# KILLZONE: BHETA-DECIMA

Killzone: Bheta-Decima is a killzone played on an area that uses the Hazardous Areas rules. Hazardous areas are on the gameboard and restrict movement and Line of Sight, so operatives must climb gantries and jump across them to get better positions on tightly contested Vantage Points.

Killzone: Bheta-Decima consists of the following terrain features, with their traits detailed over the following pages:

- 2 long gantries
- 4 medium gantries
- 2 short gantries
- 1 ferratonic furnace

GANTRIES

Gantry floor
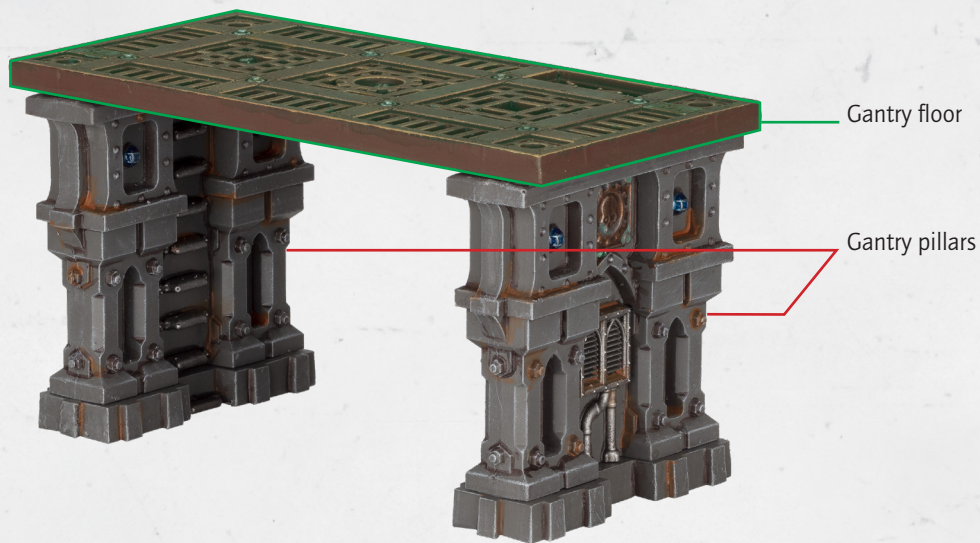
Gantry pillars

- Gantry floors have the Accessible, Ledges and Vantage Point traits.
- Gantry pillars have the Heavy trait.
- Gantries come in three sizes: long, medium and short. When they are connected (i.e. their floors are touching each other), they are treated as one terrain feature.

Accessible: An operative can move vertically through the floor of this terrain feature as if it were not there (imagine it dynamically swinging around edges or moving through hatches in the floor). It must finish the move in a location it can be placed.

Ledges: An operative can begin a climb up to this Vantage Point if any part of its base is within ▲ horizontally and any distance vertically of this Vantage Point (i.e. it doesn't need to be within ▲ of a climbable part like a gantry pillar).
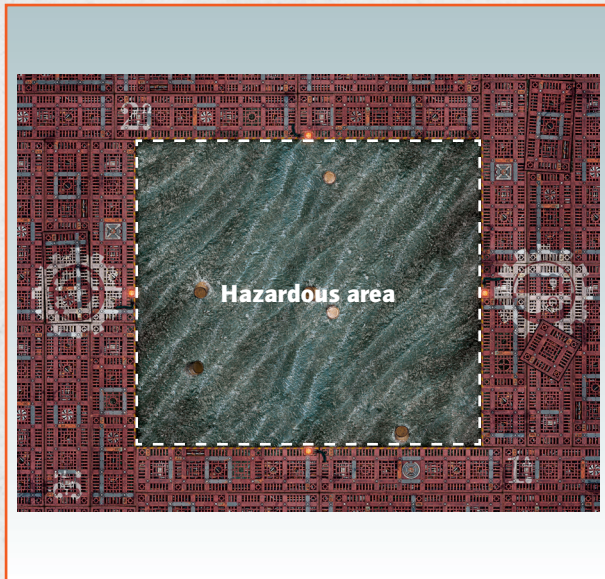
FERRATONIC FURNACE

Battlements

Designer's Note: *Ignore the slight difference in height between the outer and inner area of the roof.*

- The roof of a ferratonic furnace has the Accessible and Vantage Point traits.
- The roof also has the Ledges trait, except an operative must be on a gantry floor to begin a climb up to this Vantage Point using the Ledges trait (i.e. an operative cannot climb up from the killzone floor using the Ledges trait, it must climb the ferratonic furnace instead).
- The battlements on the roof have the Light and Traversable traits. Note that the battlements don't have the Accessible trait, so operatives can't move vertically through them.
- All other parts of a ferratonic furnace have the Heavy and Scalable traits.

