

## ITHE ITALIAN JOB

*Mission created by: Tox, Il Corinzio, mazzacheammazza & Arrapaho*

**Special Rules:** Exclusion zone, Multiple HVTs, The Vault (ZO), AITM, Cryptodive, Hacker bonus, Dominate ZO, Intrusion alert, Shasvastii, Baggage, Specialist Troops.

## MISSION OBJECTIVES

### MAIN OBJECTIVES

- » At the end of each Game Round, Dominate the Vault (2 Objective Points)
- » At the end of the game, have accomplished more Classified Objectives than the adversary (2 Objective Points).
- » At the end of the game, have more Specialists in a non *Null* state. (2 Objective point)

### CLASSIFIED

- » Classified Objectives are not drawn (see Cryptodive).
- » Secure HVT is not allowed

**Attention:** *It is not possible to score more than 10 Objective Points.*

## FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table, in two Deployment Zones whose size depends on the number of Army Points in the Army Lists.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES
A and B	150	3	24 in x 32 in	8 in x 8 in
A and B	200	4	32 in x 48 in	12 in x 12 in
A and B	250	5	32 in x 48 in	12 in x 12 in
A and B	300	6	48 in x 48 in	12 in x 12 in
A and B	400	8	48 in x 48 in	12 in x 12 in

**Exclusion zone:** No model or marker can be deployed inside the Vault

## SCENARIO SPECIAL RULES

### MULTIPLE HVTs

Each of the players will deploy **two** HVTs, applying the conventional rules, but no closer than 8" to any table edge.

There could be additional effects on the HVTs, as explained in the *Intrusion Alert* section.

### THE VAULT (ZO)

In this scenario, The Vault is a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches. To represent the Vault, we recommend using the Objective Room by Micro Art Studio, the Command Bunker by Warsenal, or the Panic Room by Customeeple.

In game terms, it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (See map below). The Gates of the Vault are closed at the start of the game. The Vault Gates must be represented by a Narrow Gate Token or a scenery piece with the same size.

### OPEN THE VAULT GATES

SHORT SKILL

Attack

#### REQUIREMENTS

- » The Troop must be in Silhouette contact with a Gate.

#### EFFECTS

- » Allows the Troop to make a WIP Roll to Open the Gates.
- » Allows the Specialist Troop to make **two** WIP Roll to Open the Gates.
- » If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » If any roll is a success, the player can change the status of any Vault Gate from Open to Closed or viceversa (any model, marker or deployed equipment obstructing a closing gates is removed from play).
- » There could be additional effects, as explained in the *Intrusion Alert* section.

### AITM

There are 2 AITM (Artificial Intelligence Teller Machine), placed inside the Vault on different corners (see map below).

Each AITM must be represented by an Objective Token or by a scenery piece of the same diameter.

### CRYPTODIVE

#### CRYPTODIVE

SHORT SKILL

Attack

#### REQUIREMENTS

- » Only Specialist Troops can declare this Skill
- » The Specialist Troop must be in Silhouette contact with a AITM.

#### EFFECTS

- » Allows the Specialist Troop to make **two** WIP Roll to Cryptodive.
- » If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- » If any success is obtained, the Player can *Extract CryptoPack*.
- » **Extract CryptoPack.** Shuffle the Classified Deck and pick a card. The content of the card is Open Information. The Player can now try to accomplish the Classified Objective.
- » There could be additional effects, as explained in the *Intrusion Alert* section.

### HACKER BONUS

Hackers can declare the Cryptodive Skill if a AITM is within their Zone of Control. In this case the AITM will benefit of Firewall (-6).

### DOMINATE ZO

A Zone of Operations (ZO) is Dominated by a player if they have more Victory Points than the adversary inside the area. Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) count, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside a Zone of Operations when more than half the Trooper's base is inside that ZO.

### SHASVASTII

Troopers possessing the Shasvastii Special Skill that are inside a Zone of Operations count while they are in the Shasvastii-Embryo State or any non-Null State.

### BAGGAGE

Troopers possessing the Baggage piece of Equipment that are inside a Zone of Operations and in a non-Null State provide an additional 20 Victory Points for Dominating the ZO.

## INTRUSION ALERT

The security system of the Vault has a self-reacting *Intrusion Alert* system.

The *Intrusion Alert* system is triggered **at the end of an Order** where any of these events occur:

- ▶ The opponent uses the *Open the Vault Gates* skill.
- ▶ The opponent *Extract a CryptoPack*.
- ▶ The opponent accomplishes a Classified Objective.

The player can choose one of the following effects:

- ▶ Switch the status of any Vault Gate from Open to Closed or viceversa (any model, marker or deployed equipment obstructing a closing gates is removed from play).
- ▶ Place an Eclipse Grenade totally within 8" of the Vault.
- ▶ Remove a single Smoke, Eclipse or White Noise template from the table.
- ▶ Remove a single Enemy HVT from the game.
- ▶ Deploy a single Friendly HVT within 8" of the Vault (a maximum of 3 HVT per player is allowed on the table).
- ▶ Automatically hit an enemy model within 8" of the Vault with an Adhesive Launcher (Ammo: PARA, Save attribute: PH -6, Trait: Non-Lethal).

## SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics, and Troopers possessing the Chain of Command or the Specialist Operative Special Skill are considered Specialist Troops.

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Mod.

## END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts their Active Turn in a Retreat! situation, the game will end at the end of that Turn.

