



KILLZONE UPGRADE: COMPOUND SIEGE

Killzone Upgrade: Compound Siege has 6x stockades, 2x bunkers and 6x fire steps; their rules are found over the following pages. This killzone is an upgrade to Killzone: Volkus (*Kill Team Core Book*).

STOCKADE

A stockade terrain feature has a breach point that has two statuses: closed and open. Its terrain types depend upon that status. A stockade's breach point begins the battle closed, and can be opened during the battle (at which point it cannot be closed again).

Closed

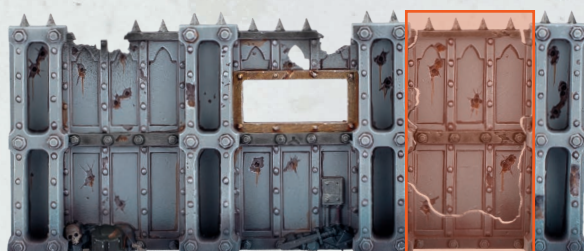
While a stockade's breach point is closed:

- The removable part of the stockade must be attached.
- The whole stockade is Heavy terrain.

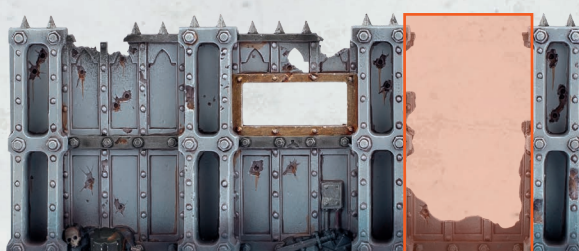
Open

While a stockade's breach point is open:

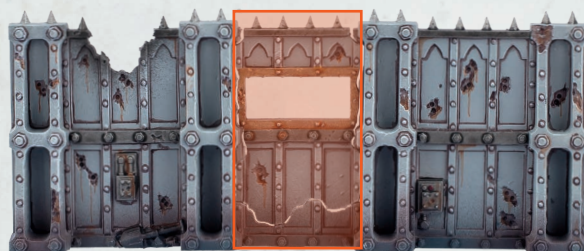
- The removable part of the stockade must be removed from the killzone.
- Its breach point is Accessible, Insignificant and Exposed terrain.
- The rest of the stockade is Heavy terrain.



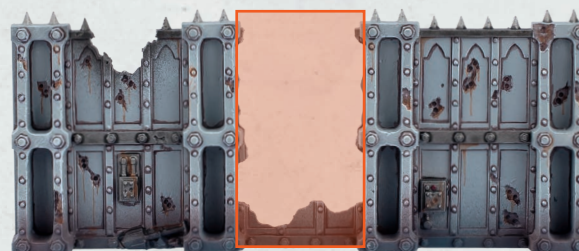
Closed breach point



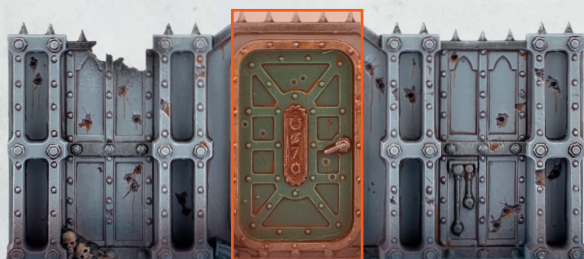
Open breach point



Closed breach point

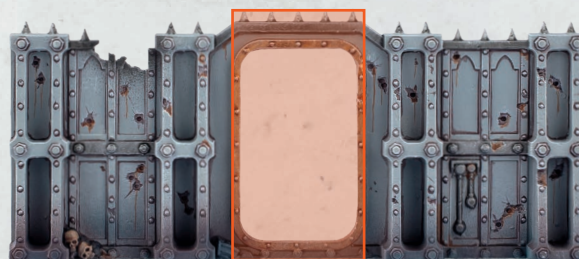


Open breach point



Closed breach point

Operatives can perform the **Open Stockade Door** action at this stockade.



