

Special Operations:

KILLZONE

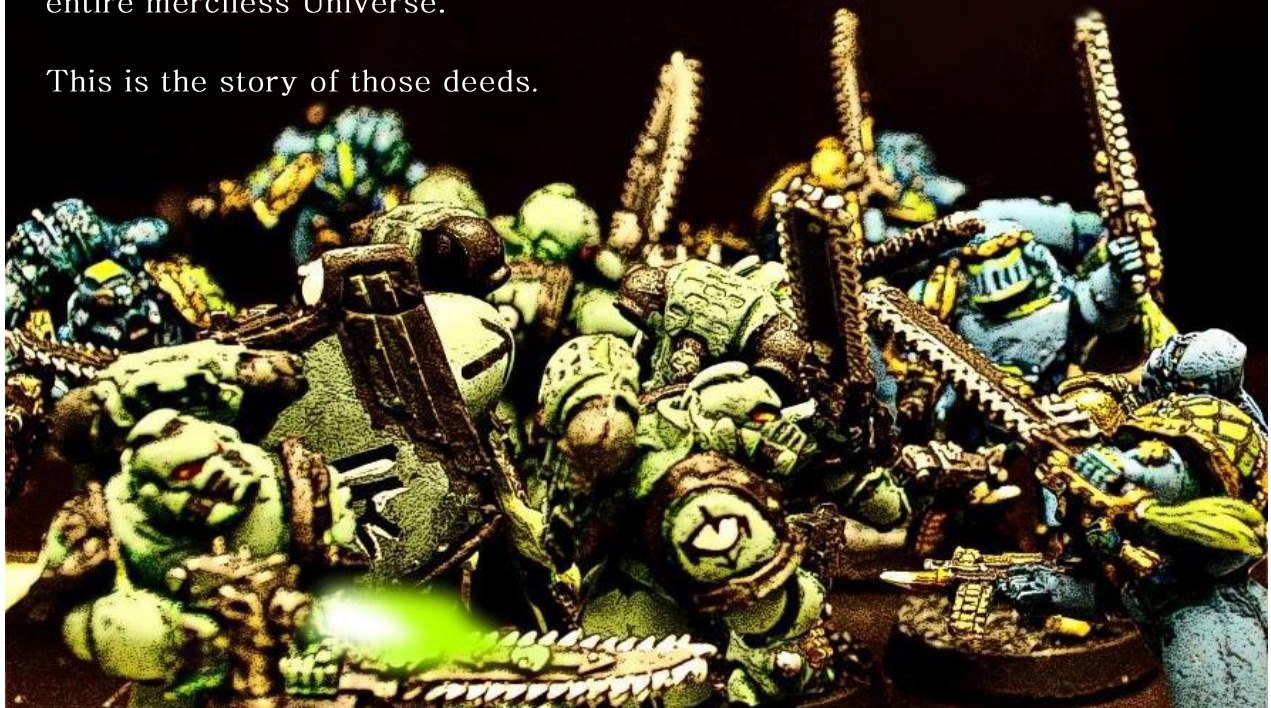
Version 7.06 Beta

In the grim darkness of the far future, there is only war. That war has many faces: epic battalions wage endless conflict throughout entire star systems, mighty Titans stride the tortured landscapes of virus-ravaged worlds, and grand heroes set themselves on a stage no smaller than the galaxy itself.

But there are times when the tides of events in the Universe can turn on a much smaller stage. The blade in the dark. The forlorn last stand of a motivated, desperate few. The efficient and brutal business transpiring behind the closed doors of a dim Strategium. The hushed footfalls of a stealth team, as stifled and fleeting protests mark the only trace of its presence.

To be an individual in such times is to be one amongst uncounted billions, but there are moments when the quiet actions of just one soul can recalibrate the entire merciless Universe.

This is the story of those deeds.



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FOREWORD

For some time, *Special Operations: Killzone* was the best and most widely-used Warhammer 40k Kill Team-style game supplement. Today, we are re-invigorating the love of this game by providing a set of the rules intended for use with 7th edition. Along those lines, we include as little in the way of direct copying from the Codexes as possible. For this reason, you'll notice we do not provide stats or points costs for units or upgrades in this game with the exception of special ones we dreamt up for this supplement specifically. You will have to refer to your Codex for that information.

At the end of the day, this is just another way to play the game you love, which is the one thing that Games Workshop has told us they want us to do.

It is in this spirit that *Killzone* is being resurrected. Simply think of this game as a special way to build your lists and play your games of Warhammer 40,000. In cases where the rules in this book are silent, refer to your copy of Warhammer 40,000 The Rules or your army's Codex.

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UNITS AND MODELS

Individuality

Each model in *Killzone* acts on its own. The models are, for all intents and purposes, a unit of one. This means, among other things, that models move individually, shoot individually, assault individually, and make checks individually. This also means they're the target of these things individually as well, except where noted below.

Unit Effects

There are many rules in Warhammer 40k which affect entire units, including Wargear, Special Rules, and Psychic Powers. Since all models in *Killzone* are essentially individual units, this must be adjudicated differently.

Model Special Rules:

If a model has a special rule which normally affects its unit, measure from the model which is the origination of the effect. **All friendly models within 6" of that model are affected by it.**

Targeted Effects:

The same rule goes for effects which affect units, except that **all models within 6" of the initial model targeted are affected.** If the effect requires a resistance test of some kind (Leadership, Stat check, etc.), each individual model must make the check for itself.

If the targeted effect does damage, it is treated like a weapon rather than affecting all models. See the Shooting Phase rules for more information on how to do this.

Note that if the effect requires just one shooting attack or any other check on the part of the model initiating the effect (such as as the *Psychic Shriek* Power), it need only made once, either hitting or missing once.

Multiple Saves

In order to facilitate a more cinematic and exciting game full of heroes striving for the betterment of their faction, **if a model enjoys multiple saves, they may take them.** To save time, be sure to do the best save first. For example, if a Tactical Terminator is sitting in woods and is shot with a bolter (AP 5), he would receive a 2+ armor save, a 5+ invulnerable save, and (probably) a 5+ cover save. Of course, if he were shot with a Lascannon (AP 2), he would just enjoy the Invulnerable and Cover saves.



These Plague Marines are enjoying 3+ Armor save, 4+ Cover Save, and 5+ Feel No Pain. Quite a tough nut to crack without assaulting.

Psychic Powers

Without the might of an entire chorus of contemporaries or the will of a huge force behind them, Psykers can have a hard time manifesting very strong or reliable powers in *Killzone*. No power greater than Warp Charge 1 may be manifested.

Ignore the normal rules for generating Psychic Powers in The Rules. The Psychic Powers your Team has are **chosen at Army Creation** rather than at the beginning of the game, however, instead of randomly deciding which powers they have, you may pick them. **You may pick 1 power per Mastery Level in your Team and any Psyker in your army may manifest those powers.** If you select all of your powers

from the same discipline, your Team receives the Primaris power in that Discipline for free.

Brotherhood of Psykers

Models with Brotherhood of Psykers count as a **single entity** for the purposes of totaling Mastery Levels and allocating Warp Charges. Models with this Special Rule also may not manifest the same power as another model in your Team with this rule attempted on the same turn. Additionally, if you have less than five surviving models in your Team with the Brotherhood of Psykers special rule, they count as **Mastery Level 1** regardless of their upgrades; there just aren't enough of them!

Terrain

Terrain is very important in *Killzone*. These are the stories of small, elite units trying to execute specific goals, not large armies exchanging heavy weapons fire over large, empty spaces. For this reason, it is important to have some special rules regarding terrain.

Woods

A copse of woods is more than just a few scattered trees. Woods are thick with foliage, capable of

blocking visibility to any trooper, given enough distance. Models on bases **25mm** or smaller are

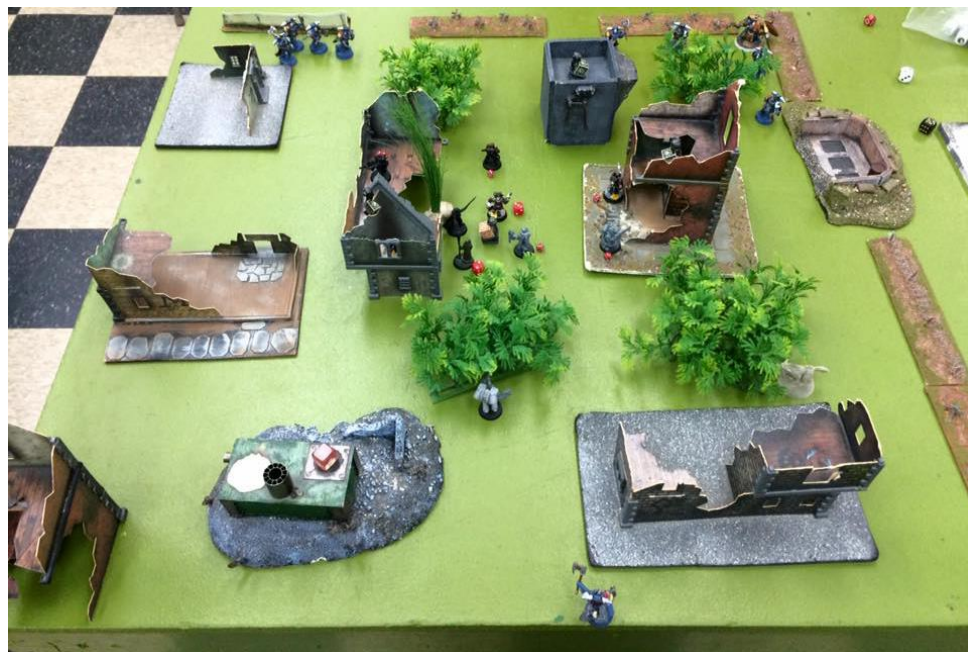
completely obscured by tracing Line of Sight through **4" or more** of Woods. In addition, tracing Line of Sight through bases **larger than 25mm** are completely obscured by tracing Line of Sight through **5" or more** of any amount of woods. Additionally, **standing on the base of a Woods feature provides a model with a save** regardless of whether the model is obscured.

