

DESCENT KILLZONE

A Descent killzone uses two existing killzones on smaller game boards. They are linked by Entryway markers, allowing operatives to move between the different game boards during the battle. The Descent killzone in this publication uses Killzone: Volkus and Killzone: Tomb World, but players are free to use any killzones they wish. The rules will refer to upper and lower killzones; in this publication, upper is Killzone: Volkus and lower is Killzone: Tomb World. If you are using different killzones, be sure to define which is which. Use a 607mm x 414mm game board for close quarters killzones, and a 559mm x 381mm game board for any other killzones.

DESCENT KILLZONE » RULES

LOWER KILLZONE

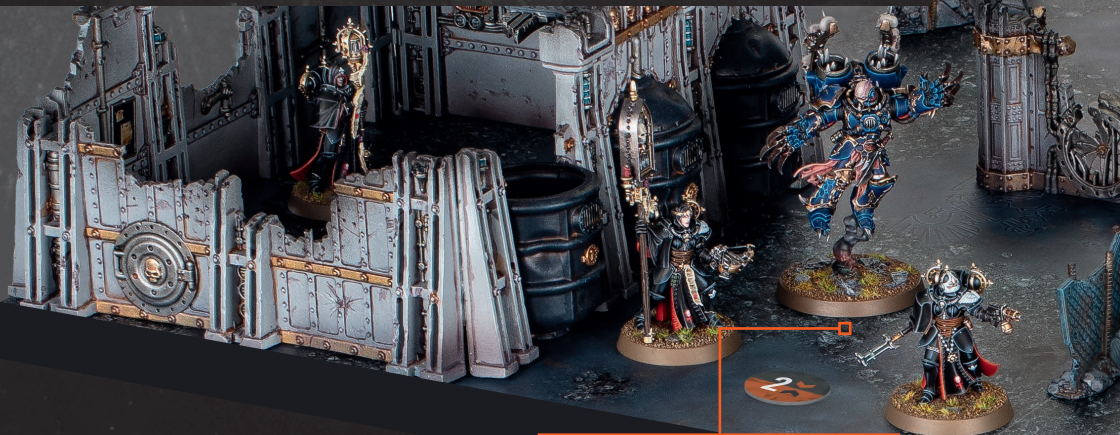
The operatives below have descended into the depths of the tomb world and battle one another in close quarters. Should the need arise, they can return to the surface via the Entryway markers.

You can use any existing close quarters board for either killzone (i.e. Killzone: Tomb World or Killzone: Gallowdark). Simply use an area of 6 x 4 squares for the correct dimensions.



The Chaos Lord looks to incapacitate the Celestial Insidiants guarding the Entryway marker so it can climb down into the lower killzone.

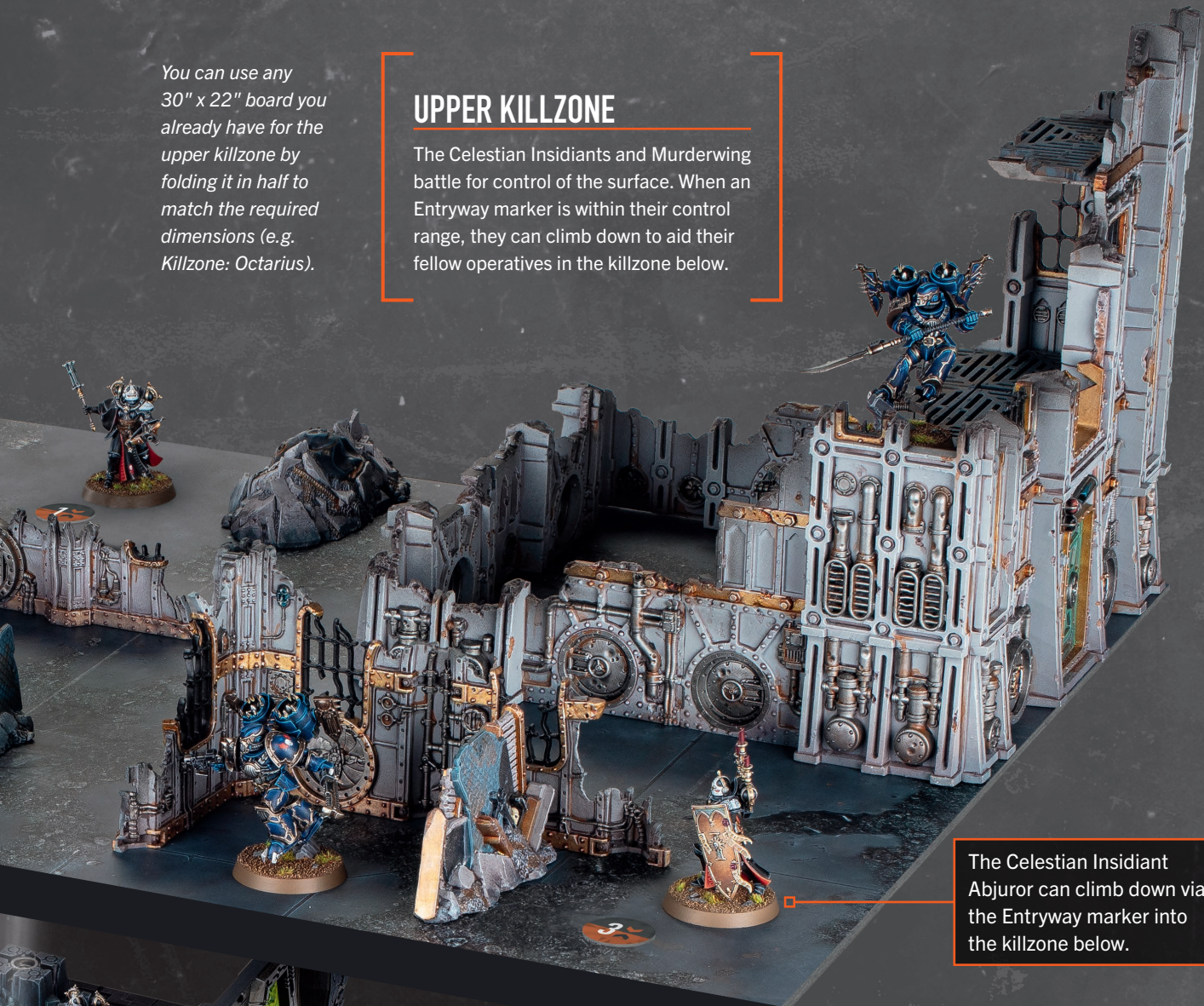
The Depredator prepares to fight the Cremator, then charge the Insidiant Warrior in the upper killzone.



You can use any 30" x 22" board you already have for the upper killzone by folding it in half to match the required dimensions (e.g. Killzone: Octarius).

UPPER KILLZONE

The Celestial Insidiants and Murderwing battle for control of the surface. When an Entryway marker is within their control range, they can climb down to aid their fellow operatives in the killzone below.



The Celestial Insidiant Abjurator can climb down via the Entryway marker into the killzone below.



'ABHOR WITCHCRAFT, MY SISTERS, FOR THERE IS NO HERESY GREATER.'

- Canoness Preceptor Vehemence Crane

ENTRYWAY MARKERS



CLIMBING ENTRYWAY MARKERS

Whenever an Entryway marker is within a friendly operative's control range, it can climb that marker for 3" of its move distance. Remove that operative from the killzone and set it back up in a location it can be placed so that the same-numbered Entryway marker in the other killzone is within its control range (if this isn't possible, then as close as possible to that marker). That operative cannot be set up within control range of an enemy operative unless it's permitted to move there during that action (e.g. **Charge**).

Note that the operative can continue moving after being set up if it has any move distance remaining and the action allows it. For the purposes of distance requirements when setting up an operative (e.g. an operative carrying the relic from Adversary Ops mission 3: Awakening), climbing an Entryway marker is considered 3" away.

SHOOTING FROM ENTRYWAY MARKERS

Whenever a friendly operative performs the **Shoot** action, if an Entryway marker is within its control range, instead of selecting a valid target as normal, you can select an enemy operative that has the same-numbered Entryway marker in the other killzone within its control range (ignoring the Range X weapon rule). If you do, that enemy operative cannot be in cover or obscured for that sequence. Note that you still cannot select an enemy operative that has friendly operatives within its control range.

If the target is within a killzone that has the close quarters rules (e.g. Killzone: Gallowdark), then the Condensed Environment additional rule will be in use (even if the friendly operative isn't in that killzone).

ADDITIONAL RULES

Some operatives have faction rules that allow them to be removed from the killzone and set back up again, e.g. **FLY**, **MANDRAKE** **SHADOW PASSAGE**, etc. Whenever you use such a faction rule in a Descent killzone, you cannot set up the operative in a different killzone from the one it was removed from. In other words, operatives can **FLY** and **SHADOW PASSAGE** within an upper or lower killzone, but not between them.

When using **TEMPESTUS AQUILON** Drop markers and **RAVENER** Tunnel markers, those markers cannot be placed in different killzones (you must choose upper or lower, but be mindful of Adversary Ops mission 1: Into the Depths, where you cannot set up markers in the lower killzone).

For the **CANOPTER CIRCLE** kill team, be mindful of where you set up your **OBELISK NODE** markers (and where the mission maps allow you to), as they can only create an **OBELISK NODE MATRIX** with other markers in the same killzone.

If your operative is on guard and teleports to a different killzone using a teleport pad, it's no longer on guard.



MISSION MAP KEY

The maps in this mission pack use the terrain features found in Killzone: Volkus below and Killzone: Tomb World opposite. Killzone: Volkus has 2x strongholds, 2x large ruins, 2x small ruins, 2x heavy rubble and 3x light rubble (rules in the *Kill Team Core Book*). Killzone: Tomb World has a sarcophagus, 4x debris and 2x each other terrain feature opposite (rules on Kill Team: The App). It also has 16x half pillars to complete terrain configuration. Note some maps use less than this.

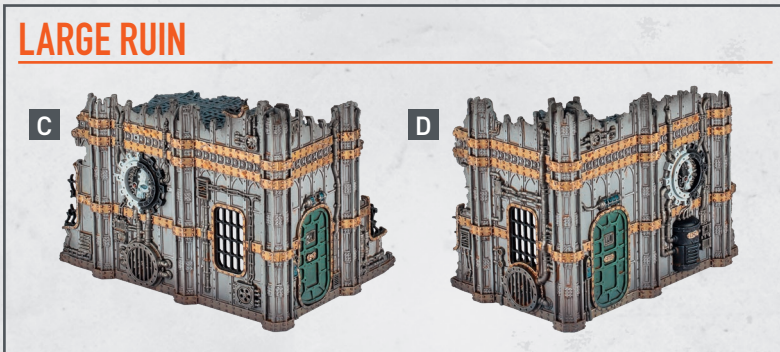
KILLZONE: VOLKUS

MISSION MAP KEY » KILLZONE: VOLKUS

STRONGHOLD



LARGE RUIN



SMALL RUIN



HEAVY RUBBLE



LIGHT RUBBLE



If a piece of a terrain feature or marker is underneath Vantage terrain, it's represented by these thin white dashed lines.



The position of a door is represented by these thick white dashed lines.



