

The background of the cover is a detailed illustration of a post-apocalyptic city. In the foreground, a rusted, mangled car sits on a pile of debris. A character in a blue and yellow power armor suit stands on the car, holding a rifle, with a dog standing beside them. In the background, a large, ornate building is partially destroyed, and a massive, rusted mechanical structure hangs from the sky. The overall tone is gritty and atmospheric.

Fallout®

WASTELAND WARFARE

CAMPAIGN HANDBOOK

Secure Your Place in Wasteland Society
by JAMES SHEAHAN

Bethesda



MÖDIPHIUS™
ENTERTAINMENT

WASTELAND FACTIONS

SURVIVORS

The Wasteland is a harsh and unforgiving place, even for the well-prepared Sole Survivor. When mutated fiends and flesh-wearing synths stalk from every shadow, the only strength is in numbers. The Survivors faction represents rag-tag groups of humans banding together. Individually they are weaker than many other denizens of the Wasteland, but they thrive as a group. Survivors also have a high number of named characters with individual special abilities. The layers of bonuses to your force and negatives to the enemy gives the Survivors a serious edge in combat, with the whole becoming much greater than the sum of its parts.



SUPER MUTANTS

The Super Mutants see themselves as lords of the wastes, and inheritors of civilization (just don't ask them to spell civilization). They go chest-to-chest with anything the Wasteland can throw at them, and usually come out on top. Super Mutants are combat monsters, charging into the fray and hacking the enemy apart with crude, bludgeoning weapons. They tend not to have heavy armor or power at long range, but they make up for this with bulk, endurance and very powerful close assaults. Gang up and charge in – meat bags don't fill themselves!

THE BROTHERHOOD OF STEEL

The Brotherhood of Steel see themselves as the true future of humanity, and seek to learn from the mistakes of the past to forge a brighter future. They see technology as both a blessing and a curse for humanity, and blame the fall of the bombs on rampant and irresponsible proliferation of tech. The Brotherhood husband high tech weapons and armor from the past to cautiously build a new future. Though they might be few in number, they are walking tanks; steel within and without. They go into battle with powerful long ranged attacks, armored against everything the wastes can throw at them.





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INTRODUCTION



This *Campaign Handbook* contains additional rules to those found in the *Rules of Play* book. Here you will discover how to build an ongoing Settlement, and how to play solo or co-operatively, plus this book features numerous ready-to-play game scenarios including linked and stand-alone encounters, as well as tutorial scenarios designed to be played in parallel with the *Rules of Play*.

The **'Into the Wasteland'** chapter contains several card types – Events, Perks, Boosts, and Quests – that can be added to the core **Fallout: Wasteland Warfare** *Rules of Play* for the full experience of the game.

The **'Against the Wasteland'** chapter covers solo and co-operative play against the game, with an 'Artificial Intelligence' (AI) system representing the behavior of opposing forces. There are five specially-designed encounters in the Scenarios chapter, but players can use the Solo / Co-op rules to provide an opponent for most scenarios.

The **'Settling Down'** chapter allows you to face the challenges of Wasteland survival by developing your own Settlement. A player with a Settlement has restricted access to cards like Items and Perks, but they can gain such cards through development of their settlement between battles. Additionally, players with Settlements can explore the Wasteland between battles, with potential consequences during their next battle.

The **'Scenarios'** chapter shows you how to create a force, and how to set up a scenario. It also includes fifteen ready-to-play scenarios: ten story scenarios, and five Solo/Co-op scenarios). You can, of course, build your own scenarios. The final chapter of this book adds the five **Tutorial Scenarios**.

Players seeking a more competitive or less narrative game, focused more on combat, might like to play using Battle Mode rules and army building lists, available as a download from www.modiphius.com/fallout.



NORA MEETS A NEW FRIEND AT THE RED ROCKET GAS STATION

INTO THE WASTELAND



EVENTS

Events add some unexpected situations and effects during each battle. These may be a vicious lightning storm, a brahmin stampede, or the appearance of a stranger, but also can be something totally benign, such as a local radio broadcast.

The **Event Deck** for your battle is created during set-up. First create a deck from all your Event cards, then randomly draw one fewer Event cards than the number of rounds the battle is due to last (as instructed by the scenario, or decided between the players). Add to this deck any **'Consequence' cards** (see following page) that need to be included in the battle, with Event cards face-down and 'Consequence' cards face-up. Then shuffle this deck and place it in the area by the battlefield called



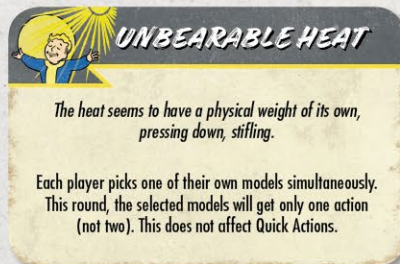
FLIP ICON

DURING BATTLE

At the start of each round *except the first*, if there is no Event card already in play, draw the Event card currently on the top of the Event Deck, and apply any effects from it immediately. Unless otherwise instructed, this card is discarded at the end of the round.



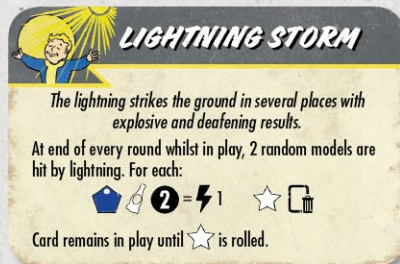
EXAMPLE CARD 1



EXAMPLE CARD 2



EXAMPLE CARD 3



No 10

HELPFUL HINT

from Vault Boy!



THE CARDS USED FOR THE EVENT DECK CAN BE SELECTED COMPLETELY AT RANDOM OR PLAYERS CAN CHOOSE THEIR MIXTURE. SOME EVENT CARDS DO NOT RESULT IN ANY IMPACT ON THE BATTLE, SO THE AMOUNT OF IMPACT THE EVENTS HAVE ON A GAME CAN BE INCREASED OR DECREASED BY THE NUMBER OF THESE CARDS SHUFFLED INTO THE EVENT DECK.

The Wasteland (see *Rules of Play*, p.31). This will be the Event Deck for your battle.

Flip Icon

If, at any time, the top card on the Event Deck shows the **Flip icon**, immediately turn the card face-up and leave it on top of the deck. All players may read it. The revealed Event card is still part of the deck, so the event it describes is not yet in effect. Flipping the Event card gives players some advance notice of more impactful and foreseeable events, so that they can potentially prepare for them.

For example, the 'Dust Cloud' event makes long-range attacks impossible for one round, but as it is a 'Flip' card, players could get ready to use the cloud as cover as they dash across otherwise dangerously open ground, or to make plans that are not reliant on such attacks.

Cards without the Flip icon simply get revealed when drawn (and take effect immediately as usual).

Examples:

Card 1 has no Flip icon, and is revealed when drawn.

Card 2 is flipped to reveal the effect as soon as it is on top of the Event Deck, but it only comes into effect when it is drawn.

Card 3 is flipped to reveal the effect as soon as it is on top of the Event Deck, but it only comes into effect when it is drawn. It might not be discarded at the end of the round, in which case, a new Event card would not be drawn.

Drawing a Consequence Card

During a battle, if a 'Consequence' card is on top of the Event Deck, draw and resolve it immediately (see 'Consequences', following page). This does not count as drawing an Event.

CONSEQUENCES

Some decisions made when using Settlements between battles (see p.19), during Quests (see p.6), as a result of a Boost card (see below), or incidents in previous scenarios, can have effects during a battle. For example, did you pay a mercenary to help you in your next battle? Did you turn away the travelers who said they had been robbed without giving them food? Did you deal with that flying ant swarm? These cards are identified by the word 'CONSEQUENCE' on them.

