KILLZONE: TOMB WORLD

Killzone: Tomb World uses a 606mm x 703mm game board with a 6x7 grid system for setting up. It has a sarcophagus, 4x debris and 2x each other terrain feature specified on the Killzone: Tomb World map key. It also has 16x half pillars to complete terrain configuration. Note that some mission maps use less than this.

Designer's Note: *This killzone is similar to Killzone: Gallowdark from the* Kill Team Core Book*. To maintain consistency of rules – especially for those printed elsewhere – we've kept the terms the same. For example, even though Killzone: Tomb World uses portals rather than hatches, we still call it a hatchway and operatives perform the* ***Operate Hatch*** *action. Additionally, any relevant errata or rules commentary to Killzone: Gallowdark in the* Kill Team Core Book *should be applied to this killzone as well.*

'SEE HOW THE VERMIN OF THIS SUBSTRATUM PRESENT ADAPTIVE BEHAVIOUR MARKEDLY DIFFERENT TO THOSE OF PREVIOUS AEONS? OH, I DO, I DO SEE; THEIR PATTERNS OF DATA-FORAGING SUGGEST SEMI-SENTIENCE, AND THEY DO NOT EMIT THAT VOCAL CHITTERING WHEN DISSECTED. HOW VERY PERSPICACIOUS OF YOU; LET US INVESTIGATE WHAT IT WILL TAKE TO TRIGGER SUCH A RESPONSE…'

- Amhetra the Hierarchitectron, psycho-soliloquy 35188.4



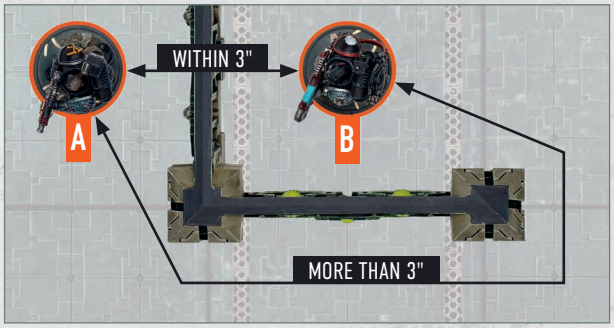
TOMB WORLD WALL

A Tomb World wall terrain feature is Heavy and Wall terrain. Some walls include a hatchway or a breach point (explained later).



Wall terrain:

- Operatives cannot move over or through Wall terrain (this takes precedence over all other rules).
- Visibility cannot be determined over or through Wall terrain.
- Other than to areas of the killzone (centre of the killzone, drop zones, etc.), distances cannot be measured over or through Wall terrain; they must be measured around it using the shortest possible route.
- For the purposes of cover and obscured, only the corners and ends of Wall terrain can intervene, unless the active operative has passed it (see examples on next page).



Operative A would usually be within 3" of operative B, but as distances cannot be measured over or through Wall terrain, it must be measured around the Tomb World wall. This would make operative A more than 3" from operative B.



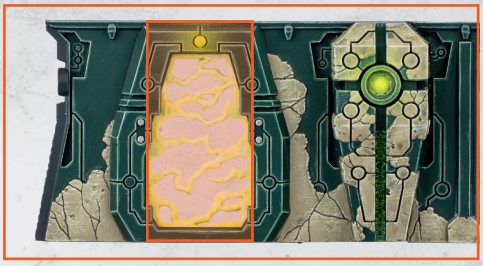
HATCHWAY

A hatchway has two statuses: closed and open. It has two parts – an access point and a hatch – and their terrain types depend upon the hatchway's status. Operatives can perform the **Operate Hatch** mission action to change its status. Hatchways begin the battle closed.

Closed

While a hatchway is closed:

- Its hatch must be within its access point.
- The access point and hatch are Heavy and Wall terrain.



Access point and hatch



Access point and hatch

Open

While a hatchway is open:

- Its hatch must be removed from the killzone.
- Its access point is Accessible and Insignificant terrain.
- Its access point is also Exposed terrain. This means the walls either side of it must be used for cover and obscuring instead.



Access point

OPERATE HATCH 1AP

- Open or close a hatchway thats access point is within the operative's control range.
- An operative can perform this action during the **Dash** or **Reposition** action, and any remaining move distance can be used after it does so.
- An operative cannot perform this action while within control range of an enemy operative, or if that hatchway is open and its access point is within an enemy operative's control range.

BREACH POINT

A breach point has two statuses: closed and open. It has two parts – an access point and a breach wall – and their terrain types depend upon the breach point's status. Breach points begin the battle closed. To open a breach point, operatives can perform the **Breach** mission action (at which point it cannot be closed again).

Closed

While a breach point is closed:

- Its breach wall must be within its access point.
- The access point and breach wall are Heavy and Wall terrain.

