

TRAINING DAY

SCENARIO PACK FOR HEIST

v. 0.2

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Introduction

Training day is a set of tutorial style scenarios for Heist. They are intended to teach basic rules to new players and concentrate on one thing at a time. Consequently, most of the other rules are ignored or relaxed and players have only a limited subset of actions available for each scenario.

Characters

Use the following character statistics in all the scenarios.

Police officers

- Actions: 3
- Skill: 5
- Gear: SMG/assault rifle no reloads, pistol with no reloads

General Rules

In each scenario only a limited set of actions are available, these are given in the scenario description.

All the players play police officers in training. In addition, a game master handles the scenario and automated training equipment.

Damage rules are relaxed. The characters are using simunitions or similar training equipment and no real damage is caused. However, getting hit will earn penalty points.

All players are on the same side and use their actions during the same turns just like in the normal rules. The automated training system is the opposition and does its actions after the player turn. These actions are detailed in each scenario.

Scoring

To induce a little competitive spirit, you can give scores for each run of the training scenarios. As scenarios are really team efforts, you can either re-run the same scenario and see if the players can improve their score, or run the same scenario for multiple player groups and see who gets the best scores.

Training Day – Scenario Pack for Heist

The basic score for each scenario is the amount of turns it takes to complete. In addition, bonus and penalty points are handed out for things detailed in each scenario. There is only one score for the entire team, so if one character makes a mistake, everybody suffers.

The goal is to finish with the least amount of points, just like in golf. Except this is much more fun.

Training Session 1: Movement and Skill Checks

The purpose of this session is to familiarize players with the movement rules and making skill checks.

Actions available

In this scenario only the move action is used.

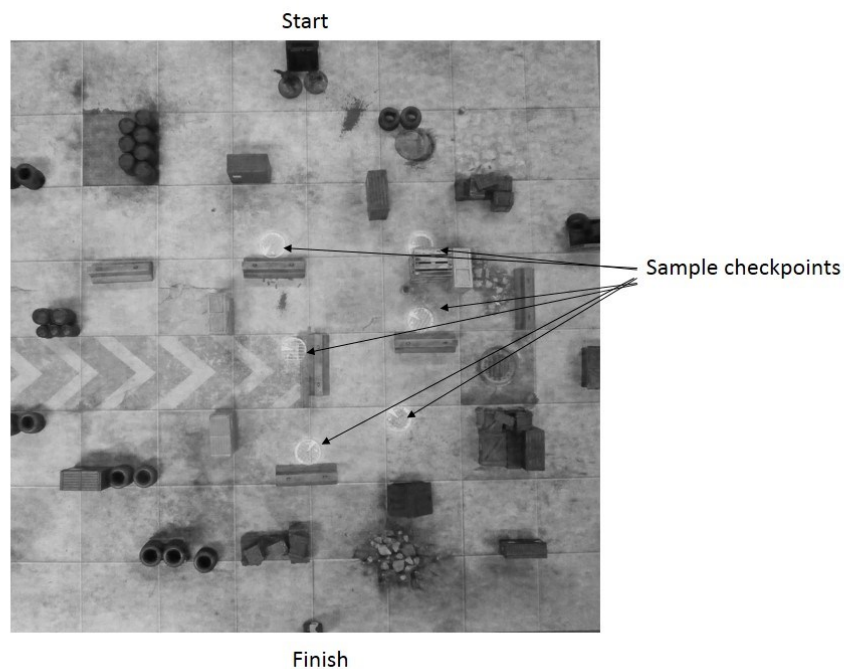
Objective

The objective is to activate all the checkpoints and make it to the end as fast as possible. To activate a checkpoint, the model's base must touch the checkpoint marker and the model must pass a skill check. If the model passes over a checkpoint during movement but fails the skill check, it must finish movement and then return to the checkpoint to try again. So, you can either play it safe and stop on the checkpoint or take a risk and try activating it on the go.

Each checkpoint needs to be activated only once, so this is a team effort. The timer stops when the last model reaches the goal area and all checkpoints have been activated.