During set-up, all cards showing 'Consequences' which were gained by any players before the battle should be shuffled into the Event Deck (see previous page). Players are not allowed to see what Consequences their opponents add to the deck until they are drawn. No player may add duplicate 'Consequence' cards.

'Consequence' cards are drawn and resolved immediately when on top of the Event Deck. If identical 'Consequence' cards were added by multiple players, randomize which player the drawn card belongs to.

FOWW 2PB-003-111 — SECTION 2.2

PERKS

Some inhabitants of the Wasteland have additional abilities, setting them apart from others. These are represented by **Perks**.

Perks can be assigned to single-model units. To be assigned a Perk, a model must fulfill any minimum requirements, such as requiring a minimum attribute value or a different Perk. A model cannot be assigned the exact same Perk twice.


FOWW 2PB-003-111 — SECTION 2.3

BOOSTS


During battle, some inhabitants of the Wasteland can pull off surprising feats or have inspired moments. These are represented by **Boosts**, of which there are four types:

- **Practiced** (which mainly increase results)
- **Cunning** (which mainly alter results)
- **Tactical** (which mainly modify movement and reactions)
- **Instinctive** (covering a broad range of effects)

Boost cards are not assigned to a specific unit, but are instead held by the player during a battle. They are played when relevant, to add minor,



GUN FOR HIRE

The scars appear evidence of the action this mercenary has survived.

Pay 30  and this mercenary will help you out next battle.


CONSEQUENCE



Resolve this attack on any one model of your choice:

 **6 4 3**

Example: If player pays the 30 Caps during **Explore** (as shown on the card above), it is added to The Wasteland for the next battle. When at the top of the deck, the player carries out the Consequence immediately.

If new Consequences need adding during a battle, add them to the Event Deck at the end of a round by setting the top card aside, shuffling the Consequence into the Event deck, and then replacing the top card back on top of the Event deck.


ARMORER

Allows a player to attach armor Mods to  (maximum of one Mod per armor card), as well as attach power armor Mods to  (maximum of one Mod per power armor card).

The player requires the Mods to be able to attach them. Player gets one free Armor Workbench (not a Power Armor Station).

Some Perks are not assigned to a specific model and are assigned to a Settlement in general – see 'Settlements', p.18.


USE YOUR BODY

COMBAT: Before roll,

swap 1  /  /  for 1 

THIS BOOST CARD ALLOWS THE PLAYER TO SWAP ONE YELLOW, GREEN OR BLUE BONUS DICE FOR A BLACK BONUS DICE

one-off enhancements. The details of the cards a player holds are secret, but an opponent is allowed to know how many Boost cards a player holds at any time. A player reveals and uses a Boost card when relevant, discarding it once resolved. Only one Boost card may be played per Action.

When creating their force and not using Settlement rules, a player can select a number of Boosts up to half their **Leader's** highest attribute, rounded up (see 'Leaders', Rules of Play, p.50).

QUESTS

Wastelanders never seem short of tasks to complete, whether it is helping someone in need, tracking down a thief, fulfilling a bet, or something else. These are represented by **Quests**.

Quests are personal tasks for a player to complete during a battle, and successfully completing a Quest gives the player a reward. Quests are independent of battle objectives or other players' Quests. A player can use Quests even if their opponent does not. A player does not get to see the details of their opponent's Quest card, but should be made aware that they have a Quest to complete.

To use Quests, a player picks one Quest card at the start of a battle, and it cannot be changed during a battle. All Quest cards are double-sided. The side with the **black title area** shows the card's title and describes what has happened. The side with the **blue title** describes the task the player must perform, and the rewards, depending on the outcome. (In some cases, all information is on one side whilst the other shows an item that can be earned by completing the Quest.)

Some Quests comprise a single card, but many consist of multiple parts (on multiple cards), which must be completed in sequence in order to complete the Quest. Cards belonging to a multi-part Quest each have the same title with different part numbers (e.g. 'The Thief's Trail: Part 1', 'The Thief's Trail: Part 2a').

A player must always start a multi-part Quest with the first card in the Quest, and cannot attempt other parts of a Quest until directed to do so by the cards. A Quest card will describe which Quest card a player should progress to upon completion. A player can choose not to automatically attempt the next part of a Quest.

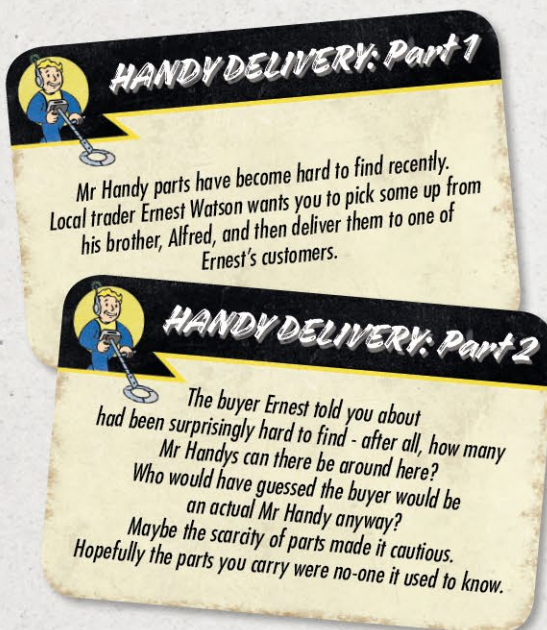
For example, a player completes 'Handy Delivery: Part 1' which allows them to move on to 'Handy Delivery: Part 2'. When starting their next battle, they can select 'Handy Delivery: Part 2' or can choose a different Quest card and select 'Handy Delivery: Part 2' before a later battle.



BLACK-TITLED QUEST CARD



BLUE-TITLED QUEST CARD



COMPLETING QUESTS

Completing a Quest card may give the player a reward (described on the Quest card) and/or lead to the next part of a Quest. Rewards are only gained once the battle is over.

If a Quest card is completed during a battle, a player cannot start another Quest card during the

same battle. Unless indicated on the Quest card, each Quest can only be completed once by a player.

Unless directed otherwise by a Quest, when a Quest is not completed, the player may re-attempt it in their next, or a future, battle.

QUEST REWARDS

Some Quest rewards are special items, and these reward items can only be used by a player that has successfully completed the relevant Quest. Once gained, these reward items can be included in the player's force, as with other items. Quest reward items are never added to the Item Deck in The Wasteland.

Some Quest rewards only have impact on a player if they have a Settlement (see p.18); for example, receiving Caps as a reward. A player not using Settlement rules can choose to draw

two random Boost cards at the start of their next battle (in addition to any already taken and the usual maximum) instead of the reward shown on the card.

Cards gained from Quests for the next battle are added after the force is built so do not require Stores and are not part of the pool to select from. The exception to this is Unique Items which must be included within the total Caps value of their force.

SECTION 03

AGAINST THE WASTELAND



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SOLO/CO-OP MODE

Feel like taking on the Wasteland itself?

Solo/Co-op Mode allows you to play against an Artificial Intelligence (AI) player as your opponent. Solo/Co-op games are played like other games of *Fallout: Wasteland Warfare*, but the AI rules determine the actions of the AI-controlled models.

The AI player has an objective that its models will attempt to complete and, when its models activate, their **AI cards** determine what type of actions they will carry out and how. Each unit in *Fallout: Wasteland Warfare* has its own AI card, so each has its own personality, with responses varying based on its situation.

