



JOINT OPS: TYPHON MISSION PACK

This is a player vs environment (PvE) mission pack for cooperative or solo gameplay using Killzone: Volkus and Killzone Upgrade: Tyranid Infestation terrain features. It involves a player or players battling together against a Tyranid infestation – represented by a collection of NPOs (non-player operatives). If playing cooperatively, you are still one 'player'. This means you don't double your CP, equipment selections, etc.; you must manage them between you.

If you wish, one player can be the game master. They will manage the NPOs – move them, roll dice for them, etc. – while one or more other players control a kill team. The game master will still control the NPOs as the rules in this mission pack specify, they just take the pressure and decision-making away from the player(s) so they can focus on their own operatives and having fun!

MISSION

In this mission pack you will find six missions. For a one-off game, you can randomly determine a mission by rolling one D6, or select the one that interests you most. Alternatively, you can link the games together in a tree campaign. Begin with mission 1: Delve the Xenosprawl, then all subsequent missions are determined by the outcome of the previous one, as shown below. If the player(s) win, follow the green arrow. If the player(s) lose, follow the red arrow.

KILL TEAM SELECTION

The player(s) 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 non-player operatives (known as NPOs). Unlike your highly trained operatives, NPOs are base Tyranid xenos, subject to instinctive behaviour – Hormagaunts, Termagants, Ripper Swarms, etc. As such, you don't select a kill team for them. Instead, you use the appropriate datacards in 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.



GAME SEQUENCE

1. Set Up the Battle

- Select a kill team – or half of two kill teams – and split the operatives between you.
- Determine the mission.
- Set up the killzone using Killzone: Volkus and Killzone Upgrade: Tyranid Infestation, placing terrain features as specified by the mission map.
- Drop zones are assigned to the player(s) and NPOs as specified by the mission map.

2. Select Operatives

- The player(s) select their operatives for the battle, adhering to the selection requirements in their kill team's rules.
- The player(s) choose which NPOs they will use. *Kill Team: Typhon* provides miniatures for Raveners, Hormagaunts and Ripper Swarms, but the player(s) are free to use other miniatures from their collection, even using a mixture of different NPOs if they wish.
- The player(s) select up to four equipment options (four in total, not four per player). Each option cannot be selected more than once. Don't select equipment for NPOs.
- The player(s) gain 2CP (two in total, not two per player). NPOs don't gain any CP.

3. Set Up Operatives

- The player(s) set up all their equipment that's set up before the battle (ladders, etc.).
- NPOs are set up first – the mission will specify how and where.
- The player(s) then set up their operatives. Each operative must be wholly within their drop zone and must be given a Conceal order.

4. Play the Battle

- In the first turning point, the player(s) have initiative

5. End the Battle

- The battle ends when the mission specifies.
- The mission's victory conditions will specify how to determine the winner.

EQUIPMENT

Don't select equipment for NPOs in this mission pack.

STRATEGY PHASE

When rolling off to decide who has initiative, roll one dice for the NPOs and one dice for the player(s). If the NPOs win the roll-off, they will always choose to have initiative.

NPOs don't gain any CP. As an NPO **STRATEGIC GAMBIT** in each Strategy phase, randomly draw a Typhon event card. In each Strategy phase after the first, if the NPOs don't have initiative, do this twice per turning point instead. NPOs will always pass after all their required **STRATEGIC GAMBITS** have been used.

Typhon event cards provide additional rules to add variety to the battle and increase the challenge – imagine them as NPO strategy plays. In the Ready step of each Strategy phase, shuffle all Typhon event cards used in the previous turning point back into the deck.

BEHAVIOUR

Each NPO's datacard has a behaviour 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).

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 – in particular to stop you winning the mission – go with that. If you still cannot decide, randomly choose one.

Activation Priority

Multiple NPOs are ready, so the player(s) activate the NPO that:

1. Can perform the **Fight** or **Shoot** action (as determined by its behaviour), and is the most threatening to do so (e.g. is more likely to incapacitate an enemy operative, is more likely to prevent the player(s) winning, etc.).
2. Is not in cover from a player operative.
3. Is closer to a player operative.

Setting Up NPOs

NPOs must be set up as specified by the mission, but if there are multiple valid options, the player(s) set up each NPO so that it's:

1. More likely to prevent the player(s) winning (many missions require player operatives to control terrain features where NPOs are set up in order to win, and setting them up appropriately could prevent that).
2. Within control range of a player operative to better perform the **Fight** action (if the NPO has this behaviour).
3. Not a valid target.
4. Better able to perform the **Charge** or **Shoot** action (if the NPO has this behaviour).

Fight action

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

1. It's more likely to incapacitate.
2. Is more likely to help the player(s) win.
3. Ready.

Shoot action

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

1. Not obscured.
2. Not in cover.
3. Closest.
4. Wounded.
5. Is ready.

DIFFICULTY

If you want to increase or decrease the difficulty of the missions, here are a few methods:

- Change the number of NPOs being set up. When it's random, increase or decrease the amount and/or likelihood.
- Change the type of NPOs being set up. Hormagaunts can be deadly, but you can prepare once you understand their behaviour. More varied NPOs – those who are faster, tougher, can shoot, etc. – can make it harder.
- Increase or decrease the amount of Typhon event cards each turning point, or remove some from the deck to increase the likelihood of ones that threaten your kill team more. These cards add an element of unpredictability to the game, therefore the player(s) may need to be more defensive to account for them, or can be more free if the threat of event cards is reduced.



