

JOINT OPS: TERROR ON DEVLAN


This mission pack is a thematic solo/cooperative Kill Team experience centred around the most dangerous and unpredictable enemy to date: the Terror of Devlan itself, the Red Terror. Your kill team will embark upon a series of linked missions to investigate what is happening on Devlan and confront this mighty foe.

SPECTRE SQUAD

This kill team has many individual talents and a powerful faction rule to interrupt enemy activations, but they aren't well suited to a melee brawl. Getting the most out of their playstyle and keeping the Red Terror at bay will be key to victory.

Protect your best operatives so you can maintain your offense against the Red Terror – their power could be wasted on Termagants.





The Red Terror's control range extends 6" up, so even operatives on top floors are at risk. They can run, but they can't hide!

TYRANIDS

Individual Tyranid Termagants may not be threatening, but they are in large numbers. They're backed up by a very dangerous adversary in the Red Terror, so managing them together will prove the challenge.

Cards are drawn randomly to determine which NPO activates. This makes things unpredictable early on, but as more NPO activation cards are discarded, you'll get a better idea of what remains in the deck.

You can't fully incapacitate the Red Terror, but you can force it to retreat and regenerate. This will give you some time to regroup and prepare for its return.

The Red Terror will always move towards the closest player operative, so use this to your advantage. Some brave operatives may have to face it down so others can complete the mission.

MISSION MAP KEY

The maps in this mission pack use the terrain features found in Killzone: Volkus below. Killzone: Volkus has 2x strongholds, 2x large ruins, 2x small ruins, 2x heavy rubble and 3x light rubble; their rules can be found on pgs 62-65 of the *Kill Team Core Book*.

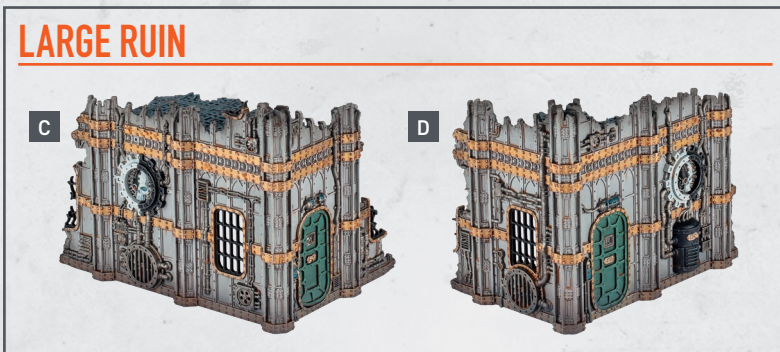
KILLZONE: VOLKUS

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.

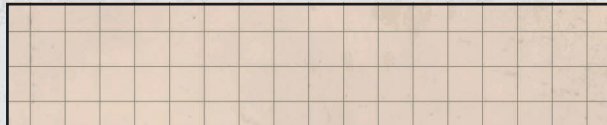


The position of a door is represented by these thick white dashed lines.

JOINT OPS MAP KEY



PLAYER DROP ZONE AND TERRITORY



PLAYER TERRITORY



PLAYER KILLZONE EDGE



NPO DROP ZONE AND TERRITORY



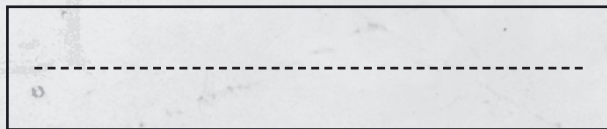
NPO TERRITORY



NPO KILLZONE EDGE



OBJECTIVE MARKER



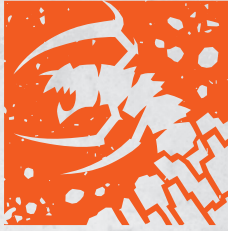
CENTRELINE



CENTRE OF KILLZONE



NEUTRAL KILLZONE EDGE



JOINT OPS: TERROR ON DEVLAN MISSION PACK

This is a player vs environment (PvE) mission pack for cooperative or solo gameplay. It involves a player or players battling together against the Red Terror NPO (non-player operative) and a collection of lesser Termagant and Ripper Swarm NPOs. It uses Killzone: Volkus but, with some creative thinking, you can substitute this for a killzone of your choosing. 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

This Joint Ops mission pack contains nine missions. For a one-off game, you can randomly determine a mission, or select the one that interests you most. Alternatively, you can link the games together in a campaign. Begin with mission 1: The Hunt Begins, then progress through each subsequent mission (win or lose) until you've played mission 4: Lair of the Beast.

From that point, all missions are determined by the outcome of the previous one, as shown below. If the player(s) win, follow the green arrow. If the player(s) lose, follow the red arrow.

MISSION PROGRESSION



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 operated non-player operatives (known as NPOs). Unlike your highly trained operatives, most NPOs are base Tyranid xenos, subject to instinctive behaviour – Termagants and Ripper Swarms. As such, you don't select a kill team or equipment for them. Instead, use the datacards in the NPO Datacards section.

You will notice one very powerful NPO in this section – the Red Terror – which is the main focus of this mission pack. This NPO is one of the most infamous monsters in the Warhammer 40,000 universe, and is therefore a powerful operative to face in battle. The Red Terror is highly mobile, lethal in close combat and capable of healing all lost wounds. You must adapt your game plan to manage it, so 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).

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.

You will notice the Red Terror NPO has different behaviours. This is explained in the Behaviour Changes rule in the NPO Datacards section.

NPO ACTIVATION CARDS

This mission pack uses a deck of cards numbered 1-13 to determine NPO activation. Whenever it's the NPOs' turn to activate, draw a card from the deck and consult the NPO Activation Cards table on each mission to determine how to resolve it. Once you've resolved it, discard that card.

The NPO activation deck remains secret and cards are only revealed when drawn (unless otherwise specified). However, players can inspect the discard pile at any time to inform them of activation cards that remain in the deck. In the Ready step of each Strategy phase, and whenever you would draw a card from the deck but it's empty, shuffle all NPO activation cards (including discarded ones) together to recreate the deck.

If you draw a card but none of it can be resolved, simply skip that NPO activation and alternate back to the player(s). For example, if you draw an NPO activation card and you are instructed to activate a Termagant NPO, but there are no ready Termagant NPOs to activate, discard that card and then the player(s) activate. If you draw an NPO activation card and cannot resolve all of it (e.g. it instructs you to activate two Termagant NPOs but you can only activate one), resolve as much of it as you can.

NPOs cannot counteract in this mission pack, but whenever it's the NPOs' turn to activate, still draw a card from the deck (even if all NPOs are expended). This is because the activation card may have other rules effects, such as setting up reinforcements or reactivating the Red Terror NPO. However, once all player operatives and NPOs are expended, the turning point ends as normal.

A deck of NPO activation cards are provided in *Kill Team: Terror on Devlan*, but you can also substitute them with standard playing cards. Simply take all the cards from one suit and treat the following cards as numbers: Ace is 1, Jack is 11, Queen is 12 and King is 13.



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 (if there are multiple options from the activation card), 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

An NPO activation card requires a Termagant to be activated, but multiple 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. Not a valid target.
3. Better able to perform the **Charge**, **Shoot** or **Fight** action (as determined by the higher priority of the NPO's behaviour).

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.

DIFFICULTY

If you want to increase or decrease the difficulty of the missions, you can change the number of NPOs being set up each time by adding one more (or less). You can also increase or decrease the Wounds stat of the Red Terror NPO in multiples of 5.

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 killzone. The mission maps use Killzone: Volkus, but you can use a different killzone and set up terrain similarly to what's specified by the mission map.
- Drop zones are assigned to the player(s) and NPOs as specified by the mission map.

2. SELECT OPERATIVES

- The player(s) select their operatives for the battle, adhering to the selection requirements in their kill team's rules.
- The mission specifies which NPOs are used.
- 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.).
- The mission will specify how and where NPOs are set up. If any are set up before the battle, set them up now, but in some missions NPOs won't be set up until later.
- The player(s) then set up their operatives. Each operative must be wholly within their drop zone and must be given a Conceal order.

4. PLAY THE BATTLE

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

5. END THE BATTLE

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

TERROR ON DEVLAN NPO DATACARDS

NPO DATACARD

TERMAGANT



APL	MOVE	SAVE	WOUNDS
▼ 2	➔ 6"	🛡️ 5+	🔥 7

NAME	ATK	HIT	DMG	WR
👤 Fleshborer	4	4+	3/4	-
➔ Claws & teeth	3	4+	2/3	-

Behaviour: This NPO will move to an ideal position to shoot the enemy. When activated, if it will perform the **Shoot** action during that activation, give it an Engage order. If it cannot, give it a Conceal order.

Limit: We recommend limiting the number of Termagant NPOs in the killzone at once to 10 – don't set up any that would exceed this limit. If you would set up a number of NPOs that exceed this number, but they would all be in different locations, use the threat principle to determine which ones to set up without exceeding the NPO limit.

1. **Fall Back** to cover. 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** to cover. 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** to cover. 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

RIPPER SWARM



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

NAME	ATK	HIT	DMG	WR
➔ Claws & teeth	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 will perform either of its first two actions during that activation, give it an Engage order. If it cannot, give it a Conceal order.

