

CREATING A KILLZONE

Kill Team games are fought in killzones – dramatic and awe-inspiring battlefields packed with all manner of things to climb up, run along, hide behind or detonate! This article provides rules and inspiration for creating your very own immersive killzone.



The war zones and battlefields of the 41st Millennium are treacherous places at the best of times – sectors, cities, even entire planets are reduced to little more than rubble and ruination by cataclysmic battles. Once-proud mega-structures are now bombed-out shells. Industrial complexes have been turned into wastelands of wrecked factories and twisted machinery. Fortifications are left derelict, pipes and fuel lines are ruptured, and vital supplies are left forgotten amidst the destruction. Shrines, statues and other such holy places are defiled, pulled down and ransacked.

Yet still these places are fought over, for every scrap of fuel, every holy relic and every inch of ground is valuable to one side or the other in the wider theatre of war. It's on these battlefields – these killzones – that kill teams truly excel, for they can move through the wreckage of war unseen and undetected to carry out missions that far larger armies would not be able to achieve. But such landscapes are not without their dangers ...

THE KILLZONE REGISTER

Over the next eleven pages, you will find a host of useful and inspiring rules to help you create your very own killzone (something that several members of the *White Dwarf* team are already doing!). The rules presented here are shown with examples, but they can be applied to numerous kits from the Warhammer 40,000 scenery range. For example, parts of a plasma conduit are considered dangerous (no, really?), but you could apply the Dangerous trait to any bit of scenery, like the massive, claw-limbed servo-skull on the Galvanic Magnavent kit. Or perhaps the sewer vent with the tentacle sprouting out of it in the Necromunda Barricades and Objectives set. A Noctilith Crown could be just as Inspiring as an Adepta Sororitas Battle Sanctum. Or just as Strategic as a Necron Starstele. Or both Inspiring and Strategic at the same time! Now all that remains is to build your killzone, complete with all the hazards, pitfalls and hidey-holes you'd expect to find on a war-ravaged world. So what are you waiting for? Get gluing!

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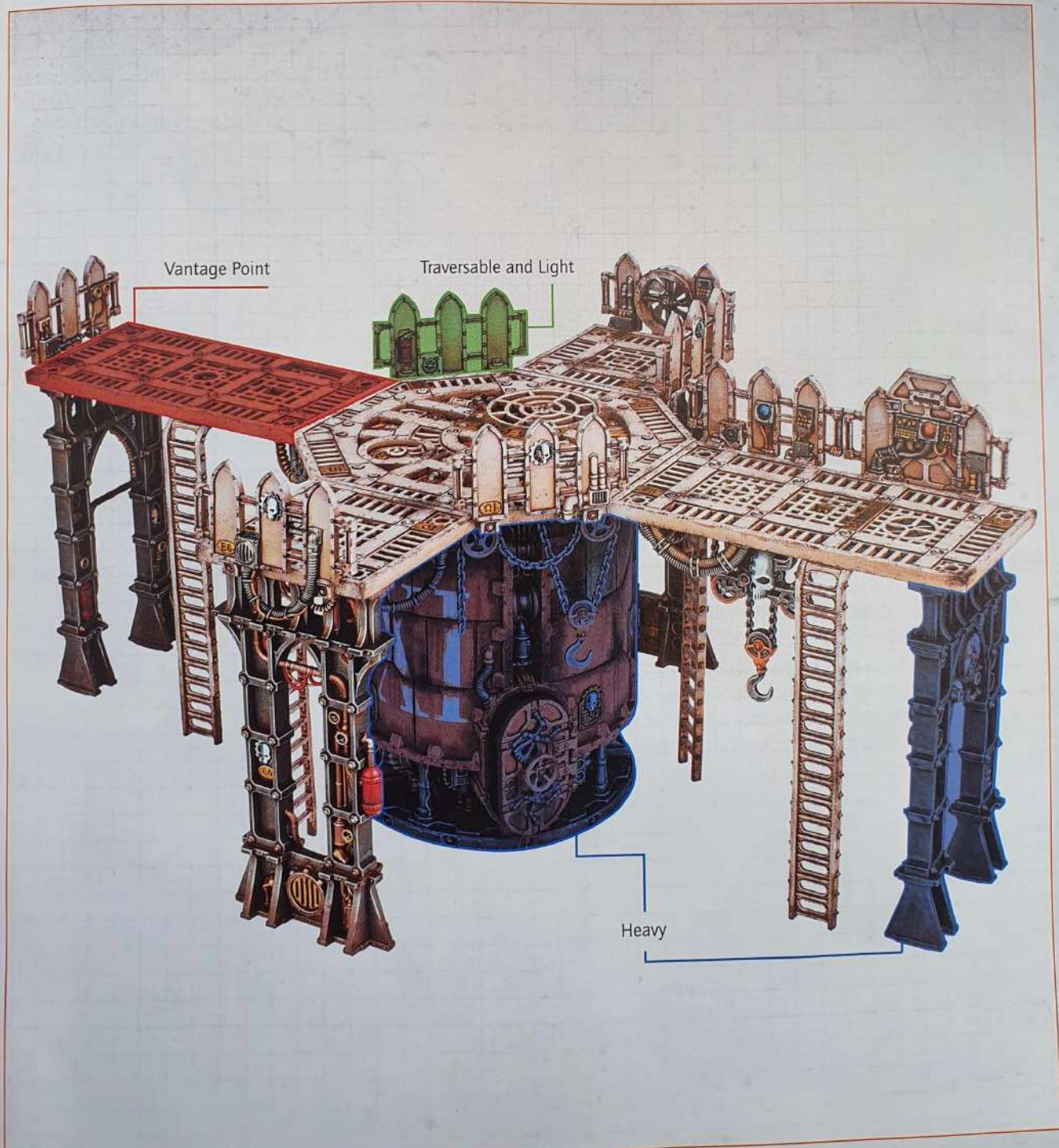
KILLZONE REGISTER

