

CTESIPHUS EXPEDITION

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A Ctesiphus Expedition is a map-based campaign system used alongside your games of Kill Team. Unlike most traditional campaign systems, it's designed so that players can take part regardless of whether their opponent is also participating in the campaign. It even works if you don't have an opponent and want to play entirely solo/cooperatively.



A Ctesiphus Expedition involves exploring unknown locations on a hex map. You'll then have to manage resources and make decisions to achieve your chosen objectives. The campaign links your games together, provides consequences for them, and allows you to build your own narrative for your kill team as it conducts an expedition on Ctesiphus VII.



A Ctesiphus Expedition requires a campaign map. There are different types of maps – the ones with fewer hexes should be used with 2-3 players. Information is recorded on the map, so ensure it's accurate and that all players are informed. If multiple players are taking part in the campaign, it's recommended that one player takes responsibility for keeping the map up-to-date.

CAMPAIN MAP

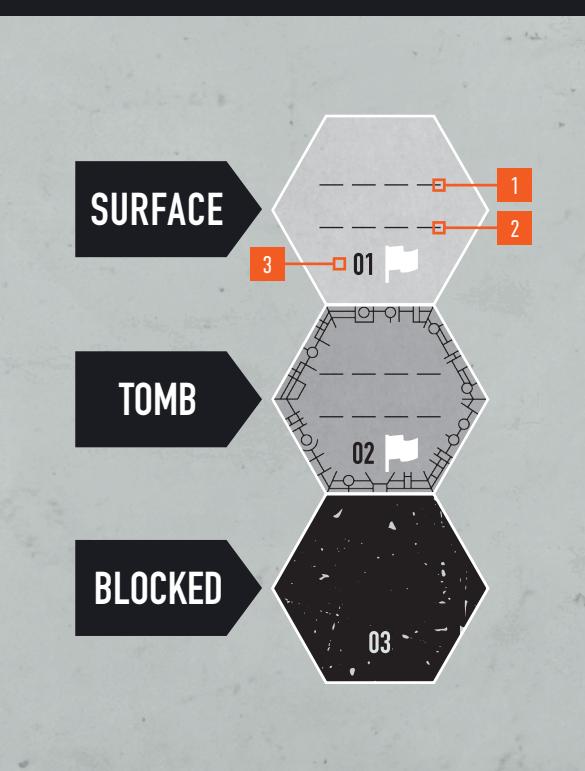
The campaign map has three types of hexes.

Each surface and tomb hex begins the battle unexplored. The first time it's explored (pg 7), the following is recorded in that hex:

- 1 **Location:** This is what the hex contains and its impact on the campaign.
- 2 **Condition:** This is what circumstances apply to the hex and the additional rules it provides to your mission whenever your kill team does battle there.
- 3 **Hex number:** This is used in the campaign log (pg 2) to identify hexes when keeping track of rules (such as a kill team's location during the campaign). The flag can be marked when a kill team has a base or camp in the hex (explained later).

Blocked hexes cannot be explored. If a kill team is in a hex when it becomes blocked, they must move out of it in the next Movement phase (pg 3).

HEX TYPES



The campaign map also has a threat level meter. The threat level is used to keep track of the campaign's length (pg 5), normally by moving it up by 1 in the Threat phase of each campaign round. However, it moves differently in a solo/cooperative campaign (pg 6). Either way, you can track the threat level by marking the threat level meter with a pencil or paper clip, for example.

Before the campaign begins, all players roll-off to establish an order, then each player selects a different surface hex to become their base hex in that order. It must be more than 2 hexes from each other player's base hex. In the location and condition sections of that hex, write the player's name and their kill team respectively. Base hexes cannot be explored. Enemy kill teams can move into an opponent's base hex, but a player's base hex will always remain theirs (unless otherwise specified).

Each player keeps a campaign log to manage their kill team's progress (see example below). They start with 10 Supply points

and 0 Campaign points, and their kill team's base hex is their starting hex. This information will change as the campaign progresses, so record it with a pencil or digitally. Campaign points determine your success in the campaign (see objectives on pg 5) and will increase as the campaign goes on. Supply points are a spendable resource that allow your kill team to move around the campaign map and perform campaign actions (pg 4); they will go up (to a maximum of 10) and down (to a minimum of 0), so you must manage them carefully.

ESTABLISHING PRIORITY

Whenever multiple players would resolve rules at the same time (e.g. move or resolve two camp rules), use the following methods (in order) to establish which player has priority and does so first:

- The player with the least Campaign points.
- The player with the least Supply points.
- Roll-off.

CTESIPHUS EXPEDITION CAMPAIGN LOG					KILL TEAM NAME:
CAMPAGN POINTS:	SUPPLY POINTS:	KILL TEAM'S CURRENT HEX:	BASE HEX:	CAMP HEXES:	NOTES:
OBJECTIVES					
GAMES WON:					
HEXES EXPLORED:					
GAMES PLAYED:					
SUPPLY POINTS SPENT:					
ENEMY OPERATIVES INCAPACITATED: Note: Some operatives count as more or less.					

CAMPAIGN ROUND

The campaign consists of numerous rounds, and each round has four phases that must be completed. Once a campaign round is completed, repeat it unless the threat level has reached its maximum (pg 5).

1. MOVEMENT PHASE

Move your kill team around the hex map.

2. BATTLE PHASE

Play a game of Kill Team against any opponent and earn Campaign or Supply points based on the result.

3. ACTION PHASE

Spend your Supply points on campaign actions.

4. THREAT PHASE

Raise the threat level. Once it reaches its maximum, the campaign ends.



1. MOVEMENT PHASE

One at a time, in an order determined by establishing priority (pg 2), each player must do one of the following movement actions.

MANOEUVRE

Move your kill team up to 3 hexes, then subtract 1 from your Supply points for each hex your kill team moved (this means it cannot move more than your current number of Supply points). Your kill team cannot move into/through a blocked hex and cannot finish the move in a hex that already contains two kill teams. If it finishes the move in an unexplored hex, explore it (pg 7).

REGROUP

Move your kill team to your nearest base or camp (pg 4). If it's already in one, move it to the next nearest, if any (if two or more are equally close, you can choose which one). Note that this doesn't cost Supply points.

HOLD

Leave your kill team in its current hex.



2. BATTLE PHASE

Each player plays a game of Kill Team using the condition rules of a hex. If both players are in the same hex, use that hex's condition. Otherwise, use the condition rules of the hex containing the kill team of the player that **doesn't** have initiative during set up (or who is last in the player order for Multiplayer Ops).

If the condition being used is from a tomb hex, we recommend using a killzone with close quarters rules (e.g. Killzone: Tomb World). If the condition being used is from a surface hex, we recommend using any other killzone (e.g. Killzone: Volkus).

Players are free to play a game against whoever they wish, whether it be another campaign player or a person not even taking part in the expedition. In the latter case, the use of condition rules is at the players' discretion, but gain Campaign or Supply points normally, as described below.

Each player gains points as determined by the game result: If they win, 1 Campaign point; if they draw or lose, 1 Supply point.

If one player would miss out on a game due to the number of players, another can play an extra game against them so they don't miss out or need to play against a person outside the campaign. However, that other player cannot gain points twice, they must choose one of their games to gain points from. If this isn't a convenient option, then the odd player can instead be given a bye – they don't play a game of kill team this campaign round, but gain 2 Supply points instead.

If a game isn't played because one player was unable to attend, it's sporting for the game to be recorded as a loss for them and a win for their opponent. It's understandable that unforeseen circumstances can occur, but equally the player that could attend shouldn't fall behind due to events outside their control.

