo:** All crate stacks are treated as dangerous terrain.



KILLZONE: CATACOMBS

Many kill team battles take place in the forgotten spaces of the galaxy. Some of these have been lost for centuries, some have been abandoned. These catacombs have been left derelict for years, but are perfect for an infiltration team who do not want to be found…

If you are playing a mission in the Catacombs, you must use the rules for ultra-close confines (see pages 6-7). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission.



Terrain Features

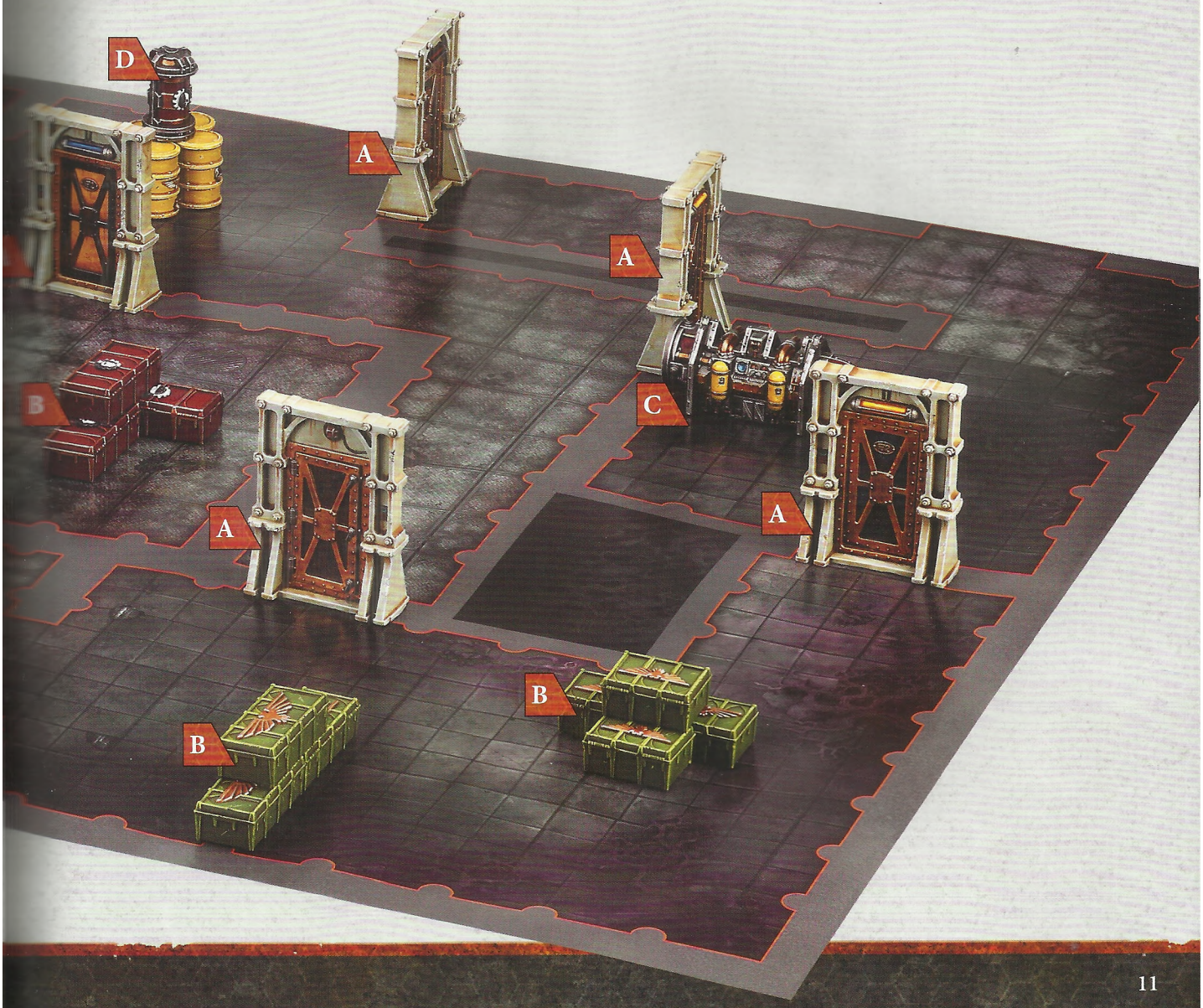
A - Door

B - Crate stack

C - Pipe

D - Barrel stack

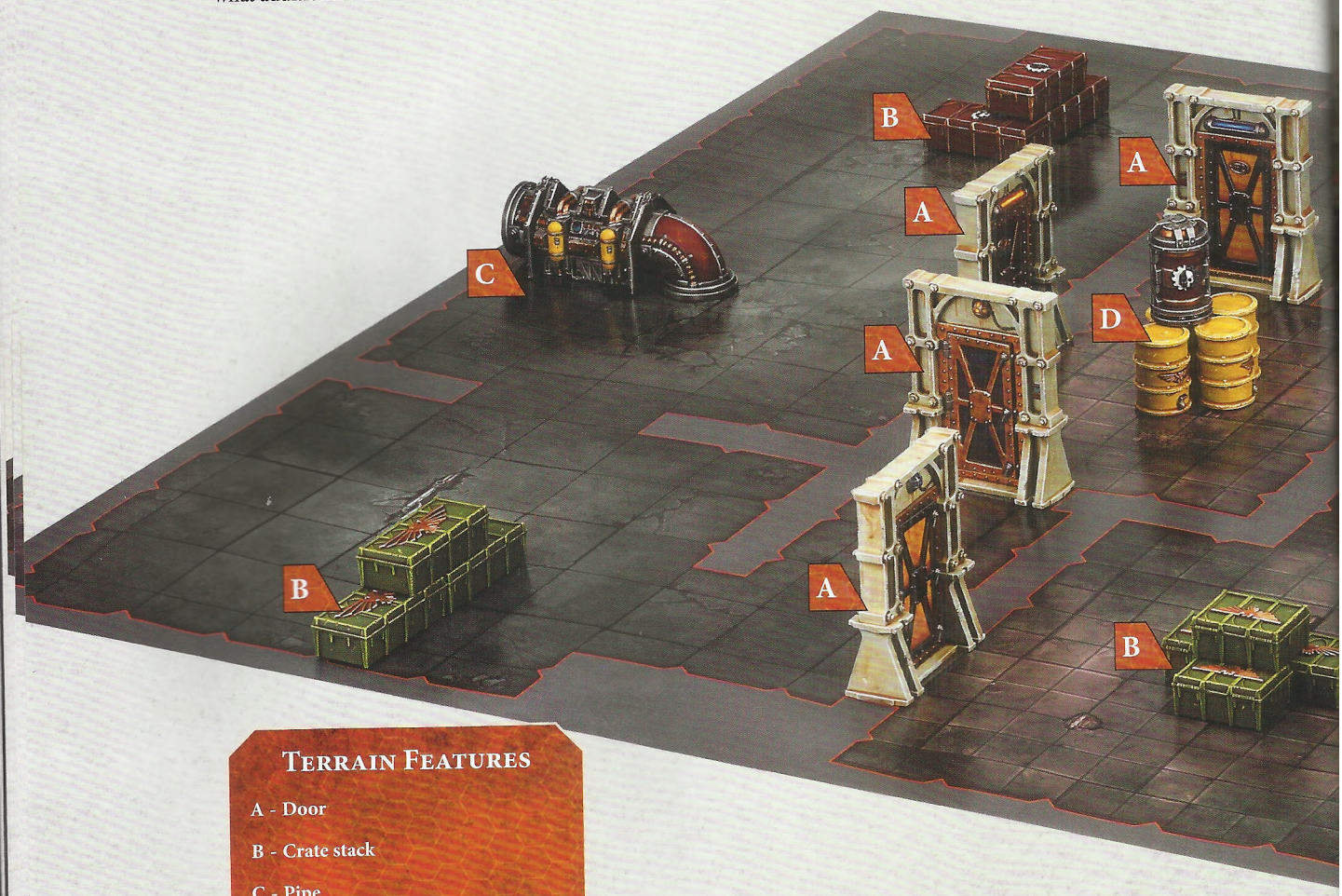
ENVIRONMENT TABLE	
D6	**RESULT**
1	**Quiet as the Grave:** No additional rule.
2	**Creeping Roots:** If two or more of the dice for a charge roll show the same number, halve the total result.
3	**Shrouding Haze:** Each time a model Advances or makes a charge move, roll a D6. On a 6, subtract 1 from hit rolls for that model until the end of the battle round.
4	**Oppressive Gloom:** Models cannot be chosen as the target of a shooting model's attacks if they are more than 12" away from that shooting model.
5	**Toxic Storage Facility:** Subtract 1 from the Toughness characteristic of models while they are within 2" of any barrel stacks.
6	**Lost in the Dark:** At the end of each battle round, each player must roll a D6 for each of their models that is not within 8" of another friendly model. On a 1, that model disappears into the darkness and is taken out of action. If this mission is being played as part of a campaign, then when making a Casualty roll for a model that disappeared into the darkness, treat results of Dead or Convalescence as Full Recovery.



KILLZONE: ARMORIUM STOCKPILE

When seeking supplies behind enemy lines, armoriums make for prime targets. Breaking in and stealing weapons, ammunition caches and equipment before swiftly departing is the preferred tactic of many a raiding kill team, and woe betide any who get in their way.

If you are playing a mission in the Armorium Stockpile, you must use the rules for ultra-close confines (see pages 6-7). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission.



Terrain Features

A - Door

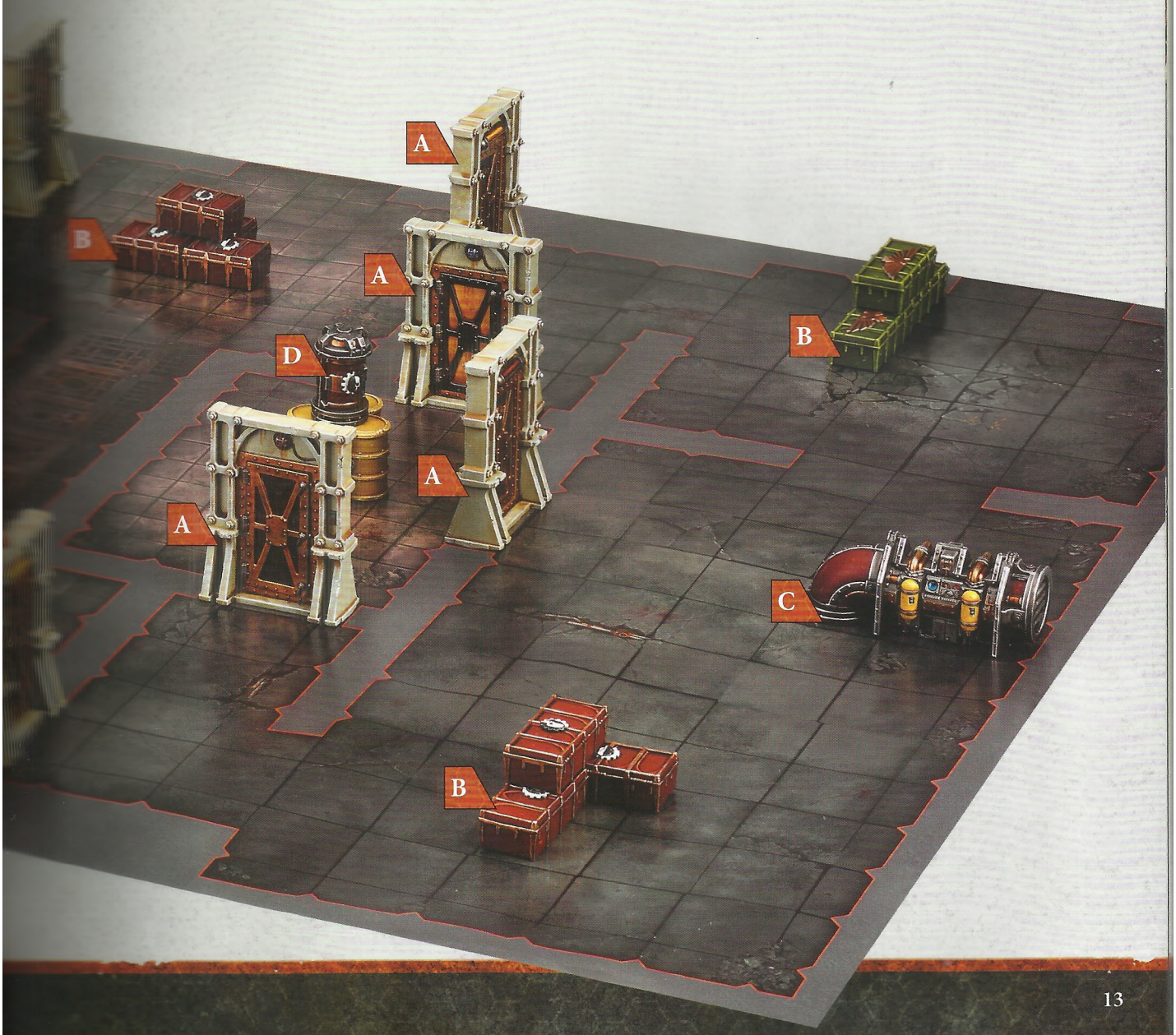
B - Crate stack

C - Pipe

D - Barrel stack

ENVIRONMENT TABLE

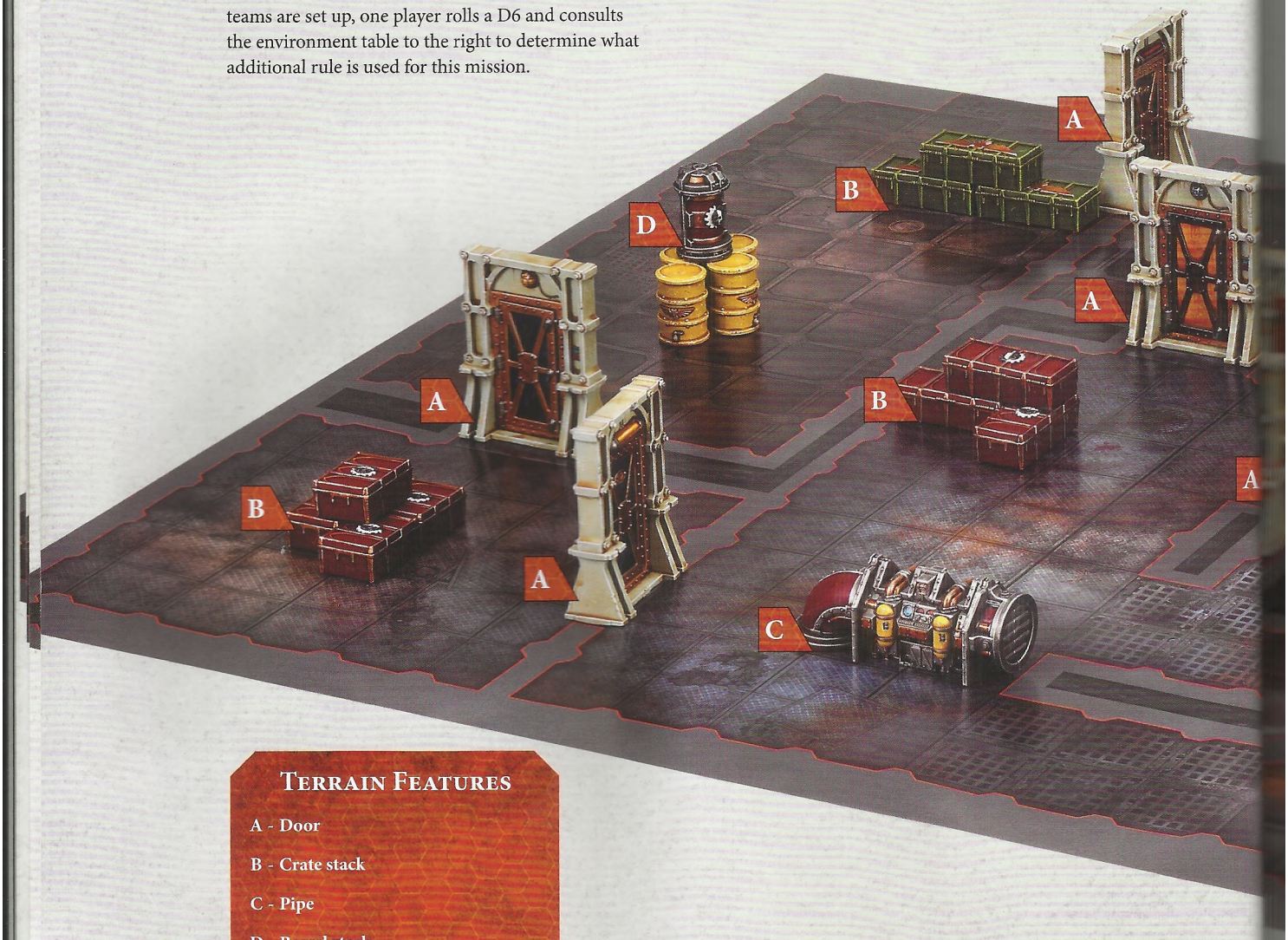
D6	RESULT
1	**Nothing Very Useful:** No additional rule.
2	**Ammunition Crates:** If a model is Readied within 1" of any crate stacks, its controlling player can re-roll hit rolls of 1 for that model in the subsequent Shooting phase.
3	**Oil Leak:** Each time a model begins an Advance or declares a charge within 2" of any barrel stacks, that model's controlling player must roll a D6. On a 1, that model does not move and must remain stationary this phase. They are still considered to have Advanced or attempted a charge.
4	**Security Lockdown:** Each time a model wishes to open a door, its controlling player must roll a D6. On a 1, that door does not open.
5	**Prowling Xenos Predator:** At the end of the Movement phase, each player must roll a D6 for each of their models that is more than 8" from any other models. On a 6, that model is taken out of action.
6	**Prototype Weapon:** At the end of the Movement phase, roll a D6 for each model that is within 1" of any crate stacks, and more than 1" from any enemy models. On a 6, that model finds a prototype weapon. In the subsequent Shooting phase, instead of firing any of its other ranged weapons, that model can attempt to fire their prototype weapon. If they do so, pick an enemy model within 12" of and visible to the model with the prototype weapon. That enemy model suffers D3 mortal wounds.



KILLZONE: GARRISON VAULT

A particularly ruthless kill team may seek to enter the enemy's barracks and eliminate their foes as they sleep. A particularly wily kill team may anticipate or even encourage such an attempt, awaiting their would-be executioners with weapons primed and ready.

If you are playing a mission in the Garrison Vault, you must use the rules for ultra-close confines (see pages 6-7). Unless the mission you are playing instructs you otherwise, you must also set up terrain on the battlefield as shown below. After this is done, but before the kill teams are set up, one player rolls a D6 and consults the environment table to the right to determine what additional rule is used for this mission.