Hidden Horrors: Whenever this NPO has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

Limit: This NPO is only set up in the killzone in certain circumstances, as determined by the mission.

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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TERROR ON DEVLAN NPO DATACARDS

The Red Terror is a powerful and unpredictable NPO with two datacards, each representing its different behaviours. It has the following rules regardless of behaviour:

Fearsome Foe: This NPO cannot be in cover or obscured unless the intervening part of terrain is at least 3" tall. Whenever determining control range for this NPO (to and from it), the distance requirements are 1" horizontally and 6" vertically. Whenever this NPO is expended and you draw an NPO activation card that requires you to activate it, ready it first, continue its activation as normal, then expend it again. This means it can activate multiple times per turning point.

Burrow: Whenever this NPO performs an action in which it moves, it will burrow. Don't move it; instead, remove it from the killzone and set it back up on the killzone floor wholly within a distance equal to its permitted move distance horizontally of its original location to fulfil its behaviour.

It must be set up in a location it can be placed: if any terrain features smaller than 3" tall (at their highest point) would prevent this, temporarily remove them from the killzone to do so (return them when this NPO leaves that location); if any other operatives would prevent this, remove them from the killzone and set them back up as close as possible to their previous location and within control range of this NPO. Note that removing enemy operatives in this way only relates to the **Charge** action, as this NPO cannot end a move within control range of an enemy operative during the **Reposition** or **Dash** action (as per the core rules). In other words, push other operatives when possible and temporarily remove smaller terrain features so that this NPO can be placed.

Survival Instincts: This NPO cannot be incapacitated or injured and its APL stat cannot be changed. Whenever it would have been incapacitated, it regains all lost wounds and changes its behaviour to Lurk; if its behaviour is already Lurk, it regains all lost wounds and gains a Regeneration token instead (explained on the Lurk datacard). Regardless, all remaining attack dice are discarded (including this NPO's own dice if it was fighting or retaliating). Whenever this NPO has a Regeneration token, it's treated as being wounded.

Behaviour Changes: This NPO has two behaviours – Hunt and Lurk. Only one is active at once, and it can change between them during the battle. Swap to the relevant datacard when this happens; if it's during this NPO's activation, this NPO can then continue to perform actions according to the new datacard's behaviour with its remaining action points. It starts the battle with the Hunt behaviour. The diagram below gives you a summary of when its behaviour changes.

MARKER/TOKEN GUIDE

Regeneration token



Burrow marker



BEHAVIOUR CHANGES



*Explained on the Lurk datacard

NPO DATACARD

RED TERROR (HUNT)



APL
▼ 2

MOVE
➔ 6"

SAVE
🛡️ 4+

WOUNDS
🔥 30

NAME	ATK	HIT	DMG	WR
🦷 Pincer tail	4	3+	4/5	Range 3", Seek
🔪 Scything talons & maw	6	3+	4/6	Swallow Whole*

Behaviour: This NPO will emerge from underground and move towards player operatives to fight or shoot them. Whenever this NPO is activated, if it will perform the **Fight**, **Charge** or **Shoot** action during that activation, give it an Engage order. If it cannot, give it a Conceal order.

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

***Swallow Whole:** Whenever this NPO is fighting with this weapon, after it strikes with each critical success, roll one D6: if the result is higher than the enemy operative's remaining wounds, that enemy operative is incapacitated (taking precedence over all other rules) and this NPO regains a number of lost wounds equal to the D6 result.

EMERGE


1AP

- Remove the Burrow marker from the killzone, then set up this NPO where the centre of that marker was. If the Burrow marker isn't in the killzone, set up this NPO wholly within an NPO drop zone (randomly determined if there are multiple, and with as much of it in the drop zone as possible if the area is too small). As described in its Burrow rule, temporarily remove smaller terrain features and push other operatives (if necessary) to do this.
- Subtract 2" from this NPO's Move stat until the end of its activation.
- ◆ This NPO cannot perform this action unless it's underground (where it starts the battle, or as a result of the **Disappear Underground** action from the Lurk behaviour).

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NPO DATACARD

RED TERROR (LURK)



APL
▼ 2

MOVE
➔ 6"

SAVE
🛡️ 4+

WOUNDS
🔥 30

NAME	ATK	HIT	DMG	WR
🔪 Scything talons	6	4+	4/6	-

Behaviour: This NPO will retreat from player operatives to disappear underground. Once underground and fully regenerated, its behaviour will change to Hunt. Whenever this NPO is activated, give it a Conceal order, unless its behaviour will change to Hunt, in which case determine its order from that datacard.

1. **Disappear Underground** (see right).
2. **Fall Back** towards a location it can perform the **Disappear Underground** action.
3. **Reposition** towards a location it can perform the **Disappear Underground** action (a subsequent **Dash** action can fulfil this, if able).
4. **Dash** towards a location it can perform the **Disappear Underground** action.

Regeneration: Whenever this NPO is activated underground:

- If it has any Regeneration tokens, discard one of them and end its activation.
- If it doesn't have any Regeneration tokens, change its behaviour to Hunt, determine its order as per that datacard, then continue its activation.

DISAPPEAR UNDERGROUND

1AP

- Remove this NPO from the killzone, then place a Burrow marker where the centre of this NPO was. This NPO is now underground, gains one Regeneration token, regains all lost wounds and ends its activation. Remove all other tokens and rules effects it had (e.g. Poison tokens, etc.).
- ◆ This NPO cannot perform this action while within 5" of player operatives unless it's within an NPO drop zone. It cannot perform this action unless it's on the killzone floor.

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01 JOINT OPS: TERROR ON DEVLAN MISSION THE HUNT BEGINS

Having deployed to Devlan Primus spaceport, the kill team commence aggressive patrols in order to detect the spoor of their monstrous prey. Instead, their investigations stir up a nest of lesser warrior organisms that surge from their hidden lairs to attack. The kill team must now perform a fighting retreat and get back inside the spaceport's defensive perimeter without being overrun.

MISSION RULES

NPOs: When setting up operatives before the battle, don't set up any NPOs. During the battle, draw NPO activation cards as normal, but treat all cards as 'skip activation' until the '1' is drawn, and don't recreate the deck until it is. When the '1' is drawn, set up 10 Termagant NPOs. Each of those operatives must be set up:

- Ready with a Conceal order.
- Wholly within 2" of a random NPO drop zone (roll separately for each operative).
- More than 2" from other operatives (if possible).

Then, activate 1 NPO as per the NPO Activation Cards table (see right).

NPO Reinforcements: Once the NPO activation card '1' has been drawn during the battle, as an NPO **STRATEGIC GAMBIT** in each Strategy phase thereafter, set up D3+1 Termagant NPOs as above.

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

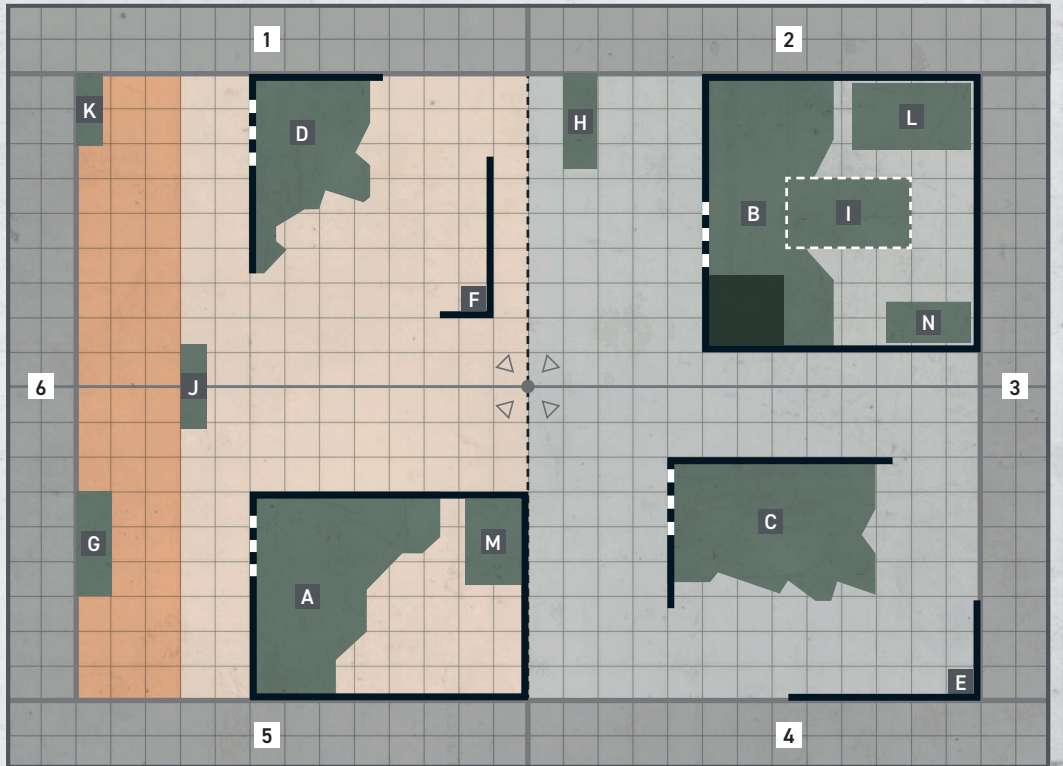
VICTORY

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.