Whether you are looking to create killzones using your existing terrain collection or begin a hobby project to build a thematic and customised killzone, Killzone Register provides a selection of terrain traits for you to use, along with guidance and examples of their application (shown in *italics*). These should be used in conjunction with the traits in the Kill Team Core Book – namely Heavy, Light, Insignificant, Traversable and Vantage Point.

These traits are flexible in their application and are intended to be applied as you wish, so only use them if you feel it's suitable for your

customised killzone. For example, not all exposed plasma coils need the Dangerous trait (some may be inactive). Just make sure you decide all traits before the battle.

Remember that a terrain feature may have multiple traits. For example, the most effective defensive position would have the Heavy, Defendable, Fortified and Gun Emplacement traits. Also remember that Kill Team has a large degree of specificity; traits are often applied to specific parts and not to others, as shown in the diagram below.



TERRAIN TRAITS

Some traits require an operative to control a part of a terrain feature. A friendly operative controls it while within $\blacktriangle$ of it and the total APL characteristic of friendly operatives within $\blacktriangle$ of it is greater than that of enemy operatives within $\blacktriangle$ of it.

VOLATILE

Each time a shooting attack is made against an operative within a specified distance of this part of the terrain feature, the ranged weapon gains the Lethal 5+ special rule for that shooting attack. If it already has the Lethal X special rule, improve the X by 1 for that shooting attack (e.g. Lethal 5+ becomes Lethal 4+).

This trait is suitable for creating areas that are risky to be around when the enemy shoots. The specified distance must be clearly defined before the battle. This could be as small as $\blacktriangle$ for things like a promethium barrel. It could be as large as $\blacksquare$ for things like promethium machinery.



INACCESSIBLE

Operatives cannot be set up on this terrain feature. They cannot move over or through it unless they can **FLY**.

This trait is suitable for terrain that operatives would be unable to navigate over or through, such as a destroyed vehicle or wrecked building. It is also suitable for areas of the killzone operatives cannot move across, such as chasms and lava flows.



PUNISHING VANTAGE POINT

This part of the terrain feature is a Vantage Point.

Each time a friendly operative makes a shooting attack while on a Punishing Vantage Point against a target that is not in Cover, in the Roll Attack Dice step of that shooting attack, before rolling your attack dice, you can retain one attack dice as a successful normal hit without rolling it.

Each time an operative makes a shooting attack against a friendly operative that is on a Punishing Vantage Point, in Cover and at least 2 $\circ$ higher than them, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, one additional dice can be retained as a successful normal save as a result of Cover.

This trait is suitable for particularly high Vantage Points (e.g. more than 2 $\circ$ tall) that offer a commanding position of the killzone.





