



# 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](http://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 ploys. 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

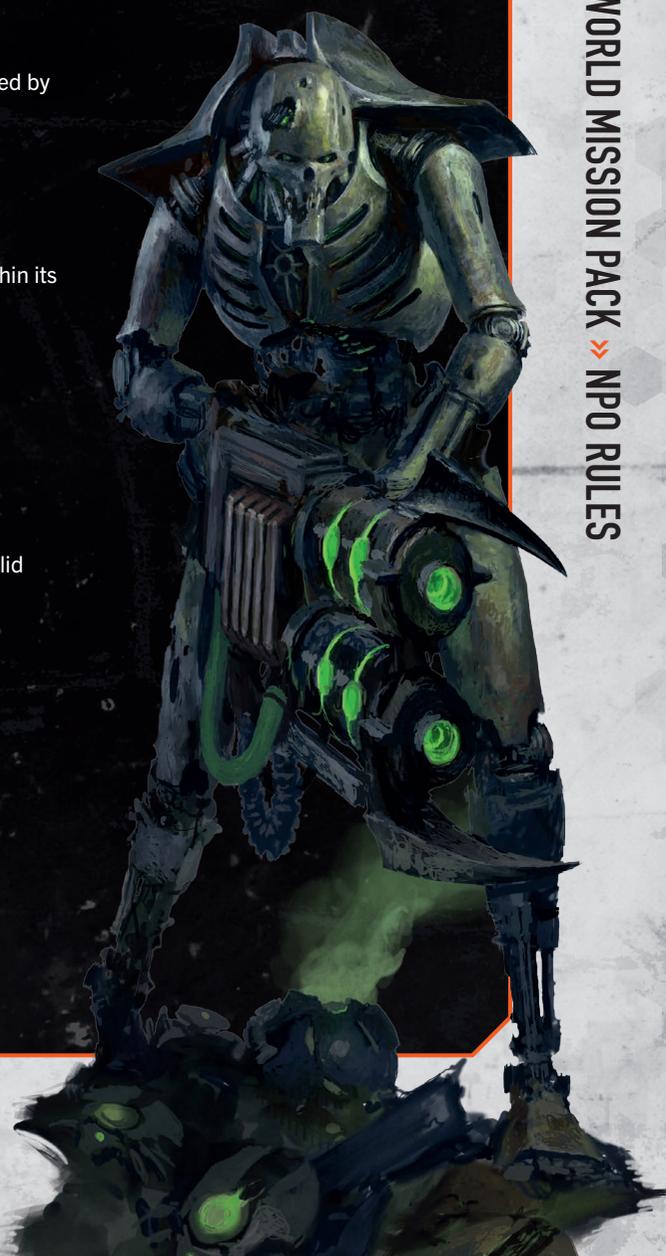
An NPO performs the **Fight** action and multiple player operatives are within its control range. It fights the player operative that:

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.



# NPO DATACARDS

*Kill Team: Tomb World* provides miniatures for Necron Warrior, Canoptek Scarab Swarm, Canoptek Macrocyte and Canoptek Tomb Crawler NPOs.

Whenever the mission tells you to set up an NPO, randomise which one by rolling 2D6 and consulting the NPO table below. If you don't have a miniature for an NPO you need to set up, use the next row instead.

| 2D6  | NPO  |
|------|--|
| 2-3  | <b>CANOPTEK SCARAB SWARM</b>                                   |
| 4-6  | <b>CANOPTEK MACROCYTE</b><br>with one ranged weapon            |
| 7-10 | <b>NECRON WARRIOR</b><br>with one ranged weapon                |
| 11   | <b>CANOPTEK TOMB CRAWLER</b><br>with twin gauss reapers        |
| 12   | <b>CANOPTEK TOMB CRAWLER</b><br>with transdimensional isolator |

## NPO LIMIT

We recommend limiting the number of NPOs in the killzone at once to 10 – don't set up any that would exceed this limit.

'SERGEANT, TO YOUR REAR! [VOX-CIPHER FAILURE] –YLOS, HOLD THEM BACK, I NEED – [DATA-DISRUPTION, COMPENSATING] AMBUSH, GRID SECTOR 35.4 [MULTIPLE DETONATIONS] THEY'RE COMING THROUGH THE WALLS!'