Open

While a breach point is open:

- Its breach wall must be removed from the killzone.
- Its access point is Accessible and Insignificant terrain.
- Its access point is also Exposed terrain. This means the walls either side of it must be used for cover and obscuring instead.



Breach wall within access point



Access point without breach wall

BREACH 2AP

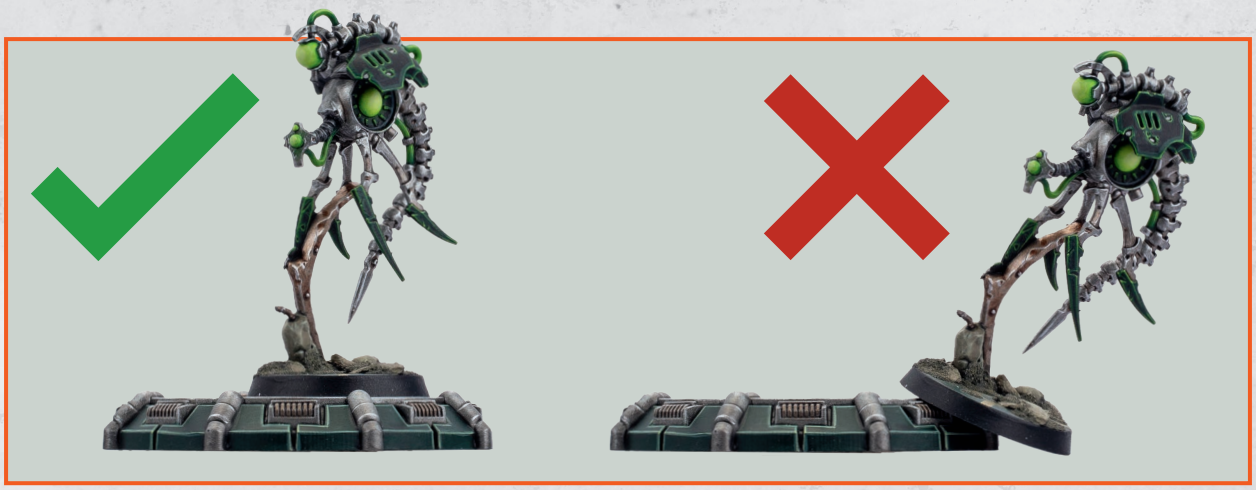
- Open a closed breach point thats access point is within the operative's control range.
- An operative that has the word(s) 'breach marker', 'grenadier' or 'mine' on its datacard, or has a weapon with the Piercing 2 or Piercing Crits 2 weapon rule (excluding weapons that have the Blast or Torrent weapon rule) can perform this action for 1 less AP (to a minimum of 1AP). It cannot perform this action for less than 2AP during an activation/counteraction in which it performed the **Charge** or **Shoot** action (or vice versa).
- Roll one D6 separately for each operative that's on the other side of the access point and has that access point within its control range: on a 4+, subtract 1 from that operative's APL stat until the end of its next activation and inflict damage on it equal to the dice result halved (rounding up).
- An operative cannot perform this action while within control range of an enemy operative, or if that breach point is open. It cannot perform this action for less than 2AP during an activation/counteraction in which it performed the **Charge** or **Shoot** action (or vice versa).

The elite operatives that form kill teams are specially equipped to overcome all manner of barriers. Some draw upon esoteric traits and adaptable skills to inventively force a route to their target. From point-blank firepower and atomic destabilisers to bio-acids and raw strength fuelled by faith,operatives have a variety of methods at their disposal to breach weak points. The forces involved can result in extreme damage, with whizzing debris and violent shock waves hitting those unlucky enough to be on the other side.

TELEPORT PAD

A teleport pad is Exposed, Insignificant and Vantage terrain. Only one operative can be on it at once, and whilst an operative is on it, that operative cannot touch the killzone floor (in other words, an operative can't be both on the teleport pad and on the killzone floor). Equipment terrain features cannot be set up within 2" of a teleport pad. Whenever an operative's base is touching a teleport pad, if another operative is on that teleport pad, those operatives are treated as being within each other's control range.





From the start of the second turning point, whenever a friendly operative on a teleport pad performs the **Charge**, **Fall Back** or **Reposition** action, you can teleport it. If you do, don't move it. Instead, remove it from the killzone and set it back up on the other teleport pad. It must still fulfil all other requirements of that action, otherwise it cannot teleport (e.g. if it's the **Charge** action, the operative must finish that action within control range of an enemy operative). If another operative is on the other teleport pad when an operative teleports, swap them around (if it's an enemy operative, its controlling player sets it up). An operative cannot teleport more than once per activation.