DENSE

Each time an operative makes a shooting attack, if a Cover line drawn to the intended target crosses more than one terrain feature with this trait, the intended target is Obscured.

This trait is suitable for abstractly increasing the size of certain terrain features to block Line of Sight. It is especially suitable in heavily wooded killzones where Cover lines would cross multiple trees. Note that the trait applies to the whole terrain feature, so in the image to the left, the parts that extend out from the tree have this trait too. This means the terrain feature will more effectively simulate the feeling of a dense wooded area.



INSPIRING

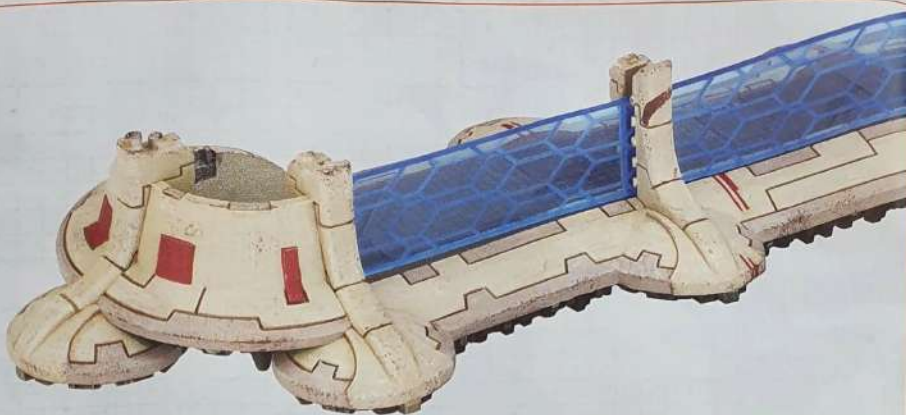
While an operative is within ▲ of this part of the terrain feature, roll one D6 each time it would lose a wound. On a 5+, that wound is not lost.

This trait is suitable for terrain features (or specific parts of them, if necessary) that would have a significant psychological effect on operatives. Examples include a statue, banner or ancient relic. Note that it is fine for both kill teams to be inspired; perhaps the enemy is motivated to destroy it!

FORTIFIED

Each time a shooting attack is made against a friendly operative that is in Cover as a result of this part of the terrain feature, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

This trait is suitable for reinforced defensive positions such as defence lines and bunkers.



PROTECTION

Each time a shooting attack is made against a friendly operative that is protected by this part of the terrain feature, in the Roll Defence Dice step of that shooting attack, it has a 4+ invulnerable save.

This trait is suitable for creating areas that offer advanced and esoteric protection. The area must be clearly defined before the battle. This could be a part of a terrain feature an operative can be placed upon, such as a skull altar. It could be a part of a terrain feature the operative must be within a certain distance of (e.g. ■) such as a shield generator.



SMOKE HAZE

This part of the terrain feature creates an area of smoke ○ horizontally from it and to an unlimited upward and downward height. An operative is Obscured if every Cover line drawn to it crosses an area of smoke.

This trait is suitable for abstractly increasing the size of certain terrain features to block Line of Sight. It is especially suitable in industrial killzones with chimneys and vents, or destroyed killzones with burning buildings and vehicles.



NOXIOUS

While an operative is within ■ of this part of the terrain feature, it is treated as being injured (only subtract ○ from its Movement characteristic as a result of being injured if it is activated within ■ of this terrain feature).

This trait is suitable for poisonous and toxic terrain features, as well as terrain features corrupted by the Chaos God Nurgle.



SCALABLE

Each time an operative climbs this part of the terrain feature, the final incremental distance of less than ○ is ignored, instead of being rounded up to ○.

This trait is suitable for terrain more than 2○ tall, such as tall ruins or gantries, when you want your operatives to be climbing onto the terrain feature's Vantage Point during the battle. It is also suitable for ladders.



INVENTORY

Operatives can perform the following mission action:

Search 1AP

An operative can perform this action while it controls this part of the terrain feature. Roll one D3 and add 1 to the result. You can equip the operative with an item of equipment with an equipment point that is equal to or less than the total.

It must be an item of equipment from your faction's equipment list that they can be equipped with. It cannot be an item they are already equipped with, or an item that can only be selected once that you have already selected for the battle. An operative cannot perform this action if it cannot be equipped with equipment, or if any other operative has performed this action at this terrain feature during the Turning Point.