Ruins

The bases and levels of Ruins count as part of the ruins and, therefore, provide a save to any model standing on it; it is assumed the model is taking cover behind random pieces of destroyed scenery as they advance through the difficult terrain.

Barricades

For ease of play, **if a model is within 2"** of a barricade which is even a micron shorter than that model, **it will provide that model with a cover save**, but not any model which is more than 2" away on the other side. Otherwise, use true line of sight as normal.



One example of a good Killzone table layout.

THE GAME TURN

Sequence

The turn sequence works as in standard Warhammer 40K, with one player fulfilling an entire player turn (Movement, Shooting, Assault, etc), followed by the opposing player doing the same.

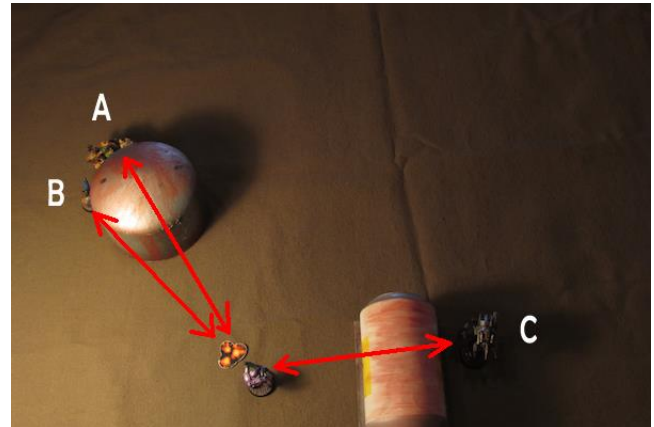
Movement Phase

Declaring Opportunity Fire Mode: Any model may choose to go into Opportunity Fire (Op-Fire) mode in its movement phase. The model may not perform any more actions in its turn. When you declare a model is in Op-Fire mode, place a small token touching the base of the model. Turn the model so its eyes are facing the direction you want to fire. It helps to place your token in this direction as well.

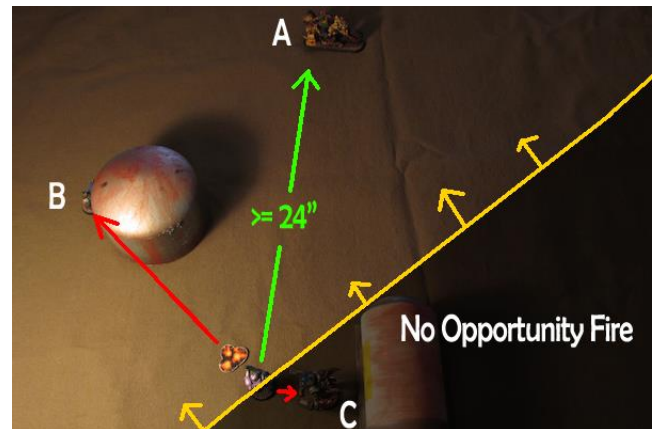
Opportunity Fire Attacks: A model in Op-Fire mode may immediately make a normal shooting attack in the enemy's turn after an enemy model appears within Line of Sight or within weapons range of the shooter's 180 degree Op-fire arc. To do so, alert your opponent before they move another model, and take your shots. If shooting at a target greater than 12 inches away, the model suffers a -1 modifier to its Ballistic Skill. Any shots over 24 inches suffer a -2 modifier to its Ballistic Skill. **Models with the Precision Shot Special Rule ignore BS modifiers for Opportunity Fire Attacks.** After the shooting attack has been resolved, remove your Op-Fire marker.

Opportunity Fire and Overwatch: In addition to the model being assaulted, any model which is in Op-Fire Mode **within 3"** of the model targeted by an assault may also fire Overwatch as long as the enemy is within their Op-Fire arc. Remove the Op-Fire token after making this attack. **If the actual target of the assault is in Op-Fire mode, they may Overwatch at their full Ballistic Skill** rather than Snap Firing. In either case, you may not initiate either a Killzone or Autofire on Overwatch.

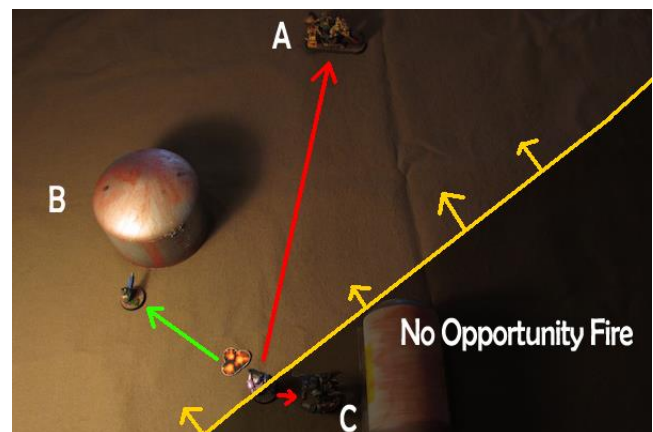
Opportunity Fire Example:



A Tactical Marine cannot draw line of sight to enemies, so he places a token in the direction he would like to watch for Opportunity Fire.



An Ork Biker (A) drives into sight, but is 24" away or greater, so the Marine chooses to wait for a better shot. Then, a Stormboy(C) jumps from out of cover, but the Marine cannot shoot him because the Stormboy is not within the 180 degree arc designated by his token.



A Grot (B), then moves from behind cover. Since he is within 12", there is no penalty to shoot him with Opportunity Fire. The Space Marine may no longer choose to shoot the biker instead because he elected not to when the Biker was moved.



The Dark Angels prepare to purge the unclean.

Shooting Phase

Grenades

Grenades which are resolved as Blast markers do not need to be placed over models; they may be thrown anywhere on the battlefield within range.

Killzone

Any time a weapon with more than one shot fires, the shooting player may announce that they will be implementing a Killzone. To do this, first the player picks an enemy model as their primary target and rolls to hit with all of their shots as normal.

The first shot is always resolved against the primary target, but any subsequent shots may be resolved against other targets within **3 inches** of it. The attacking player must resolve at least one shot to each available target before doubling.

Killzone Example:

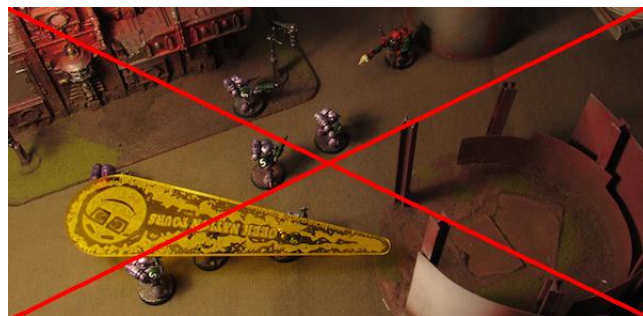


The Tactical Marine declares a Killzone, targeting an Ork Biker. He must fire one of his shots at the Biker and any other remaining shots at enemy models within 3\"/>

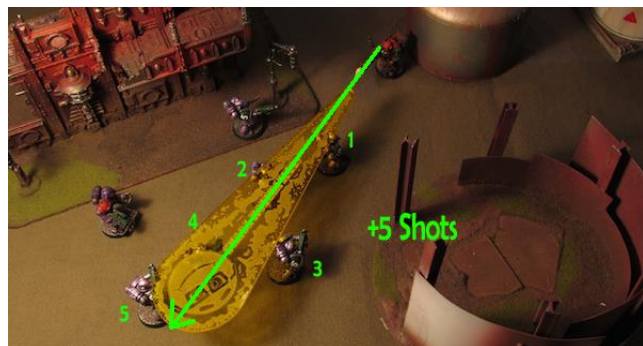
Auto-Fire

If it did not move that turn, a model with 3 or more shots on any ranged attack in the shooting phase may initiate an Auto-fire attack. Place a template **completely within range** of the firing weapon with the narrow end pointing directly at the center of the firing model and with no friendly models under it. Add **+1 shot for each enemy model under the template** in addition to the weapon's usual rate of fire. All shots are resolved at **-1 Ballistic Skill** and are resolved as if the template itself were a **Killzone** and the nearest model was the primary target.

Auto-Fire Examples:



This diagram represents an incorrect Auto-Fire. The Template is not lined up.



This Auto-Fire is lined up correctly and generates +5 Shots.



The Big Shoota generates 8 shots at **-1 Ballistic Skill**. 2 must be allocated to the target nearest to the Ork and the rest spread out among the other targets at the Ork's discretion as long as no one model suffers more than 1 attack than another.

Look Out, Sir!

Any model **within 6"** of a Character model during their opponent's shooting phase may attempt to Look Out Sir! for that Character. If the attempt is successful, move that model into base contact with the Character before resolving the wound.

Look Out, Sir! Example:



A Stormboy wounds the Space Marine Veteran Sergeant.



Since he's within 6", the Tactical Marine can Look Out Sir for the Character on a 4+ and he succeeds. The Battle Brother moves into base contact with the Veteran Sergeant.



