

THE DEADLIEST MISSION

Across the galaxy, kill teams are sent into some of the most dangerous environments imaginable, tasked with disrupting enemy communications, sabotaging supply lines, and assassinating enemy leaders. But what if their battleground was a Blackstone Fortress ...?



JAMES GALLAGHER

James is one of the Warhammer 40,000 games developers, which means when he's not writing rules for guns and tanks, he's thinking about writing rules for them. This month, however, James has come up with some exciting new Kill Team rules for you all to enjoy.

The missions that kill teams find themselves sent on can vary dramatically. Some are relatively straightforward missions (albeit extremely dangerous), while others will test that kill team's skills and strategies by dropping them into an unknown situation or taking them to an unfamiliar location. It is not beyond the realm of possibility that some missions might even take place aboard a space station, alien starship, or even in the dark depths of a Blackstone Fortress. In such claustrophobic confines, new strategies must be employed, and tactics devised, to outsmart and outmanoeuvre the enemy.

The rules we have presented here allow for just such an eventuality, enabling players to take their kill teams on missions deep within the twisted hallways of a Blackstone Fortress. As you might expect, this kind of environment is very different

to the killzones traditionally used for Kill Team games (the board's not even rectangular for a start!), and as such will require a little flexibility on the part of the players.

Over the next few pages, you'll find a series of rules for set-up and deployment to help you play a game of Kill Team using your Blackstone Fortress tiles, as well as an adapted version of the ultra-close confines rules normally found in *Kill Team: Rogue Trader* and *Kill Team: Arena*. Also included is the Point-blank Overwatch tactic – very handy when the enemy comes charging around a blind corner at one of your fighters.

In addition, you will also find two new missions – Territorial Imperative and Archeotech Hunt – which players can use alongside these rules to play their games. Alternatively, why not feel free to come up with a mission of your own devising?

KILL TEAM: INTO THE FORTRESS

If you wish to play a game of Kill Team set in the twisting labyrinthine tunnels of a Blackstone Fortress, you will need to make a number of adaptations in order to use these unusual environments.

SETTING UP A MISSION

In order to play a game of Kill Team set in a Blackstone Fortress, you will need the chamber, portal, and overlay tiles from your Blackstone Fortress game. You will also need the combat cards from the exploration deck.

In order to set up your battlefield, you can either select one of the combat cards to use as the layout for your battlefield or alternatively shuffle this deck and draw one at random. Once you have selected your battlefield, set up the layout as shown on that card with the following alterations.

Replace any discovery markers with objective markers, placed as close as possible to the centre of the hex they would normally be set up in.

If the layout includes a maglev transport chamber, replace this with a portal.

Note that the hex spaces marked on the Blackstone Fortress chamber tiles are not used. All measurements are carried out as described in the *Kill Team Core Manual* as well as the Blackstone Fortress ultra-close confines rules described here.

Once your battlefield is set up, you can either agree what the victory conditions for this mission will be with your opponent, or if you wish, use one of the Kill Team: Blackstone Fortress missions described later.

DEPLOYMENT

Players should roll off, re-rolling ties. The winner picks one of the portals attached to the battlefield to be their Deployment portal. Their opponent then uses the portal which is furthest away from this portal as their Deployment portal. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within 3" of their Deployment portal. If a player runs out of models to set up, skip them. Any models that cannot be set up on the battlefield are said to be set up inside the portal and will enter play once the battle has begun as described later. Once the players have set up their models, deployment ends and the first battle round begins.

MODELS IN THE PORTAL

Models that have been set up inside the portal can be moved onto the battlefield during the movement phase. To do so, place that model on the portal tile so that any part of its base is touching the adjacent chamber. That model then moves as normal. At the start of battle round 3, the portal closes and any models which have not moved onto the battlefield are treated as having been taken out of action.





ULTRA-CLOSE CONFINES IN THE BLACKSTONE FORTRESS

If your battle is taking place in a Blackstone Fortress, you should use all the normal Kill Team rules with the following additions.

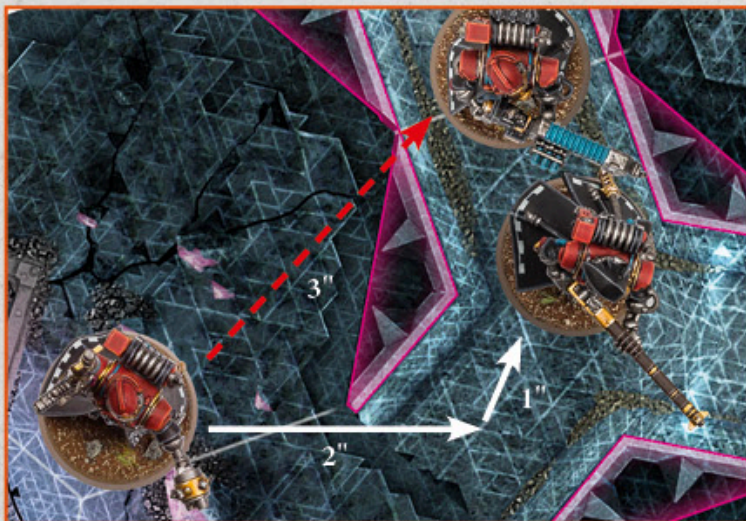
Walls

Once you have created your battlefield, you should imagine that there is a wall around the outside of each chamber, except where it is adjacent to another chamber. Some of the chamber or overlay tiles included in Blackstone Fortress have walls marked on them, represented by thin purple lines. Walls are a special type of terrain feature that models cannot move, draw visibility, or attack through. They use the following rules.

