

WARHAMMER 40,000 SPACE MARINE



LIEUTENANT TITUS MISSION PACK

'MY HONOUR IS MY LIFE...
MY CRAFT IS DEATH... MY
PLEDGE IS ETERNAL SERVICE.'

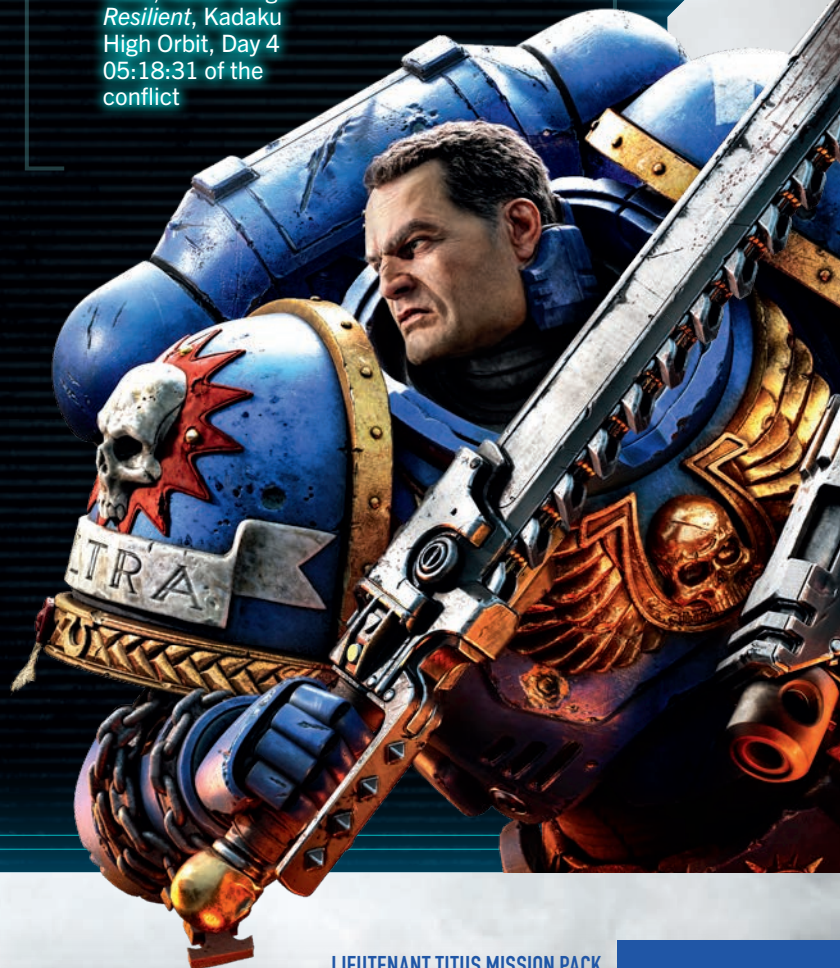
- Lieutenant Titus' rearming, battle
barge *Resilient*

'YOU WILL TAKE YOUR PLACE AS
AN ULTRAMARINE ONCE MORE.
LORD CALGAR HAS OFFERED YOU A
SECOND CHANCE. DO NOT TAINT IT.'

- Ultramarines Chaplain to Lieutenant
Titus, battle barge
Resilient, Kadaku
High Orbit, Day 4
05:18:31 of the
conflict

WARHAMMER 40,000 KILL TEAM

The Lieutenant Titus Mission Pack is a spin-off of Warhammer 40,000: Kill Team. Its parent game includes an expanded range of detailed miniatures, evocative terrain and unique rules. Fight tactical battles against opponents with your team of elite operatives, all set within the grim darkness of the far future. You can find out more, including how to get started, by scanning the code below.



This 1-3 player mission recreates the thrill of playing Warhammer 40,000: Space Marine 2 by battling waves of Tyranids using a modified version of the Kill Team system. Your Space Marines (known as player operatives), will fight against procedurally generated Tyranid non-player operatives (known as NPOs). You will move the NPOs and roll dice for them, but they have a behaviour that specifies what they do, and the threat principle will help you make decisions for them, all of which is explained over the following pages. Some terms will be highlighted in orange, these are explained in more detail in their corresponding section of the rules.

SET UP

Gather a measuring device in inches, 10 six-sided dice (D6), and some tokens and markers. Set up the killzone (a 30" x 22" game board, terrain and objective markers). The mission map uses Killzone: Volkus, but any terrain from your collection is fine.

