



SHRINE WORLD NPO JOINT OPS MISSIONS

This is a player vs environment (PvE) mini-campaign mission pack that provides cooperative or solo gameplay in a shrine world setting. The included maps are made using Killzone: Volkus, but other killzones, such as Killzone: Chalnath, can be substituted. The missions are designed to be played in order to form a narrative experience. Your kill teams will be entering a ruined shrine-complex to investigate rumours of a captivating relic that has drawn worshippers to it, inspiring terrifying devotion that threatens nearby operations.

This mini-campaign uses the rules from the Joint Ops mission pack (*Kill Team Core Book*) but with the unique datacards and modified threat principles presented here. As in Joint Ops, you can play with one or more players, playing one kill team and sharing all resources. As you play, follow the game sequence and threat principle from the *Kill Team Core Book*. Unlike Joint Ops, this mission pack

includes a set of 15 Relic play cards, and NPOs (non-player operatives) have **STRATEGIC GAMBITS** (NPOs are first in the alternating order). As the first NPO **STRATEGIC GAMBIT** in each Strategy phase, randomly draw a Relic play card. NPOs will always pass after all their required **STRATEGIC GAMBITS** have been used.

CARD DECK

The missions outlined in this article make use of special Relic play cards. These can be found on the card insert in this issue of *White Dwarf*.

RELIC PLOY

AURA OF PROTECTION

Whenever it vents some eerie emissions or its devotees feel a sense of divine invulnerability, those defending the relic are strangely resilient. Whenever an operative is shooting an NPO that's within 6" of the Relic objective marker, that NPO can re-roll one of its defence dice.

NPO DATACARDS

CULTIST TROOPER		MARKSMAN			
APL	MOVE	SAVE	WOUNDS		
2	6"	5+	7		
NAME	ATK	HIT	DMG	WR	
Trooper firearm	4	4+	2/4	Balanced	
Cult knife	4	4+	2/3	-	

CULTIST WARRIOR		MARKSMAN			
APL	MOVE	SAVE	WOUNDS		
2	6"	4+	8		
NAME	ATK	HIT	DMG	WR	
Warrior firearm	4	4+	3/4	Balanced	
Cult knife	4	4+	2/3	-	

CULTIST KNIFE FIGHTER		BRAWLER			
APL	MOVE	SAVE	WOUNDS		
2	6"	4+	9		
NAME	ATK	HIT	DMG	WR	
Cult blades	4	4+	4/5	Ceaseless	

CULTIST HEAVY		BRAWLER			
APL	MOVE	SAVE	WOUNDS		
3	6"	4+	14		
NAME	ATK	HIT	DMG	WR	
Cult axe	5	3+	4/5	Ceaseless, Brutal	

Exemplar of the Creed: This operative can perform two **Fight** actions during its activation.

NPO B

MARKS

Behaviour: The enemy, but activated, if it that activation Conceal order.

1. **Fall Back** to a valid target that's appropriate.
2. **Shoot.**
3. **Reposition** to a valid target appropriate subsequent.
4. **Dash** to cover a valid target appropriate.
5. **Fight.**

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RELIC PLOY

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reference dice.

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BRAWLER

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NPO BEHAVIOURS

MARKSMAN

Behaviour: This NPO will move to an ideal position to shoot the enemy, but will fight if it can't do anything else. When activated, if it will perform the **Shoot** or **Fight** action during that activation, give it an Engage order. If it cannot, give it a Conceal order.

1. **Fall Back** 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.
5. **Fight.**

BRAWLER

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

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

MODIFIED THREAT PRINCIPLE

As in the Joint Ops mission pack, you will use the threat principle when making decisions for the NPOs. This means that you go with the option that's worse for you. However, in this mission pack, the importance of the Relic objective marker should be factored in – the NPOs are zealous after all! For example:

- Whenever an NPO performs the **Charge** action, prioritise charging player operatives that contest or threaten the Relic objective marker.

