

KILLZONE: DROP SITE

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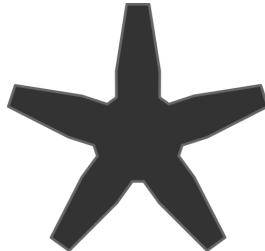
This is a fan-made Killzone for the game of Kill Team by Games Workshop, and is not affiliated with Games Workshop in any way.

The Drop Site Killzone represents a landing zone at which at least two kill teams find themselves engaged in combat. Missions vary - matched missions do not assume either kill team actually inserted via drop pods, but narrative missions may benefit if the insertion vehicle thematically fits one of the factions in the battle. For this style of narrative mission, the players are encouraged to find a suitable vehicle or even a piece of terrain (e.g. crater/burrow hole for Tyranids) to represent this insertion.

TERRAIN

This set of Killzone rules are intended to be used with any standard outdoor Killzone terrain, but with the inclusion of the “Drop Pod” terrain type. The rules assume a standard Space Marine Drop pod, but feel free to substitute an Ork [Rok](#), [Hades Drill](#), [Terrax Assault-Drill](#) or any other troop transport which could arrive or be abandoned at an insertion zone. The pod should be equipped with a weapon for which the ACTIVATE DEFENSES tactic fits thematically. Automated heavy bolter, embedded grot with a big shoota, or similar would all be appropriate. Regardless of the vehicle type, it is immobilized once in play.

Recommended to use 1-3 pods, depending on the mission and other terrain present. Drop pods are marked on the map using the following icon:



KILLZONE ENVIRONMENT

Drop pods introduce additional resources and dangers to the battlefield. Orbital insertion kicks up dust and debris, hindering visibility, or a fast moving team may establish a shooting position to pick-off late arrivals. The defensive armament of deployed pods may still be active, and the pods themselves may contain objects of interest to your kill team - either battlefield trophies or valuable medical supplies.

One player rolls a D6 once the battlefield has been set up but before kill teams are set up, and consults the environment table to determine what additional rule is used for this mission. Depending on the result, an additional Environment tactic may be available to players.

Additionally, missions in the Drop Site Killzone permit players use of any Drop Site Tactic.

Environment Table

D6	Effect	Description
1	Quiet, too Quiet	No Effect.
2	Billowing Dust	During the first turn, all models receive a -1 to hit in the shooting phase.
3	Tourists	Players may use the SOUVENIR tactic during this game.
4	Clear the LZ	Before the first player has placed any models during the deployment phase, all players must choose if they would like to use the ESTABLISHED POSITION tactic, starting with the player with the strategic advantage. After all players have either chosen to use the tactic or declined, players using this tactic do so in the established deployment order (skipping any player who has declined use of the tactic). Each player may use the ESTABLISHED POSITION tactic on a single model.
5	Scanning for Hostiles	At the beginning of the first movement phase, all drop pod terrain counts as having the ACTIVATE DEFENSES tactic in effect.
6	Medical Supplies	Drop pods may contain a single medical supply kit. Once per game, each player may use the PATCHED UP! tactic at any drop pod. Each pod may be activated in this way at maximum once per game.

KILLZONE TACTICS

ACTIVATE DEFENSES

Drop Site Tactic. This tactic may be used only by a player when starting or ending an active model's movement within 1" of the base of a drop pod.

Until this effect is disabled, any model which moves within 6" from the center of this drop pod must roll 2D6. If the result is equal to or lower than the distance moved this phase, the model is hit by the drop pod's automated defenses! Roll for 2 wounds at Strength 4, AP -1, Dmg 1.

A model which is entirely obscured during the course of its movement does not trigger the defenses.

1 command point

DISABLE DEFENSES

Drop Site Tactic. This tactic may be used only by a player when starting or ending an active model's movement within 1" of a drop pod.

Disable the ACTIVATE DEFENSES tactic on this drop pod.

1 command point

PATCHED UP!

Environment Tactic. Instead of shooting, activate a model within 1" of a drop pod to restore a single wound or remove a flesh wound.