The Tactical Marine fails his Saving Throw! No matter, his sacrifice will be long-remembered in the annals of Star Eagles history!

Assault Phase

As with everything else, combatants in *Killzone* assault each other by the model. Remember that single models may never multi-assault.

Selecting a Target

As usual, a model must charge the same target that it shot in the Shooting phase. In *Killzone*, if your target is dead, the model may select another target for assault, but suffers from a **Disordered Charge**.

Counter-Assault:

After a player has completed all their assault moves, their opponent's models which are not in Op-fire mode may choose to counter-assault in aid of their comrade. To do this, any friendly models **within 3"** of a model which was just assaulted must pass a **Leadership Test**. Any successful models may then immediately move into base contact with an enemy model which are in base contact with that ally. These models do **not** gain the +1 attack for assaulting unless they have the Counter Attack Special Rule.

Counter-Assault Example:



A Veteran Sergeant is assaulted by a Helboar!



Everyone wants to help out, but one Battle Brother is more than 6" away and another fails his Leadership check. The Librarian, however passes his check and moves into contact with the Helboar.

Strength in Numbers

Before moving on to the Fight sub-phase, each player counts all the models which are engaged in close combat for their side. If you outnumber your opponent, your models **may** re-roll 1s to hit this turn. If you do this, and still lose the combat, models suffer a -1 to their Leadership tests this phase.

Who Can Fight?

Even in Assault, models behave like individuals. Models may only strike against models with which they are in base contact. They may divide these attacks as they desire before rolling to hit. All other rules for close combat apply.

Look Out Sir!

Models engaged in close combat may not Look Out, Sir!

Challenges

Since there are no multiple-model units in Killzone, the concept of a Challenge is rather moot. For all rules purposes, whenever a Character attacks another Character in Combat, it is considered a Challenge, so the models therein are subject to the same benefits and penalties they would receive in a Challenge or as the result of a challenge. Models which normally **MUST** initiate or accept a challenge ignore this rule in Killzone



The Eternal War is waged not only across leagues, but in brutal close combat.

ASSEMBLING YOUR TEAM

Both players build a **Special Operations Team** using the codex for their army of choice. There are rules for running a group of Teams either by yourself or with a friend located in the Alternative Rules chapter.

Team Structure

Each team has limit of a 250 points which can contain anywhere between **5 to 20 models** in total.

Teams purchase individual models from the HQ, Elite, Troops, Fast Attack, and Heavy Support battlefield roles in their codex.

Models which are purchased from traditionally multi-model units are purchased using the points cost listed for purchasing additional models of that type.

If there is no points cost for adding additional models to the unit (such as when you cannot add additional models to a unit), simply take the base cost of the unit and divide by the number of models in it (rounded up).



Let no man say that the Dark Angels will forego ALL considerations for their grim quest.

For example, an imaginary unit called Frag Dudes costs 77pts for a unit of 4 and you may add an additional Frag Dude for 12 points each. If you want to include some Frag Dude models in your Special Operations: Killzone list, then you'd simply purchase them for 12 points each. Note that, the Codex Entry for Frag Dudes did not provide a cost for adding additional models, then you would divide 77 by 4 and round up for a total of 20 points per model.

For many units, you can buy as many or as few of a model as you'd like, however, there are some model types which are restricted.

Model Restrictions

Model restrictions fall into two basic categories. Selection Restrictions dictate how many of a model type a player may take in their Team. Quality Restrictions are outright bans on some model types. Weapon Restrictions keep the offensive power of your army to a dull roar.

Selection Restrictions

A Team may select a limited number of models with the following attributes:

- 0-1 Independent Character
- 0-2 Squad Leaders – these must be accompanied by at least 2 models from the same unit in its codex entry for each Squad Leader
- 0-2 2+ armor save
- 0-2 3+ invulnerable saves
- 0-2 3 wounds
- 0-3 Jump Infantry
- 0-3 Bikes, Jetbikes, and Cavalry
- 0-3 Deepstrike special rule
- 0-3 Beasts
- 0-1 Vehicle with a combined armor value of 33 or less (Front + Side + Rear).

These characteristics stack. For example, a Thunderhammer/Stormshield Terminator fills both a 2+ Armor Save slot and a 3+Invulnerable Save slot.

Quality Restrictions

For all army lists, refer to the following restrictions for selecting models for you Special Operations Team.

Points: No model may exceed 80 points (including upgrades).

Cost Required: *Free models are not allowed*, either at army creation or during the course of a game (I.E. Summoning, Daemonkin) unless a specific scenario calls for it.

Flying: Flyers and Flying Monstrous Creatures are not allowed unless they have a hover or glide mode and they must remain in hover or glide mode if they are used.

Unique Models: Models listed as Unique in their unit composition may not be used.

Wound Limit: No model may have more than 3 wounds in *Killzone*.

Toughness: No model may have a base Toughness statistic greater than 5.

Weapon Restrictions

Killzone teams identify four basic types of non-standard or limited weapons. In any mission, a team may field the following number of non-standard ranged weaponry:

0-3 Templates	Weapons designated as a Template
0-3 Incisive	Ranged weapons with AP2 or lower
0-3 Suppressive	Ranged weapons with 3 or more shots in any mode
0-3 Heavy weapons	Ranged weapons with the Heavy Special Rule
0-1 Destroyer weapons	Weapons with the Destroyer Special Rule, ranged or melee

These characteristics stack, so a Lascannon fills both an Incisive and a Heavy slot. Likewise, models with variable weapons and weapon types count 1 for each available or potential

characteristic (thus a Chaos Obliterator tallies 1 Template, 1 Incisive, **and** 1 Heavy).

Team Leader

Pick one model from your team to be the team leader, preferably the model with the highest Leadership value. The Team leader may not be equipped with a Heavy weapon. All models within 6 inches of the Team Leader may use its Leadership instead of their own for all tests.

Additionally, this model gains +1 Wound if it only has one in their base statistic; if the model has more than one Wound already, it gains +1 Attack instead.

Note that a Vehicle may not be chosen as your team leader.

There are no Warlord Traits in *Killzone*.



When Tuska needs a job done right, he sends in Grongash as the Team Leader.

Themes

In rare circumstances, one of the proceeding restrictions can be lifted by dedicating your team entirely to a 'theme' listed below. We consider that any such team has extended the nature of its specialty and has been called in for an extraordinarily particular mission.

By committing to a theme, a team will ignore one specific restriction for the standard Special Operations Team organization restrictions; however in order to do so, the entire team must adhere to that theme.

For example, if you would like more than 2 jump infantry in the composition of a team, then all models in that team must be jump infantry.

A team may only ever select one theme, and all the other restrictions still apply to the organization of that team. Please remember that, while all models must participate in the chosen theme, these exceptions only negate a single standard restriction outside the normal *Killzone* organization parameters. All other restrictions still apply.

For example, each model in an "Armored Might" team must have the themed 2+ armor save; however, the theme does not also exempt the standard restriction on 3+ invulnerable saves. Therefore, an Armored Might team composed entirely of Terminators may still only contain two models that have been armed with a Storm Shield.

Core Theme

When running with the Core Theme, you are using the standard limitations for Killzone with no special allowances or rules. This provides any model with the Troops combat role the **Objective Secured** special rule.

Generic Themes

Armored Might: This theme allows you to ignore the standard restriction and to field additional models with 2+ Armor saves in your Special Operations Team.

Death From Above: This theme allows you to ignore the standard restriction and to field additional Jump Infantry models in your Special Operations Team. Furthermore, any Jump Infantry model may add the Move Through Cover Special Rule for an additional 5 points per model.

Behemoths: This theme allows you to field a Special Operations team composed entirely of models with 3 wounds.

Monstrosities: You may take any number of Monstrous Creatures not to exceed half your points individually. You may support them with up to half your points of Infantry if you so choose. These Monstrous Creatures may have wounds greater than 3 and Toughness greater than 5.

Swift as The Wind: This theme allows you to field additional models that are **one** of the following: Bikes, Jetbikes, Cavalry, or Beasts. Furthermore, any model may add Move Through Cover for an additional 4 points per model.



These Bloodcrushers led by a Herald of Khorne are a great example of a Special Operations Team using the Behemoths Theme.

Army-Specific Themes

Many Codexes boast a vast array of Formations and Detachments. You are free to use the same special rules granted from one of those Formations or Detachments **without fulfilling the requirements** for doing so. You are still, however, limited to selecting the units and models allowed in that Formation or Detachment.

When using a Formation with more than **three** Unit Entry options, you **must** abide by Selection Restrictions, Quality Restrictions, and Weapon Restrictions.

When using a Formation which only has **three or less** Unit Entry options, you are not limited by Selection Restrictions.

For example, if you use the Khorne's Bloodstorm Formation as an Army-Specific Theme, you may only take Raptors and Warp Talons, but you can take as few or as many of either as you have points for because the Formation has 4 or less different unit entries allowed. You may not, however choose a Helldrake because it breaks Quality restrictions for having more than 33 combined armor.

Note that conglomerate Detachments such as the Decurion are **not** allowed as Army-Specific Themes.

See the Appendix for the list of recommended Army-Specific themes.

Army-Wide Rules Changes

Some Army-Wide rules are difficult to adjudicate in the absence of the unit structure.]

Chaos Daemons: Each turn, you only roll for a Warp Storm targets four times for enemy models and four times for friendly models (if called for)

Khorne Daemonkin: These rules scale well with Killzone. Treat models as units on the Blood Tithe table. (Remember, free units are not allowed in Killzone.)

