

CORE REFERENCE SHEET

1. SET UP THE BATTLE

- Select kill team, set up terrain. Determine crit op and set up objective markers.
- Roll off - the winner decides who has Initiative and selects their drop zone. The other player gains the **Re-roll Initiative card** (explained in step 4).

2. SELECT OPERATIVES

- Select operatives and reveal. Then Select 4 equipment and reveal.
- Start with **2 CP**. Secretly select a Tac Op from one of the team's archetypes.

3. SET OPERATIVES

- Alternate setting up equipment, starting with the player with initiative. Note this is item by item, not option by equipment option.
- Alternate setting up 1/3 operatives (rounded up), starting with Initiative player.

4. PLAY THE BATTLE

- **STRATEGIC GAMBIT** in first turning point, secretly select op to be Primary Op.
- To determine Initiative each Turning Point, roll-off (but don't re-roll ties). Starting with the loser of the roll-off, each player alternates either using an initiative card or passing, until both players pass in succession. Kill team's rules to affect the roll-off must do so before playing initiative cards, starting with the loser. Finally the winner determines who has the initiative that Turning Point.
- Each player can score a maximum of 6VP from each op.

5. END THE BATTLE

- Battle ends after four turning points. At the end of the battle, reveal primary ops and score additional VP to half of what you scored from that op (rounded up).

WEAPON RULES

Accurate x: You can retain up to x attack dice as normal successes without rolling them. If more than one instance of Accurate x, treat it as Accurate 2 instead.

Balanced: You can re-roll one of your attack dice.

Blast x: After shooting the primary target, shoot with this weapon against each secondary target in an order of your choice. Secondary targets are other operatives visible to and within x of the primary target, (they are all valid targets, regardless of a Conceal order). Secondary targets are in cover and obscured if primary was.

Brutal: Your opponent can only block with critical successes.

Ceaseless: You can re-roll any of your attack dice results of one result (eg. 2's).

Devastating x: Each retained critical success immediately inflicts x damage on the operative this weapon is being used against. If the rule starts with a distance (eg. 1" Devastating x), inflict x damage on that operative and each other operative visible to and within that distance of it. Note that success isn't discarded after doing so.

Heavy: Cannot use this weapon in an activation or counteraction in which it moved, and it cannot move in an activation or counteraction in which it used this weapon. If the rule is Heavy (x only), where x is a move action, only that move is allowed, e.g. Heavy (**Dash** only). This weapon rule has no effect on preventing the **Guard** action.

Hot: After an operative uses this weapon, roll one D6. If the result is less than the weapon's Hit stat, inflict damage on that operative equal to the result multiplied by two. If it's used multiple times in one action (e.g. Blast), still only roll one D6.

Lethal x+: Your successes equal to or greater than x are critical successes.

Limited x: An operative can only use this weapon a number of times in the battle equal to x. If it's used multiple times in one action (e.g. Blast), treat it as one use.

Piercing x: The defender collects x less defence dice. If the rule is Piercing Crits x, this only comes into effect if you retain any critical successes.

Punishing: If you retain any critical successes, you can retain one of your fails as a normal success instead of discarding it.

Range x: Only operatives within x of the active operative can be valid targets.

Relentless: You can re-roll any of your attack dice.

Rending: If you retain any critical successes, you can retain one of your normal successes as a critical success instead.

Saturate: The defender cannot retain cover saves.

Seek: When selecting a valid target, operatives cannot use terrain for cover. If the rule is Seek Light, operatives cannot use Light terrain for cover. This doesn't remove their cover save (if any).

Severe: If you don't retain any critical successes, you can change one of your normal successes to a critical success. The Devastating and Piercing Crits weapon rules still take effect, but Punishing and Rending don't.

Shock: The first time you strike with a critical success in each sequence, also discard one of your opponent's unresolved normal successes (or a crits if none).

Silent: An operative can perform the **Shoot** action while it has a Conceal order.

Stun: If you retain any critical successes, subtract 1 from the APL stat of the operative this weapon is being used against until the end of its next activation.

Torrent x: Select a valid primary target as normal, then select any number of other valid secondary targets within x of the first valid target, but not within control range of friendly operatives. Shoot with this weapon against all of them separately.

1x AMMO CACHE

Set up to one marker wholly within your territory.

AMMO RESUPPLY

1AP

- One Ammo Cache marker active operative controls is used this turning point.
- Until next turning point, this operative shooting can re-roll one attack dice.
- An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if it has been used this turning point.

1x COMMS DEVICE

Set up to one marker wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives. Cannot benefit from enemy Comms Devices.

EXPLOSIVE GRENADES

Select 2 explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak).

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⊕ Frag grenade	4	4+	2/4	Range 6", Blast 2", Saturate
⊕ Krak grenade	4	4+	4/5	Range 6", Piercing 1, Saturate

1x HEAVY BARRICADE

Heavy. Set up wholly within 4" of your drop zone, on the killzone floor and more than 2" from equipment terrain features, access points and Accessible terrain.

