

KT DASH BASICS USER GUIDE

NOT WRITTEN BY AN ORK.

SOME BASICS

- THIS GUIDE ASSUMES THAT YOU KNOW THE BASIC RULES OF THE GAME. IT IS NOT A GUIDE TO PLAYING KILL TEAM, RATHER A GUIDE TO PLAYING AND USING THE APP.
- THIS IS WRITTEN USING A DESKTOP BUT ON A TOUCH DEVICE, THE CLICKS ARE JUST PRESSES OR TAPS OF THE FINGERY DIGIT (OR TALON/CLAW/OTHER).
- IT IS A GOOD IDEA TO CREATE AN ACCOUNT TO SAVE YOUR TEAMS. THERE IS NO PRIVATE DATA KEPT OTHER THAN YOUR LOGIN EMAIL AND THE PASSWORD YOU CHOOSE.
- HEAD TO [HOME | KTDASH.APP](https://www.ktdash.app) TO BEGIN.

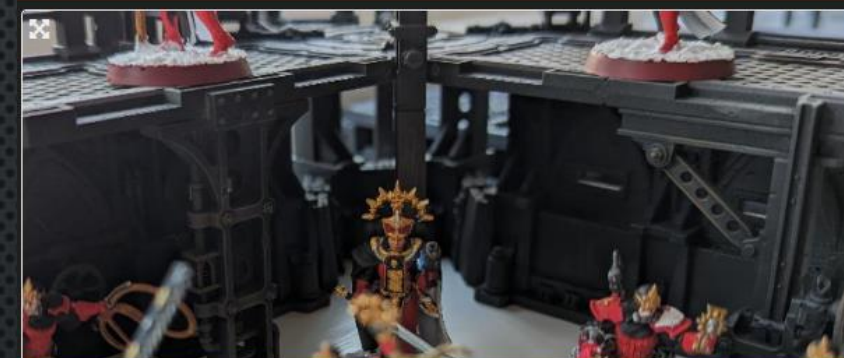
KTDASH

KTDash is a web-based application for running your KillTeam 2021 games.

- Browse the [Factions](#)
- [Build your rosters](#) or import a [pre-built roster](#)
- Generate [names](#) for your operatives
- Use the [Dashboard](#) to play your games and track operative wounds, TacOps, Ploys, operative orders and activation, TP/CP/VP, and more

★ ROSTER SPOTLIGHT

FACTIONS



AELDARI

[Blades Of Khaine](#)
[Commorrites](#)
[Corsair Voidscarred](#)
[Craftworld](#)
[Hand Of The Archon](#)
[Mandrakes](#)
[Troupe \(Outdated\)](#)
[Void-Dancer Troupe](#)

CHAOS

[Blooded](#)
[Chaos Cultists](#)
[Traitor Space Marines](#)
[Chaos Daemons](#)
[Death Guard](#)
[Fellgor Ravagers](#)
[Gellerpox Infected](#)
[Legionaries](#)
[Nemesis Claw](#)
[Thousand Sons \(Outdated\)](#)
[Warp Coven](#)

IMPERIUM

[Exaction Squad](#)
[Ecclesiarchy](#)
[Elucidian Starstriders](#)
[Forge World \(Outdated\)](#)
[Grey Knights](#)
[Hunter Clade](#)
[Imperial Guard](#)
[Imperial Navy Breachers](#)
[Inquisitorial Agents](#)
[Intercession Squad](#)
[Kasrkin](#)
[Novitiates](#)
[Phobos Strike Team](#)
[Space Marines](#)
[Scout Squad](#)
[Strike Force Justian](#)
[Talons of the Emperor](#)
[Veteran Guardsmen](#)

NECRONS

[Hierotek Circle](#)
[Tomb World](#)
[LEAGUES OF VOTANN](#)
[Hearthkyn Salvagers](#)
[Hernkyn Yaegir](#)

ORKS

[Greenskins](#)
[Kommandoz](#)

T'AU EMPIRE

[Cadre Mercenaries](#)
[Farstalker Kinband](#)
[Hunter Cadre](#)
[Pathfinders](#)

TYRANIDS

[Brood Brother](#)
[Brood Coven](#)
[Hive Fleet](#)
[WyrmlBlade](#)

SPECIAL TEAMS

[Apprehend The Prisoner](#)

HOME BREW TEAMS

[Assassin Execution Force](#)
[Space Hulk Veterans](#)

THE BLOODED ROSARY

Novitiates by [Skrdla](#)

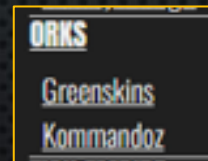
★ 587 6

Novitiate Superior, Novitiate Condemnor, Novitiate Dialogus, Novitiate Duellist, Novitiate Exactor, Novitiate Hospitaller, Novitiate Penitent, Novitiate Preceptor, Novitiate Pronatus, Novitiate Reliquarius, Novitiate Purgatus