'FIRST RULE OF THE HUNT: NEVER BECOME THE PREY.'

- Veteran Sergeant 'Laughing' Ansteld Jask



NPO ACTIVATION CARDS

RESULT	NPO ACTIVATION
1-7	Activate one ready Termagant NPO. Its fleshborer has the Balanced weapon rule until the end of that activation.
8-10	Activate two ready Termagant NPOs one after the other (before a player activation).
11-13	Set up one Termagant NPO ready with a Conceal order and wholly within a random NPO drop zone.

02 JOINT OPS: TERROR ON DEVLAN MISSION ON THE TRAIL

Having found fresh signs of a monstrous xenos organism's presence, the kill team track the beast back to the outskirts of the spaceport, where tunnel entrances lead down to abandoned hab caverns below. Finding the site crawling with Tyranids, they move in to explosively seal the tunnels, yet something monstrous lurks nearby. The kill team's true prey is closer than they think...

MISSION RULES

NPOs: When setting up operatives before the battle, set up D3 Termagant NPOs wholly within each NPO drop zone (roll separately for each).

The Beast Below: Start the battle without the 11-13 cards in the NPO activation deck. In the Ready step of the second Strategy phase, add the 11-13 cards back in when you reshuffle the deck. Don't reshuffle the deck again until one of those cards is drawn.

Biding Its Time: When the Red Terror NPO incapacitates a player operative, change that NPO's behaviour to Lurk. When the Red Terror NPO performs the **Disappear Underground** action (see Lurk behaviour), it cannot return to the killzone for the rest of the battle.

MISSION ACTION

Player operatives can perform the following mission action:

DESTROY TUNNEL 1AP

- ▶ One objective marker the active operative controls is destroyed. Set up one Ripper Swarm NPO (or one Termagant if the Ripper Swarm is already in the killzone) ready with a Conceal order within 3" of that marker and, if possible, more than 2" from operatives. Then, inflict D3+2 damage on that NPO.
- ◆ An operative cannot perform this action during the first turning point, while within control range of an enemy operative, or if that objective marker has already been destroyed.

VICTORY

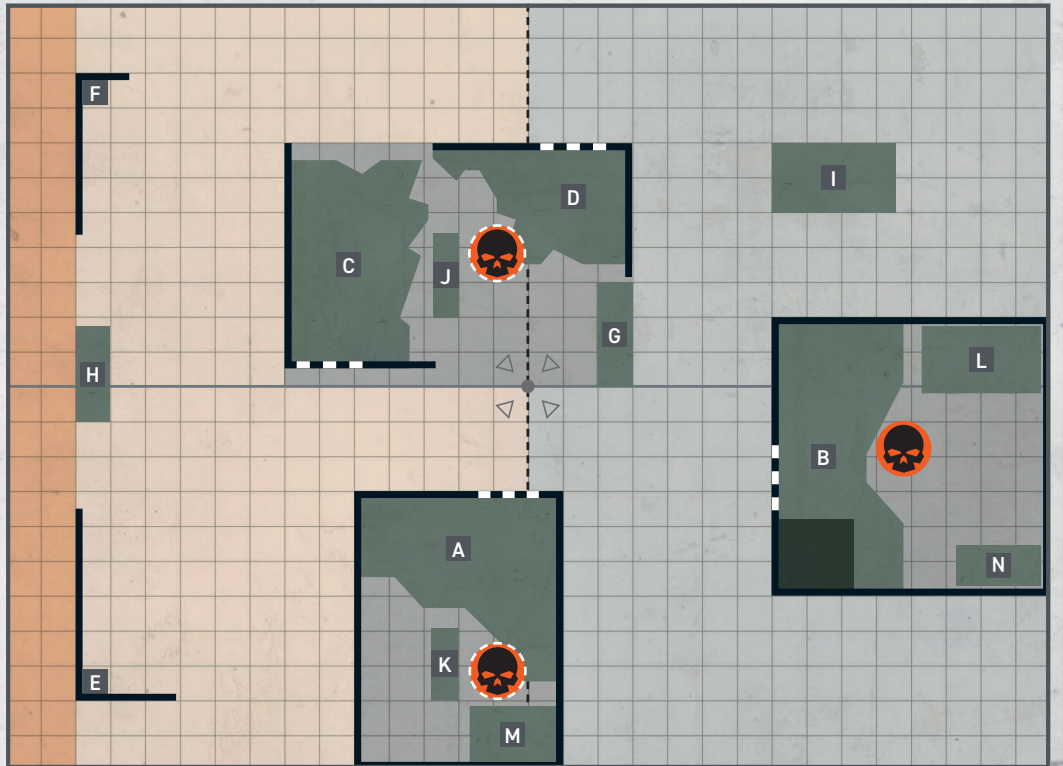
If every objective marker is destroyed (see **Destroy Tunnel** action), the battle ends and the player(s) win.

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



'THAT'S ONE LESS HOLE FOR THEM TO CRAWL OUT OF!'

- Grenadier Szabine Vesker, while rigging demolition charges around hab tunnel exit 18-01A



NPO ACTIVATION CARDS

RESULT	NPO ACTIVATION
1-5	Activate one ready Termagant or Ripper Swarm NPO.
6-7	Activate two ready Termagant NPOs one after the other (before a player activation).
8-10	Set up one Termagant NPO ready with a Conceal order within 3" of a random non-destroyed objective marker and, if possible, more than 2" from other operatives.
11-13	Activate the Red Terror NPO. If the Red Terror has been removed from the battle (see Biding Its Time mission rule), discard this card and draw another.

03 JOINT OPS: TERROR ON DEVLAN MISSION KNOW YOUR FOE

It is now clear that the warrior organism known as the Red Terror is indeed preying upon the defenders of Devlan Primus spaceport. Combat capabilities and potential weaknesses of the monster are, as yet, still mysterious. The kill team must therefore make themselves the bait, luring the Red Terror in and enduring its hit-and-run attacks in order to gather vital data.

MISSION RULES

NPOs: When setting up operatives before the battle, don't set up any NPOs. They will appear when the NPO activation cards are drawn, as per the NPO Activation Cards table (see right).

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

Capricious Predator: Whenever the Red Terror NPO incapacitates a player operative, change that NPO's behaviour to Lurk.

MISSION ACTION

Player operatives can perform the following mission action:

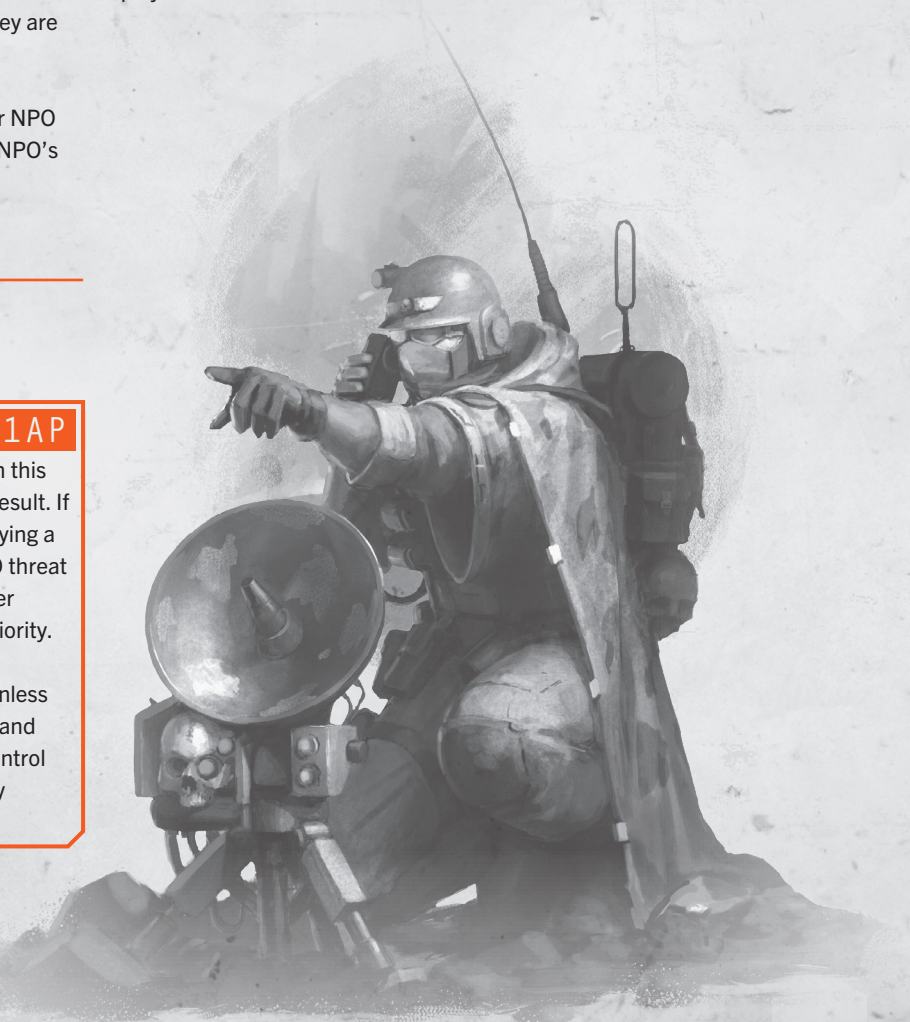
SCAN

1 AP

- ▶ Roll one D6 and add the distance between this operative and the Red Terror NPO to the result. If the total is 9 or less, your operative is carrying a Scan marker. For the purposes of the NPO threat principle, attempting to incapacitate player operatives with a Scan marker is a high priority.
- ◆ An operative cannot perform this action unless the Red Terror NPO is a valid target for it, and cannot perform this action while within control range of enemy operatives or if it's already carrying a marker.