Orks: For rolls of 4+ on the Mob Rule table, count 5 or more models within 6" of the model making the check. On rolls of 2-3, check for a character within 6". In either case, the model deals itself 1 hit instead of d6.

Tau: Use a Large Blast Template for Markerlights instead. All models hit by the blast gain a token.

Killzone Model Upgrades

Because *Special Operations: Killzone* forgoes the need for a standard HQ choice, the following Skill and Wargear Upgrades represent a way to bring personality to the individuals in your Special Operations Team. These are designed to add flavor and individuality to your team.

No model may have more than **25 points** worth of Killzone Upgrades and these do count towards your maximum points per model. Unless specifically stated, Vehicles may not select these upgrades.

Wargear upgrades must be clearly added to the actual model so it's easy to tell they have the upgrade. If your Codex already has an item listed here, use the points cost and rules there instead.

Note: for clarity, these upgrades have been described from a Human point-of-view; please feel free to substitute an appropriate terminology for your own faction.

Skill Upgrades

An individual model may only select a single Skill upgrade; however, the following options may be taken an unlimited number of times per team. Remember, all abilities must be modeled somehow.

Blade Master (5pts): A Team Member with this ability will gain the Rending Special Rule for all close combat attacks.

Brawler (5pts): A Team Member with this ability gains +1 Strength.

Crack Shot (8pts): A Team Member with this ability may re-roll any failed to hit rolls.

Gunfighter (6pts): This skill increases the model's rate of fire by one for a single weapon per turn. For example, a Heavy 3 weapon becomes Heavy 4.

Hard to Kill (5pts): The Team Member gains the Feel No Pain Special Rule.

Lightning Reflexes (5pts): A Team Member with this ability gains the Jink Special rule or adds +1 to their Jink save.

Raider (6pts): A model with this skill upgrade enjoys the Hit and Run Special Rule.

Resilient (7pts): A Team Member with this ability gains +1 Toughness.

Veteran (7pts): A Team Member with this skill gains + 1 to its Weapon Skill and Ballistic Skill.

Special Issue Wargear Upgrades

The following four options may be taken just once per Team. Remember, all wargear must be modeled.

Tracker Device (6pts): When shooting (but not firing a Killzone or Auto-Fire), reduce the cover save of your target by 1.

Medipack (22pts): Grants the bearer and all friendly models within 6" the Feel No Pain Special Rule. A model carrying a Medipack is also considered a Character.

Smoke Grenades (15pts): A model with smoke grenades may throw them like any other grenade. Scatter a large blast marker and leave it on the battlefield. Shooting attacks that draw Line of Sight through the marker grant the target a 3+ cover save. Roll a die at the beginning of your next turn. On a 4+, the marker is removed.

Refractor Field (5pts per wound): As per Codex: Astra Militarum. If your Codex already has this item, use the points cost there instead.

Limited Issue Wargear Upgrades

The following four options may be taken up to three times per team. Remember, all wargear must be modeled.

Penetrator Rounds (12pts for models with Heavy Weapons, 5 points for all other models): Any model wounded by a model using

penetrator rounds must re-roll all successful armor saves from shooting attacks. Penetrator Rounds do not stack with other special ammunition.

Stealth Suit (8pts): This model gains the Stealth, Scout, and Move Through Cover Special Rules. Only an infantry may select this wargear and the model may not have the Bulky Special Rule.

Suspensors (8pts): This model gains the Relentless Special Rule

Targeter (4pts): If they do not move in the Movement Phase, a Team Member with a Targeter may increase their Ballistic Skill by 1 when rolling to hit during the shooting phase.

Standard Issue Wargear Upgrades:

The following options may be taken an unlimited number of times per team. Remember, all wargear must be modeled.

Assault Grenades (1pts): As per The Rules.

Defensive Grenades (3pts): As per The Rules.

Close Combat Accessories (2pts): These are often represented as bayonets, knives, short swords, and sometimes even sharpened entrenching tools. A Team Member armed with close combat accessories will gain a bonus close combat attack at AP -.

Chain Blades (4pts): Any model armed with a basic close combat weapon may upgrade it to a Chain Blade. These are vicious, flesh-rending, armor shredding weapons. Chain Blades are AP 4.

Thermal Imaging: (5pts): Team Members equipped with the Thermal Imaging upgrade see normally during any turn in which *Killzone* Night Fight rules are in effect. Vehicles may select this upgrade.

Example Special Operations Team: Kurrzig's Kommandos

Theme: Core Theme

Theme Special Rules: Models with the Troops Combat Role have Objective Secured (though there are no models with this combat role in my list)

Kommando Boss Nob (1/2 allowed Squad Leaders, requires 2+ Kommandos) – 50pts

Power Klaw

Team Leader – Already has 2 wounds, so he gains +1 Attack

Bosspole (works for all models within 6" instead of the "unit")

Kommando Boss Nob (2/2 allowed Squad Leaders, increase Kommando requirement to 4+) – 30pts

Big Choppa

Bosspole (works for all models within 6" instead of the "unit")

Kommando with Burna x2 (2/3 allowed Template Weapons) – 50pts

Kommando with Big Shoota x3 (3/3 allowed Suppressive weapons) – 45pts

Kommando x6 – 60pts

The total of Kurrzig's team is currently 235, just 15 points shy of the 250pt maximum. This is on purpose because I want to save points for some Killzone Model Upgrades (detailed later).



Kurrzig and some of his Boyz disguised for infiltration maneuvers!

PLAYING A KILLZONE BATTLE

The manner and direction of gameplay you ultimately select for your Teams, quite obviously, depends on you. However, we always encourage you to engage the game with a keen eye on the story that develops within it. For whichever method you choose, we recommend the following basic methods to enter the *Killzone* experience.

Pick a Game Size

You should prearrange the size and scope of the game by considering how many points you would like to use in your Special Operations Team. While 250 point teams is a tried and true standard, players are encouraged to pick teams which fit the personal narrative you wish to tell.

You may also wish to stretch this limit to include multiple teams, which is covered under Special Operations Groups in the Alternative Rules Chapter.

In any case, you will usually reveal your Team list to your opponent before the game begins.

Set Up the Table

We recommend that a standard *Killzone* Mission should be played on a 3-foot by 3-foot table for basic one-on-one play. At least 50% of the tabletop should be covered in terrain, though we recommend loading the table with as much as possible.

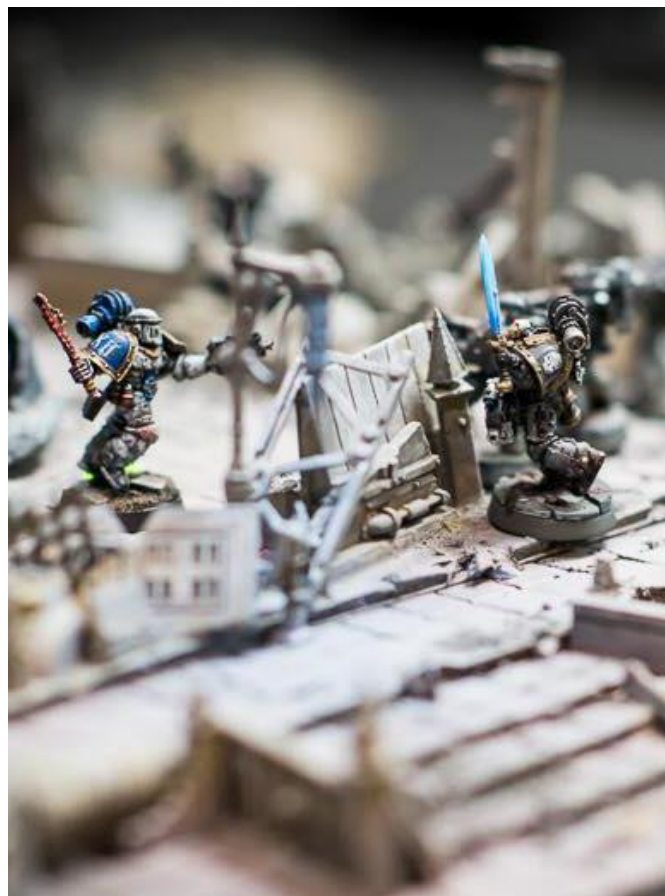
Determine your Missions

In order to represent strategic complexity of a Special Operations mission on the tabletop, we recommend the following dynamic approach to mission selection.

Primary Mission

Before Deployment, players draw a single Primary Mission card. This card is played “face up” on the table, and each player will be working toward that primary objective for this mission.

The Primary Mission is worth **6 possible Mission Points**. Each Primary Mission card includes a description for partial success of that mission. Partial mission completion is worth **3 Mission Points**. Note: The specific primary mission brief will describe in detail how one might achieve the varying degrees of success in any mission.



Ancient foes battle for supremacy over a key position.

Secondary and Tertiary Missions

After Deployment but before Scout and Infiltrate actions, each player then draws a single Secondary Mission card and a single Tertiary Mission card. These are kept confidential and only revealed at the end of the game when players calculate Mission Points and Victory Conditions (discussed in greater detail below). Secondary Missions are worth **3 Mission Points** and Tertiary Missions are worth **1 Mission Point**.

Callous Disregard

If a player chooses to do so, he may earn one additional Mission Point for any **Secondary** and/or **Tertiary** Mission by revealing the mission to their opponent before play has started. **The bonus point will only be rewarded for a mission both revealed and completed.** This is a rather bold gesture, reserved for those Special Operation Teams either uninterested in the subtle arts, or those too desperate to care. **Note that if your mission says to secretly record something on your mission card, in the event of Callous Disregard, the note is not secret.**

Let Fate Decide

At any point in the game, a player may discard the Tertiary Mission card and draw a Fate Card. A player who does so will automatically forfeit any possible Mission Points for that discarded Mission.