This trait is suitable for collections of supplies stockpiled in certain areas of the killzone. For things like munitorum containers, remember to specify the part that has this trait so it's clear where operatives must perform this action (e.g. at the door).

DANGEROUS

If an operative is activated within ▲ or moves within ▲ of this part of the terrain feature (whichever comes first during the activation), roll one D6:

- On a 1-2, nothing happens.
- On a 3-4, it suffers 1 mortal wound.
- On a 5-6, it suffers 3 mortal wounds.

This trait is suitable for areas of the killzone that are hazardous to operatives, such as overheated plasma coils. If the terrain feature has a clearly defined area that an operative can be placed upon (e.g. a toxic pool), you can change the 'within ▲ of' part of the rule to 'with its base touching'.

GUN EMPLACEMENT

Each time a friendly operative within this part of the terrain feature makes a shooting attack (including **Overwatch**), if it has not and will not move during the current activation, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

This trait is suitable for creating powerful shooting areas. The area must be clearly defined before the battle. This could be a part of a terrain feature an operative can be placed upon, such as a firing position in a trench line. It could be a part of a terrain feature the operative must be within ▲ of and on the right side of, such as a braced rampart for weapons to be placed upon.

DEFENDABLE

Each time an operative fights in combat, if it is not the active operative but is defending this part of the terrain feature, it is always the Attacker, regardless of any rules the enemy operative has. For an operative to be defending this terrain feature, all of the following must be true:

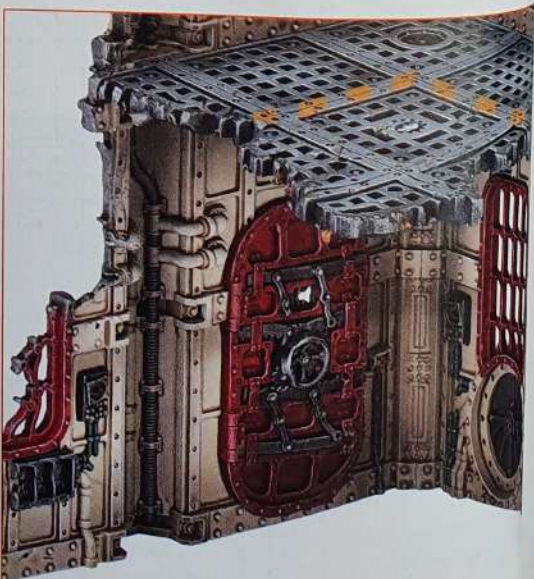
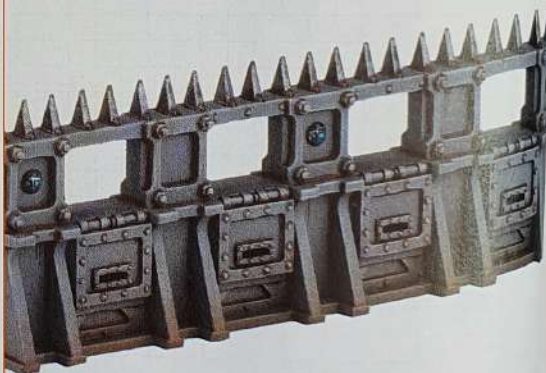
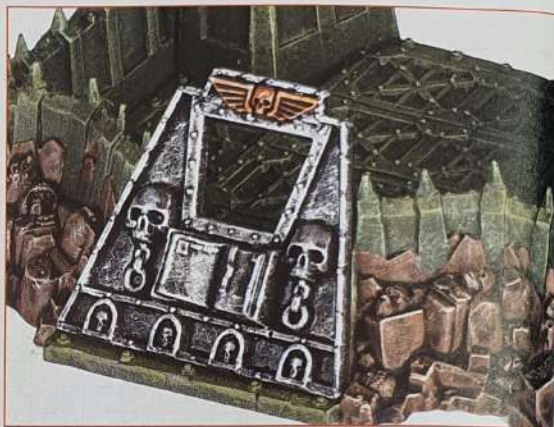
- It has an Engage order.
- The active operative performed a **Charge** action during this activation.
- The active operative's controlling player cannot draw any Cover lines to the target operative without them crossing this terrain feature.