KILLZONE: TOMB WORLD



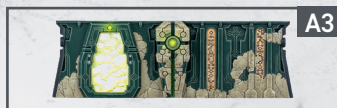
A1 LONG WALL WITH BREACH POINT



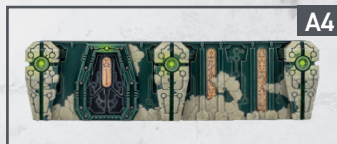
A2 LONG WALL WITH PILLARS



INDICATES NECRON WARRIOR MODELLED SIDE OF WALL



A3 LONG WALL WITH HATCHWAY



A4 LONG WALL WITH HATCHWAY AND PILLARS



WALL END



B1 SHORT WALL



B2 SHORT WALL WITH BREACH POINT



B3 SHORT WALL WITH HATCHWAY AND PILLARS



B4 SHORT WALL WITH PILLARS



ACCESS POINT POSITION ON WALL



T TELEPORT PAD



C1 SARCOPHAGUS



C2



C4



C3

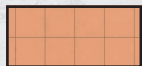


C5

DEBRIS

MISSION MAP KEY >> KILLZONE: TOMB WORLD

UNIVERSAL MAP KEY



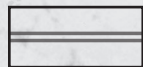
PLAYER/PLAYER A DROP ZONE AND TERRITORY



PLAYER/PLAYER A KILLZONE EDGE



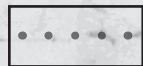
PLAYER/PLAYER A TERRITORY



NPO/PLAYER B KILLZONE EDGE



NPO/PLAYER B DROP ZONE AND TERRITORY



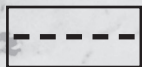
NEUTRAL KILLZONE EDGE



NPO/PLAYER B TERRITORY



CENTRE OF KILLZONE



CENTRELINE



OBJECTIVE MARKER



JOINT OPS: SHADOWHUNT MISSION PACK

This is a player vs environment (PvE) mission pack for cooperative or solo gameplay using the Descent killzone, which in this publication uses Killzone: Volkus (upper) and Killzone: Tomb World (lower). This mission pack involves a player or players battling together against 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 decision making away from the player(s) so they can focus on their own fun!

MISSIONS

In this Joint Ops mission pack you will find three missions. For a one-off game, you can randomly determine a mission by rolling one D3, or by selecting the one that interests you most. Alternatively, you can play the missions in order (1-3) to tell the story of your kill team(s) venturing into a Necron underground tomb. However, be mindful of mission 3: Rising Doom, which poses a tougher challenge for many kill teams! Also note that whenever a mission refers to 'the killzone' it's referring to both the upper and lower killzones.

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 sentries. As such, you don't select a kill team or equipment for them. Instead, you can use the datacards in this mission pack, from another publication (e.g. *Kill Team: Typhon*), or datacards of your own creation.

You will notice one very powerful NPO that's reserved for the final mission. This NPO is one of the most powerful beings in the Warhammer 40,000 universe and will inevitably defeat your kill team in a fight! You must instead focus on completing the mission and surviving to achieve victory.

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 may use **STRATEGIC GAMBITS** (as specified by the mission). NPOs will always pass after all their required **STRATEGIC GAMBITS** have been used (if any).

DIFFICULTY

If you want to increase or decrease the difficulty of the missions, you can change the number of NPOs being set up by adding one more (or less). You can also increase or decrease the amount of more powerful NPOs available, as well as their likelihood of being set up.

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 (or pass, in the case of counteracting).

In a Descent killzone, there are some additional rules for NPOs fulfilling their behaviour.

- They will perform the **Operate Hatch** action where necessary to fulfil their behaviour.
- They can move between killzones via Entryway markers and teleport pads.
- They should move to cover where possible, but sometimes this won't be possible in the lower killzone if they intend to **Charge** or **Shoot**.

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 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.
2. Better able to perform the **Charge**, **Shoot** or **Fight** action (as determined by the higher priority of the NPO's 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 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.

JOINT OPS 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 Descent killzone using Killzone: Volkus (upper) and Killzone: Tomb World (lower), 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) gather a collection of NPOs to use and organise them into three categories, as described in the NPO Datacards section.
- 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 – the mission will specify how and where, and the NPO Datacards section determines which ones.
- The player(s) then set up their operatives. Each operative must be wholly within their drop zone and must be given a Conceal order. Mission 2: The Sarcophagus has additional set up requirements for player operatives.

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.

NPO DATACARDS

When setting up the battle, gather together a selection of NPOs to use. This can be any miniatures from your collection, but varied miniatures that all fit a particular theme are recommended. Then group these NPOs into three categories determined by their threat/power. Some examples are presented in the table below using datacards in this section.

Whenever a mission requires you to set up an NPO, randomise which one by rolling 2D6 to determine a category (if none remain from that category, use the next one). Set it up as specified by the mission. We recommend limiting the number of NPOs in the killzone at once to 10 – don't set up any that would exceed this limit.

For example, in the Set Up Operatives step before the battle, I must set up any combination of NPOs with a combined Wounds stat of 110. I roll 2D6 and the result is 7, so I set up a Necron Warrior. I then repeat this process, rolling again. If the result is a category that has no NPOs remaining, I use the next category instead (if possible). I continue to repeat this process until no further NPOs could be set up.

CATEGORY	TOMB WORLD NPOS	CORE NPOS
2–5	CANOPTEK SCARAB SWARM	Any Trooper
6–8	CANOPTEK MACROCYTE OR NECRON WARRIOR	Tough or Warrior
9–12	CANOPTEK TOMB CRAWLER	Any Heavy

'THERE IS NO SHADOW WITHIN WHICH THE HERETIC MAY HIDE. THE GAZE OF THE PARIAH SEES ALL.'

- Sister Merylda, Insidious Reliquarius



TOMB WORLD NPO DATACARDS

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.

- 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.

- 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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TOMB WORLD NPO DATACARDS

NPO DATACARD

CANOPTEK 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 an enemy operative 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. 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

CANOPTEK 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 an enemy operative within 2" of it, roll one D3: on a 2+, inflict damage on that enemy operative equal to the result.

Behaviour: This NPO will fight if necessary, but if it isn't within control range of an enemy operative 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. 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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CORE NPO DATACARDS

NPO DATACARD

TROOPER (BRAWLER)

 **APL**  **2** **MOVE**  **6"** **SAVE**  **5+** **WOUNDS**  **7**






NAME	ATK	HIT	DMG	WR
 Blades	4	4+	3/4	Ceaseless




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

- 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.

NPO DATACARD

TROOPER (MARKSMAN)

 **APL**  **2** **MOVE**  **6"** **SAVE**  **5+** **WOUNDS**  **7**

NAME	ATK	HIT	DMG	WR
 Firearm	4	4+	2/3	-
 Special weapon*	4	4+	4/5	Piercing 1
 Knife	3	4+	2/3	-






*Only 1 in 3 Trooper (Marksman) can have this weapon.


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.

- 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.**

NPO DATACARD

TOUGH (BRAWLER)

 **APL**  **2** **MOVE**  **6"** **SAVE**  **4+** **WOUNDS**  **10**

NAME	ATK	HIT	DMG	WR
 Blades	4	4+	4/5	Ceaseless






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



- 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.

CORE NPO DATACARDS

NPO DATACARD

WARRIOR (MARKSMAN)

 **APL**  **2** **MOVE**  **6"** **SAVE**  **4+** **WOUNDS**  **8**






NAME	ATK	HIT	DMG	WR
 Firearm	4	3+	3/4	-
 Knife	3	4+	2/3	-


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.

- 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.**

NPO DATACARD

HEAVY (BRAWLER)

 **APL**  **3** **MOVE**  **6"** **SAVE**  **3+** **WOUNDS**  **14**

NAME	ATK	HIT	DMG	WR
 Blades	5	3+	4/5	Ceaseless






This NPO can perform two **Fight** actions during its activation.



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

- 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.

NPO DATACARD

HEAVY (MARKSMAN)

 **APL**  **3** **MOVE**  **6"** **SAVE**  **3+** **WOUNDS**  **14**

NAME	ATK	HIT	DMG	WR
 Firearm	4	3+	3/4	-
 Knife	4	3+	3/4	-

This NPO can perform two **Shoot** actions during its activation.

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.

- 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.**

SHADOWHUNT NPO DATACARD

NPO DATACARD

C'TAN SHARD OF THE NIGHTBRINGER



APL ▼ 2	MOVE ➡ 5"	SAVE 🛡️ 4+	WOUNDS 🔴 25
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NAME	ATK	HIT	DMG	WR
🔴🔴🔴 Gaze of death	4	3+	5/0	Range 6", Devastating 5, Severe
🔴 Scythe of the Nightbringer	5	3+	5/6	Lethal 5+, Rending

Behaviour: This NPO will move towards the enemy to fight them, but will shoot if it can't.

- 1. Fight.**
- 2. Charge** the closest player operative via the shortest possible route.
- 3. Shoot.**
- 4. Reposition** towards the closest player operative.

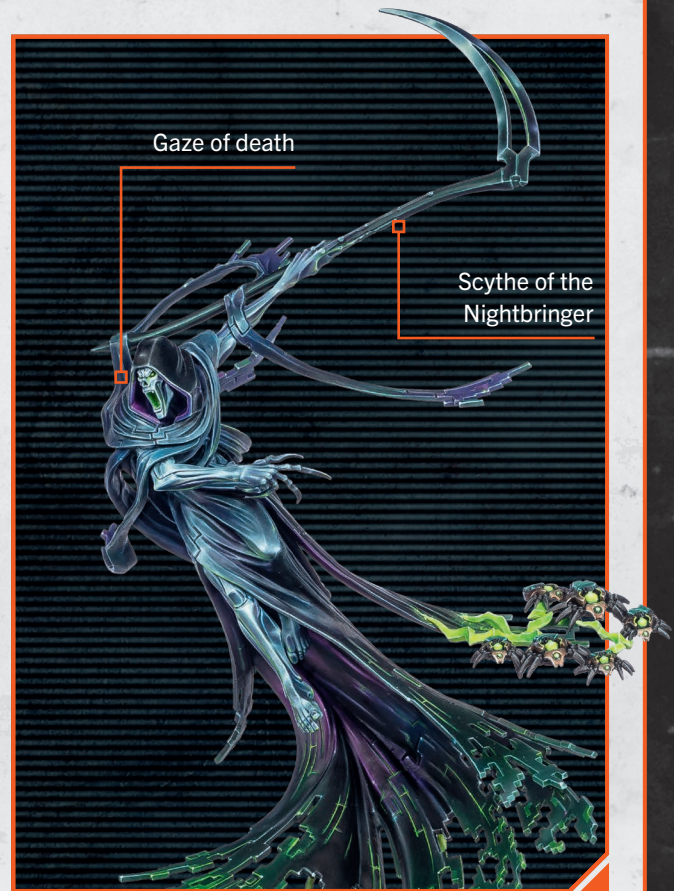
Mighty Foe: This operative cannot have a Conceal order and cannot be in cover, obscured, readied or expended (meaning it can activate multiple times per turning point and the turning point will end when all other operatives are expended). Whenever it's the NPOs' turn to activate, roll one D6: on a 4+, activate this NPO (or skip the activation if it isn't in the killzone); on a 1-3, activate another ready NPO (or skip the activation if there aren't any in the killzone). This operative can perform two **Fight** actions during its activation, but cannot move more than 12" per turning point.

Necrodermis: This operative cannot be injured and its stats cannot be changed. Whenever an operative is shooting this operative, worsen the x of the Piercing weapon rule by 1 (if any). Note that Piercing 1 would therefore be ignored.

Indomitable Reanimation: Whenever this operative is incapacitated, before it's removed from the killzone, place a Reanimation marker underneath the centre of its base. Then remove it as incapacitated, also removing any tokens and rules effects it had (e.g. Poison token). In the Ready step of the next Strategy phase, roll D3+1. After that many activations have been completed:

- Set up this operative with an Engage order on the centre of that Reanimation marker. If there are any operatives that prevent this, set them up as though this operative ended a move there, (see Domineering Presence below).
- This operative regains all lost wounds.
- Remove that Reanimation marker.

Domineering Presence: This operative can move through parts of terrain features (including Wall terrain features) as if they weren't there (this takes precedence over the terrain feature's rules) but must end those moves in a location it can be placed. When this operative moves through Light terrain, remove that terrain from the killzone unless it's attached to Heavy terrain. This operative can move through operatives, and can end its move and be set up over their bases. If it does, remove those operatives from the killzone and set them up in a location they can be placed within control range of this operative (if possible) and as close to their previous position as possible. Whenever another operative is on Vantage terrain, if it's visible to and within 2" horizontally of this operative (or vice versa), it's within this operative's control range.



