



THE HEIST

Special Rules: Exclusion Zone, The Vault (ZO), Secure Console, Supply Box, Security System, Panoplies, Planted Evidence, Specialist Troops, Engineer and Hacker Bonus

MISSION OBJECTIVES

MAIN OBJECTIVES

- »At the end of the game, have activated the Secure Console (2 Objective Points).
- »At the end of the game, Control the Supply Box (3 Objective Points).
- »At the end of the game, any enemy Models (including Models in a Null State) are inside The Vault (2 Objective Points).
- »At the end of the game, have acquired more weapons or items from the Panoplies than the adversary (2 Objective Points).

CLASSIFIED

- »Each player has 1 Classified Objective (1 Objective Points).

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 SIZES
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 8 inches (4 inches in 150 point games) 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.

SCENARIO SPECIAL RULES

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

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

EFFECTS

- Allows the Specialist Troop to make a WIP Roll to Open the Gates. A success opens all Gates to the Objective Room. 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.
- The first time any player fails the WIP roll to Open the Gates the Security System is activated.
 - If the Security System is activated the WIP roll to Open the Gates will apply a -3 mod.

THE SECURE CONSOLE

There is 1 Secure Console, placed on the center of the game table (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 THE SECURE CONSOLE

SHORT SKILL

Attack

REQUIREMENTS

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

EFFECTS

- ▶ Allows the Specialist Troop to make a Normal WIP Roll to Hack the Secure Console.
- ▶ The first time any player fails the WIP roll to Hack the Secure Console the Security System is activated if it is not activated already.
 - ▶ If the Security System is activated the WIP roll to Hack the Secure Console will apply a -3 mod.
- ▶ 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 Hacked Secure Console can be Hacked again by the other player, applying the same procedure. In this situation, the Secure Console no longer counts as Hacked by the Adversary.
- ▶ Player A and Player B Tokens can be used to mark the Hacked Secure Console. It is recommended each player uses a different kind of Tokens.
- ▶ Additionally, the first model to successfully Hack the Secure Console will also Extract and Pick Up the Supply Box, a SUPPLY BOX token must be placed beside it.

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).

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

The 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.

SECURITY SYSTEM

The first time either player fails the WIP roll to either Open the Gates or Hack the Secure Console the Security System will Activate.

Once the Security System is Activated all further WIP rolls to Open the Gates or Hack the Secure Console will apply a -3 mod.

Once Activated the Security System cannot be deactivated.

PANOPLIES

There are 2 Panoplies, placed inside the Vault on different corners (see map below).

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



USE PANOPLIES

SHORT SKILL

Attack

REQUIREMENTS

- The trooper must be in Silhouette contact with a Panoply

EFFECTS

- By succeeding at a WIP Roll, a Trooper can make a Roll on the Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
- Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll.
- A Trooper in Silhouette contact with this piece of scenery may spend one Short Skill of an Order to cancel their Unloaded State.
- If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop Types: MULTI Rifle
9	Miltispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: +4 ARM
11	Adhesive Launcher (+1B)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: +2 ARM	20	TAG: BS Attack (+1B) Other Troop Types: HMG

PLANTED EVIDENCE

In this mission the CasEvac skill may be used on Enemy Troopers. All of the other requirements of the CasEvac skill must be fulfilled, but a Trooper with an Enemy in the CasEvac state does not count as being in the Engaged State with that model even though they are in Silhouette contact.

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.

ENGINEER AND HACKER BONUS

Troopers possessing the Engineer or Hacker Special Skill have a MOD of +3 to the WIP Rolls necessary to Open the Vault Gates and to Activate the Secure Console. In addition, they will be able to make two WIP Rolls each time they spend a Short Skill to Activate a Communication Antenna.

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.

