

FRAIL BONDS

SCENARIO PACK FOR HEIST

v. 0.7

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Introduction

Frail Bonds introduces a semi-cooperative game mode for Heist. Players take the role of a hastily assembled team of heisters who do not have much love or trust for each other. As they perform jobs, they gather loot. The winner is the player who manages to collect most loot – there is no shared victory, it's every crook for himself.

One of the players may take the role of the security guards and the police or you may rotate this for each game. In addition, players whose characters are eliminated are resurrected in the form of additional police reinforcements. As they're not getting any loot from this job, this offers them a chance to make sure no one else does either.

Note that there is nothing stopping the heisters from shooting at each other...

Characters

Use the following character statistics in all the scenarios.

Heisters

- Actions: 3
- Skill: 5

- Gear: SMG with 2 reloads, pistol with one reload

Surviving heisters may use their accumulated loot to buy gear between jobs. See general scenario rules for more information.

Security Guards

- Actions: 2
- Skill: 3
- Gear: Service pistol or revolver, no reloads

Security guards are not paid enough to be heroes. If they get wounded or run out of ammo, they will surrender. While surrendered, they sit still if they are being aimed at, otherwise they will move towards the nearest exit to direct arriving authorities.

Bystanders

- Actions: 1
- Skill: 1

After the shooting starts, bystanders will start moving towards the nearest exit. If they get hit, they will stay where they are crying for help. If they are only stunned, another model may help them recover at which point they will resume their flight.

If they are bumped into by another model or find themselves in any fire line, they will react by taking a single move action in random direction. This reaction move always comes last in reaction priority.

The police may also expend an action to command a bystander within LOS. Make a skill check, if successful the bystander makes a random move as above.

Police officers

- Actions: 3
- Skill: 5
- Gear: SMG with 2 reloads or shotgun with 4, pistol with 1 reload

Models are armed with whichever long arm they have. Pistols can be assumed to be tucked away in a holster or pocket even if not visible on the model.

SWAT

- Actions: 3
- Skill: 5
- Gear: SMG or assault rifle with 2 reloads or shotgun with 4 reloads, pistol with 1 reload, teargas grenade and gasmask
- Body armor

Models are armed with whichever long arm they have. Pistols can be assumed to be concealed in a holster or pocket even if not visible on the model.

Character statistics table

Name	Actions	Skill	Equipment
Heister	3	5	SMG w/2 reloads, pistol w/1 reload
Security Guard	2	3	Pistol or revolver, no reloads
Bystander	1	1	None
Police Officer	3	5	SMG with 2 reloads or shotgun with 4, pistol with 1 reload

SWAT	3	5	SMG or assault rifle w/2 reloads or shotgun w/4 reloads, pistol w/1 reload, teargas grenade and gasmask. Body armor.
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General scenario rules

The following rules apply to all Frail Bonds scenarios. Victims refers to all non-heister models on the table at the start of the game.

Objective

The heisters' objective is to successfully escape in their getaway vehicle with as much loot as possible. The police player's task is to stop them. The amount of loot can be used as a measure of success.

Deployment and game start

The victims are deployed first according to the scenario map, then the heisters are deployed in their deployment zone.

The heisters have the first move. The victims have been caught by surprise, are not in cover and need to spend an action readying their weapons. The game proceeds from there normally.

Looting

Each scenario has specified loot spots. Heisters on the loot spot can spend an action to gain loot according to the scenario. Multiple actions can be used to gather more loot until all loot has been exhausted.

If a heister is eliminated, leave his loot bag on the table, someone might pick it up.

Police reinforcements

The police get reinforcements as detailed in the scenario. In addition, each model eliminated can return to play as basic police officer – deploy the new officer in the police reserve box at the start of the next police turn.

The police player has the option to retire any *wounded* police models at the start of his turn and place them in his reserve box at the start of the next police turn. If police models move off board, they are also placed in the reserve box at the start of the next police turn. This includes all security guards, bodyguards etc. In addition, he may move next to a wounded bystander and spend an action to retire the bystander gaining an additional officer in the reserve box (the bystander move reaction does not trigger in this case).