Deployment

All players start from the deployment zone. There should be at least three checkpoints per model.



Scoring

Score is simply the total number of actions the team uses. You can't finish if you miss a checkpoint.

Training Session 2: Taking Cover

The purpose of this session is to familiarize players with the movement and cover rules. The training simulator adds sweeping aim zones which the players must avoid.

Actions available

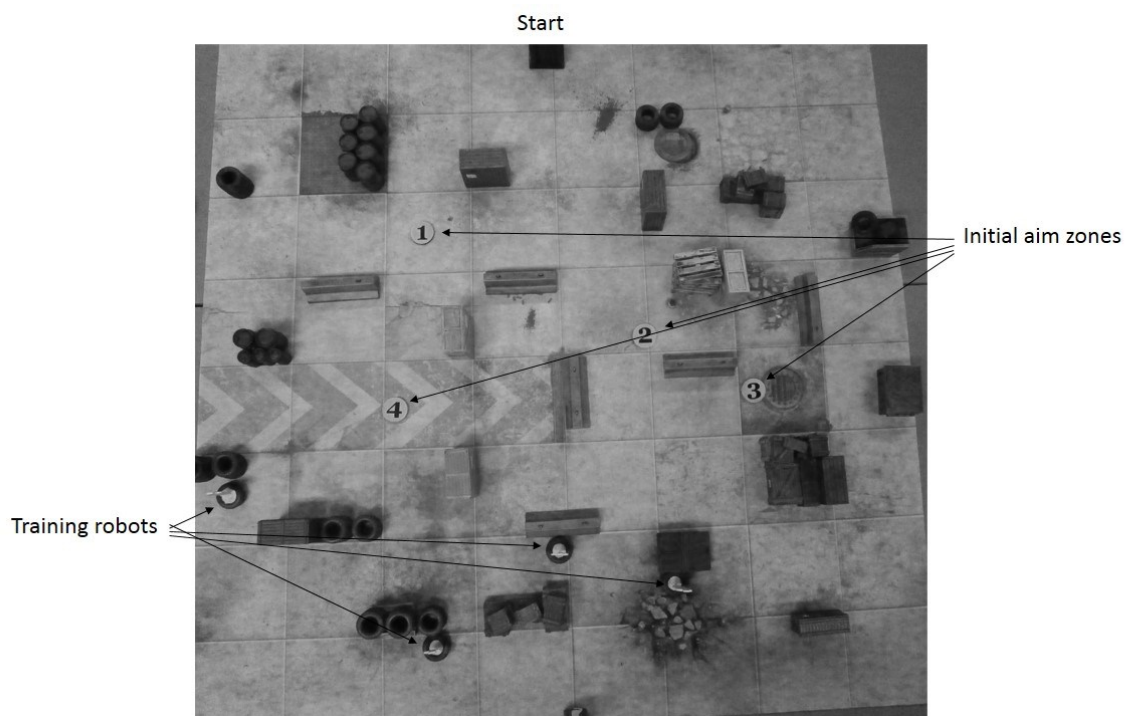
In this scenario only the move action is used.

Objective

The objective is to get to the end of the course as fast as possible without being shot by the training simulators. To avoid being shot, the model must be in cover if it is in one of the simulator aiming zones. Moving within cover is okay, but breaking cover within aim zone induces penalties.

Deployment

All players start from the same deployment zone.



Simulator actions

During the simulator turn, all the simulator aim zones move 1d6" in a random direction. Roll separately for each. You may also add a chance that any given zone does not move, e.g. if using "deviation dice" for direction, a hit indicates no move. If using normal dice, you can roll 1d10, use 1-8 for direction and 9-10 no move. Or using 1d6 use 1-4 for direction and 5-6 for no move.

If the aim zone would move off the playing area, it reverses direction.

Scoring

The simulators tag models as reaction, just as if they were taking reaction shots, if the models are not fully in cover. Each tag earns one penalty point if the model is exposed, two if it is caught in the open.

