



JOINT OPS: TOMB WORLD MISSION PACK

This is a player vs environment (PvE) mission pack for cooperative or solo gameplay using Killzone: Tomb World (the rules for which can be found in *Kill Team: Tomb World*, on warhammer-community.com or in the official Kill Team app). It involves a player or players battling together against a collection of NPOs (non-player operatives) as they make their way through a dormant Necron tomb. 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!

MISSIONS

In this mission pack you will find six missions. You will find six killzone maps that can be used with any of the missions, increasing the variety each time you play. You can randomly determine a map and mission by rolling one D6 for each, or by selecting the ones that interest you most. When setting up the battle, don't set up objective markers unless you are playing mission 3: Recover Transponder.

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 more basic Necron sentries, tasked with defending the tomb against any aggressors. As such, you don't select a kill team for them. Instead, you use the appropriate datacards from this mission pack and don't select equipment for them.



THREAT LEVEL

During each game you must manage the threat level. The lower the threat level, the more undetected your kill team is and the less NPOs you will have to deal with. The higher the threat level, the more the tomb world reacts to your presence and the more NPOs will be sent in response. The threat level starts at 0 and cannot exceed 15.

Increase the threat level by 1 whenever:

- A player operative performs the **Shoot** action, unless the weapon being used has the Silent weapon rule.
- A player operative performs the **Fight** action, unless the NPO in that sequence is incapacitated and the player operative isn't visible to any other enemy operatives.
- A player operative performs any other action that inflicts damage on NPOs.
- An NPO performs the **Shoot** or **Fight** action.

In addition:

- Whenever a player operative performs the **Operate Hatch** action, roll one D6: on a 4+, increase the threat level by 1.
- Whenever a player operative performs the **Breach** action, increase the threat level by 1 and roll one D6: on a 4+, increase the threat level by another 1.

Each threat level has a grade that affects Tomb World event cards and NPO reinforcements.

THREAT LEVEL	GRADE
15	3
14	
13	
12	
11	
10	2
9	
8	
7	
6	
5	1
4	
3	
2	
1	
0	0

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, but do use **STRATEGIC GAMBITS** as detailed below. NPOs will always pass after all their required **STRATEGIC GAMBITS** have been used.

TOMB WORLD EVENT CARDS

As an NPO **STRATEGIC GAMBIT** in each turning point after the first, if the threat level is grade 3, randomly draw a Tomb World event card. If the NPOs don't have initiative, or the threat level is 15, do this twice per turning point instead.

Tomb World event cards provide additional rules to add variety to the battle and increase the challenge – imagine them as NPO strategy plays. Some apply rules that are resolved when the card is drawn, otherwise they apply rules that last until the end of the turning point (as specified on each card). In the Ready step of each Strategy phase, shuffle all Tomb World event cards used in the previous turning point back into the deck.



NPO REINFORCEMENTS

As an NPO **STRATEGIC GAMBIT** in each turning point after the first, after resolving Tomb World event cards, set up a number of NPO reinforcements equal to the grade of the current threat level. For each NPO reinforcement:

- First determine the type of NPO – roll 2D6 and consult the table on in the NPO Datacards section.
- Then randomly determine which hatchway it phases in from (there are six hatchways, so assign each a number and roll one D6 – it doesn't matter if the hatchway is closed).
- Set that NPO up with a Conceal order so the access point of that hatchway is within its control range (if this isn't possible, then set it up as close as possible).

NPOs can be set up within control range of player operatives, but if possible they won't be so they can better perform the **Shoot** action. We recommend limiting the number of NPOs in the killzone at once to 10 – don't set up any that would exceed this limit.

DORMANT NPOS

Whenever the threat level is 0, the player(s) automatically have initiative and all NPOs are dormant. Dormant NPOs are expended and cannot be readied. When the threat level is no longer 0, all NPOs are readied and no longer dormant.

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).

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. Start with one more (or less), and whenever you set up NPO Reinforcements each Strategy phase, set up one more (or less).
- Change the type of NPOs being set up. Whenever you determine which NPO should be set up, roll an additional D6 and select the two results that are worse (or better).
- Increase or decrease the amount of Tomb World 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.

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 **Shoot** or **Fight** action (as determined by its behaviour), and is the most threatening to do so (e.g. is more likely to incapacitate a player 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.
2. Better able to perform the **Charge**, **Shoot** or **Fight** action (as determined by the higher priority of the NPOs behaviour).
3. Not a valid target.

Fight action

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

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

Shoot action

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

1. It's more likely to incapacitate.
2. Is not obscured.
3. Is not in cover.
4. Is closest.
5. Is ready.





ADVERSARY OPS: TOMB WORLD MISSION PACK

This is a player vs player (PvP) mission pack for head-to-head gameplay using Killzone: Tomb World or Killzone: Gallowdark. 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, as you explore different areas of the killzone, they will appear and attack whatever they can. 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 Tomb World 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'll find three Adversary Ops maps (maps 1-3, ignore maps 4-6). You can roll one D3 to randomly determine a map, or select the one that interests you most. Alternatively, you can use PvP maps designed for Killzone: Tomb World or Killzone: Gallowdark, such as those found in Approved Ops (available separately).

NPOS

Excluding rooms within drop zones, the first time each room is opened, or the first time a player operative is within it (whichever comes first), determine the NPOs within that room as follows:

1. Roll one D3 to determine how many.
2. Roll 2D6 for each NPO to determine what type it is using the table in the NPO Datacards section.
3. Starting with the player that opened the room, each player alternates setting up an NPO within that room until they've all been set up.
4. Each NPO should be set up ready with a Conceal order, more than 2" from other operatives (if possible).

STRATEGY PHASE

NPOs don't gain any CP. In each Strategy phase after the first, NPOs have the two **STRATEGIC GAMBITS** detailed later. NPOs are first in the alternating order, and NPOs will always pass after both of their required **STRATEGIC GAMBITS** have been used.

TOMB WORLD EVENT CARDS

For the first NPO **STRATEGIC GAMBIT**, shuffle all used Tomb World event cards back into the deck, then randomly draw a new one.

NPO REINFORCEMENTS

For the second NPO **STRATEGIC GAMBIT**, the player who didn't win the initiative roll-off sets up one NPO reinforcement. That player rolls 2D6 to determine the type of NPO using the table in the NPO Datacards section. They then set that NPO up ready with a Conceal order so that a randomly determined hatchway's access point is within its control range (there are six hatchways, so assign each a number and roll one D6 – it doesn't matter if the hatchway is closed).

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

Once NPOs have been discovered and set up, they will activate. After the final player activates, but before the first player activates again, one ready NPO will activate. In other words, they activate last in the alternating sequence. If there are multiple ready NPOs, the players roll-off and the winner decides which will activate. When it activates, use its behaviour and the threat principle (explained opposite). NPOs cannot counteract. The turning point ends once all the players' operatives and the NPOs are 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: Tomb World mission pack, as there will rarely be an option that's equally worse for both players. Instead, whenever an NPO activates, the closest player operative it could fight/shoot/move towards (as determined by the NPO's behaviour) is the NPO's target. 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 Tomb World 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 breach points/hatchways would be closed, as per the Maze Reforms event card), alternate making the decision, starting with the player that won the roll-off.

