OPERATION NEXUS ARRANGEMENT 3: 
THE FINAL PIECE OF THE PUZZLE

Intro:

The Nexus Arrangement is a Necron Artefact unearthed by the Dark Apostle Jarulek and his First Acolyte Marduk of the Word Bearers. The object is capable of creating a stasis field of sorts around a large amount of space, which can effectively block out the Warp. This device is an enormously powerful weapon, as it can prevent Warp travel within the area, therefore stopping enemy reinforcements from arriving to help the now-besieged planet below.

The device was used to deadly effect by the Word Bearers during the Boros Gate campaign, in which the planet was besieged by many Word Bearer fleets, and the Imperial forces below were pulverized. It was later retaken by the powerful Necron Lord, The Undying One, who sought to reclaim the power of the Orb. Marduk and his terminator retinue teleported back into the thick of the fighting to make one final attempt at snagging the Nexus Arrangement. After a desperate battle he had succeeded, though at great cost. Later in space, the other Word Bearer fleets turned rival and pursued Marduk’s ship in an attempt to seize the Orb themselves, but Marduk had other plans. He ejected the Nexus Arrangement in an escape pod with a timed Vortex Grenade, so when the Nexus Arrangement disappeared back into the Warp, thousands of Imperial allies materialized in the area and brought down the pursuing ships in a hail of fire.

News of this device had no doubt spread throughout the ranks of Heretics and Loyalists alike and when rumours of yet another Nexus Arrangement surfaced, the factions were fervent in tracking down and obtaining the item. The Xenos in the area also noticed the rise in desperation over the world, and figured that they themselves can snag the item sought after by the human factions, therefore sending small divisions to the planet to sneak past the enemies and find the Nexus Arrangement while the humans were distracted with each other. Unbeknownst to them, yet other Xeno races and the humans themselves had sent their “Kill Teams” to infiltrate and find the Nexus Arrangement. It is a race against time...

Previously:

The kill teams had matched skills with each other on the field of battle. Virulent champions of the plague god were sent to do battle with forces of the Imperium, who had sent elite scouts to infiltrate and annihilate. The unholy machines of the Necrons were seen for the third time, trading devastating fire with the barbaric hordes of greenskin. The Tau empire had even dropped in a kill team of their own, but quickly fled at the sight of unbeatable odds. In the end, it was the green tide of the Orks that managed to sweep through its opposition, and grab the final piece of the Nexus Arrangement from the hands of their fallen enemies. Now that both pieces have been recovered from the planet, they only need to be joined...

Now:

The Space Wolf fleet, meanwhile, was visited by a shuttle of the Adeptus Mechanicus, sent to recover the piece of the Nexus Arrangement previously recovered by the Space Wolves kill team. Realizing the danger that this object possesses, they took it with them and returned to the fleet, waiting for the second piece to be reclaimed. On the planet below the armies still rage against one-another, not yet realizing that their goal is within reach. The kill teams on all sides have strict orders – stop the greenskins from getting the Nexus Arrangement off-world. If they are to succeed, there is no telling what power they are capable of wielding...
Foreword:

Greetings Commanders! If you are reading this, then you are interested in our third annual Kill Team tournament. My superior (DestroyerHive Senior) has instructed me to write a foreword before we go ahead and publish the rules.

Firstly, the rule of the game is to have FUN. So if you’re thinking of coming in here and, as we call it, “powergame” then you can leave right now (though a little boasting is good fun from time to time)! All of the commanders who had attended our last tournament will attest to the great friendliness of all the players present during the games.

Misconceptions: When somebody hears the word “tournament”, we automatically assume that we will be facing tough, unfriendly competition and lots of stress. That is not true. You may come to the tournament just to have fun and try your hand at a small game of Kill Team. Who knows? You may even win one of three certificates at the end of the game! Another misconception is that your army must be painted, based, and WYSIWYG (what you see is what you get). This is not true either. Armies do not need to be done up to ‘Ard Boyz standards, though they do help create a terrifying image to your opponent!

To summarize, the tournament is not highly-competitive like most tournaments are – just come to have some genuine wargaming fun! Also, feel free to message me if you have any questions/concerns. The battlefield awaits you, Commanders!