Terrain Features

A - Door

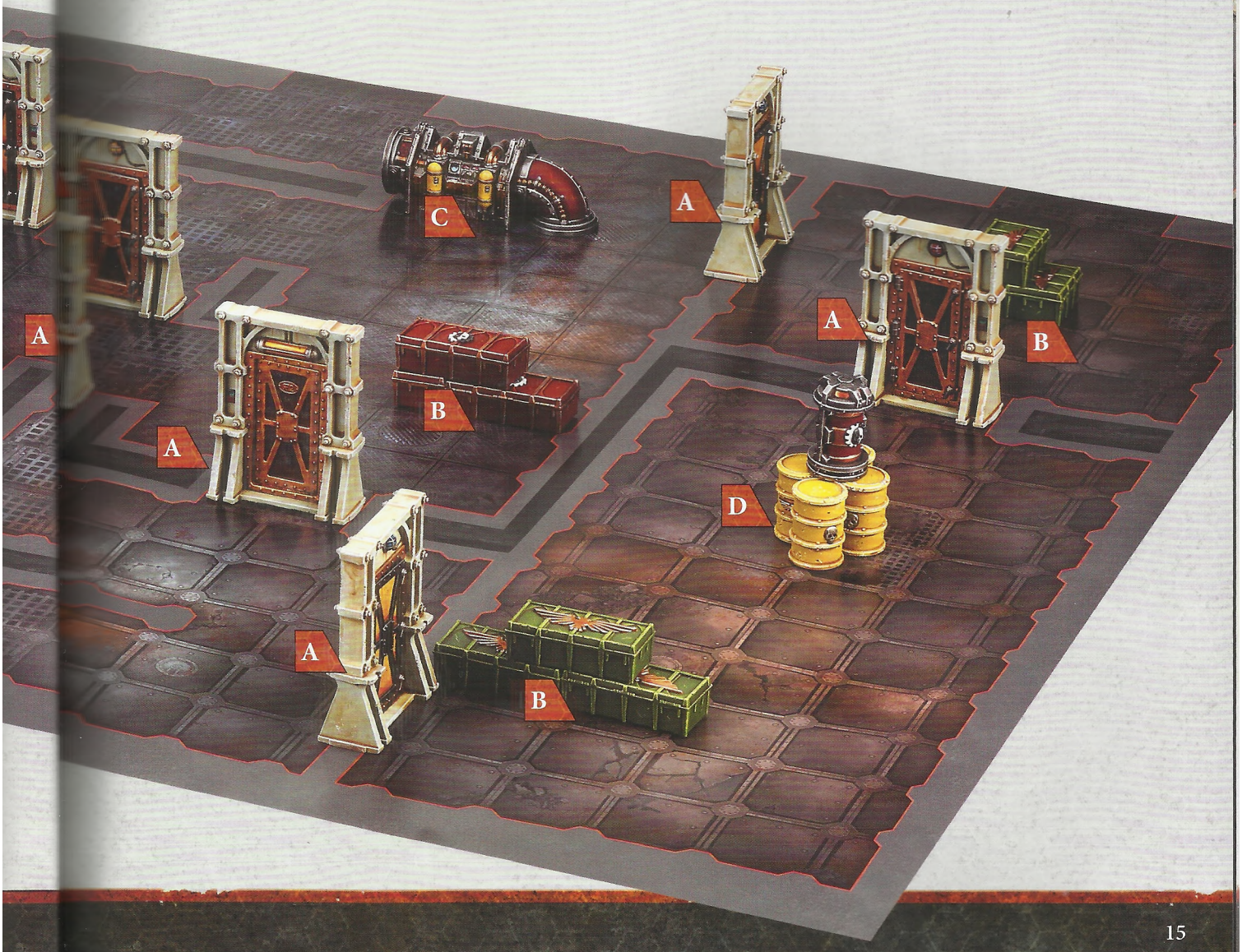
B - Crate stack

C - Pipe

D - Barrel stack

ENVIRONMENT TABLE

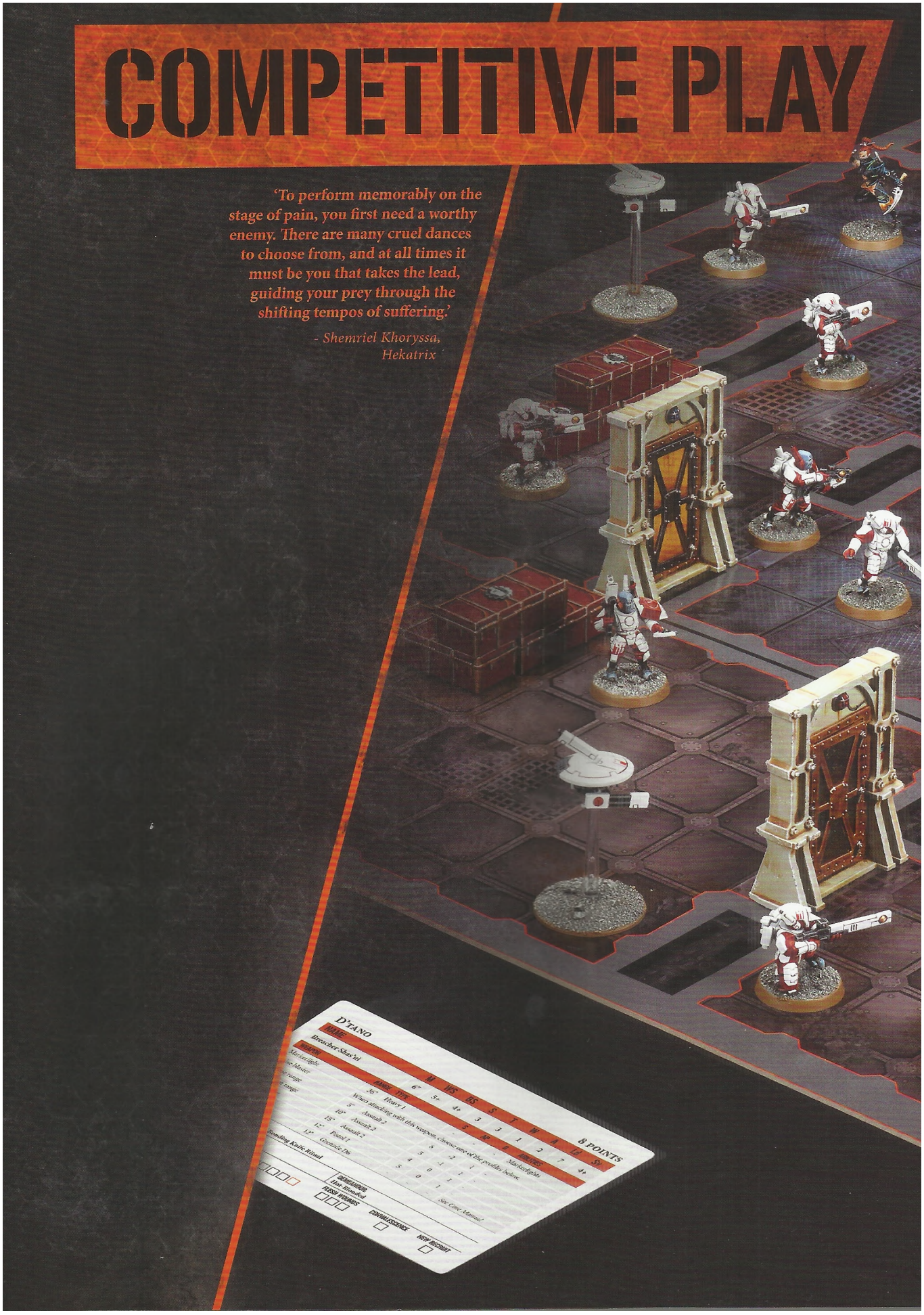
D6	RESULT
1	**Squared Away:** No additional rule.
2	**Leaking Sewage Pipes:** At the start of the Shooting phase, each player must roll a D6 for each of their models within 2" of any pipes. On a 1, subtract 1 from hit rolls for that model's attacks until the end of the phase.
3	**Ration Storage:** If the mission being played uses objective markers, randomly determine one of them. Players can re-roll failed Nerve tests for each of their models within 1" of that objective marker.
4	**Fortified Blockhouse:** Subtract 2 instead of 1 from hit rolls for attacks that target a model obscured by walls.
5	**Lighting Malfunction:** At the end of the Initiative phase, the player with the initiative must roll a D6. On a 1, until the end of the battle round, models cannot be chosen as the target of a shooting model's attacks if they are more than 12" away from that shooting model.
6	**Unstable Munitions:** Each time a model climbs, traverses or leaps over a barrel stack or crate stack, roll a D6. On a 1, that model suffers D3 flesh wounds and that barrel stack or crate stack is removed from the battlefield.



COMPETITIVE PLAY

'To perform memorably on the stage of pain, you first need a worthy enemy. There are many cruel dances to choose from, and at all times it must be you that takes the lead, guiding your prey through the shifting tempos of suffering.'

- Shemriel Khoryssa, Hekatrix



COMPETITIVE PLAY MISSION RULES

Engagements between kill teams are a merciless affair, with no quarter given nor asked for. The outcomes of many such conflicts are often balanced on a knife-edge, but a tactical master stroke or bold gamble can end a deadlock in an instant.

This section of *Kill Team: Arena* includes competitive play rules, terrain maps and missions intended for use in games where balance is paramount – such as those played in tournaments – so as to provide players with an even playing field. The competitive play missions are designed for the gameboards and scenery pieces included in *Kill Team: Arena*.

THE KILL TEAMS

Before playing a competitive play mission, each player must create a command roster consisting of between 3 and 20 models, all of which must share a Faction keyword and at least one of which must be a Leader.

Mustering

Once the mission has been determined, players will muster their kill teams and choose Arena Objectives (see pages 20-21). Players have a maximum of five minutes to select datacards for models from their command roster, following all the normal restrictions for Battle-forged kill teams as found on page 62 of the *Kill Team Core Manual*.

Once a player has selected a datacard, it must be placed face down in a stack, which should be concealed from their opponent(s). Players may need to add or remove datacards from their stack during this mustering period in order to not exceed the 100-point limit. When a player has finished selecting datacards, they must declare to their opponent(s) that their muster is complete. If all players declare that their muster is complete before the time limit is reached, the datacard stacks are revealed simultaneously, the players collect the models for the datacards in their stack and proceed to the next mission step.

If the time limit is reached and not all players have declared that their muster is complete, players who have not completed their mustering can only use datacards that are already in their stack at the point the time expires. If the datacards in their stack break any of the Battle-forged kill team restrictions, their opponent(s) must carry out the following steps:

1. If more than one Leader is in the stack, or if there are no Leaders in the stack, choose which of the player's Leaders is included in the stack, removing or adding datacards as necessary.

2. If the stack contains more than 3 specialists (excluding the Leader), remove specialists until the specialist limit is reached.

3. If the stack includes more than the maximum of any particular model, as detailed on its datasheet, remove datacards for that model until the limit is reached.

4. If, after carrying out the necessary steps above, the Force of the datacards in the stack exceeds 100 points, remove one datacard at a time from the stack, excluding the Leader and prioritising non-specialists, until the Force is less than or equal to 100 points.

If the time limit is reached before any players have declared their muster is complete, the muster continues until one player declares their muster complete, at which point all other players can only use datacards that are already in their stack. If the datacards in a player's stack breaks any of the Battle-forged kill team restrictions, their opponent(s) must carry out the steps above.

THE BATTLEFIELD

When playing a competitive play mission, do not use the environment table for the killzone you are using – these tables are meant for use when playing other Kill Team missions in these killzones.



TERRAIN FEATURES IN COMPETITIVE PLAY

The battlefield maps for competitive play missions have been designed to be as symmetrical as possible, to ensure that no player has an advantage based on the availability of cover, the location of objectives, and so on. If you have built the terrain features on a mission's map in a different configuration to that shown, you should strive to set up your terrain in as symmetrical a manner as possible, working with your opponent to ensure a balanced playing area.

The diagrams shown on pages 8-15 should serve as a guide to terrain feature placement, while the exact configuration of these terrain features is shown and explained below.



When playing a mission in one of the *Kill Team: Arena* killzones, a barrel stack refers to barrels arranged in the configuration shown above, with four barrels in a square, with a plasma barrel on top.



Crate stacks are arranged in three different configurations. The smaller crates are arranged as shown above, with three at the base and one on top.



Large crates are arranged in stacks of three. Two of these stacks will be arranged in an L-shape, with two crates on the bottom and one on top, as shown above. The others will be arranged in a line, with two crates on the bottom and one on top, as shown to the right.



ARENA OBJECTIVES

Each kill team is assembled for a particular purpose, and each warrior is included because they make the mission's success more likely. This means that even on the same battlefield, rival kill teams may have very different objectives, each playing to their strengths. A successful kill team must take these objectives and prioritise, focus on and achieve them while not losing sight of their ultimate goal.

USING ARENA OBJECTIVES

Arena Objectives provide a variety of challenging mission parameters for you to complete. When playing a *Kill Team: Arena* mission, each player or team will require their own deck of 12 Arena Objective cards. Two decks are provided with *Kill Team: Arena*, along with a storage sleeve for each to ensure the decks are not accidentally mixed.

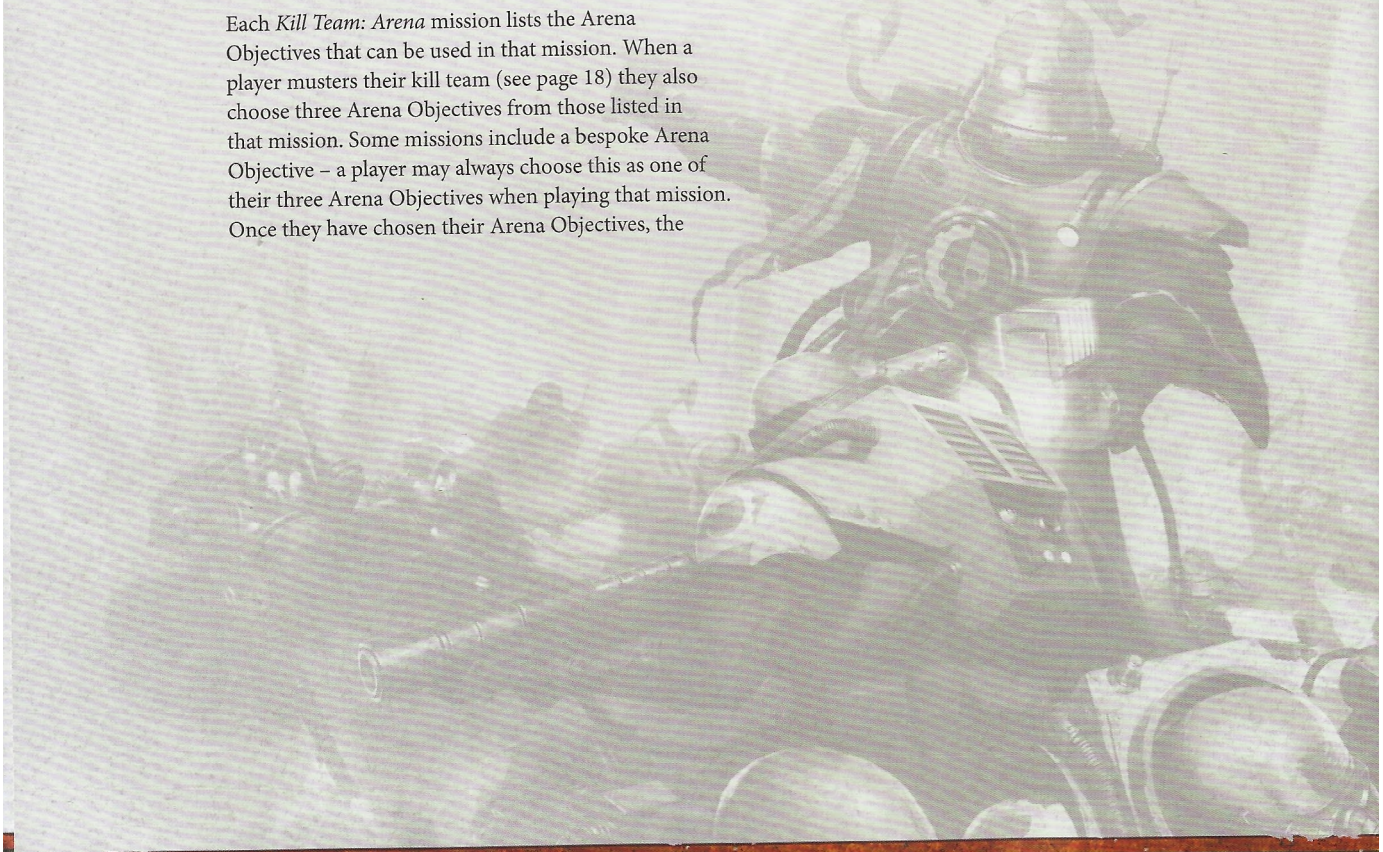
The Arena Objectives set challenges for a player to meet during a battle. Players choose which Arena Objectives they have – and therefore which feats they must accomplish – in each mission. Each Arena Objective explains how it is scored, and in each mission, a player can only score a maximum of 3 victory points for each of their Arena Objectives – even if a player could score more than 3 victory points by fulfilling the requirements of the Arena Objective, they cannot score more than this maximum.

Each *Kill Team: Arena* mission lists the Arena Objectives that can be used in that mission. When a player musters their kill team (see page 18) they also choose three Arena Objectives from those listed in that mission. Some missions include a bespoke Arena Objective – a player may always choose this as one of their three Arena Objectives when playing that mission. Once they have chosen their Arena Objectives, the players place the relevant Arena Objective cards face down in the playing area and return the other cards to their sleeve.

If the time limit for mustering is reached and not all players have chosen three Arena Objectives eligible for the mission being played, each of those players must shuffle all of their Arena Objectives together, place them face down and draw cards until they have drawn three Arena Objectives that are eligible for the mission being played. They then return all their other Arena Objectives to their sleeve, and use the three Arena Objectives they have drawn in the mission being played.

A player's Arena Objectives are kept secret from their opponent. When a player first scores an Arena Objective, that Arena Objective is turned face up.

We have included a summary of the Arena Objectives on the page opposite as a handy reference for players.



ATTRITION

At the end of the battle round, score 1 victory point if more enemy models than friendly models were taken out of action in this battle round.

BOUNTY HUNTERS

When an enemy model is taken out of action, place a Kill Team token in contact with its base before removing the model from the battlefield. Score 1 victory point if a model from your kill team ends its move in contact with any of these markers, and then remove one of those markers the model is in contact with.

CUT APART

At the end of the Fight phase, score 1 victory point if one or more models from your kill team made an attack that took an enemy model out of action in that phase.

CUT OFF THE HEAD

When the enemy Leader is taken out of action, score victory points equal to 5 minus the number of the current battle round.

DEATH FROM AFAR

When a model from your kill team makes a shooting attack at long range that takes an enemy model out of action, score 1 victory point.

DOMINATION

At the end of the battle round, score 1 victory point if more models from your kill team are within 3" of the centre of the battlefield than there are enemy models within 3" of the centre of the battlefield (not including shaken models).

ENGAGE ON ALL FRONTS

Divide the battlefield into four equal rectangles, a corner of each of which meets the others in the centre of the battlefield. At the end of the battle round, score 1 victory point if there is at least one model from your kill team (other than shaken models) wholly within each of these rectangles.

HIGH-PROFILE TARGETS

When an enemy specialist (other than a Leader) is taken out of action, score 1 victory point.

PROXIMITY ALERT

At the end of the battle round, score 1 victory point if there is any enemy model within 2" of two or more models (other than shaken models) from your kill team.

RECON SWEEP

At the end of the battle round, score 1 victory point if one or more models from your kill team (other than shaken models) are wholly within the enemy deployment zone.

SCOUT THE FIELD

At the end of the battle round, score 1 victory point if there are models from your kill team (other than shaken models) within 1" of at least three different battlefield edges. Models wholly within your deployment zone do not count unless they are within 1" of a battlefield edge that does not extend beyond your deployment zone, in which case they only count for one battlefield edge.

THIN THEIR RANKS

At the end of the battle round, score 1 victory point if two or more enemy models were taken out of action in that battle round.

COMPETITIVE PLAY MISSION
INTERLOPERS

The security of a high-tech facility has been compromised. Despatched to drive the enemy from the building's engine rooms, a rapid-response force engages the intruders, and a fierce conflict ensues as the two groups of warriors vie for control of the area.

THE KILL TEAMS
This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD
This mission is played in a Killzone: Generatorium. Create the battlefield and set up terrain exactly as shown on pages 8-9. Then set up four objective markers as shown opposite.

SCOUTING PHASE
Do not resolve the Scouting phase in this mission.

DEPLOYMENT
The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH
The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS
Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition in this mission.

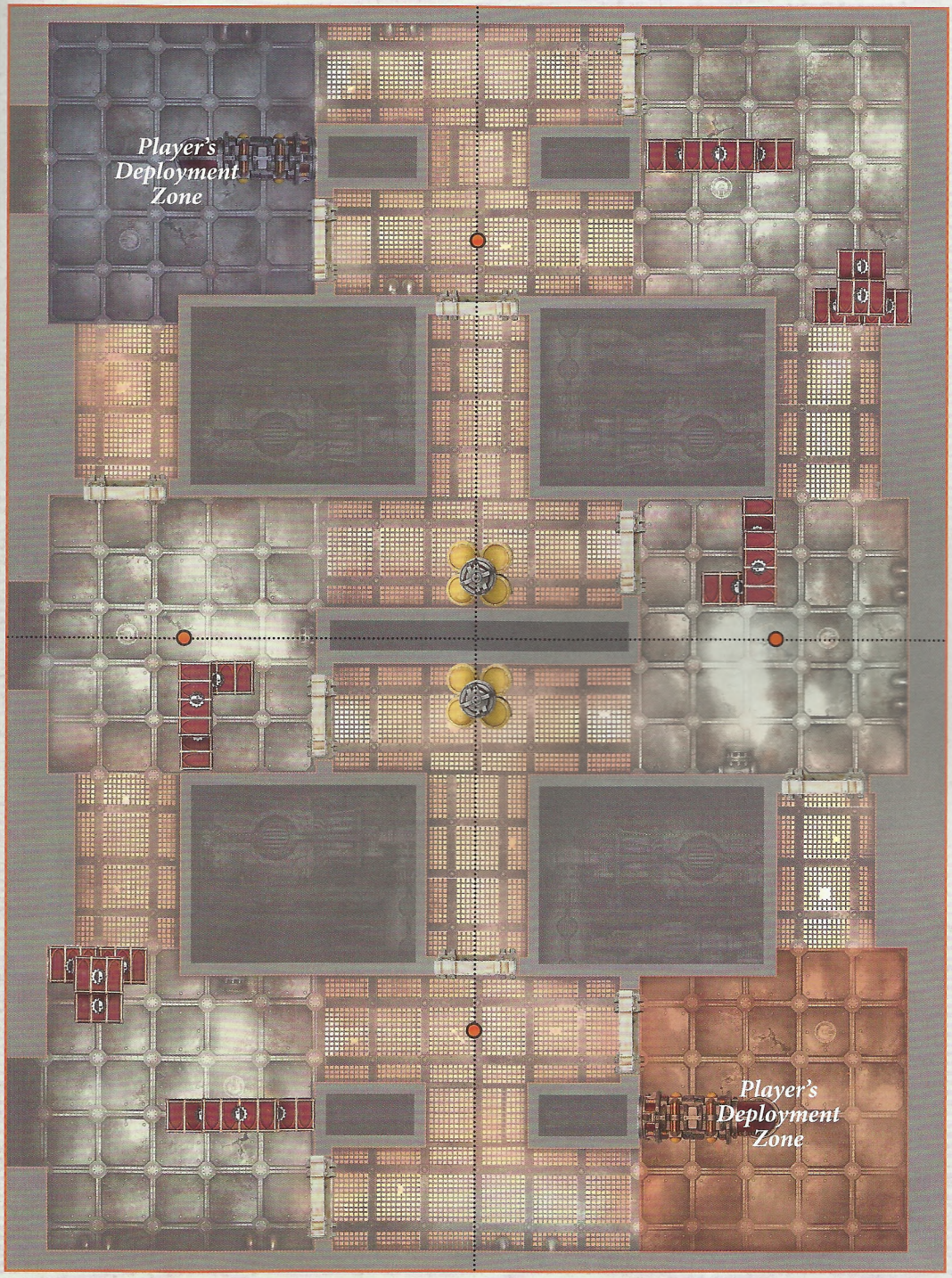
Arena Objectives
The Arena Objectives available in this mission are:

Cut Apart, Death From Afar, Domination, Engage On All Fronts, Scout the Field

Activate Engines: At the beginning of the Movement phase, if you control one or more objective markers, you can choose a model from your kill team (other than a shaken model) that is within 1" of an objective marker you control and not within 1" of an enemy model. If you do so, you score 1 victory point. This model cannot be chosen to move, React, manifest psychic powers or shoot in this battle round, and can only be chosen to fight in the Fight phase if it is charged in this battle round.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.