Training Day – Scenario Pack for Heist

The goal is the finish with the minimum amount of penalty points. If tied for penalty points, least number of turns taken is the winner.

Training Session 3: Aiming

The purpose of this session is to familiarize players with the aiming rules. The training simulator adds aim zones which the players must avoid or neutralize. This exercise also stresses teamwork and is not really suitable for play with a single model.

Actions available

In this scenario only the move and aim actions are used.

Objective

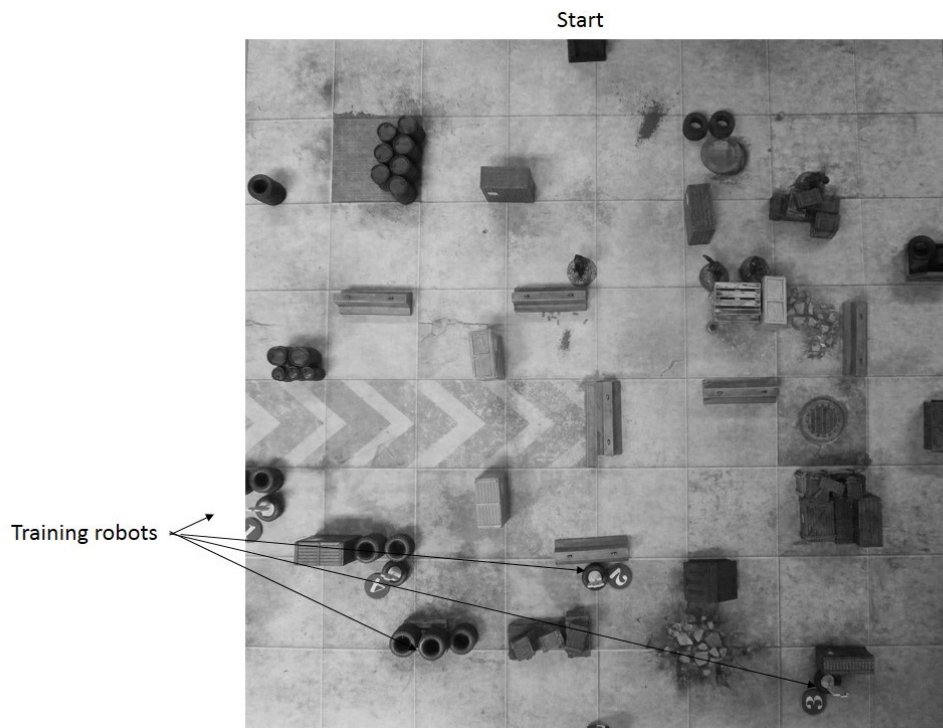
The objective is to get to the end of the course as fast as possible without being shot by the training simulators. To avoid being shot, the model must be in cover if it is in one of the simulator aiming zones. Moving within cover is okay, but breaking cover within aim zone induces penalties.

Aiming from cover while within an opponent's aim zone also gives a penalty although a smaller one.

The simulator aim zones will stick to models, so they cannot be waited out. Instead they must be neutralized by aiming at the source of the aim, causing the simulator target to drop aim.

Deployment

All players start from the same deployment zone. The simulators are not aiming at the start of the scenario.



Simulator actions

There are simulator targets equal to the number of player models minus one.

During the simulator turn, each simulator target will behave according to the following table:

Condition	Action
Being aimed at	Drops aim, does not aim
Aiming at model	Centers aim on model (closest if multiple)
Not aiming	Aims at a model in priority order
Model in aim zone performs action not in cover	Shoot as reaction, center aim

Note that the simulator will not drop aim until its turn starts. Therefore if the simulator was aiming at the shooter, the shooter will also be tagged.

Priority order

When a simulator needs to select a target to aim at, it will always select visible models in this order

1. models not in cover, starting with the closest
2. models exposed, starting with the closest
3. models in cover, starting with the closest

Scoring

The simulators tag models as reaction, just as if they were taking reaction shots, if the models are not fully in cover. Each tag earns one penalty point if the model is exposed, two if it is caught in the open.