1

NUMBER TOKEN



SET-UP

When playing against an AI player, set up a scenario as usual (see p.27) and follow the steps below to set-up the AI player's forces:

1. Lay out the AI player's unit cards with their respective AI cards **face-up** near the battlefield.
2. Equip each unit card with all weapons and other equipment shown on the AI card.

3. Take **Number Tokens** equal to the number of models that comprise the AI's forces and place them at random on the unit cards – one for each model in that AI unit.

For example, an AI is comprised of two units – 3 Field Scribes and 1 Paladin – so 1 Number Token would be placed on the Paladin unit card and 3 Number Tokens on the Field Scribe unit card. Which specific Number Token goes on which unit card does not matter.

4. Take **AI Markers** with the matching numbers of the Number Tokens placed on the unit cards and place them face-down so the numbers cannot be seen.
5. Mix up the AI Markers and deploy them on the battlefield, as described by the scenario.
6. Turn over each AI Marker and place the corresponding model next to it.
7. Take the Number Tokens from the unit cards and place them face down in a pool next to the battlefield. These will be used for determining the order in which the AI models are activated.



ABOVE: THE BRUTE UNIT CARD (LEFT) AND BRUTE AI CARD (RIGHT)

ROUNDS

Rounds are carried out in a similar way to games without an AI player, but with a few changes.

Turn Order

Turn order is carried out as normal, with the player and the AI taking turns readying and, optionally, activating models back and forth, as usual. This starts with the player with the Advantage Marker (which is allocated as usual).

AI Turn

When it is the AI player's turn, draw one Number Token from the face-down pool of AI markers, place a **Readiness Marker** (showing the blue Ready icon) next to the model with the matching number, then activate all Ready models. If there are multiple Ready AI models, activate them in *ascending number order*. To determine which Actions each AI model performs during its activation, see 'Activating AI models', p.10.



OBJECTIVE AND SUBJECT

During an AI game, the AI player has a task that their models aim to accomplish. The task consists of an **Objective** and the **Subject** of the Objective. These influence an AI model's Actions, are determined by the scenario, and may change during the scenario.

Where **X** is the Subject, Objectives can be:

1. **Defeat X**
2. **Protect X**
3. **Go To X**
4. **Use X**
5. **None**

The Subject (X) in the Objectives above can be:

AI SUBJECT	
SUBJECT	EXAMPLES
Specific location	Point on battlefield (place or object like a terminal or Searchable Marker)
General location	A side of the battlefield. A building.
Specific model(s)	Could be friendly (i.e. to Defend them), or an enemy (to Attack).
General model(s)	Any model (i.e the closest, strongest etc)

For example, a scenario requires the AI player to steal a prototype fusion core and get away with it. To start, the AI player would have the Objective of 'Use Fusion Core' (where a model that uses it will pick it up) and, once the AI player possesses the Fusion Core, the Objective will change to 'Go to Entry Point' so they can escape with their stolen property.

№ 11

HELPFUL HINT
from Vault Boy!



ONE OF THE MOST IMPORTANT THINGS IN NARRATIVE AI PLAY IS THE FEEL OF THE GAME. WHILE THE AI IS DESIGNED TO WORK IN ALL SITUATIONS, NOTHING CAN LEGISLATE FOR EVERY POSSIBLE SCENARIO! IF YOU ARE USING MORE ADVANCED SCENARIOS OR MAYBE SOME YOU HAVE CREATED YOURSELF, THERE MAY BE MOMENTS THAT DON'T QUITE CHIME WITH THE CHARACTER OF THE UNIT INVOLVED OR SEEM ODD IN THE CIRCUMSTANCES. IN SUCH SITUATIONS, THERE'S NO PROBLEM WITH CHANGING TO A DIFFERENT LISTED BEHAVIOUR IF IT HELPS YOUR SOLO GAME FEEL MORE CINEMATIC AND NARRATIVE.



A PLAYER'S BROTHERHOOD GET THE DROP ON PATROLLING AI SUPER MUTANTS

ACTIVATING AI MODELS

When activated, an AI model will carry out two Actions. To determine which Actions, roll one blue **Special Effect Dice** and consult the matrix on the model's AI card as follows:

1. Use the row that matches the icon(s) rolled on the Special Effect Dice (note that the number of icons rolled may be important – see 'Method', p.11). The combined bottle and star result is resolved as if it were a single star icon.
2. The column is determined by the model's current **Situation**. This might be based on how much Health the model has, how many friendly models are nearby, etc. Going from the left, use the first column that is true for the AI model. Use the last column if no previous columns match the situation.

The resultant cell on the matrix shows a letter which is the AI model's **Response** (see 'Responses', following page). This determines which Actions the AI model will perform.

In the example below left, the **two stars** result was rolled, and the model currently has **3 Health**, so the model's response is **M**.

An AI model's Response is only defined once at the start of its activation, and it uses that Response for the whole activation. However, the AI model assesses which Actions to execute before each one, in case circumstances may have changed.

For example, an AI model that attacks at Close Combat with its first Action may need to Move for their next Action if the model they were attacking has been removed, or is no longer engaged with them after being Pushed Back.

The background shading of the cell shows the model's **Attitude** – 'how' the AI will carry out their Actions:

- A shaded cell means its Attitude is **Reckless**.
- An unshaded cell means its Attitude is **Careful**.
- If the Response is **underlined**, the model will stay engaged, rather than break engagement to carry out its Response (see 'Engaged Models', page 15).

Reckless and Careful behaviors are defined according to the Response type, explained over the following pages. A summary of how they affect certain Actions is shown in the Attitude Summary table, below.

After an AI model completes its activation, turn its Readiness Marker to Used.

- 1 THE RESPONSE IS **O** FOR OBJECTIVE, BUT THE SHADED BACKGROUND INDICATES A RECKLESS ATTITUDE IN CARRYING OUT THAT RESPONSE.
- 2 THE SAME RESPONSE AS ABOVE, BUT WITH A CAREFUL ATTITUDE.
- 3 THE RESPONSE IS **A** FOR ATTACK, BUT WHICHEVER TARGET IS HIGHEST ON ITS PRIORITY LIST (SEE P.12), THE UNDERLINE INDICATES IT WILL NOT BREAK ITS PRESENT ENGAGEMENT.



SITUATION TYPE,
IN THIS CASE, HEALTH

SITUATION VALUE,
IN THIS CASE, 1-3 HEALTH

THE BLUE SPECIAL
EFFECT DICE RESULT IS
CROSS-REFERENCED
WITH THE NUMERICAL
SITUATION. SO, 3 HEALTH
CROSS-REFERENCED ON
THE MATRIX WITH A DICE
RESULT OF TWO STARS
RESULTS IN **M**.

ATTITUDE SUMMARY TABLE

ACTIVITY	RECKLESS	CAREFUL
Move	Go direct – ignore cover.	After half of the Move, balance moving further with ending in safest location, i.e. cover, least chance of being attacked.
Close Combat		Preferably attacks engaged models.
Shoot	Engaged models are valid targets.	Engaged models are not valid targets.
Push Back	Follows-up a pushed-back model.	Does not follow-up a pushed-back model.

RESPONSES

A **Response** uses a hierarchy of activities to determine the Actions that an AI model will execute. There are five main responses:

A	Attack
M	Move
O	Objective
F	Fall Back
D	Defend

To determine which Action an AI model executes, follow the numbered sequence of activities for the relevant Response, and execute the first activity that is possible. For each Action, consult the list afresh, from the top, as circumstances may have changed since the previous action. For example, Close Combat for the first activity may have removed the previous Target, or a new Target may have become the priority. If a model is engaged, remember to check the 'Engaged Models' rules – see page 15.