3. ACTION PHASE

One at a time, each player can perform one campaign action. Each action has a Supply point (SP) cost (mark SP spent on your campaign log). You cannot perform a campaign action if you can't pay its cost. All players that won their game in the preceding Battle phase go first, starting with a player determined by establishing priority (pg 2). Repeat this process for all players that drew their game, followed by all players that lost. If an odd player was given a bye in the preceding Battle phase, treat them as having drawn for this.

SCOUT

Cost: 1-3SP

Effect: Select one unexplored hex (excluding blocked hexes) within a number of hexes of your kill team equal to the number of Supply points spent. Explore that hex (pg 7).

RESUPPLY

Cost: 0SP

Effect: Gain a number of Supply points depending on the hex your kill team is in (until you reach 10) as follows:

- Your base: 10
- One of your camps: D3+3
- Blocked hex: 0
- Any other hex: 1

SEARCH

Cost: 1SP

Effect: Resolve the search rule (if any) of the hex your kill team is in.

ENCAMP

Cost: The number of hexes to your nearest base or camp (excluding blocked hexes).

Effect: Gain a camp in the hex your kill team is in. While you have a camp in a hex, you gain its camp rule (if any). You cannot have more than two camps at once, but you can remove one of your camps whenever you perform this action (after determining the Supply points cost). You cannot perform this action if the hex is blocked or contains an opponent's base or camp.

DEMOLISH

Cost: 3SP

Effect: Remove an opponent's camp in the hex your kill team is in. You cannot perform this action unless you won a game against that opponent during this campaign round. However, if you challenged them to a game and it didn't happen (e.g. they refused or couldn't play), then you can perform this action.

4. THREAT PHASE

First, resolve all location rules that take place in the Threat phase (if multiple, establish priority, pg 2).

Then, unless it's a solo/cooperative campaign, raise the threat level by 1. If it reaches its maximum, the campaign ends. Determine the maximum threat level before the campaign begins, but 7 is a good average. If you're playing a solo/cooperative campaign, the threat level rises differently, as explained on pg 6.

OBJECTIVES

There are various objectives to give players the freedom to conduct the campaign they wish. At the end of the campaign, award players the following titles.

WARLORD:

Most Campaign points.

PIONEER:

Most Supply points spent.

EXPLORER:

Most hexes explored.

TROOPER:

Most games played.

WARRIOR:

Most games won.

HEADHUNTER:

Most enemy operatives incapacitated. Operatives with:

- 5 or less wounds count as 0 operatives.
- 6-10 wounds count as 1 operative.
- 11 or more wounds count as 2 operatives.

If players are tied on an award, use the following sorters. In order of priority, a player wins that award if they have the:

- Most Campaign points.
- Most games won.
- Most Supply points.
- Most hexes explored.



SOLO/COOPERATIVE CAMPAIGN

A Ctesiphus Expedition has been designed with two or more players in mind, but you can also use it when your opponents aren't taking part in the campaign, and even when playing your games of Kill Team solo/cooperatively using a Joint Ops mission pack. The experience is very different – rather than competing with other players to achieve the most Campaign points and fulfil objectives, it becomes a slower process that inspires you to create your own narrative around your Joint Ops games, but also requires even more careful decisions. Follow through the campaign rounds as normal with the following changes.

BATTLES

Play a game of Kill Team against an opponent as normal (even though they aren't in the campaign), or play a mission from a Joint Ops mission pack using NPOs. The setting of this campaign works well with the Joint Ops: Tomb World mission pack (Kill Team: Tomb World), but feel free to use any Joint Ops mission. Use the condition rule of the hex your kill team is in, unless your Joint Ops mission has a lot of extra rules anyway, in which case feel free to ignore the condition rule for that game.

THREAT

A solo/cooperative Ctesiphus Expedition requires more careful management, as the threat level will move up and down. If the threat level reaches 10, the campaign ends at the end of that campaign round – the area has become too intense for your kill team to conduct an expedition, so they must withdraw. Don't raise the threat level by 1 automatically in the Threat phase. Instead:

- Whenever you explore a tomb hex, unless it's done as a result of the **Scout** campaign action, roll one D6: on a 4+, raise the threat level by 1.
- Whenever you finish a battle, roll one D6: on a 3+ if you won, or on a 5+ if you lost or drew, raise the threat level by 1.
- Whenever you perform the **Search** campaign action (excluding the instance mentioned below), roll one D6: on a 5+, raise the threat level by 1 unless you spend 1 Supply point.
- Whenever you perform the **Search** campaign action in the Doomsday Vault location (TL35) or the **Demolish** campaign action in the Power Cell Sanctum location (TL24) – the latter isn't recommended! – raise the threat level by D3.
- Whenever you perform the **Resupply** campaign action, you can lower the threat level by 1, or by D3 if your kill team is in your base or camp hex (to a minimum of 0). You cannot lower the threat level in this way more than three times per campaign, so choose wisely!

OBJECTIVE

Without competing players to battle over Campaign points and objectives, the aim of a solo/cooperative campaign is to end the campaign with 10 or more Campaign points. For example, at the end of a campaign round, if the threat level is 10 and you have 10 or more Campaign points, the campaign is a success.

You can then record your performance in the following categories:

PIONEER:

Number of Supply points spent.

EXPLORER:

Number of hexes explored.

TROOPER:

Number of games played.

WARRIOR:

Number of games won.

HEADHUNTER:

Number of enemy operatives incapacitated. Operatives with:

- 5 or less wounds count as 0 operatives.
- 6-10 wounds count as 1 operative.
- 11 or more wounds count as 2 operatives.

The next time you play a Ctesiphus Expedition, you can compare your performance with previous campaigns. You can even continue the narrative by using the same campaign map – leaving the explored hexes as they are – and selecting any surface hex (excluding blocked hexes) to become your new base hex. If you don't select the previous campaign's base hex, it becomes an Abandoned Camp location (SL22) instead, and you roll D36 on the relevant table (pg 7-16) to determine its condition. A new kill team then begins an expedition in the footsteps of the kill team that went before it, operating with increased knowledge of the area, but potentially less available from hexes the previous kill team interacted with.

EXPLORING HEXES

Whenever a player finishes a move in a hex that hasn't been explored, explore that hex. Whenever they perform the Scout campaign action, explore the selected hex. Base hexes cannot be explored. To explore a hex, first roll D36 to determine the hex location, then roll D36 to determine the hex condition. Consult the relevant tables over the following pages (as determined by the hex type – surface or tomb). If the result corresponds to an existing location (excluding Ruin) or condition (excluding Clear Conditions), re-roll. To roll a D36, first roll one D3, then roll one D6 and combine the results to create a number; for example, if you roll a 2 and a 5, consult row 25.

SURFACE LOCATION

D36 SURFACE LOCATION (SL)



11-16 RUIN (SL11)

These deserted shells are ice-rimed and desolate vestiges of an attempt to tame or exploit Ctesiphus VII. Biting winds howl through shattered edifices and crumbling mechanisms. They are devoid of any strategic value, save as a site for ambush, so stay alert.

RULES

Unlike other locations, you don't re-roll if you generate this location more than once. Other than that, it provides no additional rules.



21 TECTONIC FISSURE (SL21)

In this region, the frozen surface has opened up, resulting in a huge crevasse that appears impossible to cross. Attempts to map its depths with automated drones or expendable servants have yielded nothing but the assets' disappearance.

This hex becomes blocked.



22 ABANDONED CAMP (SL22)

This artificial depression includes remnants of underground tunnels and chambers, shielded from the elements and incalculably old. There may be salvageable equipment that has survived, but little to no organic elements beyond desiccated scraps. Be quick: reconnaissance has discovered clawed footprints around the perimeter...

When this hex is explored, roll one D6 to determine how many Supply points it has.

Search: Gain D3 of this hex's Supply points (reducing how much it has accordingly). Once it reaches 0, players cannot gain any more from it.