Open breach point



BUNKER

A bunker terrain feature is Heavy terrain. While an operative is on the inside of a bunker that's within its control range, it can perform the **Guard** action (see Killzone: Gallowdark, *Kill Team Core Book*), but you can only interrupt an enemy operative when that enemy operative is on the outside of this bunker, and when you do, that friendly operative can only shoot against or fight against an enemy operative on the outside.



If small gaps accidentally develop between bunkers and stockades, or the strongholds they should be connected to, treat these gaps as Blocking terrain.

FIRE STEP

A fire step is Vantage, Insignificant and Exposed terrain.

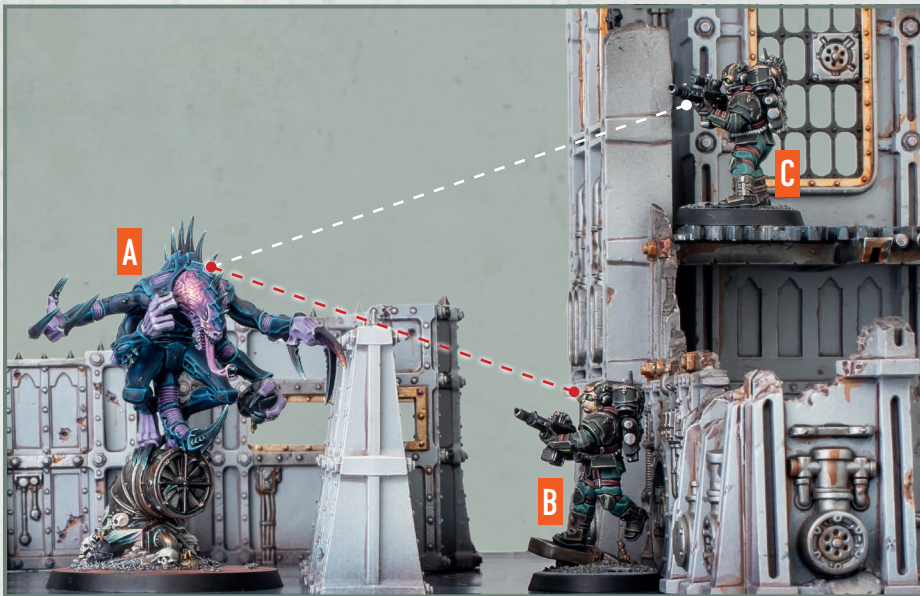


FORTIFIED POSITION

Bunker and stockade terrain features create a fortified position that makes it harder for operatives to attack those on the other side of them.

Visibility

- Visibility cannot be drawn over Heavy terrain of a bunker or stockade terrain feature unless the operative, or what they're trying to see, is at least 2" higher than the bottom of that bunker or stockade (for an operative, remember to measure from its base). Note this has no effect when drawing visibility through an open breach point or window.
- Visibility cannot be drawn through the windows of a bunker or stockade terrain feature unless the operative or what they're trying to see is horizontally within 1" of that window.



Operative B cannot see Operative A over the stockade terrain feature (and there's no window to see through it). However, operative C is at least 2" higher than the bottom of the stockade, so it can see Operative A over it (and vice versa).

Shooting

- Whenever an enemy operative is shooting a friendly operative that's on the other side of a bunker or stockade terrain feature and in cover from it (e.g. at its window), that friendly operative ignores the Piercing weapon rule.
- For the Blast and Torrent weapon rules, secondary targets must be on the same side of the bunker or stockade terrain feature as the primary target.
- x" Devastating can only affect operatives on the same side of the bunker or stockade terrain feature as the target.
- These have no effect when visibility/intervening for each of the above is through an open breach point.

Fighting

Whenever an operative on one side of a bunker or stockade terrain feature is retaliating against an operative on the other, the defender resolves first (this takes precedence over all other rules). This has no effect if either operative's visibility is drawn through an open stockade's breach point (in other words, it's only relevant when operatives are fighting through a bunker or stockade's window).

