

Descargar libros Warhammer 40000: Kill Team Enhanced Edition gratis (PDF | ePub | Mobi) Games Workshop DG Media



This is an Enhanced edition - featuring the same, complete and unabridged content as the print edition in a handy, space-saving portable format, it also contains the following extra features:

- Zoomable, pin-sharp photography, allowing you to appreciate the fine details of Citadel miniatures in a new light;
- a Glossary - tap terms and rules to see their details in an instant;
- Scrolling text, designed to optimise the reading experience for your phone or tablet;
- Pop-up content - bring up extra information at a touch;
- Panoramic art and photography - designed to bring out detail in a way that makes the most of your display;
- Bookmarks - got a reference you need to use often? Add a bookmark and jump between your pages with a tap.

Contains:

Shadow war - a description of the various battles that take place across the galaxy. Whether behind enemy lines, to assassinate an enemy commander, eliminate a vital strategic asset, or kill teams deployed to scout the foe's strength prior to battle, every battle between rival kill teams tells a tale of heroism and adventure, desperation and cruelty.

Includes descriptions of the different types kill teams most commonly seen across the galaxy, with examples of how they are formed. Also describes the roles of leaders and specialists within kill teams.

Overview of the huge variety of different theatres of war. From storm-tossed ocean planets to the claustrophobic corridors of derelict spacecraft, kill teams fight across myriad different battlefields. Provides examples of how kill teams single-handedly changed the direction of a war through pinpoint strategic actions, and provides plenty of ideas for theming potential games.

Rules - this section provides all the rules required to play games of Kill Team. Includes:

Core Rules - Explains how the game works, including: an explanation of Battle Rounds, each of which consists of the following phases: Initiative, Movement, Psychic, Shooting, Fight, and Morale. Each phase is explained in-depth with key information highlighted and photographic examples of the rules being used in games.

Also includes an illustrated example of a battle round which walks you through an example game turn.

Fighting a Battle - this section describes the importance of missions, how to choose your kill team, and how to set up a battlefield ready for a game. Includes:

Open Play Mission: Covert War - your first mission including guidance on how to set up your battlefield, how to deploy your kill team, battle length and victory conditions.

Advanced Rules - a variety of optional rules which add further detail and complexity to your games. Includes rules for different terrain types, climbing, leaping barriers and gaps, and falling.

Killzones - includes the rules for Killzone: Sector Imperialis. These are additional rules for playing in a specific environment.

Missions - this section provides information on Open, Narrative, and Matched Play games and introduces the following additional rules:

Scouting Phase - this phase determines the success of each kill team's planning, preparing and manoeuvring before battle. Each player secretly chooses a strategy and reveals it before the game.

Behind Enemy Lines - contains three examples of Open Play missions, as well as a range of ideas to spark your imagination for playing games set behind enemy lines.

4 Narrative Play Missions - Disrupt Supply Lines, Ambush, Feint, and Assassinate. Each includes advice on choosing kill teams, how to set up the battlefield, deployment, battle length, victory conditions, and attacker and defender tactics.

4 Matched Play Missions - Sweep and Clear, Take Prisoners, Recover Intelligence, and Terror Tactics. Each includes advice on choosing kill teams, how to set up the battlefield, deployment, battle length, and victory conditions.

Kill Teams - this section describes how to choose your own kill team. Includes:

Command Points and Tactics - used when creating a Battle-forged kill team, this section explains how to use various tactical assets in your games. These range from single re-rolls to automatically passing Nerve tests, and many more besides. 6 Tactics are included that any kill team can use. Further Tactics are available depending on the mission you choose to play and Faction that you choose.

Specialists - experienced warriors in your kill team are represented by specialists. Each specialist has a range of abilities depending on their specialism, as well as additional Tactics that can be used in games. This section provides abilities and progression for the following specialist types to be included in your kill team: Leader, Combat Specialists, Comms Specialists, Demolitions Specialists, Heavy Specialists, Medic Specialists, Scout Specialists, Sniper Specialists, Veteran Specialists, and Zealot Specialists.

Background information for each of the following Factions: Adeptus Astartes, Deathwatch, Grey Knights, Astra Militarum, Adeptus Mechanicus, Heretic Astartes, Death Guard, Thousand Sons, Asuryani, Drukhari, Harlequins, Necrons, Orks, T'au Empire, Tyranids, and Genestealer Cults.

Each Faction includes narrative elements to add more depth to their particular background. These include a choice of their own personal mission, background and squad quirk. All of these can be used to influence how you decide to play the game in the character of your kill team. Also included are a range of different demeanours for your specialists that allow you to play them in character: for example, will your Medic be dour, charismatic, or mysterious? Each Faction also includes a variety of name generators to help add even more character to your kill team. As well as all of this, each Faction also includes specific Tactics that represent their particular way of fighting. Each Faction also contains datasheets to enable you to use your miniatures in games of Kill Team, a reference sheet for all weapons, and points values for all models, weapons and wargear.

A miniatures showcase featuring a variety of different kill teams. Includes examples of kill teams, and battle scenes.

Kill Team Campaigns - guidance on running campaigns for two or more players, with combatants gaining experience and becoming more skilled or stronger as the campaign progresses. Includes:

Overview of how to run a campaign, how to determine who is victorious, choosing a mission, and using a campaign command roster to record the members of your kill team.

Consequences of Battle - post-battle sequence to determine what happens with your kill team (such

as resolving injuries, gaining experience, and adding members to your kill team).

Also includes a blank command roster and blank datasheets that you can use to record your kill teams details.

Also includes a reference sheet providing an overview of the Battle Round and key rules.

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