- recovered from Brother Numiel's vox-thief



NPO DATACARD

# CANOPTEK SCARAB SWARM



|     |      |       |        |
|-----|------|-------|--------|
| APL | MOVE | SAVE  | WOUNDS |
| ▼ 2 | ➔ 6" | 🛡️ 5+ | 🔥 10   |

| NAME               | ATK | HIT | DMG | WR |
|--------------------|-----|-----|-----|----|
| ➔ Feeder mandibles | 5   | 4+  | 1/2 | -  |

**Behaviour:** This NPO will move towards the enemy to fight them, but will seek cover on its way. When activated, if it can perform either of its first two actions during that activation, give it an Engage order. If it cannot, give it a Conceal order. It will perform the **Operate Hatch** action where necessary to fulfil its behaviour.

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

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NPO DATACARD

# NECRON WARRIOR



|     |      |       |        |
|-----|------|-------|--------|
| APL | MOVE | SAVE  | WOUNDS |
| ▼ 2 | ➔ 5" | 🛡️ 4+ | 🔥 9    |

| NAME                | ATK | HIT | DMG | WR                   |
|---------------------|-----|-----|-----|----------------------|
| 🔥 Gauss flyer       | 4   | 4+  | 3/4 | Piercing 1           |
| 🔥 Gauss reaper      | 4   | 3+  | 3/4 | Range 8", Piercing 1 |
| ➔ Combat attachment | 3   | 4+  | 3/4 | -                    |

**Behaviour:** This NPO will move to an ideal position to shoot the enemy, but will fight if it can't do anything else. When activated, if it will perform the **Shoot** or **Fight** action during that activation, give it an Engage order. If it cannot, give it a Conceal order. It will perform the **Operate Hatch** action where necessary to fulfil its behaviour.

1. **Fall Back.** If possible, to a location where there's a valid target that isn't obscured, if not, to a location that's appropriate for the NPOs to better win the mission.
2. **Shoot.**
3. **Reposition.** If possible, to a location where there's a valid target that isn't obscured. If not, to a location that's appropriate for the NPOs to better win the mission (a subsequent **Dash** action can fulfil these, if able).
4. **Dash.** If possible, to a location where there's a valid target that isn't obscured. If not, to a location that's appropriate for the NPOs to better win the mission.
5. **Fight.**

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**NPO DATACARD**

**CANOPTK TOMB CRAWLER**



|     |      |       |        |
|-----|------|-------|--------|
| APL | MOVE | SAVE  | WOUNDS |
| ▼ 2 | ➔ 5" | 🛡️ 3+ | 🔥 21   |

| NAME                              | ATK | HIT | DMG | WR                                |
|-----------------------------------|-----|-----|-----|-----------------------------------|
| 🔥🔥🔥 Twin gauss reapers (focused)  | 5   | 4+  | 4/5 | Piercing 1, Punishing             |
| 🔥🔥🔥 Twin gauss reapers (sweeping) | 4   | 4+  | 4/5 | Piercing 1, Punishing, Torrent 1" |
| 🔥🔥🔥 Transdimensional isolator     | 5   | 4+  | 5/6 | Dimensional Banishment*           |
| 🔪 Claws                           | 4   | 4+  | 4/4 | Brutal                            |

**Weapon Sentinel:** Whenever you're selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).

**Steadfast:** Whenever determining control of a marker, you can treat this operative's APL stat as 3. If you do, this takes precedence over all other rules, meaning any changes to its APL stat are ignored for this.

**\*Dimensional Banishment:** After this operative uses this weapon, if you inflicted damage or retained any critical successes, if the target wasn't incapacitated, roll 2D6: if the result is higher than the target's remaining wounds, the target is incapacitated.

**Behaviour:** This NPO will fight if necessary, but if it isn't within control range of player operatives it will move to an ideal position to shoot the enemy. When activated, if it will perform the **Fight** or **Shoot** action during that activation, give it an Engage order. If it cannot, give it a Conceal order. It will perform the **Operate Hatch** action where necessary to fulfil its behaviour. Finally, if it has twin gauss reapers, it will always use the sweeping profile if it would target more than one player operative.

- 1. Fight.**
- 2. Shoot.**
- 3. Reposition.** If possible, to a location where there's a valid target that isn't obscured, if not, to a location that's appropriate for the NPOs to better win the mission (a subsequent **Dash** action can fulfil these, if able).
- 4. Dash.** If possible, to a location where there's a valid target that isn't obscured, if not, to a location that's appropriate for the NPOs to better win the mission.

