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Kill Team: Salvation

Price	101.15 Euro €
Availability	Usually in stock
Shipping time	from 1 to 10 days
Number	103-37
Producer code	60010199064
EAN	5011921202140
Manufacturer	Games Workshop

Product description

Kill Team: Salvation

Kill Team is a fast-paced skirmish game of tactical gameplay and tense missions. The new season starts with Kill Team: Salvation, which sees operatives clash in the ruins of a polluted planet. This boxed set contains two new kill teams – a Scout Squad of Space Marine Neophytes, and a Blades of Khaine kill team formed of vicious Striking Scorpions. You'll also find a Salvation Rig Apparatus terrain set to upgrade your killzone, a book packed with background information, new missions, and rules for both kill teams, plus two sets of datacards and tokens to keep your games running smoothly.

This boxed set contains:

- 88-page softcover *Kill Team: Salvation* book: All the background, artwork, and rules you'll need for both of the two kill teams in the box, plus the story of Bheta-Decima, new missions, an infiltration campaign, and rules for the Killzone: Bheta-Decima terrain set.
- Scout Squad: Space Marines in training, who use lighter armour and wargear to undertake stealthy missions and prove their mettle. These multipart plastic miniatures include 10x Scouts, each armed with a boltgun, shotgun, or bolt pistol and knife. These models come with a variety of cosmetic and upgrade options, allowing you to build specialists such as a Tracker or Sniper.
- Striking Scorpions: Aeldari Aspect Warriors armed with chainswords and shuriken pistols, trained to hunt in shadow and kill with a sudden strike. These multipart plastic miniatures include 10x Striking Scorpions, two of which can be built as Exarchs with a variety of weapons options, as well as 2x Striking Scorpion Aspect Shrine models to use as tokens.
- Salvation Rig Apparatus: Key mechanisms that control vital functions of the extraction-rig over which both kill teams are fighting. These multipart plastic miniatures includes 5x pieces of Kill Team terrain, intended for use in the missions found in the book, alongside the Killzone: Bheta-Decima terrain set.
- Transfer Sheets: A variety of waterslide decals to easily decorate your kill teams with detailed markings and iconography. Includes 1x Aeldari Craftworld Transfer Sheet, 1x Space Marines Transfer Sheet, and 2x Raven Guard Primaris Transfer Sheets.
- Datacards: Keep games running smoothly with reference cards detailing each team's operatives, Ploys, abilities, equipment, and Tac Ops, plus reference cards for the accompanying token sheets. Includes a deck of 34x Scout Squad Kill Team cards, and a deck of 40x Blades of Khaine Kill Team cards.
- Token Sheets: Easily track abilities, objectives, equipment, and Command Points throughout your game with team-themed tokens. Includes 1x Scout Squad token sheet and 1x Blades of Khaine token sheet, each containing 44x double-sided cardboard tokens.

All miniatures come with appropriate bases. These miniatures are supplied unpainted and require assembly – we recommend using Citadel Plastic Glue and Citadel Colour paints.

You'll need a copy of the *Kill Team: Core Book* to use the contents of this set. You'll also need the Killzone: Bheta-Decima terrain set to create the mission maps in the book. Both are available separately.