

VOLKUS COMPOUND MISSION PACK

This is a PvP (player vs player) and PvE (player vs environment) mission pack for thematic and narrative gameplay. It's defined by Killzone Upgrade: Compound Siege – one kill team is attacking the compound, while another defends it.

Theme and narrative are the primary focuses of this mission pack. Players should think about selecting appropriate kill teams for each of the roles (Offence and Defence explained below). For example, a shooting kill team that's defensive is suitable for guarding the compound, whilst an aggressive kill team is suitable for attacking it. After your first battle, you can even try swapping roles for a different experience.

This mission pack use the terms 'Offence' and 'Defence'. Offence is the player attacking the compound, whilst Defence is the player that occupies it and must repel the attackers. Players are assigned to Offence or Defence in the Set Up the Battle step of the game sequence, and the mission maps

specify Offence and Defence drop zones, territories and killzone edges (although Defence doesn't have a killzone edge).

The aim of a compound siege is simple: hold the compound at the end of the battle, either by controlling its centre point, or by incapacitating all opposition. These victory conditions are specified in the game sequence.

This mission pack includes a section for PvE (cooperative and solo gameplay); if you are playing PvP, ignore that section. Finally, it includes a section for ruses to add further variety to the mission, as well as a helping hand for any teams that need it.



PVE COOPERATIVE/SOLO RULES

KILL TEAM SELECTION

The players 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 nonplayer operatives (known as NPOs). Unlike your highly trained operatives, NPOs are standard soldiers from their army – sentries, frontline troops, guards, etc. As such, you don't select a kill team for them. Instead, you select the appropriate datacards from 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 for standard soldiers.

Select any combination of NPOs with a combined Wounds stat of up to 90. To increase or decrease the difficulty, simply increase or decrease this number as appropriate.

EQUIPMENT

When selecting equipment for NPOs, use options from the Kill Team Upgrade: Equipment Pack (light barricades, ammo pile, etc.) and set them up as feels appropriate.

SET UP

Set up NPOs as normal, except spread them out in cover relatively evenly so they can attack/defend from either side of the compound as appropriate. If they are Defence, spread them out between the bunker, stockade and stronghold terrain features and the middle of the compound.

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.

GAMBIT STEP

In the Gambit step, NPOs will always pass.

BEHAVIOUR

NPOs have a behaviour in their name that determines what they do.

- Each behaviour will specify what order they have when activated.
- Whenever an NPO would perform an action (including when counteracting), perform the first action it can do from its behaviour. If it cannot do any, it's expended (or pass, in the case of counteracting).



The behaviours in this mission pack will be familiar from those found in the Joint Ops mission pack (*Kill Team Core Book*). This time, however, the following exceptions apply:

- If NPOs are Defence, they shouldn't move out of their drop zone (the compound) unless it feels appropriate in the circumstances. They'll also perform **Guard** actions (even though it's not mentioned in their behaviour), but only one operative can be on guard at each bunker terrain feature. This should only be done when appropriate, particularly at the start of a turning point if they couldn't otherwise **Shoot** or **Fight**.
- If NPOs are Offence, they'll try to move into Defence's drop zone (the compound) as safely as possible to control the objective marker. This means they'll climb the stockade terrain features and attempt to open them, but will do so with caution (unless four turning points are nearly complete and they need to move fast to control the objective marker).

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 enemy operative via the shortest possible route.
3. **Reposition** towards the closest enemy operative, to cover if possible (a subsequent **Dash** action can fulfil this, if able).
4. **Dash** towards the closest enemy 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, where there's an objective marker visible to this NPO.
2. **Shoot**.
3. **Reposition** to cover. If possible, to a location where there's a valid target that isn't obscured, if not, where there's an objective marker visible to this NPO (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, where there's an objective marker visible to this NPO.

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, go with that. If you still cannot decide, randomly choose one.

Activation Priority

Multiple NPOs are ready, so the players activate the NPO that:

1. Can perform the **Fight** or **Shoot** action (as determined by its behaviour, but remember the **Guard** action is treated as a **Shoot** action so is included), and is the most threatening to do so (e.g. it has a better weapon, is more likely to incapacitate an enemy operative, etc.).
2. Is not in cover from a player's operative.
3. Is closer to a player's operative.

Reposition or Dash action

An NPO moves to cover where there's a valid target. If there are multiple locations for this, then the best valid target is determined as per the **Shoot** action opposite.

Shoot action

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

1. Not obscured.
2. Not in cover.
3. An objective marker within its control range.
4. Closest.
5. Wounded.
6. Ready.

Fight action

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

- Wounded
- An objective marker within its control range.
- Ready.