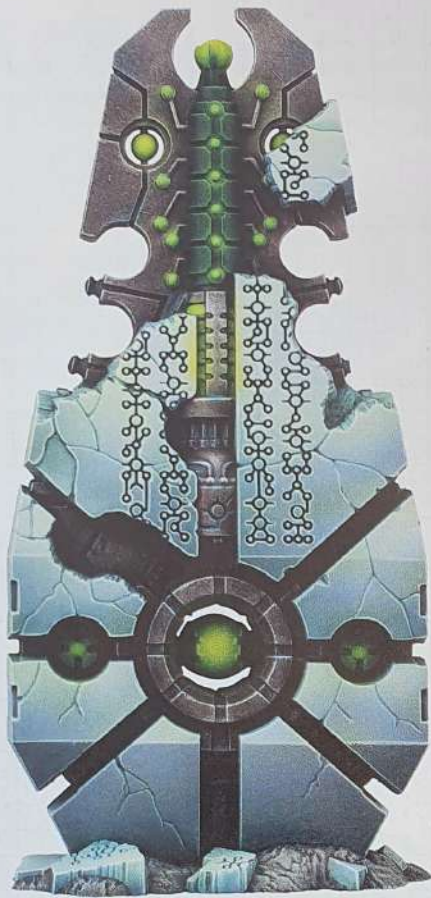
*This trait is suitable for barricades and barriers where a Defender would be at an advantage from anyone attempting to **Charge** and fight them over it.*

INGRESS/DOOR

An operative can move through this part of the terrain feature as if it were not there, and can do so even if it's too large to fit through this part of the terrain feature. Remember that an operative must finish a move in a location it can be placed, therefore it must finish the move wholly on one side or the other.

This trait is suitable for parts of terrain features that physically block an operative's movement, but they should still be able to move through them. Examples can include doors or small windows. Note that such parts do not always need this trait – doors and windows can be barricaded and locked after all. Also note that windows would still need an operative to climb or traverse to get to them and down the other side; this trait simply allows operatives to ignore things like window panes and the walls either side of the window if the operative is too large.

