WARHAMMER 40,000

KILL TEAM

SOLO

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In the grim darkness of the far future you're all alone

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INTRODUCTION

In the shadows of the galaxy a vicious struggle plays out between rival kill teams, small bands of elite operatives who strike deep into enemy territory.

All BY YOURSELF

Warhammer 40,000: Kill Team allows players to experience exciting, fast-paced encounters between squads of hard-bitten warriors. In these brutal conflicts every shot fired and every swing of a blade changes the tide of battle.

Normally Kill Team this will be played between more than one person, but in some cases you can not find combatants to test your skill and nerve against.

In this unofficial pack up will have basic rules to be able to play Warhammer 40000 Kill Team by yourself.

RULES

ENEMY AI

KEYWORDS

In addition to the normal keywords for each unit, every profile will also receive either the **RANGED** or **MELEE** keyword and the **SMART** or **STUPID** keyword. These keywords will be used to determine their actions during the turn.

Any enemy that is not a **SPECIALIST** automatically receives a **MINION** keyword.

STUPID MINIONS never benefit from obstruction and never count as being in the Hammer of Wrath or Readied sections of their respective phases.

MINIONS cannot be flesh wounded. They are always taken out of action by an Injury Roll.
If the model has an ability to ignore an out of action result on an injury roll (such as Necrons), roll the injury roll and resolve the effect, if the effect does not trigger then the result is an out of action result.

ORK, TYRANID, and **GELLERPOX MINIONS** receive the **STUPID** keyword.

IMPERIUM, CHAOS, DARK ELDAR, ELDAR, and **TAU MINIONS** receive the **SMART** keyword.

SPECIALISTS automatically count as **SMART** , replacing the **STUPID** keyword regardless of faction. A model with a with heavy, assault, or rapid fire weapon are given the **RANGED** keyword.

A model with any melee weapon that has a unique weapon profile is given the **MELEE** keyword.

If a model has both of these characteristics, then the weapon with the highest AP value is given precedence.

Player models gain the **KNOWN** keyword when they first enter LoS of an enemy model.
This keyword can be removed by making a special turn action called **HIDE**.
A player performs this action in the movement phase.

If they are outside of LoS, and remain so until the end of the battle round, the **KNOWN** keyword is removed.

In the event there are no **KNOWN** player models, but still player models in the scenario, objective markers replace **'KNOWN** player model(s)'** in the AI rules below.

INITIATIVE

SPECIALISTS are separate from minions and move during their rolled initiative as normal.

All **RANGED MINIONS** activate before the players during the movement phase.

All **MELEE MINIONS** activate after the players during the movement phase.

All **MINIONS** activate at the end of the shooting, psychic, or fight phase. If a **MINION** charged or is ready, it will activate before unreadied models or models that didn't charge but after all **SPECIALISTS** or Player models.

MOVEMENT PHASE

RANGED models will perform their actions as described below**.**

Step 1: Are they in melee?

No : Go to step 2.
Yes but I'm **STUPID** : Stay in melee and end activation.
Yes but I'm **SMART** : Fall back your movement characteristic directly away
and end activation.

Step 2: Can you see an enemy model?

No but I'm **STUPID** : Move your movement characteristic towards the nearest
location where you can draw LoS to a **KNOWN** player model and be within
range and end activation.

No but I'm **SMART :** Move your movement characteristic towards the nearest
location where you can draw LoS to a **KNOWN** player model and be within
range, but only if you can benefit from obstruction in doing so.

Otherwise move you movement characteristic towards the nearest location to a
KNOWN player model where you still benefit from obstruction or are out of
LoS and end activation.

Yes and I'm obstructed: Ready and end activation.

Yes and I'm not obstructed but I am **SMART** : Move up to your movement
characteristic towards the nearest piece of obstruction end activation.

MELEE models will perform their actions and describe below.

Step 1: Are they in melee?

No: Go to step 2.
Yes: End activation.

Step 2: Are they within their movement characteristic of a **KNOWN** enemy model?

Yes: Charge, treat the roll as 7 inches when determining charge distance and end the activation.
If they have an ability that lets them reroll charges or roll more dice for a charge, treat their roll as 9 inches.
No but I'm **STUPID** : Advance, treat the total movement characteristic as Move + 3 inches.
Move directly towards the nearest **KNOWN** player model and end activation.
No but I'm **SMART** : Advance, treat the total movement characteristic as Move + 3 inches. Move to the nearest reachable obstruction towards the nearest **KNOWN** player mode and end activation.