Player's
Deployment
Zone
Player's
Deployment
Zone

COMPETITIVE PLAY MISSION

HOLD THE TERMINALS

Seeking to destroy an enemy facility's reactor, a kill team moves to secure a number of key terminals. Realising the nature of their plan, the foe sends combatants to put an end to the nefarious plot – if they fail, the overload could level the entire structure.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

This mission is played in a Killzone: Generatorium. Create the battlefield and set up terrain exactly as shown on pages 8-9.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Terminal Corridors: At the end of the battle round, a player scores 1 victory point if they control any Terminal Corridors (see the map opposite), or 3 victory points if they control more Terminal Corridors than their opponent. A player controls a Terminal Corridor if the total Wounds characteristic of models from their kill team that are wholly within that Terminal Corridor is higher than the total Wounds characteristic of enemy models wholly within that Terminal Corridor. A player cannot score more than 9 victory points for this victory condition in this mission.

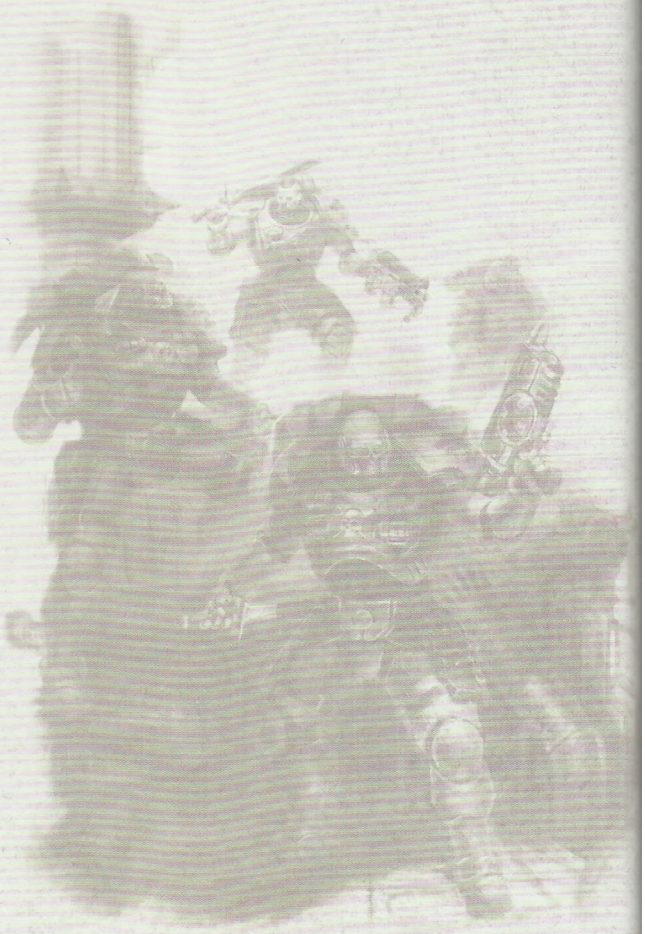
Arena Objectives

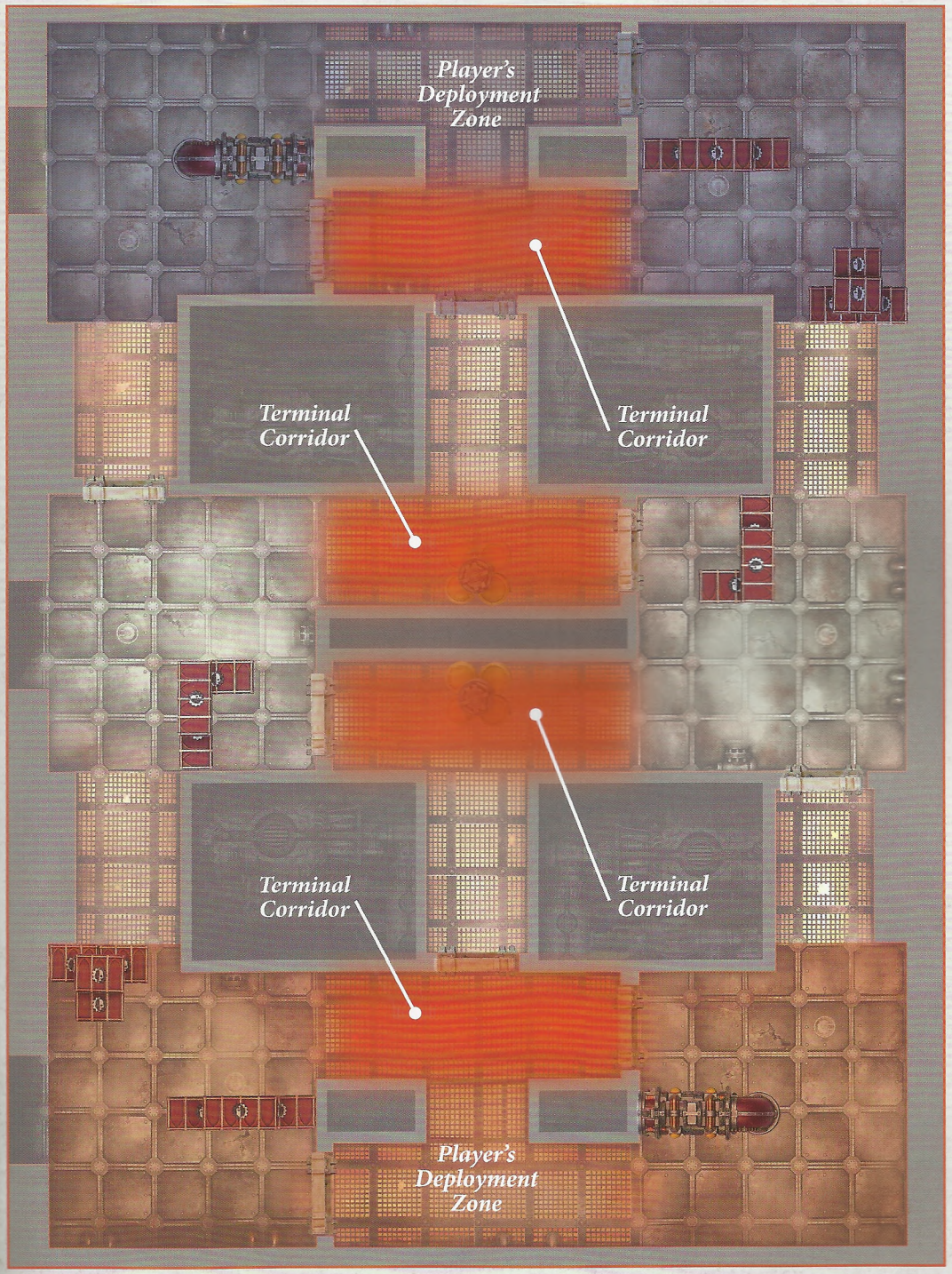
The Arena Objectives available in this mission are:

Attrition, Cut Off the Head, High-Profile Targets, Proximity Alert, Scout the Field

Vent Reactor: At the end of the battle round, score 1 victory point if there are any specialists from your kill team (other than shaken models) wholly within any Terminal Corridors that you control.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whoever controls more Terminal Corridors at the end of the battle is the winner. If there is still a tie, the game is a draw.




Player's Deployment Zone
Terminal Corridor
Terminal Corridor
Terminal Corridor
Terminal Corridor
Player's Deployment Zone

COMPETITIVE PLAY MISSION

CLAIM THE CATACOMBS

A territorial battle between reconnaissance forces has begun in the dank catacombs beneath an Ecclesiarchy building. Both look to secure the key intersections of the underground structure, driving their enemy back tunnel by tunnel until they are expelled entirely.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

This mission is played in a Killzone: Catacombs. Create the battlefield and set up terrain exactly as shown on pages 10-11. Then set up five objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition in this mission.

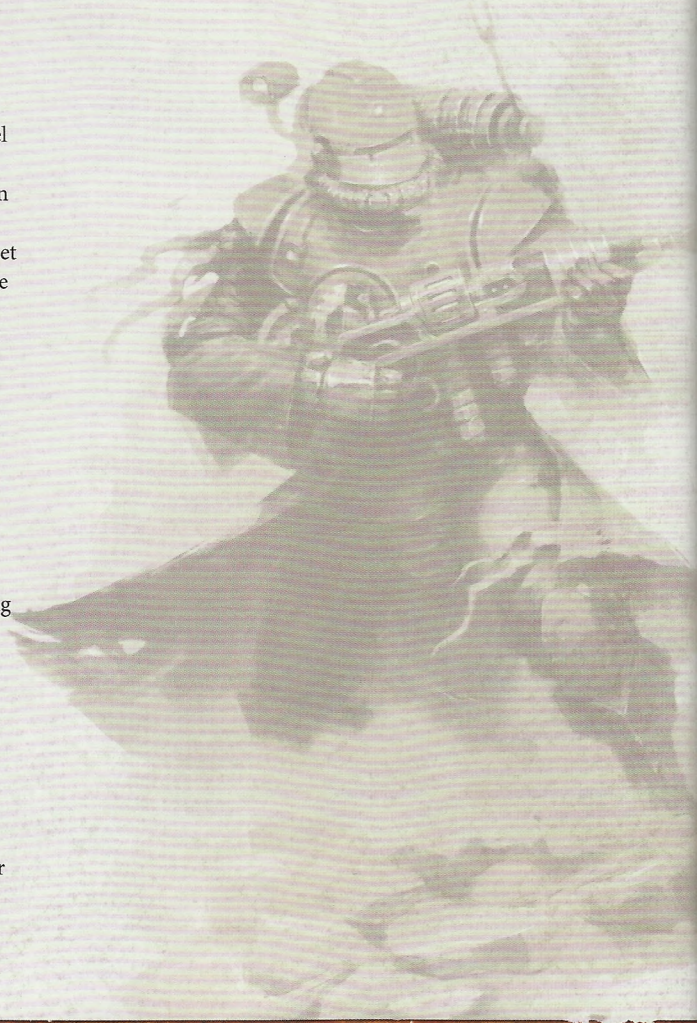
Arena Objectives

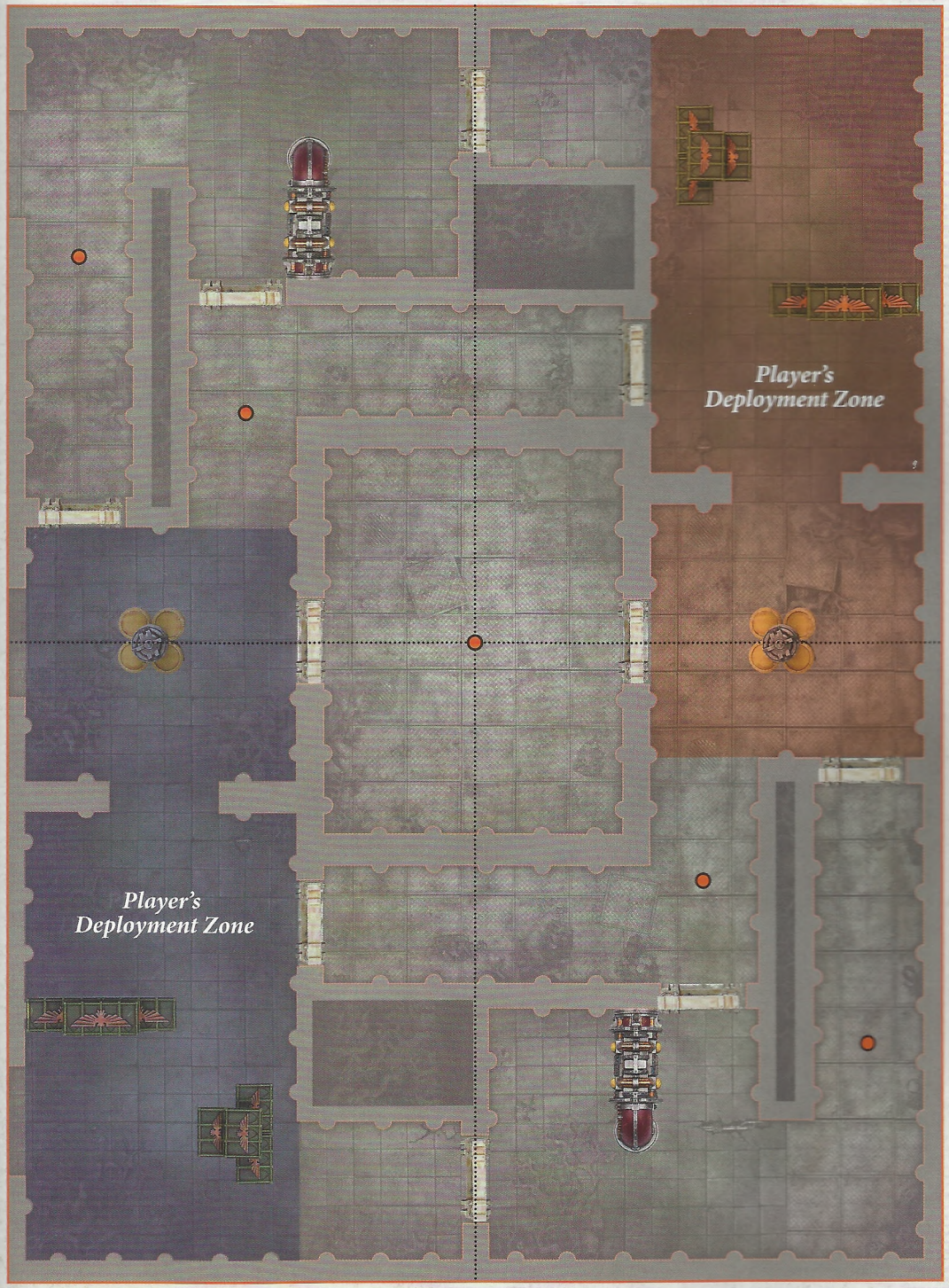
The Arena Objectives available in this mission are:

Attrition, Bounty Hunters, Domination, Recon Sweep, Thin Their Ranks

Contained: At the end of the battle round, score 1 victory point if you control the two objective markers closest to the battlefield edges.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.




Player's
Deployment Zone
Player's
Deployment Zone

COMPETITIVE PLAY MISSION
HIDDEN VAULT

Energy signatures suggest there is an incredible power source in a vault deep within a series of underground tunnels. A structural analysis has revealed a concealed entrance to this vault, and a kill team has been despatched to secure the area – but their enemies have similar plans.

THE KILL TEAMS
This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD
This mission is played in a Killzone: Catacombs. Create the battlefield and set up terrain exactly as shown on pages 10-11. Then set up four objective markers as shown opposite.

SCOUTING PHASE
Do not resolve the Scouting phase in this mission.

DEPLOYMENT
The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH
The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS
Victory points are scored for the following:

Vault Entrance: At the end of the battle round, a player scores 1 victory point if they control any objective markers, and 2 additional victory points if they control both of the objective markers closest to the Entrance Room (see opposite). A player cannot score more than 9 victory points for this victory condition in this mission.

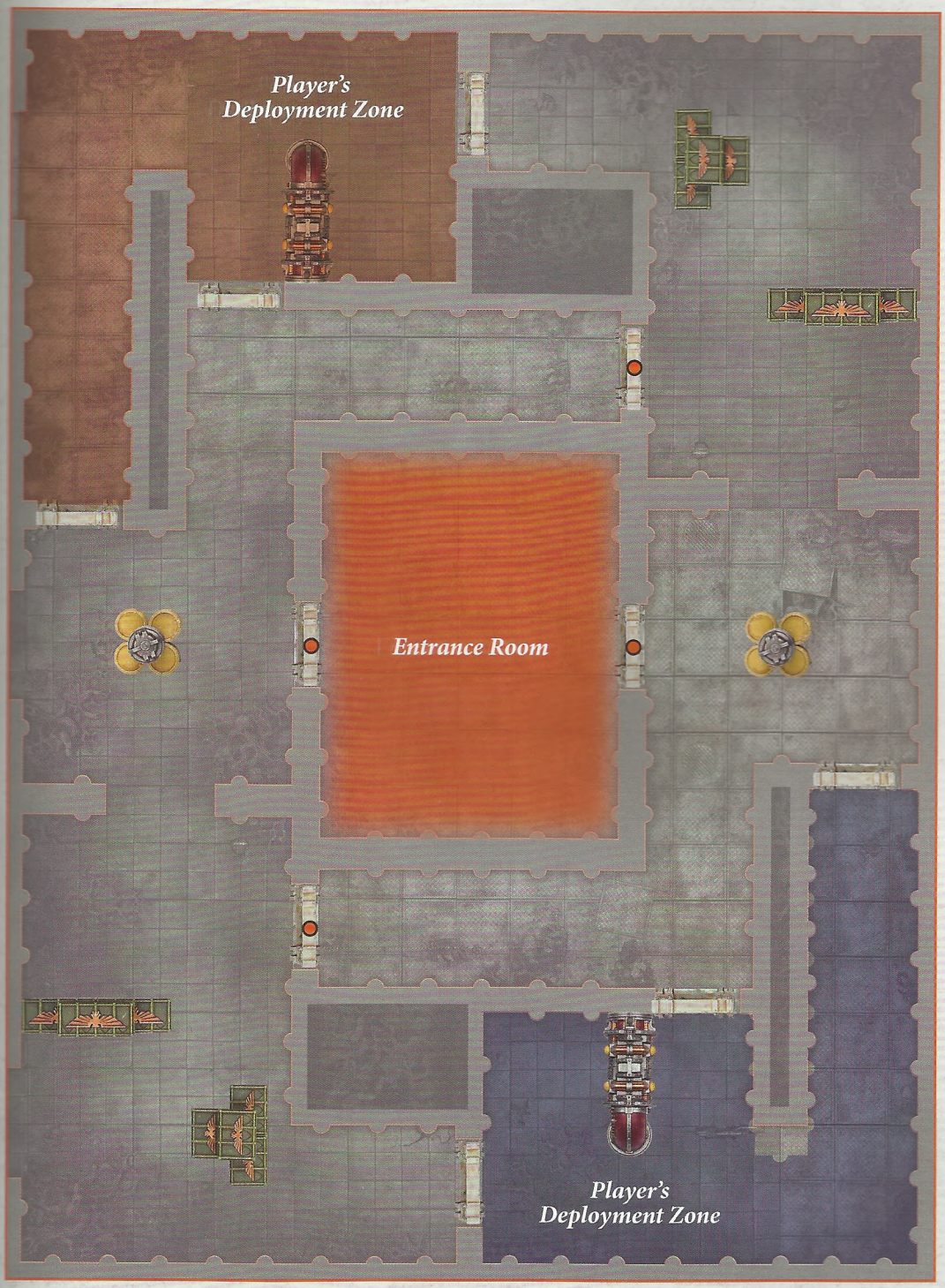
Arena Objectives
The Arena Objectives available in this mission are:

Cut Off the Head, Domination, Engage On All Fronts, High-Profile Targets, Proximity Alert

Jam Signal: At the end of the battle round, score 1 victory point if you control the objective marker closest to your opponent's deployment zone, and a specialist from your kill team (other than a shaken model) is within 2" of that objective marker.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, and one player controls the two objective markers closest to the Entrance Room at the end of the battle, that player is the winner. If there is still a tie, the game is a draw.




Player's
Deployment Zone
Entrance Room
Player's
Deployment Zone

COMPETITIVE PLAY MISSION

SECURE THE DELIVERY SITES

An armorium that is due to receive a large delivery of munitions by servo-drones has been assaulted by an enemy force intent on stealing the supplies. A nearby kill team has been redirected to intercept them and ensure the ammunition is received by its rightful owners.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

This mission is played in a Killzone: Armorium Stockpile. Create the battlefield and set up terrain exactly as shown on pages 12-13. Then set up six objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player may not score more than 9 victory points for this victory condition in this mission.