NEWS

FACTIONS

- YOU CAN SEE THE MAIN SPLASH PAGE WHEN YOU HEAD TO THE WEBSITE.
- IT LISTS ALL CURRENT TEAMS, PLUS SOME ADDITIONAL HOMEBREWS.
- ALSO SHOWN IS A ROSTER SPOTLIGHT, SHOWCASING FULLY PAINTED TEAMS THAT PEOPLE USE AND UPLOAD TO THE SITE.
- OUR START WILL BE TO TAKE A GLANCE AT THE TEAM RULES TO GET ACQUAINTED WITH THE LAYOUT AND FLOW OF THE SITE.
- LET US SELECT ORKS AND KOMMANDOZ TO BEGIN.



ORKS : KOMMANDOZ



A Kommando is an Ork Boy specialist who prefers to rely on "kunning triksz" instead of fighting his opponents head-on like most other Greenskins.

Kommando serve as the Orks' infiltrators and saboteurs, and are masters of the arts of stealth, ambush, unconventional tactics and striking at the opponent from a totally unexpected quarter.

Operatives Ploys Equip TacOps Rosters

KILL TEAM COMPOSITION ?

KOMMANDO NOB ?

Staunch, Combat



M	APL	GA
3●	2	1
DF	SV	W
3	4+	13

WEAPONS	A	BS	D
◆ Slugga (Rng. ⚡)	4	4+	3/4
✘ Big Choppa	4	2+	5/6
✘ Power Klaw (Brutal)	4	3+	5/7

ABILITIES
Get It Dun!
Throat Slittas

KOMMANDO, ORK, <CLAN>, KOMMANDO NOB, LEADER

KOMMANDO BREACHA BOY ?

Staunch, Combat

KOMMANDO BOY ?

Scout, Staunch, Combat



M	APL	GA
3●	2	1
DF	SV	W
3	5+	10

WEAPONS	A	BS	D
◆ Slugga (Rng. ⚡)	4	4+	3/4
✘ Choppa	4	3+	4/5

ABILITIES
Throat Slittas

KOMMANDO, ORK, <CLAN>, KOMMANDO BOY

KOMMANDO SNIPA BOY ?

Marksman

KOMMANDO GROT ?

Scout



M	APL	GA
3●	2	1
DF	SV	W
3	5+	5

WEAPONS	A	BS	D
✘ Grot Choppa	3	5+	1/4

ABILITIES
Sneaky Zogger
Throat Slittas

UNIQUE ACTIONS
Grappling Hook (1 AP)

KOMMANDO, ORK, <CLAN>, KOMMANDO GROT

KOMMANDO DAKKA BOY ?

Scout, Marksman

KOMMANDO SLASHA BOY ?

Scout, Staunch, Combat



M	APL	GA
3●	2	1
DF	SV	W
3	5+	10

WEAPONS	A	BS	D
◆ Throwing Knives (Rng. ⚡, Silent)	4	3+	2/5
✘ Twin Choppas (Relentless)	4	3+	4/5

ABILITIES
Dat All You Got?
Throat Slittas

KOMMANDO, ORK, <CLAN>, KOMMANDO SLASHA BOY

KOMMANDO COMMS BOY ?

Scout, Staunch

FACTION DATASLATE

- AS YOU CAN SEE, THE TEAM IS SHOWN AND YOU ALSO HAVE SOME BASIC OPERATIVE PROFILES THAT MAKEUP PART OF THIS, MOST SNAZZY OF KILLTEAMS TEAMS.
- FOR THIS PART WE WILL FOCUS ON THE TOUGHEST OPERATIVE, THE NOB.

KOMMANDO NOB [?]

Staunch, Combat



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	13

WEAPONS	A	BS	D
⚔ Slugga <i>(Rng. ●)</i>	4	4+	3/4
✂ Big Choppa	4	2+	5/6
✂ Power Claw <i>(Brutal)</i>	4	3+	5/7

ABILITIES	Get It Dun!
Throat Slittas	

KOMMANDO, ORK, <CLAN>, KOMMANDO NOB, LEADER

This is the data card in the KTDash format. You can see unit type, specialisms and the complete set of weapon profiles the unit is capable of equipping.

There are also special rules listed next to the weapons and under abilities.

Simply click the ability or rule to find out more.

This opens a new box with the information at hand.

NOTE – BS is the label, but also counts as the WS, with the symbol on the left showing either a ranged weapon or a melee weapon.

[?] POWER KLAU



Brutal:
Opponent can only parry with critical hits

[?] GET IT DUN!



