

KILL TEAM 2022: 2 KILL 2 TEAM

Our second Kill Team Tournament! This is an introductory(i.e. for new players) tournament. This will be a three round tournament with generous round times to help new players get into the game. WHO WILL BE THE KILLIEST TEAM?

Registration at 9am, Dice roll at 9:30 am. It is STRONGLY advised you print this pack out!

Schedule

9:00- 9:30 – Registration
9:30 – 11:30- Game One
11: 30- 12:30- Lunch
12:30-2:30- Game Two
2:30-4:30- Game Three
4:30- Prizes, Awards

Missions

Round One: Master of Terminals
Round Two: Secure Archeotech
Round Three: Spike Data-Core

Kill Teams: Please note that as of the latest KT2021 FAQ, some kill teams in the compendium are considered “outdated” for matched play. The Forge World KT has been replaced by the Hunter Clade, and the Thousand Sons KT has been replaced by the Warp Coven, and the Void Dancer Troupe has replaced the troupe. If you need help or have questions about getting the info on these teams, please contact the tournament organiser.

Contacts: If you have any questions, please contact me at: Message me on Facebook @ Matthew McAdoo Or email me at mattmitcmcadoo@gmail.com

ROUND ONE

Mission 3.3

MASTER THE TERMINALS

MISSION RULES

Fluctuating Power: After selecting drop zones, starting with the Attacker, each player alternates selecting an objective marker and assigns it a number from 1 to 4. Each objective marker can have no more than one number assigned to it, and each number must be unique. During each Turning Point, the objective marker that number corresponds to the current Turning Point is Offline.

Operatives can perform the following mission action:

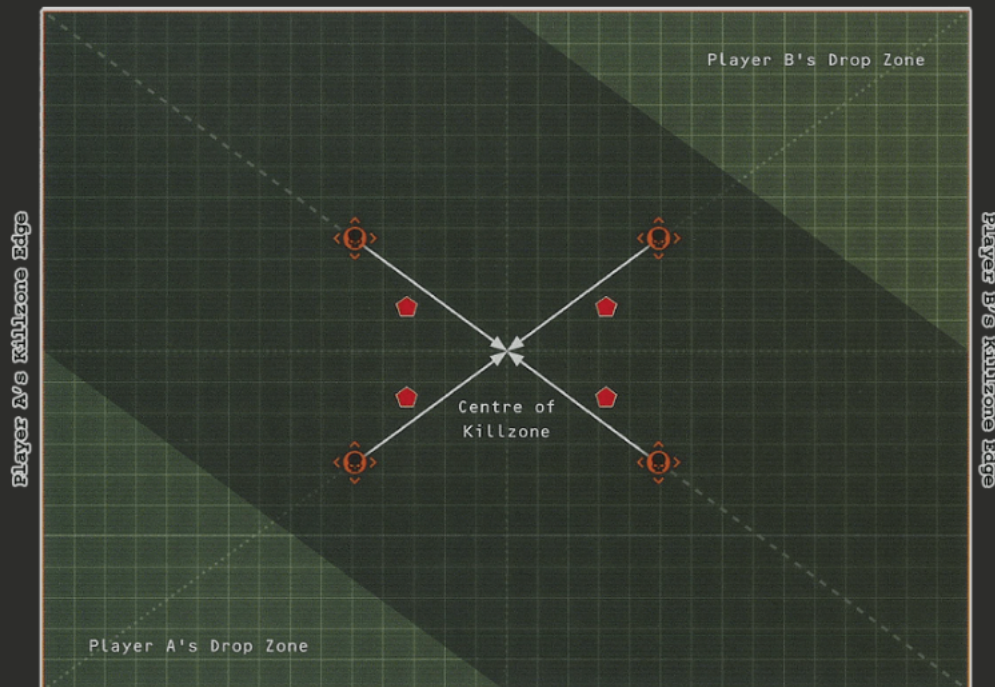
DIVERT POWER

1AP

An operative can perform this action while within Δ of an **objective marker it controls** that is not Offline and has not been Secured during this **Turning Point**. Until the start of the next turning point, that objective marker is Secured.

MISSION OBJECTIVE

Each time a friendly operative performs the **Divert Power** action, you score 1VP.