Arena Objectives

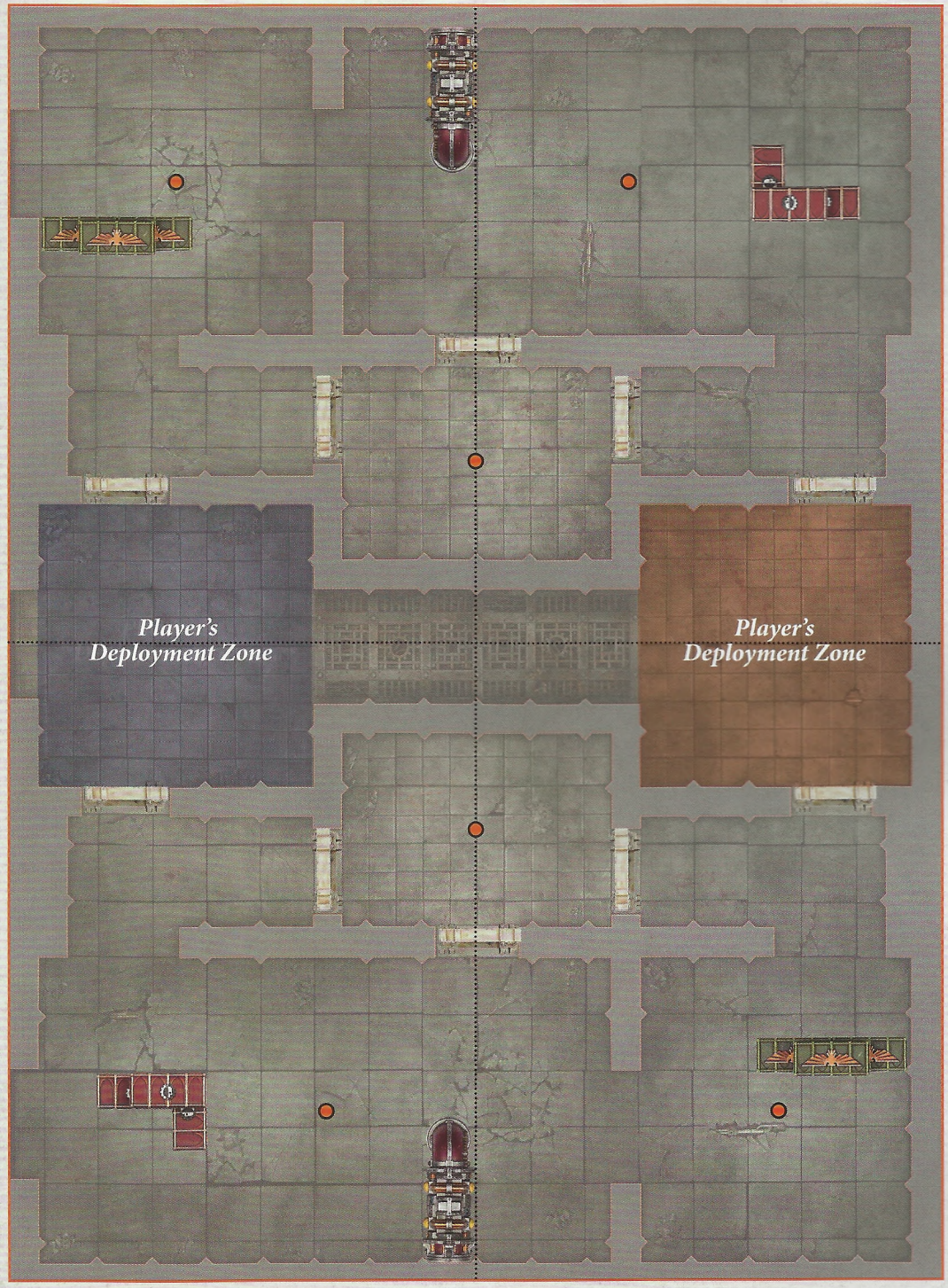
The Arena Objectives available in this mission are:

Death From Afar, Engage On All Fronts, Recon Sweep, Scout the Field, Thin Their Ranks

Divert Drones: At the end of the battle round, score 1 victory point if you control the two objective markers closest to the centre of the battlefield.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.




Player's
Deployment Zone
Player's
Deployment Zone

COMPETITIVE PLAY MISSION

DESPERATE DESTRUCTION

As one kill team deploys to sabotage an enemy's armoury by planting explosives in the ammunition stockpile at the facility's heart, another moves to stop them from reaching their goal. Before long the building echoes with the sounds of frenzied battle.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

This mission is played in a Killzone: Armorium Stockpile. Create the battlefield and set up terrain exactly as shown on pages 12-13. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Access to the Hatch: At the end of the battle round, a player scores 1 victory point if they control any objective markers, or 2 victory points if they control the two objective markers closest to their opponent's deployment zone. In addition, they score 1 victory point if they control the Stockpile Hatch (see the map opposite). A player controls the Stockpile Hatch if the total Wounds characteristic of models from their kill team that are wholly within the Stockpile Hatch is higher than the total Wounds characteristic of enemy models wholly within the Stockpile Hatch. A player cannot score more than 9 victory points for this victory condition in this mission.

Arena Objectives

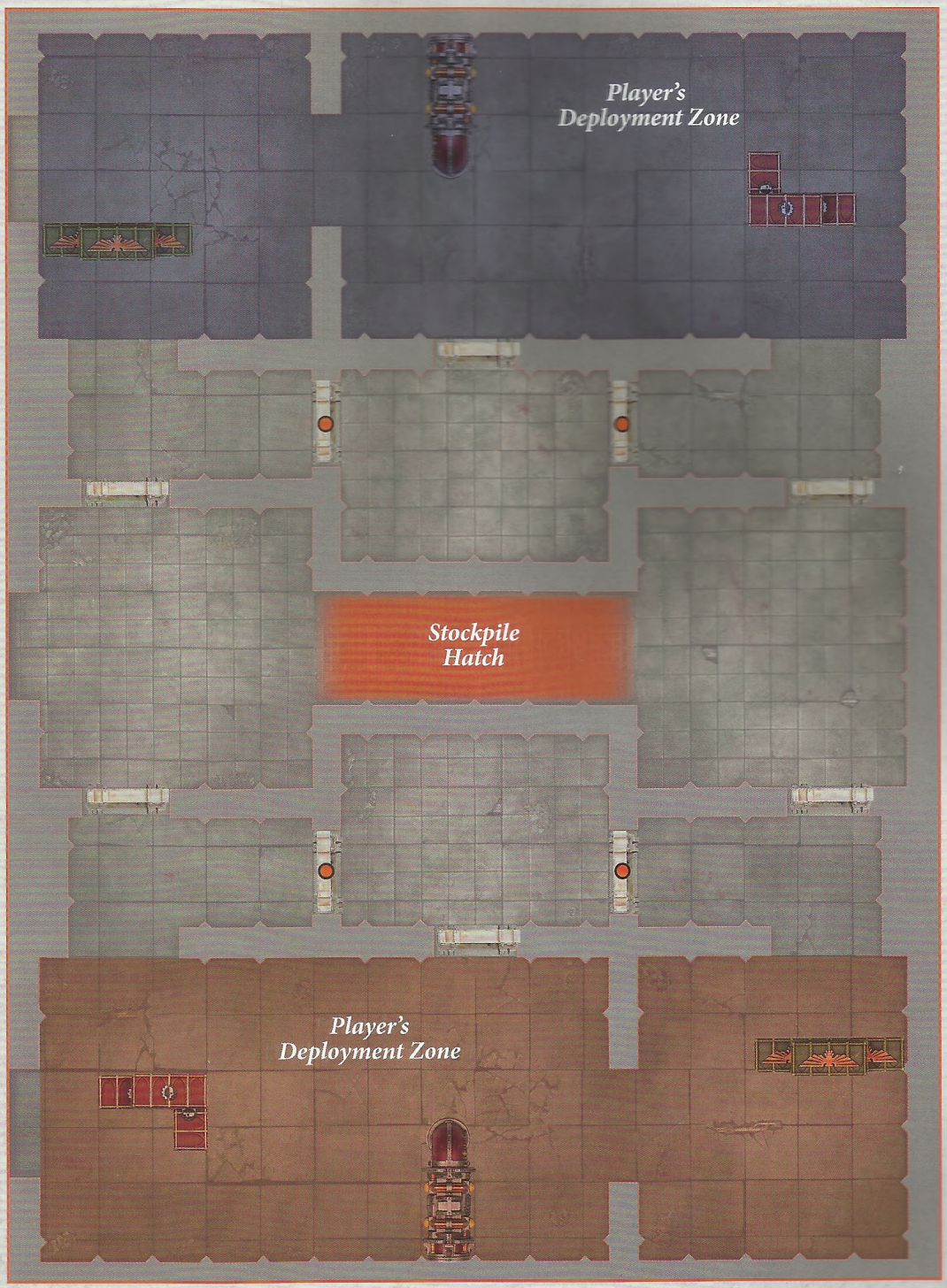
The Arena Objectives available in this mission are:

Cut Apart, Cut Off the Head, Engage On All Fronts, Proximity Alert, Thin Their Ranks

Headlong Charge: At the end of the Movement phase, score 1 victory point if two or more models from your kill team charged in that phase.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, and one player controls the Stockpile Hatch at the end of the battle, that player is the winner. If there is still a tie, the game is a draw.




Player's
Deployment Zone
Stockpile
Hatch
Player's
Deployment Zone

COMPETITIVE PLAY MISSION

FORGOTTEN DATA

During their rapid withdrawal from a war zone, an army left behind valuable intel relating to the wider conflict. Knowing that their foe's forces are doubtless en route to the abandoned barracks in which this data is stored, they send a kill team to destroy the intel before it can be used against them.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

This mission is played in a Killzone: Garrison Vault. Create the battlefield and set up terrain exactly as shown on pages 14-15. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition in this mission.

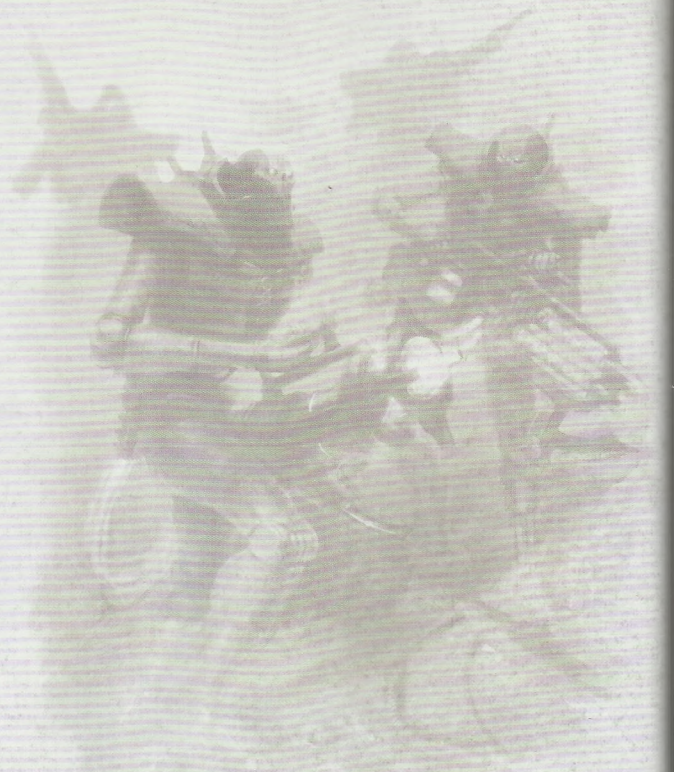
Arena Objectives

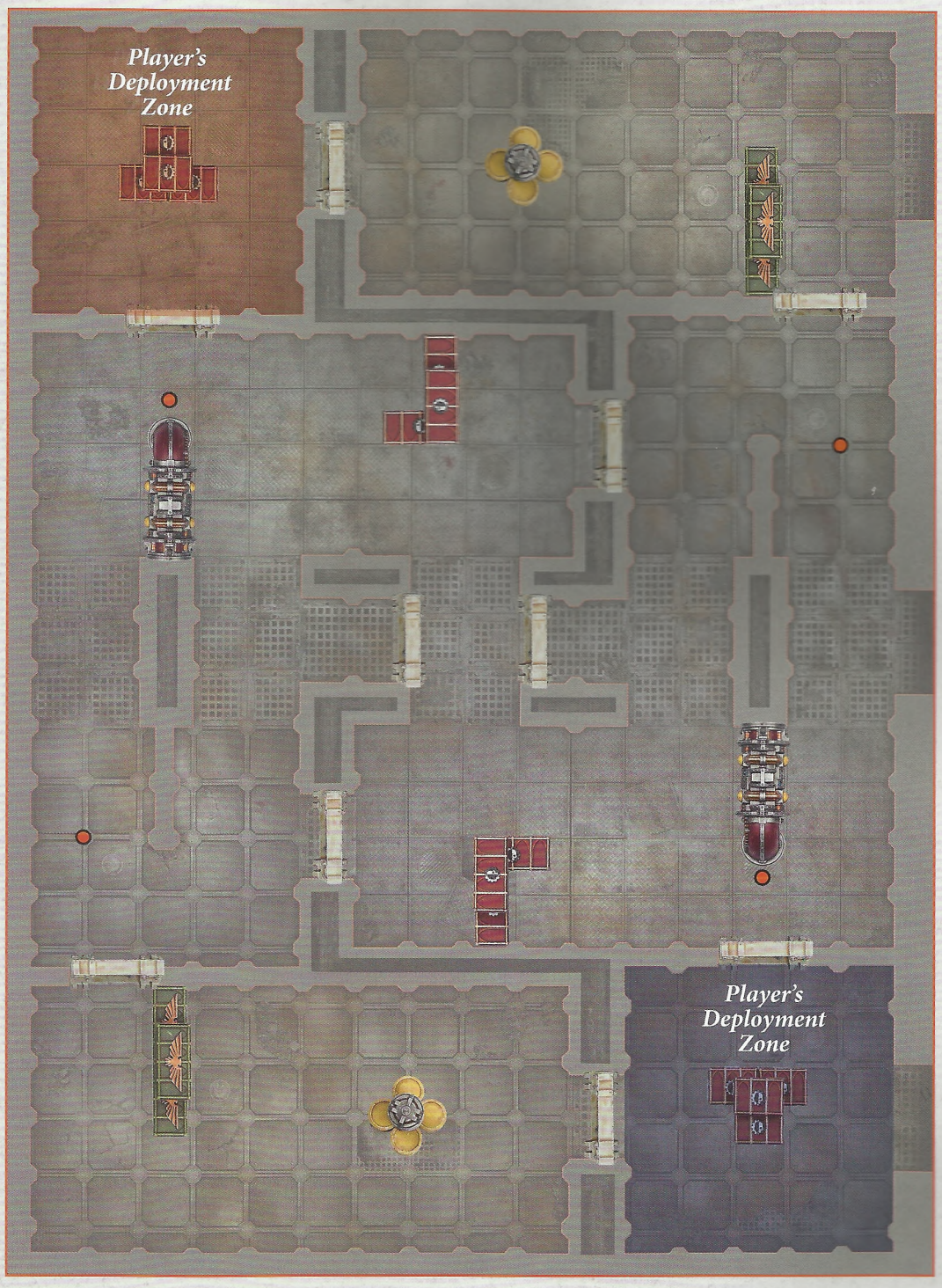
The Arena Objectives available in this mission are:

Attrition, Bounty Hunters, Death From Afar, Domination, Scout the Field

Data Recovery: At the end of the mission, score 3 victory points if there is at least one objective marker that you have controlled at the end of every battle round.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.




Player's
Deployment
Zone
Player's
Deployment
Zone

COMPETITIVE PLAY MISSION
CODEBREAKERS

Operating on freshly acquired intelligence, a kill team infiltrates a barracks with the intention of claiming the codebreaking devices in the possession of its occupants. The defenders will not give them up easily, however – the decrypting tools will have to be wrested from their cold, dead hands.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

This mission is played in a Killzone: Garrison Vault. Create the battlefield and set up terrain exactly as shown on pages 14-15. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Codebreakers: In this mission, each objective marker is 'tagged' by one player or the other. At the start of the mission, each player has tagged the two objective markers closest to their deployment zone. At the end of the battle round, each player tags the objective markers they control. Objective markers that are not controlled remain tagged for the same player. At the end of the battle round, after any objective markers have been tagged, a player scores 1 victory point if they have two tagged objective markers, or 3 victory points if they have three or more tagged objective markers.

A player may not score more than 9 victory points for this victory condition in this mission.

Arena Objectives

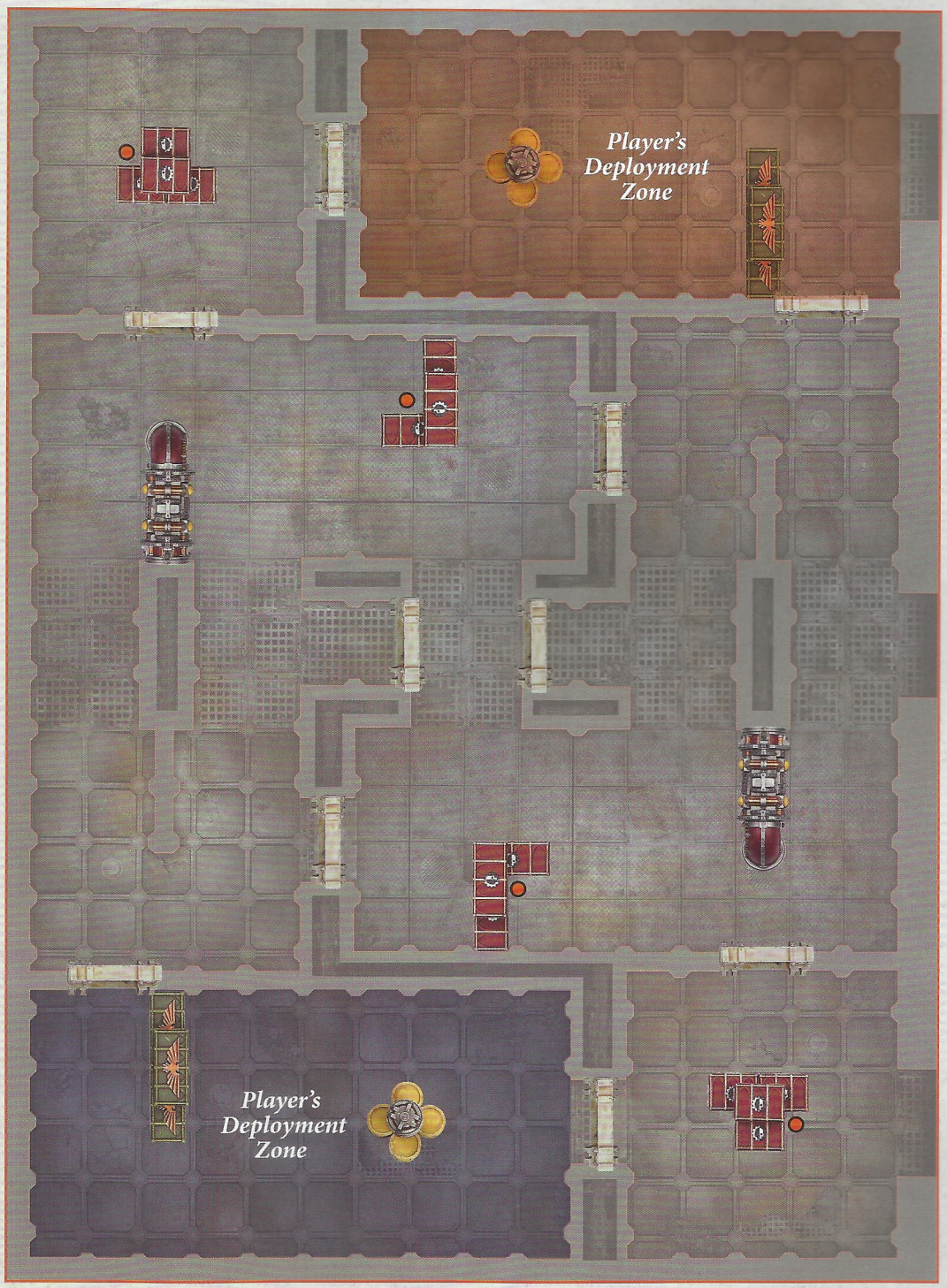
The Arena Objectives available in this mission are:

Bounty Hunters, Cut Apart, High-Profile Targets, Proximity Alert, Recon Sweep

Retrieved Tools: When the enemy Leader is taken out of action, score 1 victory point, or 3 victory points if they were taken out of action in the Fight phase.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player has taken the most enemy specialists out of action at the end of the battle is the winner. If there is still a tie, the game is a draw.




Player's
Deployment
Zone
Player's
Deployment
Zone

BATTLE BROTHERS

At times, multiple kill teams will be assigned to a particularly difficult or high priority mission, their strength combined to achieve what neither of them could alone. In such cases, their varied fighting styles and specialisms can be a great asset, but only through cooperation can they hope to overcome their foes.

Battle Brothers is a cooperative format for playing team-based competitive play games of Kill Team. Each Battle Brothers team consists of two players, whose kill teams are pitted against their opponents' to see who can complete the most objectives. Battle Brothers missions use Arena Objectives (pages 20-21), and follow all the rules of competitive play missions with the following amendments:

- Each kill team acts individually in the battle. For example, each player rolls in the Initiative phase to determine initiative as normal, and a player's kill team can be broken while their partner's is not.

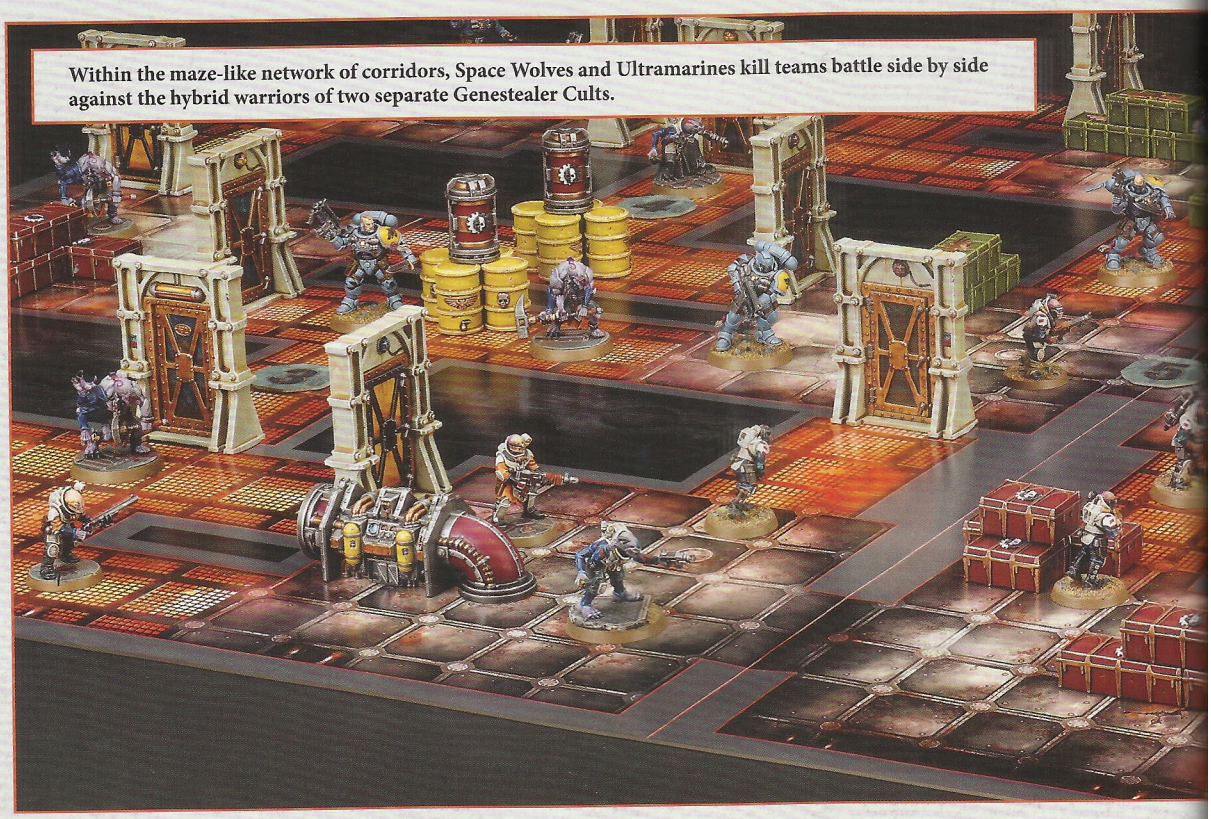
- Models in your partner's kill team are considered to be neither friendly nor enemy models. This means, for example, that your kill team's Tactics will usually not affect your partner's, and that your partner's models being within 1" of one of your models does not change what that model is able to do.