Set up the first wave of NPOs: 1 Tyranid Warrior and 6 NPOs containing any combination of Hormagaunts and Termagants. Set them up within 3" of objective marker 1, with intervening terrain within their **control range** when viewed from the player drop zone.

Split three Space Marine operatives between 1-3 players. Establish a player activation order for those operatives by rolling one D6 for each of them. The player operative with the highest result is first, and so on. If two or more player operatives are tied, keep rolling until an order is established between them. In this order, set up each player operative wholly within the player drop zone. Note this order, as it will be used later on.

ALTERNATING TURNS

The game alternates between a player turn and NPO turn, starting with a player turn. Keep repeating this process, alternating back and forth between player turn and NPO turn until the battle ends when either the player(s) or the NPOs achieve victory.

Whenever it's a player turn, activate the next available player operative in the player activation order, then the player turn ends.

Whenever it's an NPO turn, activate all the NPOs of the same type (e.g. Hormagaunts) one at a time during that turn, then the NPO turn ends. Use the NPO activation order below to determine which type of NPO to activate during each turn. Skip operative(s) from the order if there are none in the killzone.



If you've reached the end of an activation order, start that order again.

'THEY ARE AN UNRELENTING PLAGUE, BUT THEY ARE CUNNING. THE CONTROLLING INFLUENCE OF THEIR HIVE MIND MAKES THEM ACT AS ONE.'

- Ultramarines Lieutenant Titus, Kadaku conflict during reactivation of orbital defences

CONTROL RANGE

Something is within an operative's control range if it's **visible** to and within 1" of that operative. Control range between operatives is mutual, therefore operatives are within each other's control range even if the above is only true for one of them.

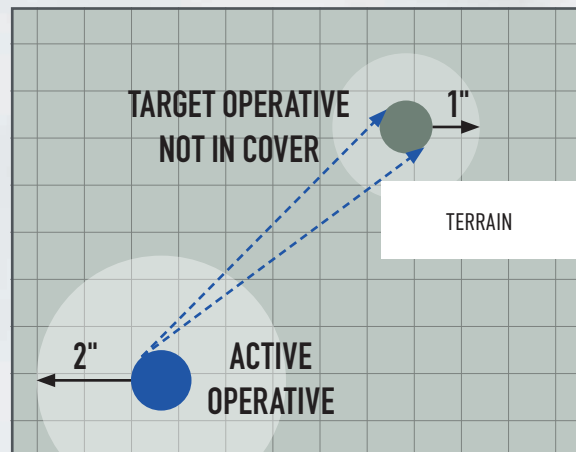
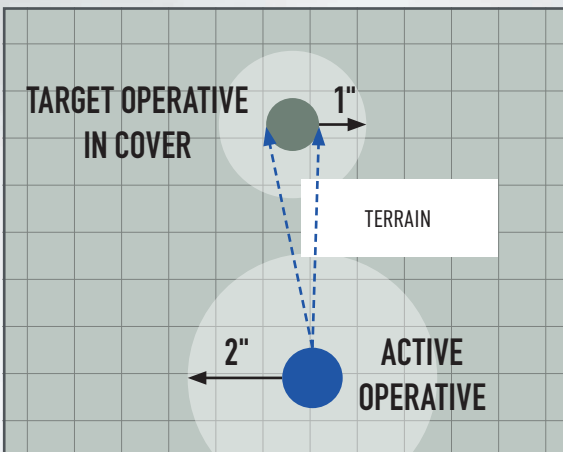
Operatives contest markers within their control range. Operatives control a marker if the total number of friendly operatives that contest it is greater than that of enemy operatives.

VISIBLE

For something to be visible, the operative must be able to see it (look from behind the operative and see if you can draw an unobstructed straight line from its head to any part of what it's trying to see – excluding bases).

COVER

Cover is determined from one operative to another. An operative is in cover if there's intervening terrain within its **control range**. However, it cannot be in cover while within 2" of the other operative – it's too close to hide.



BEHAVIOUR

Each NPO's datacard has a behaviour that determines what they do. Whenever an NPO would perform an action, perform the first action it can do from its behaviour. End an NPO's activation after it has performed both its actions, or if it has no actions it can perform.

THREAT PRINCIPLE

When making decisions for NPOs, use the threat principle: go with the option that's worst for you – in particular to stop you winning the mission. This can determine which NPOs of the same type activate first, how an NPO moves, shoots and fights, how to resolve their dice, etc.

ACTIONS

Whenever an operative (player or NPO) activates, it can perform up to two actions, but cannot perform the same action more than once during its activation, unless specified otherwise. An operative's activation ends when it cannot perform any more actions, or if it's a player operative and its controlling player doesn't want it to perform any more.