Each time this operative is activated, you can select one friendly KOMMANDO operative within ● of and Visible to it. Add 1 to the selected operative's APL.

So after a basic look at a data card and a team, let us to and make a team from scratch and learn some basics to pilot this during a game.

From the current page or the home page, click on the My Rosters part at the top.

You will need an account in order to save these so if you haven't made one, 'Get it dun'.



Factions Dashboard My Rosters Settings Log Out

KTDASH

g your KillTeam 2021 games.

MY ROSTERS



GHOSTS OF MAGNUS

Warp Coven
★ 👁 57 🗑 1
Sorcerer, Rubric Marine Icon Bearer, Rubric Marine Gunner, Rubric Marine Warrior, Tzaangor Champion, Tzaangor Fighter



RED SUN STARSTRIDERS

Elucidian Starstriders
★ 👁 71
Elucia Vhane, Canid, Death Cult Executioner, Lectro-Maester, Rejuvenat Adept, Voidmaster, Voidsman, Privateer Support Assets



MAX TAC ARBITES

Exaction Squad
👁 70
Arbites Proctor-Exactant, Arbites Castigator, Arbites Chirugant, Arbites Leashmaster, R-VR Cyber-Mastiff, Arbites Malocator, Arbites Revelatum, Arbites Voy. Simitifer, Arbites Markeman, Arbites Gunner, Arbites Subduktor



95TH RIFLES

Veteran Guardsmen
★ 👁 704 🗑 1
Sergeant Veteran, Bruiser Veteran, Comms Veteran, Confidant Veteran, Demolition Veteran, Hardened Veteran, Medic Veteran, Sniper Veteran, Spotter Veteran, Zealot Veteran, Gunner Veteran, Trooper Veteran

... This will bring up the screen on the left, or something similar. As you can see, I have a few rosters already.

We are simply going to the three dots at the top right, which is essentially your universal menu in the context of the site, and select Add New Roster.

NEW ROSTER

ROSTER NAME

FACTION

KILLTEAM

Cancel Create Roster

NEW ROSTER

ROSTER NAME

FACTION

KILLTEAM

Cancel Create Roster

- ➕ Add New Roster
- 👤 Pre-Built Rosters

Now you can decide on name, faction and the specific Kill Team. For this example, I have chosen Kommandoz again. For reasons. Follow the drop down menus to find the team you want to create.



Now you can see the above blank page, so let's add a boy to this sheet. But first, we need to get a reference of who can be in our Killteam, in case our handy official book isn't in arms reach. Click the little 'i' button

KOMMANDOZ ⓘ ✕

KillTeam Ploys TacOps

KOMMANDOZ

A KOMMANDO KillTeam includes the following operatives:

- 1 KOMMANDO NOB operative selected from the following list:
 - Equipped with a Slugga and Big Choppa
 - Equipped with a Slugga and Power Klaw
- 9 KOMMANDO operatives selected from the following list:
 - KOMMANDO BOY
 - KOMMANDO GROT
 - KOMMANDO SLASHA BOY
 - KOMMANDO BREACHA BOY
 - KOMMANDO SNIPA BOY
 - KOMMANDO DAKKA BOY
 - KOMMANDO COMMS BOY
 - KOMMANDO BURNA BOY
 - KOMMANDO ROKKIT BOY
 - BOMB SQUIG

KOMMANDO BOY operatives can be selected up to nine times, and each other option above can be selected once.

If you select a BOMB SQUIG operative, you can also select a KOMMANDO GROT operative for free (or vice versa) for 11 operatives in total (instead of 10).

This is your roster list at a glance, with Ploys and Tacops for some extra ease of access.

Next, following the context clues, click the three dots and it will show this menu. We then want to Add Operative.

- + Add Operative
- ✎ Edit Name and Description
- ✎ Narrative Info
- ! Deploy
- 📷 Edit Roster Portrait
- 🖼️ Photo Gallery
- 📄 Get Text Description
- 🔄 Share Roster
- 📄 Clone Roster
- 🖨️ Print Roster
- 🗑️ Delete Roster

+ ADD OPERATIVE TO GREENHORNS
✕

OPERATIVE

Kommando Nob

OPERATIVE NAME Generate Name

Triktogus Domecooka

M	APL	GA	DF	SV	W
3●	2	1	3	4+	13

WEAPONS

	A	BS	D
<input checked="" type="checkbox"/> ⚔ Slugga (<i>Rog.</i> 🏠)	4	4+	3/4
<input type="checkbox"/> ⚔ Big Choppa	4	2+	5/6
<input type="checkbox"/> ⚔ Power Klaw (<i>Brutal</i>)	4	3+	5/7

Cancel

Add to Team

Now we can see some more information about the operative and decide the name and how to equip them.