Measuring

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

In the example below, the Skitarii Vanguard with an omnispex has an ability that can affect a friendly Skitarii model within 3" of it. Although the Vanguard with a plasma



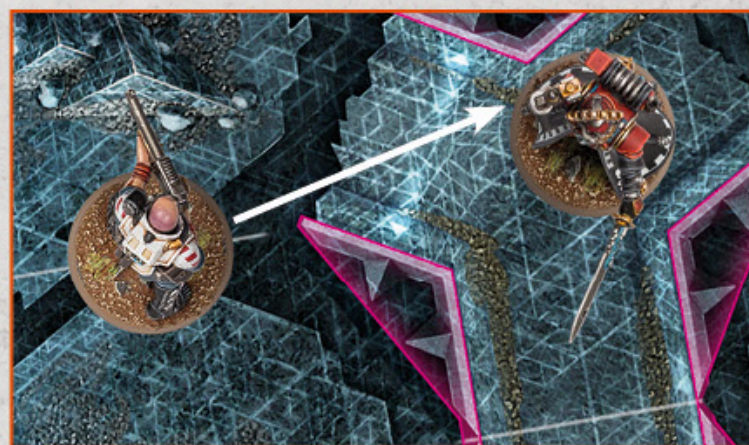
caliver is physically less than 3" away from the model with the omnispex, there is a wall between them that prevents it from being in range of the ability. The Skitarii Ranger with a galvanic rifle, however, is in range – it is 1" from the Ranger to the corner of the wall, and a further 2" to the Vanguard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

Movement

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

Visibility

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





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

Fighting

Models cannot attack through walls.

Obscured

In addition to the usual rules for determining if a target is obscured (for which you may need to get a model's eye view to look for intervening models and terrain), it is necessary to determine if any intervening walls may help to obscure the target. To do so, draw a straight line from any part of the attacking model's base to the target. If the line can be

drawn to all parts of the target's base without crossing a wall, they are not being obscured by any walls (model A in the example below). Otherwise they are obscured (model B in the example below).

In addition, a model is also said to be obscured if the straight line drawn between the attacking model and the target passes over a thicker white line (model C in the example below).

Tactics

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



POINT-BLANK OVERWATCH

Ultra-close Confines Tactic

Use this Tactic when a model from your kill team is declared as a target of a charge and is chosen to fire Overwatch. Do not resolve Overwatch with that model as soon as the enemy model declares its charge (other targets of the charge can make Reactions as normal). Instead, the charging model's controlling player makes a charge roll as normal.

If this is insufficient for the charging model to end its move within 1" of the target, no Overwatch attack is made. Otherwise, the charging model's controlling player moves it along a path during which you can interrupt it once, at any point. When you do so, your model fires Overwatch as normal, using the charging model's current location. If the charging model is not taken out of action by this, continue moving the charging model.

1 COMMAND POINT

KILL TEAM BLACKSTONE FORTRESS MISSION

TERRITORIAL IMPERATIVE

The first step in controlling any territory is to hold the key points and drive out any opposing forces. Whilst this is never a simple task aboard a Blackstone Fortress, it certainly isn't impossible.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield as described in the Kill Team: Into the Fortress rules.

SCOUTING PHASE

Do not resolve the Scouting Phase in this mission.

DEPLOYMENT

Players deploy their kill teams as described in the Kill Team: Into the Fortress rules.

BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

At the end of the battle, each player scores 2 victory points for each objective marker that they control.

Players can also score additional victory points for fulfilling the following conditions:

Score 1 victory point if the enemy kill team is broken at the end of the battle.

Score 2 victory points if the enemy kill team's Leader is out of action at the end of the battle.

Score 1 victory point for each Specialist from the enemy kill team that is out of action at the end of the battle.

The player with the most victory points is the winner. If both players have the same score, the game is a draw.

RESOURCES

In a campaign game, the player who loses this mission loses 1 Materiel.



KILL TEAM BLACKSTONE FORTRESS MISSION

ARCHEOTECH HUNT

Valuable archeotech litters the Blackstone Fortress – relics of an ancient age, priceless unknown technology, or simply lost from previous owners slain by the inhabitants of this dark and unknowable realm.

THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

Create the battlefield as described in the Kill Team: Into the Fortress rules.

SCOUTING PHASE

Do not resolve the Scouting Phase in this mission.

DEPLOYMENT

Players deploy their kill teams as described in the Kill Team: Into the Fortress rules.



THE ARCHEOTECH

At the end of each battle round, starting with the player with the initiative, players can alternate picking one objective marker that is within 3" of any models from their kill team and rolling one D6. On a 5+, the archeotech has been found. Remove all of the other objective markers from the battlefield. Each objective marker can only be rolled for once per battle round. If the archeotech has not been found after all eligible objective markers have been rolled for at the end of battle round 4, continue alternating until the archeotech is found.

BATTLE LENGTH

At the end of battle round 4, the attacker rolls a D6. The battle continues on a 3+, otherwise the battle ends. At the end of battle round 5, the attacker again rolls a D6. This time the battle continues on a 4+, otherwise the battle ends. The battle automatically ends at the end of battle round 6.

VICTORY CONDITIONS

At the end of the battle, the player who controls the archeotech objective marker is the winner. If neither player controls the archeotech, the game is a draw.

RESOURCES

In a campaign game, the player who loses this mission loses 1 Materiel.