ADVERSARY OPS: TYPHON MISSION PACK

This is a player vs player (PvP) mission pack for head-to-head gameplay. While players battle one another, they must also contend with NPOs (non-player operatives) – 3rd party adversaries that will attack either player and disrupt the battle. The players will have to adapt their game plan to manage the threats NPOs pose.

Unlike the Joint Ops mission pack, NPOs are not like another player. You don't roll initiative for them or activate them like a player does with their kill team. Instead, they respond to being threatened once they are **AWOKEN** (this is explained in NPO Activation). Additionally, don't select equipment for NPOs in this mission pack.

This mission pack is designed to be used alongside other mission packs that use three objective markers, such as Preliminary Ops (*Kill Team Core Book*) or Approved Ops (available separately). It can be used with other mission packs (e.g. Multiplayer Ops) if you adjust the rules to accommodate it.

This mission pack also provides rules for the full Typhon experience, using Killzone Upgrade: Tyranid Infestation and the Typhon event cards. Use as much as you feel is appropriate – if you think all the extra rules would be too much, feel free to ignore certain parts of this mission pack, or ignore certain parts of the mission pack you're using it with (e.g. tac ops and selecting a primary op in Approved Ops).

MAPS

In this mission pack, you will find a selection of maps to use. Note they all contain three objective markers, so work with Preliminary Ops (*Kill Team Core Book*) and Approved Ops (available separately).

NPOS

When setting up the battle, after setting up objective markers, the player(s) alternate setting up NPOs with a Conceal order until three have been set up, starting with the player who didn't win the initiative roll-off. The first NPO each player sets up must be set up within control range of the objective marker wholly within their opponent's territory. The final NPO must be set up within control range of the objective marker on the centreline.

STRATEGY PHASE

NPOs don't gain any CP. NPOs have **STRATEGIC GAMBITS** and NPOs are first in the alternating order.

As an NPO **STRATEGIC GAMBIT** in each Strategy phase after the first, the player who didn't win the initiative roll-off must set up one ready **AWOKEN** NPO with a Conceal order at a randomly determined objective marker. If the randomly determined objective marker is being carried, set up the NPO within control range of the location where the objective marker was at the start of the battle.

As an NPO **STRATEGIC GAMBIT** in each Strategy phase, randomly draw a Typhon event card. Resolve this after the NPO **STRATEGIC GAMBIT** above (in each Strategy phase after the first). NPOs will always pass after this NPO **STRATEGIC GAMBIT**.





VPS

For the purposes of incapacitating enemy operatives for VPs (e.g. the kill op, tac ops, etc.), ignore NPOs. This means you cannot score VPs for incapacitating them, but also your opponent cannot score VPs when an NPO incapacitates one of your operatives. Note this means that friendly operatives incapacitated by NPOs are not counted towards your opponent's kill grade.

NPO ACTIVATION

NPOs begin the battle **DORMANT**. **DORMANT** NPOs are expended and cannot be readied. An NPO is **AWOKEN** if damage is inflicted on it, it's shot at, or a player's operative is visible to it and within 5" of the objective marker it was set up within control range of. When an NPO is **AWOKEN**, it's immediately readied and is no longer **DORMANT**.

After the final player activates, but before the first player activates again, one ready **AWOKEN** NPO will activate. In other words, they activate last in the alternating sequence. If multiple ready NPOs are **AWOKEN**, the players roll-off and the winner decides which will activate. When it activates, use its behaviour and the threat principle.

NPOs cannot counteract. The turning point ends once all the players' operatives and the NPOs are expended (remember **DORMANT** NPOs are always expended).

BEHAVIOUR

Each NPO's datacard has a behaviour that determines what they do. Each behaviour will specify what order they have when activated. Whenever an NPO would perform an action, perform the first action it can do from its behaviour. If it cannot do any, it's expended.

THREAT PRINCIPLE

The threat principle is used when making decisions for activated NPOs (who to charge, fight, shoot etc.). However, it differs in this mission pack from the Joint Ops mission pack, as there will rarely be an option that's equally worse for both players. Instead, whenever an **AWOKEN** NPO activates, the closest visible player operative it could fight/shoot/move towards (as determined by the NPO's behaviour) is the NPO's target (or simply the closest if none are visible). If multiple players' operatives are equally as close, roll-off and the winner decides. The opponent of the player who controls the NPO's target will control the NPO for that activation, and they must make every effort to fight/shoot/move the NPO so that it threatens its target (as determined by its behaviour).

The threat principle is also used when making decisions for Typhon event cards (setting up new NPOs, etc.). Whenever you must make such a decision, roll-off and the winner decides. If multiple decisions would be required (e.g. multiple NPOs would perform the **Fight** action, as per the Feed event card), alternate making the decision, starting with the player that won the roll-off.