

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.

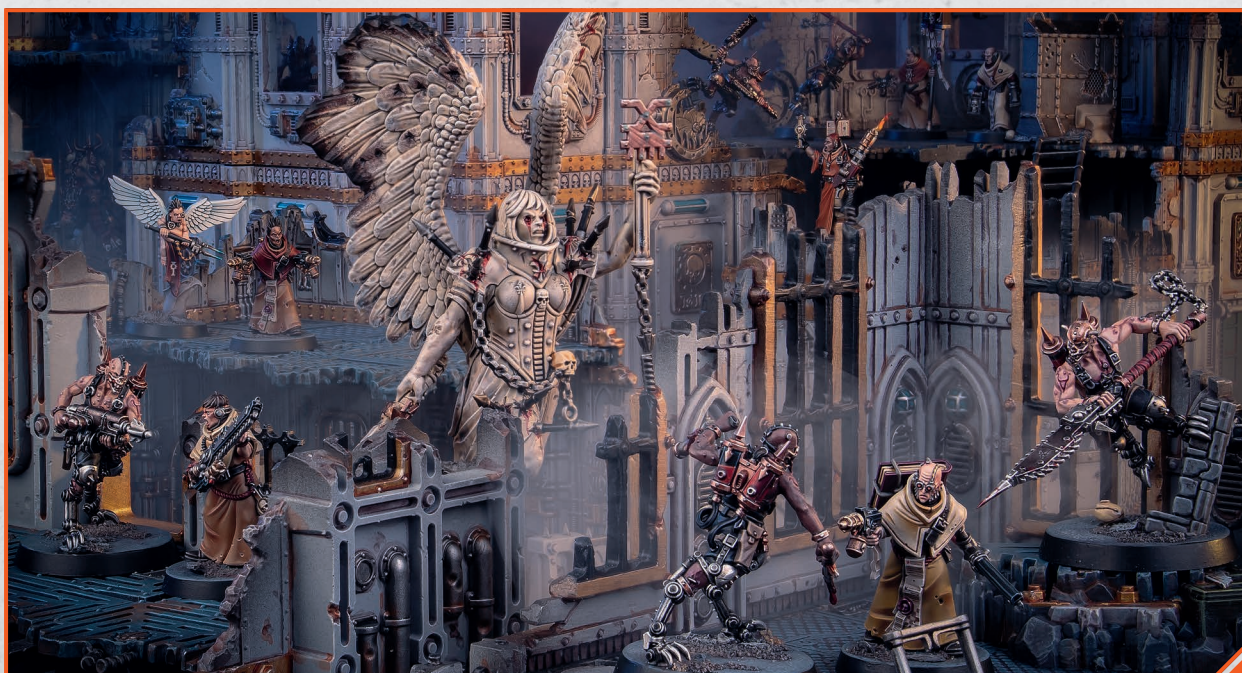
This mission pack can be used with any killzone, but the shrine statue terrain feature included in this box should be added to it. The shrine statue provides certain rules in-game, so ensure it's set up correctly and fairly, and adjust other terrain features (including removing them, if necessary) as

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).

SHRINE STATUE

Determine a killzone as normal, but it should also include a shrine statue terrain feature. After selecting drop zones, the player with initiative sets up the shrine statue on the centreline, equally within each player's territory and more than 1" from other terrain features. In some circumstances, you may feel it's appropriate to remove another terrain feature to use the shrine statue. This is recommended in Killzone: Volkus (*Kill Team Core Book*) – remove a small ruin, heavy rubble or light rubble (terrain features E-K) near where the shrine statue will be placed.

A shrine statue terrain feature is Heavy terrain. It can be contested and controlled by operatives and has a plinth. Treat the plinth as a marker for the purposes of contesting and controlling the shrine statue.

Whenever you draw a card, if friendly operatives control the shrine statue terrain feature, you can look at the text on one card before drawing it (but still keep it secret from your opponent). You can then draw that card, or draw another (but you can't look at the other one before you draw it).

Friendly operatives can perform the following mission actions:

PRAISE/BLASPHEME

1AP

- Shuffle one card from your hand, or two of your discarded cards, back into their respective deck(s). Note that your discarded cards are potentially worth VPs at the end of the battle, so doing so could affect this.
- Draw a card.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or while more than 3" from the shrine statue terrain feature's plinth.

HALLOW/DEFILE

1AP

- One shrine statue terrain feature the active operative controls is hallowed/defiled. Draw a card.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if it doesn't control the shrine statue terrain feature, or if the shrine statue has already been hallowed/defiled during this turning point.



BLOOD

+D3 DAMAGE SHOT

Use this Blood card when a friendly operative is shooting, in the Resolve Attack Dice step, when one of your attack dice inflicts damage. Inflict D3 additional damage.

BLOOD

+D3 DAMAGE STRIKE

Use this Blood card when a friendly operative is fighting, in the Resolve Attack Dice step, when one of your attack dice inflicts damage. Inflict D3 additional damage.