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**NPO DATACARD**

**CANOPTK MACROCYTE**



|     |      |       |        |
|-----|------|-------|--------|
| APL | MOVE | SAVE  | WOUNDS |
| ▼ 2 | ➔ 7" | 🛡️ 4+ | 🔥 7    |

| NAME                               | ATK | HIT | DMG | WR         |
|------------------------------------|-----|-----|-----|------------|
| 🔥 Gauss scalpel                    | 4   | 4+  | 3/4 | Piercing 1 |
| 🔥🔥 Tesla caster (focused)          | 5   | 4+  | 2/3 | -          |
| 🔥🔥 Tesla caster (living lightning) | 5   | 4+  | 2/3 | Blast 2"   |
| 🔪 Claws & tail                     | 4   | 4+  | 3/4 | -          |

**Aggressive Defence Construct:** If this operative is incapacitated by a player operative within 2" of it, roll one D3: on a 2+, inflict damage on that player operative equal to the result.

**Behaviour:** This NPO will fight if necessary, but if it isn't within control range of player operatives it will move to an ideal position to shoot the enemy. When activated, if it will perform the **Fight** or **Shoot** action during that activation, give it an Engage order. If it cannot, give it a Conceal order. It will perform the **Operate Hatch** action where necessary to fulfil its behaviour. Finally, if it has a tesla caster, it will always use the living lightning profile if it would target more than one player operative and no NPOs.

- 1. Fight.**
- 2. Shoot.**
- 3. Reposition.** If possible, to a location where there's a valid target that isn't obscured, if not, to a location that's appropriate for the NPOs to better win the mission (a subsequent **Dash** action can fulfil these, if able).
- 4. Dash.** If possible, to a location where there's a valid target that isn't obscured. If not, to a location that's appropriate for the NPOs to better win the mission.

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# 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.
- Determine a map from this mission pack and set up the killzone using Killzone: Tomb World, placing terrain features as specified by the mission map. Unless you are playing mission 3: Recover Transponder, don't set up objective markers.
- For the mission map (for territory, killzone edges, etc.), the players are 'Player A' and NPOs are 'Player B' (see *Kill Team Core Book*).

## 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) 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 (excluding mission 5: Scout Sub-crypt). The location and how many are specified by the mission. Determine each type of NPO by rolling 2D6 and consulting the table in the NPO Datacards section.
- The player(s) then set up their operatives. Each operative must be wholly within Player A's 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.





# 02 JOINT OPS: TOMB WORLD MISSION DEMOLITION PROTOCOL

Orders have been received to blast a swathe of destruction through this section of the tomb complex. Whether the kill team aim to blow a stable route through the perplexing corridors, undermine overhead strata or destroy a key location, they advance with specialist munitions prepared.

## MISSION RULES

**NPOs:** Set up 2D3+3 NPOs wholly within Player B's territory with a Conceal order. Spread each of them out evenly across this territory with intervening terrain within their control range when viewed from Player A's drop zone.

**Sabotage:** Player operatives can perform the **Breach** action while the access point of a hatchway is within their control range (instead of a breach point, and even if that hatchway is open). If they do, open that hatchway (unless it's already open) and the **Operate Hatch** action cannot close it for the rest of the battle.

## VICTORY

If seven or more breach point/hatchway terrain features are open and the **Breach** action has been performed on at least seven of them, the battle ends and the player(s) win.

If every player operative is incapacitated, the battle ends and the player(s) lose.



# 03

JOINT OPS: TOMB WORLD MISSION

# RECOVER TRANSPONDER

Hidden in some cryptic vault or fallen from the dead hands of one of the tomb's victims, a vital artefact throws out an echoing signal. It must be located and securely extracted, but the maddening refractions of the tomb cause the signal to scatter, masking its true location.

## MISSION RULES

**Objective Markers:** When setting up the battle, set up three objective markers as the mission map specifies.

**NPOs:** Set up 2D3+3 NPOs wholly within Player B's territory with a Conceal order. Spread each of them out evenly across the rooms that contain an objective marker with intervening terrain within their control range when viewed from Player A's drop zone.

**Locate Item:** Player operatives can perform the **Pick Up Marker** action on each objective marker. Whenever a player operative does, if the item hasn't been found, roll one D3:

- If the result is higher than the number of other objective markers in the battle, the item has been found. Remove all other objective markers from the battle (if any) and that operative is now carrying that marker as normal.
- If the result is equal to or less than the number of other objective markers in the battle, the item hasn't been found. Remove that objective marker from the battle (that operative is not carrying it, but has still performed that action).

**Escape:** Player operatives can move over Player A's killzone edge; if any part of their base does, they are removed from the killzone and have escaped.

## VICTORY

If a player operative carrying the objective marker escapes, the battle ends and the player(s) win.

If every player operative is incapacitated, the battle ends and the player(s) lose.