Battle Brothers Kill Teams

In addition to the rules for building a command roster for competitive play found in the *Kill Team Core Manual*, the models that make up a player's command roster must share one of the following keywords with the models on their partner's roster:

- **Imperium**
- **Chaos**
- **Aeldari**
- **Necrons**
- **Ork**
- **T'au Empire**
- **Tyranids***

*Genestealers taken as part of a kill team with the **Genestealer Cults** Faction keyword are treated as having the **Tyranid** keyword for the purposes of creating a Battle Brothers command roster.



Within the maze-like network of corridors, Space Wolves and Ultramarines kill teams battle side by side against the hybrid warriors of two separate Genestealer Cults.

Battle Brothers Tactics

On pages 48-51 you will find a selection of Battle Brothers Tactics. These are usable in any Battle Brothers mission by either player on a team in the same manner as normal Tactics, with each explaining when they can be used.

Command Points

In Battle Brothers missions, each player generates their own pool of Command Points as normal, which cannot be shared with their partner. If a team wishes to use a Tactic that costs more than one Command Point, all the Command Points that are spent on it must be taken from one player's pool. Players cannot spend their Command Points on Tactics specific to a Faction that their own kill team does not belong to.

Battle Brothers Missions

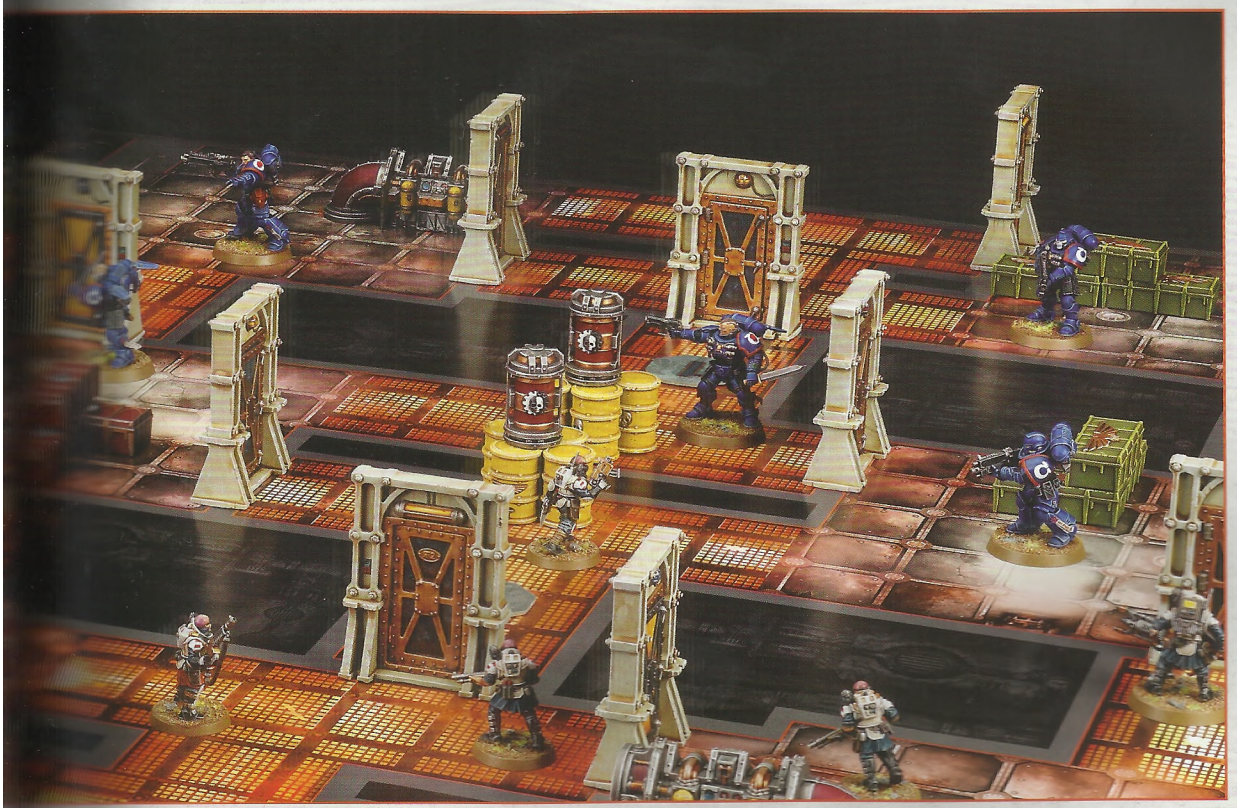
On pages 40-47 you will find a number of Battle Brothers missions. The battlefields for these are made by combining two sets of *Kill Team: Arena* killzone gameboards and terrain.

Objectives

In Battle Brothers, objective markers are controlled by teams rather than players. A team controls an objective marker if there are more models from its players' kill teams within 2" of the objective marker than there are enemy models. Models that are shaken do not count.

In Battle Brothers missions, references to 'you', 'your kill team' and 'your opponent' on Arena Objectives should be treated as 'your team', 'your team's kill teams' and 'your opponents' respectively.





BATTLE BROTHERS MISSION
BURNING DEPTHS

Within the heat-hazed bowels of a spacecraft's engines, a bold boarding action comes to its culmination as the vessel's invaders face off against a group of the ship's defenders sent to hunt down and eliminate them. Should the infiltrators emerge triumphant, they would be perfectly placed to destroy the entire ship.

THE KILL TEAMS

This is a mission for two teams of two players. Each team chooses three Arena Objectives as described on page 20 and each player musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

This mission is played in a Killzone: Generatorium. Create the battlefield by placing two Generatorium gameboards next to each other and setting up terrain exactly as shown on pages 8-9. Then set up five objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The teams roll off, and the team that loses the roll-off chooses whether to deploy in Team A's deployment zones or Team B's. The other deployment zones will be their opponents'. The teams then take it in turns to deploy one model from either of their players' kill teams, starting with the team that lost the roll-off. Models must be set up wholly within one of their own deployment zones. If a team runs out of models to set up, skip them. Once the teams have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of each battle round, each team scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A team cannot score more than 9 victory points for this victory condition in this mission.

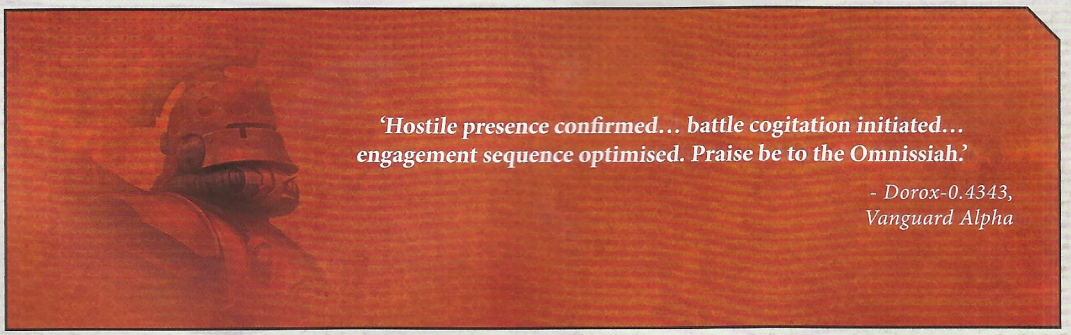
Arena Objectives

The Arena Objectives available in this mission are:

Attrition, Engage On All Fronts, Proximity Alert, Recon Sweep, Thin Their Ranks

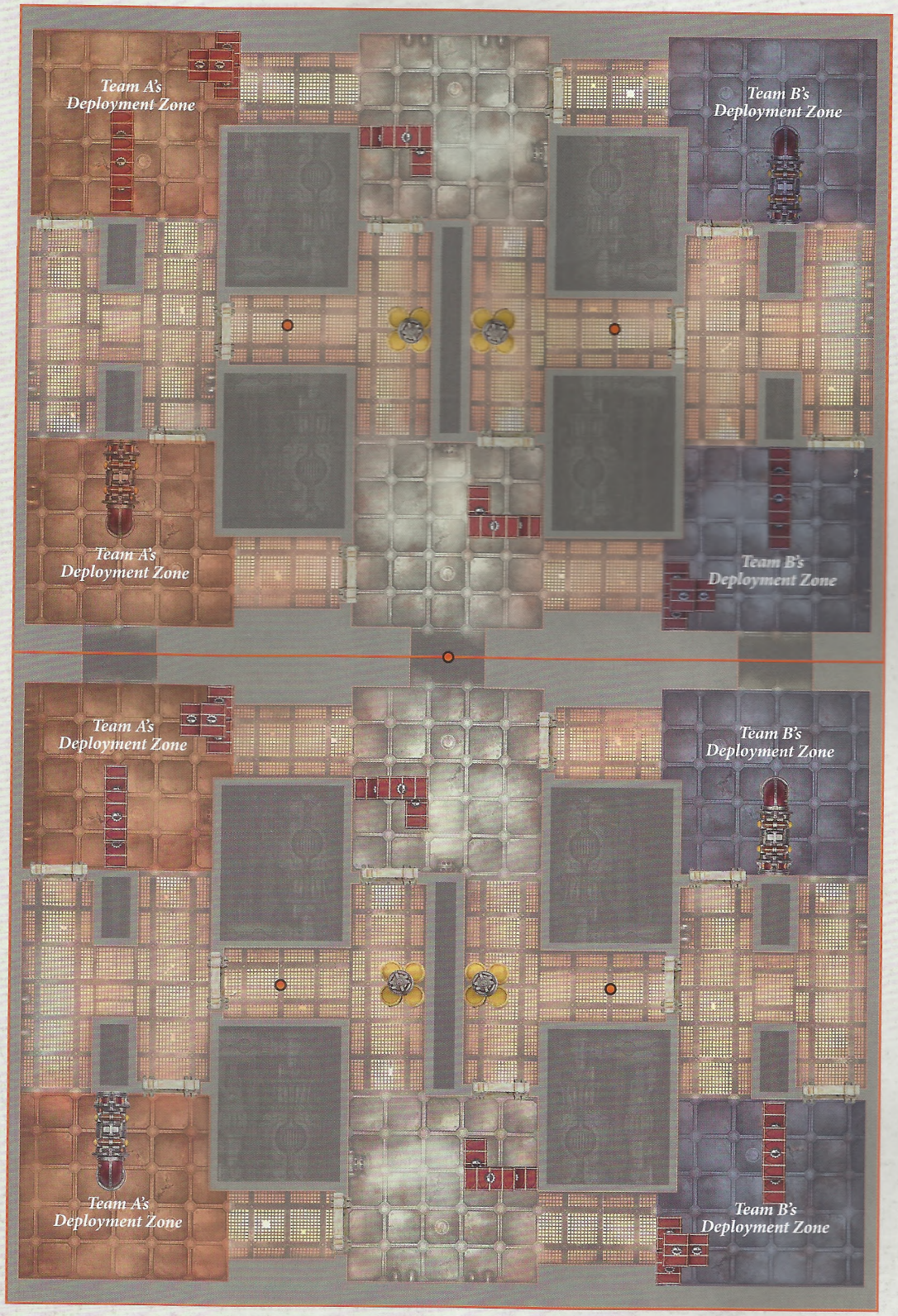
Denial: Score 1 victory point when an enemy model that is within 2" of an objective marker is taken out of action.

At the end of the battle, the team with the most victory points is the winner. If there is a tie, whichever team controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



'Hostile presence confirmed… battle cogitation initiated… engagement sequence optimised. Praise be to the Omnissiah.'

- Dorox-0.4343, Vanguard Alpha


Team A's Deployment Zone
Team B's Deployment Zone
Team A's Deployment Zone
Team B's Deployment Zone
Team A's Deployment Zone
Team B's Deployment Zone
Team A's Deployment Zone
Team B's Deployment Zone

BATTLE BROTHERS MISSION

FORGOTTEN TUNNELS

Kill teams have been sent to gain ingress into a towering enemy fortress by way of a secret route revealed by recently acquired schematics. The foe has long been aware of the weakness in their structure's security, however, and has assigned warriors to defend the underground tunnels.

THE KILL TEAMS

This is a mission for two teams of two players. Each team chooses three Arena Objectives as described on page 20 and each player musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

This mission is played in a Killzone: Catacombs. Create the battlefield by placing two Catacombs gameboards next to each other and setting up terrain exactly as shown on pages 10-11. Then set up five objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The teams roll off, and the team that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponents'. The teams then take it in turns to deploy one model from either of their players' kill teams, starting with the team that lost the roll-off. Models must be set up wholly within their own deployment zone. If a team runs out of models to set up, skip them. Once the teams have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of each battle round, each team scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A team cannot score more than 9 victory points for this victory condition in this mission.

Arena Objectives

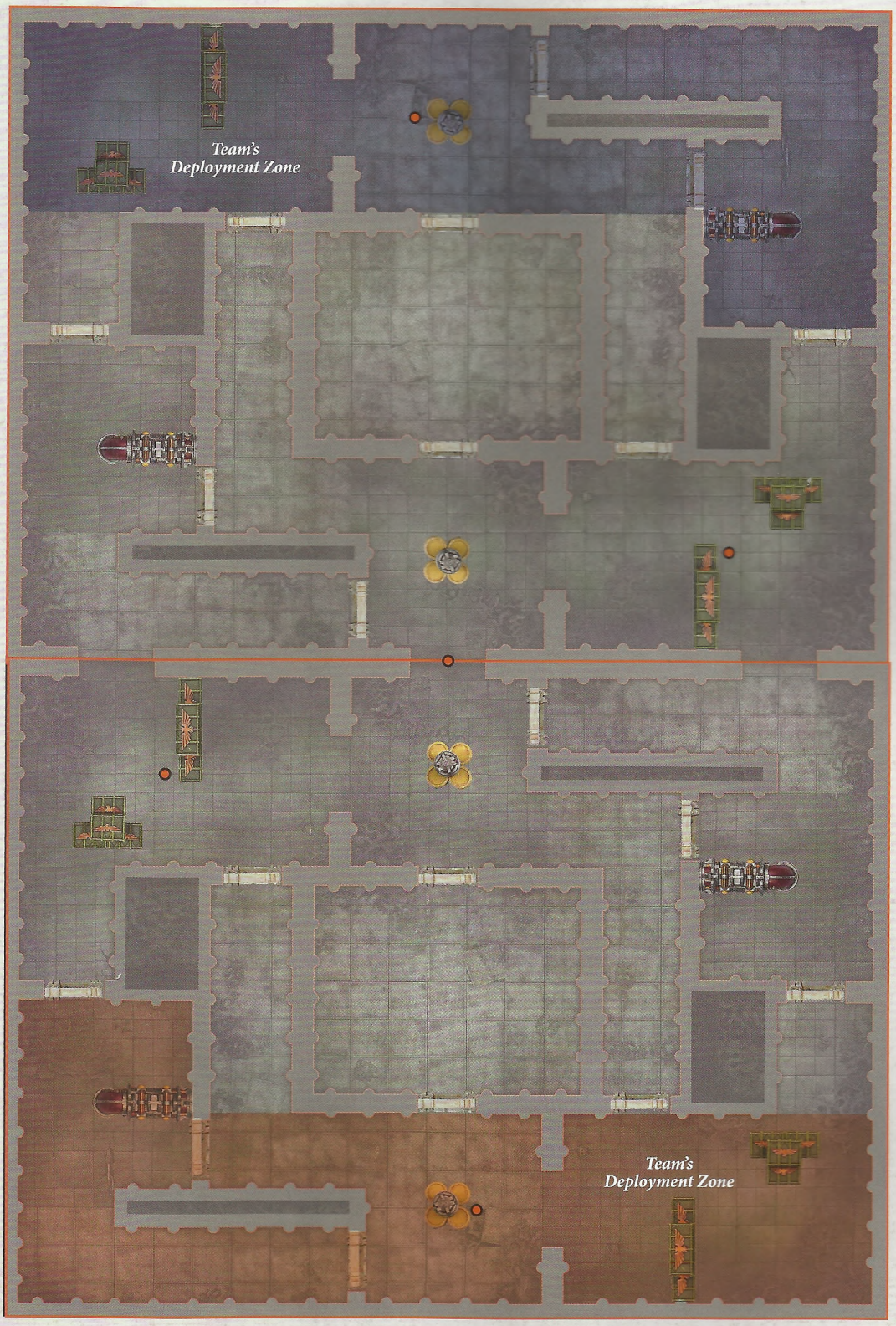
The Arena Objectives available in this mission are:

Cut Apart, Death From Afar, Domination, High-Profile Targets, Scout the Field

Rapid Advance: At the end of a battle round, score 1 victory point if all models from your team's kill teams (other than models that are out of action) are on the same gameboard as your opponents' deployment zone.

At the end of the battle, the team with the most victory points is the winner. If there is a tie, whichever team controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.




Team's
Deployment Zone
Team's
Deployment Zone

BATTLE BROTHERS MISSION
STOCKPILE

Having carried out weeks of surveillance on an enemy storage facility, a kill team has called for support from an allied force operating in the region so as to penetrate the building's formidable defences and overcome its elite defenders.

THE KILL TEAMS

This is a mission for two teams of two players. Each team chooses three Arena Objectives as described on page 20 and each player musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

This mission is played in a Killzone: Armorium Stockpile. Create the battlefield by placing two Armorium Stockpile gameboards next to each other and setting up terrain exactly as shown on pages 12-13. Then set up five objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The teams roll off, and the team that loses the roll-off chooses whether to deploy in Team A's deployment zones or Team B's. The other deployment zones will be their opponents'. The teams then take it in turns to deploy one model from either of their players' kill teams, starting with the team that lost the roll-off. Models must be set up wholly within one of their own deployment zones. If a team runs out of models to set up, skip them. Once the teams have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of each battle round, each team scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A team cannot score more than 9 victory points for this victory condition in this mission.

Arena Objectives

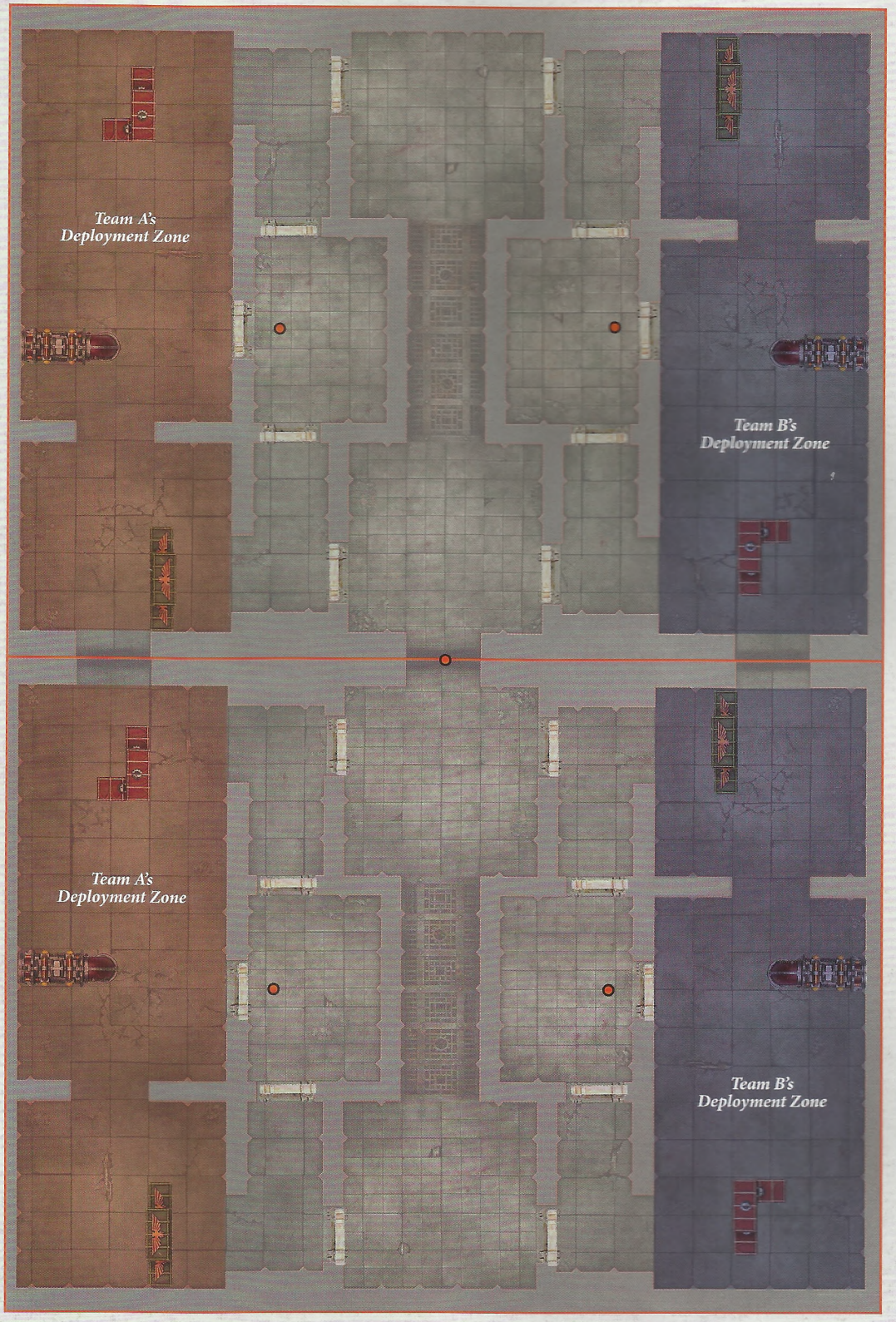
The Arena Objectives available in this mission are:

Bounty Hunters, Cut Apart, Cut Off the Head, Domination, Recon Sweep

Rapid Assault: At the end of the Movement phase, score 1 victory point if three or more models from your team's kill teams charged in that phase.