A ATTACK

This Response addresses the AI model's tactical intent to attack a target (based on the model's own preference) – whether they favor Close Combat or Ranged attack – even if they do not actively attack during this Action. For example, they might merely Move during this Action, in preparation for an attack. Before working out whom to target, a couple of elements must be identified first.

1. Method

The AI model's **Method** is the type of attack that the AI model will employ: **Close Combat** or **Ranged**. This is determined by looking at the icon on the right side of the relevant row on the AI matrix, corresponding to the type and number of symbols that were rolled on the effect dice. (Remember that the combined bottle-star result is resolved as if it were a single star.)

2. Weapon Choice

If an AI model is equipped with a choice of weapons that can perform the selected Method, it will use their '**preferred**' weapon: the weapon whose name is underlined on the model's AI card. If an AI model's preferred weapon is unavailable, (for example, if it is a Slow Firing weapon which is not loaded), they will use their other weapon, as long as it is capable of performing the required Method of attack. If an AI model has no suitable weapon for the attack, they do not attack.

3. Determine Action

For the **A**ttack Response, the **Activity List** used is determined by the Attack Method (Close Combat or Ranged).

Activity List (Close Combat Method):

1. Close Combat.
2. Charge into engagement.
3. Move into engagement.
4. Move to within Charge distance from the enemy.
5. Move to within Move distance from the enemy.
6. Move towards enemy.
7. Perform **O** instead.

Notes for Close Combat Method:

- **Careful:** During each tie-break step, Careful models prioritize engaged enemies over unengaged.
- If an AI model receives a **Charge Bonus**, flip the token to randomly determine whether it is black or green.
- Always use **Battle Cry**, if able (remembering to follow-up Push Back only if **Reckless**).

IF THE AI MODEL ROLLED ONE STAR, ITS METHOD WILL BE CLOSE COMBAT.

IF THE AI MODEL ROLLED BLAST, ITS METHOD WILL BE RANGED COMBAT.



SOLE SURVIVOR
 HUNTING RIFLE

	6+	3-5	1-2	

1: Prepared
 2: Capable
 3: Best Chance

Activity List (Ranged Combat Method):

1. Shoot.
2. Move so that the enemy is within range of a Shoot attack next Action. Once Shoot is possible, Move no closer than Yellow from the target.
3. Move towards the enemy.
4. Perform **O** instead.

Notes for Ranged Combat:

- **Reckless:** Unengaged and engaged enemy models are valid targets.
- **Careful:** Engaged enemy models are not valid targets for attack.

Target Priorities

As described, an AI model follows the activity list, performing the first activity that is possible. If there are multiple models on which the activity could be focused, use the AI card's **Target Priority List** (shown left, and *in situ*, right) to determine which model to target first. Use each Target Priority in order as the tie-breaker between current potential targets until only one target remains. If no single model results after all of the model's target priorities are assessed, randomize which of the remaining potential targets is the target.

The different target priorities are:

TARGET PRIORITIES	
PRIORITY	DEFINITION
Nearest	For Movement: Judged on the fewest number of Moves required (factoring in Difficult Terrain) For Shooting: Judged on shortest shot
Weakest	Least remaining Health
Largest	Highest maximum Health (ignores current health level or damage taken)
Wounded	Most Damage taken
Healthiest	Most remaining Health
Vulnerable	Lowest Armor
Slowest	Shortest Move
Fastest	Longest Charge
Best Chance	Least penalties / greatest bonus for Skill Roll
Prepared	'Ready' before 'Not Ready'
Spent	'Used' before 'Ready'
Importance	Nearest to Subject
Not Engaged	Not Engaged only
Engaged	Engaged only
Capable	Targets capable of performing their Objective (i.e. has Computer skill when Objective is to hack a computer).

Note: If the scenario's Objective is to defeat one or more player models, and the AI model is the last remaining, the AI model will always select the Subject of the Objective before following their Target Priority List tie-breakers.

1: Wounded
2: Weakest
3: Nearest

THIS TARGET PRIORITY LIST TARGETS THE MOST WOUNDED ENEMIES FIRST. IF ALL ENEMIES ARE EQUALLY WOUNDED (OR UNWOUNDED), THE MODEL WILL INSTEAD TARGET THE WEAKEST (LEAST HEALTH). IF ALL ENEMIES HAVE EQUAL WOUNDS AND HEALTH, THE MODEL WILL SIMPLY ATTACK THE NEAREST ENEMY.



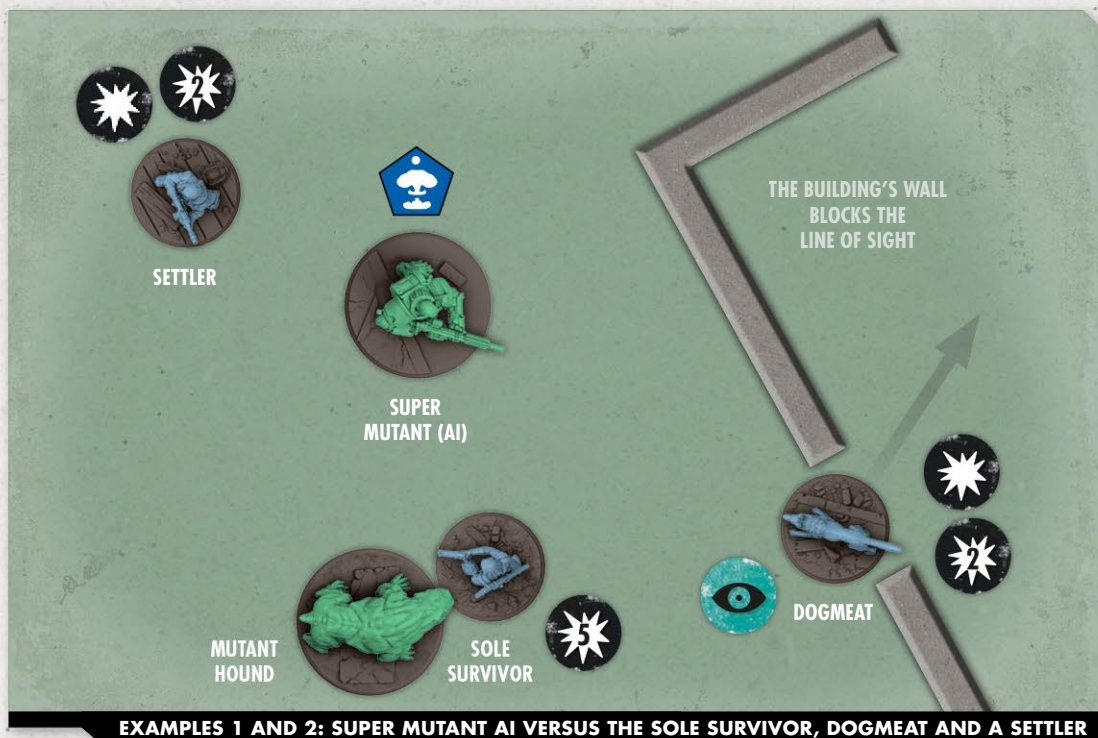
Example 1 (opposite page): A Super Mutant AI model with **6 Health** rolls a **Blast** result, so will **Attack** using **Ranged Combat** (their Bolt-Action Pipe Rifle). The matrix cell is not shaded so they will be **Careful**.

