

Vault Raid

Custom mission made by lexeon, I7461

Mission Objectives

Main Objectives

End of turn one: have console activated: (1 OP)
End of turn two: have at least one door of the OR destroyed: (1 OP)
End of game: have console activated: (2 OP)
End of game: have at least one door of the OR destroyed: (1 OP)
End of game: destroyed more doors of the OR than the opponent: (1 OP)
End of game: have at least one supply in your DZ: (2 OP)
End of game: control more supplies than adversary: (1 OP)
End of game: have more neutral CSU killed than opponent: (1 OP)

Classified

There are no Classified Objectives.

FORCES AND DEPLOYMENT

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

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

Exclusion Zone. The Exclusion Zone is the area covering 4 inches either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

It is not allowed to deploy in Silhouette contact with any CSU.

SCENARIO SPECIAL RULES

THE VAULT

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. To open a single gate it has to be destroyed. In this scenario the Gates have a Profile and can be targeted. However, the Gates cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.

	ARM	BTS	STR
Gate	4	-	2

Gates cannot be target of the Engineer Special Skill or the GizmoKit piece of Equipment.

DAMAGE AND DESTROY THE GATES

The Gates can only be damaged by CC Attacks with CC Weapons possessing the Anti-materiel Trait or with D-Charges. If a Gate's Structure Attribute is reduced below 0, it is Destroyed and removed from the game table.

SUPPLY BOXES

The Supply Boxes must be represented by a Supply Box Token, or a similar scenery item (such as the Tech Crates by Micro Art Studio, the Gang Tie Containers by Bandua Wargames, the Supply Boxes by Warsenal or the Cargo Crates by Customeeple)

EXTRACT SUPPLY BOXES

SHORT SKILL

Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in Silhouette contact with the Vault.

EFFECTS

- Allows the Specialist Troop to make a Normal WIP Roll to Extract and pick up the Supply Box, with a succeed roll a SUPPLY BOX Token must be placed besides it.
- 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.
- A maximum of three Supply Boxes can be extracted from the Vault.

PICK UP SUPPLY BOXES

SHORT SKILL

Attack

REQUIREMENTS

The Trooper should be in one of the following situations:

- Be in Silhouette contact with a Model in a Null State with a SUPPLY BOX Token.
- Be in Silhouette contact with an allied Trooper in a Normal State with a SUPPLY BOX Token.
- Be in Silhouette contact with an unaccompanied SUPPLY BOX Token.

EFFECTS

- Spending one Short Skill, without Roll, any Trooper can pick up a Supply Box in any of the situations previously mentioned.
- The Troops must accomplish the Common Rules of Supply Box

COMMON RULES OF SUPPLY BOXES

- » Each Model can carry a maximum of 1 Supply Box. As exception, Troopers possessing the Baggage Special Skill can carry up to 2 Supply Boxes.
- » Only Models, and not Markers, (Camo, Impersonation, Holoechoes...) can carry the Supply Boxes.
- » The Supply Box Token must always be kept on the table, even if the Model which is carrying it passes to a Null State.

CONTROLLING THE SUPPLY BOXES

A Supply Box is Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, carrying it. That Trooper cannot be in a Null State or in Silhouette contact with any enemy Model

CONSOLES

There are two Consoles, placed on the central line of the game table. Each of them is 12 inches from the objective room (4 inches in 150 point games, 8" in 200 or 250 point games), see map below. Each Console must be represented by a Console A Token or by a scenery piece of the same diameter (such as the Human

Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

HACK CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

- ▶ Only Specialist Troops can declare this Skill.
- ▶ The Specialist Troop must be in Silhouette contact with the Console.
- ▶ Each player can hack a single Console.

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Hack the Console.
- ▶ 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.
- ▶ A player cannot Hack a Console if they already have hacked a Console. A player can only have one hacked Console.
- ▶ A hacked Console cannot be hacked again by the other player.
- ▶ If and only if player hacked a console he retrieves the code which enables his troops to Extract Supply Boxes from the Supply Vault

Security Forces

Before deploying their forces each of the players will deploy one third-party CSU within 4" of one of the consoles starting with the player who kept deployment. There can only be one CSU within 4" of each console. Two additional third-party CSU are deployed in opposite corners of the Vault. These CSU have the standard profile with Combi rifle.

CSU, Corporate Security Unit										
MOV	CC	BS	PH	WIP	ARM	BTS	W	S	AVA	
4-4	16	12	10	12	0	3	1	2	2	
Special Skills: Fireteam: Duo • MetaChemistry • Sixth Sense										

Do not CSU Combi Rifle, Nanopulser(+1B) Pistol, PARA CC Weapon(-6)

roll Metachemistry for them.

In each players turn the CSU get ARO as usual and the inactive player decides which action they will take. Note, that they do not belong to any players force and will be hit by each players template weapons, trigger mines and so forth.

If one of the third-party CSU goes into an unconscious state remove them from play as a casualty.

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) Models to perform tasks reserved for Specialist Troops.

HACKER BONUS

Troopers possessing the Hacker Special Skill will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Console.

DOCTOR AND PARAMEDIC BONUS

Troopers possessing the Doctor or Paramedic Special Skill will be able to make two WIP Rolls each time they spend a Short Skill to Extract the Supply Boxes.

HVT NOT USED

In this scenario, the HVT Model and Secure HVT rules are not applied. Players will not deploy the HVT Model on the game table.

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.