REPOSITION

- ▶ Move the operative no more than 6" to a location it can be placed. It cannot move within **control range** of enemy operatives.
- ◆ An operative cannot perform this action while within **control range** of an enemy operative.

DASH

- ▶ Move like a **Reposition**, except the operative cannot move more than 3".
- ◆ An operative cannot perform this action while within **control range** of an enemy operative.

FALL BACK

- ▶ Move like a **Reposition**, except the operative can move within **control range** of an enemy operative, but cannot finish the move there.
- ◆ An operative cannot perform this action unless an enemy operative is within its **control range**. It cannot perform this action during the same activation as any other action (or vice versa).

CHARGE

- ▶ Move like a **Reposition**, except the operative cannot move more than 8". It can move within **control range** of an enemy operative, and must finish the move there. If it moves within **control range** of an enemy operative that no other friendly operatives are within **control range** of, it cannot leave that operative's **control range**.
- ◆ An operative cannot perform this action if it's already within **control range** of an enemy operative, or during the same activation as any other move action (or vice versa).

REVIVE

- ▶ Select one Downed Ally marker (see **damage**) the activated player operative controls. Set up the player operative that marker was placed for in the killzone in a location it can be placed, so that marker is within its **control range**. It's no longer incapacitated, has 6 wounds remaining and gains a Mortal Wound token. Then remove that marker from the killzone.
- ◆ NPOs cannot perform this action. A player operative cannot perform this action while within **control range** of an NPO.

SHOOT

- ▶ Shoot with the operative, as explained on the following page.
- ◆ An operative cannot perform this action while within **control range** of an enemy operative. Player operatives can perform this action twice during their activation.

FIGHT

- ▶ Fight with the operative, as explained on the following page.
- ◆ An operative cannot perform this action unless an enemy operative is within its **control range**. Player operatives can perform this action twice during their activation.

SHOOT

- 1 Select one of the activated operative's ranged weapons.
- 2 Select a target – an enemy operative that's **visible** to the activated operative that has no friendly operatives within its **control range**.
- 3 Roll attack dice for the activated operative – a number of D6 equal to the selected weapon's Atk stat. Each result that equals or beats the weapon's Hit stat is retained as a success. Each that doesn't is discarded as a fail. Results of 6 are critical; all other successes are normal.
- 4 Roll defence dice for the target – three D6. Each result that equals or beats the target's Save stat is retained as a success. Each that doesn't is discarded as a fail. Results of 6 are critical; all other successes are normal. If the target is in **cover**, retain one defence dice as a normal success without rolling it.
- 5 Resolve successful defence dice, allocating them to block successful attack dice.
 - A normal success can block a normal success.
 - Two normal successes can block a critical success.
 - A critical success can block a normal success or a critical success.
- 6 Resolve each unblocked attack dice (if any) to inflict **damage** on the target.
 - A normal success inflicts **damage** equal to the weapon's Normal Dmg stat (first value of Dmg stat).
 - A critical success inflicts **damage** equal to the weapon's Critical Dmg stat (second value of Dmg stat).

FIGHT

- 1 Select an enemy operative within the activated operative's **control range** to fight against. That enemy operative will retaliate.
- 2 Select one of each operative's melee weapons.
- 3 Roll attack dice for both operatives – a number of D6 equal to their selected weapon's Atk stat respectively. Each result that equals or beats their weapon's Hit stat is retained as a success. Each that doesn't is discarded as a fail. Results of 6 are critical; all other successes are normal.
- 4 Starting with the activated operative, alternate resolving each operative's successful unblocked attack dice (or all remaining if the other operative has none). To resolve a dice, strike or block:
 - **Strike:** Inflict **damage** on the other operative. A normal success inflicts **damage** equal to the weapon's Normal Dmg stat (first value of Dmg stat). A critical success inflicts **damage** equal to the weapon's Critical Dmg stat (second value of Dmg stat).
 - **Block:** Allocate this dice to block one of the other operative's unresolved successes. A normal success can block a normal success. A critical success can block a normal or critical success.

DAMAGE

Operatives have a Wounds stat – the number of wounds they have. Damage inflicted reduces their wounds accordingly. Operatives with wounds of 0 or less are incapacitated and removed.

Whenever a player operative without a Mortal Wound token (see **Revive** action) is incapacitated, before it's removed from the killzone, place one of your Downed Ally markers within its **control range**. Then remove it as incapacitated.