# 04

JOINT OPS: TOMB WORLD MISSION

# DESTROY SARCOPHAGUS

Hacked data-streams have led the tomb's invaders to a damaged stasis-crypt, the faltering systems of which are threatening to waken its occupant. The tomb's servants are engaged in repairing the stasis-crypt, staunchly defending the noble's Great Sleep whilst also ensuring it does not wake to prematurely upset the balance of power. The kill team, however, are set on a more terminal solution.

## MISSION RULES

**NPOs:** Set up D3+6 NPOs wholly within Player B's territory with a Conceal order. Set up half of them (rounding down) within the room that contains the sarcophagus (C1) terrain feature (see below). Spread the remainder out evenly across the other rooms. Each NPO should have intervening terrain within their control range when viewed from Player A's drop zone.

**Sarcophagus:** The sarcophagus is treated as an objective marker. Player operatives can perform the **Breach** action while the sarcophagus (C1) is within their control range (instead of a breach point). If they do, instead of resolving that action's effects, that sarcophagus gains 2D6 Destruction points.

**Nanoscarab Repair:** In the Ready step of each Strategy phase, roll one D6, subtracting 1 from the result (to a minimum of 0) for each player operative

that has the sarcophagus (C1) within its control range: remove Destruction points from the sarcophagus equal to the result (to a minimum of 0).

## VICTORY

If the sarcophagus (C1) has 20 or more Destruction points, the battle ends and the player(s) win.

If every player operative is incapacitated, the battle ends and the player(s) lose.



# 05 JOINT OPS: TOMB WORLD MISSION SCOUT SUB-CRYPT



A seemingly innocuous annexe is discovered. The threat this sub-crypt poses to wider missions must be ascertained and any dangers ruthlessly purged. As the aggressive exploration unfolds, however, lurking constructs and awakening guardians are triggered at every turn.

## MISSION RULES

**NPOs:** Don't set up any NPOs. Instead, excluding rooms within Player A's drop zone, the first time each room is opened, or the first time a player operative is within it (whichever comes first), set up D3+x NPOs (to a maximum of 5) with a Conceal order. Spread each of them out evenly wholly within that room, more than 2" from other operatives (if possible). x is the grade of the current threat level.

**Dormant:** Whenever a player operative performs the **Operate Hatch** action, don't increase the threat level.

**Scout:** Player operatives can perform the following mission action:

### SCOUT ROOM 1AP

- ▶ The room the operative is in is scouted. Decrease the current threat level to the highest level of the grade below.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if the current threat level is 0. It cannot perform this action if that room has any NPOs in it, if that room has already been scouted, or if that room is within Player A's drop zone.

## VICTORY

If three rooms are scouted, the battle ends and the player(s) win. Note that rooms within Player A's drop zone cannot be scouted.

If every player operative is incapacitated, the battle ends and the player(s) lose.



# 06 JOINT OPS: TOMB WORLD MISSION REGROUP

The tomb's invaders are scattered throughout the ever-shifting tomb. Flickering energies and scuttling scarabs seal once open routes. Passage walls phase in and out of being. Arcane translocations swallow warriors whole before disgorging them in unknown locations. The kill team must fight through the confounding eldritch mechanisms to regroup, or be eternally lost amidst the insane architecture.

## MISSION RULES

**NPOs:** Set up 2D3+3 NPOs wholly within Player B's territory with a Conceal order. Spread each of them out evenly across this territory with intervening terrain within their control range when viewed from Player A's drop zone.

**Access Denied:** Player operatives cannot:

- Be set up before the battle in a location other than Player A's drop zone (e.g. **TEMPESTUS AQUILON** operatives).
- Be removed from the killzone and set up again in a different room (e.g. **MANDRAKE** and **RAVENER** operatives), but they can be removed and set up again in the same room.

**Phasing Points:** Operatives cannot perform the **Operate Hatch** action during the **Dash** or **Reposition** action. Whenever a player operative moves through a hatchway's access point, remove that operative from the killzone. Randomly determine an open hatchway and set it back up within  $x$ " of that hatchway's access point.  $X$  is the remaining distance move that operative had from that action. The operative can be set up within control range of an enemy operative if that is the only way it's possible, and it doesn't have to end the **Charge** action within control range of an enemy operative if it cannot. If it isn't possible to set them up (e.g. there's no space), randomly determine an open hatchway again until it is.

## VICTORY

At the end of each turning point, the battle ends and the player(s) win if all of the following are true of each player operative in the killzone:

- It's wholly within Player B's drop zone.
- It's not within control range of NPOs.
- It's within 3" of at least one other player operative.

If every player operative is incapacitated, the battle ends and the player(s) lose.