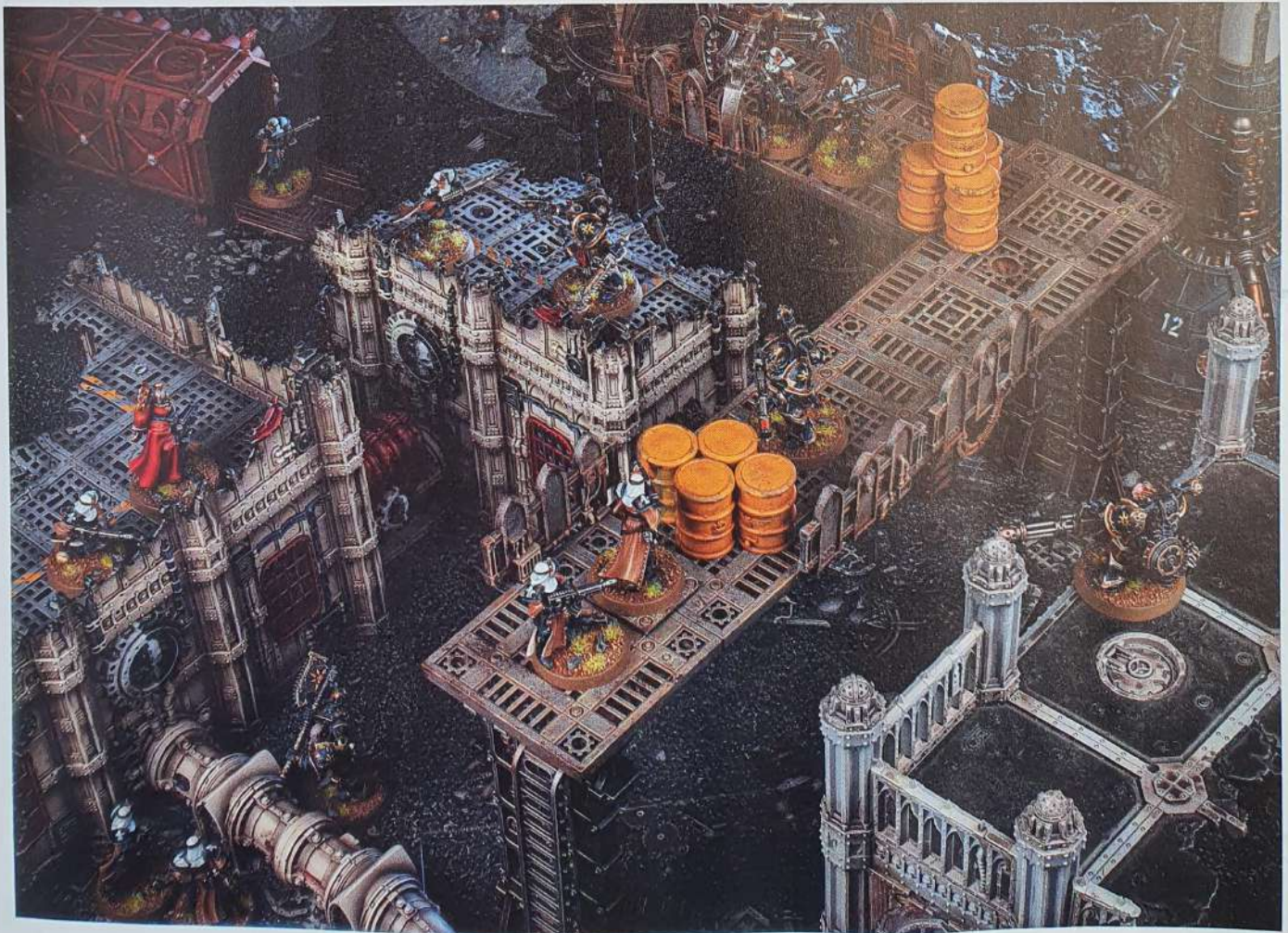




STRATEGIC

In the Generate Command Points step of the Strategy phase, if friendly operatives control this part of the terrain feature, you gain 1 additional Command Point.

This trait is suitable for terrain with greater strategic potential. It could be a unique artefact or structure or a key terminal or interaction point.



KILL TEAM

CUSTOMISED KILLZONES

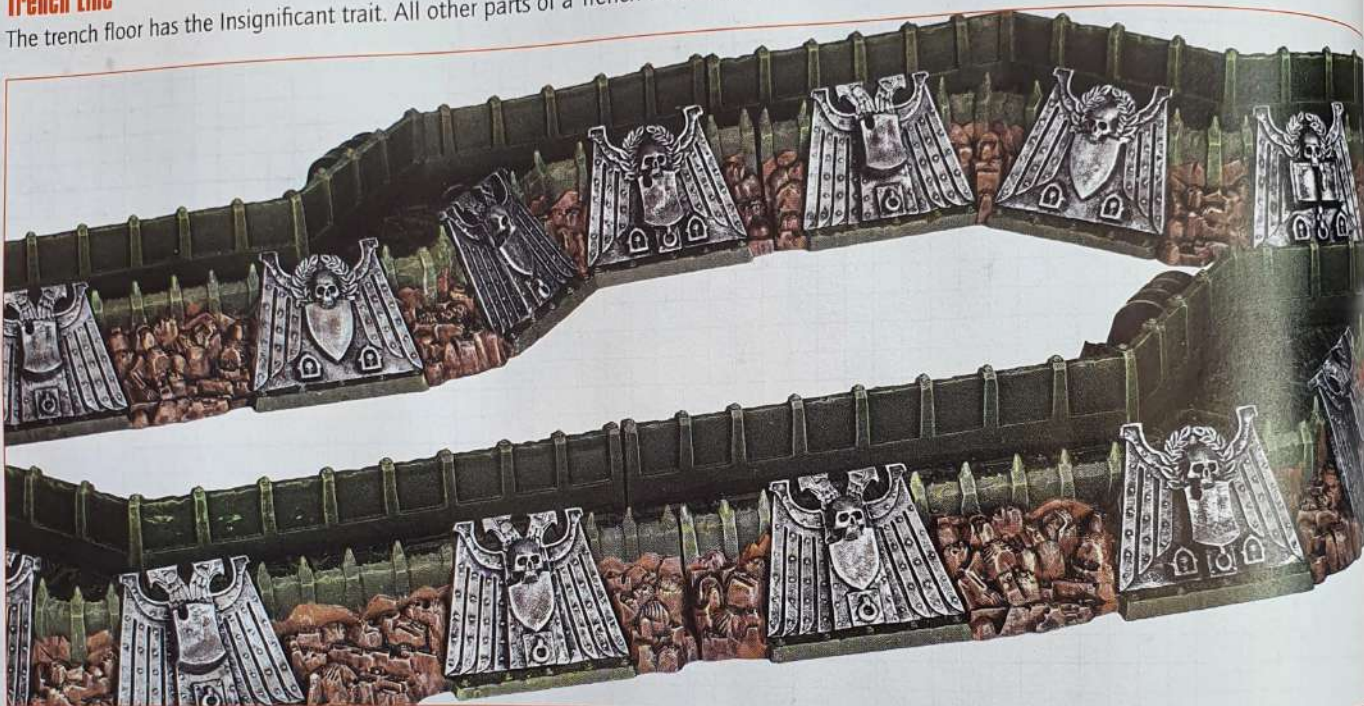
Over the following pages, you will find some examples of customised killzones created using Games Workshop kits. Remember that the Killzone Register is guidance, so you can use these examples as presented or tweak the traits to suit your killzone.