Climbing

When climbing Heavy terrain of a bunker or stockade terrain feature, treat the vertical distance as 4" (even though the operative moves less). Note this has no effect when moving through an open breach point.

OPENING A STOCKADE

Whenever a friendly operative is performing the **Shoot** action:

- You can select a stockade terrain feature as a valid target, as long as its removable part is visible to the active operative.
- The stockade can be obscured (treat its breach point as its base), but cannot be in cover.
- Treat the Hit stat of the active operative's weapons as 2+, then apply any other changes to these stats as normal (e.g. injured).
- Your opponent rolls an additional defence dice for the stockade (usually four, unless the weapon has Piercing), but defence dice cannot be re-rolled.
- The stockade has a Save stat of 4+.
- Whenever damage of 3 or less would be inflicted on the stockade, ignore that inflicted damage. Note this is for each instance of damage, not total damage.

Whenever a friendly operative is performing the **Fight** action:

- You can select a stockade terrain feature to fight against, as long as its removable part is within the active operative's control range.
- The stockade cannot retaliate.

- Treat the Hit stat of the active operative's weapons as 2+, then apply any other changes to these stats as normal (e.g. injured).
- Whenever damage of 5 or less would be inflicted on the stockade, ignore that inflicted damage. Note this is for each instance of damage, not total damage.

Each stockade terrain feature has a Wounds stat of 8. If its wounds are reduced to 0 or less, its status is changed to open.

Operatives can perform the following mission action.

OPEN STOCKADE DOOR

1AP

- ▶ Open a stockade terrain feature that has a door, if the inside of its breach point is within the operative's control range.
- ◆ An operative cannot perform this action if it's on the outside of the stockade, if that stockade is already open or it doesn't have a door.



VOLKUS COMPOUND MISSION PACK

This is a PvP (player vs player) and PvE (player vs environment) mission pack for thematic and narrative gameplay. It's defined by Killzone Upgrade: Compound Siege – one kill team is attacking the compound, while another defends it.

Theme and narrative are the primary focuses of this mission pack. Players should think about selecting appropriate kill teams for each of the roles (Offence and Defence explained below). For example, a shooting kill team that's defensive is suitable for guarding the compound, whilst an aggressive kill team is suitable for attacking it. After your first battle, you can even try swapping roles for a different experience.

This mission pack uses the terms 'Offence' and 'Defence'. Offence is the player attacking the compound, whilst Defence is the player that occupies it and must repel the attackers. Players are assigned to Offence or Defence in the Set Up the Battle step of the game sequence, and the mission maps

specify Offence and Defence drop zones, territories and killzone edges (although Defence doesn't have a killzone edge).

The aim of a compound siege is simple: hold the compound at the end of the battle, either by controlling its centre point, or by incapacitating all opposition. These victory conditions are specified in the game sequence.

This mission pack includes a section for PvE (cooperative and solo gameplay); if you are playing PvP, ignore that section. Finally, it includes a section for rules to add further variety to the mission, as well as a helping hand for any teams that need it.



GAME SEQUENCE

1. SET UP THE BATTLE

- Decide if you are playing PvP or PvE.
- Each player selects a kill team for the battle. If playing PvE, see the Kill Team Selection section.
- Assign the players to Offence or Defence as appropriate, or roll-off and the winner decides.
- Defence selects a mission map.
- Set up the killzone using Killzone: Volkus and Killzone Upgrade: Compound Siege, placing terrain features and objective markers as specified by that mission map. Defence can also place up to six fire step terrain features if they wish.
- Drop zones are assigned to Offence and Defence as specified by the mission map.

2. SELECT OPERATIVES

- Each player secretly selects their operatives for the battle, adhering to the selection requirements in their kill team's rules. They then reveal their selections simultaneously.
- Each player secretly selects up to four equipment options. Each option cannot be selected more than once per player. They then reveal their selections simultaneously.
- Each player gains 2CP.