The **Ranged Combat Activity List** starts with **Shoot**. There are several models that could be targeted, so the Super Mutant uses the **Target Priority List** to decide which. First, they will target the most **Wounded** model. The Sole Survivor is the most wounded (**5 wounds**), but they are engaged (with a Mutant Hound) so the Super Mutant, being **Careful**, will not target them. (If the Super Mutant had been **Reckless**, they would have shot at the Sole Survivor even though it may have hit the Mutant Hound.)

The other two enemy models, a Settler and Dogmeat, are equally wounded (both with **3 wounds**). As a tie-breaker, the next Target Priority in the Super Mutant's list is the **Weakest** – the model with the least remaining Health. The Settler has 1 remaining, while Dogmeat has 5, so the Settler is the target.

The Super Mutant shoots and hits, removing the Settler. Dogmeat uses a Reaction (due to the Trigger of a friendly enemy being hit) to Move back through the doorway, out of LoS).

For the Super Mutant's second action, it runs down the Ranged Combat Activity List again, starting with Shoot. There are now no viable targets, so it moves to the next item: to **Move** so an enemy can be shot with their next action. The Super Mutant moves as far as possible but will stop as soon as **Yellow** from an enemy.



Example 2 (above): If the AI Super Mutant had rolled a **Star** (instead of Blast) on the Special Effect Dice, it would have used the **Close Combat Activity List**. Without being engaged, the Super Mutant could not perform

the first item on the list to **Attack** using **Close Combat**, so would progress to the next step, **Charge into Engagement**. All three enemy models would be near enough to Charge, so the Super Mutant would Charge the Sole Survivor, as they are the most **Wounded**.

M MOVE

This Response requires that the AI model Moves towards the Subject of the scenario's Objective. It is not a combat response, so the AI model will not engage when performing this Response.

1. If within Move of the Subject, perform **O** instead.
2. Move towards the Subject without engaging.
If **Reckless**: Go direct – ignore cover.

If **Careful**: The AI model must Move at least half of the possible Move distance, halting as far as possible along their Move, yet ending at the safest location for the AI model (e.g. cover, the least chance of being attacked).

3. If there are multiple Subjects, select the Nearest (judged on the fewest number of Moves required, factoring in Difficult Terrain)

O OBJECTIVE

This Response sees the AI model prioritizing the scenario's current Objective. The Objective itself (and its Subject) determines what Actions the model will perform.

1. Defeat X Perform **A** with Subject as the only target to be considered
2. Protect X Perform **D**
3. Go To X Perform **M**
4. Use X
 1. **Interact** to Use Subject
 2. **Move** into contact with Subject.
 3. Perform **M**

If an AI model has no way to perform **O**, the AI model performs **A**. Examples of when this can occur include when the Objective is to hack a computer terminal but the AI model has no Computers skill, the Objective is to defeat a specific model but that model has been removed already, or when the Objective is to take an item which the AI side already possesses.

F FALL BACK

This Response indicates that the AI model favors self-preservation over the Objective at this moment.

- Perform **M** – use the AI model's initial deployment point as the Subject.

D DEFEND

This Response prioritizes defending the Subject. The AI model identifies the target it feels is the Subject's biggest threat (as if they were in the Subject's position), then attempts to attack that target.

First, follow the relevant Activity List as if the AI model were performing **A**, whilst positioned at the location of the Subject, and as if they were not engaged. Then, perform **A** but with the selected enemy model as the only target to be considered. Ignore the 'Perform **O** instead' step.

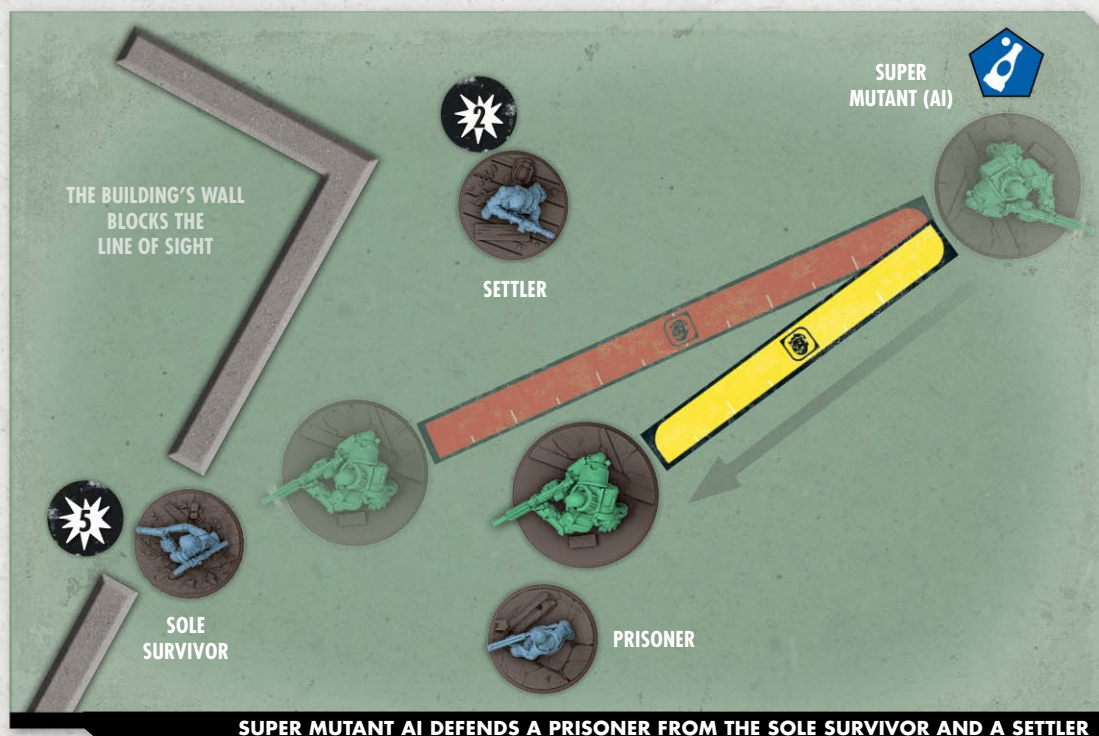
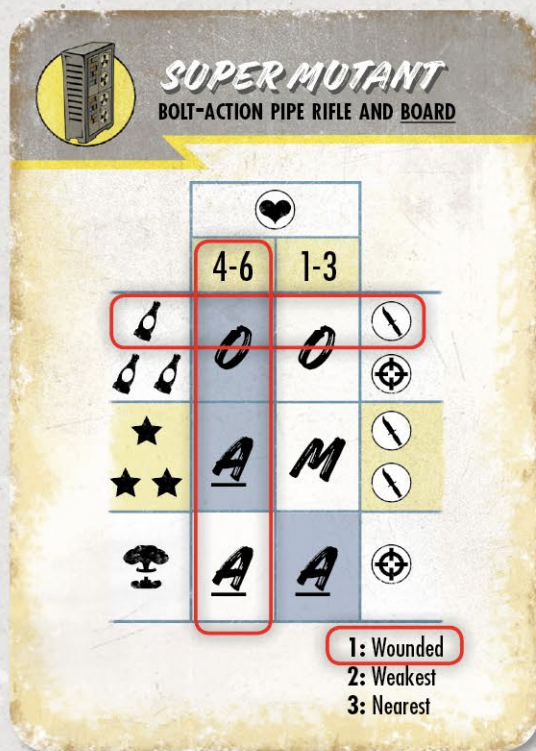
If the result is that the target could not be attacked or engaged during the AI model's Action, **M**ove towards the Subject instead.

- If **Careful**: If the subject is engaged with the target model, a model using Ranged Combat will use the Close Combat Method instead (rather than risk firing into the engagement).