These cards are designed to add a statistically improbable, but appropriately cinematic, element to a *Killzone* game. They are not necessarily balanced, and are deliberately designed to offer your team an improbable boon in the grand, heroic Hollywood tradition.

Most Fate cards have some element of restriction as to when that card can be revealed. Pay close attention, as these often mimic the fickle nature of Fate. These cards will invariably influence crucial events in the game - and we recommend you do so with an appropriate dramatic finesse

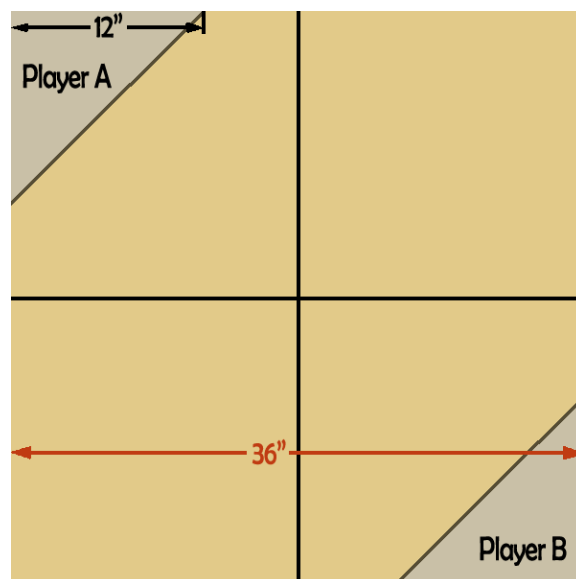
Deployment

The Primary Mission card will designate your deployment for each mission with a simple keyword (quarters, halves, reserves). These are described in greater detail below. Once you have identified your Primary Mission, roll off to determine who will deploy first. The highest roll may choose to deploy first or second but, again, must follow the parameters described in the primary mission; in almost every instance, the player that deploys first also goes first in each turn

In either case, the player going first, picks their home edge first as normal.

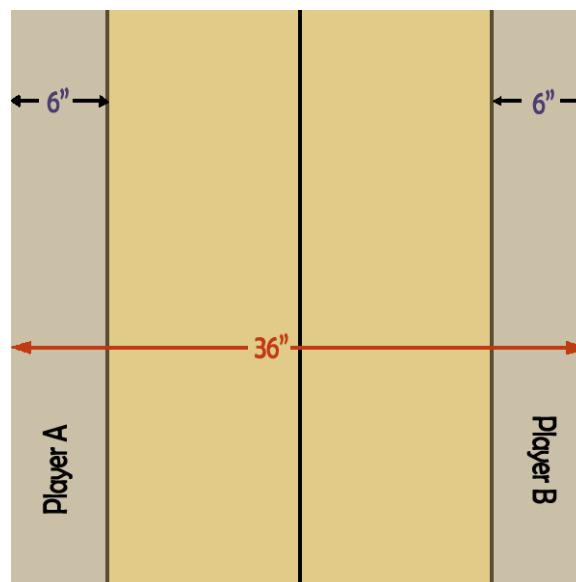
Quarters

In a mission that calls for table quarters, the player deploying first place all their models within a deployment zone created by measuring a 12 inch triangle extending along the both table edges from the corner. Either touching edge may be declared their home edge. The opposing player will then their models in the opposite triangle.



Halves

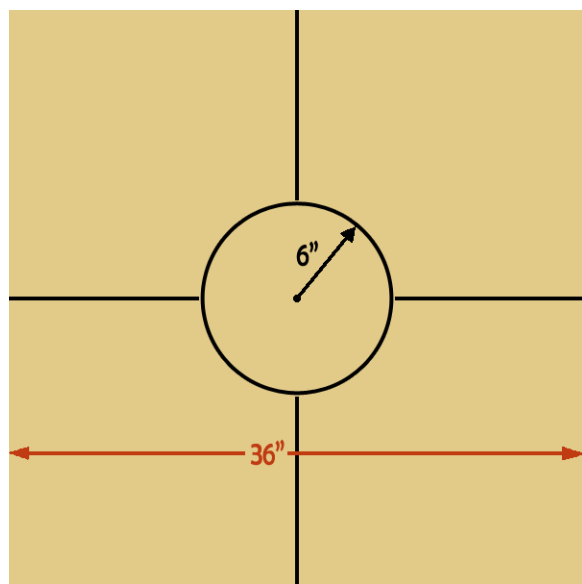
In a mission that calls for table halves, the players deploy 6" from their home edge.



The Fifth Quarter

Please note that for the sake of this game, we divide the table into five quarters: one in each corner and a “fifth” in the middle of the table. The fifth quarter is created by drawing a 6-inch radius circle from the center of the table.

Various missions may require your Special Operations Team to push into any number of table quarters throughout the game, so please keep in mind that each of the five quarters represents not only a viable deployment zone but also a potential victory condition.



Reserves

1d3+3 of your models **may** be deployed in reserves (including Deepstrike). All other rules for Reserves apply.

Objective Markers:

After the table has been arranged and deployment decided, place three markers on the table. Each marker should be marked individually with either 1, 2, or 3 underneath and shuffled in such a way that neither player knows what number each Objective is.

Place the first marker in the center of the play area. Each player takes turns placing one objective using the usual rules for objective placement.

A marker's number must be revealed to both players the moment a model moves into base contact with it.

There is always the possibility that a marker will be nothing more than empty decoys, but we encourage you to model something relevant and exciting just in case... as there is an equal possibility that these markers will, in fact, represent a focal point in the game.

Until your full mission briefing, of course, you will not know for certain.

Determine Night Fight

The determination and rules for Night Fight are the same as in Warhammer 40,000, The Rules. .

Opportunity

Regardless of the mission, **the player going second may begin the game with 0-3 models in Opportunity Fire Mode.** Your operatives are professionals: cautious and prepared.

Ending the Game

Every Mission has its own conditions to be met for ending the game; that said the following will always end the game and should be considered the standard mechanism for ending the game unless otherwise stated. There are two possible triggers to end the standard game:

Wipeout: If a player's models are completely destroyed, the game immediately. If the surviving player has not completed or partially completed the primary mission, then **they will still score 3 points** as if they had partially completed the primary mission. **Victory Conditions for other missions are tallied as normal.** For this reason, you may not want to be so eager to wipe out your opponent so quickly.

After Four: By turn four, if one player has completed the Primary Mission requirements and has held on to those requirements through their opponents' next full player turn (allowing one final gasp at glory), the game ends. The game ends whether other Missions have been completed or not; all that matters for the

purposes of ending the game is the Primary Mission.

After Eight: the game will always end at the conclusion of turn eight regardless of mission success or failure.

Exposed Position: If, during **their** turn, your opponent has somehow left you in a position of completing or partially completing the primary mission (usually due to assault results and consolidation moves), then you will end the game at the end of your own next turn instead.

For Glory: If you have successfully scored a Partial Completion, rather than finishing the game you may choose to continue the game in hopes of scoring a Full Completion unless, of course, it is Turn Eight.

Victory Conditions:

Victory Conditions: In the murky world of Special Operations, the relative success or failure of a mission can be a difficult matter to measure. Often, rival teams will thwart an enemy's primary objective only to discover that other valuable assets have been compromised, destroyed, coopted, or otherwise negated.

Victory can be measured according to the following chart:

Victory Conditions	Mission Points
Primary Mission complete:	6
or partial completion:	3
Secondary Mission complete:	+3
and callous disregard)	+1
Tertiary Mission complete:	+1
and callous disregard)	+1



Ork Tankbustas make quick work of a Blood Raven Rhino.

The player with the most Mission Points at the conclusion of the game wins. Note: In the elusive “perfect game,” a player may earn as many as 12 total Mission Points: (+6 for Primary Mission, +3 for Secondary Mission, +1 for Callous Disregard of the Secondary Mission, +1 for Tertiary Mission, +1 for Callous Disregard of the Tertiary Mission = 12 Mission Points).

Kill Points

A few missions will require that you calculate Kill Points to help determine the relative success of a mission. Before a game, we recommend that you record the “original value” of your team and **keep a note of this number on your roster where you may reference it easily if called upon to do so.**

Every model has a Kill Point value, which can be determined by using this (quite simple) dynamic: move the decimal point over and round up. For example: if the total value of a model is 1-10 = 1 Kill Point, 11-20 = 2 Kill Points, 21-30 = 3 Kill Points, and so on to a maximum of 8 Kill Points. Your team earns Kill Points for each destroyed enemy model.

Primary Missions

1. Kill Points

You must destroy the enemy's Special Operations Team. Your team only earns Kill Points for each enemy that is violently removed from play.

Completion: A Team that reduces the enemy to below one quarter its original Kill Points successfully completes this mission. Remember, each model is worth a distinct number of Kill Points. See the previous chapter for more details.

Partial Completion: If a team reduces the enemy to below one half its original Kill Points, score a partial completion.

Deployment: Quarters

2. Capture and Control

Your Team must fan out to find key objectives and bring them back to base. Barring that, they should hold these positions and await further orders.

In this mission, all Objectives can be moved as with The Relic.

Completion: In order to complete this mission, you must bring two Objectives completely into your Deployment Zone.

Partial Completion: In order to partially complete this mission, you must hold two objectives.