# 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.

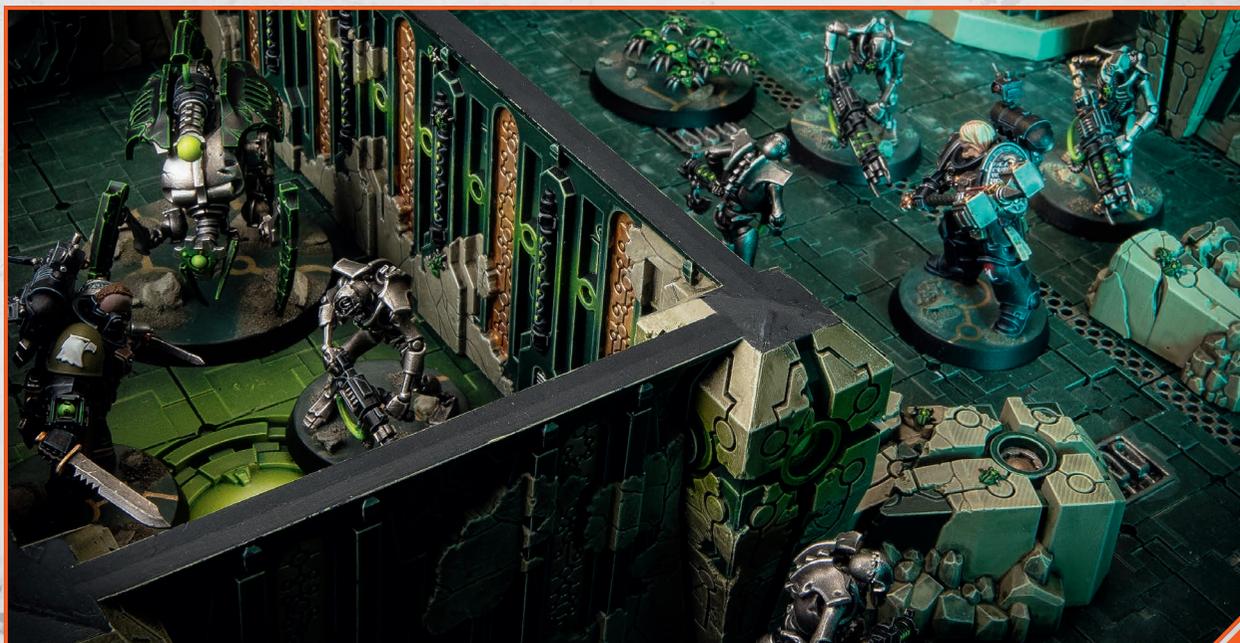
## BEHAVIOUR

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.

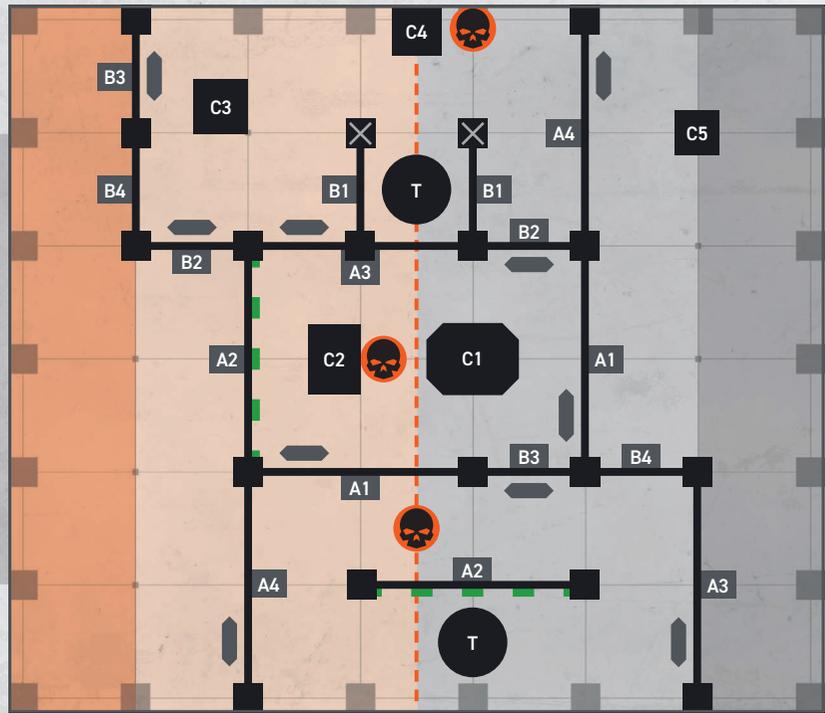
## THREAT PRINCIPLE

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).