2x LADDER

Insignificant and Exposed terrain. Before the battle, set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that is at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.

2x LIGHT BARRICADE

Light terrain, except the feet, which are Insignificant and Exposed. Set up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1x MINES

Set up marker wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove marker, inflict D3+3 damage on that operative.

1x PORTABLE BARRICADE

Light, Protective and Portable. Set up wholly within your territory, on killzone floor and >2" from equipment terrain features, access points and Accessible terrain.

Protective: While in cover from this, improve Save by 1 (to a maximum of 2+).

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE

1AP

- Same as **Reposition** action, except move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up.
- Before the operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
- This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or in the same activation in which it performed the **Fall Back** or **Charge** action.

1x RAZOR WIRE

Exposed and Obstructive. Set up wholly within your territory, on the killzone floor and >2" from equipment terrain features, access points and Accessible terrain.

Obstructive terrain: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UTILITY GRENADES

Select 2 utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun).

SMOKE GRENADE

1AP

- Place marker within 6" of operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically up from it.
- While wholly within an area of smoke, obscured to operatives more than 2" from it, and vice versa, and while >2" away, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead, unless they're within 2" of each other.
- In the Ready step of the next Strategy phase, roll a D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- Cannot perform this action while within control range of an enemy operative.

STUN GRENADE

1AP

- Select one enemy operative visible and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. Roll one D6: If the result is 3+, subtract 1 from its APL stat until the end of its next activation.
- Cannot perform this action while within control range of an enemy operative.

CORE REFERENCE SHEET

TERRAIN AND MOVEMENT

CLIMBING - Must be within 1" horizontally and 3" vertically. Climb is always a minimum of 2", rounded up to the nearest inch.

DROPPING - Ignore 2" of distance dropped each action.

JUMPING - Up to 4" straight horizontally. Can ignore a difference in 1" in height.

UNIVERSAL ACTIONS

REPOSITION

1AP

- Move the active operative up to Move stat to a location it can be placed. This must be done in one or more straight-line increments rounded up to the nearest inch.
- It cannot move within control range of an enemy operative, unless one or more other friendly operatives are already within control range of that enemy operative, in which case it can move within control range but cannot finish the move there.
- Cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

DASH

1AP

- As **Reposition** action, except don't use the active operative's Move stat - it can move up to 3" instead. In addition, it cannot climb during this move, but it can drop and jump.
- An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Charge** action.

FALL BACK

2AP

- The same as the **Reposition** action, except the active operative can move within control range of an enemy operative, but cannot finish the move there.
- An operative cannot perform this action unless an enemy operative is within its control range. It cannot perform this action during the same activation in which it performed the **Reposition** or **Charge** action.

CHARGE

1AP

- The same as the **Reposition** action, except it can move an additional 2".
- It can move, and must finish, within control range of an enemy operative. If it moves within control range of an enemy operative that no other friendly operatives are within control range of, it cannot leave that operative's control range.
- An operative cannot perform this action while it has a **Conceal** order, if it's already within control range of an enemy operative, or during the same activation in which it performed the **Reposition**, **Dash** or **Fall Back** action.

PICK UP MARKER

1AP

- Remove a marker the active operative controls. That operative is now carrying, contesting and controlling that marker.
- An operative cannot perform this action while within control range of an enemy operative, or while it's already carrying a marker.

PLACE MARKER

1AP

- Place a marker the active operative is carrying within its control range.
- If an operative carrying a marker is incapacitated (see damage on pg 47), it must perform this action before being removed from the killzone, but does so for 0AP. This takes precedence over all rules that prevent it from doing so.
- An operative cannot perform this action during the same activation in which it already performed the **Pick Up Marker** action (unless incapacitated).

SHOOT

1AP

- Shoot with the active operative following the sequence on page 42.
- An operative cannot perform this action while it has the **Conceal** order, or while within control range of an enemy operative.

If the target is obscured:

- The attacker must discard one success of their choice instead of retaining it.
- All the attacker's critical successes are retained as normal successes and cannot be changed to critical successes (takes precedence over all other rules).

An operative is obscured if there's intervening Heavy terrain. However, it cannot be obscured by intervening Heavy terrain that's within 1" of either operative.

FIGHT

1AP

- Fight with the active operative following the sequence on page 44. Each friendly operative supporting increases your Hit stat by one per supporting operative.
- Cannot perform this action unless an operative is within its control range.

COUNTERACT

An expended Operative with an Engage order can perform a free 1AP action (excluding **Guard**) for free. Each operative can only counteract once per turning point. That operative cannot move more than 2" while counteracting.

TERRAIN RULES

VANTAGE - Vantage terrain is Light terrain and has the following main features.