01 JOINT OPS: SHADOWHUNT MISSION FIND THE SOURCE

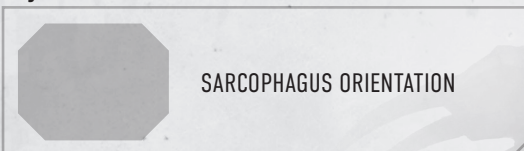
The kill team have detected an energy signature emanating from deep below the surface. They must trace it through the subterranean labyrinth of the xenos tomb complex and discover its source. Only then may the power contained within be released from its prison and bent to their will. However, the tomb's defenders will do everything they can to protect and secure its secrets.

MISSION RULES

NPOs: Any combination of NPO's with a combined Wounds stat of up to 110. They are set up with a Conceal order wholly within the NPOs' territories, in cover and evenly distributed between the two killzones.

Locate Signature: In the lower killzone, if the sarcophagus (C1) terrain feature has not been set up, the first time a player operative enters each room that has an objective marker, roll one D3, adding 1 to the result for each room that's already been searched during the battle. On a 4+, set up the sarcophagus on the centre of the objective marker in the orientation marked on the map. If it's the last room to be entered that has an objective marker, the D3 roll is automatically a 4+.

Key:



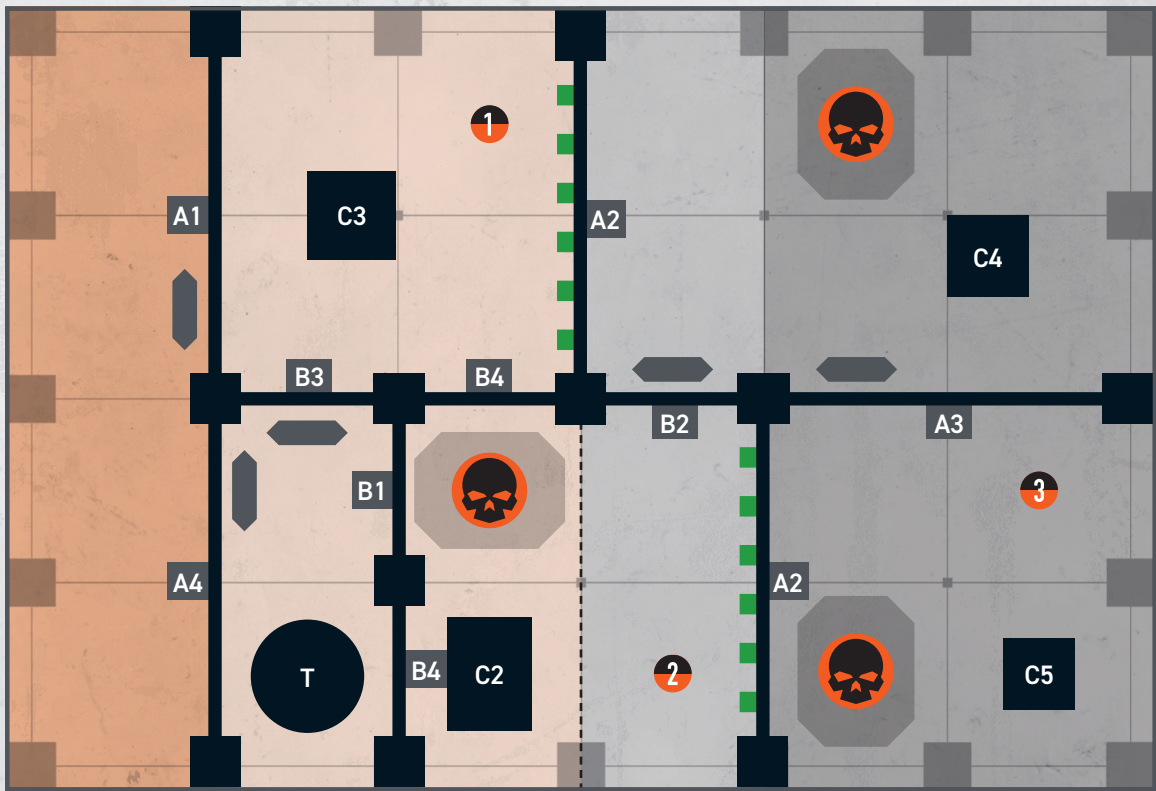
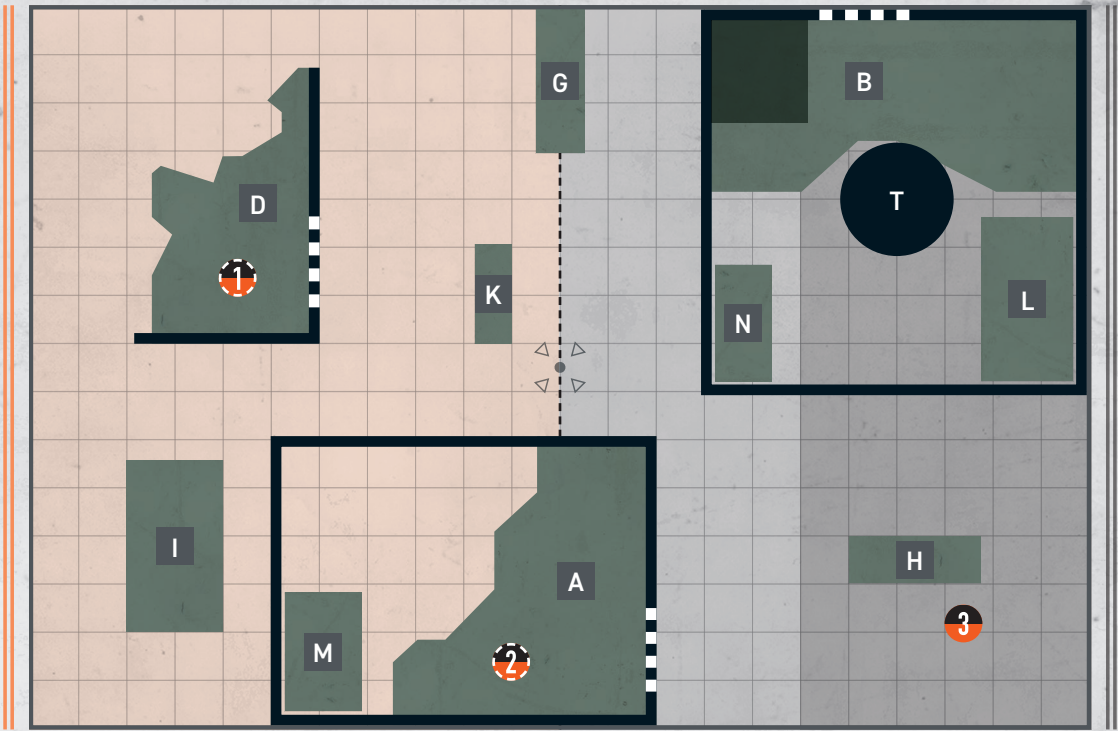
NPO Reinforcements: As an NPO **STRATEGIC GAMBIT** in each Strategy phase after the first, set up D3+1 NPO Reinforcements ready with a Conceal order in the lower killzone. Each one must be set up so that a randomly determined hatchway's access point is within its control range (there are 3 hatchways, so roll one D3. It doesn't matter if the hatchway is closed).

VICTORY

Whenever a player operative ends an activation with the sarcophagus (C1) within its control range, that terrain feature has been scanned. When the sarcophagus has been scanned 3 times, the battle ends and the player(s) win.

If all player operatives are incapacitated, the battle ends and the player(s) lose.





02 JOINT OPS: SHADOWHUNT MISSION THE SARCOPHAGUS

Forcing their way deep into the tomb, the kill team have secured the energy source – a sealed blackstone sarcophagus. Extracting its contents, however, will require the use of specialist equipment. Their agents on the surface must transfer the required machinery into the depths and shatter the sarcophagus. The tomb's defenders swarm to prevent them from achieving their goal.

MISSION RULES

NPOs: Any combination of NPO's with a combined Wounds stat of up to 110. They are set up with a Conceal order wholly within the NPOs' territories, in cover and evenly distributed between the two killzones.

Split Mission: Half the player operatives should be set up in the player drop zone in the lower killzone. The remaining half should be set up on the Vantage terrain in Stronghold B in the upper killzone.

Extraction: When setting up operatives before the battle, the player(s) must select one operative in the upper killzone to be carrying your Extraction marker. Friendly operatives can perform the **Pick Up Marker** action on that marker. While an operative is carrying that marker, it cannot be removed and set up again more than 6" away, and it cannot perform the **Charge** or **Dash** actions.

NPO Reinforcements: As an NPO **STRATEGIC GAMBIT** in each Strategy phase after the first, set up D3+1 NPO Reinforcements ready with a Conceal order in the lower killzone. Each one must be set up so that a randomly determined hatchway's access point is within its control range (there are 4 hatchways, so roll one D6 and re-roll if the result is a 5 or a 6. It doesn't matter if the hatchway is closed).

Core Extraction: Treat the sarcophagus (C1) terrain feature as an objective marker (in addition to the normal rules for that terrain feature). That objective marker begins the battle with 2 Integrity points.

MISSION ACTION

Friendly operatives can perform the following mission action:

EXTRACT CORE 1 AP

- ▶ If the active operative is carrying your Extraction marker, controls the sarcophagus (C1) terrain feature and that terrain feature isn't contested by NPOs, remove one Integrity point from that terrain feature.
- ◆ An operative cannot perform this action during the first turning point, while within control range of an enemy operative, or if this action has already been performed by a friendly operative during this turning point.