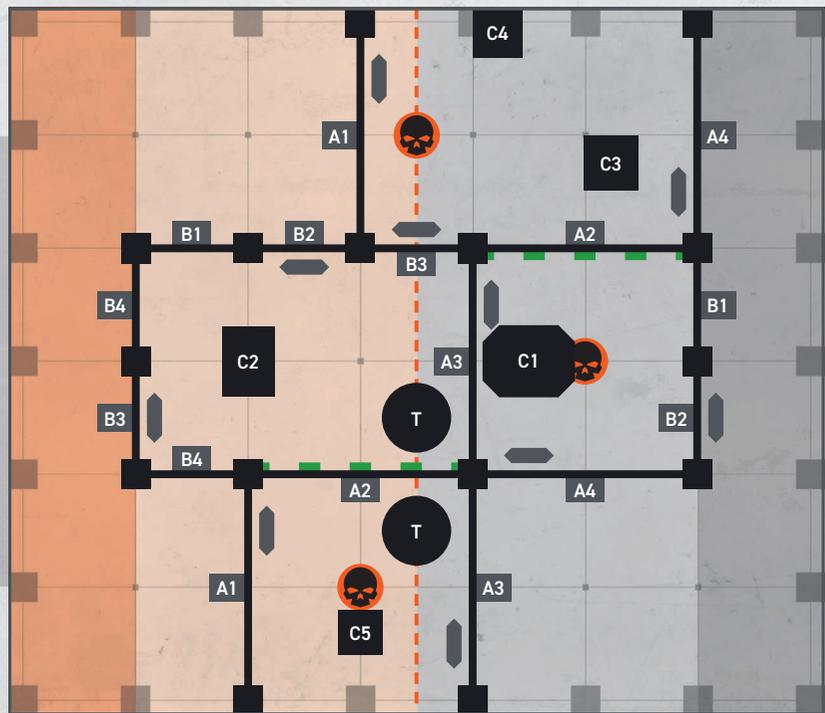
The threat principle is also used when making decisions for Tomb World event cards (setting up new NPOs, etc.). Whenever you must make such a decision, roll-off and the winner decides. If multiple decisions would be required (e.g. multiple breach points/hatchways would be closed, as per the Maze Reforms event card), alternate making the decision, starting with the player that won the roll-off.

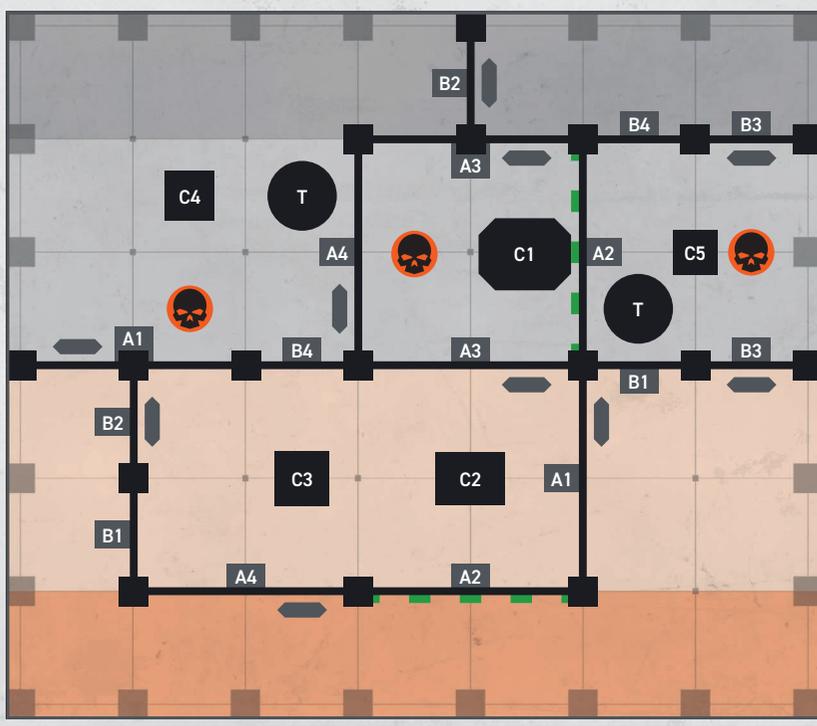
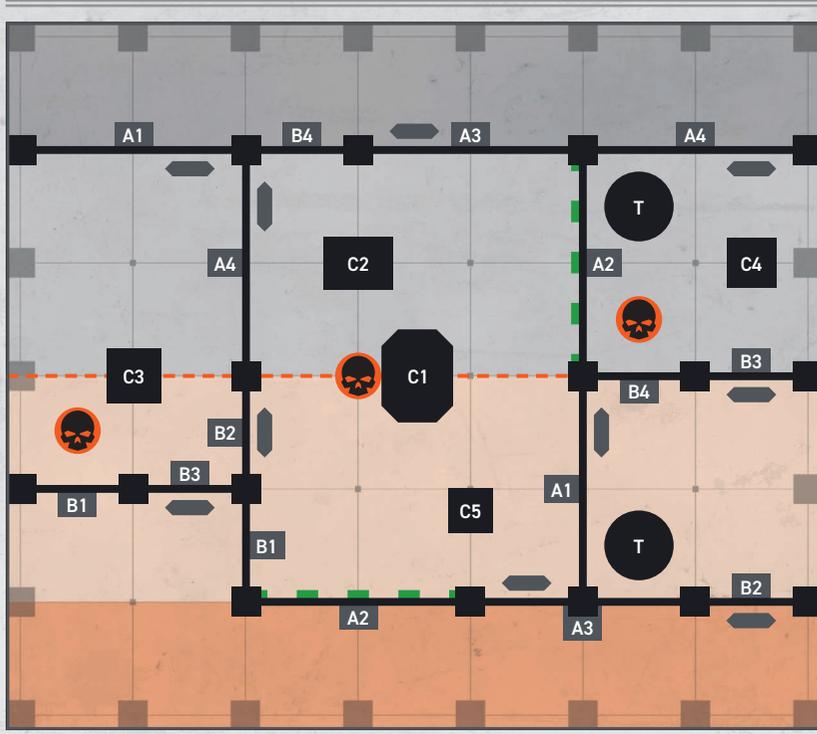