3. SET UP OPERATIVES

- Each player alternates setting up an item of equipment that's set up before the battle (ladders etc.), starting with Defence. Note it's item by item, not option by option.
- Each player alternates setting up one third of their kill team (rounding up), starting with Defence. When a player sets up an operative, it must be wholly within their drop zone and must be given a Conceal order.

4. PLAY THE BATTLE

- In the first turning point, Offence decides who has initiative.

5. END THE BATTLE

- The battle ends after four turning points have been completed, or when all of one kill team is incapacitated (whichever comes first).
- If all of one kill team is incapacitated, their opponent is the winner. Otherwise, if a player's operatives control the objective marker when the battle ends, they are the winner.
- If neither of these are true, work out your kill grade by adding up the number of enemy operatives that are incapacitated and consulting the table below (the row you use is determined by the starting number of enemy operatives). The player with the higher kill grade is the winner. If the players are tied, it's a draw.

		NUMBER OF INCAPACITATED ENEMY OPERATIVES				
		1	2	3	4	5
STARTING NUMBER OF ENEMY OPERATIVES	5	1	2	3	4	5
	6	1	2	4	5	6
	7	1	3	4	6	7
	8	2	3	5	6	8
	9	2	4	5	7	9
	10	2	4	6	8	10
	11	2	4	7	9	11
	12	2	5	7	10	12
	13	3	5	8	10	13
	14	3	6	8	11	14



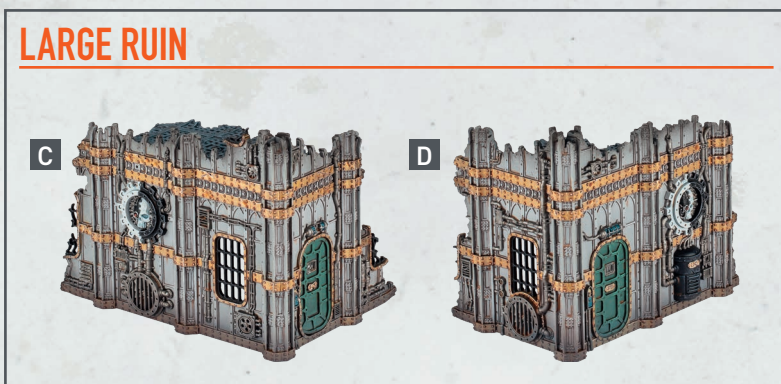
MISSION MAP KEY

The maps in this mission pack use the terrain features found in Killzone Upgrade: Compound Siege and Killzone: Volkus below. Killzone: Volkus has 2x strongholds, 2x large ruins, 2x small ruins, 2x heavy rubble and 3x light rubble; their rules can be found on pgs 62-65 of the *Kill Team Core Book*.

STRONGHOLD



LARGE RUIN



SMALL RUIN



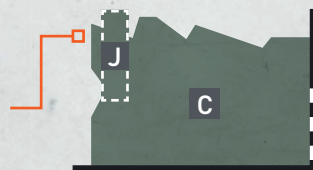
HEAVY RUBBLE



LIGHT RUBBLE



If a piece of a terrain feature is underneath Vantage terrain, it's represented by these thin white dashed lines.



The position of a door is represented by these thick white dashed lines.

BUNKER



A bunker terrain feature is represented by the outline shown above.



Stockade terrain features connect to bunker terrain features using the notches highlighted in orange on the image above.



STOCKADE

A stockade terrain feature is represented by a single line, connected to the bunker terrain feature as described above.



A closed breach point is represented by thick red dashed lines. The position of the dashes indicates the alignment of the stockade.

