



## KILL TEAM Q&A

### WHAT IS KILL TEAM?

Kill Team is the game of skirmish combat in the 41st Millennium. Set in the universe and using the same miniatures ranges as Warhammer 40,000 but with a different rules set, it allows you to play a game of fast-paced tactical skirmish combat in games of 2-4 players, in less time and with a fraction of the models you'd need to play a full game of Warhammer 40,000.

### DOES KILL TEAM USE THE WARHAMMER 40,000 RULES?

Kill Team uses a brand new, bespoke ruleset designed to represent lightning-fast, dynamic squad combat in the 41st Millennium. While the worlds and some basic principles will be familiar to Warhammer 40,000 fans, Kill Team's rules also differ in some fundamental ways. Players will find many new rules that represent the intimate close-quarters nature of squad-level combat, a far more detailed and granular terrain system, and alternating activations rather than the turn sequence you may be familiar with.

### WHAT WARHAMMER 40,000 BOOKS WILL I NEED TO PLAY?

None of them! The rules for the 16 factions in Kill Team are found in the core manual for Kill Team, available in the Kill Team box or as a separate book. Further expansions will provide extra rules for existing factions, and may even add whole new ones!

### WHERE CAN I GET THE CORE MANUAL?

You've got two choices – there's a full Core Manual in the Kill Team boxed set, or you'll be able to pre-order your Core Manual separately at the same time as the rest of the Kill Team launch. We'd still recommend getting the boxed set, though – there are loads of terrain and gameplay accessories in there that'll be great for your games.

### THOSE ARE SOME PRETTY COOL DICE! WHAT ARE THEY FOR AND WILL THEY BE AVAILABLE SEPARATELY?

They're awesome, aren't they? Dice that go beyond 6 in a Warhammer Game, we never thought we'd see the day [again]...

The D10 is used for all sorts of stuff in Kill Team, like generating backgrounds for your troops or checking injuries after the game. Also, look out for matching dice accompanying each release of Kill Team expansions, starting with the Genestealer Cults, Adeptus Mechanicus, Space Marines and Orks (everyone knows dice that match your army roll better).

## **WHAT ABOUT THAT COOL TERRAIN? WILL THAT BE AVAILABLE SEPARATELY?**

Yes! The main Kill Team set is a great place to start your collection of the new Sector Imperialis terrain, but there's a whole range of kits coming out, including a raft of options at launch. All of these are cross compatible, allowing you to build sprawling cityscapes, ruined sectors or anything else you can imagine.

## **WHAT'S A KILLZONE?**

Killzones are the arenas in which kill teams do battle. From lush (and deadly) jungles to maze-like manufactorums, each offers unique opportunities and dangers to those who battle over them.

Killzones will be available in special expansions for Kill Team in boxed sets that feature terrain, card tiles to play on and unique tactics and rules for that Killzone. At launch, you'll be able to choose between the Sector Mechanicus expansion and the Sector Imperialis found in the main Kill Team set.

## **WILL WE SEE THE OLD CITIES OF DEATH/OTHER OUT OF PRODUCTION TERRAIN RETURN AS PART OF THIS?**

We love the old Sector Imperialis terrain, and it's served us well over the past few years. The new Sector Imperialis terrain was designed to be a worthy replacement for these venerable kits, featuring more detail and greater cross compatibility, and designed to work with your current miniatures collection. You won't be seeing any old stuff come back – but rest assured, you won't be short of cool terrain to build your boards with.

## **CAN I GET THOSE SWANKY-LOOKING CARD TILES ANYWHERE OTHER THAN THE BOX?**

Every Killzone set features double-sided card tiles – one will be based on the specific Killzone in question, and the other will show a Sector Imperialis.

Kill Team can also be played on a single Realm of Battle tile – if you've got one of these already in your collection, you're good to go!



# I WANT TO START PREPARING RIGHT AWAY! WHICH FACTIONS CAN I CHOOSE FROM?

Good question! These ones:



When choosing the factions for the launch of Kill Team, we wanted to choose those armies that would plausibly be able to carry out guerilla operations as well as those with a convertible, interchangeable range of plastic models that would be easy to build specialists or other key characters from.

We've tried to represent the factions of the 41st Millennium as best we can – if your personal favourite isn't represented here, then feel free to make liberal use of counts-as – Kill Team is, at its heart, a system about customisation, roleplay and narrative between friends, so if your group gives you the OK, then go with it.

## WHAT MODELS CAN I HAVE IN MY KILL TEAM?

Every Kill Team faction has 1-6 specially chosen datasheets you can choose units from, designed to represent the kind of forces that would be sent on the guerilla operations for which kill teams are famous. We've picked plastic kits which can be converted and kitbashed for these, plus some units – like Craftworlds Rangers and Kommandos – that it'd be weird to leave out.