The operative is a drop down menu listing the type and you can pick your own names or generate one with the handy generator.

NOTE – you will need to check the weapons so that they appear on the data sheet, whichever ones you selected for that operative should be selected. In this case, I chose the Big Choppa, as shown below on our updated Roster.

Factions Dashboard My Rosters Settings Log Out

KTDASH

GREENHORNS

Kommando

TRIKTOGUS DOMECOOKA (NOB)

Kommando Nob (*Staunch Combat*)

M	APL	GA
3●	2	1
DF	SV	W
3	4+	13

WEAPONS 🔗

	A	BS	D
⚔ Slugga (<i>Rog.</i> 🏠)	4	4+	3/4
⚔ Big Choppa	4	2+	5/6

ABILITIES 🔗

Get It Done!

EQUIPMENT 🔗

XP 📖 📖 **RESTED**

📖 0 📖 📖 0 📖

NOTES 📄

KOMMANDO, DRK, «CLAN», KOMMANDO NOB, LEADER

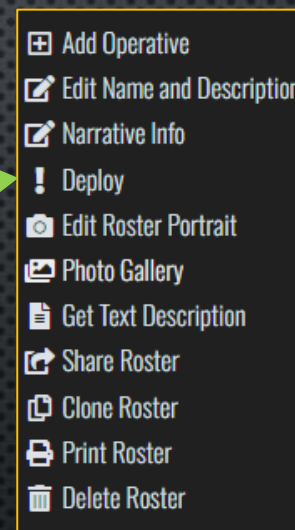
Continue adding operatives this way until you have filled your roster.

You can also add custom photo's of both the operatives and the Kill team by going through the three dot menu and selecting the relevant options.

Don't be afraid to share your work!

Next we will jump to a completed Kill Team and look at how it plays in a game scenario.

From your roster, select the Deploy option in the menu.



Now you can see a different looking roster, known as the Dashboard.

Listed are CP, the current Turning Point and the VP earned so far, defaulted at 2 for a Painted and Based team.

ARCHETYPE: Seek And Destroy/Infiltration (10 EP)

GRUTSNAP 'EADFIGHTA [NOB]  Ready

Kommando Nob



M	APL	GA
3●	2	1
DF	SV	W
3	4+	13

WEAPONS 

	A	BS	D
◆ Slugga (Rag. ●)	4	4+	3/4
✕ Big Choppa	4	2+	5/6

ABILITIES Get It Dun!

Throat Slittas


EQUIPMENT 

XP Adept **RESTED**

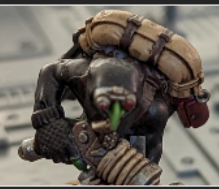
0 **0**

NOTES


KOMMANDO, ORK, <CLAN>, KOMMANDO NOB, LEADER

SNAZZA [GRT]  Ready

Kommando Grot



M	APL	GA
3●	2	1
DF	SV	W
3	5+	5


WEAPONS 

	A	BS	D
✕ Grot Choppa	3	5+	1/4

ABILITIES Sneaky Zogger

Throat Slittas

UNIQUE ACTIONS Grappling Hook (1 AP)


EQUIPMENT 

XP Adept **RESTED**

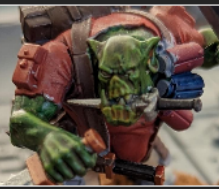
0 **0**

NOTES


KOMMANDO, ORK, <CLAN>, KOMMANDO GROT

SALMON RICE [SLA]  Ready

Kommando Slasha Boy




M	APL	GA
3●	2	1
DF	SV	W
3	5+	10

WEAPONS 

	A	BS	D
◆ Throwing Knives (Rag. ●, Silent)	4	3+	2/5
✕ Twin Choppas (Relentless)	4	3+	4/5

ABILITIES Dat All You Got?

Throat Slittas

EQUIPMENT 

XP Adept **RESTED**

0 **0**

NOTES

KOMMANDO, ORK, <CLAN>, KOMMANDO SLASHA BOY

TARGAZ NO-DOORZ [BRE]  Ready

Kommando Breacha Boy




M	APL	GA
3●	2	1
DF	SV	W
3	5+	10

WEAPONS 

	A	BS	D
◆ Slugga (Rag. ●)	4	4+	3/4
✕ Breacha Ram (Brutal)	3	3+	5/5
◆ Dynamite (Rag. ●, Blast ●, AP1, Indirect, Unwieldy, Lim, No Overwatch)	4	3+	5/6

ABILITIES Bull Charge

Breach Throat Slittas


EQUIPMENT (4 EP)  Dynamite* (4 EP)

XP Adept **RESTED**

0 **0**

NOTES

KOMMANDO, ORK, <CLAN>, KOMMANDO BREACHA BOY

Let's take a look at what is new. First at the top you will see the Conceal icon. This shows yours operatives current deployment status. You can change this by simply clicking it. It will turn into this 

Click again to turn it back. You can also see the Wounds value, which can be adjusted and the XP and rested counts for narrative play.