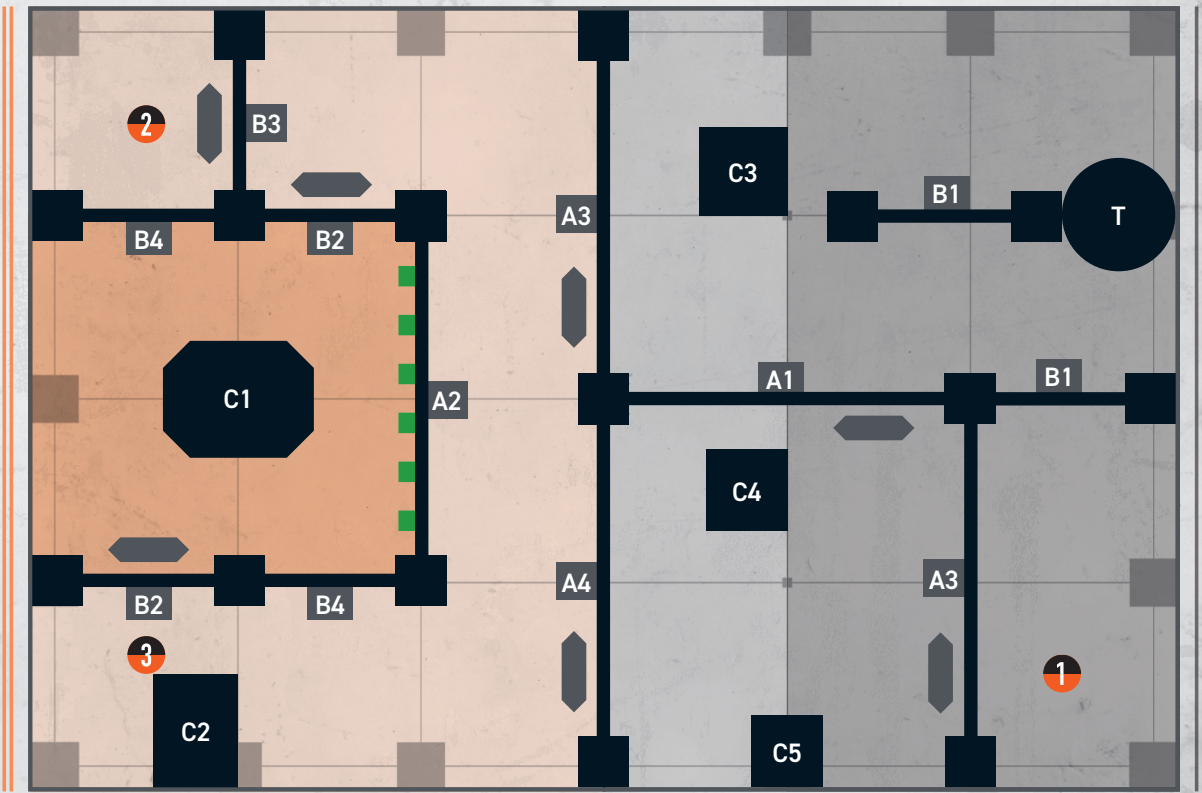
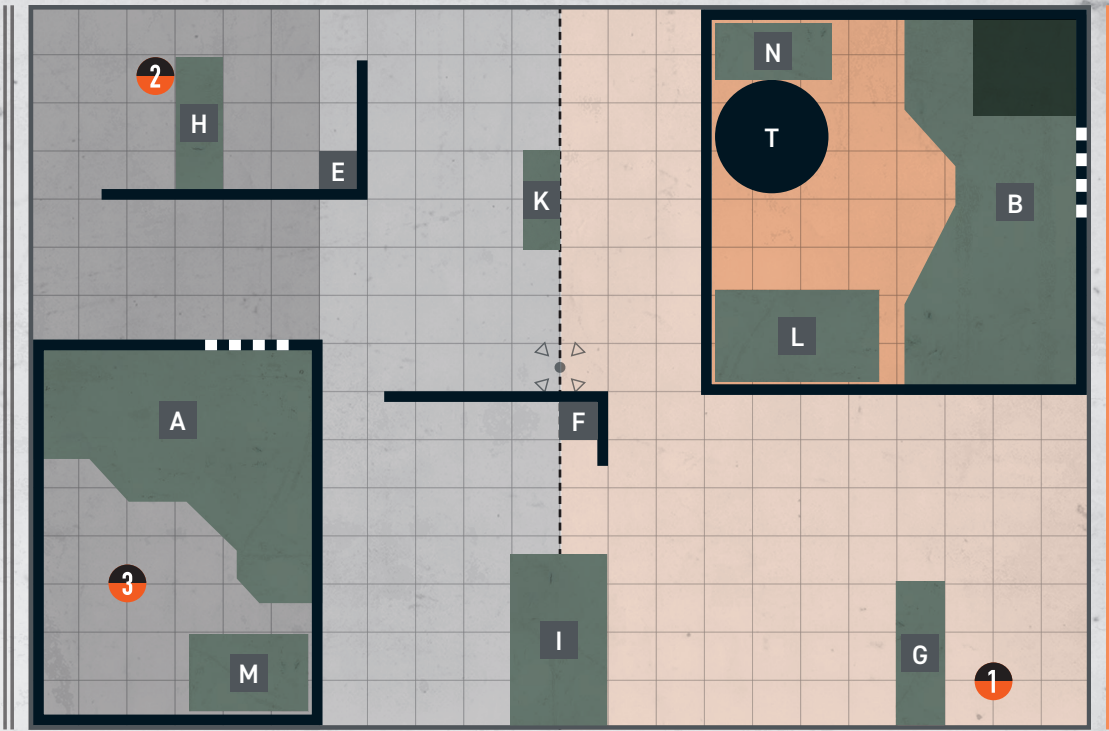
VICTORY

If the sarcophagus (C1) terrain feature has no Integrity points, the battle ends and the player(s) win.

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

'THE TOMB SENSES US. ITS DENIZENS ARE AWAKENING. WE MUST STRIKE SWIFTLY, BEFORE THEY CONVERGE IN NUMBER.'

- Dargon Vorak, Chaos Lord of the Helflight



03 JOINT OPS: SHADOWHUNT MISSION RISING DOOM



With the sarcophagus broken open, its prisoner rises up in all its macabre horror. A C'tan Shard – this one a bound fragment of Aza'gorod, the Nightbringer – rises from the shattered tesseract prison to vent its psychotic fury. With their objective achieved, its liberators must flee before they are obliterated by the crazed fragment of the Star God, or annihilated by its vengeful Necron gaolers.

MISSION RULES

NPOs: Any combination of NPO's with a combined Wounds stat of up to 90. They are set up with a Conceal order wholly within the NPOs' territories, in cover and evenly distributed between the two killzones. At the end of the first turning point, remove the sarcophagus (C1) terrain feature from the lower killzone and place the C'tan Shard of the Nightbringer NPO in the centre of that room.

Escape: Whenever a player operative ends its activation on the Vantage terrain of Stronghold B and not within control range of enemy operatives, you can remove it from the killzone – it has escaped.

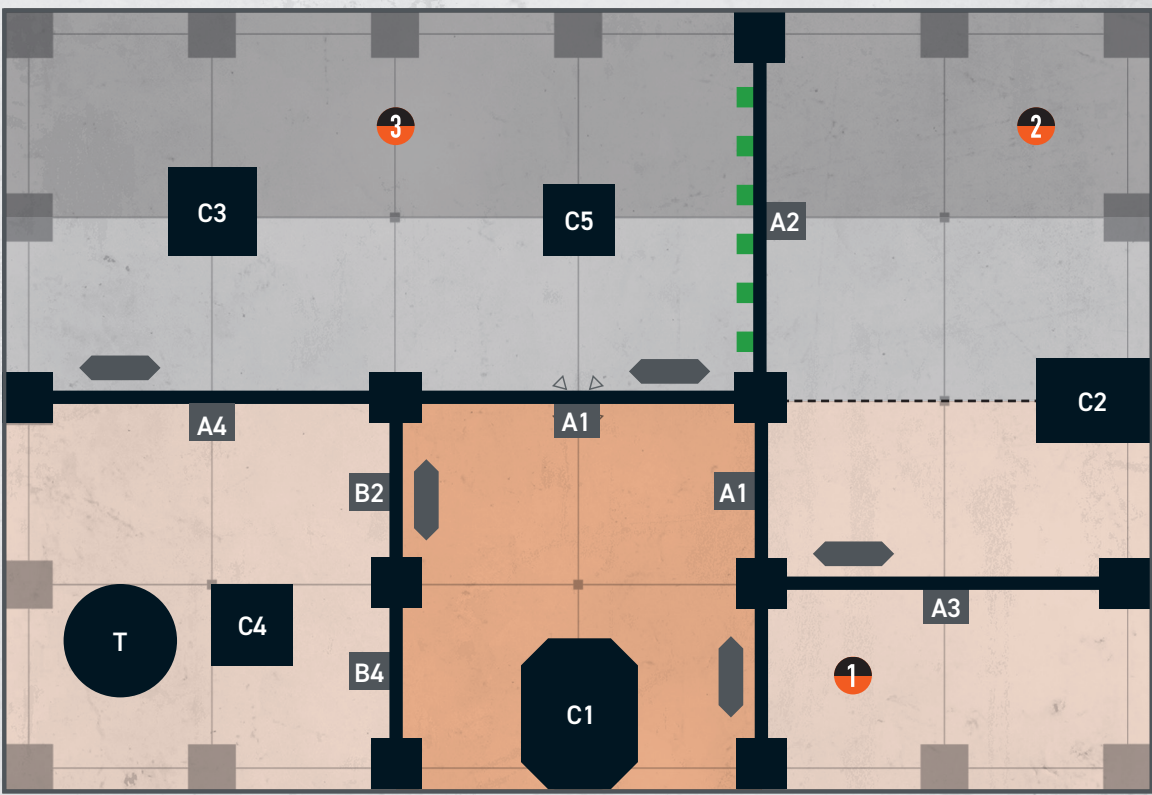
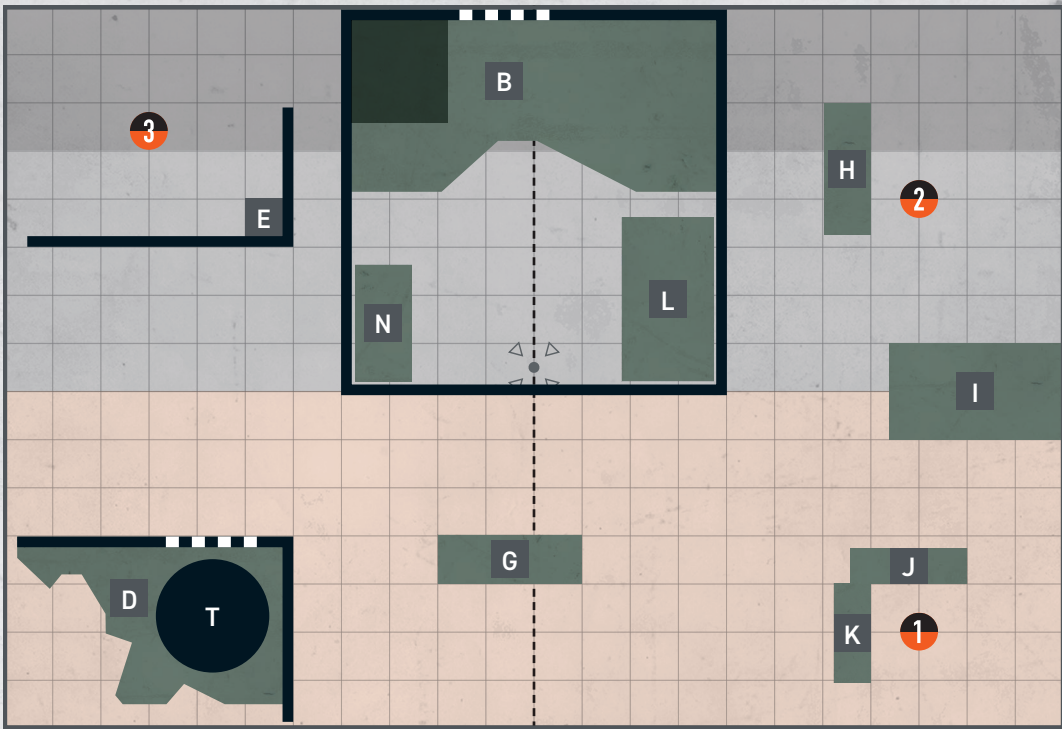
VICTORY

When all player operatives have been removed from the killzone, the battle ends. If at least one third of player operatives (rounding up) have escaped, the player(s) win. Otherwise, the player(s) lose.



**'IT YEARNs FOR FREEDOM.
IT YEARNs FOR VENGEANCE.
IT SHALL BREAK FROM THE
SHACKLES OF THE MORTAL
COWL AND UNITE US ALL IN
BLISSFUL OBLIVION.'**

- Recorded ravings of the
Harbinger





ADVERSARY OPS: SHADOWHUNT MISSION PACK

ADVERSARY OPS: SHADOWHUNT MISSION PACK » RULES

This is a player vs player (PvP) mission pack for head-to-head gameplay using the Descent killzone, which in this publication uses Killzone: Volkus (upper) and Killzone: Tomb World (lower). While players battle one another, they must also contend with NPOs (non-player operatives) – third party adversaries that will attack either player and disrupt the battle. The players will have to adapt their game plan to manage the threat NPOs pose.

MISSIONS

In this Adversary Ops mission pack you will find three missions. For a one-off game, you can randomly determine a mission by rolling one D3, or by selecting the one that interests you most. Alternatively, you can play the missions in order (1-3) to tell the story of your kill teams venturing into a Necron underground tomb. However, be mindful of mission 3: Awakening, which poses a tougher challenge if things go wrong! Also note that whenever a mission refers to ‘the killzone’ it’s referring to both the upper and lower killzones.

NPOs

Use the NPOs as described in the NPO Datacards section. Whenever a mission requires you to set up NPOs, roll off. Starting with the winner, each player alternates setting up an NPO until the required number has been set up. To set up an NPO, randomly determine a category as described in the NPO Datacards section (i.e. by rolling 2D6), then set it up as described by the mission.

NPO ACTIVATION

After the final player activates, but before the first player activates again, one NPO will activate (if there are any). In other words, they activate last in the alternating sequence. If it’s a ready NPO that would activate (i.e. not the C’tan Shard of the Nightbringer) and there are multiple, the players roll off and the winner decides which will activate.