ROUND TWO

Mission 3.1

SECURE ARCHEOTECH

MISSION RULES

Operatives can perform the following mission action:

Disengage Tech

1AP

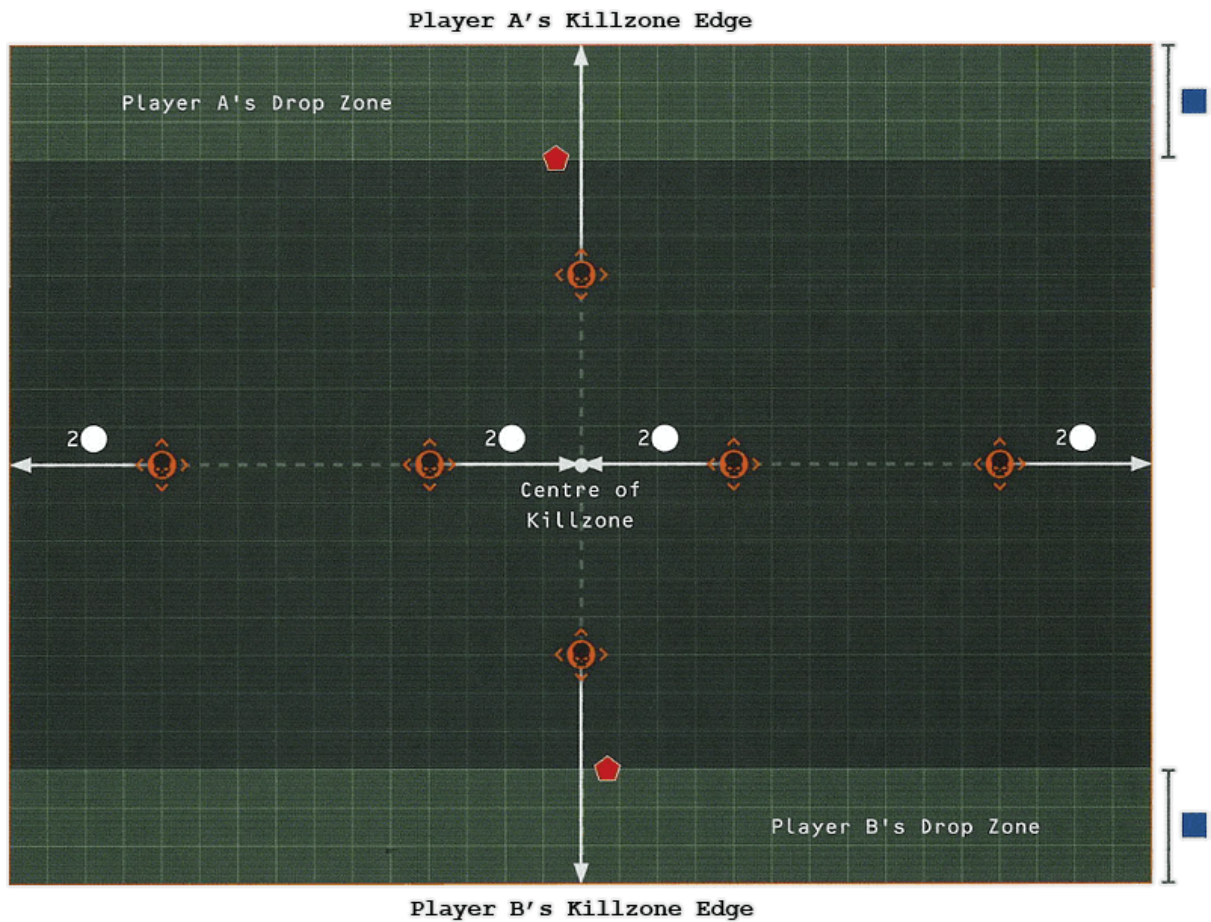
A operative can perform this action while within Δ of a non-Disengaged objective marker it controls. That objective marker is now Disengaged.

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

MISSION OBJECTIVE

Each time a friendly operative performs the **Disengage Tech** action, you score 1VP.

At the end of the battle, for each Disengaged objective marker friendly operatives control, you score 2VPs.