Deployment: Halves

3. Hold the Line

Your team must reach a vital location of the battlefield and is imperative that they hold this area and keep it free of enemy interference.

Completion: You must bring all of your surviving models into the Fifth Quarter while keeping your enemy out in order to successfully complete this mission.

Partial Completion: If a player ends the game with all surviving models in the fifth quarter, but it is not free of enemy models, they score a Partial Completion.

Deployment: Fifth Quarter. In this mission, all models arrive via Reserves (including Deepstrike if they have the rule) and Reserves begin on Turn 1 instead of Turn 2.

4. Reconnaissance

Your team has a scouting obligation. The more reconnaissance you can perform in the field, the better.

Completion: Your team must end the game with at least one model completely within four of the five possible table quarters.

Partial Completion: If a team ends the game with a model completely within three of the five table quarters, they score a Partial Completion.

Deployment: Quarters

5. Withdrawal

Two Special Operations Teams have found themselves on the wrong end of no-man's land and must strategically withdraw from their respective missions.

Completion: Each team must get half of its original Kill Points value in the enemy's deployment zone to fully complete this mission.

Partial Completion: If a team ends the game with all of their own models out of their deployment zone, but only one quarter of their original Kill Points in the enemy deployment zone, score a partial completion.

Deployment: Halves

6. Ambush

The intelligence was flawless, but the ambush has gone to Hell. The attacking player is the player going first. The defending player is their opponent.

Completion: To complete this mission, the Attacking player must end the game with a quarter of its original Kill Points value inside the fifth quarter and the Defending player must end the game with a quarter of its original Kill Points value within 6 inches of any table edge.

Partial Completion: If your opponent has lost 75% of its original Kill Points, you score a Partial Completion.

Deployment: Fifth Quarter with Defending player inside the Fifth Quarter. All of the Attacker's models arrive via Reserves (including Deepstrike if they have the rule) and Reserves begin on Turn 1 instead of Turn 2.

Secondary Missions

1. Munitions

Objective Marker #1 represents a cache of munitions that must be destroyed. If one of your models reveals this marker, show your opponent this mission card at the end of your next turn. The marker explodes.

The explosion is a Strength 6 AP 4 Large Blast with the hole over the center of the Objective. The munitions must explode before the end of the game in order to successfully complete this mission objective.

It would be handy to create fuse tokens to represent the imminent threat and tokens to represent the blasted area. Note that the Objective Marker itself is not removed.

2. Standard Template Construct

Objective Marker #2 an invaluable component for a standard template construct. As such, your team has an astonishing opportunity to learn what you can while time allows.

In order to complete this mission, one member of your team must end the game in base contact with Objective Marker #2. No other model may be in contact with the marker in order for you to score this mission.

3. Intelligence Cache

Objective Marker #3 represents a vital intelligence cache from which you must upload information. If one of your models remains in base contact with Objective Marker #3 at the end of the enemy's turn, you complete this mission.

If a model in base contact with this Objective is engaged in close combat during the enemy turn or if the model goes to ground, it may not complete this mission.

4. Transmitter

You must hold the high ground in this sector in order to set up a beacon transmitter. When the game ends, you must hold the highest attainable level of terrain on the table with no enemy models within 3 inches of it. If two or more pieces of elevated terrain are of equivalent height, secretly write which piece of terrain is the highest point on this Mission card before rolling to choose table sides.

5. Lead from the Front

Morale within your Special Operations Team has suffered recently. Each member of your Special Operations Team looks to the team leader for an unspoken, unquantifiable boost. It is time to lead by example.

Your team leader must survive the game, inflict two wounds, and pass within 6" of an enemy model in order to successfully complete this mission objective.

6. Reverse Engineering

Secretly identify and record one enemy model carrying either a Template, Incisive, Suppressive, or Heavy weapon other than the Team Leader. Command has issued orders to recover a specific piece of enemy Wargear from that individual in order to reverse-engineer it.

This model must be killed in Assault in order to successfully complete this mission objective.

Tertiary Missions

1. Just Breathe, Rookie

Even among an elite Special Operations Team, someone has to be the "new guy." Your job is to keep the Rookie alive until he gets some experience under their belt.

Secretly mark one model from your Special Operations Roster other than your team leader. This is the Rookie. This model must survive the game in order to successfully complete this mission objective.

2. Traitor

Secretly identify and record one enemy model other than the team leader. This model is the Traitor; he is an extremely important sleeper agent within the enemy's ranks, and you must keep him alive for future activation.

Although an enemy, the Traitor must survive the game in order to successfully complete this mission objective.

3. Vain glory hound

Secretly mark one model from your Special Operations Roster other than your team leader. This is the glory hound; this model has been feeling a bit headstrong lately, perhaps a bit too much so.

This model must slay twice its own Kill Points value to complete this mission.

4. Vendetta

Secretly mark one model from your Special Operations Roster other than your team leader. This model enjoys a profoundly personal grudge against one enemy Special Operations Team member and will stop at nothing to grind this Vendetta under their heel.

Secretly mark one model from the enemy Special Operations Roster. That model is the target of your model's Vendetta. If your marked model kills the opponent's marked model, you complete this mission.

5. Sabotage

Your team has been monitoring enemy activity and may have found a way to sabotage an unguarded target of interest. In order to successfully complete this mission, you must destroy two objective markers. Objective Markers are Toughness 5 and have 2 wounds with a 4+ armor save.

Do not remove the Objective Markers after they are destroyed. At least they're still good for spare parts! Simply mark them with a token to flag them as having been destroyed.

6. Culprit

Secretly identify and record one enemy model other than the team leader. This model carries an important token rightfully belonging to your army; they are known as the culprit. You must kill the culprit and reclaim the token from the point where he fell.

If you reclaim the token, it is added to your model's wargear and provides a 6+ Invulnerable Save. If any subsequent model is killed while holding the token, it is dropped on the ground and can be retrieved by any model, friend or foe. If this Mission is revealed using Callous Disregard, the enemy Culprit enjoys the 6+ Invulnerable Save from the start of the game.

One member of your team must be holding the item when the game ends to successfully complete this mission objective.

Fate

1. Get down now!

Select one model (either from your team or your opponent's). This model must immediately "go to ground" without making a pinning test and even if it is Fearless. You may reveal this card at the beginning of either player turn.

2. Poison Vial

The moment you play this card, one model's close combat weapon gains the characteristic Poison (2+) for a single Assault phase. This card may be revealed during any Assault phase in the game.

3. Adrenaline Rush

The moment you play this card, one model of your choice benefits from the Fleet Special Rule and gains +1 Initiative for one turn. You may reveal this card at any moment in your player turn.

4. I'm the best at what I do

When you activate this card, a single model from your team gains the Preferred Enemy Special Rule and +3 Leadership (maximum 10, but included in assault calculations) for the remainder of your player turn. You may reveal this card at any moment in your player turn.

5. You keep using that word...

The moment you play this card one individual model from the opposing team loses a single Special Rule or skill until the end of their turn. This card may be played during any phase of either player's turn, but cannot be used to retroactively change something that happened.

6. Learn though observation

The moment you play this card, one model from your team may use a single Special Rule or skill upgrade of any enemy model on the field until the beginning of your next turn. You may reveal this card at any moment during your player turn.

7. Bullet time

Once revealed, this card forces a single enemy model to reroll all successful wounds from any attacks that they make for one phase (either the Shooting or Assault phase, but not both). This card can be played during any phase in either player turn.

8. Die, you git

When you activate this card, a single model from your team gains the Hatred and Furious Charge Special Rules for the remainder of your player turn. You may reveal this card at any moment in your player turn.

9. No Surrender

The moment you play this card, your team may re-roll all Morale checks until the end of this turn. This card may be revealed at any point in the game, and even be used to retro-actively pass a test which just failed (but none before that).

10. Fickle Fate

Once revealed, this card will grant one die in your collection the ability to re-roll for the entire player turn for whatever uses you desire. The first time it rolls a "1" on the re-roll, the ability ends. The same die must be used every time if you wish to use the re-roll.

ALTERNATIVE RULES

What follows are some alternative rules to further indulge the ambitious but free-spirited impulses that started Special Operations: *Killzone* rolling in the first place. The following additional and/or alternative ideas do not constitute “core” *Killzone* rules, but the ideas are compelling and we would feel remiss if we failed to include them here. Please have a bash at one or more of the following as an alternative to your standard *Killzone* gaming -just make sure that your opponent is on the same page (literally and figuratively).

Moreover, we encourage you to discover your own methods for tinkering with the rules, and to share those ideas with us if you please.

Alternate Phases

A fair few playtesters have experimented with the idea of breaking the turn down into alternating subphases, during which each player performs all actions appropriate to that phase before moving forward to the next one. As such, the turn is broken down into the standard turn components (Movement, Shooting, Assault), but each player. In this instance, we recommend that you fold charge moves directly into the movement phase (as with running). Moreover, we also recommend that both players still fight close combat encounters in their respective assault phase, as normal per game turn.

For example: in a new turn, player one performs all their movements for that turn as normal; however, player two will then immediately perform all of their movement actions for that turn, both including run and charge moves. After this has been completed, player one will then proceed to the Shooting phase, followed immediately by player two. Player one then rolls all assaults, with all resolutions concluded, before Player two enacts another subsequent Assault phase to its natural conclusion.

Killzone Groups

Some players may wish to field multiple *Killzone* Teams in their battles, or you may wish to team up, pitting multiple players against each other. In games with 2 teams per Group, use a 4' x 4' table. If you want to run with more teams than that, you may wish to add 1' horizontally per pair of teams added.

