

BLOOD AND ZEAL MISSION PACK

This is a PvP (player vs player) mission pack for casual gameplay. It uses a set of cards that provide thematic and impactful rules when you need them most. Blood cards are for those with a more offensive approach, while Zeal cards are more defensive. Each player will gain cards to use as the battle progresses, but must manage them appropriately to gain extra VP.

This mission pack is designed to be used alongside other mission packs. It provides a set of cards to add excitement to your battle, but the mission itself should be determined from another mission pack, such as Preliminary Ops (*Kill Team: Core Book*) or Approved Ops (available separately). It's not intended to be used in a multiplayer mission pack (i.e. 3 or more players).

Due to the extra layer of rules this mission pack provides, you may feel it's better to play a simpler mission. For example, if you use a mission from Approved Ops, you could use the kill op and crit op, but ignore the tac op. In any case, players should use the cards with any mission they feel is appropriate.

This mission pack can be used with any killzone, but the shrine statue terrain feature included in this box should be added to it. The shrine statue provides certain rules in-game, so ensure it's set up correctly and fairly, and adjust other terrain features (including removing them, if necessary) as

needed to use it. If you're feeling particularly creative, you can use a terrain feature from your collection that's similar to the shrine statue but that better represents your faction(s); just use your best judgement on any size difference.

MISSION RULES

When setting up the battle, after selecting drop zones, the player with initiative sets up the shrine statue terrain feature. It must be on the centreline, equally within each player's territory and more than 1" from other terrain features.

At the end of the battle, in addition to the VP scored from the mission, each player adds up the Blood and Zeal cards in their discard piles. If a player has more discarded Blood cards than their opponent has, they score 1VP. If a player has more discarded Zeal cards than their opponent has, they score 1VP.



BLOOD AND ZEAL CARDS

When setting up the battle, separate the cards into two decks (one deck of Blood cards, one deck of Zeal cards), shuffle each deck, then place them face down next to the killzone. Place three cards from each deck face down next to their respective decks: this is the draw section (see example below). Whilst a card's type (Blood or Zeal) is obvious, it's important to keep its details secret – neither player can look at the text on these cards unless otherwise specified.



Whenever a player is instructed to draw a card, they take a card (Blood or Zeal) from the draw section and add it to their hand. Remember, players can't look at the specifics of cards before they choose them (unless otherwise specified), but both players will know if it's a Blood or Zeal card. In general, Blood cards are for offense and Zeal cards are for defence.

Once a player adds a card to their hand, they can look at its text, but it should be kept secret from their opponent. The player then replaces the drawn card in the draw section with another face down card from the top of the same deck (unless the deck is empty). If players would draw cards simultaneously, they alternate drawing cards (and replacing them before their opponent draws) until they've drawn the required amount, starting with the player who has initiative.

Players draw one card:

- In the Ready step of each Strategy phase.
- Whenever their opponent scores VPs (draw one card for each VP they score).

Each card specifies when a player can use it, providing additional rules for the opportune moment. Once you use a card, place it in its discard pile. Each player has two discard piles – one for each card type. Whenever a card is in a discard pile, it's no longer secret. This means both players should know how many cards are in each discard pile, and what they are.

At the end of the battle, each player adds up the Blood and Zeal cards in their discard piles. If a player has more discarded Blood cards than their opponent has, they score 1VP. If a player has more discarded Zeal cards than their opponent has, they score 1VP. Note this is discarded cards; unused cards in a player's hand don't count, and you can't simply discard them from your hand (you must use them to discard them, and many of them have restrictions on how and when they can be used).