However, if the police ever wound or kill a bystander, do not add an officer to reserves, instead remove one officer from the reserve box. If there are none available, the police lose next possible reinforcement when it would come available.

Escaping

The getaway car starts in the heisters' reserve box. The heister may call the getaway car by spending an action and making a skill check. Only a single attempt may be made per turn. When the car is called, it will move from reserves to one of the entry areas as per normal reserve rules. Once on the table, the driver will immediately use all his actions driving to the nearest pickup spot and wait for the heisters to get onboard.

After heisters enter the getaway car, they can tell the driver to floor it whenever they want. The driver will then start driving away as soon as he is able. The driver has three actions.

Note that the decision to drive away is up to the heisters actually in the car – they have no obligation to wait for their buddies.

Once the getaway car exits the table the game ends. If the car is destroyed, the heisters automatically lose. The police are not allowed to shoot at the getaway car until some heisters are actually seen entering it – it might be an innocent delivery truck and that would be really bad press!

Secure perimeter

If the game continues beyond the turn limit set in each scenario, the police may declare secure perimeter. The area has been thoroughly surrounded and the heisters lose automatically.

Scoring

All successfully escaping heisters divide the loot they escaped with equally. Heisters left behind get nothing. Heisters eliminated and playing the police officers can get 10% finder's fee for all the loot personally retrieved by them before the end of the game. How this money ends up in the player's stash is an interesting question, but nevertheless it does...

The player's money goes into his secret stash. Even if his character is eliminated in a later game, it is assumed that one of his close crime partners finds the stash and continues his criminal legacy.

Upgrading your gear

Heisters may use their stash to buy better gear between jobs.

- \$10,000 for body armor
- \$5,000 to upgrade SMG to assault rifle
- \$500 for an extra reload to primary weapon (max one)
- \$500 for a smoke grenade
- \$1,000 for a frag grenade

A maximum of three grenades may be carried. If the heister fails to return from a job, all the equipment is lost and the player's back to basic equipment on the next job. Otherwise it is automatically replenished between missions (i.e. there is no need to buy more ammo or new grenades).