In all cases, the Primary and Secondary Missions remain the same, drawing one per group, however each Team selects a separate Tertiary Mission. You may wish to keep things even more interesting by, in games with multiple players per Group, keeping this mission secret even to fellow group-mates.

At the end of the game, tally points as normal, except that multiple Tertiary Missions may be scored per Group. Note that effects of the Tertiary Missions and Letting Fate Decide only effects the Team which drew them.



Regrets are for the weak.

In every other case, anything which applies to Teams also applies to Groups except for Assembling Your Team. Those rules and restrictions apply specifically to each Team individually.

Note that different Teams may be from different Factions, but the restrictions, benefits, and challenges presented in the Allies Matrix is in play.

Opportunity Fire:

Because Priority is rolled every turn, you may find an odd situation in which a model could remain on Opportunity Fire through two sequential enemy player turns. If this happens, the Opportunity Fire model may shoot in the second enemy player turn, provided that there is a viable target.

After priority has been decided, the controlling player of the player going second may signal that their model intends to remain in Opportunity Fire through this subsequent turn by leaving the Opportunity Fire marker in place. In so doing, the model is allowed to fire their weapon(s) at the beginning of the opponent's shooting phase. Remove the token either when the model shoots or before the start of your turn.

Priority

The player that deploys first enjoys Priority for the first turn. After that, each player rolls a d6 at the beginning of the turn to see who has Priority for that turn. The winner of the die roll may choose to go first or second in the current game turn. If the die roll is a tie, Priority goes to the person who went second in the previous turn.

The Right Team for the Job

You and your opponent may choose to make more than one Team for the Mission at hand before the Mission is determined. Immediately after the Primary Mission has been determined, you secretly choose which Team you are using for your game and then simultaneously you and your opponent reveal which Teams you chose.

Up and at 'Em

Once per game, a player may automatically "steal" priority if (and only if) the opposing player has won priority two turns consecutively. The stolen priority prevents one player from dominating two sequential turns.

CAMPAIGN RULES

A Killzone Campaign is fought over a series of Events which are planned out in advance of each game or even in advance of the entire Campaign. For each Event, players may each choose one or more Event Special Rules. It is recommended that you limit Event Special Rules to one each except for the finale Event.

These Special Rules aren't written on a Team Roster. Instead, they are used by both players to develop the narrative together. Choosing a Special Rule simply to gain the greatest benefit to your army is not in the spirit of the Campaign system.



Event Special Rules

The Special Rules are divided into three simple groups. The General group can be taken by anyone. Special Rules categorized in the other two groups should also be considered “General” when there is no Attacker or Defender, but since many narrative battles assume these roles exist, we have provided for that distinction.

General:

Advantage: You may select two Event Special Rules for this Event. During another Event in the Campaign, you must select “Disadvantage” as your Event Special Rule.

Defeated: Your last battle didn't go so well, but your resolve is strong. Once per turn, during the movement phase, one of your models may move its hindered movement towards any one of the Objectives.

Disadvantage: You select no other Special Rule for this Event. This Special Rule has no other effect.

Favored Initiative: The Team of your choice automatically wins the roll to go first during this Event.

Seasoned Veterans: Two of your models from the previous game enjoy a +1 to their Weapon Skill and Ballistic Skill. This bonus counts as a 10pt upgrade for the purposes of adding it to a model and maximum point restrictions per mode, however you don't have to actually pay for it. These models must have actually participated in the last game to enjoy this bonus.

Spoils of War: Your last battle granted you additional resources for the Event which is about to unfold. You may add 10 points of Killzone Model Upgrades to any of your models.

Victorious: Having come off your recent battle as the victor, your Team is feeling pretty good about itself. You may re-roll all Morale Checks, failed or successful, throughout this Event.

Attacker:

Reserves: The Team of your choice uses the Reserves Deployment during this Event

Night Fight: Whether due to the poor lighting of an underground facility or because it's simply night time, you use the rules for Night Fighting for every turn of the game.

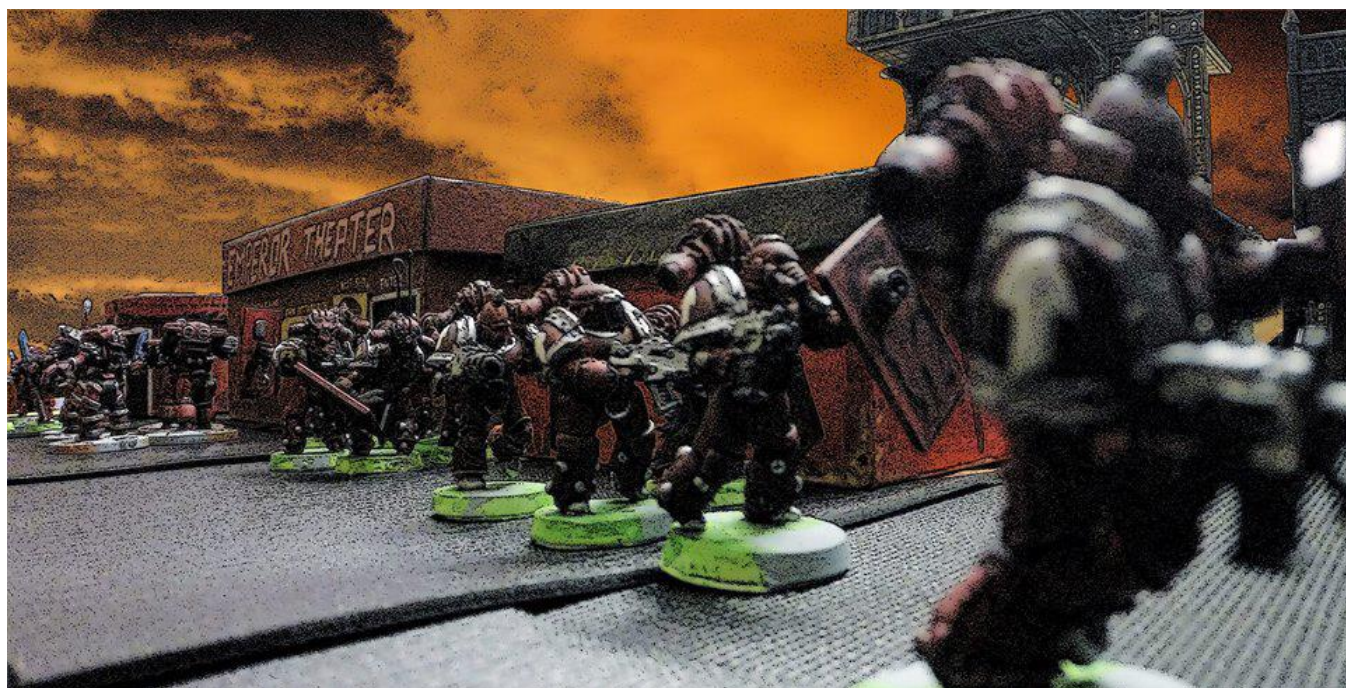
Defender:

Home Field Advantage: After picking table sides, the one player of this Event may re-arrange the terrain outside their Deployment Zone by 6" and terrain at least partially within their Deployment Zone to wherever they want within physical reason.

Missions

Players are encouraged to come up with specific Primary Missions for their Killzone Campaign Events. The Missions used should be discussed by the players of the Events, or, at the very least, the person curating the Campaign should do their best to communicate the narrative to the players before the Campaign begins so that everyone is on the same page.

Players are also encouraged to swap out some of the Secondary Mission Cards, Tertiary Mission Cards, and Fate Cards to specifically match their campaign. We do not recommend specifically dictating which Secondary or Tertiary missions are selected in each Event, however. It is the random and secretive nature of these Missions which makes them so much fun.



The Word Bearers are marching To war!

Example Campaign: THE ASHES OF LORE

A Killzone Campaign in 4 Parts for 3 players

The Ashes of Lore is a Killzone campaign details a desperate struggle for ancient information locked away on the Imperial Cardinal World of Pyraea. This campaign is best played with three players representing three factions, the Sons of Malice Chaos Space Marines, the Scourged Renegade Marines, and the forces of the Ecclesiarchy. Since this is a Killzone Campaign, and battles are a mere 250 points, players are encouraged to build and paint models for this narrative specifically.

Background

On the Imperial Cardinal World of Pyraea, the gold and marble archways and colossal effigies of the Emperor and other important historical figures, both remembered and forgotten, are borne on the backs of the billions of souls toiling in the darkness of the underhive, both literally and figuratively.

The Ecclesiarchy grinds Pyraea and its citizens into a fine paste of worship and adulation. The world is very populous for a Cardinal World and has been described as the Forge World of Cardinal Worlds. Blessed relics and holy trappings are the world's key exports. Also, Pyraea is an important training ground for Ecclesiarchial troops and officials. Of course, the world also maintains countless Libraries and shrines. One of the most interesting features of the world is The Resonance Spire. At the base of this massive, golden construct two hundred Psykers are sacrificed daily to the glory of the God Emperor while a Psychic choir numbering in the thousands of souls bend their will toward it. The device's only known purpose is as a key relay station for the Astronomican itself. This device alone dictates the need for defenses numbering in the millions including basic Planetary Defense Forces, Astra Militarum, and Adepta Sororitas. Regardless, the worm of Chaos has found a way, as it always does, to squirm its way into the dark recesses of Pyraean society.

The Scourged maintain a key Library facility deep in the bowels of Pyraea, right under the nose of the Ecclesiarchy. For decades, the Seekers of Truth had used this underground bunker to spy on the Ecclesiarchy and secret away relics of untold value. Although many of the holdings of the Seekers of Truth had been purged from existence, their Library on Pyraea had been spared. Unfortunately, recent events will lay bare the secrets of the Scourged.