- DestroyerHive Junior
Kill Team Tournament Rules

You will need:
- Your Army’s Codex
- A copy of your Army list
- 3 objective markers

Army Selection & Force Organization Charts:

Point total:
- 200 points

Force Organization Chart:
0-1 Elite
0-2 Troops
0-1 Fast Attack

Restrictions:
- No models/vehicles with an armour value (AV)
  Ex. Rhino, devilfish, dreadnaught (any version), chimera, landspeeder, etc
- No unique, named or special characters
  Ex. Marbo, Doom of Malan’tai, Telion, Snikrot etc
- No models with monstrous creature status
- No invulnerable save better than 4+
- No Forgeworld rules, but models can be used in place of Games Workshop models
- No Allied detachments
- No formations

Codex Specific Adjustments:

- **Blood Angels:**
  - No Death Company.

- **Chaos Daemons:**
  - Not familiar with this codex. Message me (DestroyerHive Junior) if you have any questions.

- **Chaos Space Marines:** none

- **Dark Angels:**
  - Not familiar with this codex. Message me (DestroyerHive Junior) if you have any questions.

- **Dark Eldar:**
  - No Power From Pain (i.e. No Pain Tokens).

- **Eldar:**
  - Not familiar with this codex. Message me (DestroyerHive Junior) if you have any questions.
• Grey Knights:
  o If an inquisitor is taken as elite, then a single henchmen squad may be taken and will not take up an elite slot.

• Imperial Guard:
  o Orders:
    ▪ Can only be given by the junior officer model of a platoon command squad.
    ▪ Vox casters only work for the model carrying it.
  o When rolling for Desperados for any Penal Legion squad, roll for the unit as a whole as normal, i.e. before they become individual units on the table.
  o No Psyker Battle Squad(s).
  o Heavy Weapon teams act as 1 model whether they are represented on the table by 1 or 2 separate bases as they are treated as a 2 wound model in the codex.
  o Combined Squad rule does not apply.
  o Storm Troopers: Special Operations rule must be the same for each member of the squad and chosen before deployment. At deployment they are now each considered their own unit.

• Necrons:
  o All models with Reanimation Protocols count as being ‘Ever-Living’.

• Orks:
  o Storm Boyz Rokkit Packs: each time this is used you must roll a D6 for each model using it, add this to the distance traveled, on a roll of a 1 add no distance, roll again if another 1 is rolled remove the model.

• Codex Space Marines:
  o Not familiar with this codex. Message me (DestroyerHive Junior) if you have any questions.
  o Chapter traits are permitted

• Space Wolves:
  o Fenrisian wolves bought as wargear remain attached to the models and maintain unit coherency.

• Tau Empire:
  o Not familiar with this codex. Message me (DestroyerHive Junior) if you have any questions.

• Tyranids:
  o No instinctive behaviour (they are counted as always being in synapse range, even if they are not).

• Witch Hunters:
  o Not familiar with this codex. Message me (DestroyerHive Junior) if you have any questions.
Special Rules:

• **Every Man for Himself:**
  o All models operate as individual units, even if chosen as part of a squad.
  o When models shoot or fight in combat, they may split up their shots/attacks amongst any eligible targets.
    Ex. If a Tactical Marine is in rapid fire range 12” of two Ork Boyz, he may fire one shot at one Boy, and one shot at the other Boy.
  o Models may never make a “Look Our Sir!” roll or declare challenges.

• **Run Them All:**
  o During the shooting phase, the player may elect to choose to run a group of models.
  o Roll 3 Dice and discard the lowest and highest dice to see how far to move the models. This is especially useful when playing a large model-count kill team.
  o This should not be used if there are pivotal distances being decided, and an opponent can elect to not allow certain models to use this rule.
  o It is intended to speed up the game, not give players an unfair advantage.

• **Specialist Troopers:**
  o Each player is allowed to pick up to 3 different models to benefit from a Universal Special Rule (USR) in the 40K 6th Edition Rulebook.
  o This is done as part of your army list and should be marked on the list.
  o No two models per kill team may take the same USR.
  o No model may be given more than 1 universal special rule; pre-existing USRs are not counted in these allotments.
  o Disallowed USRs (unless the model has it already): Swarms, Blast & Large Blast, Brotherhood of Sanctioned Psykers, Daemon, Psyker, Zealot

Table Setup & Deployment:

• 4’x4’ table
• Divide table in quarters.
• No models may be deployed within 9” of the centre of the table (unless they have the Scout or Infiltrate USR).
• No models may be left in reserve.
• Models may still use the Infiltrate universal special rule (if they have the rule) but they may not outflank as this involves being placed in reserve.
• Players roll to choose table quarter, highest roll chooses.
• Winner deploys all their kill team.
• Other player then deploys in the opposing quarter, same restrictions apply.

First Turn:

• Second player may attempt to seize the initiative, as per the 40K 6th Edition Rulebook.