PSYCHIC PHASE

A psychic model will attempt to conjure a psybolt if able.

SHOOTING PHASE

Step 1: Are you within LoS and Range of a target?

Yes but I'm **STUPID** : Shoot the closest target and end activation.
Yes but I'm **SMART** : Shoot the target with the easiest BS test and end activation.
No **:** End activation

FIGHT PHASE

Step 1: Are you in combat?

Yes but I'm **STUPID** : Fight, pile in to the nearest model if necessary, do not consolidate.
Yes but I'm **SMART** : Fight, pile in to as many models as possible, consolidate towards the
nearest **KNOWN** enemy model if able.
No: Don't fight.

MORALE PHASE

Follow normal rules for morale except for the following changes. Minions never count as broken
and do not count against the specialists' nerve tests or losses when taken out of action.
Specialists can be broken and all specialists count as one kill team.

MISSIONS

INRODUCTION

Each of these missions are a dynamic scenario which is highly objective focused to allow the mindless enemy forces to provide some sort of challenge.

This balances out the fact that you're playing by yourself (or with a friend) by letting you really play against a bunch of mindless enemies to achieve a certain goal, almost like a puzzle.

If you want to make them even more interesting, recommend using the Kill Zone Environment Tables.

For example 'Smoke in the Air' (All players must subtract 1 from their hit rolls in the shooting phase)

Skew regular Kill Team games heavily to favour melee over ranged teams, however balance isn't as important when you're playing against a faceless enemy.

Seek and Destroy

Set Up: 6 numbered objective markers on the board to represent nests, hives, bunkers or tunnels for enemy reinforcements to pour out of.

Player Forces: Standard 100pt Kill Team, 50pts each with Two Players, 33pts with Three Players, 25pts with Four Players. Deployment is within 5 inches of one long board edge decided by the players.

Enemy Forces: Two Pods already deployed spread across the battlefield. See Enemy Tables for reinforcements. Enemy reinforcements emerge from one of the 6 Objective Markers on the battlefield; roll a d6 to determine which Marker. If the Objective Marker has already been deployed, enemy reinforcements are unable to make it to the battlefield that turn.

Objective: Destroy all objective markers, to destroy a nest a friendly unit must control the objective and use the 'Disrupt Supply Line' tactic (page 52 of Kill Team Core Manual). The Players are victorious if all objectives are destroyed before Player forces are wiped out.

Ambush

This mission is inspired by the Narrative Play mission of the same name (page 53 of the Kill Team Core Manual)

Set Up: No specific setup required, but I'd encourage giving the hostile forces a strong defensive position.

Player Forces: Standard 100pt Kill Team, 50pts each with Two Players, 33pts with Three Players, 25pts with Four Players. Deployment is within 5 inches of one short board edge decided by the players.

Enemy Forces: Two Pods already deployed spread across the battlefield. See Enemy Tables for reinforcements. Enemy reinforcements deploy from one of the three board edges that was not the player deployment zone, roll a d3 to determine which board edge.

Objective: The Player forces must evacuate from the battlefield by exiting from the board edge opposite the deployment zone. If a model's move is sufficient to take it wholly over that battlefield edge then they have broken through the enemy lines and takes no further part in the mission (is not considered to be out of action). At least 50% of Player models must evacuate from the battlefield for the Players to be victorious.

Assassinate

This mission is mostly taken from the 'Assassinate' Narrative Play Mission (page 53 of the Kill Team Core Manual)

Set Up: No specific setup required, but I'd encourage giving the hostile forces a strong defensive position.

Player Forces: Standard 100pt Kill Team, 50pts each with Two Players, 33pts with Three Players, 25pts with Four Players. Deployment is within 5 inches of one short board edge decided by the players.

Enemy Forces: One Enemy Leader deployed within 5 inches of the board edge opposite the Player deployment zone. One Pod already deployed spread across the battlefield, a Second Pod deployed within 5 inches of enemy commander and will attempt to stay within that distance for the duration of the game. See Enemy Tables for reinforcements. Enemy reinforcements deploy from one of the three board edges that was not the player deployment zone, roll a d3 to determine which board edge.
The 'Staying Low' Tactic (Page 55 of Kill Team Core Manual) is considered to be permanently active for enemy forces for this mission.

Objective: The Player forces must eliminate the hostile commander at any cost. Upon killing the Enemy Leader, the Players are victorious.

Search and Rescue

This mission is a twist on the regular Open Play variant (page 51 of Kill Team Core Manual)

Set Up: 6 Objective Markers within 10 inches of the Short Board Edge opposite the player deployment zone. As always I'd encourage giving the hostile forces a strong defensive position.