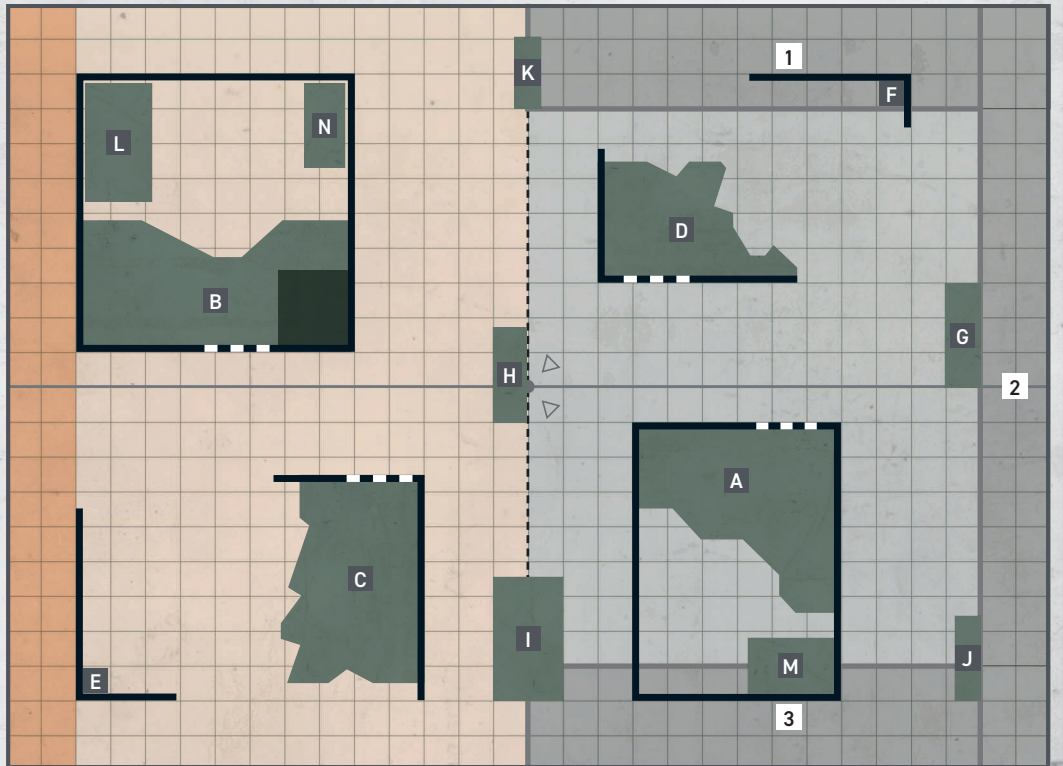
VICTORY

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, and at least one player operative that escaped was carrying a Scan marker, the player(s) win. Otherwise, the player(s) lose.



'SEEK KNOWLEDGE OF YOUR FOE BUT NEVER UNDERSTANDING, FOR THE ONE LEADS TO VICTORY, BUT THE OTHER ONLY TO HERESY.'

- *Tactica Imperialis*, Volume XXIV, 975th precept



NPO ACTIVATION CARDS

RESULT	NPO ACTIVATION
1-4	Activate one ready Termagant NPO. If none are in the killzone, use result 5-6 instead.
5-6	Set up one Termagant NPO ready with a Conceal order wholly within a random NPO drop zone and, if possible, more than 2" from other operatives.
7-11	Activate the Red Terror NPO.
12-13	Activate the Red Terror NPO. If it's already in the killzone, change its behaviour to Lurk.

04 JOINT OPS: TERROR ON DEVLAN MISSION LAIR OF THE BEAST

After much bloodshed and hardship, the kill team have successfully established the likely location of the Red Terror's lair. Now they must put that knowledge to good use. Either the beast will be flushed from its hiding place and driven into the open, or it will feed well this day.

MISSION RULES

NPOs: When setting up operatives before the battle, set up 10 Termagant NPOs wholly within the NPO drop zone.

Search the Tunnels: When setting up the battle, create a separate Search deck using NPO activation cards 8-13 (the remaining cards form the NPO activation deck as normal). Whenever a card is drawn from the Search deck (see **Search** action below), resolve it as described in the following table (including determining if it's a lair), then discard it into the NPO activation deck discard pile so, when recreated, it returns to that deck.

RESULT	RULE
8	No Biodata: Once during this battle, when you draw an NPO activation card, you can ignore it and draw another.
9	Trace Xenosigns: Lair objective marker. Look at the next card of the Search deck, then return it to the top or bottom of the Search deck.
10	On the Trail: Gain D3 CP.
11	Rippers!: Lair objective marker. Set up one Ripper Swarm NPO expended with an Engage order within control range of the active operative, then that NPO immediately performs a free Fight action.
12	Bioacid Rupture: Inflict D3+1 damage on the active operative.
13	Grisly Remains: Lair objective marker. Subtract 1 from the active operative's APL stat until the end of its next activation. If its final AP was spent to perform the Search action, this can cause more spent AP than its APL stat – this is permitted in this situation.

MISSION ACTION

Player operatives can perform the following mission action:

SEARCH	1 AP
<p>► One objective marker the active operative controls is searched. Draw a card from the Search deck (see above): that objective marker may be a lair (as determined by the Search card drawn).</p>	
<p>◆ An operative cannot perform this action while within control range of an enemy operative, or if that objective marker has already been searched.</p>	

VICTORY

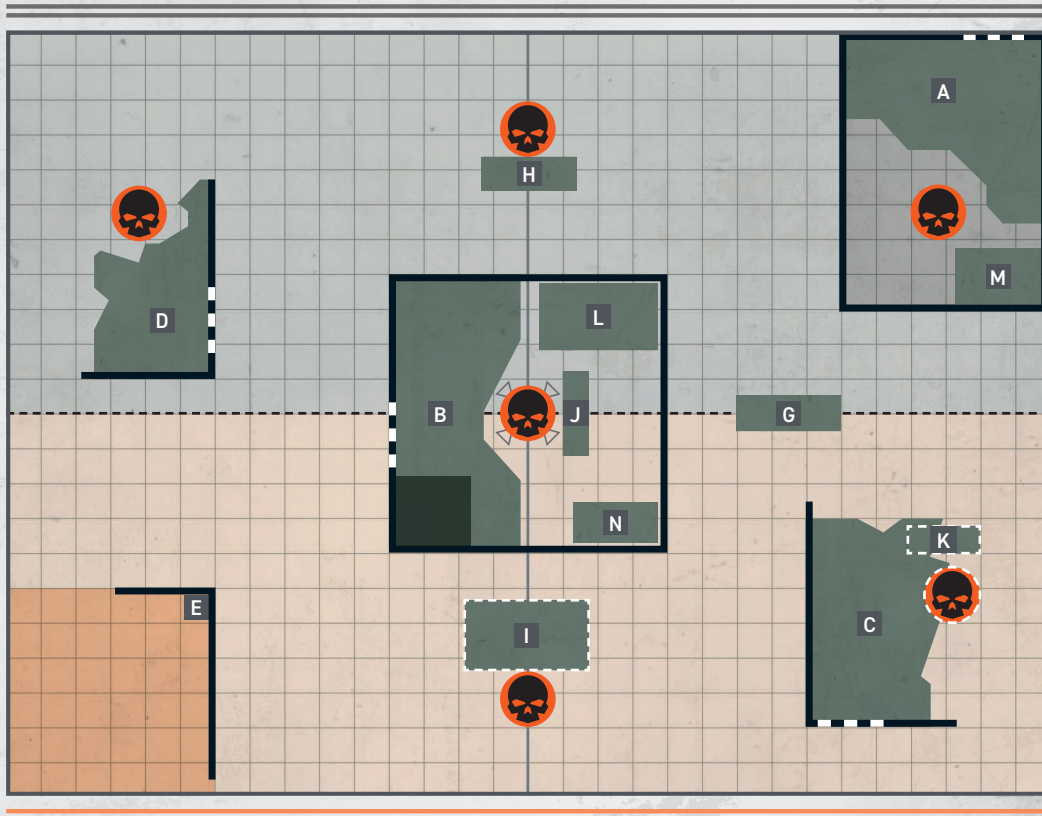
At the end of any turning point after the third, the player(s) can choose to end the battle. When the battle ends, if there are three Lair objective markers in the killzone and friendly operatives control at least two of them, the player(s) win. Otherwise, the player(s) lose. Note that you must perform the **Search** action to make objective markers lairs.