Example: A Super Mutant AI model with 6 Health rolls the one Nuka Cola result, so the matrix result is **O** for Objective. The matrix cell is shaded so they will be **Reckless**. Following the Objective Activity List leads to **Defend X**, and the Subject is a Prisoner.

For **Defend**, the Super Mutant assesses which model would be its target if it were in the Prisoner's position and performing the Attack Response. The one Nuka Cola roll means using the Close Combat Activity List (see Attack). Not being engaged, the Prisoner cannot perform Close Combat, so moves to the next item on the list: **Charge into engagement**. From the Prisoner's position, both Sole Survivor and the Settler could be Charged, but, using the Target Priority List, Sole Survivor is the most **Wounded**, becoming the Super Mutant's target. However, as the Charge distance would not be long enough to engage the Sole Survivor in base-to-base contact, the Super Mutant Moves towards the Prisoner instead.

For its second Action, the Super Mutant will Charge and engage the Sole Survivor, as it would still be the target and it is now closer.



SUPER MUTANT AI DEFENDS A PRISONER FROM THE SOLE SURVIVOR AND A SETTLER

OTHER RULES FOR AI PLAY

ENGAGED MODELS

Sometimes, while a model is engaged, their Response requires them to disengage (for example, to attack a model with which they are not currently engaged as a greater priority, or to Move towards the Subject).

If the Response letter on an engaged AI model's matrix is **underlined**, the model will **remain engaged** and perform a Response of **A** with Method of Close Combat instead.

If, the Response letter on an engaged AI model's matrix is **not underlined**, it will **break engagement** if the activity requires it, even if this results in free attacks against it. If the AI model's Response is **Attack**, the following additional rules apply when running down the Activity List, depending on the model's Method:

Method: Close Combat

- Assess **Step 3: Move into Engagement** first, before consulting the Close Combat Activity List.
- If the AI model is **already engaged** with the target they would select, the model performs **Step 1: Close Combat** on that target.
- If the AI model is **not engaged** with their intended target, **Move** to engage that target.

Method: Ranged Combat

The model uses its activity to **disengage**, so that it can potentially Shoot with its next Action (rather than use its Ranged Weapon in Close Combat). Instead of consulting the Activity List, the AI model performs **Step 3: Move**, so that it may Shoot an enemy next Action. If the AI model would not normally Move as a result, because it is already near enough to the target, the AI model Moves so that it is disengaged and is still able to potentially Shoot its target with its next Action. Such movement should not make the shot more difficult, and should end in a safer position, where possible.

PUSH BACK

Whether a model follows up a Push Back (and remains engaged) depends on the circumstances. Work through the following sequence in order, and apply the first item that is possible:

1. If the AI model Charged, always follow up.
2. If the Response on the matrix is **A**, only follow up if the Method is Close Combat.

3. If the Response on the matrix is **O** or **D**, only follow up if the Attitude is Reckless.

Note that Steps 2 or 3 are based on the Response shown on the matrix, regardless of the actual Response being performed by the model. For example, a model could be performing **A** as a result of their matrix showing **D** or **O**, in which case Steps 2 and 3 are based on **D** or **O**, not **A**.

MOVING

Cover

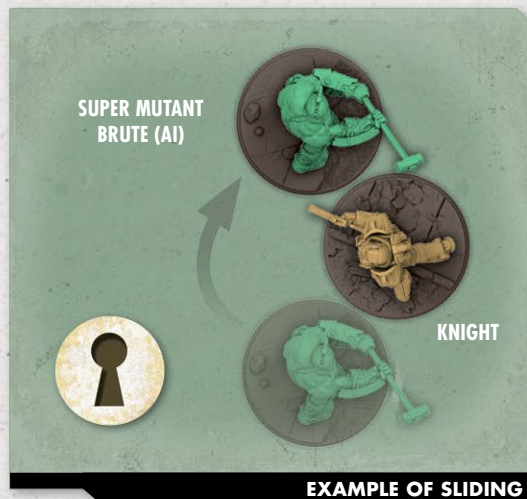
A Careful model will always seek to benefit from cover when moving.

Slide

After an AI model makes a Close Combat attack, if the engaged enemy could potentially use the AI model to **Slide** into base-to-base contact with the Subject (or an AI model currently base-to-base with the Subject), the AI model instead Slides as far as possible from that Subject (or AI model interacting with the Subject), in order to deny the enemy that opportunity. They cannot leave the battlefield while making this Slide. (See *Rules of Play*, p.25)

Example: An AI **Super Mutant Brute** performs Close Combat on a **Knight**, with the Subject (a desk that requires unlocking) nearby. If the Brute remains where they are, the Knight

could potentially slide around them (after performing a Close Combat) into base-to-base contact with the Subject, so the Brute Slides to be as far from the desk as possible.



EXAMPLE OF SLIDING

WEAPONS EFFECTS, ACTION POINTS, AND HEROIC

Weapon Effects

If there is a choice on how to spend Special Effect icons, the AI model will choose the effect that spends the most icons per use, and will spend icons until it is not possible to spend more.

Action Points

An AI model does not use any Action Points received during its activation unless specifically mentioned on their AI card. APs can only be used for the effect(s) shown on the AI card. An AI model uses APs after the model's normal responses have been resolved. If an AI model uses APs to remove radiation or regular damage, remove regular damage before radiation damage. Unless stated otherwise, an AI model can spend multiple APs during their activation.

Heroic

A Heroic AI model is resolved the same as a non-Heroic model with the following additions:

- Roll V.A.T.S. at the start of the Heroic AI model's activation. If any number of APs are rolled, the model performs a single Quick Action after, and in the same way as, its usual two Actions.
- Earn CP as usual and always use a Critical Attack if there are enough CP on the relevant weapon being used.
- Use Luck whenever possible, but limited to Tough (to attempt to reduce damage by 1).

CARRYING OUT RESPONSES AND ACTIVITIES

Every Action an AI model performs is assessed anew at the time of that Action. The same dice result is used for calculating the Response on the matrix, but the activity the model will perform is evaluated each Action. Usually it is the same – e.g. Shoot twice – but some situations can make a difference.

Example 1:

1. An AI model performing **A**, using Ranged Combat with its first Action, **Shoots** and removes their target.

2. The model is not within range to Shoot at another target, so will now **Move** towards a new target.

Example 2:

1. An AI model is performing **A**, using Ranged Combat. It has a choice of two targets and picks **Target A** because it prioritizes the model that is **Healthiest**. With its first Action, it **Shoots** and causes damage to Target A.
2. As a result of the damage caused to Target A, **Target B** is now **Healthier** than Target A, so the model uses its second Action to **Shoot** at Target B.

Example 3:

1. An AI model is to perform **O** (and the Objective is to Go To a point far across the battlefield). However, it is engaged with another model.

The AI model's card shows they will remain engaged, so its first Action is to Close Combat the engaged model.

The target is hit and gets **Pushed Back** as a result.

The model's matrix shows its Attitude is **Careful**, so it does not follow-up the **Pushed Back** target.

2. Now that the AI model is no longer engaged, for its second Action it performs **O** and Moves.

№ 12 HELPFUL HINT from Vault Boy!



THE ENTIRE **FALLOUT: WASTELAND WARFARE** RANGE IS DESIGNED TO BE USED BOTH IN PICK-UP 1v1 GAMES AND IN AI/COOPERATIVE GAMES. EACH NEW ADD-ON PACK OR EXPANSION ADDS NOT ONLY TO THE MODELS THAT YOU HAVE FOR YOUR FORCES, BUT ALSO TO THE DANGERS AVAILABLE TO DISCOVER AND OVERCOME IN THE WASTELAND. THIS MEANS THAT AS YOUR FORCES GROW, YOU CAN CREATE GREATER AND GREATER CHALLENGES AS WELL AS EVEN MORE INTERESTING NARRATIVE SET-UPS.