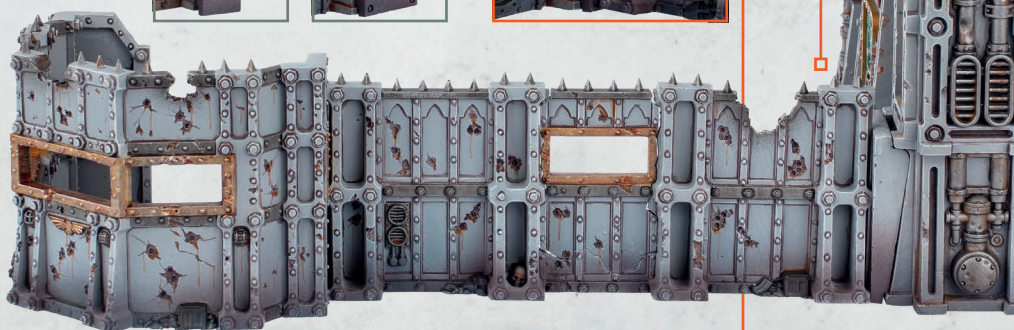


A stockade with a door is represented by thick white dashed lines.

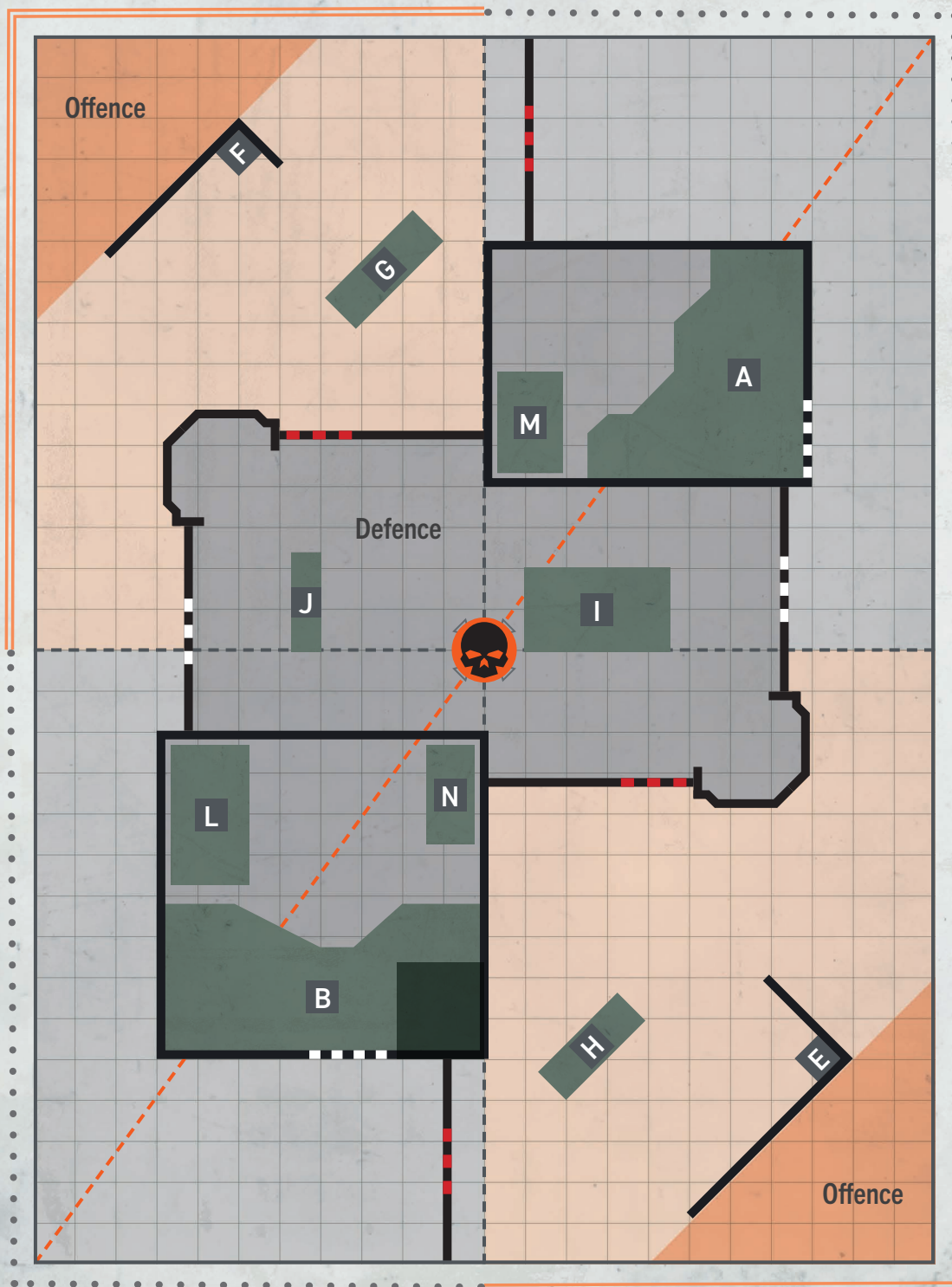
When aligning a stockade terrain feature against pieces **A** and **B** of a stronghold terrain feature, there are two buffer pieces that rest against each piece, as shown to the right.