A model may not take this action if shaken or within 1" of an enemy model.

A model which takes this action may not shoot or fight this turn.

Each pod may be activated in this way at maximum once per game.

1 command point

ESTABLISHED POSITION

Environment Tactic. Select a single model, and deploy it within your deployment zone. This model receives +1 to hit rolls during the shooting phase until it moves or receives a wound.

1 command point

SOUVENIR

Environment Tactic. At the end of the fight phase, select a model which has not fought, is outside of their deployment zone and within 1" of a piece of terrain.

This model receives +1 to morale rolls.

For each individual player, this tactic costs an additional command point each time it is used during the game. May be used multiple times per phase.

0 command point

COMMENTARY

Killzone: Drop Site Concept

I love the drop pod as a concept and the drop pod model. Unfortunately, as a strictly Kill Team player, I had no use for one. Gameplay wise, I find it interesting to introduce a scenery/mission element which (in addition to cover) provides area control from automated weapons, but also let players push their luck to go for a tactically important move. I have also tried to include tactics and effects which would fit with a variety of Kill Team factions, although they may favor teams with fewer models.

Mission - Strip the LZ

This is a basic (and perhaps boring) objective fight mission, centered around drop pod centerpieces. Victory conditions favor getting stuck in around the pods. ACTIVATE DEFENSES tactic should favor the team who can get to the pods first, at the risk of exposure. Victory conditions do allow for a team which prefers to sit back to still catch up in VPs at the end of the game, provided they are well positioned.

Mission - Late Arrival

The idea here is to have a mission which requires early positioning around an unknown objective. Once that objective is revealed, a dedicated group of models can force an instant win. Deployment zone and objective marker placements could probably still use some tweaking.

Mission - Get Off the X

This mission is intended to be a running fight. CLOSE WITH THE ENEMY tactic allows attackers to charge without fear of minimal movement. BURST 'EM DOWN synergizes with this strategy to provide assault weapons a place in close combat. FINISH THE JOB reduces the chance of getting bogged down by a single model, and incentivises keeping friendly models together. It also provides defenders additional chances to earn VPs by taking models out of action.

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Victory conditions seem to favor the choice of using an Elite style teams if the attacker. FINISH THE JOB tactic favors horde teams. Mission might need balancing for Horde vs Elite teams, but heck, it's a narrative mission anyways - enjoy!

Mission - Destroy the Depot

Considering Killteam mustering after selecting attacker/defender roles.

Tactics might favor the attacking team in terms of fun-factor, but seems this has potential for trying to bog down players near the containers, as well as discouraging the attacking player from staying too close to the containers.

The attacking player may also have a tough decision to save command points to extend the battle to round 5 or to use those command points to secure victory on turn 4.

Missions

MATCHED PLAY MISSION STRIP THE LZ

Three drop pods landed in a nearby area some time ago. Unfortunately two rival commanders insist on stripping the pods for war trophies, tech, intel or to deny the enemy the same. The original passengers have since departed, but beware the pod defense systems are still active!

THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction

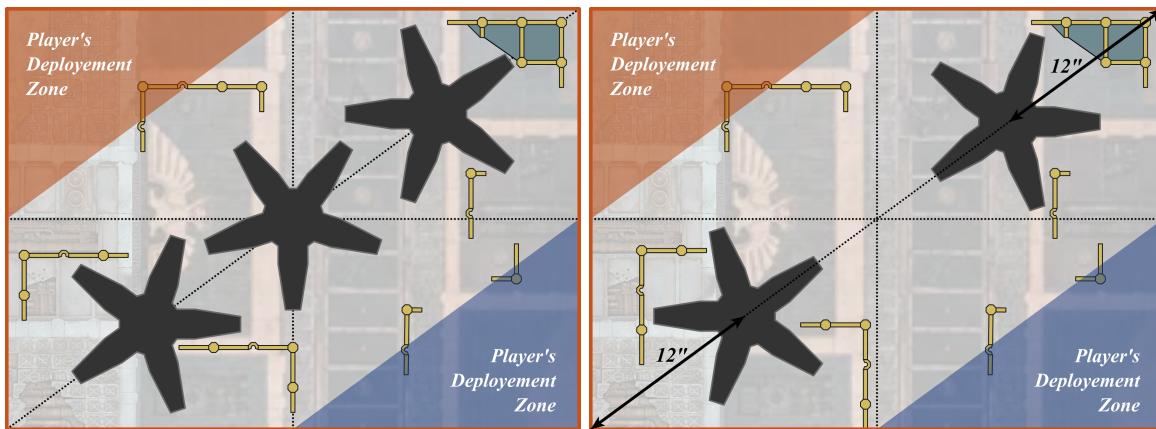
THE BATTLEFIELD

This mission is played on any Kill Zone which might reasonably be an outside environment, and should have 2-3 drop pods (or equivalent) in the center of the battlefield.

Roll on the environmental table after all terrain and objective markers have been placed, but prior to the deployment phase. If the “Scanning for Hostiles” effect was rolled, the Late Arrivals drop pod begins with ACTIVATE DEFENSES tactic in effect upon arrival.

Objectives

Place 1 drop pod in the center of the table, and 2 additional drop pods halfway along a diagonal line between corners of the board. If just using 2 drop pods, place each drop pod 12" from the closest corner along the same diagonal line.



SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

Deployment zones are from opposite corners not in line with the drop pods, in a triangle with 10" legs along each edge of the board.

The players roll off, and the player with the lower roll chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

At the end of round 4, roll a D6. On a 3+ the battle continues. At the end of round 5, the battle continues on a roll of 4+. If not yet ended, the battle ends at the end of battle round 6.

VICTORY CONDITIONS

At the end of each battle round award 1 VP to each player for every drop pod they have with models within 1" of the base of the pod. At the end of the game, for each drop pod, award 2 VPs to the player with the most models within 1" of the base of that drop pod in addition to the VP from the end of the battle round.

MATCHED PLAY MISSION

LATE ARRIVAL

Command has learned of a malfunctioning drop pod which has yet to arrive at the Drop Site. Sensors predict three possible landing locations within the LZ, and your team will deploy in advance of the pod's arrival. This unmanned pod contains valuable intelligence - the mission is to extract this intel. Stay on your toes/claws/hover jets, there's at least one other team out there looking to do the same!

THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction

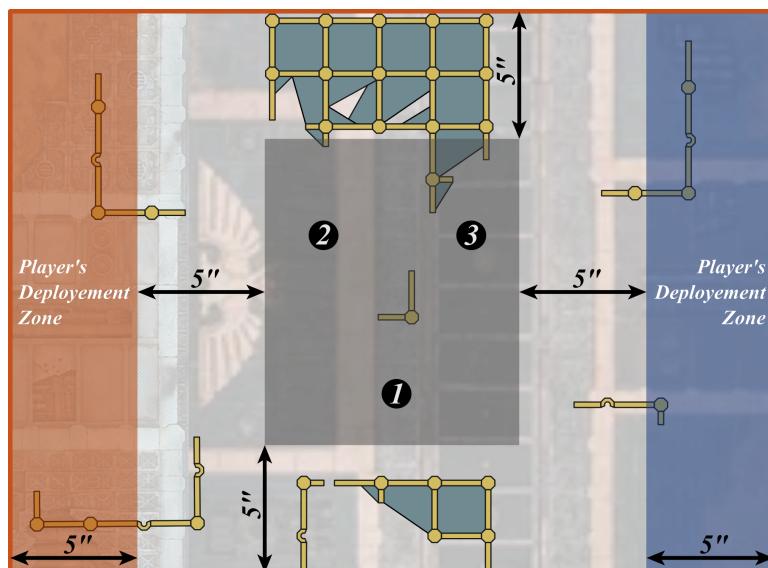
THE BATTLEFIELD

This mission is played on any Kill Zone which might reasonably be an outside environment.

Roll on the environmental table after all terrain and objective markers have been placed, but prior to the deployment phase. If the "Scanning for Hostiles" effect was rolled, the Late Arrivals drop pod begins with ACTIVATE DEFENSES tactic in effect upon arrival.