The twist

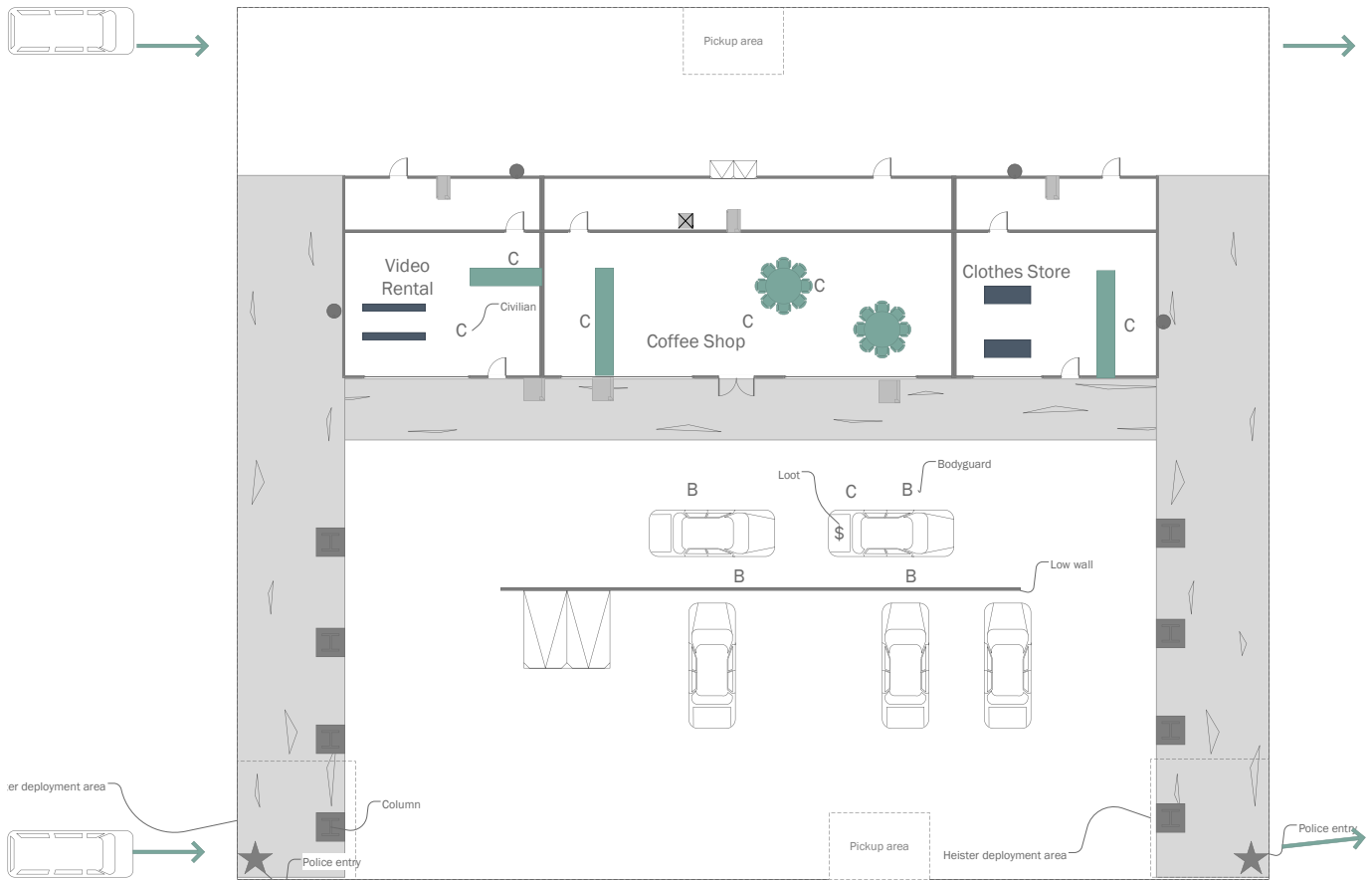
The twist is a random variation in the scenario. The police player determines this randomly at the start of the game after deployment, but does not reveal until it becomes apparent to the heisters. E.g. if the twist details a bystander is actually an undercover cop, the police player needs to reveal the twist only when the cop does something a bystander would be unable to like uses more actions or draws a weapon.

Scenario 1: Hot Java

A dirty politician has just received a large cash donation for his campaign to rid the streets of crime. Unfortunately for him, you know that he always stops for coffee at the same spot. Eliminate the guards, get the loot and move to the back alley where you have arranged rendezvous with your getaway driver.

Map

Table size should be roughly 2' x 2'. It should be possible to get into cover in one move from the edge of the heister deployment areas.



Deployment

The heisters may deploy into one or both of their deployment areas as they see fit.

Pressure

Pressure level is 2 minutes for each heister in play.

Initial forces

There is one less bodyguard than heisters. Use police stats for the bodyguards, except only up to half of them may carry a long gun. All other initial victims count as bystanders.

Loot

Each loot action spent grabs 1d6 x \$1,000 until \$30,000 has been grabbed.

Police reinforcements

There are no initial police reserves.

Reinforcements enter at table edges, within 4" of either entry point. In other words, a single aim counter cannot completely cover either corner.

Secure the perimeter

The heisters have 12 turns to finish the job.

Twists

Roll 1d6 for the twist in the scenario:

1. **Smooth sailing:** There are no additional complications, but the heisters don't know this...
2. **Donut stop:** The two customers in the coffee shop are actually off-duty cops. They are armed with pistols and have a spare mag each.
3. **SWAT exercise:** The SWAT guys are training nearby. Every second police reinforcement put into the reserve box may be a SWAT trooper instead of a regular officer.
4. **Traffic jam:** The getaway driver arrival is delayed by one turn, i.e. he must spend a turn idling in the arrival zone before moving onto the table.
5. **Vigilante:** The owner of the video rental shop has a shotgun with 2 reloads in the back room. Use police stats. Once the shooting starts, he will go get his gun and shoot any gunmen not in uniform.
6. **It's a trap:** The bodyguards have been tipped off. Do the deployment normally but the police player gets the first turn. Bodyguards do **not** start with weapons drawn or in cover.