Placing the stockade pieces against these will help you to create the mission maps correctly.



01 VOLKUS COMPOUND MISSION MAP



02 VOLKUS COMPOUND MISSION MAP



PVE COOPERATIVE/SOLO RULES

KILL TEAM SELECTION

The players use one kill team. If you are playing solo, simply select your kill team as normal. If you are playing cooperatively, either select a kill team as normal and split the operatives between you, or take half of any kill team each. If it's an odd number, round up (or down for more of a challenge). If you've taken separate teams, remember that some rules specify certain operatives through keywords, so one kill team's rules won't necessarily interact with another's.

Your kill team will fight against procedurally generated nonplayer operatives (known as NPOs). Unlike your highly trained operatives, NPOs are standard soldiers from their army – sentries, frontline troops, guards, etc. As such, you don't select a kill team for them. Instead, you select the appropriate datacards from this mission pack. Alternatively, you can create your own datacards to accurately reflect their stats using existing kill teams as a guide – just ignore rules that wouldn't be appropriate for standard soldiers.

Select any combination of NPOs with a combined Wounds stat of up to 90. To increase or decrease the difficulty, simply increase or decrease this number as appropriate.

EQUIPMENT

When selecting equipment for NPOs, use options from the Kill Team Upgrade: Equipment Pack (light barricades, ammo pile, etc.) and set them up as feels appropriate.

SET UP

Set up NPOs as normal, except spread them out in cover relatively evenly so they can attack/defend from either side of the compound as appropriate. If they are Defence, spread them out between the bunker, stockade and stronghold terrain features and the middle of the compound.

INITIATIVE

When rolling off to decide who has initiative, roll one dice for the NPOs and one dice for the solo/co-op kill team. If the NPOs win the roll-off, they will always choose to have initiative.

GAMBIT STEP

In the Gambit step, NPOs will always pass.

BEHAVIOUR

NPOs have a behaviour in their name that determines what they do.

- Each behaviour will specify what order they have when activated.
- Whenever an NPO would perform an action (including when counteracting), perform the first action it can do from its behaviour. If it cannot do any, it's expended (or pass, in the case of counteracting).



The behaviours in this mission pack will be familiar from those found in the Joint Ops mission pack (*Kill Team Core Book*). This time, however, the following exceptions apply:

- If NPOs are Defence, they shouldn't move out of their drop zone (the compound) unless it feels appropriate in the circumstances. They'll also perform **Guard** actions (even though it's not mentioned in their behaviour), but only one operative can be on guard at each bunker terrain feature. This should only be done when appropriate, particularly at the start of a turning point if they couldn't otherwise **Shoot** or **Fight**.
- If NPOs are Offence, they'll try to move into Defence's drop zone (the compound) as safely as possible to control the objective marker. This means they'll climb the stockade terrain features and attempt to open them, but will do so with caution (unless four turning points are nearly complete and they need to move fast to control the objective marker).

