

THE VAULT

Special Rules: Exclusion Zone, The Vault (ZO), Dominate ZO, Consoles, Activate Consoles, Shasvastii, Baggage, Specialist Troops

MAIN OBJECTIVES

- At the end of each Game Round, Dominate the Armory (2 Objective Points).
- Activate a Console (1 Objective Point each).

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	GAMETABLE 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.

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. The Gates of the Vault are closed at the start of the game. The Vault Gates facing each players' deployment zone must be represented by a Narrow Gate Token or a scenery piece with the same size. The Vault Gates along the central line of the game table must be represented by a Wide Gate Token or a scenery piece with the same size.

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.

CONSOLES

There are **four** consoles, each placed 8 inches from the central line of the game table and 10 inches from the table edges in 300/400 point games; 8 inches from the central line of the game table and 6 inches from the table edges in 200/250 point games; and 6 inches from the central line of the game table and 4 inches from the table edges in 150 point games.

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).

ACTIVATE CONSOLE	SHORT SKILL
Attack	
REQUIREMENTS	
<ul style="list-style-type: none">Only Specialist Troops can declare this Skill.The Specialist Troop must be in Silhouette contact with a Console.	
EFFECTS	
<ul style="list-style-type: none">Allows the Specialist Troop to make a Normal WIP Roll to Activate 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.When Activating the Console, the player must choose one of the Vault Gates to open. That Vault Gate is considered to be open for the remainder of the game.A Console cannot be Activated again by the same player to open another Vault Gate.An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, the play does not open one of the Vault Gates. Both players will count the Console as ActivatedPlayer A and Player B Tokens can be used to mark the Activated Consoles. It is recommended each player uses a different kind of Token.	

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.

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.

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.