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

Designer's Note: *This means an operative looking to climb onto the ferratonic furnace's roof from the killzone floor will travel vertically 2◯, instead of the usual 3◯. If they are climbing from a gantry floor, they will travel vertically ◯, instead of the usual 2◯.*

HAZARDOUS AREAS

Hazardous area

Gantry footprint

Restricted Line of Sight across a hazardous area
Hazardous area

Restricted Line of Sight across gantry footprints
Target is Obscured
Hazardous area

Hazardous areas **restrict movement** as strong currents and toxic water prevent operatives from entering into the ocean, and lurking predators stop them from venturing too close. Hazardous areas also **restrict Line of Sight** as relentless waves, sea mist and industrial smog make it harder for operatives to see targets over the ocean's surface.
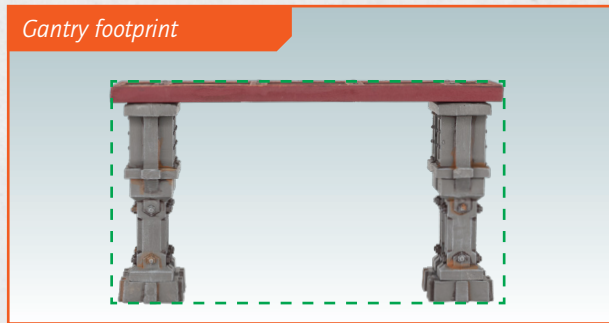
Restricted Movement: No part of an operative's base can be touching a hazardous area. Operatives with the **FLY** keyword can touch a hazardous area when moving (they can combine valid move actions to do so, e.g. **Dash** and **Normal Move**), but no part of their base can start or finish the move touching a hazardous area.

Restricted Line of Sight: When determining Line of Sight from an active operative on the killzone floor to a target operative on the killzone floor, the target operative is Obscured if a Cover line drawn to it crosses horizontally over 2◯ of a hazardous area.
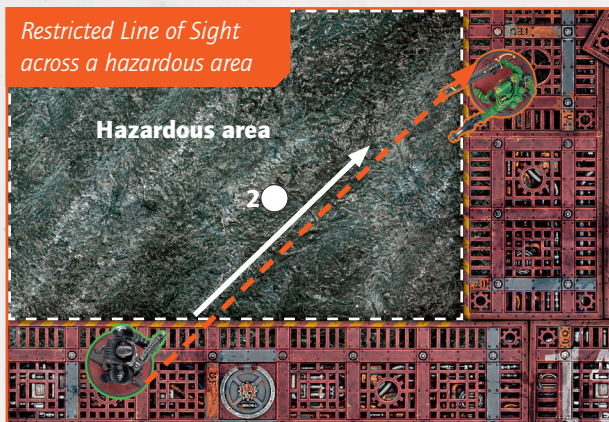
When determining Line of Sight from an active operative on a Vantage Point to a target operative on the killzone floor, or vice versa, the target operative is Obscured if a Cover line drawn to it crosses into and out of the footprint of a gantry. However, ignore the footprint of gantries the active operative or the target operative are on.

Note that when determining Line of Sight from an active operative on a Vantage Point to a target operative on a Vantage Point, the hazardous area's restricted Line of Sight has no effect.
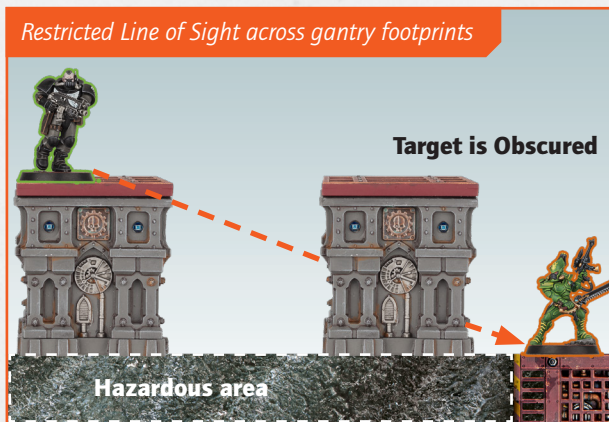
Miscellaneous

In the game sequence, set up objective markers after setting up the killzone. On mission maps that use this killzone, objective markers on terrain features should be set up on their Vantage Points (i.e. not underneath them).

When setting up barricades, you can set them up on Vantage Points. When measuring to areas of the killzone (including the centre), measure distance horizontally.