NPO BEHAVIOURS

BRAWLER

This operative will move towards the enemy to fight them, but will seek cover on the way.

When activated, if this NPO can perform either of its first two actions during that activation, give it an Engage order. If it cannot, give it a Conceal order.

1. **Fight**
2. **Charge** the closest enemy operative via the shortest possible route.
3. **Reposition** towards the closest enemy operative, to cover if possible (a subsequent **Dash** action can fulfil this, if able).
4. **Dash** towards the closest enemy operative, to cover if possible.

MARKSMAN

This operative will move to an ideal position to shoot the enemy.

When activated, if this NPO can perform the **Shoot** action during that activation, give it an Engage order. If it cannot, give it a Conceal order.

1. **Fall Back** to cover. If possible, to a location where there's a valid target that isn't obscured. If not, where there's an objective marker visible to this NPO.
2. **Shoot**.
3. **Reposition** to cover. If possible, to a location where there's a valid target that isn't obscured, if not, where there's an objective marker visible to this NPO (a subsequent **Dash** action can fulfil these, if able).
4. **Dash** to cover. If possible, to a location where there's a valid target that isn't obscured, if not, where there's an objective marker visible to this NPO.

THREAT PRINCIPLE

When making decisions for NPOs, use the threat principle: go with the option that's worst for you. This can determine which ready NPO activates, how an NPO moves, shoots and fights, how to resolve their dice, etc. There are a few examples below (containing decisions in order of priority) that you can use as a guide, but if one option feels worse for you, go with that. If you still cannot decide, randomly choose one.

Activation Priority

Multiple NPOs are ready, so the players activate the NPO that:

1. Can perform the **Fight** or **Shoot** action (as determined by its behaviour, but remember the **Guard** action is treated as a **Shoot** action so is included), and is the most threatening to do so (e.g. it has a better weapon, is more likely to incapacitate an enemy operative, etc.).
2. Is not in cover from a player's operative.
3. Is closer to a player's operative.

Reposition or Dash action

An NPO moves to cover where there's a valid target. If there are multiple locations for this, then the best valid target is determined as per the **Shoot** action opposite.

Shoot action

An NPO performs the **Shoot** action and multiple enemy operatives are valid targets. It shoots the enemy operative that is/has:

1. Not obscured.
2. Not in cover.
3. An objective marker within its control range.
4. Closest.
5. Wounded.
6. Ready.

Fight action

An NPO performs the **Fight** action and multiple enemy operatives are within its control range. It fights the enemy operative that is/has:

- Wounded
- An objective marker within its control range.
- Ready.

NPO DATACARDS

TROOPER



Numerous and bloodthirsty, these enemies seek to overwhelm your elite operatives with their sheer numbers and ferocity.

▼ APL	➡ MOVE	🛡 SAVE	🔥 WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
🔪 Blades	4	4+	3/4	Ceaseless

TROOPER



Typical of expendable sentries, henchmen and garrison troops the galaxy over, these gun-wielding combatants can wear your operatives down with weight of fire.

▼ APL	➡ MOVE	🛡 SAVE	🔥 WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
🔫 Firearm	4	4+	2/3	-
🔫 Special weapon*	4	4+	4/5	Piercing 1
🔪 Knife	3	4+	2/3	-

*Only 1 in 3 Trooper (Marksman) can have this weapon.

TOUGH



Brutish and resilient, these foes can soak up an alarming amount of punishment. The time required to neutralise them may risk your operatives being overwhelmed.

▼ APL	➡ MOVE	🛡 SAVE	🔥 WOUNDS
2	6"	4+	10

NAME	ATK	HIT	DMG	WR
🔪 Blades	4	4+	4/5	Ceaseless

WARRIOR



Skilful, dedicated and wielding potent firearms, enemies such as these pose a real threat to even the most experienced of your operatives.