- Whenever an NPO performs the **Reposition** or **Dash** action, if there are no NPOs contesting the Relic objective marker and this operative could do so, move them to contest it.



01 JOINT OPERATIONS MISSION INVESTIGATE RELIC

A mysterious relic has been located within a war-torn complex on a shrine world. With enemies gathering in the region, in thrall to the relic, the command is issued to investigate the artefact and determine its properties before its aggressive devotees can mount a cohesive defence.

MISSION RULE

NPOs: Any combination of Trooper, Knife Fighter and Warrior NPOs with a combined Wounds stat of up to 90. They are set up with a Conceal order wholly within the NPOs drop zone and within 8" of the Relic objective marker.

MISSION ACTION

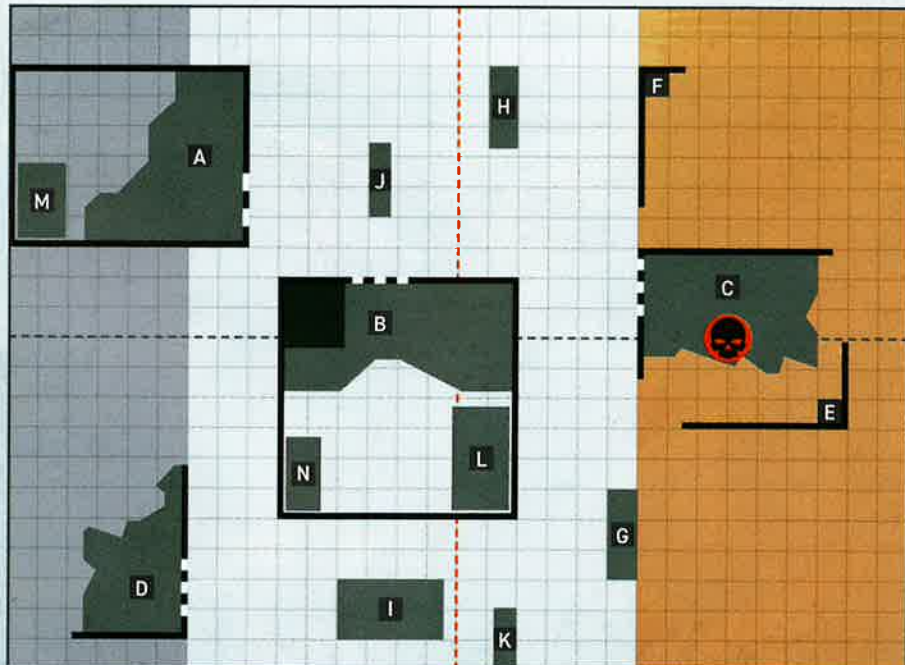
INVESTIGATE RELIC 2AP

- ▶ An operative can perform this mission action while they control the Relic objective marker.
- ◆ An operative cannot perform this action during the first turning point, or while within 3" of an enemy operative.

VICTORY

If a player operative performs the Investigate Relic mission action, the battle ends and the players win.

If all the player operatives are incapacitated, the battle ends and the players lose.



02

The nature of the relic is not fully anticipated. Mission objectives are complex. However, reaching the relic before its devotees - will

MISSION RULE

NPOs: Any combination of Trooper, Knife Fighter and Warrior NPOs with a combined Wounds stat of up to 90. They are set up with a Conceal order wholly within the NPOs drop zone and within 8" of the Relic objective marker.

NPO Reinforcement: A player can reinforce their NPOs with a **GAMBIT** in each turn. The maximum number of NPOs is a combination of the player's Wounds stat of up to 2D6+6. NPOs must be wholly within the player's drop zone and away from player operatives.

Relic Bearer: In each turn, a player operative can perform the **Pick Up** mission action upon the Relic objective marker.

02 JOINT OPERATIONS MISSION EXFILTRATION POINT

The nature of the relic and the inspirational strength the enemy draws from it are more dangerous than anticipated. Mission command demands the operatives remove it from the increasingly hostile area. However, reaching their extraction zone in time and warning their allies - whilst evading pursuing devotees - will be no mean feat.