Scenario 2: Withdrawal Symptoms

The heisters are holding up a bank while the police have surrounded it. It's time to grab as much cash as you can and then shoot your way out! Meanwhile, the pesky SWAT are preparing an assault to free the hostages.

Map

Table size should be roughly 2' x 2'. It is not possible to draw LOS into the bank from outside or vice versa. LOS maybe drawn only up to/from the doorways.



Deployment

The heisters deploy first freely within the bank and may set up aim as they see fit. The police deploy then freely outside the bank and have the first turn. The hostages in the bank are too afraid to move on their own, they will only move as reaction to something else. They should be placed randomly around the bank without blocking choke points, the positions shown on the map being an example of a setup.

Pressure

Pressure level is 2 minutes for each heister in play.

Initial forces

There is one SWAT trooper per heister. In addition, there is a pair of street cops (use security guard stats) guarding each bank entrance. They are armed with pistols only and are not allowed to enter the bank (as they are not trained in hostage situations).

There should be 1-2 bystanders in the bank per heister.

Loot

Make a skill check for each action spent looting the safe. A success grabs 2d6 x \$1,000 while a failure only manages 1d6 x \$1,000 until \$100,000 has been grabbed.

Police reinforcements

There are no initial police reserves.

All reinforcements are SWAT officers.

Secure the perimeter

The heisters have 12 turns to finish the job. However, if they manage to hold out inside the bank up to the time limit, the police chief calls off the assault and the game is a draw.

Twists

Roll 1d6 for the twist in the scenario:

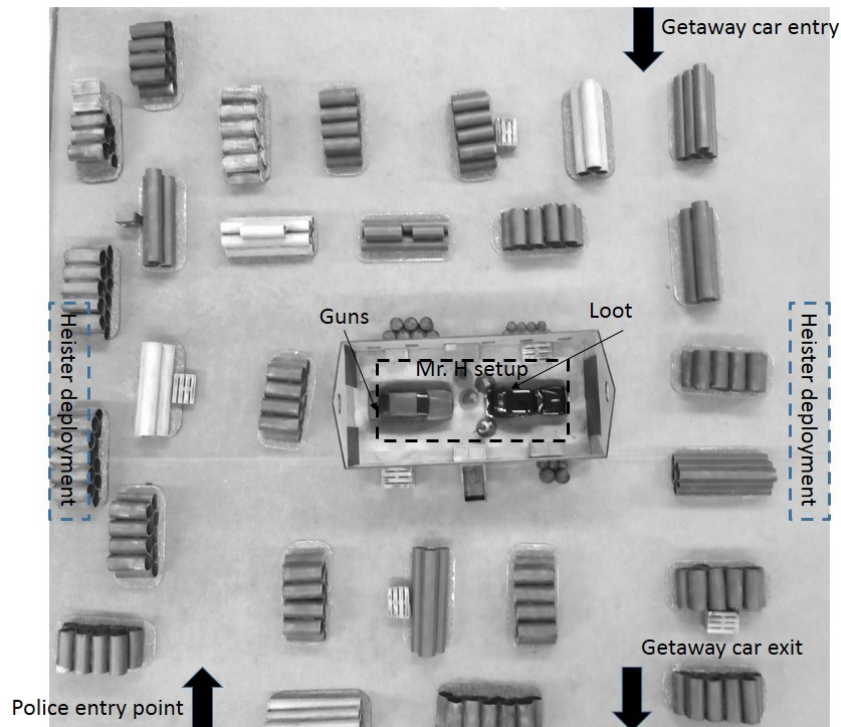
1. **Smooth sailing:** There are no additional complications, but the heisters don't know this...
2. **Undercover cop:** One of the customers in the bank is actually an off-duty cop. He is armed with a pistol and has a spare mag. Choose one during deployment, reveal when you want to activate the model.
3. **Hard rain:** There is a fault in the bank's fire extinguisher system. The first time someone shoots a gun inside the bank, all the sprinklers turn on reducing visibility to 12" inside.
4. **Traffic jam:** The getaway driver arrival is delayed by one turn, i.e. he must spend a turn idling in the arrival zone before moving onto the table.
5. **The Doctor is in:** The Police Box is more than it seems. Any model may escape the table by entering it, never to be seen again. Yes, the heisters don't know this...
6. **Skylight assault:** The heisters failed to consider the bank's skylight. There is an additional police entry point on the roof, in the middle of the main hall. SWAT troopers deployed there may not shoot into the building and use one action to rappel down. Use any point within 4" of the center to enter.