We'll be looking at just what each kill team can use in our Kill Team Focus series over the next few weeks to help you prepare. While you can use your existing collection for the game, we reckon many of you will want to build a brand new team for the game to make the most of the deep list customisation that the game allows.

## CAN I USE MY FORGE WORLD MODELS IN KILL TEAM?

There's loads of stuff from Forge World that's great for Kill Team. The Astra Militarum rules encompass ALL regiments of the Guard, so could well represent your Death Korps of Krieg, while the various upgrade packs and conversion kits that are available are great for customising your collection. There are currently no plans for rules for individual Forge World units.

## WHAT ARE YOUR PLANS FOR EXPANDING THE RANGE OF FACTIONS AND MODELS?

This is just the beginning of Kill Team – it's a fully fledged system we'll be supporting for years to come, and rest assured that there's loads of cool stuff on the way. Stuff we'll be telling you about in due course. Speaking of which...

## SO, GO ON THEN. WHAT'S KILL TEAM: ROGUE TRADER?

Wouldn't you like to know! If we had to hazard a guess, we'd say it was some kind of expansion to Kill Team that looked at Rogue Traders. If we tell you anything more, the Inquisition will have to start executing writers, which tends to lead to delays.

Far be it from us to suggest that Kill Team: Rogue Trader is just one example of how this new game allows us to explore heretofore unrealised corners of the the 41st Millennium, not to mention the new factions and models available after launch...



## **I PLAYED LOADS OF PREVIOUS EDITIONS OF KILL TEAM/SHADOW WAR: ARMAGEDDON – IS THIS LIKE THOSE GAMES?**

The new Kill Team is a brand new experience, designed to take the stuff you love from previous Kill Teams and Shadow War: Armageddon, like low model counts and deep customisation, and transform it into something awesome in its own right. If you loved these games, you'll love this.

## **CAN I USE MY NECROMUNDA GANG IN KILL TEAM?**

There are no rules for your Necromunda gang in Kill Team – this is about trained soldiers battling in war zones across the galaxy rather than the constant gang warfare beneath Hive Primus.

## **IS KILL TEAM REPLACING SHADOW WAR: ARMAGEDDON?**

When Shadow War: Armageddon was released, we were bowled over by the response – turns out loads of you were pretty keen on skirmish battles in the 41st Millennium! Kill Team is a successor to this game (not to mention other skirmish wargames we've worked on in the past) designed to develop and build on the features you loved, with a mind to replacing the Shadow War rules with a fully supported range that we could expand for years to come.

Good news if you did pick up Shadow War: Armageddon – you've already got an impressive collection of Sector Mechanicus Terrain and two kill teams. All you need is the Core Manual and you'll be good to go.

## **IS KILL TEAM RELATED TO NECROMUNDA?**

Kill Team and Necromunda look at very different corners of the 41st Millennium. Where Necromunda is about gangs of scavengers and criminals fighting vicious turf wars across linked campaigns, Kill Team is about elite, hand-picked units fighting guerrilla warfare deep behind enemy lines – and thus, both games have very different rulesets.

## **WILL WE EVER BE GETTING A KILL TEAM FOR WARHAMMER AGE OF SIGMAR?**

Haven't you got a new edition to be enjoying?

In all seriousness, our game developers are always looking at new ways to explore the worlds of Warhammer, from the 41st Millennium to the Mortal Realms. There's loads of cool, Warhammer Age of Sigmar-themed goodness in the future that'll surprise and delight you in ways you didn't even realise you wanted.



## **WHAT ARE YOUR PLANS FOR ORGANISED PLAY ON KILL TEAM?**

We've got all sorts of cool stuff on the way for Kill Team, from support in our stores and gaming clubs for organised play to independent events running Kill Team tournaments of their own. Stay tuned for more announcements from these after Kill Team launches.

## **DO WE GET AN APP?**

We're always on the look out here at Warhammer Community for tools to help make your games better – stuff like the Warhammer Age of Sigmar app, Combat Roster and Warscroll Builder. While we've not got any plans for launch, if we think that we can develop any awesome tools for Kill Team – or partner with someone else who wants to – then we will.

## **WILL I BE ABLE TO GET THE CORE RULES DIGITALLY?**

Yes - in your choice of format! As well as an ePub version If you use an iDevice - so your iPhone or tablet - you'll be able to get the shiny Enhanced Edition. The digital version of the Kill Team rules features scrolling text, an interactive glossary and all the cool features you've come to expect from our enhanced codexes and rules.