MISSION RULE

NPOs: Any combination of NPOs with a combined Wounds stat of up to 75. They are set up with a Conceal order wholly within the NPOs drop zone.

NPO Reinforcements: As an NPO STRATEGIC GAMBIT in each turning point after the first, set up any combination of NPOs with a combined Wounds stat of up to 2D6+6. They are set up with a Conceal order, wholly within the NPOs drop zone and more than 6" away from player operatives.

Relic Bearer: In the Set Up Operatives step, select a player operative to be carrying the Relic objective marker. The Pick Up Marker action can be performed upon the Relic objective marker by player operatives.

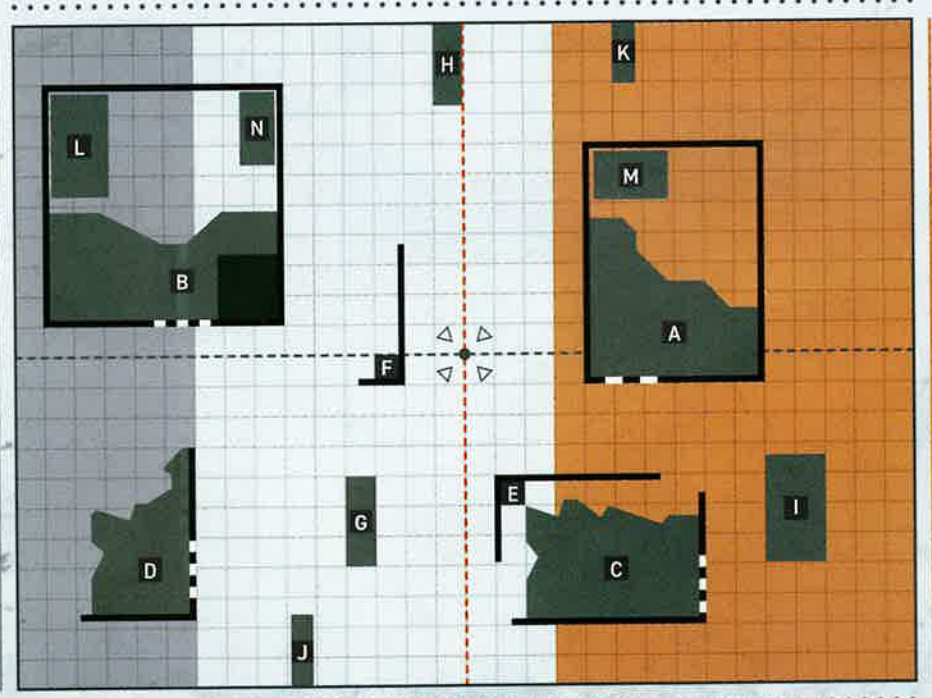
While a player operative is carrying that marker, that operative cannot be removed and set up again more than 6" away.

Escape: A player operative carrying the Relic objective marker can move wholly over the NPOs killzone edge (this takes precedence over normal rules for bases and the edge of the killzone). If a player operative does so, it has escaped - remove it from the killzone.

VICTORY

If a player operative carrying the Relic objective marker escapes, the battle ends and the players win.

If all the player operatives are incapacitated, the battle ends and the players lose.



03 JOINT OPERATIONS MISSION EXTRACTION UNDER FIRE

Pursuit by those hunting the thieves' trail has become feral as waves of zealous reinforcements snap at the operatives' heels. With little time remaining, the kill team reaches the extraction zone only to find more devotees lying in wait. With their dangerous prize, the operatives must punch through the ambush and reach the compromised pick-up point to escape, before the relic's thralls overrun them.

MISSION RULE

NPOs: Any combination of NPOs with a combined Wounds stat of up to 80. They are set up with a Conceal order wholly within the NPOs drop zone.