Let's dig a little deeper and click on 'Equipment'.

This will bring up an equipment box showing available equipment for that operative in that team specifically. (some equipment is only for one operative).

We will select Dynamite in this case and click the save button to update the operative.



GRUTSNAP 'EADFIGHTA
✕

Kommando Nob

OPERATIVE NAME Generate Name

Grutsnap 'Eadfighta

WEAPON	A	BS	D
<input checked="" type="checkbox"/> Slugga (Rng.)	4	4+	3/4
<input checked="" type="checkbox"/> Big Choppa	4	2+	5/6
<input type="checkbox"/> Power Claw (Brutal)	4	3+	5/7

SPECIALISM

(None) Staunch Combat

EQUIPMENT

- Choppa (2 EP)
- Climbing Rope (1 EP)
- Dynamite* (4 EP)
- Harpoon* (3 EP)
- Sledgehammer* (3 EP)
- Slugga (2 EP)
- Smoke Grenade (3 EP)
- Stikkbomb* (2 EP)
- Stun Grenade (2 EP)

Now you can see the Dynamite added to the available weapons, along with it's keywords and stats.

If you select something with an ability, it will appear under abilities. There are setting which adjust items and that will be covered later in the Setting part of this guide.

✓ GRUTSNAP 'EADFIGHTA [NOB]

Kommando Nob Activated

M	APL	GA
3	2	1
DF	SV	W
3	4+	13

WEAPONS	A	BS	D
Slugga (Rng.)	4	4+	3/4
Big Choppa	4	2+	5/6
Dynamite (Rng. , Blast , AP1, Indirect, Unwieldy, Lim, No Overwatch)	4	3+	5/6

ABILITIES Get It Dun!

Throat Slittas

EQUIPMENT (4 EP) Dynamite* (4 EP)

XP Adept **RESTED**

0

✓ **NOTES**

KOMMANDO ORK CLANS KOMMANDO NOB LEADER

GRUTSNAP 'EADFIGHTA [NOB]

Kommando Nob Activated



M	APL	GA
3●	2	1
DF	SV	W
3	4+	13 ⊕

WEAPONS

	A	BS	D
◆ Slugga (Rng. ⬤)	4	4+	3/4
✕ Big Choppa	4	2+	5/6

ABILITIES Get It Dun!

Throat Slittas

EQUIPMENT

XP Adept	RESTED
0 ⊕	0 ⊕


▼ **NOTES**

KOMMANDO, ORK, <CLAN>, KOMMANDO NOB, LEADER

The above is an example of the Nob who has now active after going to engage order, as shown by the Activated indicator above the GA stat and also by me clicking the checkbox!

GRUTSNAP 'EADFIGHTA [NOB]

Kommando Nob Activated



M	APL	GA
2●	2	1
DF	SV	W
3	4+	6 ⊕

WEAPONS

	A	BS	D
◆ Slugga (Rng. ⬤)	4	5+	3/4
✕ Big Choppa	4	3+	5/6

ABILITIES Get It Dun!

Throat Slittas

EQUIPMENT

XP Adept	RESTED
0 ⊕	0 ⊕


▼ **NOTES**

KOMMANDO, ORK, <CLAN>, KOMMANDO NOB, LEADER

In this, very improbable situation where the Ork has taken wounds to over half his HP - You can see that he is now injured and a new symbol showing this has appeared. Also, the stat lines have updated to reflect this, reducing BS and WS respectively.

GRUTSNAP 'EADFIGHTA [NOB]

Kommando Nob Activated



M	APL	GA
2●	2	1
DF	SV	W
3	4+	0 ⊕

WEAPONS

	A	BS	D
◆ Slugga (Rng. ⬤)	4	5+	3/4
✕ Big Choppa	4	3+	5/6

ABILITIES Get It Dun!