ROUND THREE

Mission 3

SPIKE DATA-CORE

A fringe cogitator bank, xenos-node or scry terminal provides a vulnerable access point to a facility vital to the war effort. Reinforcement of the system is crucial before enemy agents sabotage it by spiking its esoteric data-core and penetrating its layered defences.

MISSION RULES

Sentries: The alarm is also raised if an intruder performs the **Breach Defence Layer** action, below.

Operatives can perform the following mission actions:

ACCESS TERMINAL

1AP

An operative can perform this action while it controls an **objective marker** that has not been accessed during this **Turning Point**. If it does so, that objective marker has been accessed this **Turning Point**.

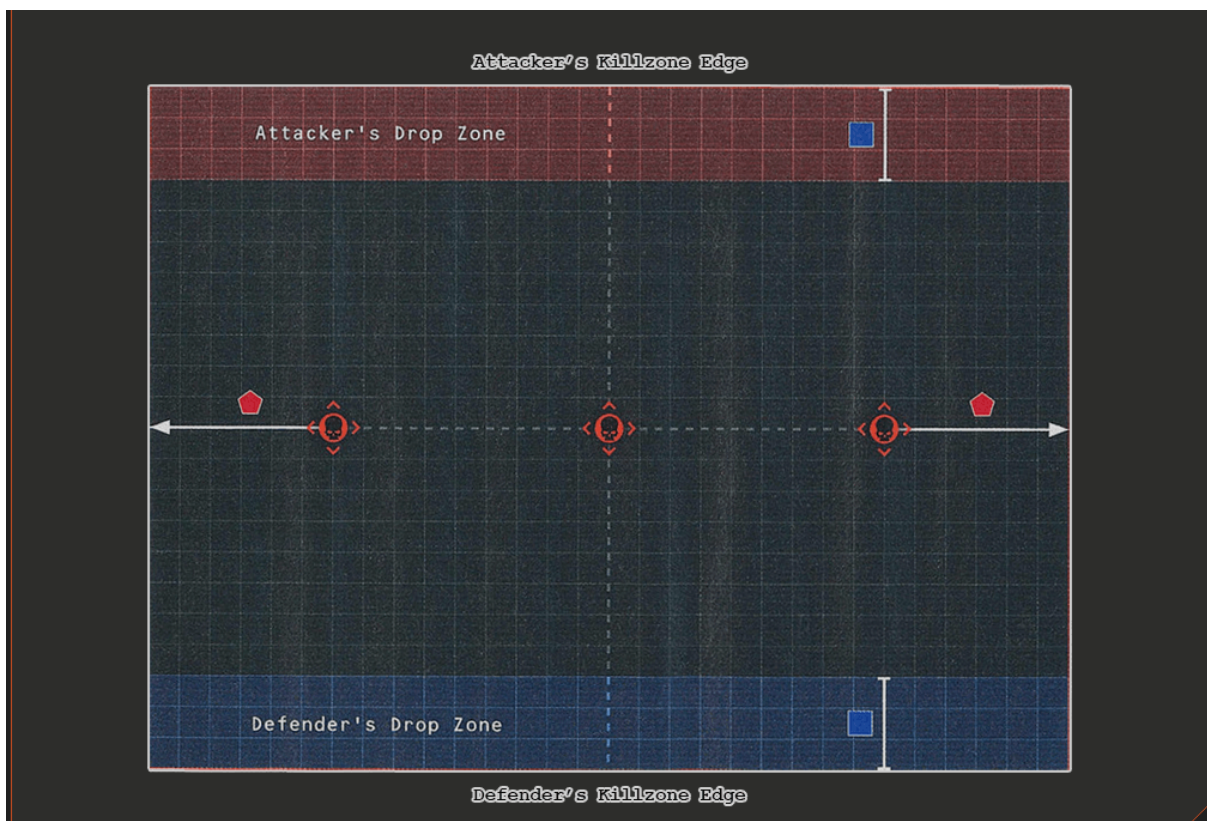
BREACH DEFENCE LAYER

1AP

An operative the Attacker controls can perform this action while it controls an **objective marker** and no objective markers are the alpha terminal. Until the end of the battle, that objective marker is the alpha terminal.