NPO Reinforcements: As an NPO **STRATEGIC GAMBIT** in each turning point after the first, set up any combination of NPOs with a combined Wounds stat of up to 2D6+6. They are set up with a Conceal order, wholly within the player drop zone and touching the player killzone edge.

Relic Bearer: In the Set Up Operatives step, select a player operative to be carrying the Relic objective marker. The **Pick Up Marker** action can be performed upon the Relic objective marker by player operatives. While a player operative is carrying that marker, that

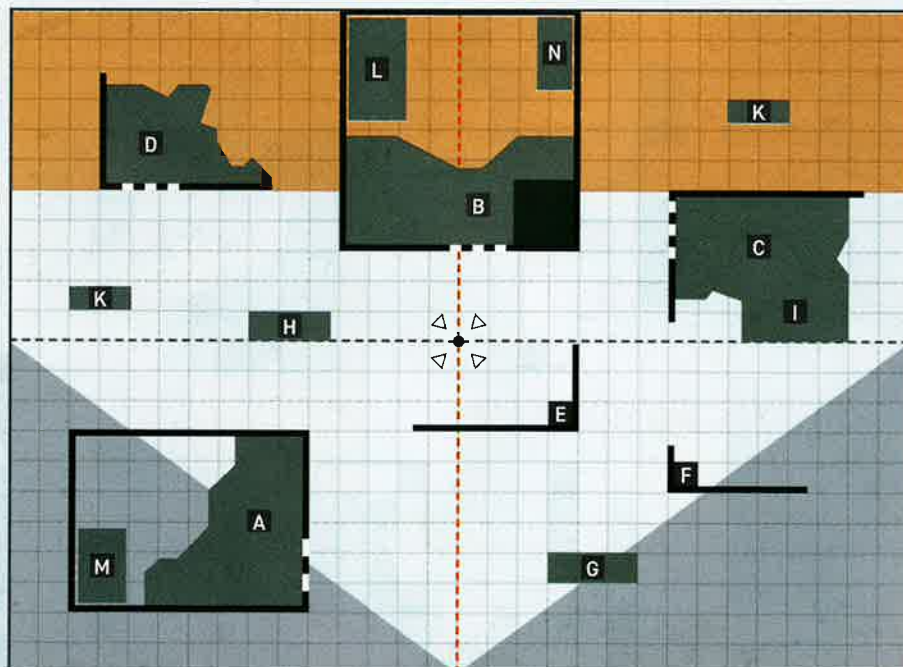
operative cannot be removed and set up again more than 6" away.

Relic Escape: From the fifth turning point onwards, if a player operative performs the **Place Marker** action (excluding as a result of being incapacitated or while within control range of an NPO) on the Relic objective marker while on the highest Vantage terrain of Stronghold B, the Relic objective marker has been taken off-world.

VICTORY

If the Relic objective marker is taken off-world, the battle ends and the players win.

If all the player operatives are incapacitated, the battle ends and the players lose.



RELIC PLAY

REVELATORY GLARE

To the faithful, unbelievers in the relic's presence are stripped of their glammers, their weaknesses laid bare to be exploited.

Whenever an NPO is shooting a player operative that is within 3" of the Relic objective marker, that NPO's ranged weapons have the Lethal 5+ weapon rule.

RELIC PLAY

FURY OF THE DEVOUT

Drawing strength and savagery from their fanaticism, the relic's thralls become vessels of holy ire.

Whenever an NPO within 6" of the Relic objective marker is fighting or retaliating, add 1 to the Critical Dmg stat of its melee weapons.

RELIC PLAY

HOLY FIRE

Blazing energy, excoriating radiation or something far stranger lashes out from the relic, perceived by its devotees as divine utterances.

Inflct D3 damage on each player operative within 3" of the Relic objective marker (roll separately for each).

If no player operatives are within this distance, draw a different card.

RELIC PLAY

AURA OF PROTECTION

Whether it vents some eerie emission or its devotees feel a sense of divine invulnerability, those defending the relic are strangely resilient.