Scoring Models:

• All models are considered scoring, unless their own Codex entry states they cannot be scoring.
• Models with the Swarm USR are not scoring, as per the 40K 6th Edition Rulebook.
• Models are not considered scoring if they have ‘Gone to Ground’.
Scoring Breakdown (per round):

Victory Points break-down:
• 15 points for a major victory
• 11 points for a minor victory
• 8 points for a draw
• 3 points for minor loss
• 1 point for major loss

How to allocate the points:
• If a player scores a Major Victory, then the opponent automatically gets a Major Loss
• If a player scores a Minor Victory, then the opponent automatically gets a Minor Loss
• If it’s a Draw, then each player gets 8 points

Awards:
• Certificates for 1st, 2nd & 3rd Place
Mission # 1: Destroy the Enemy

Game Length:
- Until you have destroyed your opponent’s army to half or less of its number!

Objectives:
- Kill your opponent’s Army

Victory Conditions:
- The battle continues until one side has been reduced to half its starting models or less.
- The player must then take a leadership test at the start of each of their turns; if they fail the test then they lose. If not, the game goes on.
- If the battle continues, the player must take tests on all subsequent turns, with a -1 modifier per test passed. (i.e. 2nd turn -1, 3rd -2, 4th -3, etc).
- The leadership test is always done using the highest leadership value of any of the player’s surviving models.
- Both players may have to take leadership tests at the start of their turns, and the first one to fail loses.
- Fearless, stubborn and/or any other rule that modifies leadership tests are ignored for purposes of these tests.

Victory Points Definitions:
- Massacre: your opponent has fled the table or has no models left, while you still have more than half your models remaining on the table. **Score a Major Victory!**

- Survived to Fight another Battle: your opponent has fled the table or has no models left, and you have half or less of your models remaining on the table. **Score a Minor Victory!**

- Down but not Out: Both forces have half or less of their models remaining on the table. **It’s a Draw!**

Specials Rules: none

POINTS:

Your Name: ___________________

Opponent’s name: ___________________

Your Points: ______

Opponent’s Points: ______
Mission #2: Capture & Control the Objective

Game Length:
- Between 7 and 9 game turns. At the end of game turn 7, a player must roll a die.
- On a:
  - 1-2 the game ends,
  - 3-6 game turn 8 is played.
- If the game continues then, at the end of game turn 8, the other player must roll a die.
- On a:
  - 1-3 the game ends,
  - 4-6 game turn 9 is played.
- After game turn 9 the game is over.

Objectives:
- 1 objective counter.
- Deploy the 1 objective at the exact centre of the table.

Victory Conditions:
- Side with the most number of models in base contact with the objective at the end of the game wins.

Victory Points Definitions:
- **Massacre**: you have 1 or more models in base contact with the objective and your opponent has none. **Score a Major Victory!**
- **Strength in Numbers**: you have more models in base contact with the objective than your opponent does. **Score a Minor Victory!**
- **Down but not Out**: Both sides have the same number of models in base contact with the objective or neither side has any models in base contact with the objective. **It’s a Draw!**

Specials Rules: none

POINTS:

Your Name: ________________

Opponent’s name: ________________

Your Points: _____

Opponent’s Points: _____
Mission # 3: Seek & Destroy

Game Length:
- Between 7 and 9 game turns. At the end of game turn 7, a player must roll a die.
- On a:
  - 1-2 the game ends,
  - 3-6 game turn 8 is played.
- If the game continues then, at the end of game turn 8, the other player must roll a die.
- On a:
  - 1-3 the game ends,
  - 4-6 game turn 9 is played.
- After game turn 9 the game is over.
- Game ends when Secondary Objective is met, if bullet 1 has not ended the game.

Objectives:
Each side must nominate 1 model as their Army’s “Leader”.

Victory Conditions:
- Primary Objective:
  - To meet this objective you must kill your opponent’s “Leader”.
- Secondary Objective:
  - Destroy the Enemy, as per Mission #1.

Victory Points Definitions:
- Massacre: you completed the Primary Objective first. It’s a Major Victory!
- Didn’t Follow Orders: you completed the Secondary Objective before the Primary Objective. It’s a Minor Victory!
- Mission Failed:
  - Neither side completed the Primary or Secondary Objectives, or,
  - Both sides completed the Primary Objective.
  - It’s a Draw!

Specials Rules: none

POINTS:

Your Name: ___________________

Opponent’s name: ___________________

Your Points: ______

Opponent’s Points: ______
Mission # 4: Seize Ground

Game Length:
- Between 7 and 9 game turns. At the end of game turn 7, a player must roll a die.
- On a:
  - 1-2 the game ends,
  - 3-6 game turn 8 is played.
- If the game continues then, at the end of game turn 8, the other player must roll a die.
- On a:
  - 1-3 the game ends,
  - 4-6 game turn 9 is played.
- After game turn 9 the game is over.
- Game ends when Secondary Objective is met.