At the end of the battle, the team with the most victory points is the winner. If there is a tie, whichever team controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.




Team A's
Deployment Zone
Team B's
Deployment Zone
Team A's
Deployment Zone
Team B's
Deployment Zone

BATTLE BROTHERS MISSION

SILENCE THE GUARDS

A pair of kill teams have infiltrated the enemy's barracks, hoping to slaughter their foes while they sleep. Some of the building's occupants, however, have just returned from night-fighting training and are fully armed, equipped and more than prepared for combat!

THE KILL TEAMS

This is a mission for two teams of two players. Each team chooses three Arena Objectives as described on page 20 and each player musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

This mission is played in a Killzone: Garrison Vault. Create the battlefield by placing two Garrison Vault gameboards next to each other and setting up terrain exactly as shown on pages 14-15. Then set up five objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The teams roll off, and the team that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponents'. The teams then take it in turns to deploy one model from either of their players' kill teams, starting with the team that lost the roll-off. Models must be set up wholly within their own deployment zone. If a team runs out of models to set up, skip them. Once the teams have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of each battle round, each team scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A team cannot score more than 9 victory points for this victory condition in this mission.

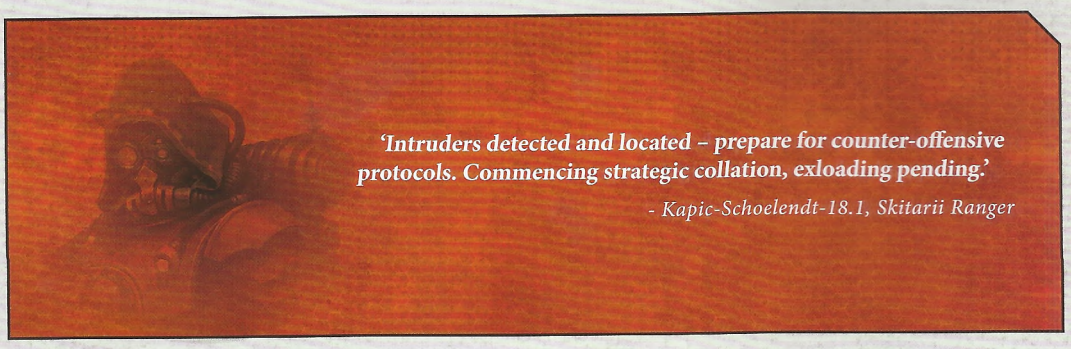
Arena Objectives

The Arena Objectives available in this mission are:

Cut Off the Head, Engage On All Fronts, Proximity Alert, Scout the Field, Thin Their Ranks

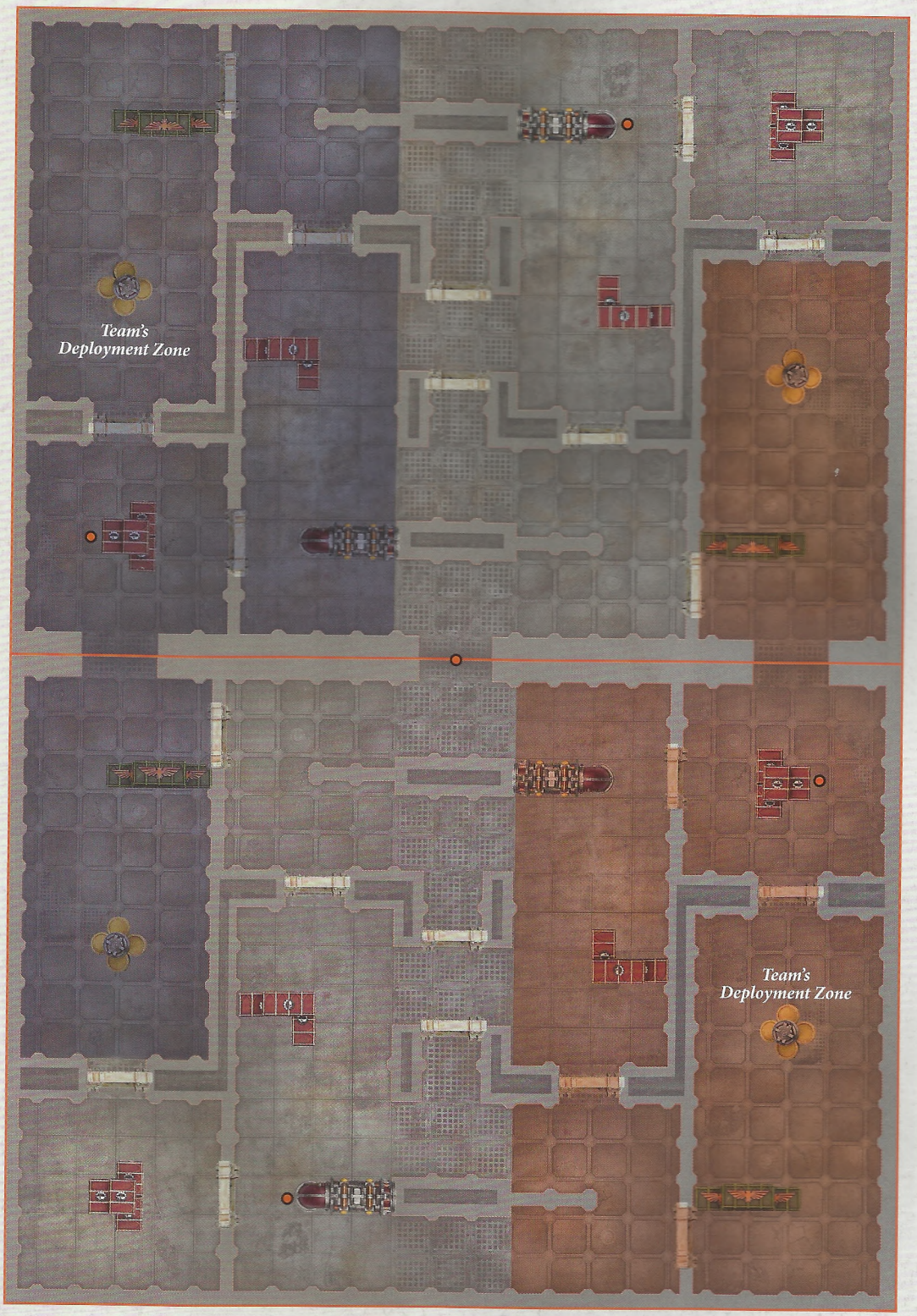
Silenced: Score 1 victory point when an enemy model is taken out of action and there is no enemy model within 5" of that model.

At the end of the battle, the team with the most victory points is the winner. If there is a tie, whichever team controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



'Intruders detected and located – prepare for counter-offensive protocols. Commencing strategic collation, exloading pending.'

- Kapic-Schoelendt-18.1, Skitarii Ranger


Team's
Deployment Zone
Team's
Deployment Zone

BATTLE BROTHERS TACTICS

On the following pages you will find a selection of new Tactics for use in Battle Brothers missions.

Some of the Tactics found below and opposite are usable by any player, allowing kill teams to interact in new ways so as to achieve victory through cooperation. Others found opposite and on the following pages are Faction-specific Battle Brothers Tactics, available to kill teams in which each model shares the relevant Faction keyword. Note that your partner's kill team does not need to be drawn from the same Faction as yours in order for you to make use of a Faction-specific Tactic.

CROSS-DISCIPLINARY TRAINING

Battle Brothers Tactic

Use this Tactic at the start of the first battle round. Excluding Leaders, choose a specialist from your kill team and a specialist from your partner's kill team. Your specialist can use the Level 1 ability from the other chosen model's specialism until the end of the battle.

1 COMMAND POINT

SUPPRESSING FIRE

Battle Brothers Tactic

Use this Tactic when an enemy model would fire Overwatch at a model from your partner's kill team. Choose a model from your kill team that is within 6" of the charging model and has visibility to the enemy model. If the enemy model is within range of any of the chosen model's ranged weapons, it cannot fire Overwatch this phase.

1 COMMAND POINT



SECRET INTELLIGENCE

Battle Brothers Tactic

Use this Tactic at the start of the battle round. Choose one of your opponents' face-down Arena Objectives. They must reveal it. Your team can only use this Tactic once per battle.

3 COMMAND POINTS

REASSURING PRESENCE

Battle Brothers Tactic

Use this Tactic at the start of the Morale phase. If your partner's kill team is not broken, and its Leader is on the battlefield and not shaken, you can treat that Leader's Leadership characteristic as the highest in your kill team when checking to see if your kill team is broken this phase.

2 COMMAND POINTS

COMPLEMENTARY FIGHTING STYLES

Battle Brothers Tactic

Use this Tactic when you choose a model from your kill team to fight that is within 1" of a model from your partner's kill team. You can re-roll hit and wound rolls of 1 for the chosen model until the end of the phase.

1 COMMAND POINT

COMPETITIVE EDGE

Battle Brothers Tactic

Use this Tactic at the start of the Shooting phase. Choose a model from your kill team that did not Advance or attempt to charge in this battle round, and is within 3" of a Readied model from your partner's kill team. The chosen model is immediately Readied.

1 COMMAND POINT

DEFENSIVE POSITION

Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team is chosen as the target of a charge. Choose a model from your kill team that is within 6" of your partner's model. The chosen model can fire Overwatch at the charging model as if they were also the target of the charge.

2 COMMAND POINTS

DUCK AND COVER

Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team is taken out of action, before the model is removed. Choose a model from your kill team that is within 3" of that model. Until the end of the phase, hit rolls for shooting attacks that target the chosen model suffer an additional -1 modifier if the target is obscured.

1 COMMAND POINT

MORBID CURIOSITY

Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team is taken out of action within 3" of any models from your kill team. If the model taken out of action has a different Faction keyword to models in your kill team, choose a ranged weapon that model is armed with; one of your models within 3" can immediately fire the chosen weapon as if it were the Shooting phase.

1 COMMAND POINT

LOCAL EXPERT

Battle Brothers Tactic

Use this Tactic before taking a dangerous terrain test if there is a model from your partner's kill team within 6" of the model you are taking the test for. You can re-roll that dangerous terrain test.

1 COMMAND POINT

STOIC DEFENCE

Battle Brothers Tactic

Use this Tactic at the end of the Morale phase, before any victory points are scored. Choose a model from your kill team and a model from your partner's kill team that are both within 3" of the same objective marker. Until the end of the battle round, the chosen models each count as two models when determining who controls that objective marker.

1 COMMAND POINT

MONOFILAMENT TRIPWIRE

Battle Brothers Tactic

Use this tactic at the end of the Movement phase. Choose a model from your kill team, and then choose a model from your partner's kill team that is within 6" of and visible to your model. Draw an imaginary line 1mm wide from any point on your model's base to any point on the other model's base. Roll a dice for each enemy model under this line. On a 5+, that model suffers a mortal wound.

1 COMMAND POINT

ICON OF INDOMITABILITY

Adeptus Astartes Battle Brothers Tactic

Use this Tactic at the start of the Morale phase. Your partner can subtract 1 from Nerve tests for each **Adeptus Astartes** model from your kill team that is not shaken and is within 2" of the model being rolled for.

1 COMMAND POINT



NO MERCY

Grey Knights Battle Brothers Tactic

Use this Tactic when an enemy model takes a model from your partner's kill team out of action. Until the end of the next battle round, you can re-roll hit rolls of 1 for attacks made by **GREY KNIGHTS** models from your kill team that target that enemy model.

1 COMMAND POINT

GIFT OF THE OMNISSIAH

Adeptus Mechanicus Battle Brothers Tactic

Use this Tactic at the start of the first battle round. Choose a model from your partner's kill team. Until the end of the battle, that model gains the benefit of the Canticles of the Omnissiah ability as if they were in your kill team (your partner makes any relevant rolls or re-rolls granted by this ability for that model).

1 COMMAND POINT

SKEINS OF FATE

Thousand Sons Battle Brothers Tactic

Use this Tactic at the start of the first battle round. Your partner can choose one model from their kill team that was set up within 3" of a **THOUSAND SONS** model from your kill team and set it up again anywhere in your deployment zone.

1 COMMAND POINT

AURA OF AUTHORITY

Astra Militarum Battle Brothers Tactic

Use this Tactic at the start of the Shooting phase, before using the Voice of Command ability. Your Leader can issue an order to a model from your partner's kill team this phase that is within 12" of your Leader and not shaken, even if that model is not **ASTRA MILITARUM**. Your partner makes any relevant rolls or re-rolls granted by that ability.

2 COMMAND POINTS

AEGIS PROTOCOLS

Deathwatch Battle Brothers Tactic

Use this Tactic after a model in your partner's kill team is chosen as the target of one or more of an enemy model's shooting attacks. Choose a **DEATHWATCH** model from your kill team that is not shaken and is within 2" of the targeted model. Place the Deathwatch model in contact with the targeted model, then move the targeted model up to 2" in any direction – they must end this move more than 1" from enemy models. The shooting attacks that targeted your partner's model are instead resolved against the **DEATHWATCH** model you chose.

1 COMMAND POINT

DARK AMUSEMENT

Heretic Astartes Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team is taken out of action. Choose a **HERETIC ASTARTES** model from your kill team. The chosen model automatically passes Nerve tests until the end of the battle.

1 COMMAND POINT

DRAW THE EYE

Harlequins Battle Brothers Tactic

Use this Tactic at the start of the Shooting phase. Until the end of the phase, subtract 1 from hit rolls for attacks that target models from your partner's kill team if there are any **HARLEQUINS** models from your kill team closer to the firing model than the target of the attack.

2 COMMAND POINTS



GENEROUS GIFT

Death Guard Battle Brothers Tactic

Use this Tactic at the start of the first battle round. Choose a model from your partner's kill team that is within 3" of a **DEATH GUARD** model from your kill team. Until the end of the battle, your partner rolls a D6 each time that model loses a wound. On a 6+ that wound is not lost. If a model already has an ability with a similar effect (such as Disgustingly Resilient or the Lucky Escape Tactic), your partner can instead re-roll rolls of 1 for such an ability.

1 COMMAND POINT

CONSUME BIOMASS

Tyranids Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team that is within 3" of any **TYRANIDS** models from your kill team is taken out of action. Pick one of those **TYRANIDS** models and remove one flesh wound from it.

1 COMMAND POINT

WE IS DA BEST!

Orks Battle Brothers Tactic

Use this Tactic in the Fight phase, when a model from your partner's kill team takes an enemy model out of action. Until the end of the phase, add 1 to the Attacks characteristic of **ORK** models from your kill team that are within 6" of your partner's model.

1 COMMAND POINT

TRUE COOPERATION

T'au Empire Battle Brothers Tactic

Use this Tactic at the start of the Movement phase. Until the end of the phase, models in your partner's kill team are considered to be models in your own kill team for the purposes of the For the Greater Good ability.

1 COMMAND POINT

NOURISHED BY FEAR

Drukhari Battle Brothers Tactic

Use this Tactic when a model from your partner's kill team fails a Nerve test within 12" of any **DRUKHARI** models from your kill team. Choose one of those **DRUKHARI** models and remove one flesh wound from it.

1 COMMAND POINT

STRATEGIC VARIABLE

Necrons Battle Brothers Tactic

Use this Tactic when a **NECRONS** model from your kill team is chosen as the target of one or more of an enemy model's shooting attacks, and the targeted model is obscured by a model from your partner's kill team. When resolving those shooting attacks, hit rolls suffer an additional -1 modifier.

1 COMMAND POINT

SWIFT INTERVENTION

Asuryani Battle Brothers Tactic

Use this Tactic when an enemy model ends a charge move within 1" of a model from your partner's kill team and within 12" of any **ASURYANI** models from your kill team that are not shaken or within 1" of an enemy model. You can declare a charge with one of those **ASURYANI** models even if it has already moved this phase, but only that enemy model can be chosen as the target.

1 COMMAND POINT

SHADOWY MOVEMENTS

Genestealer Cults Battle Brothers Tactic

Use this Tactic at the end of the Movement phase. Choose a **GENESTEALER CULTS** model from your kill team that is not shaken or within 1" of any enemy models. Remove it from the battlefield and set it up again within 8" of its previous position, within 1" of a model from your partner's kill team and more than 4" from any enemy models. If it is not possible to do so, this Tactic cannot be used.

1 COMMAND POINT

ULTIMA MISSIONS

Sometimes kill teams will run across each other in situations where neither one side nor the other holds an advantage. Under these circumstances, objectives may be delivered on the fly, or a kill team may take it upon themselves to decide the best course of action to take. Either way, only one side can emerge victorious.

The Ultima rules presented on these pages allow for the creation of custom competitive play missions using the killzones found in *Kill Team: Arena*. By utilising randomly generated killzones and deployment maps, as well as the rules for Arena Objectives on pages 20-21, this format ensures no two competitive play games are exactly alike.

As kill teams are mustered before the killzone and deployment map are generated, Ultima is ideal for players who enjoy the challenge of creating a kill team that is adaptable to any situation.

GENERATING A KILLZONE

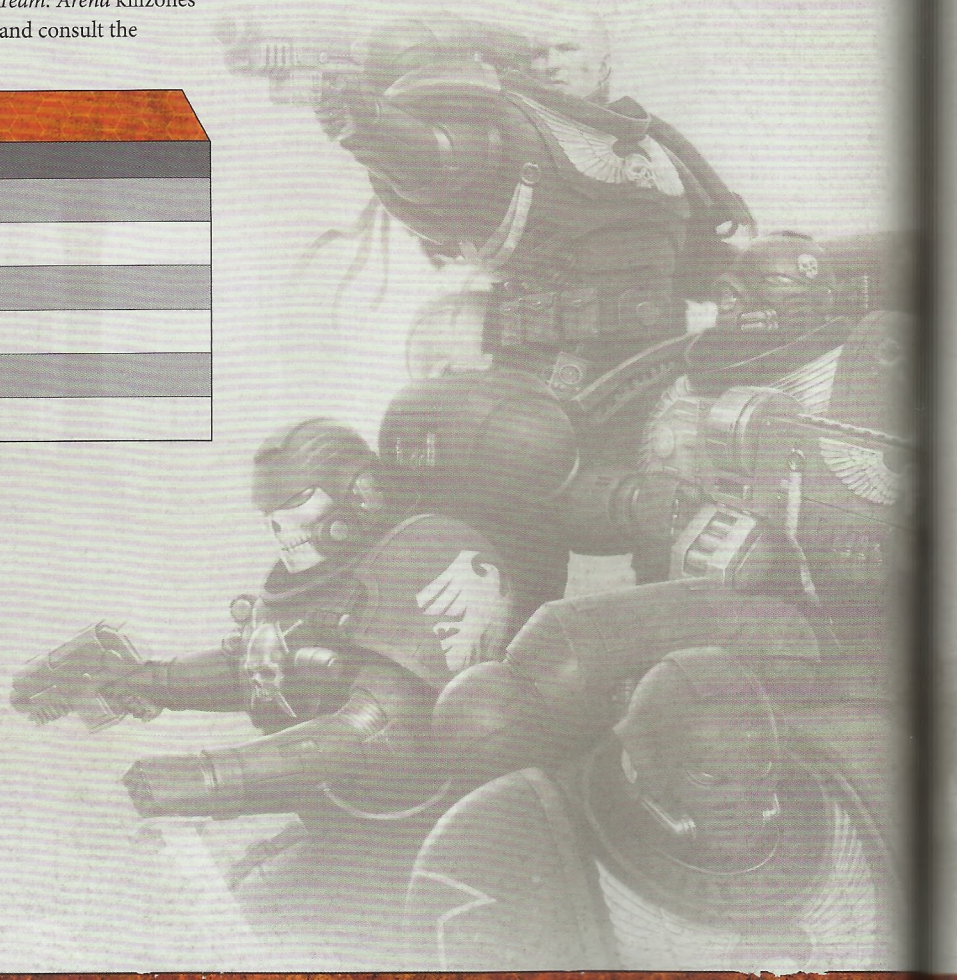
Before playing an Ultima mission, you will need to determine which of the four *Kill Team: Arena* killzones will be used. To do so, roll a dice and consult the table below.

KILLZONE	
D6	RESULT
1	Generatorium
2	Armorium Stockpile
3	Catacombs
4	Garrison Vault
5	Re-roll
6	Re-roll

GENERATING A DEPLOYMENT MAP

Each of the Ultima killzones has two pre-set deployment maps, A and B, that show deployment zones and the location of objective markers. These deployment maps can be found on pages 54-57.

After determining the killzone for the mission, players should roll a dice; on a 1-3, deployment map A for that killzone should be used; on a 4-6, deployment map B for that killzone should be used.



COMPETITIVE PLAY MISSION
ULTIMA

In a true test of their skills and experience, two kill teams clash on a battlefield in which neither side have an advantage. In order for one to overcome the other and achieve victory, they must use all their strength and guile to strike down their foes and establish control the war zone.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 20 and musters a Battle-forged kill team as described on page 18.