Whenever an operative is shooting an NPO that's within 6" of the Relic objective marker, that NPO can re-roll one of its defence dice.

RELIC PLAY

REJUVENATING MYSTICISM

The artefact's blessings are self-evident to its devotees, who are imbued with new vigour.

All NPOs within 6" of the Relic objective marker immediately regain up to D3 lost wounds (roll separately for each).

If none can, draw a different card.

RELIC PLAY

MIRACULOUS TRANSFIGURATION

Through some unknown apotheosis, one of the relic's protectors is gifted with the power to strike the faithless down.

Randomly select one Trooper, Knife Fighter or Warrior NPO within 6" of the Relic objective marker. Replace that operative with a Heavy NPO (it has the same number of wounds remaining).

If this isn't possible, draw a different card.

RELIC PLAY

A CALL TO THE FAITHFUL

Those in thrall to the relic sense a powerful compulsion to rush to its defence.

Each NPO can immediately perform a free Dash action in any order, but each that does so must end that move closer to the Relic objective marker.

RELIC PLAY

INCITED WRATH

The privileged faithful in the relic's presence are inspired to bring down their hated foes with vengeful fervour.

Whenever an NPO within 6" of the Relic objective marker is shooting, fighting or retaliating, its weapons have the Balanced weapon rule; if the weapon already has that weapon rule, it has the Ceaseless weapon rule.

RELIC PLAY

REVELATORY HYMNAL

It is said by the devout that the relic will speak to its chosen, unveiling truths and withering deceptions.

If a player operative that has a Conceal order is carrying the Relic objective marker, roll one D6. If the result is higher than that operative's APL stat, change its order.

If there isn't such a player operative carrying the Relic objective marker, draw a different card.

RELIC PLAY

BLESSING OF FAITH

Imbued with a sense of divine power, one amongst the relic's holy defenders feels they have been blessed to serve as its champion.

Randomly select one NPO within 6" of the Relic objective marker. Until the end of that operative's next activation, its weapons have the Relentless weapon rule.

If this isn't possible, draw a different card.

RELIC PLAY

SANCTIFICATION

Unexplained jams, overloads and deflections bleed the fury from what would otherwise be a storm of firepower directed at the faithful.

Whenever a player operative is shooting an NPO that's within 6" of the Relic objective marker, players cannot re-roll their attack dice during that sequence.

RELIC PLAY

SUMMON DEVOTEES

Little do the sinful invaders know the true numbers of the relic's protectors.

Set up D3 Trooper NPOs following the NPOs mission rule of the current mission. In a mission with the NPO Reinforcements mission rule, only set up 1 additional Trooper operative instead (following the requirements of that rule).

RELIC PLAY

PACIFICATION OF THE UNWORTHY

Perceived by the unbelievers as bio-electric emissions, techno-sorcery or some vile xenos ploy, the devout know only that their relic is bleeding the foe of their unholiness.

Whenever a player operative is fighting or retaliating, if it is within 3" of the Relic objective marker, players cannot re-roll their attack dice during that sequence.

RELIC PLAY

CENSURE OF DOUBT

Martial focus inexplicably seeps away in proximity to the relic, at least amongst those clearly harbouring heretical doubts.

Whenever a player operative within 6" of the Relic objective marker is shooting against, fighting against or retaliating against an NPO, players cannot retain attack dice results of lower than 6 as critical successes during that sequence (e.g. as a result of the Lethal, Rendering or Severe weapon rules).

RELIC PLAY

AUTO-ELUSION PROTOCOLS

Jolted by some unexplainable urgency, non-believers with the temerity to lay hands upon the relic are compelled to cast it aside.

If a player operative is carrying the Relic objective marker, roll one D6: if the result is higher than that operative's APL stat, it immediately performs a free Place Marker action on that marker, and must place it as close as possible to the nearest NPO.

If a player operative isn't carrying the Relic objective marker, draw a different card.

Name:	
Previous score:	
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