Scenario 3: A Walk In The Industrial Park

There is an illicit meeting taking place in a warehouse in the middle of the industrial area. Crash the party, grab as much loot as possible and exit before the law arrives in force. Capping the traitorous Mr. H would be a nice bonus too.

Map

Table size should be roughly 3' x 3'. The action takes place at night, though there is some illumination from street lights etc. Visibility is 16". All criminals are considered aggressive while the police as defensive.



Deployment

Mr. H and his bodyguard and two of the foreign gangsters deploy inside the warehouse. The remaining gangsters are deployed outside the warehouse, up to 6" away. The heisters may enter from any one table edge and have the first turn.

Pressure

Pressure level is 2 minutes for each heister in play.

Initial forces

Mr. H and a bodyguard plus foreign gangsters to total the number of heisters.

Special rules

The gangsters start the game unaware of the assault. Until they become aware, special rules apply:

- gangsters inside the warehouse may only pass
- gangsters outside on lookout may not shoot until they have positively identified a target unless shot at
- target identification is checked when a target in an aim zone performs any action other than pass

The game is up and normal rules used once a shot or explosion is heard or an attacker is positively identified.

Additionally, the foreign gangsters have product samples in the trunk of their car. They may use an action to exchange their primary weapon with a belt-fed machinegun or RPG (one of each available, no reloads).

Mr. H has good relations with the police department. For each action he uses to text instructions, he gets to order one officer on the board for that turn. The officers will not do anything suicidal, but they can ignore

certain targets or select others as ordered. Otherwise the officers will be reluctant to advance until the SWAT team arrives and will only take cover and react.

The heisters have the option to use silencers on their SMGs. If they decide to take this option, they lose their frag grenades.

Loot

There is a suitcase with \$50,000 in the trunk of Mr. H's car.

Police reinforcements

There are no initial police reserves.

All reinforcements are street officers. Half will have pistols only, half will have SMG or shotgun. All will have weapon lights.

Secure the perimeter

The heisters have 12 turns to finish the job. If they escape by then, they win. If they can't escape but Mr. H is dead, the game is a draw. Otherwise Mr. H wins.

Twists

Roll 1d6 for the twist in the scenario:

1. **Smooth sailing:** There are no additional complications, but the heisters don't know this...
2. **Old Harry:** Harry, a retired marine, lives in the nearby house. After he is woken by gunfire, he will grab his nightscoped assault rifle and proceed to silence the intruders from his bedroom window, starting with the closest one. He prefers not to shoot the police, but is still rated as aggressive.
3. **Blackout:** There is something wrong with the electrical grid. If the first die roll of the turn is evens (add multiple dice together), the street lights will blackout/turn back on. Without the street lights, visibility is reduced to 8".
4. **Traffic jam:** The getaway driver arrival is delayed by one turn, i.e. he must spend a turn idling in the arrival zone before moving onto the table.
5. **The pow wow:** It's actually a meeting between rival gangs mediated by Mr. H. Double the number of models inside the warehouse, but there are no police reinforcements coming. There is no loot, but Mr. H and each of the two gang bosses are worth \$20,000 in prize money from one of their enemies.
6. **Sting operation:** One of the gangsters is actually an undercover agent. All police reinforcements are doubled and they are SWAT officers in full gear. Mr. H will not be able to control them.