WALL OF MARTYRS

Killzone: Wall of Martyrs is a killzone with an abundance of trench lines and defensive emplacements, as well as scattered supplies. A well positioned team can look to dominate with ranged attacks, particularly against enemies in the open. However, the layered nature of the trench lines and the lack of cover once within them provides opportunity for the other team to close the distance, get in their midst and punish them up close.

Trench Line

The trench floor has the Insignificant trait. All other parts of a Trench Line terrain feature have the Fortified, Heavy and Traversable traits.



Trench Line Gun Emplacement

The trench floor has the Insignificant trait. All other parts of a Trench Line Gun Emplacement terrain feature have the Fortified, Gun Emplacement, Heavy and Traversable traits. To be within the Gun Emplacement part of the terrain feature, the operative must be in the trench and within ▲ of the firing embrasure.



Trench Line

The roof of a
Traversable

Trench Line

All parts of

Trench Line Bunker

The roof of a Trench Line Bunker terrain feature has the Vantage Point trait. The ramparts on the Vantage Point have the Fortified, Heavy and Traversable traits. All other parts of a Trench Line Bunker have the Heavy trait.



Trench Line Supply Dump

All parts of a Trench Line Supply Dump terrain feature have the Light, Inventory and Traversable traits.



REACTOR COMPOUND

Killzone: Reactor Compound is a killzone with industrial structures and machines. It has lots of Heavy terrain features and Vantage Points, and the smog and fumes of industry affect how your operatives move around it. Careful positioning will be needed to get good angles to attack the enemy and also to avoid the dangerous and volatile nature of some terrain.