Primary Objective:
- D3+2 objective counters
- Before choosing deployment zone, players take turns deploying objectives until all are deployed.
- Objectives must be 9” apart and away from table edges, and not in impassable terrain.
- Controlled Objectives: 1 or more scoring models of only 1 side must be in base contact with the objective.
- Contested Objectives: 1 or more models from both sides are in base to base contact with the objective.

Victory Conditions:
- Primary Objective: most controlled objective counters.
- Secondary Objective: as per Mission #1.

Victory Points Definitions:
- Massacre: you met the Primary Objective. Score a Major Victory!
- Valiant Effort: you completed the Secondary Objective while not controlling any objectives. Score a Minor Victory!
- Mission Failed: Neither Primary nor Secondary Objectives have been met by either side. It’s a Draw!

Specials Rules: none

POINTS:

Your Name: _______________________

Opponent’s name: _______________________

Your Points: __________

Opponent’s Points: __________
Mission # 5: Deliver the ORB

Game Length:
  o Game ends when either side completes the Primary Objective or Secondary Objective

Deployment Zone:
Armies must be deployed outside of 9" of the table centre line, as per Dawn of War in the 40K Rulebook.

Primary Objective:
  o 1 ORB per side (it will be supplied).
  o Deploy objectives after armies are deployed, 1 in each deployment zone.
  o **Control of Objectives**: any model may control their side's objective but they cannot control the opposing side's objective.
  o **ORB Movement**: In order for the "ORB" to move, you must have a model in base contact with it at the start of the phase. The “ORB” may move a maximum of 6" in the movement phase, subject to difficult terrain, may run, may not move in the assault phase.
  o If controlling model flees for any reason the “ORB” is left behind.

Victory Conditions:
  o **Primary Objective**: You must take your "ORB" (the objective) from your deployment zone to the back-edge of your opponent's deployment zone.
  o **Secondary Objective**: as per Mission #1.

Victory Points Definitions:
**Massacre**: you completed the Primary Objective. **Score a Major Victory!**
**Solid Victory**: you completed the Secondary Objective before the Primary Objective. **Score a Minor Victory!**
**Mission Failed**: neither Primary nor Secondary Objectives have been met by either side. **It’s a Draw!**

Specials Rules: none

POINTS:

Your Name: ______________________

Opponent’s name: ______________________

Your Points: ______

Opponent’s Points: ______
Mission # 6: Take and Hold

Game Length:
• Between 7 and 9 game turns. At the end of game turn 7, a player must roll a die.
• On a:
  o 1-2 the game ends,
  o 3-6 game turn 8 is played.
• If the game continues then, at the end of game turn 8, the other player must roll a die.
• On a:
  o 1-3 the game ends,
  o 4-6 game turn 9 is played.
• After game turn 9 the game is over.
• Game ends when Secondary Objective is met.

Primary Objective:
 o Your enemy is holding a vital piece of intelligence. Your orders are to recover this objective so your Commander can plan his next move more carefully.
 o Each player places an objective marker in his deployment zone at least 12” away from your opponent’s deployment zone and 6” away from any board edge.
 o Each model receives Melta Bombs for no extra points cost (see p63 of the 40K Rulebook)

Victory Conditions:
 o Primary Objective:
   o Destroy the enemy’s objective marker. Each marker has an AV14 and ignores glancing hits.
   o If penetrated, it is automatically destroyed.
   o If one objective is destroyed at the top of a turn and the other at the bottom of a turn, then the game winner is determined by how many points each player has left on the table.
 o Secondary Objective: as per Mission #1.

Victory Points Definitions:
 o Massacre: you met the Primary Objective. Score a Major Victory!
 o Valiant Effort: you completed the Secondary Objective while not destroying the enemy objective. Score a Minor Victory!
 o Mission Failed: Neither Primary nor Secondary Objectives have been met by either side. It’s a Draw!

Specials Rules: none

POINTS:

Your Name: ____________________

Opponent’s name: ____________________

Your Points: ______

Opponent’s Points: ______
Mission # 7: Commander’s Choice

After all 6 missions have been completed, the Commanders will roll-off and the victor will select his Battle Mission of choice.

Rules:
- D6 per Commander
- Highest score wins
- Ties will roll-off again

Specials Rules: none

POINTS:

Your Name: __________________

Opponent’s name: ______________

Your Points: ______

Opponent’s Points: ______