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



'WE END THIS, HERE AND NOW IN THE EMPEROR'S SIGHT, THEN WE GET OFF THIS GROX-TURD OF A WORLD.'

- Stub-Gunner Vance Mortens



NPO ACTIVATION CARDS

RESULT	NPO ACTIVATION
1-3	Activate one ready Termagant or Ripper Swarm NPO.
4-5	Activate two ready Termagant NPOs one after the other (before a player activation).
6-7	Set up one Termagant NPO ready with a Conceal order wholly within the NPO drop zone and, if possible, more than 2" from other operatives. If there are 10 Termagant NPOs in the killzone, this card has no effect.
8-13	Activate the Red Terror NPO.

05 JOINT OPS: TERROR ON DEVLAN MISSION FLUSHED OUT

With its lair reduced to ruin, the Red Terror has been driven out into the open. Giving chase, the kill team have cornered the monster. They must now keep up the pressure, preventing it from escaping with live prey in its gullet lest it make itself a new burrow and recuperate its strength yet again.

MISSION RULES

NPOs: When setting up operatives before the battle, set up D3 Termagant NPOs on Vantage terrain wholly within each NPO drop zone (roll separately for each drop zone). Each Termagant NPO will stay in its drop zone until that drop zone is checked (see below).

Lying in Wait: When setting up the battle, create a separate Ambush deck using NPO activation cards 10-13 (the remaining cards form the NPO activation deck as normal). When a player operative finishes a move within 2" of, or is set up within 2" of, each NPO drop zone, that drop zone is checked. The first time each NPO drop zone is checked, draw a card from the Ambush deck, resolve it, then discard it into the NPO activation deck discard pile so, when recreated, it returns to that deck.

Cornered: Whenever the Red Terror NPO performs the **Emerge** action (see Hunt behaviour), roll 2D6; if it's set up within that many inches of player operatives, subtract 1 from its APL stat until the end of that activation (this takes precedence over its Survival Instincts rule).

VICTORY

Keep track of how many Regeneration tokens the Red Terror NPO gains during the battle. Once it gains its third, when it's next underground, the battle ends and the player(s) win.

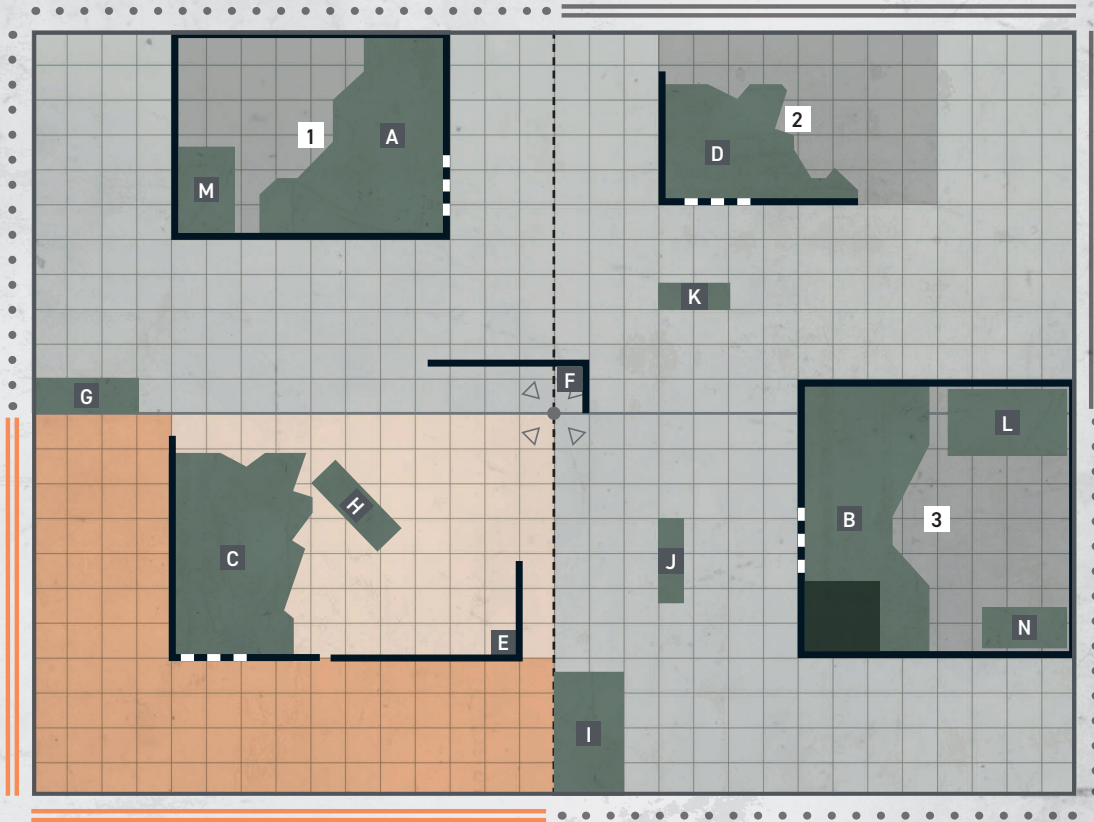
If every player operative is incapacitated, the battle ends and the player(s) lose.

RESULT	RULE
10-12	If this is the last NPO drop zone to be checked, resolve '13' instead. Otherwise, set up D3 Termagant NPOs ready with a Conceal order on the killzone floor wholly within that checked NPO drop zone and, if possible, more than 2" from other operatives.
13	Set up the Red Terror NPO on the killzone floor wholly within that checked NPO drop zone. Then, set up D3 Termagant NPOs expended with a Conceal order on the killzone floor wholly within each unchecked NPO drop zone (roll separately for each unchecked drop zone) and, if possible, more than 2" from other operatives. Finally, discard all remaining Ambush cards into the NPO activation deck discard pile.



LET'S SEE IT REGENERATE FROM THIS...

- Heavy Gunner Mattias Arvan, with the Red Terror in his missile launcher's sights



NPO ACTIVATION CARDS

RESULT	NPO ACTIVATION
1-4	Activate one ready Termagant NPO.
5-6	Activate two ready Termagant NPOs one after the other (before a player activation).
7-13	Activate the Red Terror NPO. If it hasn't been set up yet from checking a drop zone, this card has no effect.

06 JOINT OPS: TERROR ON DEVLAN MISSION THE HUNTERS HUNTED

The kill team's attack upon the lair of the beast ended in abject failure. Now, pursued and fleeing in disarray, their only hope for survival lies in swiftly regrouping and turning to fight back against the vengeful Red Terror, which is even now bearing down upon them.

MISSION RULES

NPOs: When setting up operatives before the battle, alternate operative-by-operative between NPOs and player operatives (instead of NPOs first), starting with an NPO. Set up D3+6 Termagant NPOs before the battle, then, as an NPO **STRATEGIC GAMBIT** in each Strategy phase after the first, set up D3+1 Termagant NPOs. In both cases, set up each NPO ready with a Conceal order wholly within a random NPO drop zone (determined separately for each NPO) and, if possible, more than 2" from other operatives.

Split Up: Before the battle, player operatives cannot be set up in a location other than the killzone (e.g. **TEMPESTUS AQUILON** operatives cannot be set up above). When you would set up each player operative before the battle, roll one D6 to determine which player drop zone that operative must be set up wholly within (re-rolling result of 5-6). Each player operative must be set up more than 2" from other player drop zones.

Don't Let It Sense Us: When setting up the battle, create a separate Sense deck using NPO activation cards 8-13 (the remaining cards form the NPO activation deck as normal). Whenever an operative performs the **Shoot** or **Fight** action, or performs any other action that inflicts damage on any operatives, add a card from the Sense deck (if any remain) to the NPO activation deck discard pile so, when recreated, it returns to that deck.

VICTORY

At the end of any turning point after the third, if all player operatives that haven't been incapacitated are wholly within the same player drop zone and that drop zone is secure, the battle ends and the player(s) win. A drop zone is secure whenever both of the following are true:

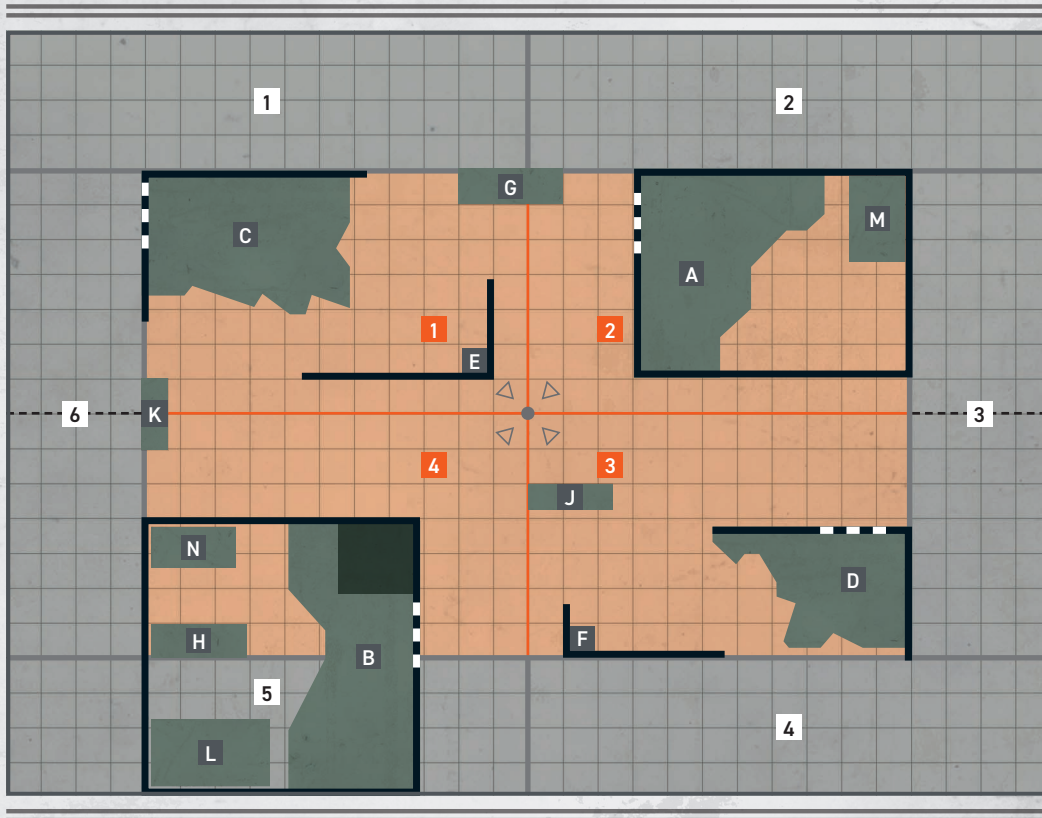
- The total APL of player operatives wholly within it is 4 or more greater than that of NPOs wholly within it. Ignore operatives within enemy operatives' control ranges when determining this.
- The Red Terror NPO is not wholly within it.

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



...COMMAND [STATIC]... NYONE [STATIC]... RETREATING WITH XENOS
 CLOS[STATIC]... EMPEROR SAVE US!

- Partial vox capture, Devlan Primus spaceport, originator unclear



NPO ACTIVATION CARDS

RESULT	NPO ACTIVATION
1-4	Activate one ready Termagant NPO.
5-7	Activate two ready Termagant NPOs one after the other (before a player activation).
8-13	Activate the Red Terror NPO. The first time it's activated, when it performs the Emerge action (see Hunt behaviour), set it up wholly within a random NPO drop zone.

07 JOINT OPS: TERROR ON DEVLAN MISSION EXECUTION

Driven from its lair, hounded remorselessly and unable to pause long enough to regenerate its wounded body, the Red Terror teeters on the brink of death. Now is the moment for the kill team to strike the killing blow, before the monster can make good its escape and begin its reign of terror anew.

MISSION RULES

NPOs: As an NPO **STRATEGIC GAMBIT** in each Strategy phase, set up D3+1 Termagant NPOs wholly within a random NPO drop zone from 1-3 (determined separately for each NPO) and, if possible, more than 2" from other operatives.

Quarry Sighted: The first time a player operative finishes a move within 2" of, or is set up within 2" of, NPO drop zone 4, set up the Red Terror NPO ready with a Conceal order wholly within that drop zone. Until the Red Terror NPO is set up, treat NPO activation cards 7-13 as having no effect (skip that NPO activation and alternate back to the player(s)).

Wounded Beast: Whenever the Red Terror NPO gains a Regeneration token (see Survival Instincts), before it regains all lost wounds, reduce its Wounds stat by D6+4 (so it regains lost wounds to this new amount). You can then choose a discarded NPO activation card to permanently remove from the game (excluding cards 1 and 13).

VICTORY

If the Red Terror NPO's Wounds stat is reduced to 0 or less, the battle ends and the player(s) win.

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

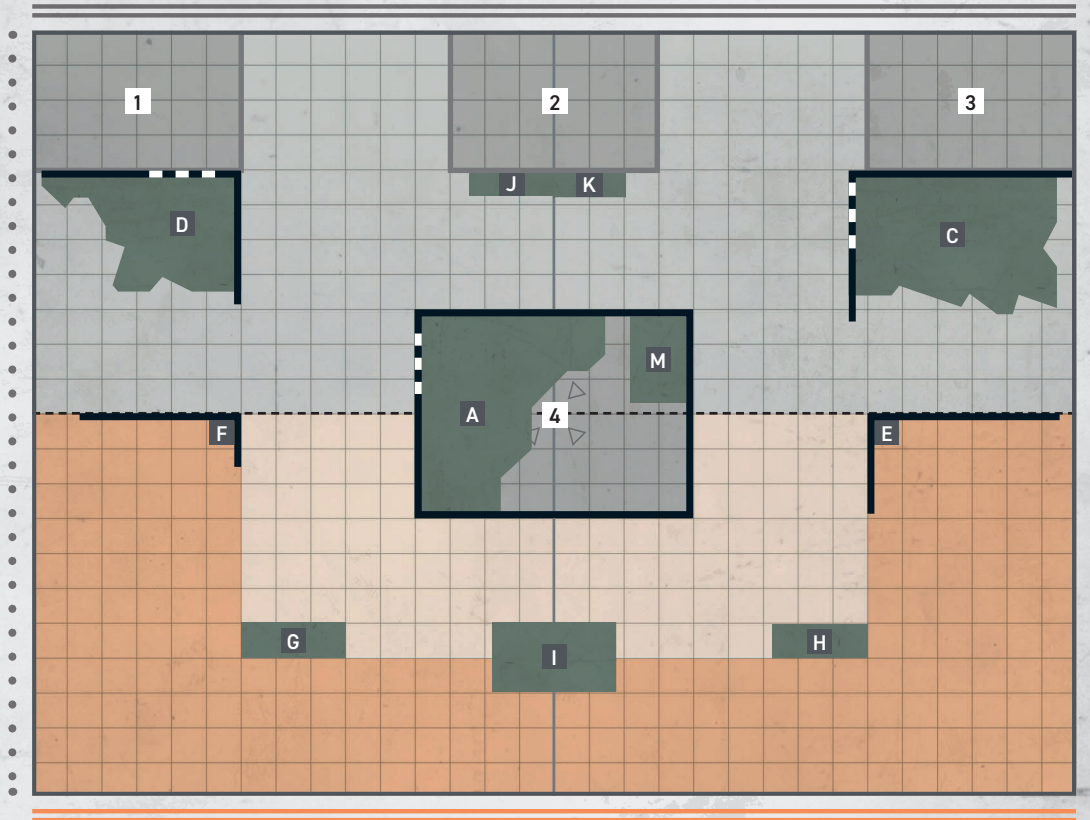


TARGET ELIMINATED!

Long and bloody though the hunt has been, the Red Terror is finally defeated. There is no way anything could have survived the fury you turned upon it. There was no time to check, of course: the evacuation is frantic and the hive fleet is incoming. Still, as your team make good their escape, you can feel almost entirely sure you achieved your mission...

'THIS IS FOR EVERY GOOD CADIAN LIFE YOU'VE COST US, YOU XENOS FILTH.'

- Sharpshooter Venna Tol, a rare utterance upon centring her sights on the skull of the wounded Red Terror



NPO ACTIVATION CARDS

RESULT	NPO ACTIVATION
1-2	Activate one ready Termagant NPO.
3-4	Activate two ready Termagant NPOs one after the other (before a player activation).
5-6	Set up one Termagant NPO ready with a Conceal order wholly within a randomly determined NPO drop zone from 1-3 and, if possible, more than 2" from other operatives.
7-12	Activate the Red Terror NPO.
13	Activate the Red Terror NPO and add 1 to its APL stat until the end of that activation. It can perform two Fight actions during that activation.

08 JOINT OPS: TERROR ON DEVLAN MISSION FIRE FROM THE SKIES

Despite the kill team's best efforts, the Red Terror has proven impossible for them to overcome with the weapons they have to hand. As a last desperate gambit, they must instead move in close and deploy choral beacons to guide air strikes by Navis Imperialis gunships down upon the beast.

MISSION RULES

NPOs: When setting up operatives before the battle, don't set up any NPOs. As an NPO **STRATEGIC GAMBIT** in each Strategy phase, set up D3 Termagant NPOs ready with a Conceal order wholly within each NPO drop zone (roll D3 separately for each drop zone).

Wounded Beast: Whenever 8 or more damage is inflicted on the Red Terror NPO from each **Plant Beacon** mission action, you can permanently remove a discarded NPO activation card from the game (excluding cards 1 and 13).

MISSION ACTION

Player operatives can perform the following mission action:

PLANT BEACON 1AP

► Place your Beacon mission marker visible to and within 3" of the active operative, then roll one D6. After a number of activations/counteractions have been completed equal to the result, inflict 2D6 damage on each operative (roll separately for each) within D6" horizontally of that marker (excluding operatives with all of their base underneath Vantage terrain), then remove that marker from the killzone.

◆ An operative cannot perform this action while within control range of an enemy operative, or if one of your Beacon mission markers is already in the killzone.

VICTORY

Keep track of damage inflicted on the Red Terror NPO as a result of the Plant Beacon mission action. If the total reaches 35 or more, the battle ends and the player(s) win. Note that damage inflicted is different to lost wounds, so don't reduce this tracked total when the Red Terror NPO regains lost wounds.