When an NPO 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 (or pass, in the case of counteracting).

In a Descent killzone, there are some additional rules for NPOs fulfilling their behaviour.

- They will perform the **Operate Hatch** action where necessary.
- They can move between killzones via Entryway markers and teleport pads.
- They should move to cover where possible, but sometimes this won't be possible in the lower killzone if they intend to **Charge** or **Shoot**.

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 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. If none are visible, use the closest, and remember climbing an Entryway marker is considered 3" when determining this. 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). Note that an NPO can move between killzones via Entryway markers to fulfil this.

ADVERSARY OPS GAME SEQUENCE

1. SET UP THE BATTLE

- Each player selects a kill team for the battle.
- Determine the mission.
- Set up terrain features and ensure their types are specified.
- Roll off – the winner decides who has initiative.
- Set up objective markers.
- Each player selects a different drop zone, starting with the player with initiative.

2. SELECT OPERATIVES

- The players gather a collection of NPOs to use and organise them into three categories, as described in the NPO Datacards section.
- Each player secretly selects their operatives for the battle, adhering to the selection requirements in their kill team's rules. They then reveal their selections simultaneously.
- Each player secretly selects up to four equipment options. Each option cannot be selected more than once per player. They then reveal their selections simultaneously.
- Each player gains 2CP.

3. SET UP OPERATIVES

- Each player alternates setting up an item of equipment that's set up before the battle (ladders, etc.), starting with the player with initiative. Note it's item by item, not option by option. However, each player cannot set up equipment in the lower killzone unless it's wholly within a room that contains their drop zone.
- Each player alternates setting up one third of their kill team (rounding up), starting with the player with initiative. When a player sets up an operative, it must be wholly within their drop zone and must be given a Conceal order. Note the drop zone and set up requirements for the mission, as they do vary.

4. PLAY THE BATTLE

- In the first turning point, the players roll off and the winner decides who has initiative. If it's a tie, the player who didn't have initiative during set up decides.

5. END THE BATTLE

- The battle ends when the mission specifies. If one player has no operatives in the killzone but the battle hasn't ended, the other player plays out each remaining turning point until it does.
- The player with the most VP is the winner. If the players are tied, it's a draw. However, in mission 3: Awakening, the winner is specified by the mission.

01 ADVERSARY OPS: SHADOWHUNT MISSION INTO THE DEPTHS

Amidst a cavernous construction site, two kill teams engage in brutal combat. As the fighting moves deeper into the shadowy depths, however, it soon transpires that they are not alone. The excavations have disturbed a Necron tomb complex. The ancient structure's defenders now stir to life, preparing to defend their violated sanctuary from those who would dare attempt to plunder its secrets.

MISSION RULES

Restricted Deployment: In the Set Up Operatives step, operatives cannot be set up in the lower killzone; in addition, equipment cannot be set up in the lower killzone (nor can markers that are set up during this step, e.g. Minefield markers, Trip Alarm markers, etc.).

NPOs: For the lower killzone, the first time each room is opened by a player operative, or the first time a player operative is within that room (whichever comes first), their opponent sets up one NPO wholly within that room, more than 2" from other operatives (if possible).

MISSION ACTION

Player operatives can perform the following mission action:

SECURE 1 AP

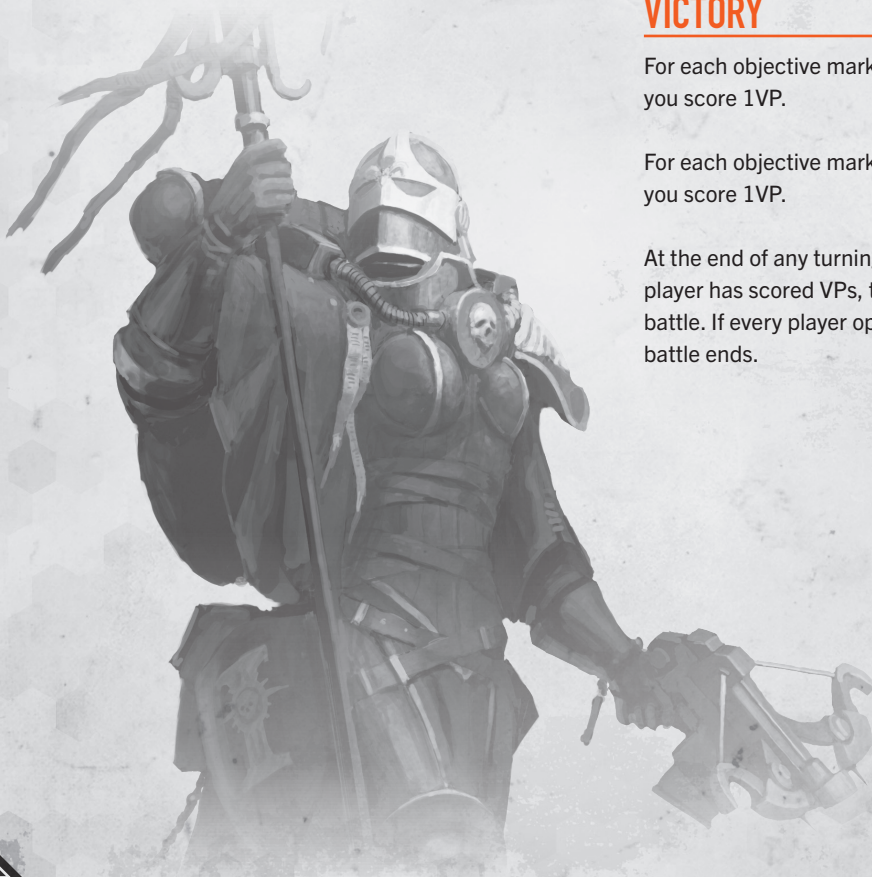
- ▶ One objective marker the active operative controls is secured by your kill team until your opponent's kill team secures that objective marker.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

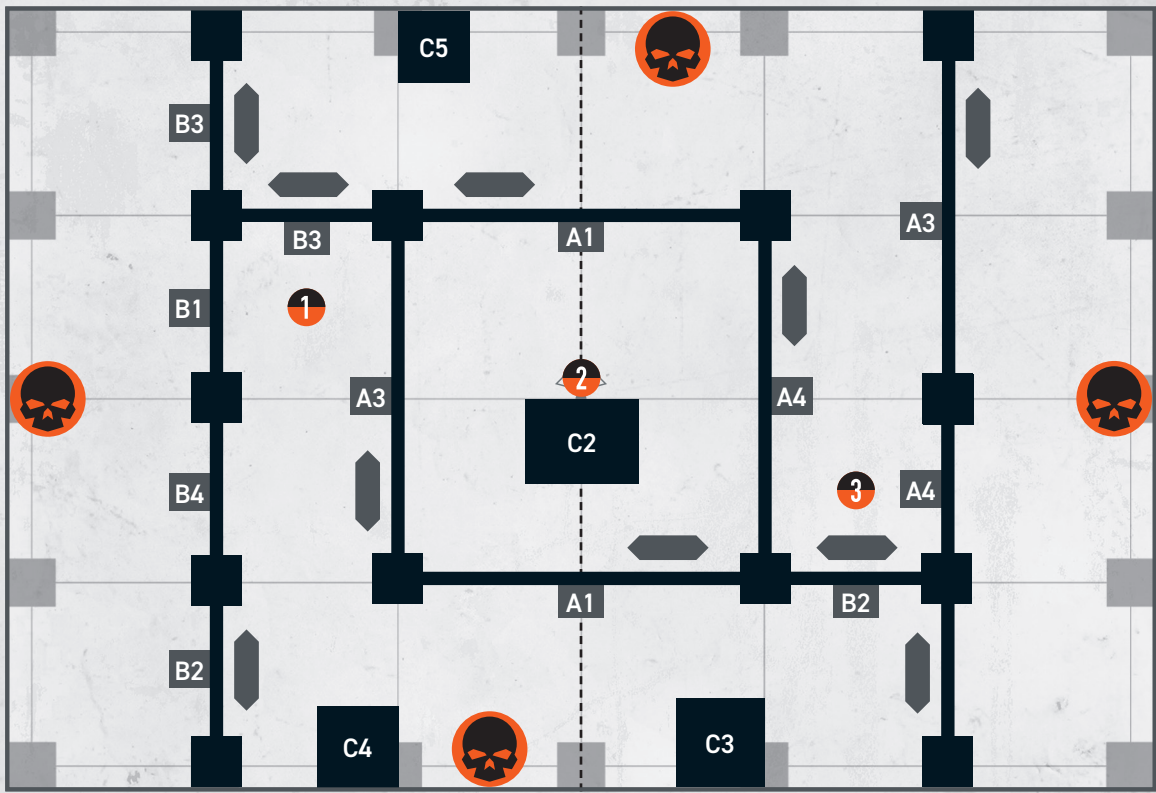
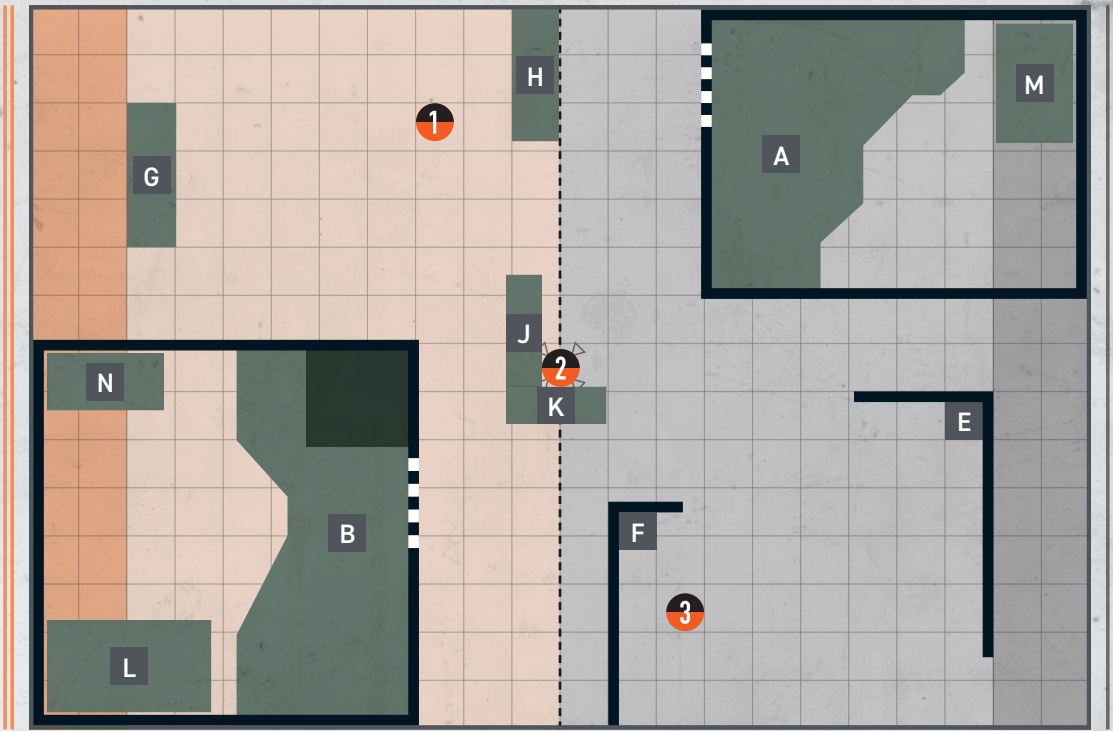
VICTORY

For each objective marker secured by your kill team, you score 1VP.

For each objective marker friendly operatives control, you score 1VP.

At the end of any turning point after the third, if any player has scored VPs, they can choose to end the battle. If every player operative is incapacitated, the battle ends.





