

KILL TEAM QUICK REFERENCE v1.3

SHOOBIEWOOP•JM 2018

INITIATIVE PHASE

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Each player rolls **2D6**. Players act in each phase in initiative order from highest result to lowest.
Each player gains one Command Point.

MOVEMENT PHASE

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The Player with initiative selects the movement choice for every model on their Kill Team, before passing to the next player in turn order.

A model **starting the Movement Phase** within 1" of an enemy model may only remain **stationary** or **Fall Back**.

A model may never **end its move** within 1" of an enemy model, unless it **charges**.

Each model may do one of the following:



Normal move: Move up to your **Move Characteristic** in inches.



Advance: Move up to your Move Characteristic + **1D6** inches.

Advancing models **cannot shoot** unless they have a weapon with **Assault** (at -1 to hit).



Fall Back: A model that has **not been charged** this turn and is within 1" of an enemy model may fall back, moving up to its Move Characteristic. It must end the move more than 1" away from all enemy models. A model falling back **cannot Shoot** or **React** later in this battle round. (See Flying, below)



Ready: Instead of moving, a model may ready itself if there are no enemy models within 1". Readied models **shoot first** in the Shooting Phase.



Charge: Models that attempt to charge **cannot shoot** later in this battle round.

1. Choose one or more **target enemy models** within 12" regardless of Line-of-Sight.
2. The targeted model(s) **React** in initiative order, with either: **Retreat** up to 3" away from the charging model, only if it **hasn't moved this phase**. If it does, the model may **not react** again this phase, and may **not shoot** in this Battle Round, **OR**
Overwatch, a shooting attack that **must only target the charging model**, if within range & Line-of-Sight, and **requires a hit roll of 6** regardless of Ballistic Skill or mods.
3. **Roll 2D6** for charge distance. If this gets the model within 1" of one or more targets without coming within 1" of a non-targeted enemy, the charge is **successful**.

Failing a charge allows the model to move the charge distance anyways, ending up **as close as possible** to at least one of its targets but not within 1" of an enemy, **OR**

Remain Stationary (This model still cannot shoot)

Flying: Models with the **FLY** keyword don't measure vertical distance when moving, aren't obstructed by models and terrain, but must end their movement on a horizontal surface, and are still affected by impassable terrain. Falling Back and Reacting to a Charge with Retreat in the movement phase doesn't prevent a Flier from shooting that turn.

TERRAIN AND MOVEMENT MODIFIERS

Difficult Terrain	1/2 Move distance (1" for every 2 Move Characteristic)
Dangerous Terrain	Roll d6 when entering or starting movement on. On a 1, model receives one mortal wound
Climbing	Cannot start a climb unless model can end its move on a horizontal surface, only under 1" or less of overhangs.
Vault	Terrain of up to 1.5" height and 1.5" deep can be traversed without penalty.
Leap	Models can leap up to 2" horizontally and 1" vertically, counting only lateral distance for movement.
Falling Test	Being struck by an attack within 1" of a ledge. 2+ on a d6 = safe.
Fall damage	Roll 1D6 for every full 3" dropped. 5+ = 1 mortal wound. Same rolls are made if an object falls on another model
Jumping down	Same as falling but roll 1 less dice. Do not count vertical distance as movement. (safe up to 6")

PSYCHIC PHASE

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Only **one model** per kill team may attempt to manifest one or more psychic powers each Battle Round during the Psychic Phase. Each power may only be used once per round.

1. Choose a power and **target model**
2. **Psychic Test:** roll **2D6**. If the result is **equal to or greater** than the power's **warp charge** value the power is successfully manifested.
3. Any roll of **double 1's or double 6's** causes the psyker **D3 mortal wounds**. If the psyker is taken **out of action** by this damage any models **within 3"** of the psyker immediately suffers **D3 mortal wounds**.
4. **One** Enemy psyker within 24" may roll **2D6** to **Deny the Witch**. The power's effects are negated if the result is greater than the attacking Psychic Test

SHOOTING PHASE

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Players, in turn, select **one Readied model** to shoot with, or **Pass**. Once all Players Pass, then all other eligible models, that were not readied, may shoot in turn. Models that were successfully **charged** this round cannot shoot with **Pistol** weapons.

Shooting Sequence

1. Choose a model that has not yet shot this Phase. They may shoot with every ranged weapon available to them, **OR** their pistols, **OR** a grenade (but only one grenade per team per phase)
2. Choose a **ranged weapon**, and enemy target **within line-of-sight**, within the **range** of the chosen weapon, and **not within 1" of a friendly model**; unless the weapon says otherwise, such as pistols or fleshhooks. Range is measured from base to base. Line-of-Sight is drawn **to and from any part of the models**.

ASSAULT: May shoot even when **Advancing at -1 to hit**.