The Sons of Malice have found a home among the unwashed in the underhive. Dark Covens of loyal Imperial serfs worship their new Gods with a fervor which has grown to match that of the Emperor himself. The Sons of Malice have gifted them with knowledge of the Chaos Gods, but unlike other Chaos factions, they have forged their worshipers' love of the Emperor and hatred for all things OTHER into a frothing devotion to Malal and the destabilization of the forces of Chaos. In some ways, the agents of the Sons of Malice escaping through the shipping lanes out of Pyraea are more successful at thwarting the plans of Chaos than actual agents of the Imperium.

Special Rules:

The Mark of Malice: The Mark of Malice can be chosen as an upgrade for any model which normally allows for a Mark of Chaos. Followers of Malice exist for nothing more than to remind other Chaos powers that their gods are fickle and their deeds are, in the long run, meaningless. All models with this Mark have Preferred Enemy for Chaos Space Marines and Chaos Daemons. Additionally, followers of Malice are slippery and cling to the shadows like whispers. Whenever a ranged attack would ignore their cover save, a unit with this mark may move 6" before the attack is made. Lastly, Malal is not stingy with those he deems useful; any model with this Mark may re-roll any result of the Chaos Boon Table whenever

they are called upon to make one, even if it is before the game has begun.

Event 1 : You are Not Welcome

Recently, the Scourged have learned of the machinations of the Sons of Malice. The Sons of Malice haven't kept their usual low profile on Pyraea because it really didn't occur to them that another Chaos faction would be at work on the world. The Scourged have staged a lightning raid on one of the Sons' places of worship deep within the world's key Hive, Aquillus.

Armies: The factions for this Event are the Sons of Malice and the Scourged. Both players play with 250 points. Both Armies use the Chaos Space Marines Faction with the Sons of Malice using only units with the Mark of Malice and the Scourged using only models with the Mark of Tzeench.

Battlefield: The locale of this Event should resemble a place of dark worship in an underhive with plenty of pillars, stairwells, balconies, furniture, and antechambers to block line-of-sight and create an interesting narrative.

Special Rules: Killzone Battle, Favored Initiative (The Scourged), Disadvantage (The Sons of Malice)

Primary Mission:

In this surprise attack, the Scourged are out to create as much havoc among the Sons of Malice as possible.

Completion: If the Sons of Malice suffer 75% or greater casualties, the Scourged complete this mission. If the Sons of Malice suffer only 25% casualties, the Sons of Malice complete this mission.

Partial Completion: If the Sons of Malice suffer less than 75% casualties, but more than 50%, the Scourged partially complete this mission. If the Sons of Malice suffer greater than 25% casualties, but still less than 50%, then the Sons of Malice partially complete this mission.

Deployment: Halves with the Scourged using Reserves.

Event 2: Unwelcome Attention

The attack on the Sons of Malice did not, of course, remain a secret. Echoes of that battle have been carried throughout the Hive and some loyal agents of the Imperium have heard them. Naturally, Ecclesiarchial Investigators scoured the dark recesses of Pyraean society for more information. Whispers of both the Sons of Malice and the Scourged have reached their ears. While the Sons of Malice pose an definite, yet enigmatic threat to the stability of the world's society, the thought of a Tzeench cult in the underhive is far more troubling to the Ecclesiarchy.

Armies: The forces of the Ecclesiarchy (generally Imperial Guard or Sisters of Battle) are attacking one of the strongholds of the Scourged near their Library.

Battlefield: This battle will be fought over the broken remains of an ancient fortress which serves as the semi-fortified doorstep to the Library of the Scourged.

Special Rules: Killzone Battle, Victorious/Defeated (The Scourged), Favored Initiative (The Ecclesiarchy)

Primary Mission:

Sweep and Clear

Event 3: Retaliation

Of course, the Sons of Malice cannot be expected to allow an attack on one of their Covens to go unanswered. Although they are upset by this slight, they are also excited. After questioning some of the enemy's casualties and doing some investigating of their own, the Sons of Malice have gotten wind of who orchestrated the attack. The Sons' are very pleased that they need not venture far to cause havoc for another Chaos warband, particularly one devoted to Tzeench!

Armies: The forces of the Sons of Malice are bent on assaulting and burning the Library of the Scourged and the Ecclesiarchy is in their way

Battlefield: This battle will be fought inside the Library of the Scourged with rows of both

bookshelves and databanks dominating the play area.

Special Rules: Killzone Battle, Seasoned Veterans (Ecclesiarchy), Advantage (Sons of Malice), Favored Initiative (Sons of Malice), Victorious/Defeated (Sons of Malice).

Primary Mission:

The Sons of Malice wish to press even further into the Library.

Completion: The Sons of Malice must bring all of their surviving models into the Ecclesiarchy's table quarter to complete this mission. The Defender must not have any Sons of Malice models in their table quarter to complete this Mission.

Partial Completion: The Sons of Malice must have more models than the Defender in The Defender's Table Quarter to partially complete this mission. The Defender must have more models than Sons of Malice in the Defender's table quarter to partially complete this Mission.

Deployment: Quarters

Event 4: Burn!

The Scourged have fought to protect their vast stacks of lore, but the time has come to assess what can be taken and what must be left and purged. The data left behind must not be allowed to fall into enemy hands.

Armies: The forces of the Scourged will Defend against the victor of the previous Event.

Battlefield: This battle is, again, fought within the Library of the Scourged. Additionally, all of the Objectives must be placed 8" from any board edge.

Special Rules: Killzone Battle, Spoils of War (Attacker), Victorious (Attacker), Favored Initiative (Scourged), Home Field Advantage (The Scourged). Note that this is the finale, so there are two Special Rules per side instead of one.

Primary Mission:

The Scourged will not allow their information to fall into enemy hands! If, at the end of their turn, a Scourged model is in base contact with an Objective, put a Corrupt Token on it. If, at the end of their turn, one of the Attacker's models is in base contact with an Objective, remove a Corrupt token from it. If, at the end of any Player Turn, an Objective has three Corrupt Tokens on it, it is removed from the game. Any Secondary or Tertiary missions relying on that Objective are automatically failed.

Completion: The Scourged complete this mission if all Objectives are destroyed. The Attacker completes this mission if none of the Objectives are destroyed.

Partial Completion: The Scourged partially complete this mission if only two Objectives are destroyed. The Attacker partially completes this mission if only one Objective is destroyed.

Deployment: Fifth Quarter with the Scourged models deploying in the Fifth Quarter and the Attacker's models deploying in any other single Quarter. The Attacker must deploy their models at least 8" from any Scourged model.

Appendix

Suggested Army-Specific Themes

The following Codexes have been coalated:
Khorne Daemonkin, Orks, and Space Marines.

Note that **these suggestions might break the “greater than three” or “less than three” rule** because they have been independently evaluated on their calculated merits. If you do not see a Theme represented here, use the general restrictions for Army-Specific Themes or your better judgement.

Small Formations:

These Themes have Quality and Weapon Restrictions, but no Selection Restrictions.

10th Company Task Force
Brazen Onslaught
Canoptek Harvest
Centurion Siegebreaker Cohort
Da Vulcha Skwad
Destroyer Cult
Ghazghkull's Bully Boyz
Gorepack
Khorne's Bloodstorm
Legion of the Damned

Detachments and Large Formations

These Themes have Selection, Quality, and Weapon Restrictions

Anrakyr's Strategic Decurion
Charnel Cohort
Demi-Company
Great Waagh!
Green Tide
Mephirit Dynasty Cohort
Ork Warband
Reclamation Legion
Slaughtercult
Zarathusa's Royal Decurion

Inappropriate Themes

Annihilation Nexus
Anti-Air Defense Force
Armoured Task Force
The Blitz Brigade
Boss Snikrot's Red Skull Kommandos
Blood Host
Conclave of the Burning One
Council of WAAAGH!
Deathbringer Flight
Decurion
The Dread Mob
Gladius Strike Force
The Guardians of Perdita
Judicator Battalion
Land Raider Spearhead
Librarius Conclave
Living Tomb
Royal Court
Storm Wing
Suppression Force

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Rules

Adam Fasoldt (7.x Edition)
Jim Vladik Jr. (Original)

Special Operations Team Roster

TEAM NAME: _____ YOUR NAME: _____

FACTION: _____ THEME: _____

TEAM LEADER	UPGRADES	POINTS	KP

MODEL	UPGRADES	POINTS	KP
TOTAL			

Special Operations Killzone Gameplay Order

1. Reveal your Roster to your opponent.
2. Set up terrain (about 50% coverage) on a 3'x3' play area.
3. Draw a single Primary Mission Card for both players.
4. Each player secretly draws a Secondary and Tertiary mission card.
5. Determine pre-game abilities.
6. Determine night fighting.
7. Roll off. The winning player may choose to go first or second.
8. Place an Objective Marker in the center of the battlefield.
9. The player going first places the first Objective Marker
10. The player going first places the second Objective Marker
11. The player going first deploys.
12. The player going second deploys.
13. The player going second nominates d3 units to be in Opportunity Fire mode.
14. Play the game
 - On Turn 4, begin checking for Primary Mission completion. If you are still completing or partially completing the Primary Mission at the end of your opponent's turn, you may end the game.
 - If night fight wasn't initiated on Turn 1, begin rolling again on Turn 5.
 - If the game is not over at the end of Turn 8, end the game.