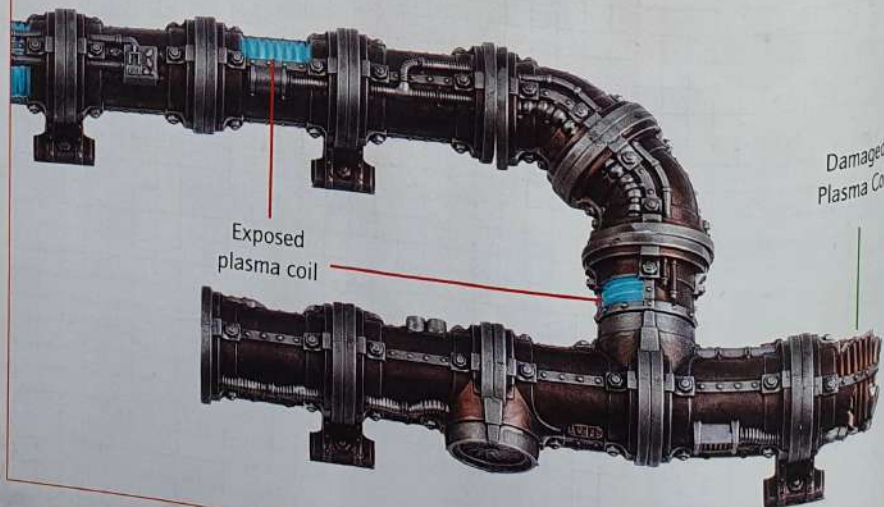
Industrial Chimney

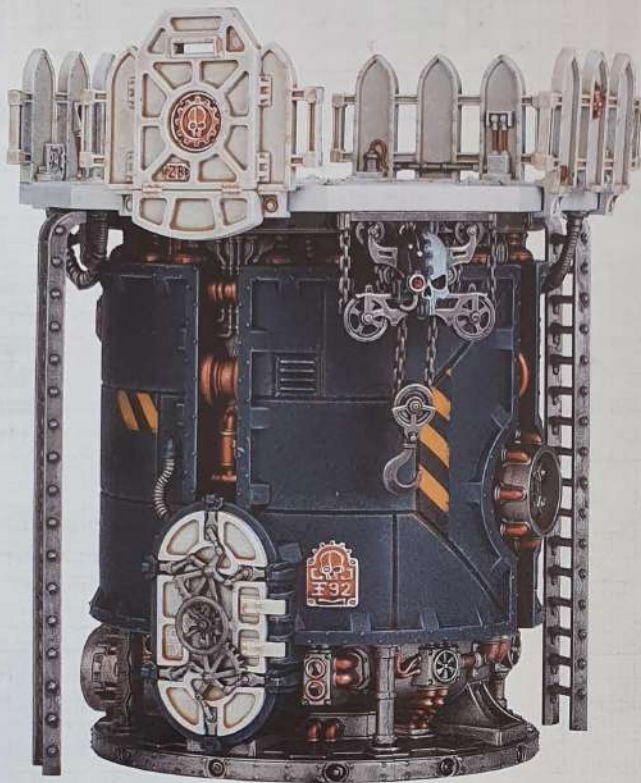
All parts of an Industrial Chimney terrain feature have the Heavy and Smoke Haze traits.



Thermic Plasma Conduit

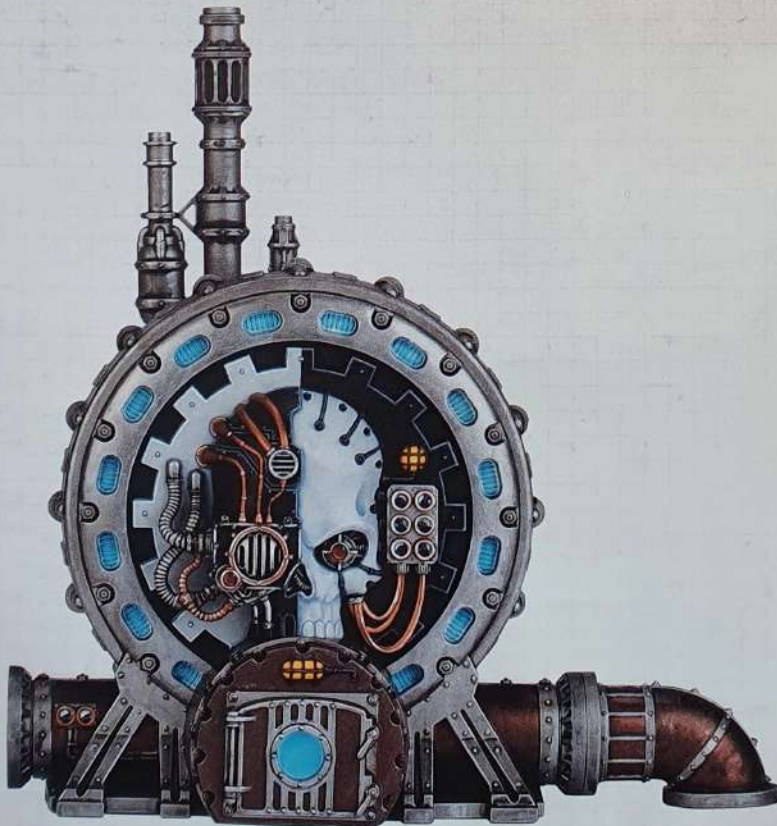
All parts of a Thermic Plasma Conduit terrain feature have the Light and Traversable traits. The exposed plasma coils also have the Dangerous trait. Note that, in our example, the damaged plasma coil does not have the Dangerous trait.





Industrial Structure

The levels above ground on an Industrial Structure terrain feature have the Vantage Point trait. The ramparts have the Light and Traversable traits. The ladders have the Scalable trait (but no other traits, therefore they do not provide Cover). The industrial machine has the Heavy and Scalable traits.



Haemotrope Reactor

All parts of a Haemotrope Reactor terrain feature have the Heavy and Volatile traits. The specified distance for its Volatile trait is 0.