The goal is the finish with the minimum amount of penalty points. If tied for penalty points, least number of turns taken is the winner.

Training Session 4: Shooting

The purpose of this session is to familiarize players with the shooting rules. The training simulator adds aim zones which the players must avoid or neutralize.

Actions available

In this scenario only the move, aim, shoot and ready weapon actions are used. Note that reactions are not used in this scenario.

Objective

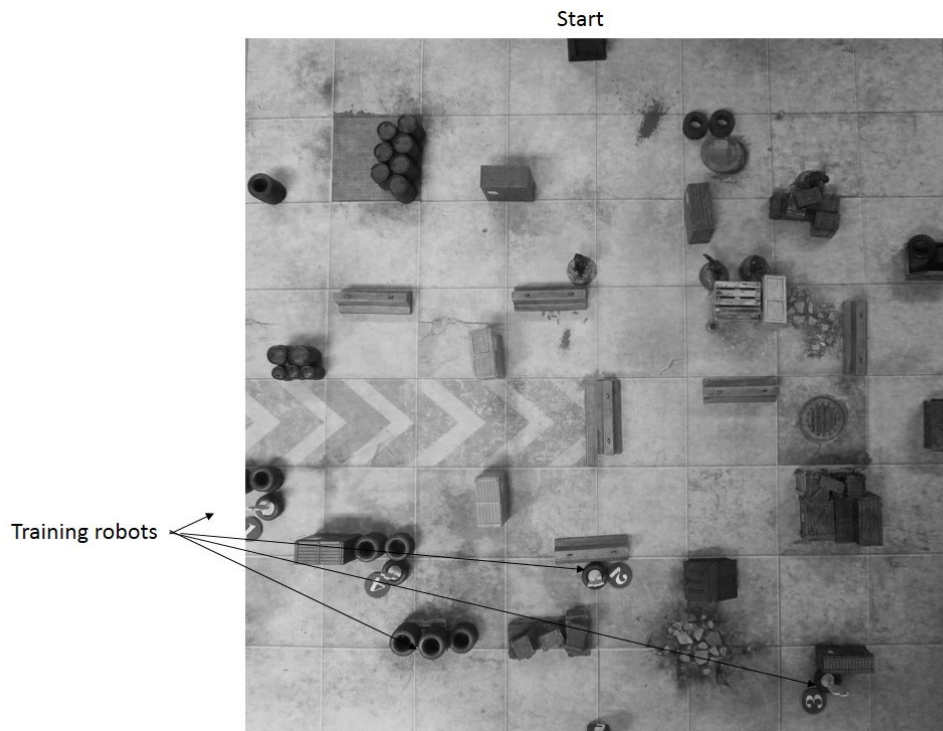
The objective is to eliminate all simulator targets as fast as possible without being shot by them. To avoid being shot, the model must be in cover if it is in one of the simulator aiming zones. Moving within cover is okay, but breaking cover within aim zone induces penalties.

Aiming from cover while within an opponent's aim zone also gives a penalty although a smaller one.

Simulator targets are eliminated by shooting at them.

Deployment

All players start from the same deployment zone. The simulators are not aiming at the start of the scenario.



Simulator actions

There are simulator targets equal to the number of player models. Simulators follow normal damage rules except they will automatically recover during their turn.

Each simulator target will behave according to the following table:

Condition	Action
Receives one hit (stunned)	Drops aim
Receives two hits (wounded)	Drops aim, passes next turn
Receives three hits (killed)	Eliminated
Being aimed at	Aims at the aiming model
Aiming at model	Centers aim on model (closest if multiple)
Not aiming	Aims at a visible model in priority order

Note that aim shift due to being aimed at happens on the simulator's turn, not as a reaction.

Priority order

When simulator needs to select a target to aim at, it will always select visible models in this order

1. models not in cover, starting with the closest
2. models exposed, starting with the closest
3. models in cover, starting with the closest

Scoring

The simulators tag models as reaction, just as if they were taking reaction shots, if the models are not fully in cover. Each tag earns one penalty point if the model is exposed, two if it is caught in the open.