23 CRYOVOLCANIC EDIFICES (SL23)

Geovents pock the surface in this area in large numbers, and flash-frozen material has petrified into icy pillars, domes and mounds in massive frozen piles. Perhaps there could be intact structures or salvageable resources frozen in their cores.

Search: You can spend 1 or 2 Supply points on the Search campaign action to use this rule. If you spent 1 Supply point, roll one D3; if you spent 2, roll two D3:

- On a 1, Nothing happens.
- On a 2, Gain D3 Supply points.
- On a 3, Gain 1 Campaign point.

Each player cannot gain the effects of results 2 and 3 more than once each per campaign.

SURFACE LOCATION

D36 SURFACE LOCATION (SL)



24 ASTEROID IMPACT (SL24)

Rapid estimates of this broad canyon suggest it is an ancient impact crater. Its blasted surface is riven by huge fractures, making crossing it a dangerous gambit that leaves operatives vulnerable to watching hunters. However, the ravines appear to have broken through to an area of the xenos tomb where it nears the surface.



25 LANDING SITE (SL25)

This hard, rocky plain lies in the lee of a storm-eroded ridge, providing an ideal landing site for resources and reinforcements from distant caches, or even orbit. It has the potential to be a serviceable forward operating camp, but the enemy are likely to come to the same conclusion.



26 OBSERVATION TOWER (SL26)

Recon assessment of this protuberance gave it the name of ‘observation tower’, but its true use is uncertain. Perhaps it was the spine of some ancient edifice, a towering outcrop of crystal dulled and eroded by the winds, or the tip of some far larger buried object. Whatever the truth, its height provides an ideal eyrie from which to gather intelligence on a wide area.



31 CRASHED SHIP (SL31)

This vessel conforms to no known pattern of craft. Its hull is spined with strange proboscis and extrusions – possibly some kind of augurs. Appraisal has determined that it represents the only remains of a xenos foray to conduct scans of the surface when their ship went down. The ship itself is unsalvageable, but perhaps the information it was gathering is recoverable.

RULES

Whenever their kill team is in this hex, players cannot perform the **Resupply** campaign action.

Whenever a kill team is performing the **Manoeuvre** movement action:

- It costs 1 additional Supply point to move to a surface hex from this hex.
- It costs 1 less Supply point to move to a tomb hex from this hex (in other words, a kill team can move to a tomb hex for free).

Whenever their kill team is in this hex, the **Encamp** campaign action costs players 1 Supply point.

Whenever a player performs the **Resupply** campaign action while their kill team is in this hex, they gain D3 additional Supply points.

Search: Immediately perform a **Scout** campaign action that costs 0 Supply points. You can do one of the following:

- Select any unexplored surface hex (instead of one within 3 hexes) to explore.
- Select one unexplored surface hex within 3 hexes to explore, then generate two valid results for the location and select one of them to use.

Camp: Whenever you explore a surface hex, you can generate two valid results for the location and select one of them to use. Additionally, the **Scout** campaign action never costs you more than 1 Supply point whenever you select a surface hex.

When this hex is explored, roll one D6 to determine how much intel it has.

Search: Gain D3 of this hex’s intel (reducing how much it has accordingly). Once it reaches 0, players cannot gain any more from it. Each intel allows you to immediately perform a **Scout** campaign action that costs 0 Supply points, and you can select any unexplored surface hex (instead of one within 3 hexes) for that action, but it cannot be a tomb hex.

SURFACE LOCATION

D36 SURFACE LOCATION (SL)



32

RESOURCE STOCKPILE (SL32)

Vanguard scouts report the discovery of equipment, technology and shards of tomb material, gathered together in the open and then seemingly abandoned. No trace remains of the resources' original harvester.



33

STARSTELES (SL33)

Standing among oddly proportioned earthworks, these monolithic slabs proclaim the power and nobility of the Malthost Dynasty. The monuments' location could mark a boundary, a route into the tomb's heart or a dire threat. Only careful exploration might reveal which.



34

BLACKSTONE OBELISK (SL34)

The towering structure pulsates with energy and is haloed in clouds of what might be bioluminescent microlife. The obelisk's aura is unsettling, yet the material it is built from represents power to many of the galaxy.



35

FORSAKEN FORTRESS (SL35)

This reinforced structure has survived Ctesiphus VII's harsh climate better than most. It may once have served as an outpost strongpoint for the tomb's builders, but it appears to have been added to by many different hands over the aeons.



36

BEAST LAIR (SL36)

Ctesiphus VII's extreme environment appears to support equally extreme life forms. Some make their lairs in caves gouged from solid rock, or within repurposed shells of ships after gorging on their occupants. Such nests are highly dangerous, but resources or information may be found in the remains of previous victims.

RULES

When this hex is explored, roll 2D6 to determine how many Supply points it has.

Search: Gain D6 of this hex's Supply points (reducing how much it has accordingly). Once it reaches 0, players cannot gain any more from it.

Search: Roll one D3:

- On a 1, nothing happens.
- On a 2, move your kill team to a different surface hex (unless that hex already contains two kill teams).
- On a 3, move your kill team to a tomb hex (unless that hex already contains two kill teams).

Camp: Gain 1 Campaign point (while you have a camp in this hex).

Search: Gain 1 Campaign point. Each player cannot search this hex more than once per campaign.

Camp: Gain 1 Campaign point (while you have a camp in this hex).

The first time any player performs the **Encamp** campaign action in this hex, they can move their base to this hex instead (their previous base becomes an Abandoned Camp location (SL22), even if that location already exists). If they do, they gain 1 Campaign point.

Camp: Gain 1 Campaign point (while you have a camp in this hex). Note if you move your base to this hex as described above, you don't get this hex's camp rule as well.

Search: Gain D3 Supply points. You cannot Search this hex if an opponent has a base or camp in it.

In the Threat phase, each player within 2 surface hexes of this hex may be attacked by the beast. They roll off, adding 1 to their result for each hex they are from this hex (to a maximum of 2 hexes). The loser is attacked: they lose D6 Supply points. If only one player is within 2 surface hexes of this hex, they still roll one D6 to see if they are attacked (adding to their result as specified): on a 5+, they aren't attacked.

The **Encamp** campaign action cannot be performed in this hex until the **Demolish** campaign action has been, but the **Demolish** campaign action cannot be performed in this hex in the same campaign round as it's explored. The first time the **Demolish** campaign action is performed in this hex, the beast is destroyed (ignore the above rule for the rest of the campaign).

TOMB LOCATION

D36 TOMB LOCATION (TL)



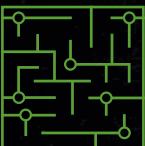
11-16 RUIN (TL11)

A hub of tunnels and chambers surround this fractal ruin. The substructure must once have been important, but now it flickers and stutters amidst a stalled cycle of decay and restoration.



21 TRANSDIMENSIONAL PORTAL (TL21)

There is no way of telling where this swirling gyre of energy and light might lead, until someone is bold enough to venture through...



22 TRANSEPTUM MAZE (TL22)

This section of the tomb is a confusing – and changing – labyrinth of passages and portals. Many groups straying into this region have been delayed or split up. However, those who manage to map some of its semi-stable portions might establish a hidden encampment safe from easy discovery.



23 CRUCIBLE OF WHISPERS (TL23)

Hacked signals, hijacked transmissions and perhaps even the looped thoughts of slumbering Necrons echo throughout this tomb layer. Some believe it is possible to draw meaning or infer some warning from the voices. Others deem their sanity not worth the risk.



24 POWER CELL SANCTUM (TL24)

A network of gigantic power cells occupy dedicated chambers in this area of the tomb, throbbing with eldritch potential. In time they might be studied, sabotaged and – if necessary – completely demolished.