Player Forces: Standard 100pt Kill Team, 50pts each with Two Players, 33pts with Three Players, 25pts with Four Players. Deployment is within 5 inches of one short board edge decided by the players.

Enemy Forces: Two Pods already deployed spread across the battlefield. See Enemy Tables for reinforcements. Enemy reinforcements deploy from one of the three board edges that was not the player deployment zone, roll a d3 to determine which board edge.

Objective: The Player forces must recover the valuable objective from hostile forces. At the end of the Movement phase, roll a D6 in turn for each objective marker within 1" of any of your models. On a 6, immediately remove all the other markers from the battlefield, including any yet to be rolled for, and the determined marker becomes 'the artefact'. If there is only one objective marker left on the battlefield, it automatically becomes 'the artefact'. Whichever model is within 1'' of the objective at the end of the movement phase (determine randomly if there are multiple models) begins carrying 'the artefact' and is unable to fire weapons in the shooting phase. The model carrying 'the artefact' must safely evacuate from the battlefield by exiting from the board edge opposite the deployment zone. If a model's move is sufficient to take it wholly over that battlefield edge then they have escaped from the battlefield and the Players are victorious. If the model carrying 'the artefact' is killed, place the objective marker onto the location of the models death, and 'the artefact' can be retrieved again in the next movement phase.

Disrupt Supply Lines

This mission is a variation of the standard affair (page 52 Kill Team Core Manual)

Set Up: Three objective markers approximately 6" from the opposite short board edge to the player deployment zone, and at least 3" from other objective markers. As always I'd encourage giving the hostile forces a strong defensive position.

Player Forces: Standard 100pt Kill Team, 50pts each with Two Players, 33pts with Three Players, 25pts with Four Players. Deployment is within 5 inches of one short board edge decided by the players.

Enemy Forces: Two Pods already deployed spread across the battlefield. See Enemy Tables for reinforcements. Enemy reinforcements deploy from one of the three board edges that was not the player deployment zone, roll a d3 to determine which board edge.

Objective: The Player forces must destroy the three valuable enemy objectives and exfiltrate from behind enemy lines without being annihilated. To destroy an objective a Player must control the objective and use the 'Disrupt Supply Line' tactic (page 52 of Kill Team Core Manual). Player forces must then extract their forces from the board edge they deployed onto. If a model's move is sufficient to take it wholly over that battlefield edge then they have escaped from the battlefield. At least 1/4 of player models must extract for the players to be victorious.

Hold the Line

This mission is to represent an endgame scenario for the Player Kill Team. The Kill Team may be being hunted down to the last man by a horde of enemy troops, or possibly instructed to hold a sector against an enemy attack or die trying. This mission is a defence where the only objective is to survive.

Set Up: A strong defensive position for the Player forces, as they're going to need it (This is also a great scenario for the Wall of Martyrs Killzone)

Player Forces: Standard 100pt Kill Team, 50pts each with Two Players, 33pts with Three Players, 25pts with Four Players. Deployment is anywhere at least 5 inches away from the long board edge opposite from the Player determined long board edge. Ignore morale rules for the Player Forces for this scenario, Player Forces are backed into a corner and emboldened to go down fighting.

Enemy Forces: Two Pods already deployed on the long board edge opposite to the Player Deployment Zone. See Enemy Tables for reinforcements. Enemy forces are reinforced by 2 pods each turn instead of 1 in this scenario.

Objective: The Player Forces must survive at any cost. At the end of turn 6, if any Player models remain on the battlefield, the Player forces are victorious

THE ENEMY

The Enemies

Each enemy faction uses Xcom inspired 'Pods' of troops to deploy in small manageable squads. The Guidelines I've used to create the pod table are quite simple.

(1) Approximately 5 points
(2) Approximately 10 points
(3) Approximately 15 points
(4) Approximately 15 points
(5) Approximately 20 points
(6) Approximately 25 points

This means that the average pod will be 15ish points, so over the course of the game player forces should fight around 100pts of enemies (And with the mindless enemy forces unable to use Tactic Cards, the players should usually win), however I'd recommend tinkering with this if you find the games too hard or too easy.

Hostile Reinforcements arrive at the end of each battle round to represent the Player Kill Team fighting against a larger threat. Roll the scenario rules to determine where the enemies arrive from, and then on the specific enemy table to see which enemy reinforcements arrive onto the battlefield.

Acknowledgements