Objectives

Place 3 numbered objective markers no closer than 5" from each other, 5" from any board edge or deployment zone, and 3" from any terrain. For matched play, place one marker equidistant from each deployment zone along the centerline of the board. Place the other two markers equidistant from the centerline of the board, parallel to the long edge of the board (see map below).



SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

Deployment zones are within 9" of the short edge of the board.

The players roll off, and the player with the lower roll chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle ends when one side has successfully completed using the EXTRACT INTEL tactic OR at the end of battle round 6.

VICTORY CONDITIONS

The side who successfully completes the Extract Intel tactic before the end of battle round 6 wins. If the battle automatically ends at the end of round 6, the player with the most models within 1" of the base of the late arrival drop pod is the winner.

Pod Arrival

Starting on turn 2, roll a D6 at the beginning of each movement phase. On a 4+ a drop pod arrives at one of the objective markers. On turn 3, add +1 to the die roll. The pod automatically arrives at the beginning of turn 4. On an unmodified roll of 6, the pod arrives with ACTIVATE DEFENSES tactic in effect.

If the "Scanning for Hostiles" effect was rolled on the Killzone Environmental Effects table at the beginning of the battle, the Late Arrivals drop pod begins with ACTIVATE DEFENSES tactic in effect.

Pod Location and placement

Roll a D3 to determine which marker.

Any model within 2" of the objective marker must be immediately moved to the nearest spot 2" away from the marker and immediately suffers D3 mortal wounds.

Place a drop pod model at this location. Players may use the EXTRACT INTEL tactic at this drop pod until the end of the game.

MISSION TACTICS

EXTRACT INTEL

Mission Tactic. During the fight phase, activate a model which has not fought yet, is within 1" of the *Late Arrival* drop pod.

This model may not move, react, use psychic powers, shoot, or fight during the next turn. At the end of the fight phase on the following turn, if this model is unshaken and more than 1" from any enemy model, they have successfully extracted the intel, earning 3 Victory Points and the game immediately ends.

1 command point

NARRATIVE PLAY MISSION

GET OFF THE X

A landing or raid on the Drop Site has gone wrong. Heavy enemy presence means the team has to GET OFF THE X if they are to be able to fulfill their future missions. Escape or die trying!

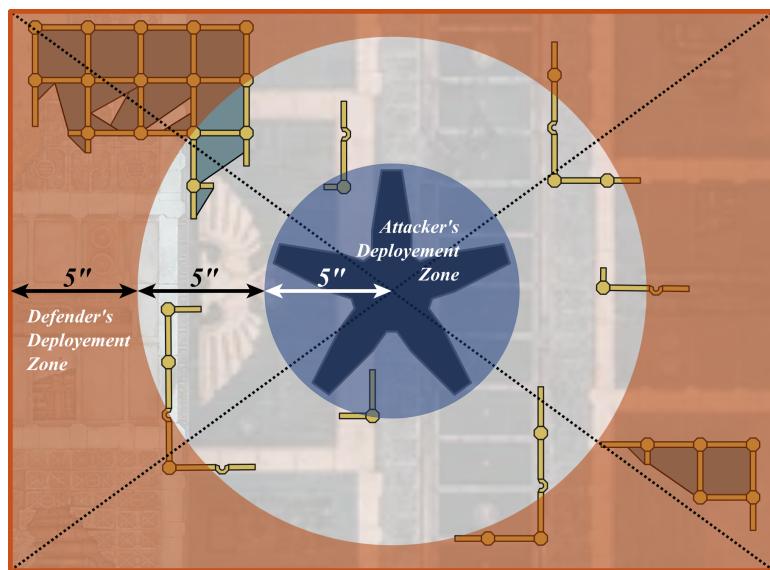
THE KILL TEAMS

This is a mission for two players. Choose which player will be the attacker and which will be the defender (roll off if you can't agree – the winner decides). Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction keyword they chose.