RULES

Unlike other locations, you don't re-roll if you generate this location more than once. Other than that, it provides no additional rules.

Search: Select a tomb hex and a surface hex (the previously selected ones, if any, are no longer selected). In the Movement phase, if a kill team (including an opponent's) starts a **Manoeuvre** movement action in this hex, it can move to one of those hexes (the distance between them is treated as 1), then continue moving up to 2 more hexes as normal. This hex cannot be searched more than once per campaign round.

Whenever a kill team is performing the **Manoeuvre** movement action, it costs 1 more Supply point to move out of this hex (in other words, moving to an adjacent hex from this hex costs 2 Supply points).

Camp: The **Demolish** campaign action cannot be performed in this hex by any player, unless it's as a result of the Doomsday Vault location (TL35). Additionally, you can ignore the above rule of this hex.

When this hex is explored, roll one D3 to determine how many Campaign points it has.

Search: You can spend 1, 3 or 5 Supply points on the **Search** campaign action to use this rule. If you spent 1 Supply point, roll one D6; if you spent 3, roll two D6; if you spent 5, roll three D6. If any results are 5+, you gain 1 of this hex's Campaign points (reducing how much it has accordingly). Once it reaches 0, players cannot gain any more from it.

Camp: At the start of each Threat phase, you can roll one D6: on a 5+, you gain 1 of this hex's Campaign points (reducing how much it has accordingly). Once it reaches 0, players cannot gain any more from it.

The first time the **Demolish** campaign action is performed in this hex, each player that has a kill team in a tomb hex (excluding the player that performed that action) loses D6 Supply points and the Encamp action cannot be performed in this hex for the rest of the campaign. Note that there doesn't have to be an opponent's camp in this hex to perform the Demolish action, but if one of your camps is, it's removed

Camp: Gain 1 Campaign point (while you have a camp in this hex).

TOMB LOCATION

D36 TOMB LOCATION (TL)



25

TRANSTECHNIC FULCRUM (TL25)

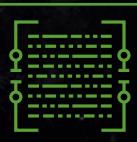
This group of interconnected chambers contain glowing glyphs and hidden eldritch mechanisms, which intrinsically connect to a mirror location elsewhere in the tomb. If they can be activated, vital routes to other strata could be twisted into new configurations.



26

ENERGY HOT SPOT (TL26)

The flow of numerous strange energies converge in this area through the floor, walls and ceiling, passing through the air in mag-controlled rivulets. Tapping these dangerous streams could yield great power.



31

VITROPHIC TERMINAL (TL31)

This section of the tomb contains passages and chambers that form the data-channels and arcane logic gates of a grand cogitator matrix. It is a subneural hub of the master programme's total mind and feeds on stolen vitality. However, it flares with an emergent intelligence of its own, at odds with its progenitor. If this conflict can be exploited, what might be gained?



32

HYPERFRACTAL GAOL (TL32)

No apparent doorway leads inside this huge polygonal casket, covered in strange glyphs and sealed with alien technology. Yet something taps from inside to get the attention of those nearby. It wants out, offering power to those who comply.

RULES

Search: Select one other tomb hex to become blocked (the previously selected one for this rule, if any, is unblocked). If it's a hex with a camp, the camp remains (as does its benefits), but is ignored for the **Regroup** movement action until the hex is unblocked.

Camp: Gain 1 Campaign point (while you have a camp in this hex). Additionally, at the start of each Threat phase, you gain 1 Supply point.

Search: Roll 2D6. You can immediately spend an amount of Supply points equal to the result to gain 1 Campaign point. Each player cannot gain more than 1 Campaign point per campaign for searching this hex.

Camp: At the end of the campaign, if you have a camp in this hex and 5 or more Supply points, you gain 1 Campaign point.

The first time the **Encamp** campaign action is performed in this hex, the released prisoner is added to this hex. It will move around, so keep track of where it is on the campaign map. The first time the **Demolish** campaign action is performed in this hex, the released prisoner is removed from the campaign (even if it hasn't been added yet).

Camp: At the start of each Threat phase, you can move the released prisoner up to D3 hexes. When it ends that move, unless it's in the Transeptum Maze location (TL22), subtract D6 Supply points from each other player that has a kill team in that hex (roll separately for each) and remove a camp your opponent has there (if any). If, as a result of this rule, any player loses any Supply points or a camp is removed, roll one D6 at the end of each Threat phase: on a 4+, the released prisoner is removed from the campaign.

TOMB LOCATION

D36 TOMB LOCATION (TL)



33

REVIVIFICATION CRYPT (TL33)

Automated repair systems, buzzing nanoscarabs and morbid shards of partially reassembled Necrons litter this level. Bladed armatures whirr. Energistic meshes are woven. The systems repair fractured mechanisms and seal gouges, converting material they identify as imperfect into whole Necron technology – even if such materials happen to be screaming, biological entities.

34

ASTRAL AUGURY (TL34)

This vaulted crypt and its halo of shrine-like annexes glitter with circling lights and orbiting holographic glyphs. There is cosmic meaning to be gleaned from the astrometric arrays – though whether of the past, present or future isn't clear.

35

DOOMSDAY VAULT (TL35)

Arcane scientific apparatus, sentient power core or eldritch weapon cache? The devices in this vault defy identification, but their deadly power is undeniable. If they could be focused towards some other obstacle, there is surely little that could resist them.

36

DIMENSION MATRIX (TL36)

Tantalising fractal clues amongst these darkened corridors offer the opportunity to open portals between dimensional states. Gateways to distant locations and altered existences open up when unlocked with the correct eldritch key.

RULES

At the start of each Action phase, each player that has a kill team in this hex can perform a free **Resupply** campaign action (this doesn't prevent them from performing a campaign action again this phase, excluding **Resupply**).

Camp: At the start of each Threat phase, roll one D3: on a 2+, you gain a number of Supply points equal to the result.

Search: The first player that searches this hex gains D3 Campaign points. Each player that searches this hex thereafter gains 1 Campaign point. Each player cannot search this hex more than once per campaign.

When this hex is explored, roll one D3 to determine how many additional Supply points it costs to search.

Search: Select one tomb hex. Immediately perform a **Demolish** campaign action on that hex, but this doesn't cost any additional Supply points (if your own camp is there, remove it). That hex then becomes blocked and you gain 1 Campaign point.

Search: You gain a dimensional key (unless a player already has it). In the Movement phase, you can perform the **Dimensional Manoeuvre** movement action instead. If you do, move your kill team to any hex (unless it already contains two kill teams) for 1 Supply point, then you no longer have the dimensional key (it's available for the next player who searches this location).

SURFACE CONDITION

D36 SURFACE CONDITION (SC)



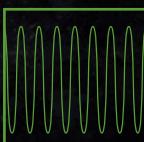
11-16 CLEAR CONDITIONS (SC11)

Freezing temperatures, a toxic atmosphere and an eerie silence are the most stable circumstances Ctesiphus VII appears to offer.



21 DUST STORMS (SC21)

Swirling, silvery dust driven in gusts and whipped into blinding ribbons suddenly obscures visibility.



22 RADIATION FIELD (SC22)

Some strange aura suffuses this region, raising painful lesions and leeching strength. Only the heaviest of sealed armour seems to grant any protection in exposed areas.



23 BLIGHTED LAND (SC23)

In this region, life and colour have been drained from everything. It is not only dead and desolate, the very air and ground are tainted with a soul sickness. Surfaces give way underfoot and wisps of sickly air drag at limbs, making all effort laborious and weakening resolve.



24 MISSILE STRIKE (SC24)

Whether targeted artillery from enemy positions or strikes from orbiting vessels, this area is under heavy bombardment.