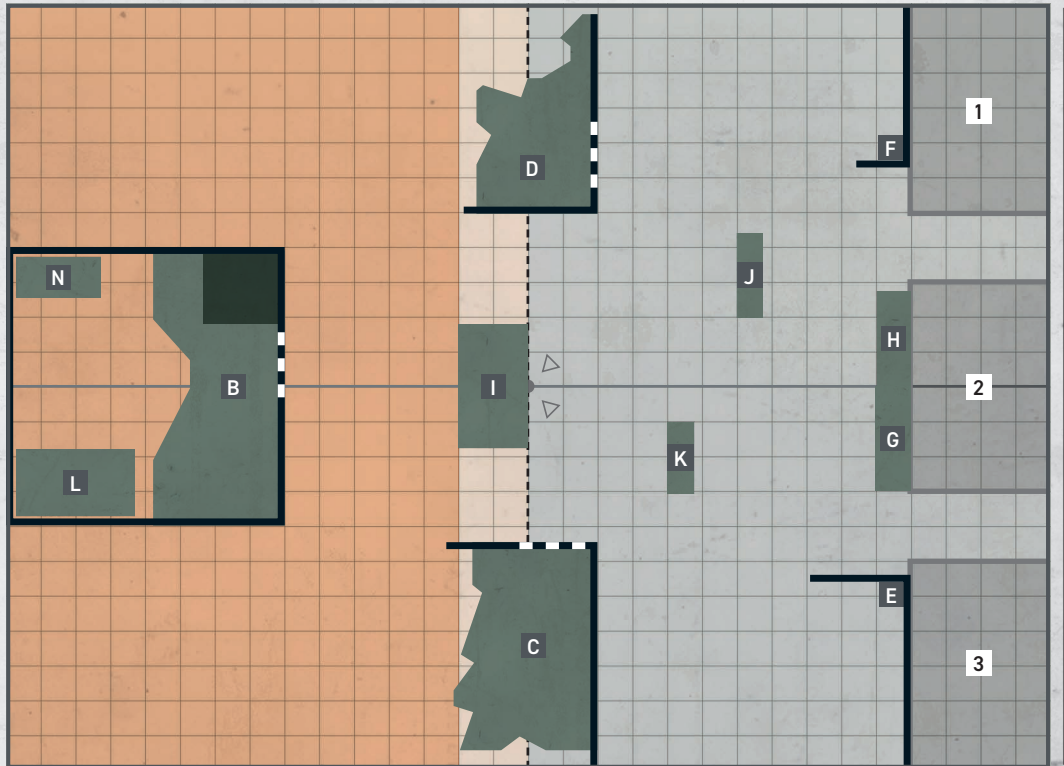
If every player operative is incapacitated, the battle ends and the player(s) lose.

THE DUST CLEARS

The price in lives has been desperately high, but as the smoke from the aerial bombardments drifts away and the last burning fragments of debris rain down, there is no sign of the Red Terror. The survivors of your kill team fall back to their extraction point, and you can only hope that the monster was annihilated. That it didn't somehow escape...

'OVERRIDE CONFIRM. VENGEANCE STRIKE ON MY COORDINATES; ALL AVAILABLE ORDNANCE. NOW, IN THE NAME OF THE THRONE, DO IT NOW!'

- Vox-Operator Thayde Thenmann



NPO ACTIVATION CARDS

RESULT	NPO ACTIVATION
1-4	Activate one ready Termagant NPO.
5-6	Activate two ready Termagant NPOs one after the other (before a player activation).
7-13	Activate the Red Terror NPO.

09 JOINT OPS: TERROR ON DEVLAN MISSION LAST STAND

The beast cannot be slain. It is a xenos monster from the darkest hells of the void, and it has left the kill team with nowhere else to run. Instead – defiant to the last – they stand firm, knowing that every moment they delay the fiend here, more evacuees will make it off Devlan alive.

MISSION RULES

NPOs: When setting up operatives before the battle, don't set up any NPOs. As an NPO **STRATEGIC GAMBIT** in each Strategy phase, set up D3+2 Termagant NPOs ready with a Conceal order wholly within a random NPO drop zone (determined separately for each NPO). When the Red Terror NPO first performs the **Emerge** action (see Hunt behaviour), set it up in a random corner of the killzone instead (taking precedence over the normal rules).

Well Prepared: Before the battle, you can select up to two additional equipment options.

Heroic Defiance: Whenever a player operative causes the Red Terror NPO's Wounds stat to be reduced to 0 or less (i.e. changing its behaviour to Lurk or giving it a Regeneration token if its behaviour is already Lurk), roll one D6. Resolve one of the following rules that's equal to or less than the result, then that player operative regains a number of lost wounds equal to the result.

RESULT	RULE
1-2	Look at the next card of the NPO activation deck, then either discard it or return it to the top or bottom of the deck.
3-4	That player operative can immediately perform a free Charge , Fall Back or Reposition action, but it cannot move more than 3" during that action. It can do so even if it's performed another action that prevents it from performing that action.
5-6	Until the end of the battle, add 1 to that player operative's APL stat. You cannot select this for each player operative more than once.

VICTORY

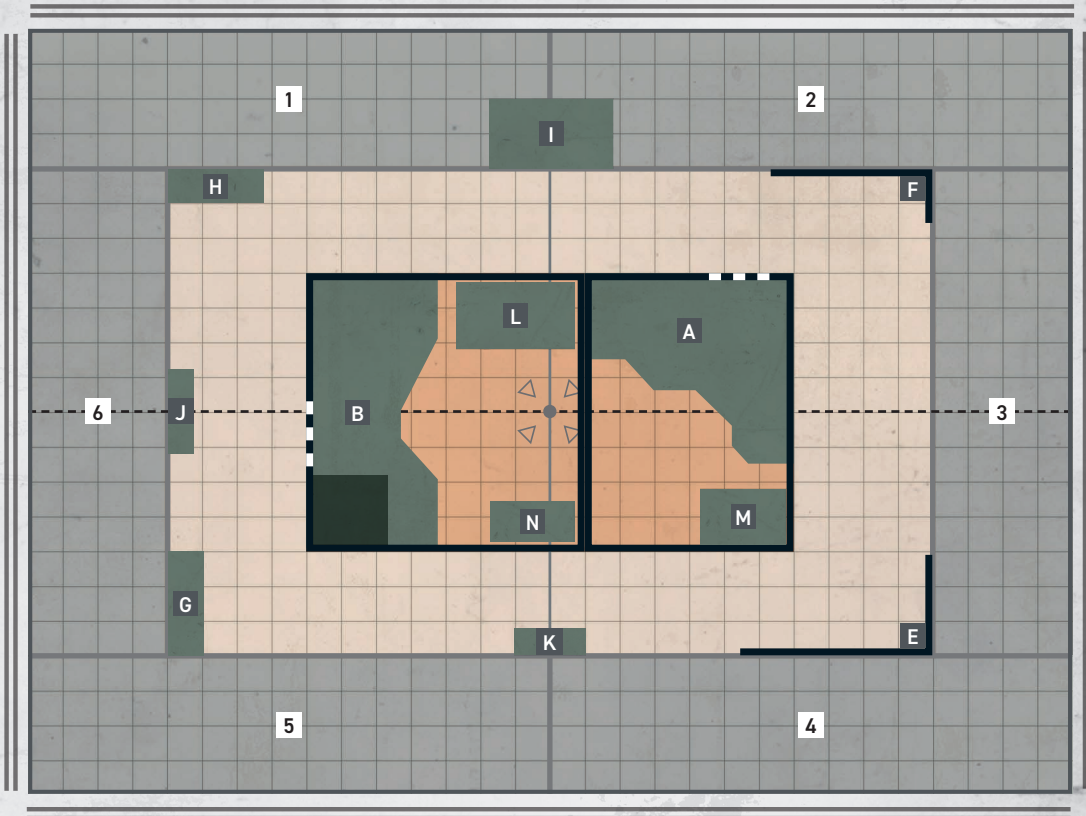
When every player operative is incapacitated, the battle ends. If this happens before the fifth turning point, the player(s) lose. Otherwise, the player(s) win. This means if player operatives survive until the start of the fifth turning point, they 'win' the mission, but you can continue to play to see how long your operatives survive!

FORGOTTEN MARTYRS

The deeds of your kill team will not be remembered. Their bodies will never be recovered, save by the jaws of Tyranids harvesting biomass. Yet their deaths were not in vain. Scores, perhaps hundreds of additional evacuees were able to make it off Devlan alive thanks to their efforts. You may take some pride in that, at least.

'WE DON'T DO THIS FOR GLORY, OR EVEN TO LIVE ANOTHER BLOODY DAY. WE DO IT FOR OUR OATHS. WE DO IT FOR THE GOD-EMPEROR. THAT'S MORE THAN ENOUGH.'

- Veteran Sergeant 'Laughing' Ansteld Jask, reputed last words



NPO ACTIVATION CARDS

RESULT	NPO ACTIVATION
1-4	Activate one ready Termagant NPO.
5-6	Activate two ready Termagant NPOs one after the other (before a player activation).
7-13	Activate the Red Terror NPO.