02 ADVERSARY OPS: SHADOWHUNT MISSION

UNLOCK THE VAULT

Tracing the deathly energies permeating the Necron labyrinth to their source, the kill teams find themselves converging upon the sealed heart of the structure. They seek to fight off their rivals and the tomb's Necron guardians alike, and descend further into the mausoleum-maze. There, perhaps, they may locate the vault's central chambers and discover what power lies within.

MISSION RULES

Restricted Deployment: In the Set Up Operatives step, one third of each player's kill team must be set up in the lower killzone. The remaining two thirds of each kill team must be set up in the upper killzone.

NPOs: In the Set Up Operatives step, after setting up equipment but before setting up kill teams, each player alternates setting up NPOs until they've set up two each, starting with the player with initiative. Each NPO must be set up in the lower killzone, more than 8" from drop zones and more than 4" from each other (if possible). In the Ready step of each Strategy phase, after readying all operatives, if there are no NPOs in the lower killzone, the player that doesn't have initiative sets up one NPO ready with a Conceal order within 3" of the right top or bottom corner of the lower killzone.

Key:



NPO REINFORCEMENTS

Locked Vault: The objective marker begins the battle locked. At the end of any turning point after the third, if the objective marker is unlocked (see right) and a player's operatives control it, that player can end the battle.

MISSION ACTION

Player operatives can perform the following mission action:

UNLOCK VAULT 1 AP

- ▶ Roll one D3 and add the turning point number to the result: if the total is 6 or more, one locked objective marker the active operative controls becomes unlocked; if the total is 5 or less and there are less than 4 NPOs in the lower killzone, your opponent sets up one ready NPO with a Conceal order within 3" of the right top or bottom corner of the lower killzone.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

VICTORY

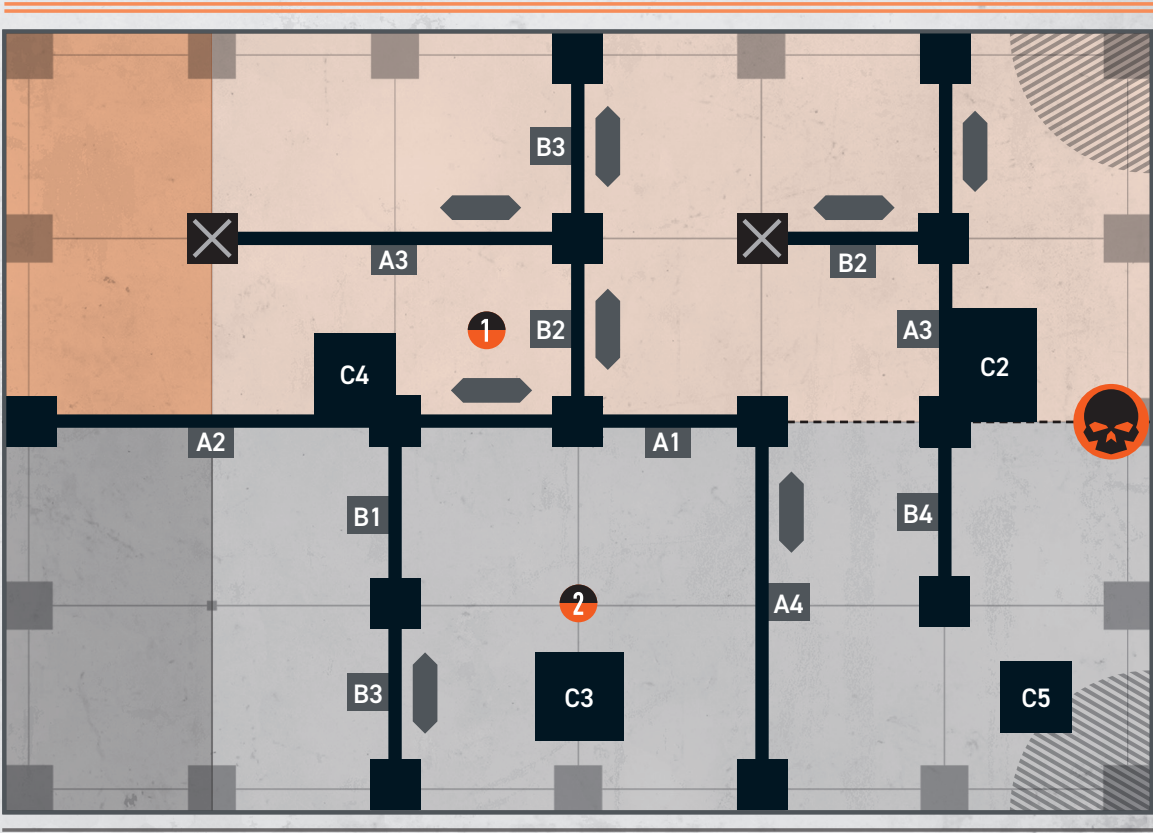
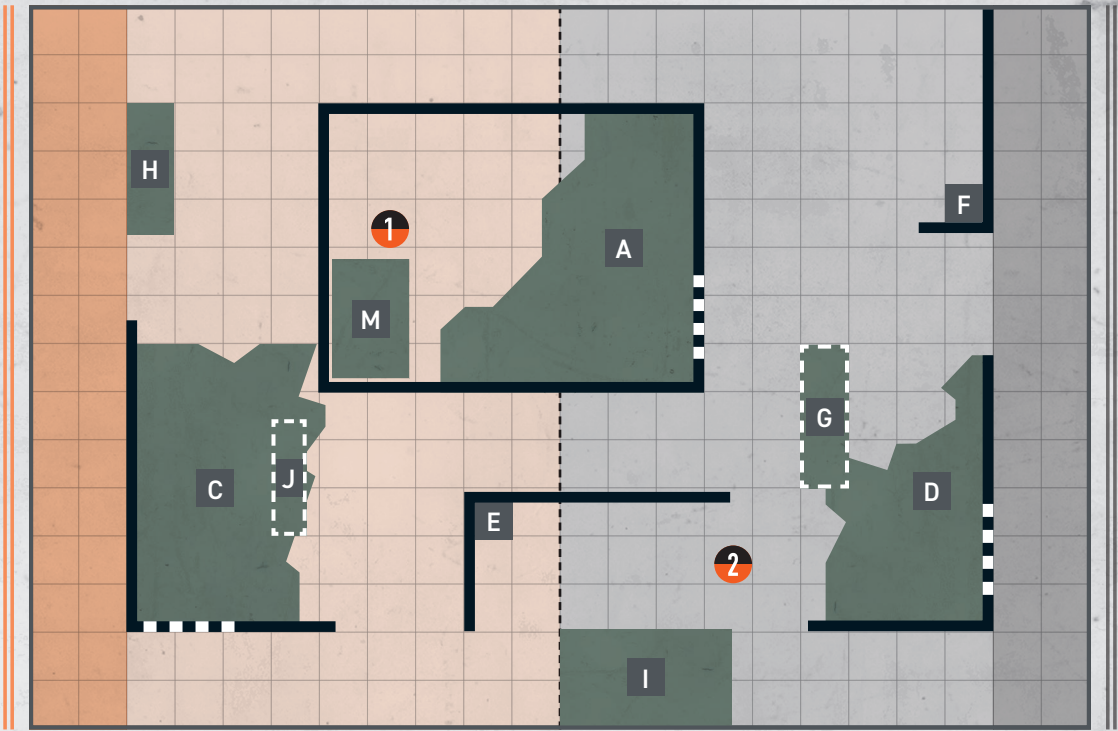
If a friendly operative unlocks the objective marker, you score 1VP.

At the end of the battle, if friendly operatives control the unlocked objective marker, you score 1VP.

At the end of the battle, for each Entryway marker friendly operatives control, you score 1VP. Friendly operatives control an Entryway marker if the total APL of those contesting its two matching numbered markers is greater than that of enemy operatives.

'I SENSE A MALIGNANT PRESENCE YEARNING FOR RELEASE. WE MUST SHATTER ITS BONDS!'

- Dargon Vorak, Chaos Lord of the Helflight



03 ADVERSARY OPS: SHADOWHUNT MISSION AWAKENING



The Necron vault lies open. As the Necron tomb's guardians continue to awaken and attempt to purge the intruders, the rival kill teams fight both to secure the breach and the routes into the darkness below. There they will finally discover the terrifying nature of the malevolent power contained within the labyrinthine structure's core.

MISSION RULES

Restricted Deployment: In the Set Up Operatives step, at least one third of each player's kill team must be set up in each killzone; in addition, equipment cannot be set up within the lower killzone's central room (nor can markers that are set up during this step, e.g. Minefield markers, Trip Alarm markers, etc.).

NPOs: Don't set up any NPOs in this mission (although the C'tan Shard of the Nightbringer NPO will arrive later, see Awoken Nightmare rule opposite).

Breach the Vault: Entryway markers begin the battle unclimbable. Player operatives can perform the **Breach** action (see Killzone: Tomb World) while an Entryway marker is within their control range (instead of a breach point). If they do, instead of resolving that action's effects, you can make that Entryway marker climbable in both killzones.

Find the Relic: The **Pick Up Marker** action can be performed upon the objective marker. Whenever an operative is carrying the objective marker, worsen the Hit stat of its weapons by 1 and it cannot be removed and set up again more than 6" away. An operative carrying the objective marker can move over either player's killzone edge in the upper killzone; if any part of their base does, they are removed from the killzone and have escaped.

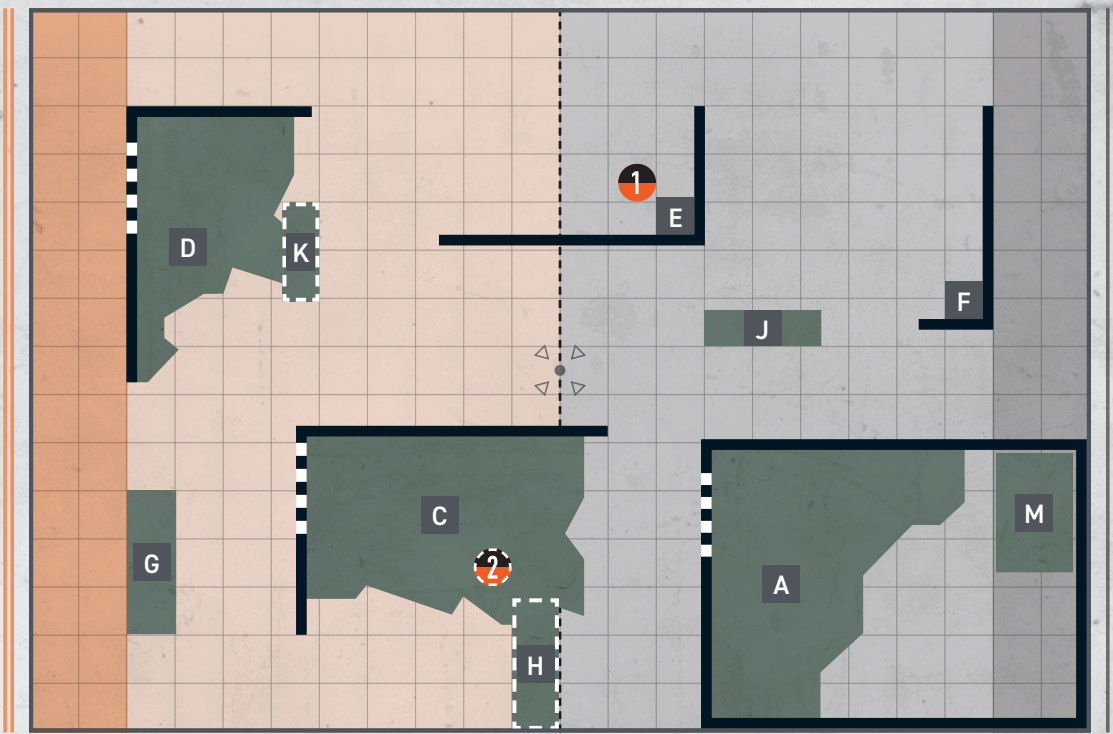
Awoken Nightmare: The first time the **Pick Up Marker** action is performed upon the objective marker, roll 2D3. After a number of activations have been completed equal to the result (excluding the current activation), set up the C'tan Shard of the Nightbringer NPO ready with an Engage order on a random teleport pad (T) terrain feature. Any player operatives on that teleport pad are incapacitated and removed from the battle (this takes precedence over all other rules).