SARCOPHAGUS AND DEBRIS (LIGHT TERRAIN)

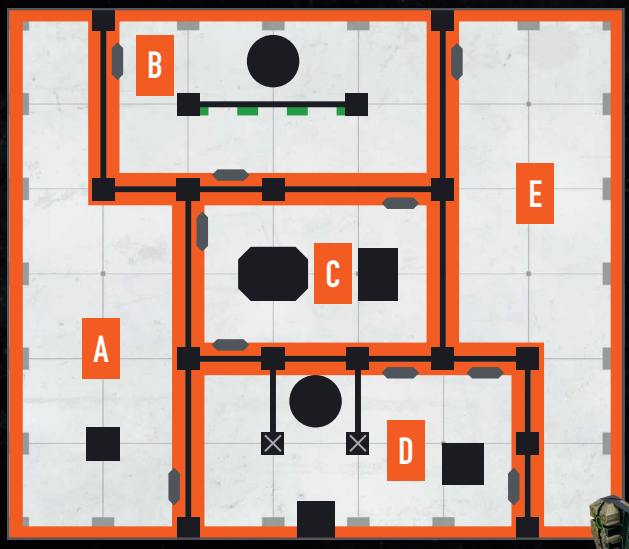


CLOSE QUARTERS: TOMB WORLD

Killzone: Tomb World has the following additional rules.

ROOM

Each room is an area of the killzone that's entirely surrounded by Tomb World wall terrain features and, where necessary, killzone edges.



To the left is a mission map to show the terrain layout on the board pictured below. This map contains five rooms, each marked out with an orange border.



CONDENSED ENVIRONMENT

Weapons with the Blast, Torrent and /or *x*" Devastating (i.e. Devastating with a distance requirement) weapon rule also have the Lethal 5+ weapon rule.

ACTIONS

Operatives can perform the following universal actions.

GUARD — 1AP

▶ The operative goes on guard (see right) until any of the following are true:

- It performs any action.
- An enemy operative ends an action within its control range and you don't interrupt that activation (see right).
- Its order is changed.
- It's the start of the next turning point.

◆ This action is treated as a **Shoot** action. An operative cannot perform this action while it has a Conceal order, or while it's within control range of an enemy operative.

HATCHWAY FIGHT — 1AP

▶ Fight with the active operative.

▶ In the Select Enemy Operative step, instead select an enemy operative within 2" of, and on the other side of, the access point of an open hatchway/breach point the active operative is touching. For the duration of that action, those operatives are treated as being within each other's control range.

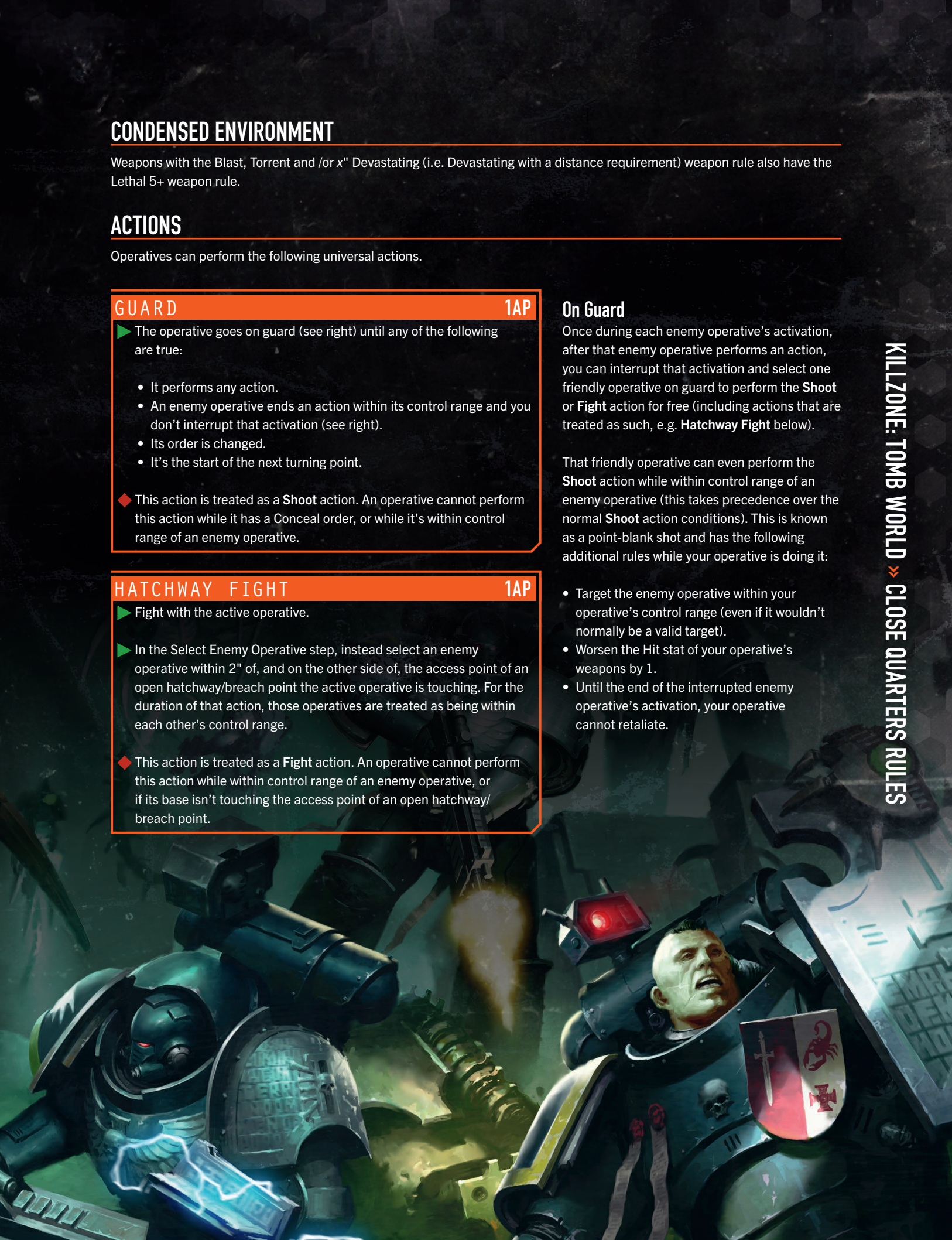
◆ This action is treated as a **Fight** action. An operative cannot perform this action while within control range of an enemy operative, or if its base isn't touching the access point of an open hatchway/breach point.