THE BATTLEFIELD

Generate the killzone and deployment map for this mission as described opposite. Create the battlefield and set up terrain exactly as shown on the battlefield map for the generated killzone (pages 8-15). Then set up five objective markers as shown on the generated deployment map.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of each battle round, each player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

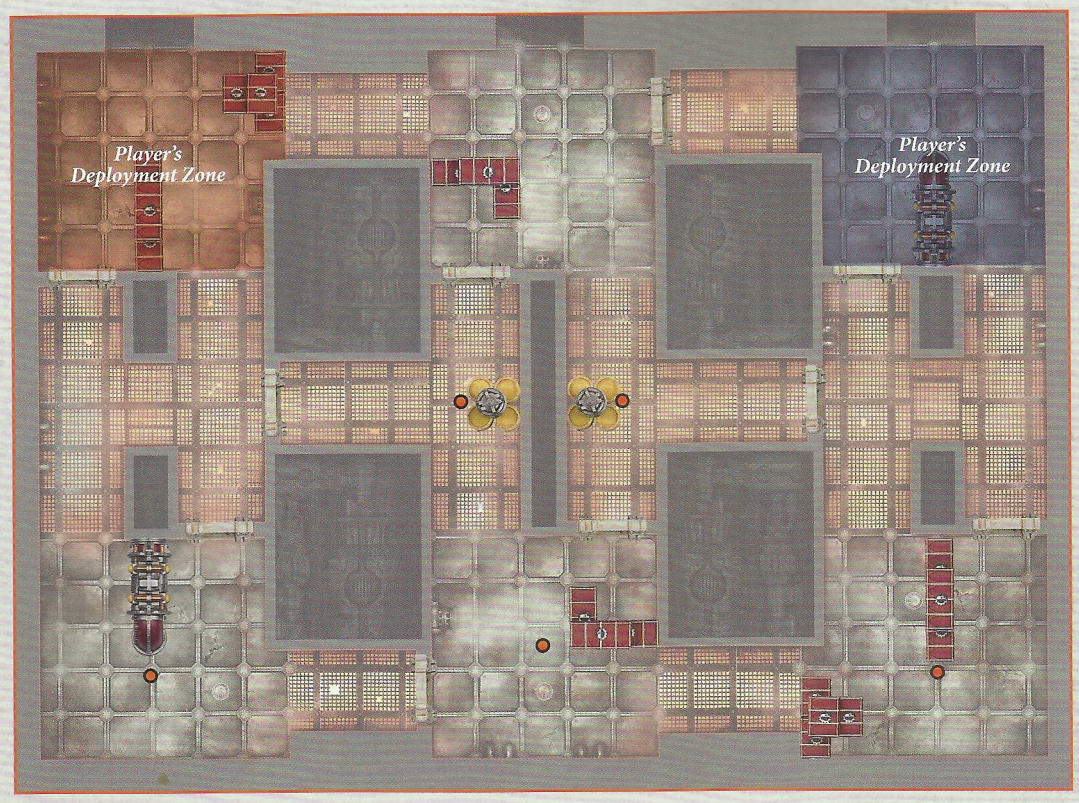
A player cannot score more than 9 victory points for this victory condition in this mission.

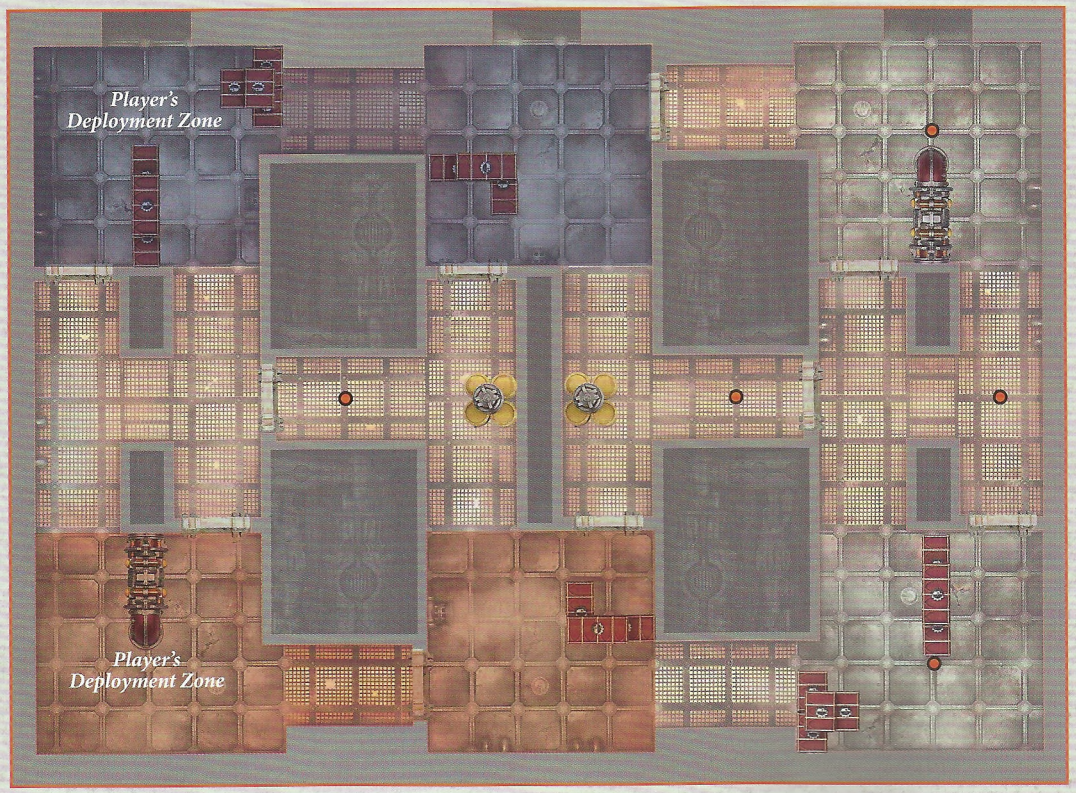
Arena Objectives

To determine which Arena Objectives are available to them in this mission, the players roll off. The winner of the roll-off shuffles all of their Arena Objectives together, places them face down, and then draws six cards that they show to their opponent. Their opponent then draws the same six cards from their own Arena Objectives. Each player then secretly chooses three of the six Arena Objectives that they have drawn to be their Arena Objectives in this mission. They return their other Arena Objectives to their sleeves.

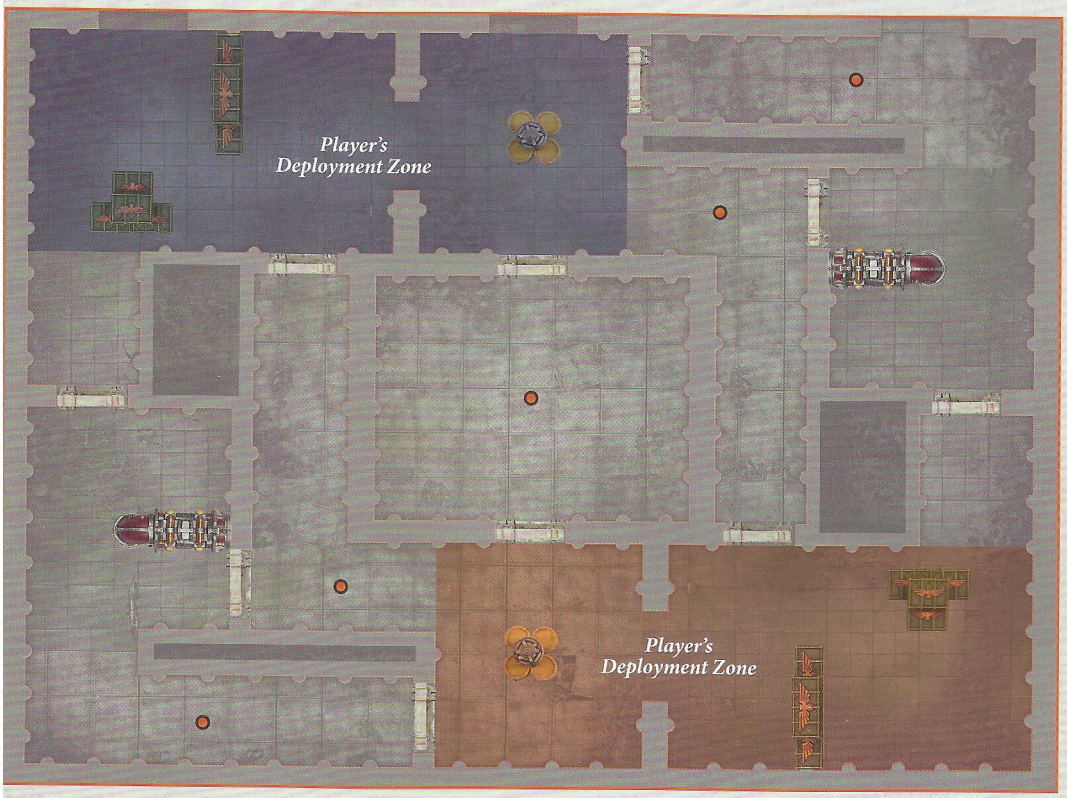
At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the player whose models on the battlefield are worth the highest combined number of points is the winner. If there is still a tie, then the player whose models have the least number of flesh wounds at the end of the battle is the winner. If there is still a tie, the player with the most specialists on the battlefield at the end of the battle is the winner. If there is still a tie, then the players roll off; the player who wins the roll-off is the winner.

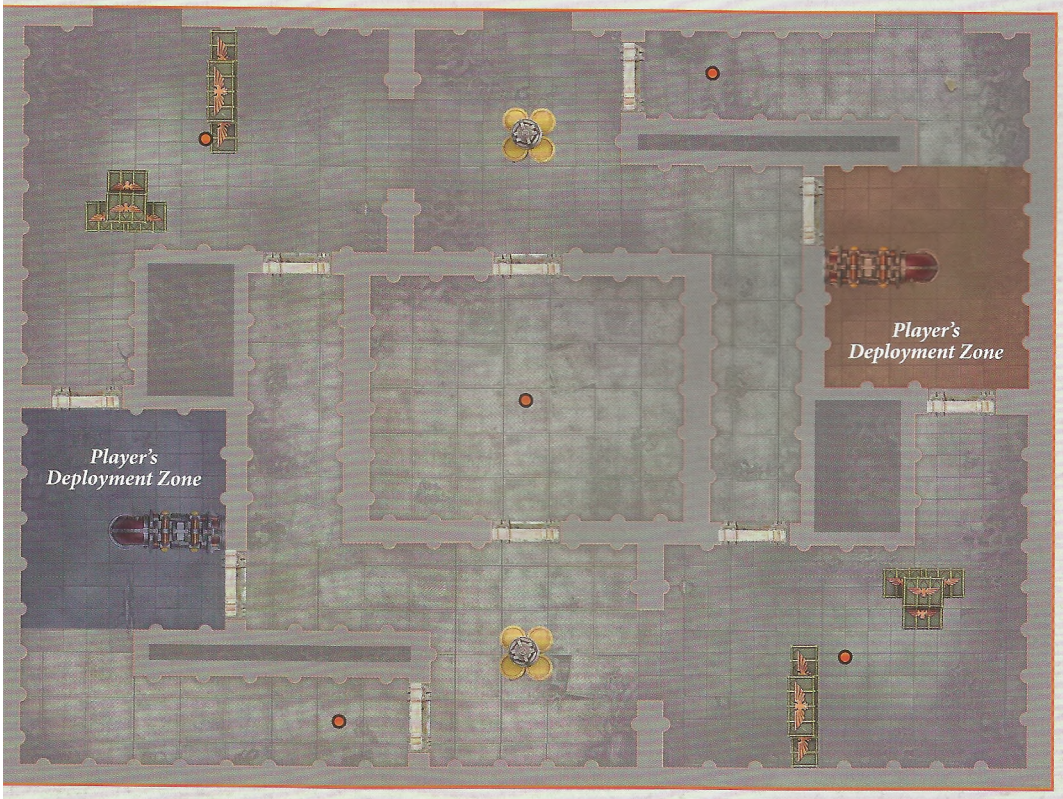
GENERATORIUM MAPS A & B



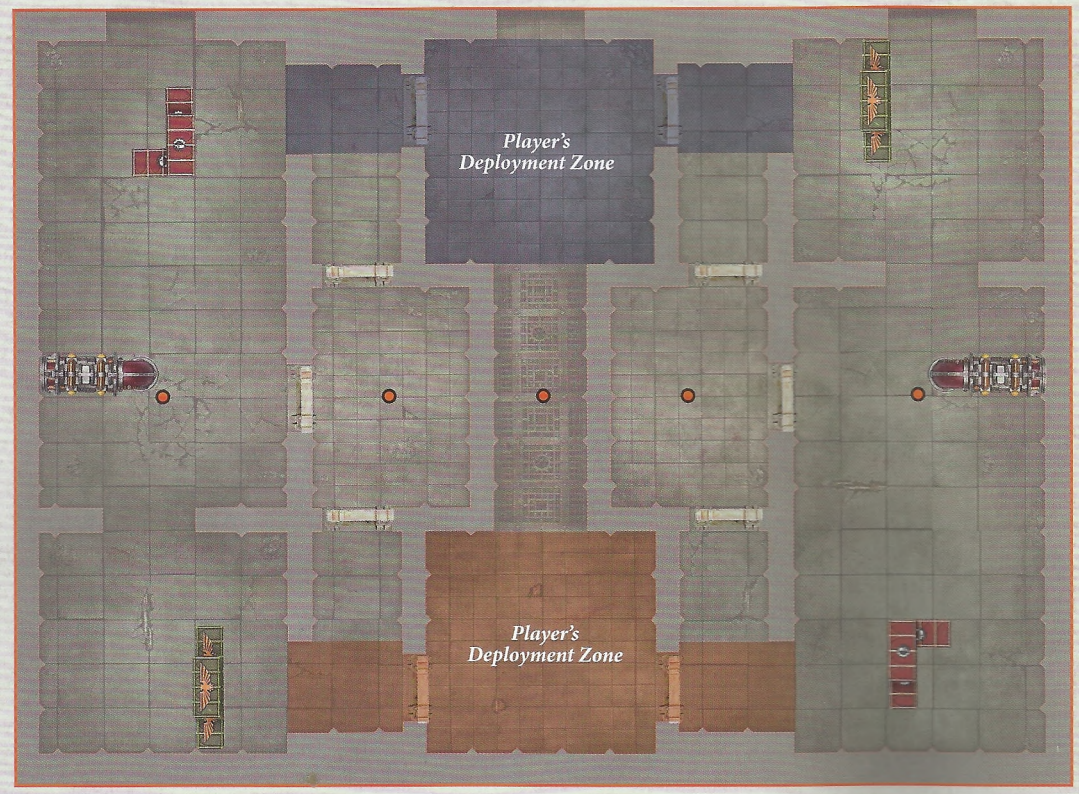


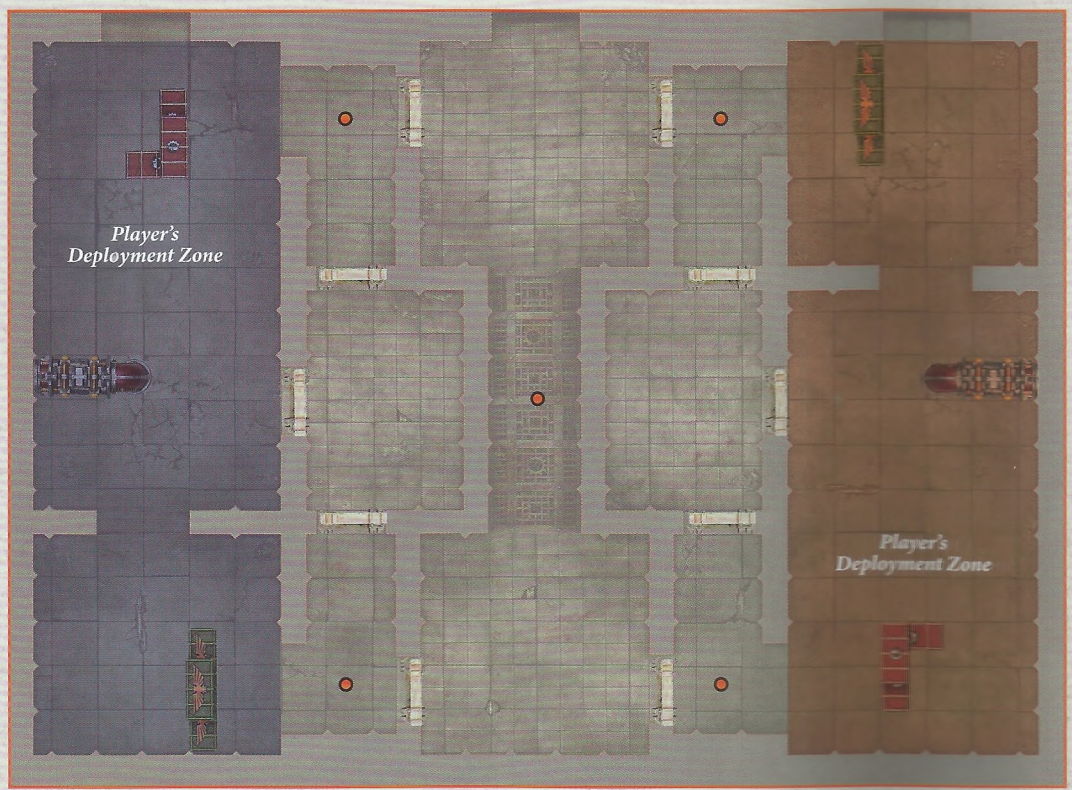
CATACOMBS MAPS A & B



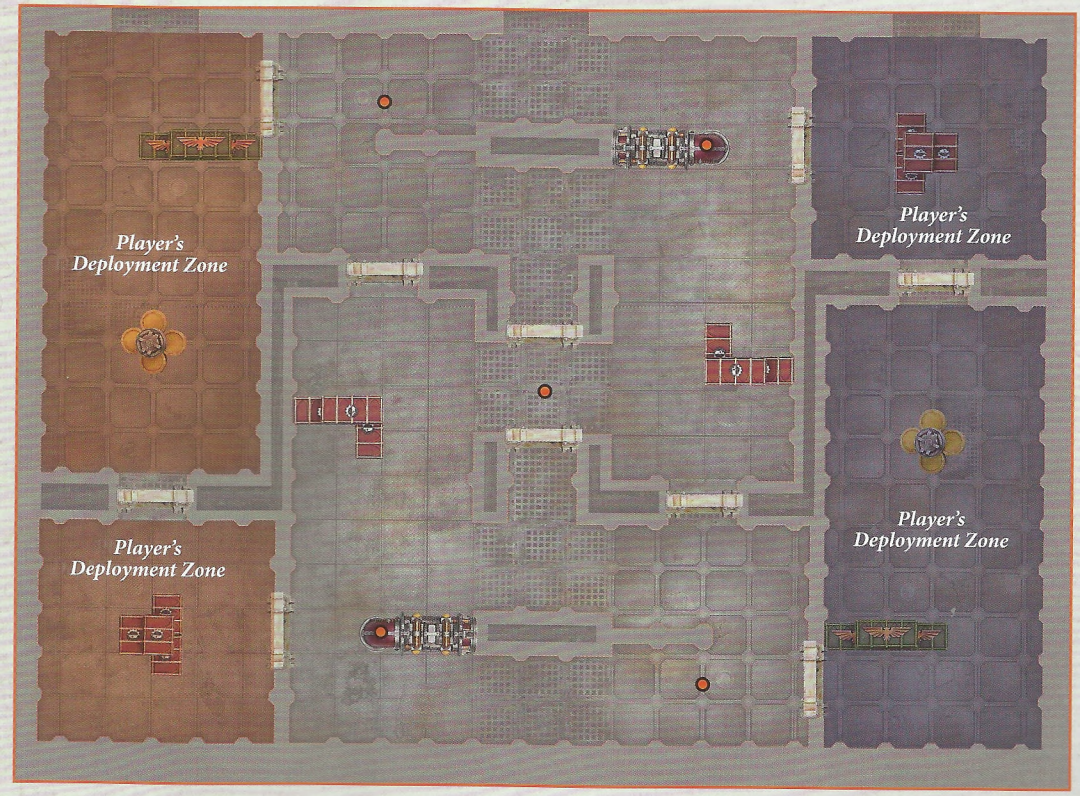


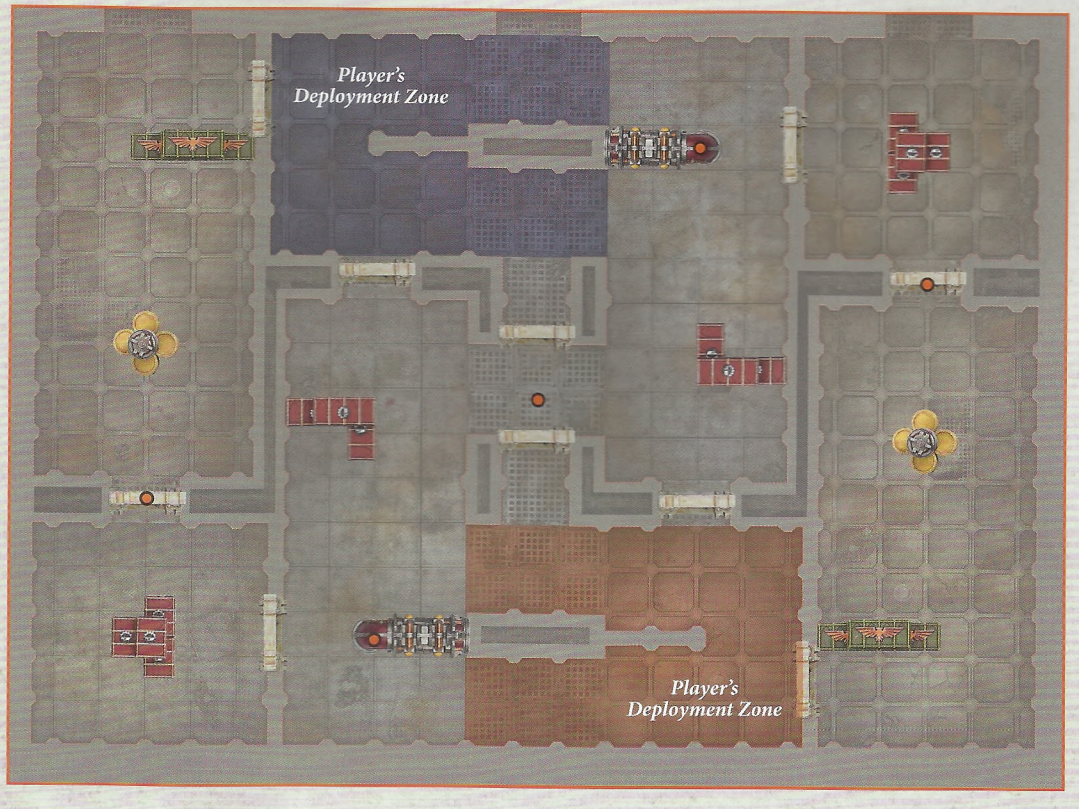
ARMORIUM STOCKPILE MAPS A & B





GARRISON VAULT MAPS A & B





KILL TEAM TOURNAMENTS

In this section you will find guidelines for running and participating in competitive play Kill Team tournaments. Organisers should feel free to adapt the format presented here for their own events, while players may find it useful to familiarise themselves with the behaviours and practices expected of them when they participate in such a competition.