Throat Slittas

EQUIPMENT

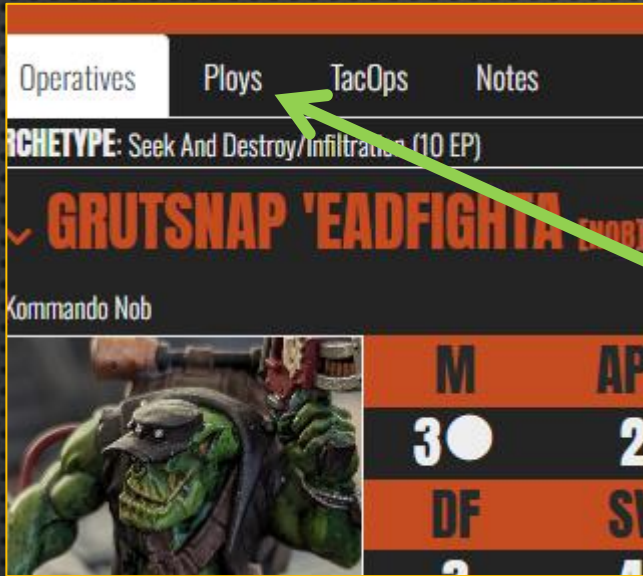
XP Adept	RESTED
0 ⊕	0 ⊕

▼ **NOTES**

KOMMANDO, ORK, <CLAN>, KOMMANDO NOB, LEADER

Finally, we see a theoretical impossibility of the Ork Nob being dead d greyed out with the skull icon, mocking you for thinking you could face-tank a Plasma gun. You can minimise this shame by clicking the chevron in the top left.

Now you have the basics of operative control, let's talk TacOps and Ploys.




Select the Ploys tab and you will be presented with the below.

Operatives	Ploys	TacOps	Notes
STRATEGIC PLOYS			
■ DAKKA! DAKKA! DAKKA!		1 CP	
Until the end of the Turning Point, each time a friendly KOMMANDO operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, you can select one of your failed hits to be retained as a successful normal hit.			
■ SKULK ABOUT		1 CP	
Until the end of the Turning Point, each time a shooting attack is made against a friendly KOMMANDO operative, before rolling defence dice for that shooting attack, if it has a Conceal order, you can retain one as a successful normal save without rolling it, regardless of any rules that treat the operative as having an Engage order (e.g. Vantage Point).			
■ SSSSHHH!		1 CP	
Friendly KOMMANDO operatives that are not within Line of Sight of enemy operatives, or have a Conceal order and are more than 6 from enemy operatives, can immediately perform a free Dash action. You can only use this Strategic Ploy once.			
■ WAAAGH!		1 CP	
Until the end of the Turning Point, each time a friendly KOMMANDO operative fights in combat, in the Roll Attack Dice step of that combat, when you would retain two or more normal hits, you can select one of those hits to be retained as a critical hit instead.			
TACTICAL PLOYS			
■ JUST A SCRATCH		1 CP	
Use this Tactical Ploy in the Resolve Successful Hits step of a shooting attack or combat, when normal damage would be inflicted on a friendly KOMMANDO operative (excluding KOMMANDO GROT and BOMB SQUIG operatives) from an attack dice. Ignore the damage inflicted from that attack dice.			
■ KRUMP 'EM!		1 CP	
Use this Tactical Ploy at the end of the Firefight phase. Select one friendly KOMMANDO operative. It can perform a free Fight action.			
■ SNEAKY GIT		1 CP	
Use this Tactical Ploy in the Set Up Operatives step of the mission sequence. Select one friendly KOMMANDO operative (excluding BOMB SQUIG operatives). That operative can be set up with a Conceal order anywhere on the battlefield that is within 4 of Heavy terrain and more than 6 from enemy operatives and the enemy drop zone. You can only use this Tactical Ploy once per battle, and that operative cannot have its order changed in the first Turning Point (i.e. from the Infiltrate scouting option).			

✓ **GRUTSNAP 'EADFIGHTA** [NOB] Ready

Kommando Nob



M	APL	GA
3●	2	1
DF	SV	W
3	4+	13

WEAPONS	A	BS	D
◆ Slugga (Rng. ⚔)	4	4+	3/4
✕ Big Choppa	4	2+	5/6

ABILITIES Get It Dun!

Throat Slittas [SP] Waaagh!

EQUIPMENT

XP Adept **RESTED**

0 **0**

✓ **NOTES**

KOMMANDO, DRK, <CLAN>, KOMMANDO NOB, LEADER

In this case I selected the WAAagh! Strategic Ploy (SP) and it has now appeared on the dataslates of my operatives, from here I can also click it to bring up what it does.

? **[SP] WAAAGH!** ×

Strategic Ploy

Until the end of the Turning Point, each time a friendly KOMMANDO operative fights in combat, in the Roll Attack Dice step of that combat, when you would retain two or more normal hits, you can select one of those hits to be retained as a critical hit instead.

NOTE don't forget to update your CP, this needs to be done manually for plays you cheeky little grot!

Next we go over to TacOps and are presented with the below.