BLOOD

+1" MOVE

Use this Blood card when a friendly operative performs the **Charge** or **Reposition** action. Until the end of that action, add 1" to that operative's Move stat. This isn't cumulative with any other positive changes to that operative's Move stat.

BLOOD

CRITICAL ATTACK

Use this Blood card when a friendly operative is shooting or fighting, in the Roll Attack Dice step. Retain one of your normal successes as a critical success instead. You cannot use this card if you have no normal successes.

BLOOD

RE-ROLL ATTACK DICE

Use this Blood card when a friendly operative is shooting or fighting, after rolling your attack dice. Re-roll any of your attack dice. You cannot use this card if you cannot re-roll any attack dice.

BLOOD

ACTION ON INCAPACITATION

Use this Blood card when a ready friendly operative is incapacitated. Before that operative is removed from the killzone, it can perform one free action (excluding **Fight**), and you can change its order to do so. It's then incapacitated as normal.

BLOOD

DOUBLE FIGHT/SHOOT

Use this Blood card during a friendly operative's activation or counteraction, after it performs the **Fight** or **Shoot** action. It immediately performs the same action again. This takes precedence over action restrictions. If the operative has the Astartes faction rule, the second action is free.

BLOOD

TAKE INITIATIVE

Use this Blood card at the start of the Initiative step of the Strategy phase. You automatically have initiative (do not roll-off).

BLOOD

MAX SUCCESS ATTACK

Use this Blood card when a friendly operative is shooting or fighting, in the Roll Attack Dice step. Retain all of your attack dice as normal successes without rolling them.

BLOOD

FREE STARTING ACTION

Use this Blood card at the start of the Firefight phase. One friendly operative immediately performs one free action, but it cannot move more than 2". You can change its order to do so.

BLOOD

CANCEL BLOCK (FIGHT)

Use this Blood card when a friendly operative is fighting, when your opponent chooses to block with a success. Discard that success (they don't block, but they've still 'resolved' that attack dice).

BLOOD

SHOCK AND STUN

Use this Blood card when a friendly operative is shooting or fighting, at the end of the Roll Attack Dice step, if you've retained any critical successes. Until the end of that sequence, that operative's weapons have the Shock and Stun weapon rules.

BLOOD

USE OR REUSE PLOY

Use this Blood card in the Firefight phase. You must immediately either use a firefight ploy for 1 less CP (to a minimum of 0CP), or use a firefight ploy for a second time during that turning point (this takes precedence over once per turning point, and you must still pay its CP cost as normal). You cannot use this card if you cannot do either of the above.

BLOOD

STEAL CARD

Use this Blood card during a friendly operative's activation or counteraction, before or after it performs an action. Take a card from your opponent's hand. You cannot use this card if your opponent has no cards in their hand.

BLOOD

PREVENT MISSION ACTION

Use this Blood card when an enemy operative performs a mission action at an objective marker friendly operatives contest. They must spend 1 additional AP to perform that action (if they don't, their spent AP isn't refunded).

Until the start of the next turning point, while friendly operatives contest that marker, your opponent must spend 1 additional AP for enemy operatives to perform mission actions at that objective marker.

This isn't cumulative with any other rules that require your opponent to spend additional AP to perform mission actions.

BLOOD

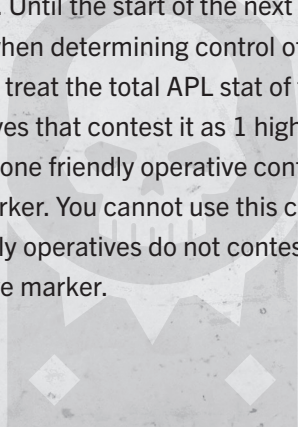
RETURN DISCARDED CARD

Use this Blood card during a friendly operative's activation or counteraction, before or after it performs an action. Shuffle one of your opponent's discarded cards back into its deck. You cannot use this card if your opponent has no discarded cards.

ZEAL

+1 APL FOR CONTROL

Use this Zeal card during a friendly operative's activation or counteraction, or at the end of the turning point. Select one objective marker friendly operatives contest. Until the start of the next turning point, when determining control of that marker, treat the total APL stat of friendly operatives that contest it as 1 higher if at least one friendly operative contests that marker. You cannot use this card if friendly operatives do not contest an objective marker.



ZEAL

-D3 DAMAGE SHOT

Use this Zeal card when an enemy operative is shooting against a friendly operative, when one of your opponent's attack dice inflicts damage. Ignore D3 of that inflicted damage.



ZEAL

-D3 DAMAGE STRIKE

Use this Zeal card when an enemy operative is fighting against or retaliating against a friendly operative, when one of your opponent's attack dice inflicts damage. Ignore D3 of that inflicted damage.