25 MINEFIELD (SC25)

This area is littered with deadly remnants of mines and traps. Unexploded munitions, hazards laid by long-dead explorers, leaking fuel canisters and more make every step a danger.



26 SKULL MOUNDS (SC26)

Picked clean by the wind, cairns of skulls from dozens of strange species are arranged as if in a macabre ritual to mark this site.

RULES

Unlike other conditions, you don't re-roll if you generate this condition more than once. Other than that, it provides no additional rules.

Worsen the Hit stat of an operative's ranged weapons by 1 (this isn't cumulative with being injured) unless one or more of the following is true:

- Heavy terrain is within its control range.
- It's wholly within a stronghold terrain feature (see Killzone: Volkus).
- Any part of its base is underneath Vantage terrain.

Whenever an operative is activated, if there's no Heavy terrain within its control range, roll one D6: if the result is less than that operative's Save stat, inflict damage on it equal to the dice result.

In the Ready step of each Strategy phase, inflict 1 damage on each operative that's on the killzone floor, excluding operatives wholly within a stronghold terrain feature (see Killzone: Volkus).

In the Ready step of the first Strategy phase, one player rolls one D3 and adds 1 to the result. In the Ready step of the turning point equal to the result, inflict $D6+3$ damage on each operative within 6" of the centre of the killzone (roll separately for each).

In the Set Up the Battle step, set up one Mines marker (see universal equipment) on the centre of each objective marker (taking precedence over that equipment's normal set up rules). In addition, when selecting equipment in the Select Operatives step, each player must select the mines universal equipment, but they can select up to five equipment options (instead of four).

The winner of the battle gains 1 additional Campaign point. Each player cannot gain a Campaign point from this condition more than once per campaign.

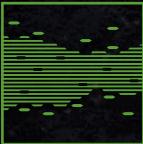
SURFACE CONDITION

D36 SURFACE CONDITION (SC)



31 SUBTERRANEAN TREMORS (SC31)

Some immense entity or cyclopean mechanism stirs beneath the ground. It shakes the surface, causing those who dared brave this area to stumble.



32 EXOTIC PARTICLE FIELD (SC32)

An invisible quantum plume oozes across the battlefield, causing glitches in equipment and twitching spasms that mar steady aims.



33 METALLIC INFUSED VEGETATION (SC33)

Ctesiphus VII's strange plant life might owe much to substances seeping from the tomb below. Iron-hard trunks and stumps can provide indomitable barricades, while razor-edged fronds slice at flesh or vulnerable joints.



34 GYROMANTIC SHARDS (SC34)

Relics of the Malthost Dynasty's frontier role, these subsurface proximity defences erupt with prismatic beams that intercept attacks.



35 CRYOFLUX BLIZZARD (SC35)

Distant cryovolcanoes tainted with Necron energies are erupting. The fragments they spew fall as chemical snow – unpredictable flurries that blur operatives' precise positions, even as they close in on each other.



36 GRAVITIC ANOMALY (SC36)

Stones, rubble and multihelical spirals of dust float through the air in this region, revealing the presence of a field of potent gravitic warping.

RULES

Whenever an operative is performing the **Charge** action, subtract 1" from its Move stat. Whenever an operative is performing the **Dash** action, subtract 1" from the distance it can move.

Whenever a friendly operative is shooting, if the centreline is intervening, you must re-roll one of your critical successes, or one of your normal successes if there are none.

In the Select Operatives step, when selecting equipment, each player must select the heavy barricade universal equipment, but they can select up to five equipment options (instead of four). Each player can set up their heavy barricade wholly within their territory, on the killzone floor and more than 2" from other equipment terrain features (taking precedence over the normal rules).

Whenever an operative would cross a heavy barricade within 1" of it, inflict D3 damage on that operative.

Whenever a friendly operative is shooting, if any of your attack dice results are a 1 (before re-rolls), you must re-roll all of your attack dice (you cannot only re-roll some).

Whenever a friendly operative performs the **Charge** action, before moving that operative, roll one D6: if the result is higher than that friendly operative's APL stat, select an enemy operative your operative can end that move within control range of (this must be possible). Your opponent then moves that friendly operative for that action, following all requirements for that move, but it must end that move within control range of the selected enemy operative. In other words, your opponent moves your operative for the action towards the enemy operative selected.

Once per turning point, each player can use this rule. When a friendly operative performs an action in which it moves, it can **FLY**. If it does, don't move it. Instead, remove it from the killzone and set it back up wholly within a distance equal to its Move stat (or 3" if it was a **Dash**) of its original location, measuring the horizontal distance only (in a killzone that uses the close quarters rules, e.g. Killzone: Tomb World, this distance cannot be measured over or through Wall terrain, and that operative cannot be set up on the other side of an access point). Note that it gains no additional distance when performing the **Charge** action. It must be set up in a location it can be placed, and unless it's the **Charge** action, it cannot be set up within control range of an enemy operative.

TOMB CONDITION

D36 TOMB CONDITION (TC)



11-16 CLEAR CONDITIONS (TC11)

Unsettling silence reigns along these passages, their surfaces sterile and free of the debris that chokes other areas. Not even one's own footsteps echo in the unnatural stillness.

RULES

Unlike other conditions, you don't re-roll if you generate this condition more than once. Other than that, it provides no additional rules.

21 DARKNESS (TC21)

An anti-lucent pall rises from the tomb's dark surfaces. Shadows stretch and spread, sucking away the light from technological sources and leaving a chill in the heart.

Whenever an operative is shooting an operative more than 8" away, that target is obscured.

22 SCARAB SWARM (TC22)

From wisps of nanoscarabs to long-legged scuttlers, a clutch of horrors descends to repel the trespassers.

Place a Scarab Swarm marker as close as possible to the centre of the killzone. In the Ready Step of each Strategy phase, move that marker 2D3" towards the nearest operative (if multiple operatives are equally close, players roll-off and the winner decides which operative). Once during each operative's activation, as soon as the Scarab Swarm marker is within its control range, inflict D3 damage on that operative.

23 TESLA RUPTURE (TC23)

The ancient xenos technology that powers the tomb has been exposed in this area. Its power shocks any who stray too near the walls, and jumps between the unwary like living lightning.

In the Ready step of the second and fourth Strategy phase, inflict 1 damage on each operative that has Wall terrain within its control range, or is within control range of another operative that does (this isn't cumulative).

24 AUTOMATED SYSTEM ERROR (TC24)

Failing to hold up against time, the tomb's system glitches, causing portal hatches to seal or open without warning. Metallic irises scissor closed, and blank surfaces suddenly phase out of existence.

In the Ready step of each Strategy phase, one player randomly determines one hatchway terrain feature (see Killzone: Tomb World). Change its status to open or closed.

25 WEAKENED STRUCTURE (TC25)

Whether damaged millions of years ago, recently subjected to rapid chronometric decay or simply in the midst of being refashioned at an atomic level, the structures in this area are dangerous to rely upon too heavily.

Operatives can perform the Breach and Operate Hatch actions (see Killzone: Tomb World) for 1 less AP. This is cumulative with existing rules that are referenced in the second effect of the Breach action (e.g. operatives with the Grenadier rule on their datacard), but isn't cumulative with any other AP reductions (e.g. mission actions for 1 less AP).

26 CRYPT FATIGUE (TC26)

The exhaustion of exploring this section of the tomb is supernaturally pervasive. Waves of physical and mental enervation, as well as sensory hallucination, pull at the invaders' resolve.

In the Ready step of each Strategy phase, each player must select a number of friendly operatives equal to the turning point number (or as many as possible up to that number); they cannot select an operative with an APL stat that's less than normal. Subtract 1 from each selected operative's APL stat until the end of its next activation.