HEAVY: -1 to hit rolls if **moved** this round

RAPID FIRE: double the **Attack Characteristic** of this weapon at **half range** or less

GRENADE: no range mod, only **one model** per team may throw **one Grenade** weapon per phase, and if they do — they can't shoot any other weapons this phase

PISTOL: must target **closest enemy model**, if target is **within 1"**, even if friendly models are within 1" of target.

(SHOOTING PHASE cont.)

3. Make a number of attacks equal to the **Attack Characteristic** of the weapon. Multiple attacks may split them between multiple eligible enemy models within 2" of the initial target.

Using the **Ballistic Skill** Characteristic of the attacker, roll **1D6** to hit for each shooting attack with the following modifiers:

Target model has one limb or more Obscured by terrain	- 1
Target over $\frac{1}{2}$ range characteristic of the weapon	- 1
Attacker with Heavy Weapon who Moved or with Assault Weapon who Advanced this turn	- 1
Each Flesh Wound on the attacking model	- 1
Attacking model's kill team is Broken (see Morale)	- 1

4. Roll to Wound

Roll **1D6** for each successful hit. Compare the **weapon's Strength** with the **target's Toughness** to determine the value needed to successfully wound:

Strength is at least DOUBLE Toughness	2+
Strength is GREATER than Toughness	3+
Strength is EQUAL to Toughness	4+
Strength is LESSER than Toughness	5+
Strength is HALF or less than Toughness	6+

5. Roll to Save

For each attack that successfully wounds, the **target player** rolls **1D6**, using the target model's **Save Characteristic**, and modifying the result by the **AP Characteristic** of the weapon.

- **Invulnerable Saves** ignore AP.
- **A Mortal Wound** bypasses all Saves and deal 1 damage.

6. Deal Damage

Each wounding attack not saved against deducts the weapon's **Damage Characteristic** from the target's **Wound Characteristic**. If this reduces the target to 0 wounds, the **attacker rolls an injury roll** and all other attacks are discarded.

7. Roll for Injury

The attacker rolls one dice per **Damage Characteristic** of the **Weapon** which dropped the target to zero wounds.

If the weapon's Damage Characteristic is variable D3 or D6, then the number of dice is whatever **value was rolled for damage**.

Adjust the rolls if:

The target is within 1" of obscuring terrain	- 1
Each Flesh Wound on targeted Model	+ 1

If multiple dice are rolled, use the roll with the highest value to determine the effects:

3 or less	Flesh Wound: Apply a flesh wound to the target and restore its Wound Characteristic to 1
4 or more	Out of Action: Remove the target from the table.

Upon receiving its **4th Flesh Wound**, a model is automatically taken **Out of Action**.

FIGHT PHASE

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Players, in turn, select **one model that made a successful charge** to fight with, or **Pass**. Once all Players Pass, then all other eligible models, within 1" of an enemy model, may fight in turn.

Fighting Sequence

1. **Pile In.** Move the attacking model up to 3", must end up closer to the nearest enemy model.
2. Choose a **melee weapon**, and enemy target **within 1'**, within line of sight. A charging model may only attack models it successfully charged or was charged by. The **Attack Characteristic** of the attacking model determines the number of attacks available. You may **split** any number of attacks between all **eligible targets** within 1".
3. Using the **Weapon Skill** Characteristic of the attacker, roll **1D6** to hit for each attack with the following modifiers:

Intervening terrain between target and attacker	- 1
Each Flesh Wound on the attacking model	- 1
Attacking model's kill team is Broken (see Morale)	- 1

4. **Roll to Wound** using the **Strength** Characteristic of the **Attacking Model** against the target's **Toughness** using the Wound Chart as Shooting Phase. (See Left)
5. **Roll to Save, Deal Damage, and Roll for Injury** same as Shooting Phase. (See Left)
6. **Consolidate.** Move the attacking model up to 3", must end up closer to the nearest enemy model.

MORALE PHASE

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If all models in a kill team have either: **flesh wounds**, are **shaken**, or are **out of action**, it is automatically **Broken**.

Otherwise,

Roll **2D6** if **more than half of the models** in your kill team currently have **flesh wounds**, are **shaken** or are **out of action**.

The Kill Team is **Broken** if the result is **greater** than the highest **Leadership** characteristic of any of the models in the kill team that aren't shaken or out of action.

Once a Kill Team is **Broken**, it stays broken for the rest of the game.

Remove the **Shaken** tokens from all current models, and make a **Nerve Test** for every model in a **Broken** Kill Team, or which have a flesh wound.

Roll **1D6** and apply the modifiers below.

Each friendly model that's shaken or out of action	+ 1
Each friendly model within 2" that is not shaken	- 1

If the result **exceeds** the **Leadership** Characteristic of the model it is **shaken**. A nerve test is always passed on a roll of 1.



A shaken model may not do anything until it's no longer shaken.