On Guard

Once during each enemy operative's activation, after that enemy operative performs an action, you can interrupt that activation and select one friendly operative on guard to perform the **Shoot** or **Fight** action for free (including actions that are treated as such, e.g. **Hatchway Fight** below).

That friendly operative can even perform the **Shoot** action while within control range of an enemy operative (this takes precedence over the normal **Shoot** action conditions). This is known as a point-blank shot and has the following additional rules while your operative is doing it:

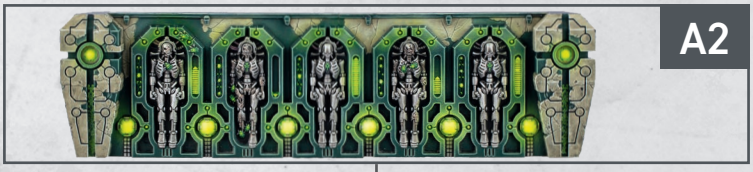
- Target the enemy operative within your operative's control range (even if it wouldn't normally be a valid target).
- Worsen the Hit stat of your operative's weapons by 1.
- Until the end of the interrupted enemy operative's activation, your operative cannot retaliate.



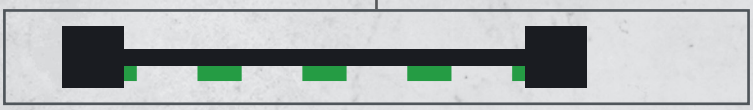
KILLZONE: TOMB WORLD MAP KEY



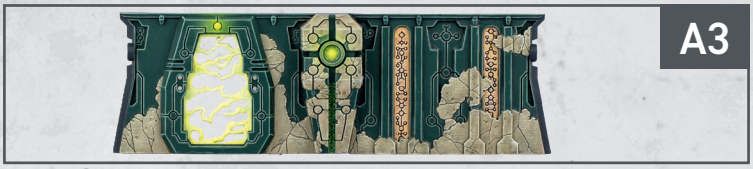
LONG WALL WITH BREACH POINT



LONG WALL WITH PILLARS



INDICATES NECRON WARRIOR MODELLED SIDE OF WALL



LONG WALL WITH HATCHWAY



LONG WALL WITH HATCHWAY AND PILLARS



SHORT WALL



SHORT WALL WITH BREACH POINT

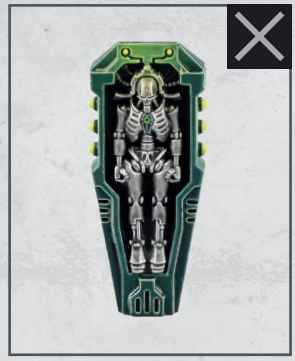


SHORT WALL WITH HATCHWAY AND PILLARS



SHORT WALL WITH PILLARS

ACCESS POINT POSITION ON WALL



WALL END



TELEPORT PAD



SARCOPHAGUS





DEBRIS