THE AI SYSTEM IS DESIGNED TO EMULATE A HUMAN PLAYER'S APPROACH TO ATTACKING MODELS AND INTERACTING WITH OBJECTIVES. HOWEVER, AS YOU ADD TO YOUR COLLECTION, YOU MAY WANT TO PLAY AGAINST TWO DIFFERENT AI FORCES AT ONCE, OR HAVE CREATURES OR ROBOTS ROAM THE BATTLEFIELD. IN THESE CASES, CREATIVE THINKING WITH THE TURN SEQUENCE AND JUDICIOUS USE OF NARRATIVE PLAY WILL ALLOW YOU TO GET CAUGHT IN THE CROSSFIRE, BE INTERRUPTED BY A WANDERING CREATURE, OR WORK YOUR WAY THROUGH A FULL-ON FACTION ON THE WAY TO YOUR OBJECTIVES!

SETTLING DOWN



BUILDING YOUR SETTLEMENT

Settling in the Wasteland is a hard life, yet offers an increased challenge and fuller experience.

This chapter contains the Settlement rules for the Settlement Phase, which takes place between battles, allowing you to add a persistent aspect to your game. These limit which cards are available when you create your force for each battle, but by building Structures in your Settlement, you can

manage and expand the card options available to you for each battle. Only players with a Settlement can benefit from exploring the Wasteland between battles, taking those benefits to their next battle. Players without a Settlement cannot do this. A player using the Settlement rules can still play against a player who is not, as both players still field forces of the same Caps value.

SETTLEMENT OVERVIEW

A Settlement consists of Structures (buildings and other elements built into them) which you purchase using Caps earned during battle. You use the Structures in your Settlement after a battle to gain access to Item cards not available as standard, as well as Perks, Boosts, and Explore cards.

When a player uses their Settlement, they follow these steps:

Step 1: Build

A player can spend Caps they have earned during battles to add Structures to their Settlement, and buy Perks.

Step 2: Draw

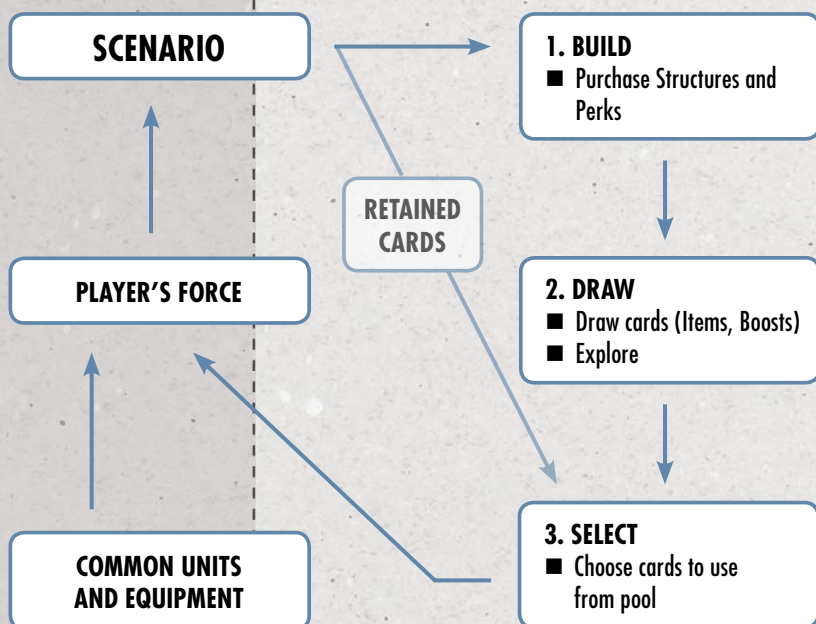
The player uses the Structures in their Settlement to draw Item cards and Boost cards, as well as explore the Wasteland in order to draw and resolve Explore cards. Drawn cards are added to a pool.

Sometimes players are told to 'draw and keep'. In this case you should draw the number shown and then keep the number shown for your use.

Step 3: Select

The Settlement's Structures determine how many cards in their pool the player may then take into their upcoming battle.

After using their Settlement, a player can create their force for their next battle, though limited to the cards available to them.



YOUR STARTING SETTLEMENT

A newly built Settlement includes the following structures for free:

- **2 x Generators – Small**
Benefit: Provides 6 Power
- **1 x Stores**
Benefit: Take 1 Item card or up to 2 Boost cards into battle
- **1 x Maintenance Shed**
Benefit: Retain 1 card after battle
- **1 x Listening Post**
Benefit: Ability to Explore (see p.22)

Any Caps earned during battles up to the start of building a Settlement are gone – they have been used to buy the starting Structures and establish the new Settlement. Therefore, when starting a Settlement, the player starts with zero Caps.

Number of Structures

- A starting Settlement has room for a total of **15 structures**.
- To add room for **10 more structures**, either complete **5 Quests** or pay **500 Caps** to buy land. Land for structures can be purchased multiple times.

AFTER A BATTLE

After a battle, **the winner adds 200 Caps** to their Caps total, and **the loser adds 120 Caps**. However, if the forces were each 1,000 caps or greater in size, both players receive an **extra 50 Caps**. Individual scenario rules may sometimes modify these rewards.

Before using their Settlement, the player removes from each unit of their force every Item card not usually available to that unit (see 'Standard Equipment', p.24), also removing any unused Boost cards from their hand. A player with **Maintenance Sheds** (see p.22) in their Settlement may retain 1 Item (or up to 2 Boost cards) of those gathered for each Maintenance Shed. Any **Counting Tokens** on Item cards show multiple copies of the card: count these as 1 card each. Retained cards form the start of a pool of cards from which the player may select cards for their next battle (see 'Step 3', previous

page). Any Unique items are automatically added to the pool without the need for Maintenance Sheds.

Then, any of the gathered Items that have not been retained are sold for their Caps value, which is added to the player's Caps total.

If your Leader was removed during the battle, you may change your Leader before using your Settlement (see 'Leaders and Settlements', p.24). Once using a Settlement has begun, the Leader may *not* be changed.

Note that any models that were removed during a battle are not eliminated, but are considered incapacitated enough that they could play no further part in that battle. Therefore, any model with Perks removed during a battle has the same Perks available for use in the next battle (see 'Perks and Settlements', p.24).



COUNTING TOKENS

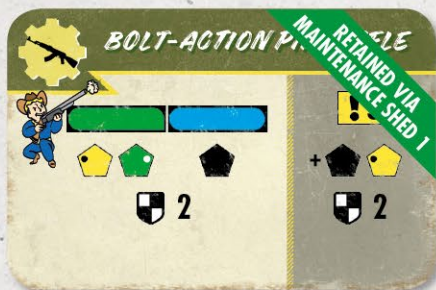
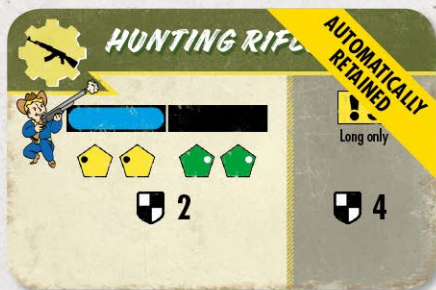
Example: The Sole Survivor entered a battle with a **Hunting Rifle** (the Item always available to them), **2 Stimpaks** and **3 Boost cards**.