TOMB CONDITION

D36 TOMB CONDITION (TC)



31 TEMPORAL DIFFUSION (TC31)

Time-shifts throughout this stratum of the tomb cause unpredictable temporal anomalies, with each intruder perceiving the flow of time from an altered perspective.



32 HYPERSPATIAL BREACH (TC32)

The translocation technology that once allowed the tomb's denizens to instantaneously traverse their realm has degraded. Now, those who stray within its reach are stutteringly shifted, in time as well as space.



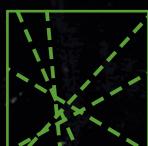
33 XENOVIRAL DEMISE (TC33)

Bizarre biohazards flourish against all reason in this area – infectious vectors that threaten the atomic destabilisation of those unfortunate enough to contract them. Some may be experimental creations that have escaped stasis, while others may have evolved independently as the Necrons slumbered, awaiting only an unwary host.



34 COLLAPSING TOMB (TC34)

This stratum has been scheduled for structural realignment by the master programme's subroutines. Rapid and violent reorientation of its segments occur with no thought to those in the vicinity.



35 NANOWEAVE WEB TRAPS (TC35)

Invisible monofilament strands are stretched like cobwebs throughout this section of the tomb, hooking wireweave barbs into intruders to lock them in place as the tomb's mobile defences close in on them.



36 NEUROTECHNIC HAUNTING (TC36)

Strange hallucinations assail those who trespass down these passages. Horrifying images tailored to exploit individual obsessions are projected into the invaders' minds by proximity-triggered mechanisms.

RULES

Whenever an operative is activated, roll one D6:

- On a 1-2, subtract 1" from its Move stat until the end of its activation.
- On a 3-4, nothing happens.
- On a 5+, add 1" to its Move stat until the end of its activation.

At the end of the Set Up Operatives step, each player randomly determines one operative from their kill team. They remove that operative from the killzone. In the Ready step of the second Strategy phase, each player sets their operative back up in the killzone (starting with the player with initiative) in a location it can be placed. That operative must be within 6" of their killzone edge or within 3" of a friendly operative, and not within control range of enemy operatives.

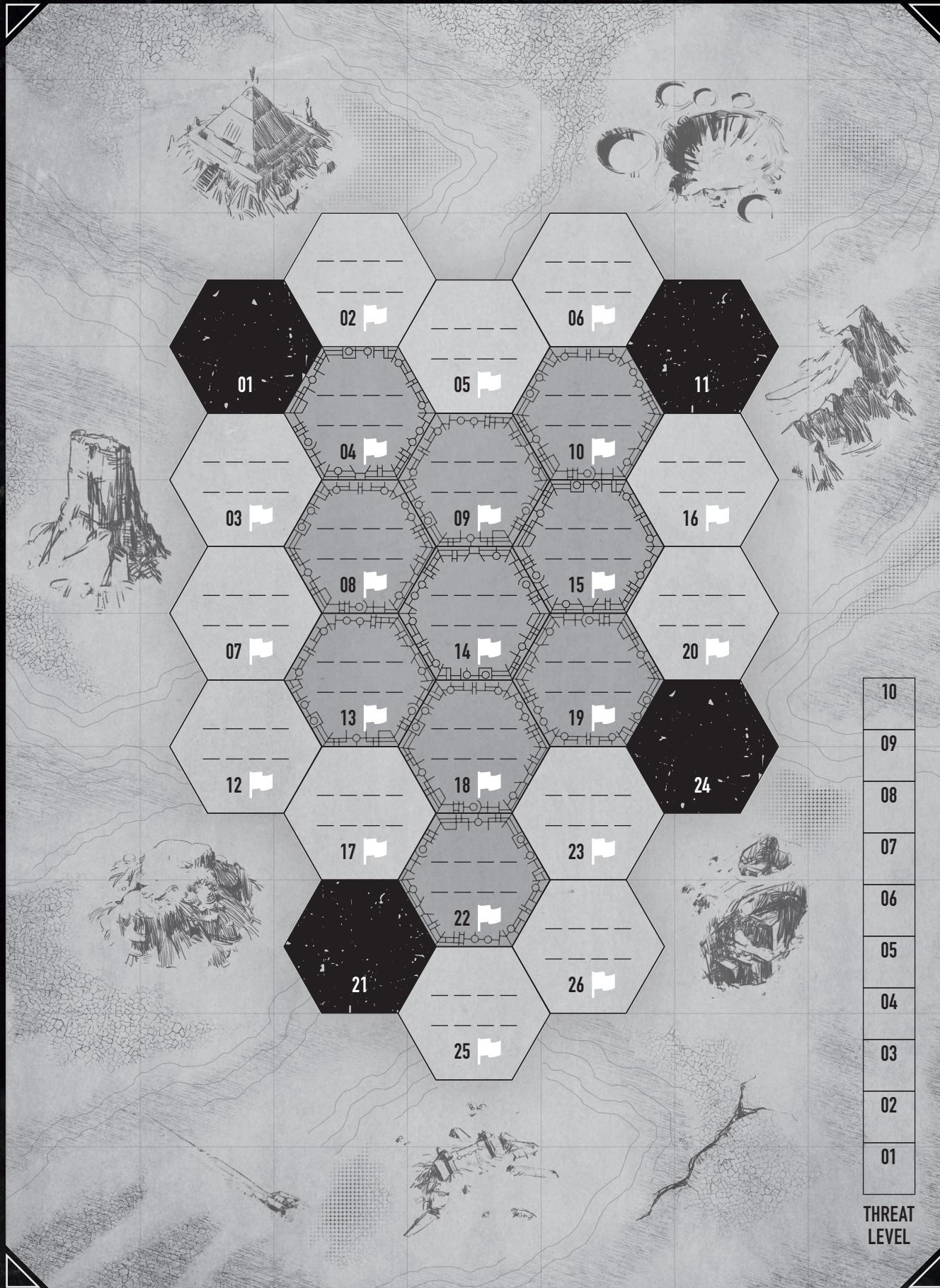
Whenever an operative is incapacitated, before it's removed from the killzone, roll one D6 separately for each other operative within 2" of it. On a 4+, inflict 2 damage on that other operative.

In the Ready step of the second Strategy phase, inflict D3 damage on each operative that has a breach point within its control range (roll separately for each). Then open every breach point in the killzone.

Each time an operative ends the Dash action, roll one D6: on a 1, they gain one Web token until the end of their next activation. An operative that has a Web token cannot perform actions in which it moves.

Whenever an operative is activated, if it contests an objective marker, roll one D6: on a 1-2, until the start of that operative's next activation, whenever determining control of a marker, treat that operative's APL stat as 1 lower. Note this isn't a change to the APL stat, so any changes are cumulative with this.