MISSION OBJECTIVE

Each time a friendly operative performs the **Access Terminal** action, you score 1VP. If that objective marker is the alpha terminal, you score 2VPs instead.



SENTRIES

Missions from the Critical Operations: Sentries mission pack use the Sentries mission rule, which is a prologue to the battle in which you will play through a series of sentry patrols (see below). The Attacker's intruders can attempt to infiltrate the killzone, take up key positions and complete objectives ahead of the main assault. The Defender's sentries must attempt to stop the intruders by patrolling the killzone and discovering them, if a mission uses the Sentries mission rule, the following changes take effect for the mission sequence:

In the Set Up Operatives step, operatives are not set up as normal. Instead, the Defender sets up two sentries with an Engage order and the Attacker sets up one intruder with a Conceal order (if they cannot be set up with these orders, they cannot be selected as sentries or intruders). These are operatives from their kill team, and they must be set up wholly within the player's drop zone (they cannot use any rules that allow them to set up elsewhere).

In the Scouting step, the players do not select and resolve pre-game scouting options.

Instead, they resolve sentry patrols, as described below.

Victory points cannot be scored during a sentry patrol.

Once the alarm is raised, continue the battle as described below.

SENTRY PATROL

Sentry patrols are conducted in rounds, each of which consists of a Sentry phase and an Intruder phase.

Sentry Phase

The Defender selects one of their sentries and both players roll off. If their results are the same, that sentry performs a Pass action. If the Defender's result is higher than the Attacker's, the Defender performs a Normal Move action with that sentry. If the Attacker's result is higher than the Defender's, the Attacker performs a Normal Move action with that sentry. Each time a sentry performs a Normal Move action in the Sentry phase, the player moving it rolls one D6 and moves that operative up to a number of increments equal to the result of the D6. The players repeat this process until all of the Defender's sentries have been moved or passed, or until the alarm is raised (see below), whichever comes first.

Example: The Defender selects one of their sentries, and both players roll one D6. The Attacker's result is a '4' and the Defender's result is a '2' therefore the Attacker performs a Normal Move action with that sentry. The Attacker rolls one D6, and the result is a '3'; therefore they can move that sentry up to 3.

Once all of the Defender's sentries have been moved or passed, and if the alarm has not been raised, the Sentry phase ends.

Intruder Phase

The Attacker activates their intruder as if it were the Firefight phase with the following additional rules:

They must have a Conceal order.

They can only perform Dash, Normal Move, Pass or mission actions (excluding Tac Op mission actions).

Once the intruder has been activated, and if the alarm has not been raised (see below), the Intruder phase ends and a new sentry patrol round begins.

Raising the Alarm

The alarm is raised if any of the following conditions are met:

The intruder is in a sentry's Line of Sight (note that, as the intruder always has a Conceal order, it must be Visible, not Obscured and not in Cover to be in a sentry's Line of Sight).

The intruder is Visible to and within of a sentry.

The intruder is within of the Defender's drop zone (unless otherwise specified).

The Attacker chooses to begin the assault, which automatically raises the alarm.

Any other conditions specified by the mission.

When the alarm is raised, the sentry patrol immediately ends after that action and the players set up their remaining operatives as specified by the Set Up Operatives step of the mission sequence (they cannot use any rules that allow them to set up operatives elsewhere). The players then begin the battle as normal with the following rules:

In the first Initiative phase, the players roll off and the winner decides who has the initiative.

During the first Turning Point, each time an operative that was selected as an intruder or sentry is activated, the controlling player can change its order (rather than needing to have the order given to it when it was set up before the battle).

Designer's Note: The Sentries mission rule presented in this publication differs slightly from that presented in Kill Team: Moroch. It has simply been modified as appropriate for the missions presented in this publication; it does not supersede the mission rule for that publication.

SCORING

At the end of the battle, the player with the most victory points is the winner of the game. If players are tied, the game is a draw.

Each player can score a maximum of 12 victory points from the mission objective.

Each player can score a maximum of 2 victory points from each Tac Op, therefore a player's Tac Ops are worth 6 victory points in total.

If every operative on a player's matched roster was painted to a Battle Ready standard, that player scores 2 victory points.

In total, each player can score a maximum of 20 victory points from the game.