The goal is the finish with the minimum amount of penalty points. If tied for penalty points, least number of turns taken is the winner.

Training Session 5: Reactions

The purpose of this session is to familiarize players with the reaction rules. The training simulator starts shooting at the players.

Actions available

In this scenario only the move, aim, shoot, recover and ready weapon actions are used. In addition, players may use reactions as normal.

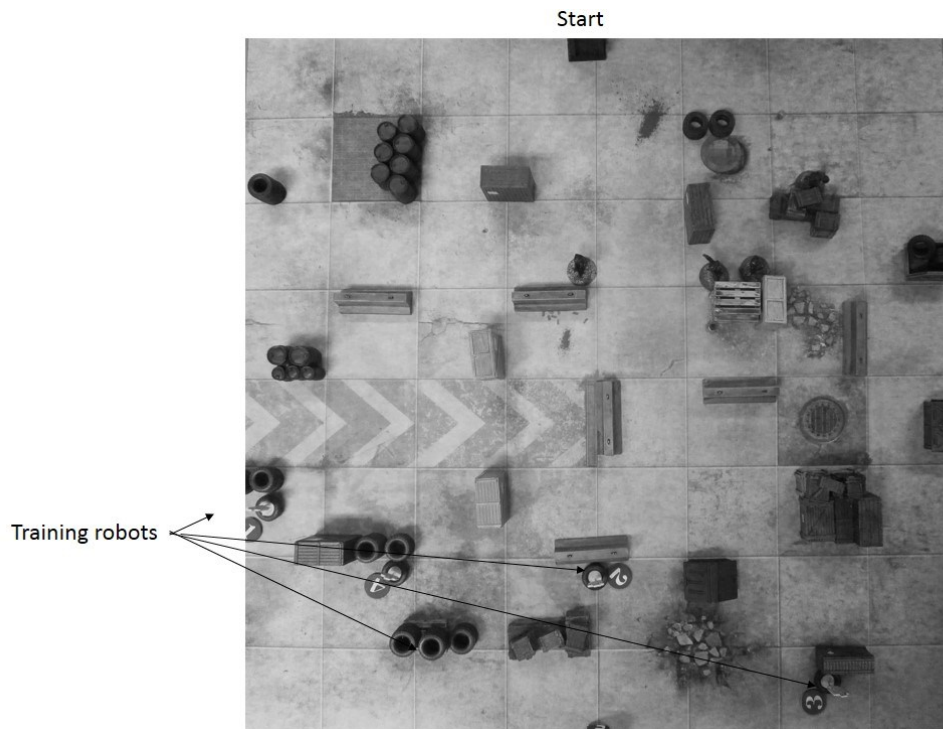
Objective

The objective is to eliminate all simulator targets as fast as possible without being shot by them. The simulator shoots using normal shooting rules and only actual hits cause penalties.

Simulator targets are eliminated by shooting at them.

Deployment

All players start from the same deployment zone. The simulators are not aiming at the start of the scenario.



Simulator actions

There are simulator targets equal to the number of player models. Simulators have three actions to start with, always take normal shots and never run out of ammo. They have a skill rating of 5 and they follow normal damage rules. They will always try to use all their actions if possible.

Each simulator target will behave according to the following table:

Condition	Action
Model takes action in its aim zone	Shoot as reaction
Being aimed at	Shoots at the aiming model
Aiming at model	Shoots at model, centers aim, in priority order
Not aiming	Aims at a visible model in priority order

Priority order

When simulator needs to select a target to aim or shoot at, it will always select visible models in this order

1. models not in cover, starting with the closest
2. models exposed, starting with the closest
3. models in cover, starting with the closest

Scoring

The simulators tag models as reaction, just as if they were taking reaction shots, if the models are not fully in cover. Each tag earns one penalty point if the model is exposed, two if it is caught in the open.

The goal is the finish with the minimum amount of penalty points. If tied for penalty points, least number of turns taken is the winner.