▼ APL	➡ MOVE	🛡 SAVE	🔥 WOUNDS
2	6"	4+	8

NAME	ATK	HIT	DMG	WR
🔫 Firearm	4	4+	3/4	-
🔪 Knife	3	4+	2/3	-

HEAVY



To approach an enemy such as this is to risk a swift and violent death. They will show no mercy to any of your operatives foolish enough to meet them at close quarters.

▼ APL	➡ MOVE	🛡 SAVE	🔥 WOUNDS
3	6"	3+	14

NAME	ATK	HIT	DMG	WR
🔪 Blades	5	3+	4/5	Ceaseless

This operative can perform two **Fight** actions during its activation.

HEAVY



Even a single such adversary is capable of laying down a devastating hail of fire that can punch your operatives from their feet and tear the heart from your kill team.

▼ APL	➡ MOVE	🛡 SAVE	🔥 WOUNDS
3	6"	3+	14

NAME	ATK	HIT	DMG	WR
🔫 Firearm	4	3+	3/4	-
🔪 Knife	4	3+	3/4	-

This operative can perform two **Shoot** actions during its activation.

RUSES

This section provides a selection of optional rules that can be used at players' discretion. Both players could select one to add further variety, one player could select some to aid them in the battle ahead, or they could be used to adjust the experience as appropriate for a solo/cooperative game. If you are using ruses, select and reveal them at the same time as equipment.

OFFENCE

Surprise Attack

He who strikes first strikes hardest. Even the most formidable fortifications can be overcome if the enemy is caught flatfooted.

In each Strategy phase, Offence rolls two D6 for the initiative roll-off and selects which to use. However, the first time they don't have initiative during the battle (e.g. they lose the roll-off, or choose not to have it), they can no longer use this ruse.

Night Assault

Sparsely lit by search-lumen, the darkened compound provides plenty of opportunities for combatants to conceal themselves in shadow.

Whenever an operative is shooting, the target is obscured unless any of the following are true:

- The target is within 6" of it.
- The target is wholly within Defence's drop zone.
- The target is a stockade terrain feature.
- It's using a weapon with the Blast weapon rule, the target is a secondary target, and the primary target wasn't obscured.

Breaching Charges

The use of explosives allows opposing forces to bring down walls and barricades, burying their enemies in rubble.

Offence operatives have the following melee weapon, but it can only be selected when fighting against a stockade terrain feature.

NAME	ATK	HIT	DMG
⇒ Breaching charge	3	2+	5/8

Preliminary Bombardment

The compound is well fortified against bombardments, but a preparatory barrage still forces defenders to take cover.

During the first turning point:

- Whenever a Defence operative is performing an action in which it moves (or is removed and set up again), it cannot move more than 3" (or be set up more than 3" away).
- Offence operatives cannot move in Defence's drop zone unless their base is underneath Vantage terrain while they do so.
- Offence operatives cannot be removed and set up in Defence's drop zone unless their base is underneath Vantage terrain when they are set up there.

DEFENCE

Razor Wire Perimeter

Coils of razor wire have been carefully placed so as to slow advancing foes.

Whenever an operative climbs over a stockade or bunker terrain feature, or moves into/out of a stronghold terrain feature, inflict D3 damage on that operative. This has no effect if an operative moves into/out of a stronghold and remains wholly within Defence's drop zone while it does so (i.e. it's only when an operative is moving into or out of the compound).

Booby Traps

Tripwire bombs, pitfall traps, snares and mines have been placed throughout the compound.

The first time an operative moves through each door and each breach point during the battle, roll one D6: on a 4+, inflict that much damage on that operative. Note you only roll for each door and each breach point once during the battle.

Stockpile

The defenders have stockpiled equipment and ammunition in order to repel the foe.

Defence can select one additional equipment option.

Command Station

The compound is a command centre for the area that contains advanced vox and surveillance systems.

At the end of the Select Operatives step, Defence gains 1 additional CP.