Operatives	Ploys	TacOps	Notes
ACTIVE TACOPS			
INACTIVE TACOPS			
<p>■ BLOW IT UP! <i>Kommandoz 1</i></p> <p>Not usable in close quarters</p> <p>You can reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one terrain feature that includes any parts with the Heavy trait to be their bulwark.</p> <ul style="list-style-type: none"> If a friendly operative performs the Blow It Up! action, you score 2 VPs. <p>Friendly operatives can perform the following mission action:</p> <p>Blow It Up! (2 AP)</p> <p>An operative can perform this action while within ▲ of your opponent's bulwark. An operative cannot perform this action while within ● of enemy operatives. Other than a Dash action, an operative cannot perform any other action during an activation in which it would perform this action.</p>	<p>■ SHOKK TAKTIKS <i>Kommandoz 2</i></p> <p>Reveal this Tac Op at the end of the first Turning Point.</p> <ul style="list-style-type: none"> If any enemy operatives were incapacitated during the first Turning Point, you score 1 VP. At the end of the second Turning Point, if friendly operatives control more objective markers than enemy operatives control, you score 1 VP. 	<p>■ GET STUCK IN! <i>Kommandoz 3</i></p> <p>You can reveal this Tac Op in the Reveal Tac Ops step of any Turning Point.</p> <ul style="list-style-type: none"> At the end of any Turning Point (excluding the fourth), if three or more friendly operatives are within ● of your opponent's drop zone, you score 1 VP. If you achieve the first condition at the end of any subsequent Turning Points (excluding the fourth), you score 1 VP. 	
<p>■ STALK TARGET <i>Infiltration 1</i></p> <p>You can reveal this Tac Op in the Target Reveal step of any Turning Point.</p> <p>Once you do so, at the end of each Target Reveal step, select one enemy operative to be stalked for that Turning Point.</p>	<p>■ GATHER SURVEILLANCE <i>Infiltration 2</i></p> <p>You can reveal this Tac Op in the Target Reveal step of any Turning Point.</p> <p>Once you do so, at the end of each Target Reveal step, select one friendly operative to gather surveillance for that Turning Point.</p>	<p>■ IMPLANT <i>Infiltration 3</i></p> <p>You can reveal this Tac Op when you would strike an enemy operative in combat.</p> <ul style="list-style-type: none"> Instead of inflicting damage on an enemy operative from that strike, you can implant that operative instead. That operative does not lose any wounds and you score 1 VP. 	

From here all available TacOps are shown for our Killteam. Simply select the ones you want to use and they will appear in the active area.

Below is an active TacOp.
You will see there are checkboxes you track your progress as VP are earned.

NOTE you will need to manually update the VP tracker as you complete parts of the Op.

ACTIVE TACOPS

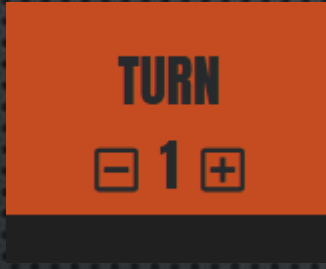
HEADHUNTER VP 1 VP 2

Seek And Destroy 1

Reveal this Tac Op when an enemy LEADER operative is incapacitated.

- You score 1 VP
- If it is the first or second Turning Point, you score 1 VP

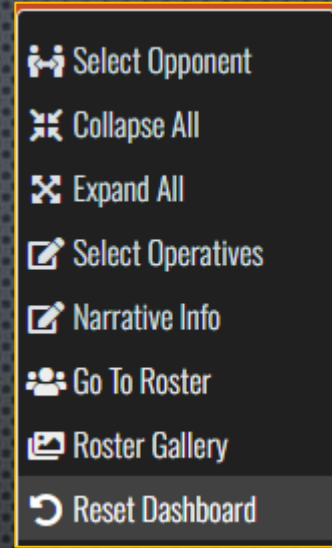
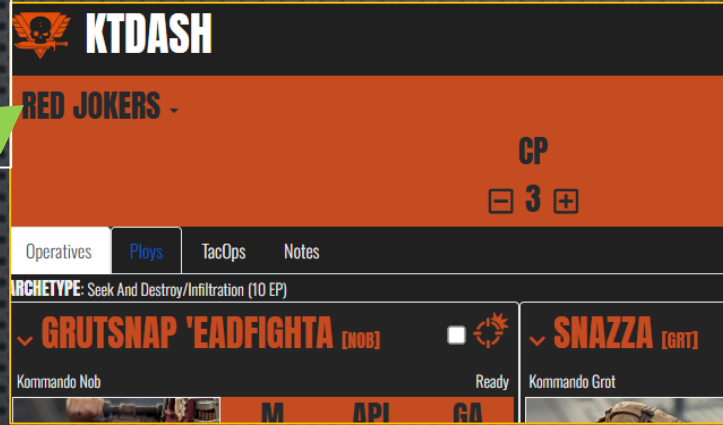
Once you reach the end of the turning point, you can simply click the + to go to the next turning point and the app will automatically ready all of your alive operative, clear your Strategic Ploys and, if enabled update your CP.



