

## **Chapter Thirteen** **Endgame**

*The final assault on Vastum's capital will not be decided by strength of arms alone. The cunning of individual squads, lurking in the shadows at the periphery, will be telling as well. Even now, kill teams have been dispatched to overload power supplies in the belly of the city. Whether they explode or simply shut down, the results will be disastrous for those relying on their power.*

*The Imperium has dispatched the finest of their own forces to combat this new force...*

### **THE KILL TEAMS**

This is a mission for two players. If only one Kill Team is Imperial, they are the defenders. In any other scenario, roll off to determine who is the Defender.

### **THE BATTLEFIELD**

A power generator should dominate the center of the battlefield. Other than this, set up terrain to represent the heart of an Imperial city.

Use the deployment map shown on page 58 of *Kill Team*.

### **SCOUTING PHASE**

Resolve the Scouting phase as described on page 49 of *Kill Team*.

### **DEPLOYMENT**

The players each roll 2D6. The highest score has the greatest strategic advantage in this mission, etc. Reroll ties. The players then take it in turn, in order of greatest to least advantage, to choose their deployment zone. The players then take it in turn to deploy one model from their kill team, in order of least to greatest advantage. Models must be set up wholly in their own deployment zone. Once all players have set up one model, they do so again in the same order, and so on. If a player runs out of models to set up, skip them. Once the players have set up all their models, deployment ends and the first battle round begins.

### **VICTORY CONDITIONS AND SPECIAL RULES**

It is the goal of the Attackers to sabotage the power supply in the center of the table. In order to do this, a model must spend two entire battle rounds in contact with the central power supply. This represents them planting explosives, injecting corrosive alien ichor, etc. Once this is complete, the Attacker scores a victory for the mission. Any other scenario ending is a victory for the Defender.

*What to report:*

1. Which factions played, and who was the Defender?
2. Which faction won the game?