THE BATTLEFIELD

This mission is played on any Kill Zone which might reasonably be a landing zone for the drop pods or landing craft available for the players. Drop pods are likely well suited for outdoor environments, but subterranean drills or similar might work nicely for some underground or enclosed environs.

Roll on the environment table after all terrain and objective markers have been placed, but prior to the deployment phase.



SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player with the lower roll chooses if they will be the attacker or defender, and which deployment zone will be their own. The other deployment zone will be their opponent's.

In this mission, the attacker deploys in the circle around the central drop pod.

The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

If the attacker moves a model off of the edge of the board (see below), the battle concludes at the end of the following battle round.

If at the end round 4 the attacker has not moved a single model off the edge of the board, roll a D6. On a 3+ the battle continues. At the end of round 5, the battle continues on a roll of 4+. The battle automatically concludes at the end of battle round 6 regardless of if the attacker moved their first model off of the board during round 6.

VICTORY CONDITIONS

During the movement phase, the attacker may move any models off of a single board edge. Keep track of which models leave by which board edge using a method such as leaving these models alongside this board edge until the VP are counted.

At the end of the battle, if the Attacker has moved at least a single model off of any edge of the board, they are awarded 1 VP. If the Attacker has moved 50% or more of their models off the **same** edge of the board, award 3 VPs instead. Defenders are awarded 1 VP for each enemy model taken out of action.

ALTERNATIVE VICTORY CONDITIONS

At the end of the battle, if the Attacker has moved 20% of their models rounding down (minimum of one model) off of the edge of the board, they are awarded 1 VP. If the Attacker has moved 50% or more of their models off the edge of the board, award 3 VPs instead.

Defenders 1 vp for each 20% of the enemy models taken out of action.

MISSION TACTICS

FINISH THE JOB

Mission Tactic. Use at the end of the fight phase when you have two or more unshaken models within 1" of a single enemy model, and more than 1" from all other enemy models. Your models may fight again as if it were the fight phase. They do not count as having charged this turn.

1 command point

CLOSE WITH THE ENEMY

Mission Tactic. Use when declaring a Charge against a single enemy model. Instead of rolling for a charge as normal, the model may roll as if it were an advance move (including any abilities which allow rerolls for advances or charges).

Charged models may react as normal.

The both models do not count as having charged this turn for both the shooting (e.g. may fire a pistol) and fight phases (e.g. does not fight during the *Hammer of Wrath* portion of the phase).

May be used multiple times during the movement phase.

1 command point

BURST 'EM DOWN

Mission Tactic. A single model may fire an assault weapon as if it were a pistol this round. This weapon fires one fewer shot than normal if used in this way, to a minimum of Assault (Pistol) 1.

1 command point

NARRATIVE PLAY MISSION

Destroy the Depot

Alerted by the thunderous boom of a drop pod slamming down nearby, sentries position themselves to defend a munitions depot. A kill team spills from the pod and attempts to destroy the supplies, as defenders reinforce their initial sentries. Upon arrival, the first task for the sabotage strike force is to destroy a significant portion of the enemy's munitions. The strike force will need as many of their team as they can for their main mission, so don't get blown up in the process!

THE KILL TEAMS

This is a mission for two players. Each player chooses a Faction keyword, and the players reveal their choices at the same time. Then each player chooses a Battle-forged kill team (see page 62) that only includes models with the Faction keyword they chose.

Muster Killteams prior deciding which player will be attacker and which player will be defender. See BATTLEFIELD section for details on selecting roles.

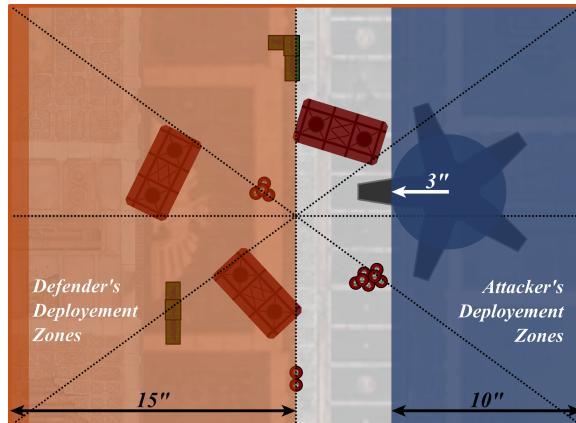
THE BATTLEFIELD

This mission is played on any Kill Zone which might reasonably be an outside environment. It uses 3 large munition containers from Kill Zone: Sector Munitorium, and 5-8 pieces of scatter terrain roughly equal in size. Decide on the number of pieces of scatter terrain before deciding on which player will be the attacker or defender.