1



2







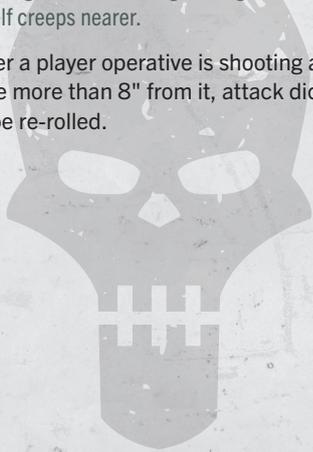


## TOMB WORLD EVENT CARD

### DARK OF THE TOMB

The ubiquitous sepulchral gloom deepens suddenly. An unnatural darkness seeps from the edges of perception, fouling eyesight and technological augurs alike, as if death itself creeps nearer.

Whenever a player operative is shooting an operative more than 8" from it, attack dice cannot be re-rolled.



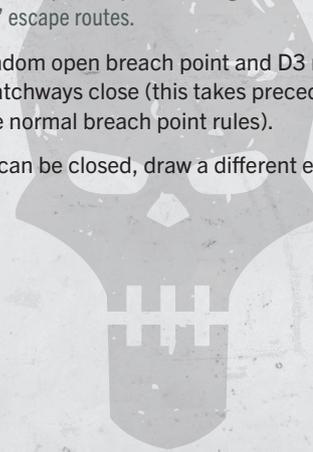
## TOMB WORLD EVENT CARD

### THE MAZE REFORMS

The passages ripple with eldritch energy and scuttling movement. Open portals seal and rents appear to repair themselves as passive protocols begin to shut down the invaders' escape routes.

One random open breach point and D3 random open hatchways close (this takes precedence over the normal breach point rules).

If none can be closed, draw a different event card.



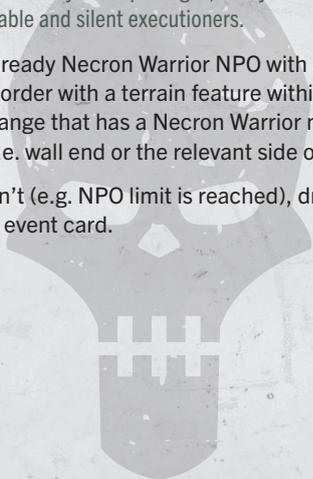
## TOMB WORLD EVENT CARD

### AWAKENED WARRIOR

Denied stasis-crypts of their own, ranks of dormant Warriors line many tomb passages, ready to be awoken as implacable and silent executioners.

Set up a ready Necron Warrior NPO with a Conceal order with a terrain feature within its control range that has a Necron Warrior modelled onto it (i.e. wall end or the relevant side of A2).