APPENDIX

The Red Terror is designed as an NPO for PvE (player vs environment) gameplay, but with some adjustments, it can be used in a PvP (player vs player) game with one player controlling the Red Terror. These rules are intended for casual games so they should not be used in a competitive environment.

SET UP

Select a mission pack, but ensure the selected mission is suitable for the rules that follow. For example, Preliminary Ops (*Kill Team Core Book*) and Approved Ops (available separately) can be used, but mission packs with more expansive rules (e.g. Airborne Assault from *Kill Team: Hivestorm*, or missions where the Red Terror player's operatives must 'escape' or 'survive') are not suitable. Once you've chosen a mission, follow the selected mission pack's game sequence as normal with the following amendments.

Instead of one player selecting a kill team, they can have the Red Terror and 9 Termagant operatives using the datacards and rules found in this mission pack. That player doesn't select any equipment.

When setting up terrain features, be mindful of their location. The maps in this publication have been designed to accommodate the base size of the Red Terror, whereas other mission packs haven't been designed with this in mind. Therefore, where possible, adjust terrain features as necessary to avoid areas of the killzone where the Red Terror cannot be placed to **Shoot** or **Fight** enemy operatives.

If you are using the Approved Ops mission pack (available separately), the Red Terror player can select a tac op from the Seek & Destroy archetype.

When setting up operatives before the battle, the Red Terror player sets up 9 Termagant operatives as specified by the mission, but their Red Terror operative is set up underground instead (and will arrive when activated via its **Emerge** action).

ACTIVATION CARDS

The Red Terror player uses a deck of cards numbered 1-13 to determine their activations. Whenever it's their turn to activate a ready friendly operative, they must draw one card from the deck and resolve it as shown below. Once they've resolved it, that card is discarded. The Red Terror player doesn't need to draw activation cards when counteracting, they can simply choose an operative to counteract.

RESULT	NPO ACTIVATION
1-5	Activate one ready friendly Termagant or Ripper Swarm operative.
6-8	Activate two ready friendly Termagant operatives one after the other (before your opponent's activation).
9-13	Activate the friendly Red Terror operative.

This activation deck remains secret and cards are only revealed when drawn. However both players can inspect the discard pile at any time to inform them of activation cards that remain in the deck. In the Ready step of each Strategy phase, and whenever a card would be drawn from the deck but it's empty, the Red Terror player shuffles all activation cards (including discarded ones) together to recreate the deck.

If the Red Terror player draws a card but none of it can be resolved, they simply skip that activation and alternate back to their opponent. For example, if the Red Terror player draws an activation card and it instructs you to activate one ready

friendly Termagant or Ripper Swarm operative, but there are none, they discard that card and then their opponent activates. If the Red Terror player draws an activation card and cannot resolve all of it (e.g. it instructs you to activate two ready friendly Termagant operatives but they can only activate one), they resolve as much of it as they can.

Note that the Red Terror operative can activate multiple times per turning point, so whenever its activation card is drawn and it's expended, ready it first, continue its activation as normal, then expend it again.

OPERATIVE BEHAVIOUR

Unlike PvE missions, the Red Terror player's operatives are not procedurally operated. Their operatives cannot perform actions not listed on their datacard, however, they can choose which actions they perform from those listed (rather than following the specified order), and can perform those actions as they wish (e.g. they don't have to **Charge** the closest operative). Similarly, they can choose their operatives' orders (i.e. Conceal or Engage) when activated, rather than what's specified in their behaviour. Their operatives (excluding Ripper Swarm) can also perform any relevant mission actions.

The Red Terror operative will start the battle with the Hunt behaviour as normal, and will still change datacards as specified by the Behaviour Changes rule in the NPO Datacards section (e.g. change to Lurk when it would be incapacitated). Note that it cannot perform **Shoot** or **Fight** actions when it has the Lurk behaviour, so it will need it to perform the **Disappear Underground** action to change back to Hunt again to perform those actions.

STRATEGY PLOYS

TERMAGANT REINFORCEMENT

Set up one incapacitated Termagant operative ready with a Conceal order in a location it can be placed wholly within your drop zone (it can be placed within control range of enemy operatives), or up to two if half or more friendly Termagant operatives are incapacitated. You cannot have more than 9 Termagant operatives at once.

RIPPER SWARM AMBUSH

If there is no friendly Ripper Swarm operative in the killzone, set one up ready with a Conceal order in a location it can be placed on the killzone floor wholly within your territory (it can be placed within control range of enemy operatives). If a friendly Ripper Swarm operative is already in the killzone, that operative regains all lost wounds instead.

VORACIOUS AMMUNITION

Whenever a friendly Termagant operative is shooting an enemy operative within 6" of it, its ranged weapon has the Balanced weapon rule.

SUBMERGED

Whenever an operative is shooting a friendly Termagant or Ripper Swarm operative that's more than 3" from it and on the killzone floor, you can re-roll one of your defence dice.

KILL OP

Your opponent's kill op is determined differently. Instead, your opponent's kill grade goes up by 1:

- Whenever five Termagant operatives are incapacitated.
- Whenever all Termagant operatives are incapacitated.
- Whenever the Red Terror operative gains a Regeneration token.

Your opponent's kill grade cannot go above 5. Note that for the first two bullet points, as the Termagant Reinforcement strategy ploy (below) returns incapacitated Termagant operatives to the battle, this means your opponent's kill grade can go down during the battle (they lose VP accordingly). However, it won't retroactively change any other VPs your opponent has scored for incapacitating Termagant operatives, e.g. from tac ops.

FIREFIGHT PLOYS

HIVE MIND

Use this firefight ploy when you draw a card to activate a friendly operative. Instead of resolving that card, discard it and draw another.

XENOS FRENZY

Use this firefight ploy during a friendly Red Terror operative's activation, before or after it performs an action. During that activation it can perform two **Fight** actions.

TAIL LASH

Use this firefight ploy when a friendly Red Terror operative performs the **Shoot** action and you select its pincer tail ranged weapon. Until the end of the sequence, that weapon has the Range 6" (instead of range 3") and Ceaseless weapon rules, but loses the Seek weapon rule.

SAVAGE AGGRESSION

Use this firefight ploy when a friendly Red Terror operative incapacitates an enemy operative during the **Fight** action. Each enemy operative visible to and within 3" of that friendly operative must take a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

RED TERROR STRATEGY PLOY

TERMAGANT REINFORCEMENT

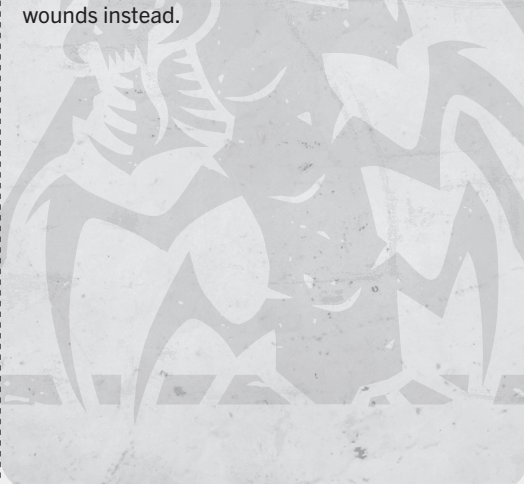
Set up one incapacitated Termagant operative ready with a Conceal order in a location it can be placed wholly within your drop zone (it can be placed within control range of enemy operatives), or up to two if half or more friendly Termagant operatives are incapacitated. You cannot have more than 9 Termagant operatives at once.



RED TERROR STRATEGY PLOY

RIPPER SWARM AMBUSH

If there is no friendly Ripper Swarm operative in the killzone, set one up ready with a Conceal order in a location it can be placed on the killzone floor wholly within your territory (it can be placed within control range of enemy operatives). If a friendly Ripper Swarm operative is already in the killzone, that operative regains all lost wounds instead.



RED TERROR STRATEGY PLOY

VORACIOUS AMMUNITION

Whenever a friendly Termagant operative is shooting an enemy operative within 6" of it, its ranged weapon has the Balanced weapon rule.



RED TERROR STRATEGY PLOY

SUBMERGED

Whenever an operative is shooting a friendly Termagant or Ripper Swarm operative that's more than 3" from it and on the killzone floor, you can re-roll one of your defence dice.



RED TERROR FIREFIGHT PLOY

HIVE MIND

Use this firefight ploy when you draw a card to activate a friendly operative. Instead of resolving that card, discard it and draw another.



RED TERROR FIREFIGHT PLOY

XENOS FRENZY

Use this firefight ploy during a friendly Red Terror operative's activation, before or after it performs an action. During that activation it can perform two **Fight** actions.



RED TERROR FIREFIGHT PLOY

TAIL LASH

Use this firefight ploy when a friendly Red Terror operative performs the **Shoot** action and you select its pincer tail ranged weapon. Until the end of the sequence, that weapon has the Range 6" (instead of range 3") and Ceaseless weapon rules, but loses the Seek weapon rule.



RED TERROR FIREFIGHT PLOY

SAVAGE AGGRESSION

Use this firefight ploy when a friendly Red Terror operative incapacitates an enemy operative during the **Fight** action. Each enemy operative visible to and within 3" of that friendly operative must take a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