The players roll off, and the player with the higher roll chooses to be either the attacker or the defender during this mission.

On the mission map, note the 8 dashed set-up lines radiating from the center of the board to the center of each board edge as well as each corner. The defender places three munitorium containers such that they touch at least two lines dividing the board, and no container touches the same lines as the other containers. The defender then places the scatter terrain touching these lines, with a maximum of one piece of scatter terrain per line, and such that all pieces are outside of the attackers deployment zone.

Roll on the environmental table after all terrain and objective markers have been placed, but prior to the deployment phase.



SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The defending player must deploy 25% of their models (rounding up) within 15" of their edge of the board. After these models are deployed, the attacking player places the drop pod within their deployment zone, with the center of the pod no more than 7" from their board edge. The attacker then deploys their entire kill team within 3" of the centerpoint of the drop pod.

Defender deploys the remainder of their kill team at the beginning of their movement phase in the first battle round. All models placed in this way must start with their base in contact with the short board edge in the defender's deployment zone.

INITIATIVE PHASE

The attackers automatically win the first initiative phase. The defending player may not use the DECISIVE MOVE, DECISIVE SHOT or DECISIVE ATTACK tactics in the first battle round.

The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

At the end of battle round 4, the attacker may choose to use the DELAY ENEMY REINFORCEMENTS for 3 command points to extend the battle by a single round. Otherwise the battle concludes at the end of round 4.

VICTORY CONDITIONS

Attacker must destroy two munitorum containers using the DETONATE CHARGES tactic.

ALTERNATIVE VICTORY CONDITIONS

(More challenging for Defenders)

Attacker Win: 2-3 containers destroyed

Draw: 1 container destroyed

Defender Win: 0 containers destroyed

MISSION TACTICS

WIRE CHARGES

Attacker Tactic. Use at the end of the movement phase. Select an unshaken friendly model within 1" of a munitorum container and more than 1" from an enemy model. This model may not shoot, fight or use psychic powers this turn. If this model survives to the end of the fight phase, they have successfully rigged explosives on the container - place an explosives token on the container. A container with an explosives token may be detonated using the DETONATE CHARGES tactic.

May be used more than once per phase.

1 command point

DELAY ENEMY REINFORCEMENTS

Attacker Tactic. May only be played at the end of battle round 4. The battle concludes at the end of battle round 5.

3 command points

CUT THE WIRES

Defender Tactic. Use at the end of the movement phase. Select an unshaken friendly model more than 1" from an enemy model and within 1" of a munitorum container with an explosives token (from WIRE CHARGES tactic) and. This model may not shoot, fight or use psychic powers this turn. If this model remains on the board at the end of the fight phase, they have successfully disarmed any explosives on the container - remove any explosives tokens from this container.

May be used more than once per phase.

1 command point

DETONATE CHARGES

Attacker Tactic. Use at the end of the morale phase if you have at least one unshaken model more than 1" from an enemy model. Select a munitorum container which has no friendly models within 2" and which has an explosives token (using WIRE THE CHARGES tactic). Remove this container. Any enemy models within 2" of the container suffer D3 mortal wounds.

May be used more than once per phase.

0 command point

USE 'EM OR LOSE 'EM

Defender Tactic. More than one model may use grenade weapons this battle round. May only be used once per battle.

1 command point

WELL GUARDED DEPOT

Defender Tactic. Play at the beginning of the deployment phase. One additional model may be set up during this phase. Defender begins the game with 2 fewer command points.

2 command points