ZEAL

MAX SUCCESS DEFENCE

Use this Zeal card when an enemy operative is shooting against a friendly operative, in the Roll Defence Dice step. Retain all of your defence dice as normal successes without rolling them.



ZEAL

REVIVE ONTO 1 WOUND

Use this Zeal card when a friendly operative would be incapacitated. It's not incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. All remaining attack dice are discarded (including yours if this operative is fighting or retaliating), then this operative can perform a free **Dash** or **Fall Back** action (for the latter, it cannot move more than 3"), even if it's performed an action that prevents it from performing the **Dash** or **Fall Back** action.



ZEAL

FREE ACTION

Use this Zeal card during a friendly operative's activation, before or after it performs an action. It immediately performs a 1AP action for free.



ZEAL

IGNORE WEAPON RULE

Use this Zeal card when a friendly operative is selected to shoot against or fight against and your opponent has selected their operative's weapon to use. Select one of that weapon's weapon rules (excluding Range x); that weapon loses that weapon rule until the end of that sequence. You cannot use this card if that weapon has no weapon rules for you to select.



ZEAL

CRITICAL DEFENCE

Use this Zeal card when an enemy operative is shooting a friendly operative, in the Roll Defence Dice step. Retain one of your normal successes as a critical success instead. You cannot use this card if you have no normal successes.



ZEAL

HEAL 3D3

Use this Zeal card during a friendly operative's activation or counteraction, before or after it performs an action. It regains 3D3 lost wounds. You cannot use this card if that operative has no lost wounds.



ZEAL

GAIN 1CP

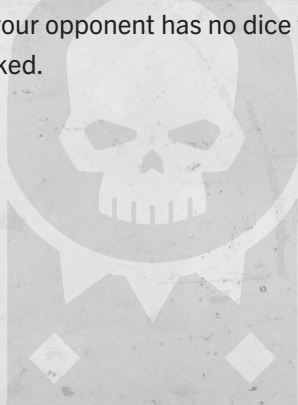
Use this Zeal card at any time during the battle. You gain 1CP.



ZEAL

DOUBLE BLOCK (FIGHT)

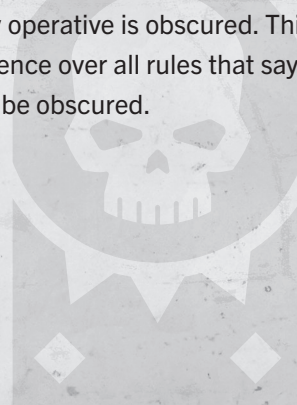
Use this Zeal card when a friendly operative is fighting or retaliating, when you block with a success. It can be allocated to block one (as normal) or two unresolved successes. You cannot use this card if your opponent has no dice that can be blocked.



ZEAL

OBSCURED

Use this Zeal card when an enemy operative performs the **Shoot** action and your opponent selects a friendly operative more than 6" from it as the target. Until the end of that action, that friendly operative is obscured. This takes precedence over all rules that says it cannot be obscured.



ZEAL

FREE ENDING ACTION

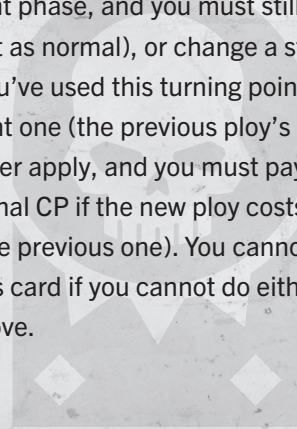
Use this Zeal card at the end of the Firefight phase. One friendly operative immediately performs one free action, but it cannot move more than 2". You can change its order to do so.



ZEAL

USE OR CHANGE PLOY

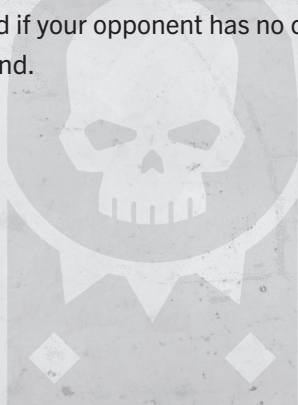
Use this Zeal card in the Firefight phase, before or after an operative performs an action. You must immediately either use a strategy ploy (even though it's the Firefight phase, and you must still pay its CP cost as normal), or change a strategy ploy you've used this turning point to a different one (the previous ploy's rules no longer apply, and you must pay any additional CP if the new ploy costs more than the previous one). You cannot use this card if you cannot do either of the above.



ZEAL

REVEAL OPPONENT'S CARDS

Use this Zeal card during an operative's (friendly or enemy) activation or counteraction, before or after it performs an action. Your opponent must reveal all the cards in their hand. You cannot use this card if your opponent has no cards in their hand.



ZEAL

RE-ROLL DEFENCE DICE

Use this Zeal card when an enemy operative is shooting a friendly operative, after rolling your defence dice. Re-roll any of your defence dice. You cannot use this card if you cannot re-roll any defence dice.

