



JOINT OPS:

DEADLY SNIPER MISSION PACK

This is a player vs environment (PvE) mission pack for cooperative or solo gameplay using Killzone: Volkus. It involves a player or players battling together against a collection of NPOs (non-player operatives) stubbornly defending a stronghold with a deadly sniper on the top level. 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. – whilst 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 this pressure and decision-making away from the player(s) so they can focus on their own operatives and having fun!

MISSIONS

In the Missions section of this mission pack you will find three missions. They are intended to be played in sequence – win or lose – to tell the narrative of an ongoing battle against an expert sniper. The missions include specific maps designed using Killzone: Volkus, all showing the same area but with different angles of approach. You will have to think carefully about how to position your operatives, as many sections of the map are exposed to the sniper. What's more, due to their positioning and the Silent weapon rule, the sniper will likely be untargetable during the first two missions, so you may have to win those missions without engaging them.

KILL TEAM SELECTION

The player(s) use one kill team. If you are playing solo, simply select your kill team as normal. If you are playing cooperatively, either select a kill team as normal and split the operatives between you, or take half of any kill team each. If it's an odd number, round up (or down for more of a challenge). If you've taken separate teams, remember that some rules specify certain operatives through keywords, so one kill team's rules won't necessarily interact with another's.

Your kill team will fight against procedurally generated non-player operatives (known as NPOs). Unlike your highly trained operatives, NPOs are mostly standard soldiers from their army but they are backed up by a deadly sniper. As such, you don't select a kill team for them. Instead, you use the appropriate datacards from the Datacards section of this mission pack. Alternatively, you can create your own datacards to accurately reflect their stats using existing kill teams as a guide – just ignore rules that wouldn't be appropriate.

Each mission specifies how many NPOs you should include to accompany the sniper, determined by their combined Wounds stat. To increase or decrease the difficulty, simply increase or decrease this number as appropriate.

EQUIPMENT

Don't select equipment for NPOs in this mission pack.

INITIATIVE

When rolling off to decide who has initiative, roll one dice for the NPOs and one dice for the solo/co-op kill team. If the NPOs win the roll-off, they will always choose to have initiative.

NPO BEHAVIOURS

🗡️ BRAWLER

This operative will move towards the enemy to fight them, but will seek cover on the way.

When activated, if this NPO can perform either of its first two actions during that activation, give it an Engage order. If it cannot, give it a Conceal order.

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

🎯 MARKSMAN

This operative will move to an ideal position to shoot the enemy.

When activated, if this NPO can perform the **Shoot** action during that activation, give it an Engage order. If it cannot, give it a Conceal order.

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 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 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 to better win the mission.

THREAT PRINCIPLE

When making decisions for NPOs, use the threat principle: go with the option that's worst for you. This can determine which ready NPO activates, how an NPO moves, shoots and fights, how to resolve their dice, etc. There are a few examples below (containing decisions in order of priority) that you can use as a guide, but if one option feels worse for you – in particular to stop you winning the mission – go with that. If you still cannot decide, randomly choose one.

Activation Priority

Multiple NPOs are ready, so the player(s) activate the NPO that:

1. Can perform the **Fight** or **Shoot** 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.

Shoot action

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

1. Not obscured.
2. Not in cover.
3. Closest.
4. Wounded.
5. Ready.

Fight action

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

1. It's more likely to incapacitate.
2. Is ready.