If you can't (e.g. NPO limit is reached), draw a different event card.



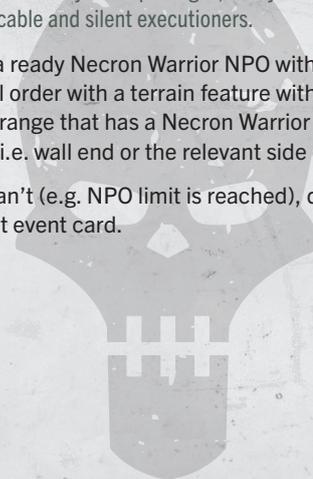
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If you can't (e.g. NPO limit is reached), draw a different event card.





## TOMB WORLD EVENT CARD

### A CHITTERING DRONE

A susurrus of clicking feeder mandibles heralds a wave of swarming constructs.

If no Canoptek Scarab Swarm NPOs are in the killzone, set one up ready with a Conceal order in a location it can be placed so that:

- In Joint Ops, the access point of a random hatchway is within its control range and that NPO is wholly within NPO territory.
- In Adversary Ops, it has a random objective marker within its control range.

If this isn't possible, set it up as close as possible. Place it within control range of a player operative if possible.

If a wounded Canoptek Scarab Swarm NPO is already in the killzone, it regains all lost wounds.

If you cannot do either of the above, draw a different event card.



## TOMB WORLD EVENT CARD

### LIVING METAL FLUX

The incredible technology of the tomb guardians' bodies undergoes a surge of semi-sentient alteration. Metallic molecules rapidly flow to repair the most grievous of damage.

All NPOs immediately regain up to D3+2 lost wounds (roll separately for each).

If none can, draw a different event card.



## TOMB WORLD EVENT CARD

### MY WILL BE DONE

Even slumbering, the arrogant nobility of the Necrons have been known to exert powerful control over their subjects.

Whenever an NPO is in the same room as the sarcophagus (C1) terrain feature, its weapons have the Accurate 1 weapon rule.



## TOMB WORLD EVENT CARD

### REANIMATION PROTOCOLS

With a ghostly flickering of signals, the tomb's reanimation systems initiate horrific states of spasming unlife that drag the Necrons back from extinction's edge time and again.

The first time each NPO would be incapacitated during this turning point, roll one D6: on a 4+, it's reanimated instead. Whenever an NPO is reanimated:

- It has 1 wound remaining and cannot be incapacitated for the remainder of the action. All remaining attack dice are discarded (including yours if this operative is fighting or retaliating).
- If it was ready, expend that NPO.
- Subtract 1 from that NPO's APL stat until the end of its next activation.



## TOMB WORLD EVENT CARD

### SUBJUGATION GLYPHS

Spectral energy coils into ancient sigils that have been worked into the tomb's structure, radiating the terrifying superiority of the crypt's masters in waves that erode the will of intruders.

Randomly select one player operative and roll one D6:

- If the result is higher than its APL stat, subtract 1 from its APL stat.
- If the result is equal to or less than its APL stat, you then randomly select a different player operative and repeat this process. In Adversary Ops, your opponent then randomly selects one of their player operatives instead and rolls D6, and this alternates between players until one operative has had an APL subtracted or all player operatives have been rolled for.



## TOMB WORLD EVENT CARD

### TRANSDIMENSIONAL RELOCATION

In a scrambling, cosmic dispersal, the tomb's defensive systems unpick and reweave reality, isolating intruders or scattering them into dark annexes where they are easier to deal with.

Randomly select two player operatives (one pair from each team if you are playing Adversary Ops). Remove both operatives from the killzone and set them back up in each other's previous locations (in other words, swap their positions).

Repeat this process two more times (if possible).

If there is only one player operative for any team in the killzone, draw a different event card.



## TOMB WORLD EVENT CARD

### STIRRINGS OF HORROR

The invaders' presence has stirred the damaged consciousness of the master programme. More power is diverted to the sleepless guardians in their vicinity as the fell intellect takes a lethal interest.

Increase the current threat level by 1. If the threat level is already at 15 or you are playing Adversary Ops, set up one additional NPO reinforcement during this Strategy phase instead.



## TOMB WORLD EVENT CARD

### COUNTERTEMPORAL SHIFTING

Systems that can fracture the flow of causality flicker into life, casting shadowy slivers of chromantic uncertainty throughout the tomb. Its servants' bodies flicker across proximal timelines, blurring out of reach from the heaviest blows.

Whenever an attack dice inflicts damage of 3 or more on an NPO, roll one D6: on a 5+, subtract 1 from that inflicted damage.