VICTORY

If a friendly operative carrying the objective marker escapes, the battle ends and you win.

If every player operative is incapacitated, the battle ends and it's a draw.





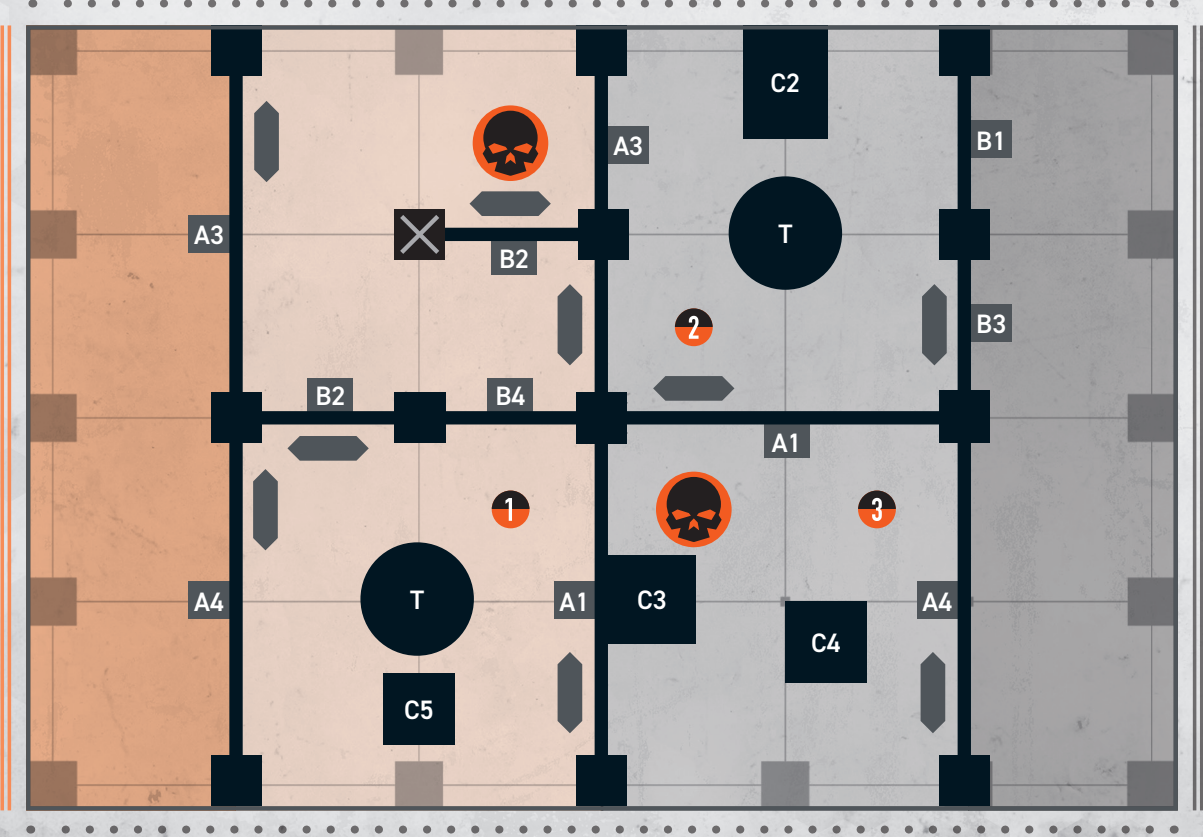
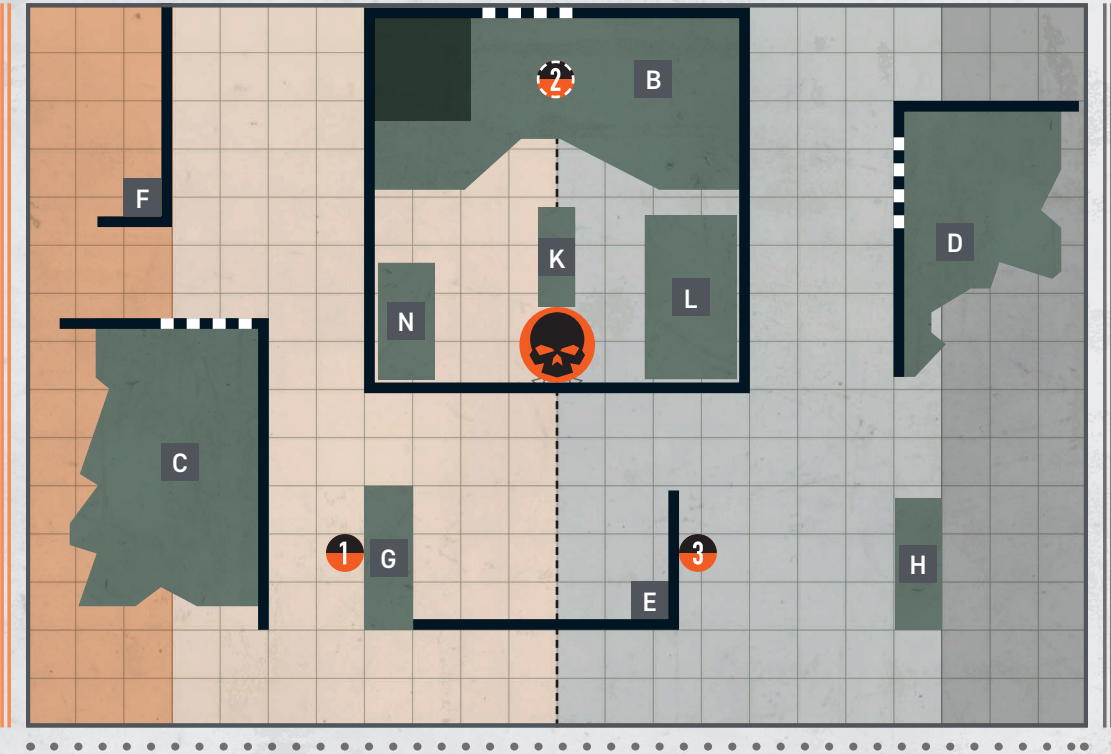


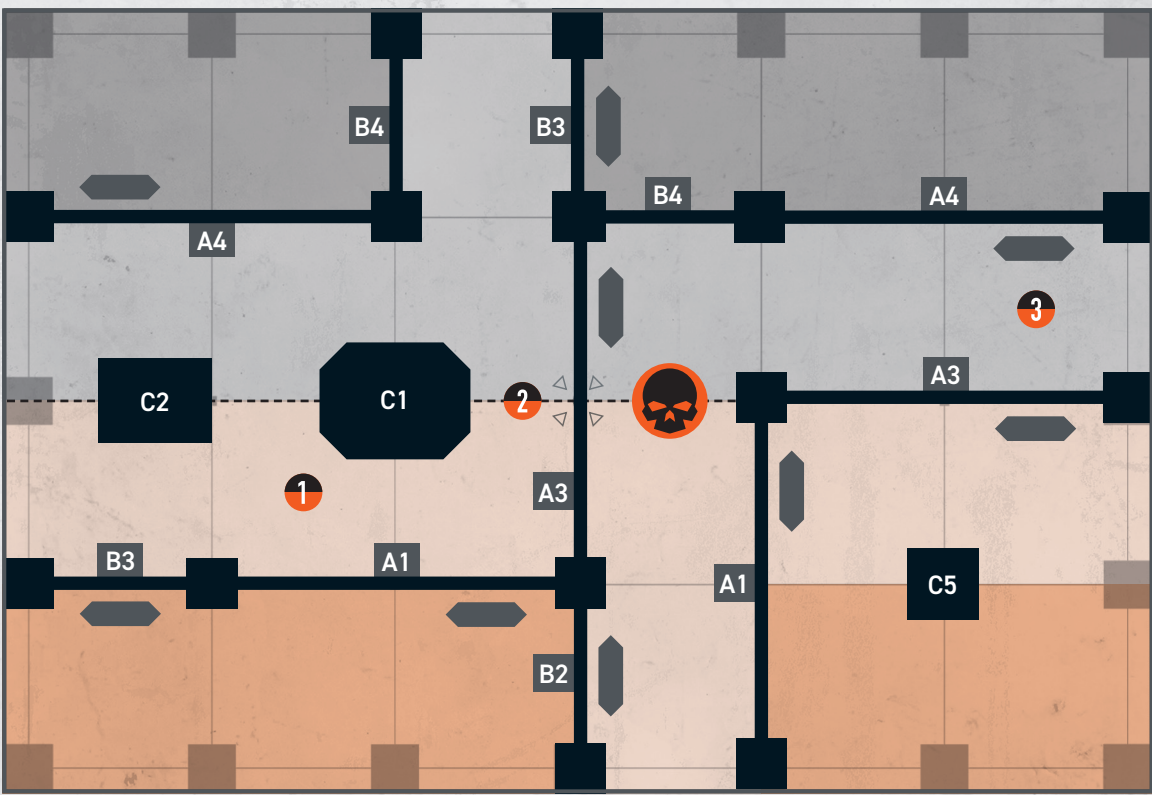
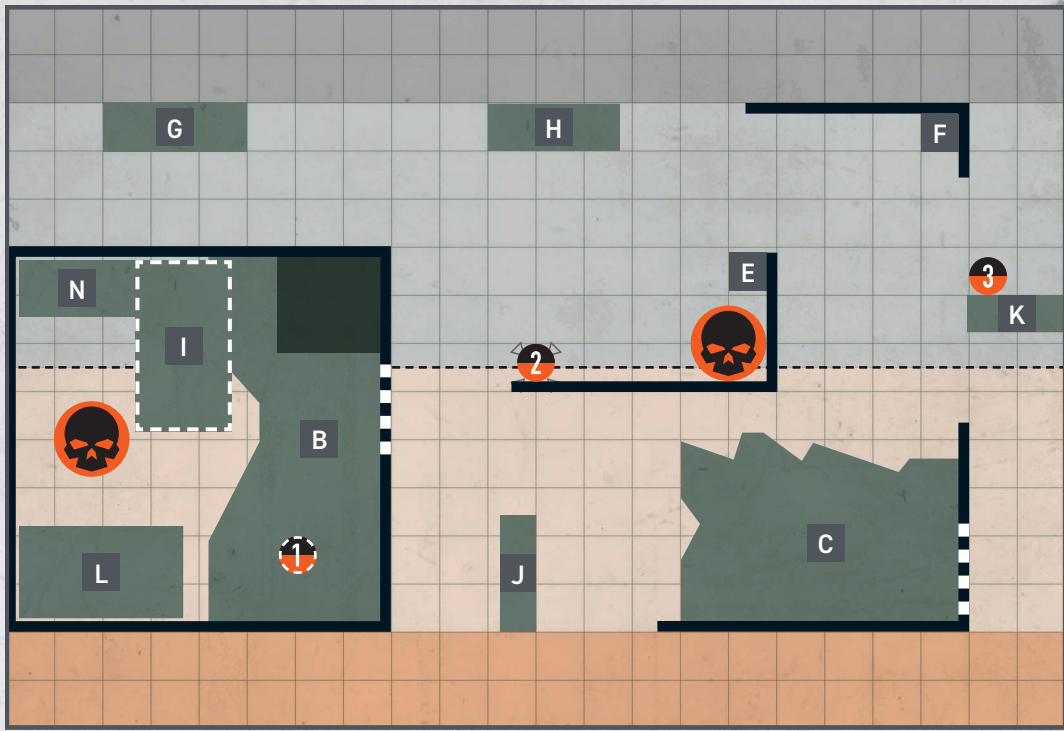
DESCENT KILLZONE MAPS

Over the following pages you will find a selection of Descent killzone maps to use with other mission packs. They have three objective markers, so are ideal for mission packs such as Preliminary Ops (*Kill Team Core Book*) and Approved Ops (available separately). Simply follow the game sequence as specified in those mission packs, but set up the killzone using these maps instead.