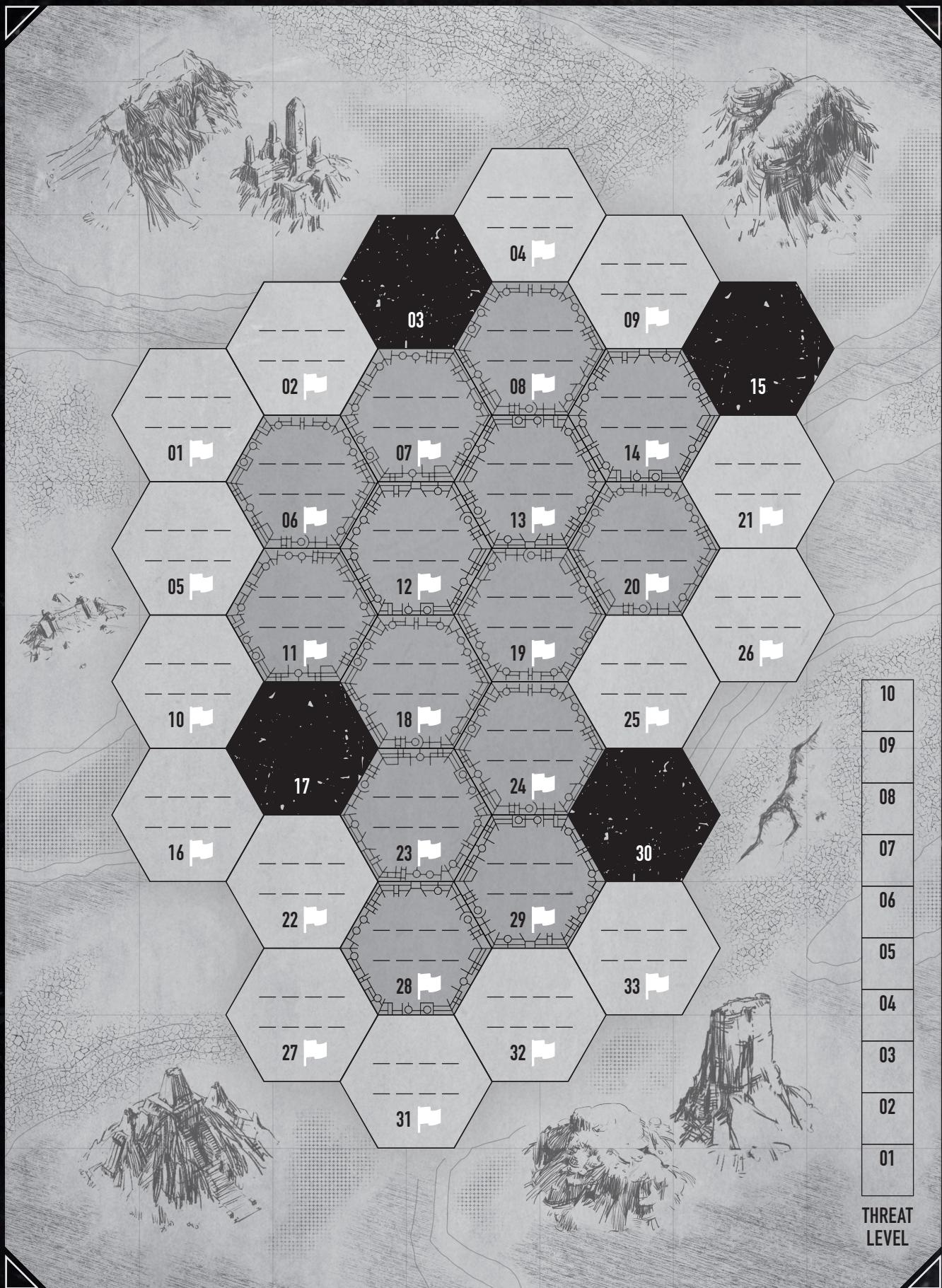
CTESIPHUS EXPEDITION ▶ CAMPAIGN MAP



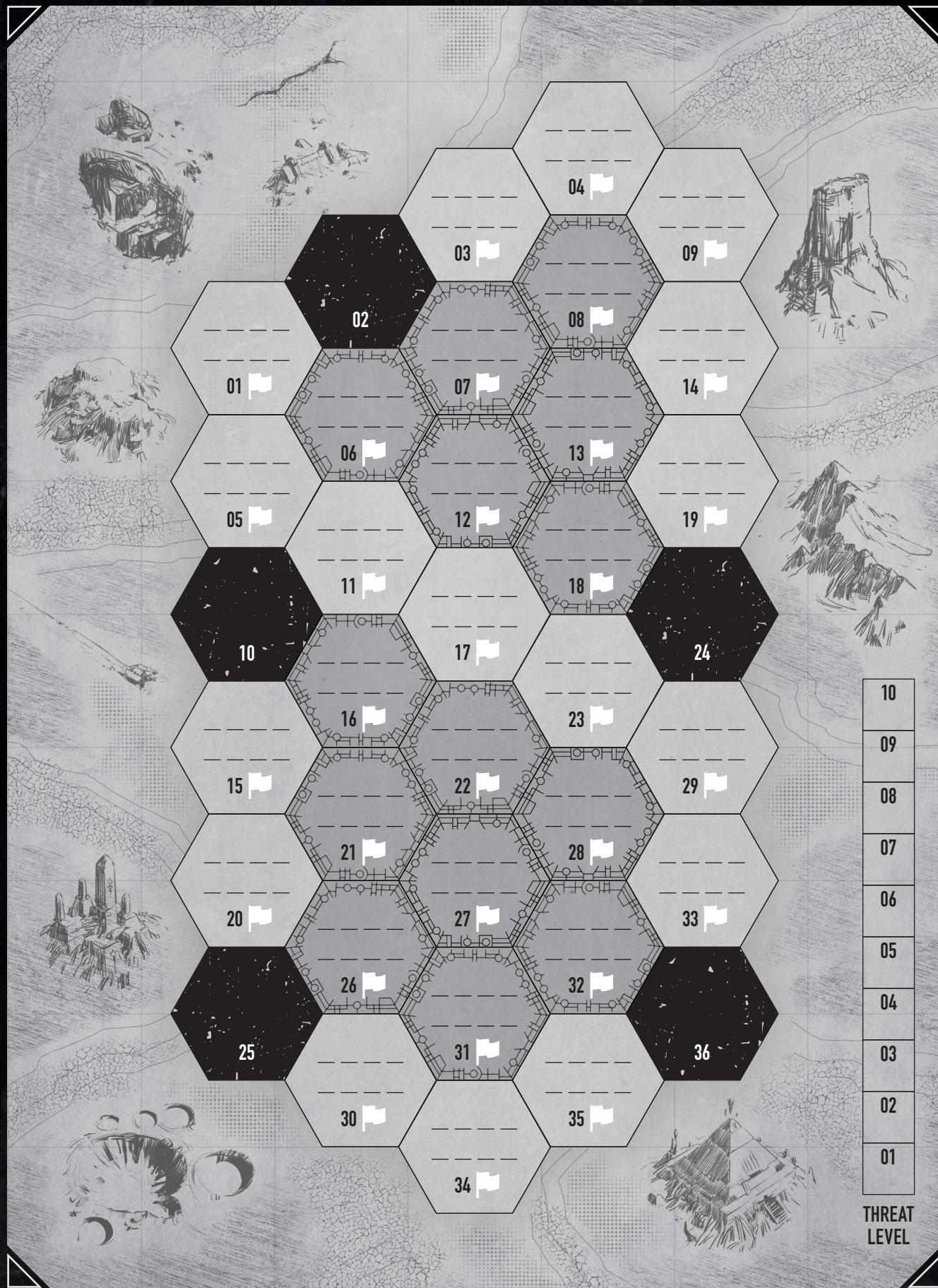
CTESIPHUS EXPEDITION ➤ CAMPAIGN MAP

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THREAT
LEVEL



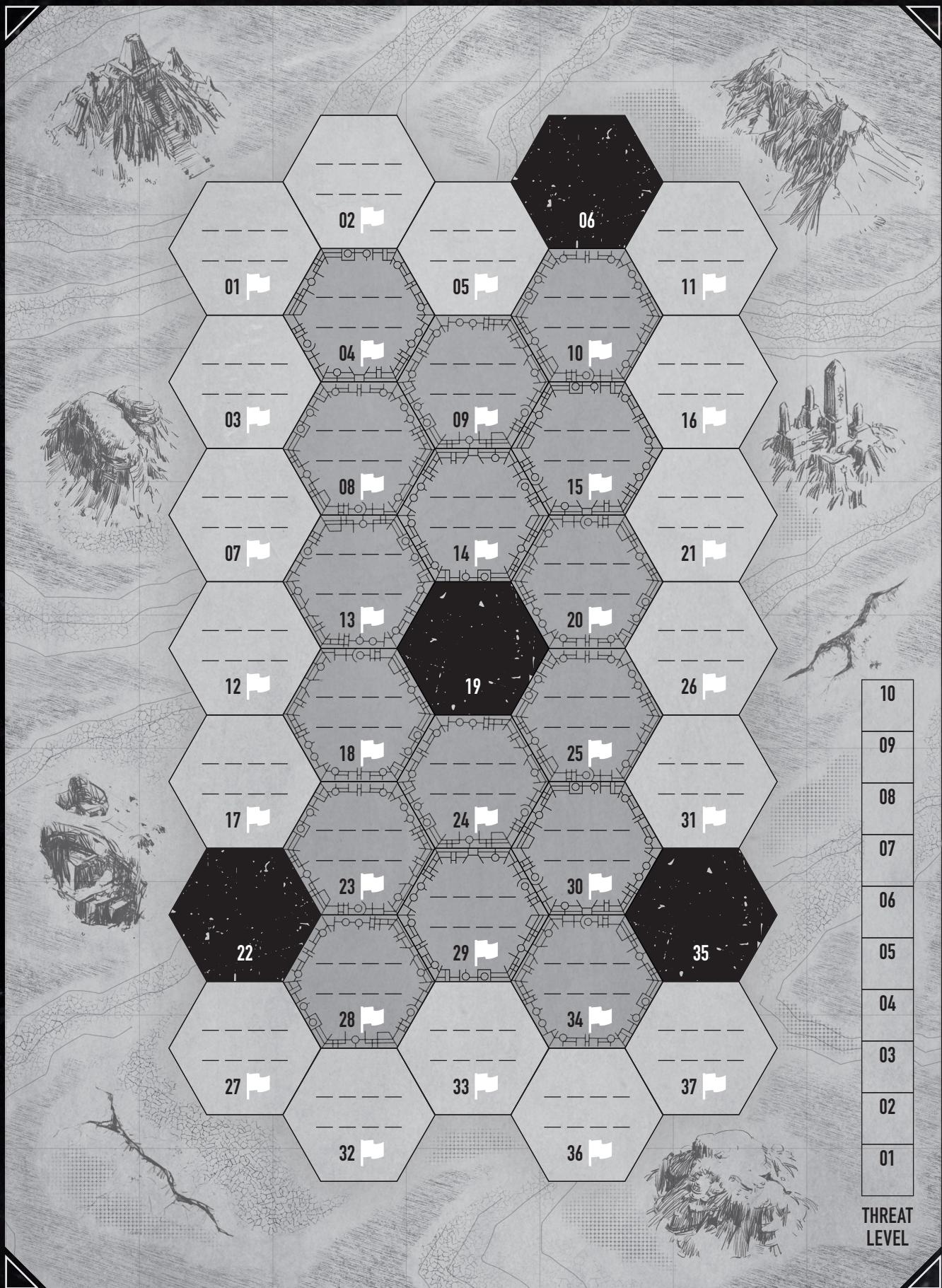
CTESIPHUS EXPEDITION ▶ CAMPAIGN MAP



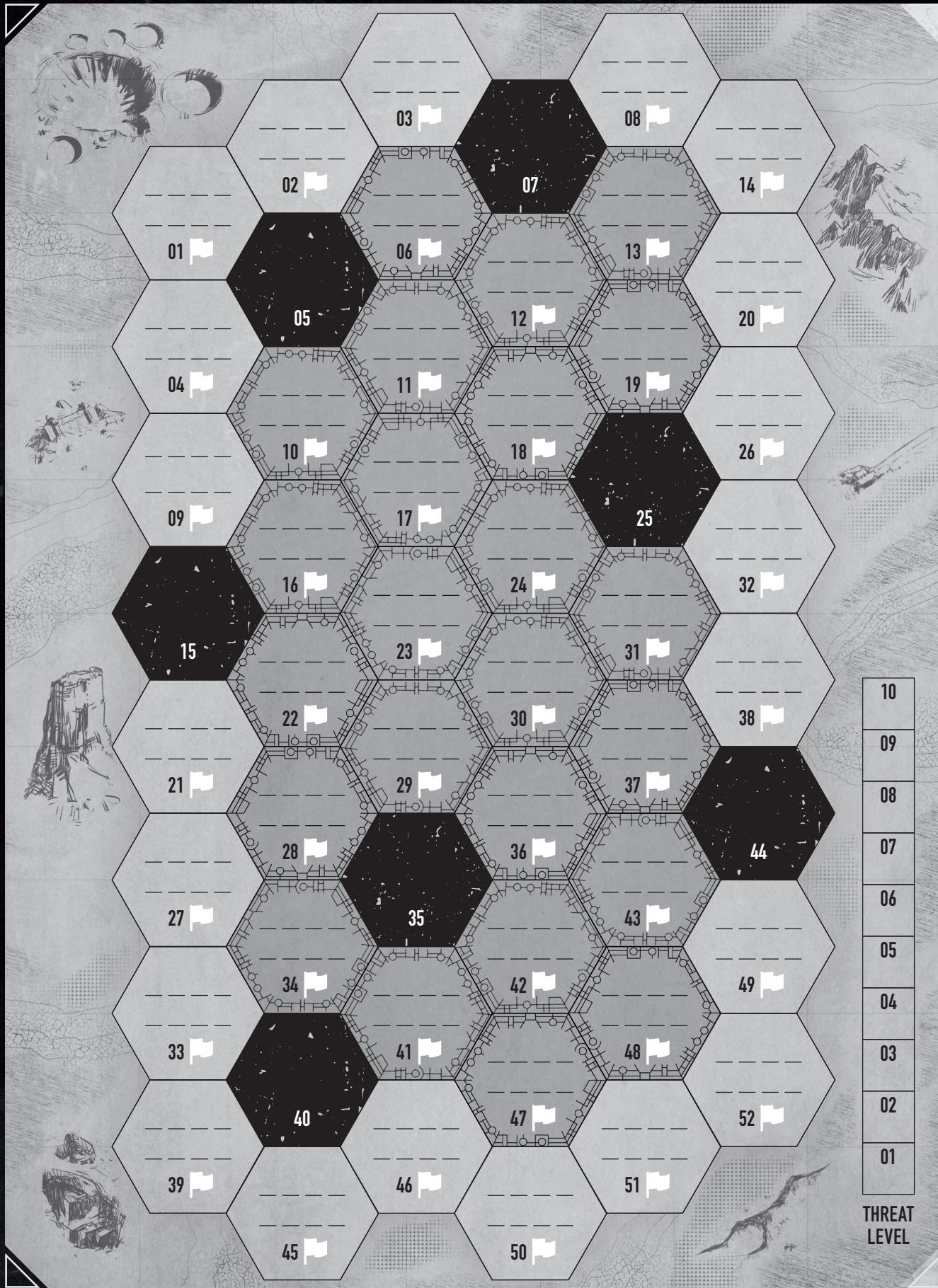
CTESIPHUS EXPEDITION ➤ CAMPAIGN MAP

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THREAT LEVEL



CTESIPHUS EXPEDITION ▶ CAMPAIGN MAP



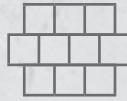
CTESIPHUS EXPEDITION CAMPAIGN LOG

KILL TEAM NAME:

CAMPAIGN POINTS:



SUPPLY POINTS:



KILL TEAM'S
CURRENT HEX:

BASE HEX:

CAMP HEXES:

NOTES:

OBJECTIVES

GAMES WON:



HEXES EXPLORED:



GAMES PLAYED:



SUPPLY POINTS
SPENT:



ENEMY OPERATIVES
INCAPACITATED:

Note: Some operatives
count as more or less.