This should be enough to get you through a game using the app, and hopefully streamline the experience for you.

There are other features this app offers which will be looked at next.

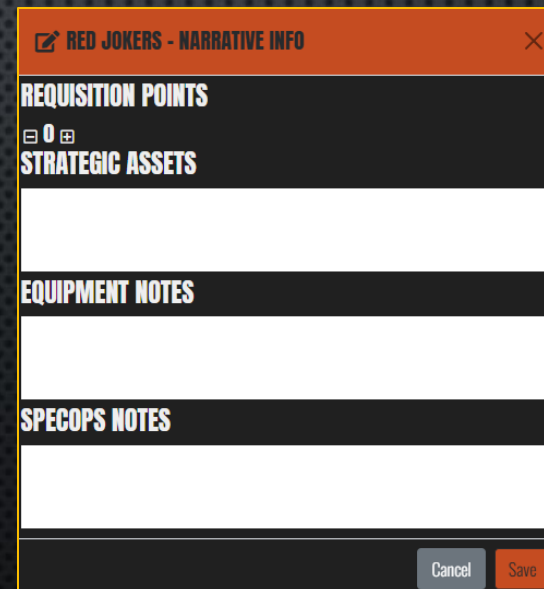
In the Dashboard, you can switch between teams by using the drop down menu here.



Resetting the dashboard will return all operatives to full HP, drop your CP and VP values and switch off any plays you have.

Equipment and TacOps will still be selected however, for future use.

You can print your roster sheets in various formats from the Roster page, selecting the menu from the specific Kill Team.



If you are a narrative player, the Narrative info box provides an area to track Req points and create notes about your teams assets.

This is the setting menu, it is how I have my displays, so throughout the guide if things look a little different, this is why.

It is worth checking it out and getting it how you like it for how you want to play.

DISPLAY

PORTRAITS

Displays the portraits for operatives and rosters if enabled.

<input checked="" type="checkbox"/> Show	<input type="checkbox"/> Hide
--	-------------------------------

AUTO-GENERATE OPERATIVE NAMES

Auto-generates operative names if enabled. If disabled, uses the operative type as its name.

<input checked="" type="checkbox"/> Auto-Generate	<input type="checkbox"/> Use OpType
---	-------------------------------------

OPERATIVE IDS

Displays operative IDs (e.g. "[HG NR]" for Heavy Gunner) in the roster and dashboard if enabled.

<input checked="" type="checkbox"/> Show	<input type="checkbox"/> Hide
--	-------------------------------

CLOSE QUARTERS

Automatically adds Lethal 5+ to Weapons with the Blast x, Splash x and/or Torrent x rules.

<input checked="" type="checkbox"/> Enable	<input type="checkbox"/> Disable
--	----------------------------------

HIDE AUTO-APPLIED EQUIPMENTS

Hides equipments from the "Equipment" list if they were auto-applied to Abilities, Actions, or Operative/Weapon stats

<input type="checkbox"/> Hide	<input checked="" type="checkbox"/> Show
-------------------------------	--

OPERATIVE NAME/TYPE

Show Operative Name or Type first on cards.

<input checked="" type="checkbox"/> Show Name First	<input type="checkbox"/> Show Type First
---	--

OPERATIVE NUMBERS

Displays operative numbers in the roster and dashboard if enabled.

<input type="checkbox"/> Show	<input checked="" type="checkbox"/> Hide
-------------------------------	--

NARRATIVE INFO

Shows or hides narrative play information (Battle Honours, Rare Equipment, XP)

<input checked="" type="checkbox"/> Show	<input type="checkbox"/> Hide
--	-------------------------------

AUTO-APPLY EQUIPMENT MODIFIERS

Automatically applies equipment modifiers to operatives and weapons if enabled.

<input checked="" type="checkbox"/> Enable	<input type="checkbox"/> Disable
--	----------------------------------

DASHBOARD DEFAULTS

STARTING VP

How many Victory Points your roster should start with when deployed or reset

STARTING CP

How many Command Points your roster should start with when deployed or reset

AUTO-INCREMENT CP

Automatically increases Command Points when moving to the next Turning Point if enabled.

<input checked="" type="checkbox"/> Yes	<input type="checkbox"/> No
---	-----------------------------

DEFAULT OPERATIVE ORDER

The default order to give your operatives when resetting the dashboard.

<input checked="" type="checkbox"/> Engage	<input type="checkbox"/> Conceal
--	----------------------------------