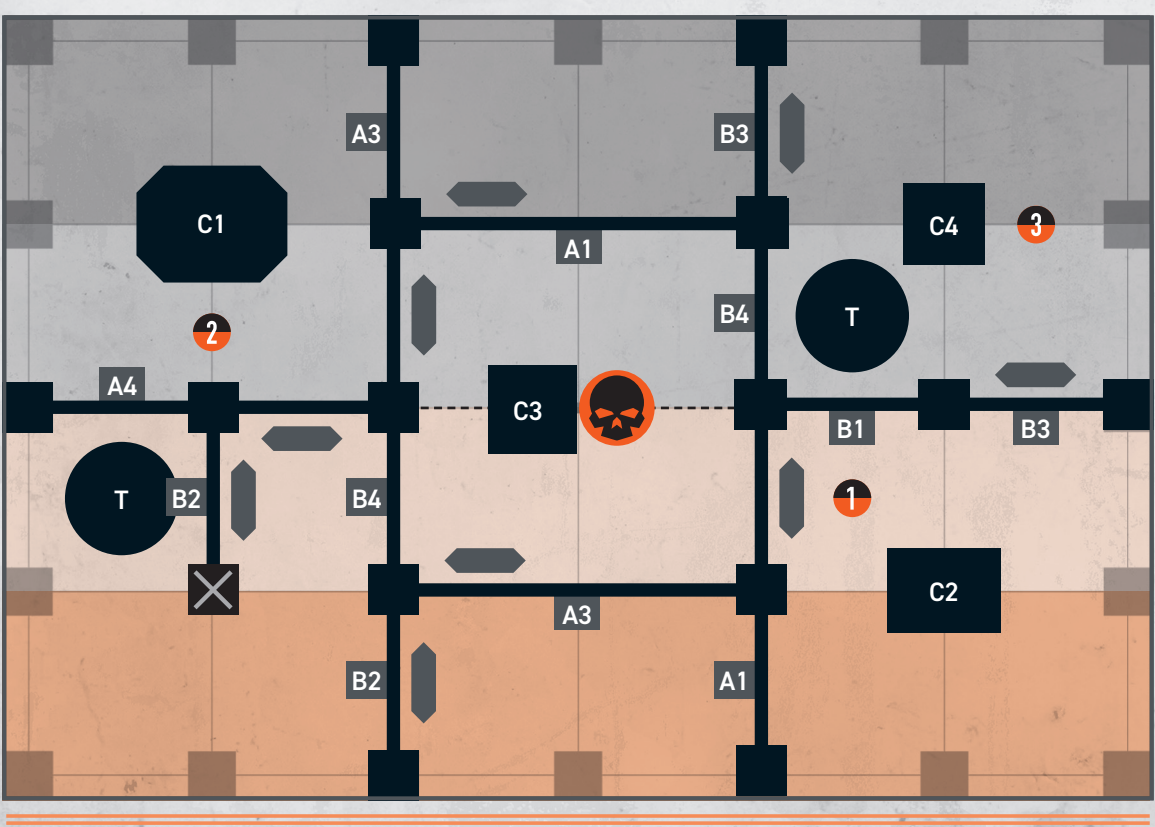
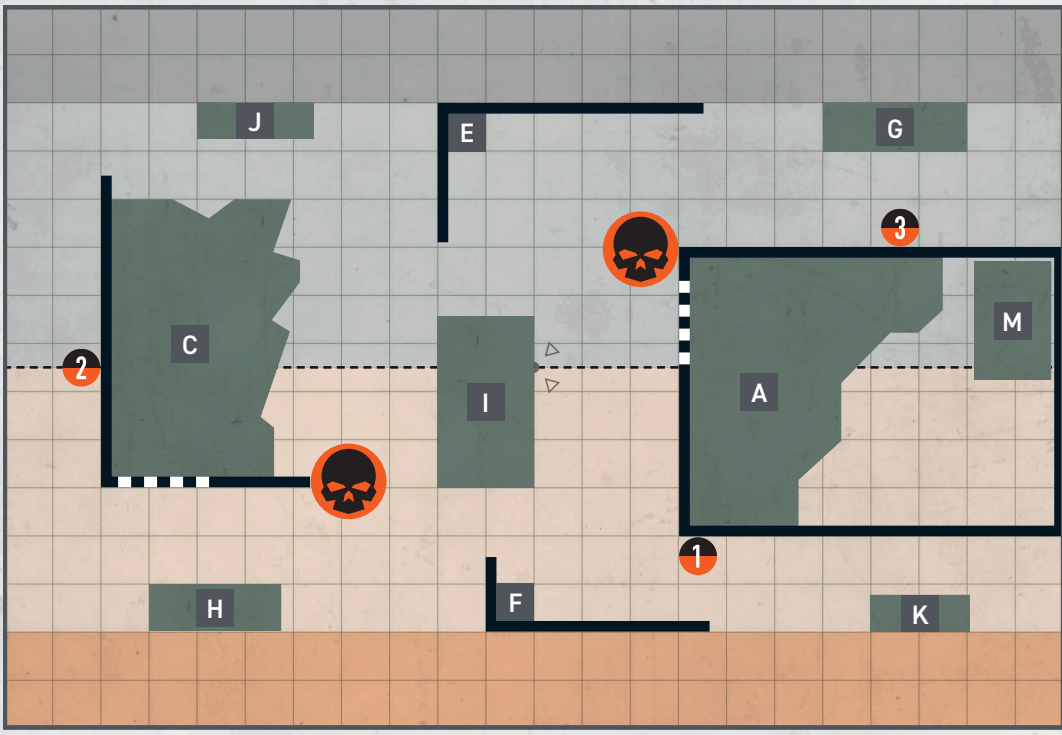


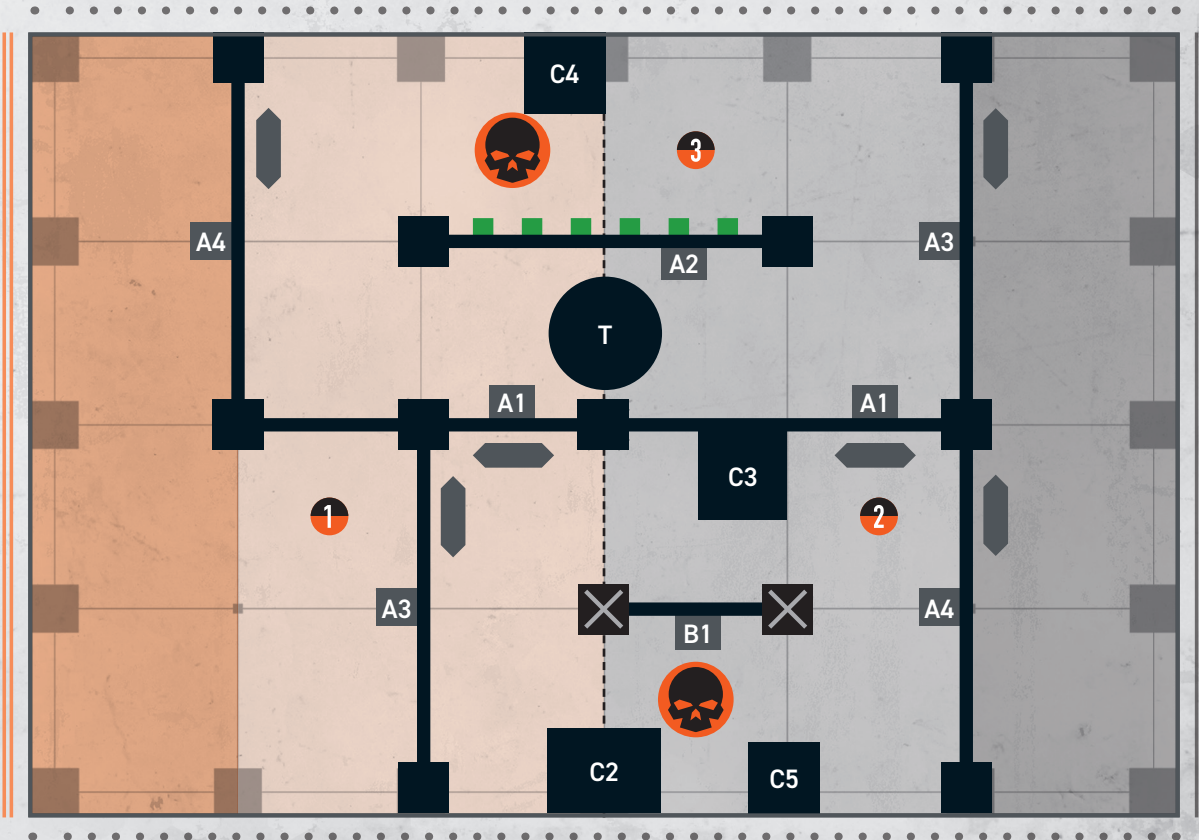
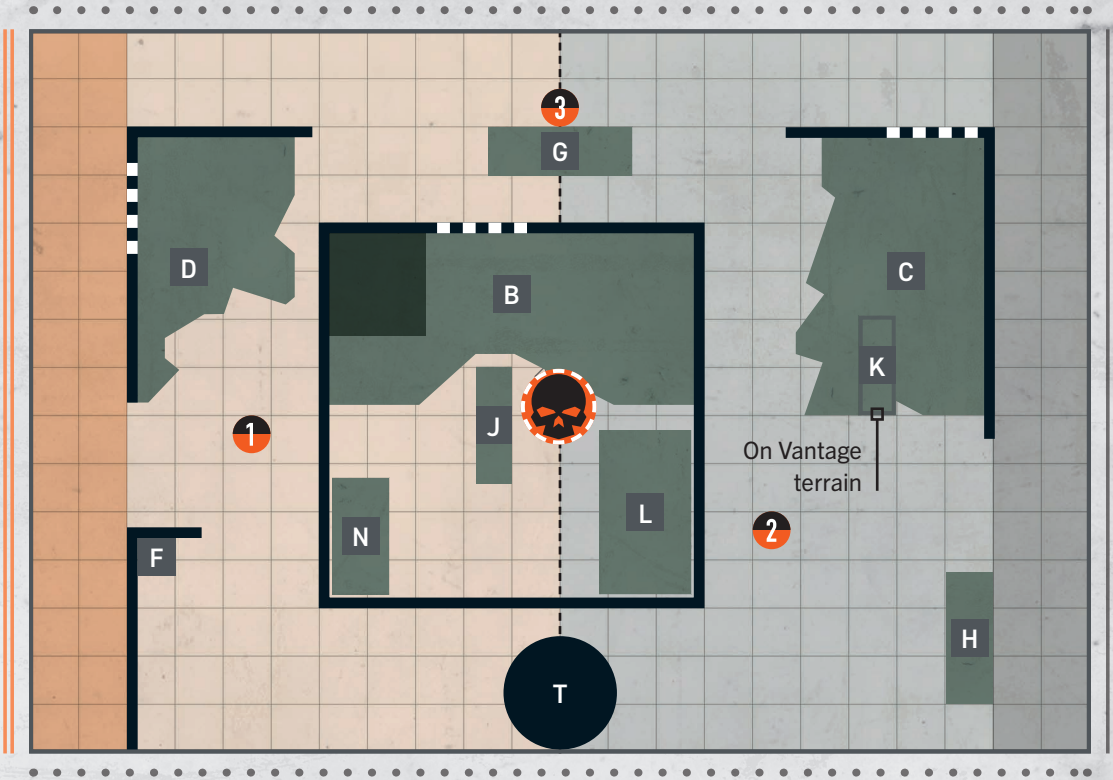
DESCENT KILLZONE >> UNIVERSAL MISSION MAP 1





DESCENT KILLZONE » UNIVERSAL MISSION MAP 3





DESCENT KILLZONE » UNIVERSAL MISSION MAP 5