The guidelines here have been designed primarily for use with the competitive play missions found on pages 22-37. While those missions should be considered the default choice for tournaments, guidance for running tournaments using the Battle Brothers and Ultima formats presented in this book, as well narrative play missions in other Kill Team publications, can be found on pages 61-63.

TOURNAMENT STRUCTURE

Registration and Command Roster Check

Upon arrival at an event, all players must register with an official appointed by the tournament organiser. When they do so they give their name, the Faction keyword shared by all models on their command roster and a copy of their roster, which must be clearly legible. The roster will be checked by the tournament officials, but that doesn't remove the responsibility of players to ensure that it follows all the rules on page 62 of the *Kill Team Core Manual*. Once a command roster has been submitted, it may not be altered in any way, except to correct any errors. The organiser may penalise players who submit invalid command rosters.

Each player will then be given a number that identifies them for the duration of the tournament. Players must use the command roster they registered in each game they play. Once all players are registered, pairings for the first round will be randomly allocated by player number.

Designer's Note: *The Resources column of the command roster is not used for tournament play, and should be ignored. Players can fill out the Mission, Background and Squad Quirk sections if they wish, but they will not have any effect in the games that follow.*

Rounds and Pairing

Kill Team tournaments are played in a series of rounds, with one hour afforded for each (this includes the five-minute kill team mustering period before the start of each mission).

For round 1, pairings are randomly generated using the player numbers that were assigned at registration. If there are an odd number of players, one player (determined randomly) will play against a spare player. A spare player is one of the tournament officials or a spectator who is available to play a game should there be an odd number of players. If there is no spare player available, the randomly determined player will receive a bye. They are treated as winning the game and as having scored 13 victory points in that game.

For subsequent rounds, pairings are allocated randomly within brackets of players with the same tournament score (so after the first match, all players with 3 points will be paired randomly with each other). If there are an odd number of players in a bracket, one player randomly selected from the bracket below will be included in the higher bracket's pairings. If there are an odd number of players, the lowest-ranked player overall will play the spare player or receive a bye, as described previously. No player can play against the spare player more than once in a tournament, and if they would, the next lowest-ranked player will play against the spare player instead. Players will also not be paired with an opponent they have already faced; if necessary, a player will be paired with a randomly determined player from the bracket below to avoid this.

Killzones and Missions

Which of the competitive play missions found in this book (pages 22-37) is played in each round is decided by the tournament organiser, based on the killzone gameboards available to them. The organiser might decide to instruct each player to bring their own *Kill Team: Arena* gameboard, in which case the tournament organiser tells players which mission to play at the start of each round.

Scoring

When a game ends, the players record the result – including if a game ends in a draw – on their results sheets. If time runs out before the game ends, players should finish that battle round and then record the result as it stands at that point, using the same victory conditions stated in the mission and their Arena Objectives. Both players must also record their victory points scored after each game, as well as the number of Arena Objectives for which they scored one or more victory points – these are used as tiebreakers after each round when determining which player plays the spare player or receives a bye (if necessary), and (if necessary) for the final results (see below).

After filling in their results sheets together, players should hand them in to an appointed official, who will record the results.

Ranking

Three points are scored for a match win, 1 for a match draw and 0 for a match loss. The higher a player's score, the higher they are in the rankings. If there is a tie, highest total victory points is used as a tiebreaker; if there is still a tie, the number of Arena Objectives for which a player scored one or more victory points should be used. For the purposes of final rankings, in the unlikely event that there is still a tie, an additional tiebreaker may be used (as specified in the event rules). If the event does not specify a final tiebreaker, the tied players must roll off. Whichever player wins the roll-off is the victor. If there are more than two players tied, the losers of the first roll-off then roll off against each other in the same way, until all the places are decided.

Breaks and Results

Players will have a short break between rounds while scores and the next round of matches are calculated. The pairings for the next round are then announced, and another round begins.

After the final round has been played, the final scores will be calculated and the results announced.

TOURNAMENT RULES

Miniatures

Each model must completely and accurately represent its entry on your army roster (including all wargear). Conversions are acceptable, but must still represent what the model is armed with. If a conversion is deemed to be misleading by the organiser, or if a miniature is damaged or assembled in such a way that it cannot easily be identified, the player will not be allowed to use that miniature. If the player is unable to field a legal Battle-forged kill team as a result (e.g. the damaged model is that player's only Leader), then that player must forfeit any games until they can provide a suitable alternative. Players cannot handle their opponent's miniatures. A player can waive this rule for their own miniatures if they wish, and should indicate to their opponent where this is the case.

Datacards

Players should have a completed datacard for each model on their command roster that clearly shows equipment, abilities and any specialism that model has. Players are permitted to write only the name of an ability on the datacard, rather than the full text, but must ensure they are familiar with the ability and how it works, as well as having a copy of the Kill Team product containing that ability to hand should an opponent ask to read the ability.

Tokens

Players should strive to bring sufficient Kill Team tokens, including objective markers, to their games. If a player does not have sufficient tokens to clearly display effects (Readying a model, Advancing etc.), that player should make it clear to their opponent what effect is in place. In such an event, their opponent is permitted to place a token of their own next to the player's model.

Arena Objectives

Each player must provide their own Arena Objectives deck, and bring it to each game. Before drawing Arena Objectives for an Ultima mission, or in the event that a player must randomly determine their Arena Objectives, a player must thoroughly shuffle their deck before presenting it to their opponent, who can then cut it. If either player sees the face of a card in a deck, they must state this, and the deck must be shuffled and cut again. If a player believes that their opponent has not sufficiently shuffled their deck, they may ask a judge to enforce and observe another shuffle.

Battlefields

Kill Team: Arena battlefields must be set up as shown on pages 8-15, and players cannot move terrain features unless a mission rule specifies they should.

Dice

When a player makes a dice roll, they must roll the dice in such a manner as to generate a completely random result. They may use a dice tower to do so if they wish. Dice that are rolled off the table or that do not land flat ('cocked' dice) must be re-rolled.

Conduct

A Kill Team tournament should be held in the spirit of friendly competition. All participants, whatever their role, are expected to show good conduct throughout the tournament. They are expected to treat each other with respect and behave in a mature and considerate manner, including during disputes, and should behave in accordance with the following guidelines:

Advice

Players are not permitted to seek advice from any other person during a round. They can, however, seek rules clarifications from an official.

Timeliness

Players are expected to register promptly, and to find their opponent in a timely fashion when each pairing is announced. Players who fail to do so may have to forfeit the game in question at the discretion of a judge, or be expelled from the tournament at the discretion of the organiser.

Players must not stall or deliberately play slowly so as to lengthen a game. If a player suspects that their opponent is deliberately slowing the game down, they can ask an available judge to observe their game.

Playing Area

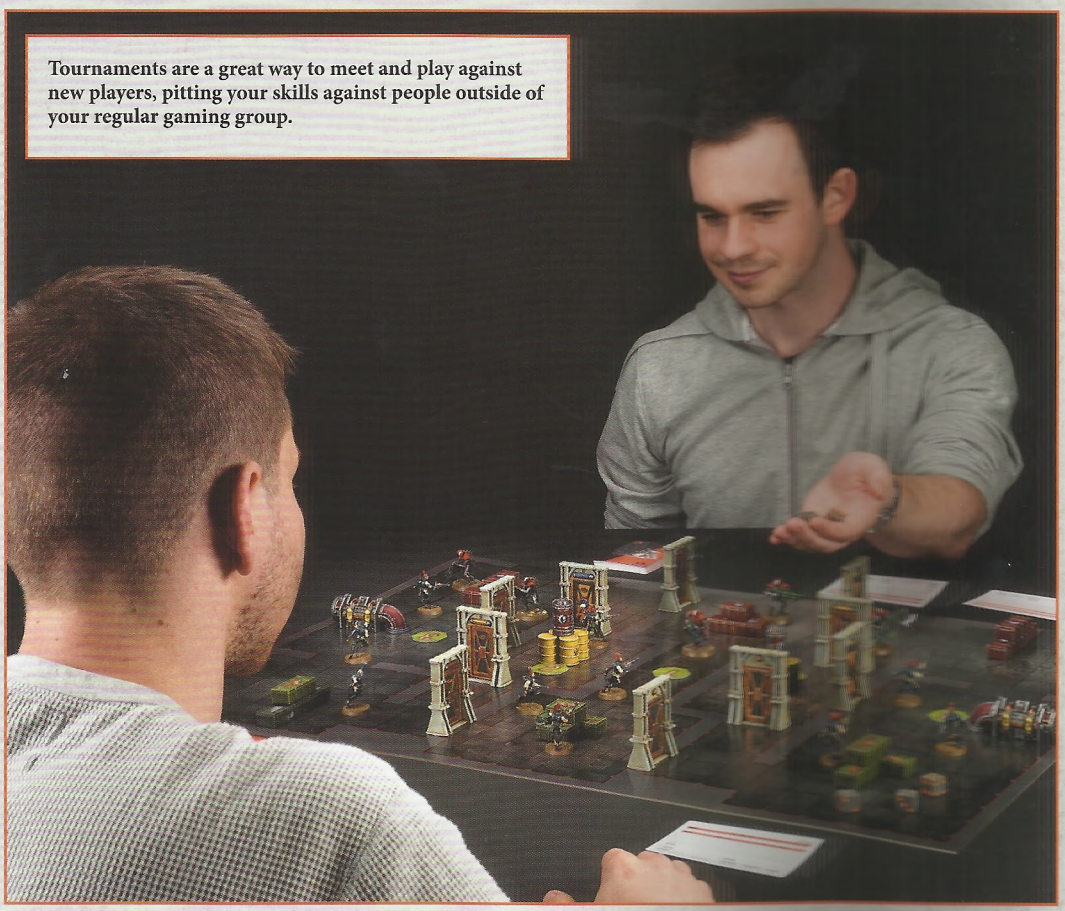
Each player is responsible for ensuring that the playing area is clear of any clutter, and that the state of the game is clear to their opponent and to a judge. Players suspected of deliberately obscuring datacards, Tactics cards or tokens that should be visible to both players, or otherwise obfuscating the state of the game, may be penalised.

Spectating

Players can be spectators when they are not playing a match. Spectators are not permitted to interfere in any match that is being played, including by giving any information to either of the players. They may, however, inform a judge if they suspect a player of cheating.

Cheating

Players are expected to know the rules of the game, and cannot, through either action or inaction, create a situation that is against the rules. If a player suspects that their opponent is cheating, they must inform a judge. A player found to be cheating may have to forfeit the game at the discretion of the judge, or be expelled from the tournament at the discretion of the organiser.



Tournaments are a great way to meet and play against new players, pitting your skills against people outside of your regular gaming group.



ALTERNATIVE FORMATS

BATTLE BROTHERS

The rules for competitive play Kill Team tournaments presented on the previous pages can easily be adapted for Battle Brothers missions (pages 40-47). When registering for such an event, players in a team should submit their command rosters together, notifying the official of not just the Faction keyword of all models on their individual command rosters, but the keyword shared by all models on both of their rosters.

Each team is only required to bring one Arena Objectives deck to a game, and each player is permitted to discuss strategy with their partner and ask each other for advice at any time.

ULTIMA

Instead of using the competitive play missions on pages 22-37 for a tournament, the organiser may decide to use the Ultima format found on pages 52-57. This format is perhaps the one that requires the least organisation prior to the event, but if it is employed, the same killzone and deployment map should be used by all players each round to ensure an even playing field.

The killzones and deployment maps for missions can either be decided before the event or before each round, with the latter keeping players on their toes and ensuring the most tactical flexibility will be required of players. Either way, it is important to ensure that the killzone and deployment map being used in each round is communicated clearly to all players.

ASYMMETRICAL EVENTS

There are a number of evocative narrative play missions across the various Kill Team publications, which, when used with the standard tournament rules, may not be suitable for competitive events. By taking a slightly different approach to tournament structure, however, these exciting scenarios can be used to determine who is truly the best kill team commander in a group of competitors.

A great many Kill Team missions are designed in such a way as to provide an evocative scenario and interesting challenges to players. These narrative play missions often use an attacking player and a defending player, both of whom will have different objectives to achieve in order to be victorious, and are not overly concerned with symmetrical deployment zones and battlefield terrain. Asymmetrical events are designed to overcome these obstacles; players will find themselves being divided into two groups, with all players in a group taking on the same role in a mission, usually attacker or defender. The performance of a player is then compared against players taking on the same role in that mission.

Asymmetrical events require a little more organisation than a regular tournament, although they also offer an entirely different tactical experience to that presented by other formats. The format challenges players to create a kill team command roster that can adapt to a much wider range of battlefield conditions and tactical situations; in one mission they may find themselves requiring tougher models capable of holding ground, while in the next they may find fast-moving models are needed to outflank the foe.

Asymmetrical events are best played in an even number of rounds, so that all players have the opportunity to play as attacker and defender the same number of times, with players swapping roles each round. When playing a mission, players should use the competitive play rules for choosing a Battle-forged kill team found on page 18, taking into account any modifications to the process detailed in the narrative play mission (such as the defender being afforded an additional 20 points for their kill team, for instance). A different scoring system to the one presented on page 59 of this book should also be employed in order to ensure that even in the most unbalanced mission, both the attacker and defender have the opportunity to score the same number of points overall, so that no player is penalised for being placed into either one of the groups.

SCORING IN ASYMMETRICAL EVENTS

Narrative missions that use an attacker or a defender sometimes favour one player, so the scoring system should reflect this. The best way to measure performance fairly is to compare all the attacking players against each other and all the defending players against each other, and then reward the players in order of how each of them performed against players with the same role.

Opposite you will find an example results grid for an 18-player asymmetrical event in which players are divided into brackets of three. In each round, nine of those players will be attackers and nine will be defenders. After the round is complete, the attacking players will be ranked from 1-9 based on how many victory points they scored in their game. The top three highest scoring attackers will each receive 3 tournament points, the next highest will each receive 2 tournament points, and the final three players will each receive 1 tournament point.

The defenders will then be allocated a number of tournament points using the same system. In this way, at the end of each round, the best attacking players and the best defending players should be on an equal tournament point score. If tiebreakers are required to help rank participants accurately, a useful system is to have players record the points value of enemy models they took out of action during the game (represented in our completed example by the numbers in parentheses), with the player who took the highest points value of enemy models out of action winning that tiebreak.

A larger event will require either more or bigger brackets. In a 30-player event, for example, the top five attacking and defending players – rather than the top three – could each score 3 tournament points, or each group of players could be divided into five brackets, with the top bracket scoring 5 tournament points rather than 3.

EXAMPLE RESULTS GRID

ATTACKER AND VICTORY POINTS SCORED	ATTACKER POSITION	TOURNAMENT POINTS	DEFENDER POSITION	DEFENDER AND VICTORY POINTS SCORED
Ben - 15	1	3	1	Mel - 10
Laura - 14	2	3	2	Sam - 9 (85)
David - 10	3	3	3	Andy - 9 (62)
Jon - 9	4	2	4	Alex - 8
Emma - 8	5	2	5	Rachel - 7
Robin - 6	6	2	6	James - 6
Carl - 4	7	1	7	Jes - 4
Malcolm - 2	8	1	8	Simon - 2
Tony - 1	9	1	9	Phil - 1

RESULTS GRID

ATTACKER AND VICTORY POINTS SCORED	ATTACKER POSITION	TOURNAMENT POINTS	DEFENDER POSITION	DEFENDER AND VICTORY POINTS SCORED

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USING COMPETITIVE PLAY MISSIONS IN CAMPAIGNS

Whist the missions in *Kill Team: Arena* are designed for competitive, tournament-style play, they are also a rich source of new missions for players who wish to use them while playing through a campaign as described in the *Kill Team Core Manual*.

RESOURCES

When choosing a mission to play as part of a campaign, you can choose a competitive play mission (pages 22-37) instead of a narrative or matched play mission as normal. If you do so, the mission will not specify the resources lost by the player who loses the battle. Instead, after choosing the mission but before choosing your kill teams, one of the players should roll on the table below to determine the resources at stake.

BATTLE BROTHERS

Battle Brothers missions (pages 40-47) can be chosen in campaigns if there are four players available, and if those players are able to fulfil the requirements for Battle Brothers kill teams found on page 38. To do so, choose which Battle Brothers mission you wish to play and split the players into teams of two, adhering to these restrictions and then following the instructions for Battle Brothers games as normal. These missions will also not specify the resources lost by the players who lose the battle. Instead, after choosing the mission but before choosing your kill teams, one of the players should roll on the table below to determine the resources at stake.

CAMPAIGN RESOURCES AT STAKE

D10	RESULT
1	The player or players that lose the mission each lose 1 Materiel and 1 Morale. If players draw, they do not lose any resources.
2	The player or players that lose the mission each lose 1 Materiel and 1 Territory. If players draw, they do not lose any resources.
3	The player or players that lose the mission each lose 1 Materiel and 1 Intelligence. If players draw, they do not lose any resources.
4	The player or players that lose the mission each lose 1 Morale and 1 Territory. If players draw, they do not lose any resources.
5	The player or players that lose the mission each lose 1 Morale and 1 Intelligence. If players draw, they do not lose any resources.
6	The player or players that lose the mission each lose 1 Territory and 1 Intelligence. If players draw, they do not lose any resources.
7	The player or players that lose the mission each lose 2 Materiel. If players draw, they do not lose any resources.
8	The player or players that lose the mission each lose 2 Morale. If players draw, they do not lose any resources.
9	The player or players that lose the mission each lose 2 Intelligence. If players draw, they do not lose any resources.
10	The player or players that lose the mission each lose 2 Territory. If players draw, they do not lose any resources.

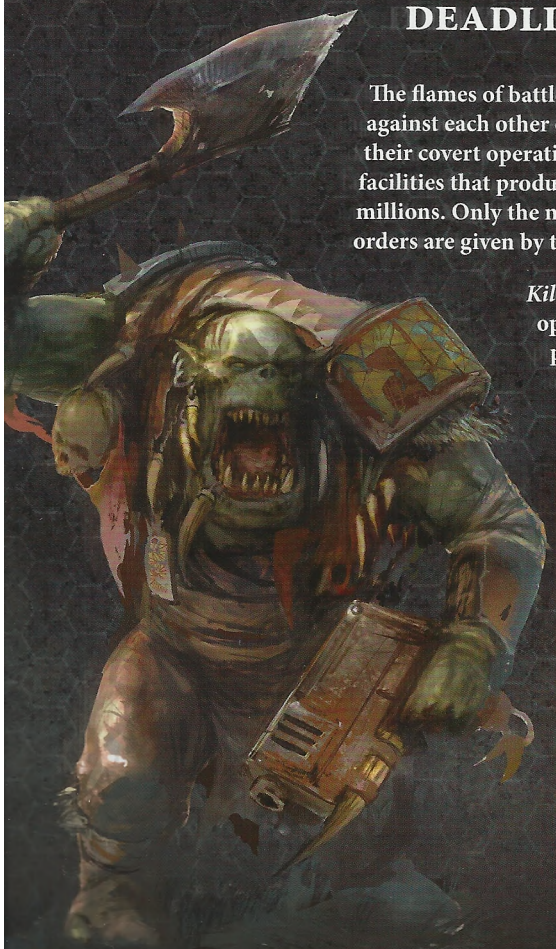


WARHAMMER 40,000

KILL TEAM™



LOCK AND LOAD, AND PREPARE YOUR KILL TEAM FOR THE DEADLIEST OPPOSITION THEY WILL EVER FACE!



The flames of battle burn across countless war zones throughout the galaxy. Vast armies march against each other on the front lines, while deep within enemy territory elite kill teams conduct their covert operations. Whether sabotaging supply lines, uncovering vital intel or obliterating the facilities that produce war materiel, the actions of these special operatives can decide the fates of millions. Only the most battle hardened soldiers are deployed as members of a kill team, and their orders are given by the most masterful generals.

Kill Team: Arena allows you to deploy your hand-picked soldiers against your opponents in frenetic skirmishes that are designed for competitive and tournament play. In this book you will find rules and missions that support both one-on-one and team games, as well as guidelines for how to organise, run and participate in Kill Team tournaments.

Warhammer 40,000: Kill Team is a tabletop skirmish war game in which two or more players control elite squads of Citadel Miniatures, replete with skilled specialists and courageous leaders, each vying to complete vital missions. *Kill Team: Arena* contains all the rules required to play balanced, matched play battles of Kill Team, in which the composition of your force, the tactics you employ and your skills as a general are absolutely paramount to securing victory.

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