When an operative on Vantage terrain is shooting an operative that has an Engage order, its ranged weapon has the Accurate 1 weapon rule (pg 111) if the target operative is at least 2" lower than it, or Accurate 2 if at least 4" lower than it.

Whenever selecting a valid target, operatives $\geq 2"$ lower with **Conceal** order cannot use Light terrain for cover. This doesn't remove their cover save, and the defender can retain it as a critical success instead, or retain one additional cover save.

For the purposes of obscured, ignore Heavy terrain connected to Vantage terrain the active operative or the intended target is on.

ACCESSIBLE

Operatives can move through Accessible terrain but it counts as an additional 1" to do so. Only centre of operative's base needs to move through Accessible terrain.

KILLZONE: VOLKUS

Barred terrain: Visibility cannot be drawn through unless the operative or what they are trying to see is within 1" of it. Unbroken windows are Barred and Heavy.

CONDENSED STRONGHOLD

Blast, Torrent and/or x" Devastating weapons gain the Lethal 5+ weapon rule if the target is wholly within a stronghold terrain feature and on killzone floor or fire step.

GARRISONED STRONGHOLD

When an operative wholly within a stronghold terrain feature is retaliating against an operative that isn't, the defender resolves first (this takes precedence over the normal fight resolution order).

DOOR FIGHT

1AP

- Fight with the active operative (see fight sequence on pg 44).
- In the Select Enemy Operative step, instead select an enemy operative on the killzone floor and within 2" of, and on the other side of, a door the active operative is touching. For the duration of that action, those operatives are treated as being within each other's control range.
- Treated as a **Fight** action. An operative cannot perform this action while within control range of an enemy operative, or if its base isn't touching a door.

KILLZONE: GALLOWDARK & KILLZONE: TOMB WORLD

CONDENSED ENVIRONMENT

Blast, Torrent and/or x" Devastating weapons gain the Lethal 5+ weapon rule.

OPERATE HATCH

1AP

- Open/close hatchway that's access point is within the operative's control range.
- An operative can perform this action during a **Dash** or **Reposition** action, and any remaining move distance can be used after it does so.
- Cannot perform this action while within control range of an enemy operative, or if hatchway is open and access point is within an enemy operative's control range.

GUARD

1AP

- The operative goes on guard (see below) until any of the following are true:
- It performs any action, moves or is set up.
- An enemy operative ends an action within its control range and you don't interrupt that activation (see below).
- Its order is changed.
- It's the start of the next turning point.
- Treated as a **Shoot** action. An operative cannot perform this action while it has a **Conceal** order, or while it's within control range of an enemy operative.

ON GUARD

Once during each enemy operative's activation, after that enemy operative performs an action, you can interrupt that activation and perform the **Fight** or **Shoot** action for free (including actions treated as such, e.g. **Hatchway Fight**). If you do, that friendly operative cannot counteract during the turning point.

That friendly operative can even perform the **Shoot** action while within control range of an enemy operative. This is known as a point-blank shot and has the following additional rules while your operative is doing it:

- Target the enemy operative within your operative's control range.
- Worsen the Hit stat of your operative's weapons by 1.
- Until the end of the interrupted enemy activation; your operative cannot retaliate.

HATCHWAY FIGHT

1AP

See **Door Fight** action above (Killzone: Volkus).

KILLZONE: TOMB WORLD

BREACH

2AP

- Open a closed breach point with access point is within the operative's control range.
- An operative that has the word(s) 'breach marker', 'grenadier' or 'mine' on its datacard, or has a weapon with the Piercing 2 or Piercing Crits 2 weapon rule (excluding weapons that have the Blast or Torrent weapon rule) can perform this action for 1 less AP (to a min. of 1AP), but it cannot do so during an activation/counteraction in which it performed the **Charge** or **Shoot** action (or vice versa).

- Roll one D6 separately for each operative that's on the other side of the access point and has that access point within its control range: on a 4+, subtract 1 from that operative's APL stat until the end of its next activation and inflict damage on it equal to the dice result halved (rounding up).
- Cannot perform while within control range of an enemy, or if breach point is open.

TELEPORT PAD

Exposed, Insignificant and Vantage. One operative can be on it at once, and whilst an operative is on it, that operative cannot touch the killzone floor (in other words, an operative can't be both on the teleport pad and on the killzone floor). Equipment terrain features cannot be set up within 2" of a teleport pad. Whenever an operative's base is touching a teleport pad, if another operative is on that teleport pad, those operatives are treated as being within each other's control range.

From the start of the second turning point, whenever a friendly operative on a teleport pad performs the **Charge**, **Fall Back** or **Reposition** action, you can teleport it. If you do, don't move it. Instead, remove it from the killzone and set it back up on the other teleport pad. It must still fulfil all other requirements of that action, otherwise it cannot teleport (e.g. if it's the **Charge** action, the operative must finish that action within control range of an enemy operative). If another operative is on the other teleport pad when an operative teleports, swap them around (if it's an enemy operative, its controlling player sets it up).