During the battle, the Sole Survivor used neither Stimpak, used 2 Boost cards, and found a **Bolt-Action Pipe Rifle**.

The player has **2 Maintenance Sheds**, so can retain 1 Item or 2 Boost cards for each Maintenance Shed from the total that they have to choose from (1 x Boost, 1 x Bolt-Action Pipe Rifle, 2 x Stimpak).

The player chooses to retain one Stimpak and the Bolt-Action Pipe Rifle, which forms the start of their pool for Step 3.

The Hunting Rifle is automatically retained. The **Boost card** and the **Counting Token** representing a second Stimpak card are discarded but the player receives the Caps value of those cards.



COUNTING TOKEN (SECOND STIMPAK) IS DISCARDED

USING YOUR SETTLEMENT

Once the player's cards have been processed (see 'After a Battle', p.19), and *before* creating a force for the next battle, the game enters a Settlement Phase, when the player may use their Settlement

once by taking the three steps below, in order. When using a Settlement, a player uses the Caps they have gained. This running total of Caps persists from battle to battle.

STEP 1: BUILD

During Step 1, a player can spend Caps to purchase Structures. Structures in a player's Settlement determine:

- **How many** Item and Boost cards are drawn (Step 2)
- **What type** of Item and Boost cards are drawn (Step 2)
- The **maximum number** of drawn Item and Boost cards that can be **taken into the next battle** (Step 3)
- The **maximum number** of Item and Boost cards that can be **retained after a battle** (see 'After a Battle', p.19)

The details, benefits and costs of each Structure are shown in the 'Structures' section, pp.21-23.

During this Build step, a player can voluntarily scrap any of their Structures, and receives 50% of the Caps cost back. A Structure cannot be scrapped if it is a requirement for another Structure the player has built, unless the Structures that rely on it are also scrapped.

A **Settlement Sheet** can be used to easily record what Structures have been bought, and this can be downloaded from www.modiphius.com/fallout

Water and Power

Many Structures require power and/or water to function. After building any new Structures, and *before* moving to Step 2, a player must provide power to their Structures. Unless otherwise indicated, **each Structure requires 1 Power** to function during Step 2.

If the player's Settlement provides less power than the total required by all of their Structures, they must choose which buildings will not be provided with power before Step 2 begins. Any Structures not supplied with power will not function, so cannot be used during the Settlement Phase.

When a player has finished building and providing power to their Structures, they move on to Step 2. Once a player has drawn a card in Step 2, they cannot return to Step 1 until after the next battle.

STEP 2: DRAW

During Step 2, players use their Structures to draw cards and explore the Wasteland. Otherwise, each Structure can be used once only. The Structures may be used in any order, so a player can see the outcome of using one Structure before deciding which to use next. All drawn Item and Boost Cards are placed together into a pool of cards which the player will select from in Step 3. When a player has finished using all of their Structures, they move on to Step 3. No benefit comes from unused structures: the opportunity to use them is not carried over to the next Settlement Phase.

Drawing Cards

When a player using a Structure during Step 2 is instructed to draw a card, they draw from one

of three decks which are created when using a Settlement. One deck contains Item cards, one Boost cards, and the other Explore cards.

- The **Item Deck** is created from all Item cards available, except Unique items.
- The **Boost Deck** is created from all the Boost cards available.
- The **Explore Deck** is created from all the Explore cards available.

If instructed to draw a card of a specific type, draw cards from the relevant deck until you draw one of the matching type. For example, to draw a Mod, draw from the Items Deck until you draw a Mod.

STEP 3: SELECT

During Step 3, the number of **Stores** a player has built determines how many cards from the pool of drawn cards they can take into their next battle. The player may choose 1 Item card or up to 2 Boost

cards from the pool for *each* of the powered Stores within their Settlement. Any cards not selected are discarded, and the player receives the Caps value of these.

STRUCTURES

The term Structures includes not only Buildings, but also all other elements that can be built into the Settlement, such as workbenches, generators, etc.

INFRASTRUCTURE

Some Structures serve a general purpose.

INFRASTRUCTURE		
STRUCTURE NAME	COST	DETAILS
Generator – Small	100	Provides 3 Power . (No Power required)
Generator – Medium	200	Provides 7 Power . (No Power required)
Generator – Large	300	Provides 12 Power . (No Power required)
Water Pump	50	Provides 3 Water . (No Power required)
Water Purifier	100	Provides 12 Water . Requires: 1 Power
Crop Field	30	Used to allow drawing Food & Drink and Alcohol cards when using the Cooking Station (see below). Maximum: 5 Crop Fields in a Settlement. Requires: 1 Water each (but no Power) Note: Super Mutants have Meat Bags instead of Crop Fields. Their effect is the same.

CRAFTING STRUCTURES

Crafting Structures allow a player to create or modify specific types of items.

CRAFTING STRUCTURES		
STRUCTURE NAME	COST	DETAILS
Weapons Workbench	100	For each Weapons Workbench, draw and keep 1 Mod from the Items Deck of a type you are able to attach. Requires: Blacksmith or any Gun Nut Perk.
Armor Workbench	100	Draw and keep 1 Armor Mod from the Items Deck (excluding Power Armor Mods) or add 1 Armor Boost Token to a Unit. Requires: Armorer Perk.
Power Armor Station	100	For each Power Armor Station, draw and keep 1 Power Armor Mod from the Items Deck. A Power Armor Station is required to repair Power Armor from 'degraded' (yellow) to 'undegraded' (green) between battles. Requires: Armorer Perk.
Chemistry Station	100	Draw and keep 1 Chem item.
Cooking Station	100	Draw 1 Food & Drink item for each Crop Field in the Settlement, and keep only 1. Maximum draw limit of 5.

ITEM STRUCTURES

Item Structures allow a player to source equipment from traders or from having their own settlers scavenging the local wasteland. The table below shows the Item Structures with the cost after each

name. The column header shows how many Item cards you draw and keep, if you have one of the structures in that column. The row shows what type of Item cards are drawn for that structure.

ITEM STRUCTURES						
ITEM TYPE	DRAW 1 KEEP 1	COST	DRAW 2 KEEP 1	COST	DRAW 3 KEEP 1	COST
Any	Scavenging Stand	50	Scavenging Stall	100	Scavenging Stores	150
Junk / Gear	Trading Stand	100	Trading Shop	150	Trading Emporium	200
Weapon	Weapons Stand	100	Weapons Shop	150	Weapons Emporium	200
Armor	Armor Stand	100	Armor Shop	150	Armor Emporium	200
Clothing	Clothing Stand	100	Clothing Shop	150	Clothing Emporium	200
Food & Drink / Alcohol	Drink Stand	100	Bar	150	Restaurant	200
Medical*	First Aid Station	100	Clinic	150	Surgery Center	200

*A Medical Item is any Item that removes damage or conditions which is not Food & Drink or Alcohol. A player may ignore Medical cards which would not benefit their models, e.g. Robot Repair Kit if they have no Robots.

EXPLORATION STRUCTURES

Exploration Structures allow a player to Explore the Wasteland by drawing and resolving Explore cards. These cards are not added to the pool for Step 3; they are instead drawn and resolved immediately. If a card shows a Consequence after it is resolved, it will be added to the Event Deck (see 'Consequences', p.5) during the next battle set-up phase. This will not count towards the total number of cards selected in Step 3..

Any Skill Tests required when resolving Explore cards (e.g. Attribute Tests) are made using the skills and attributes of your Leader. If your Leader was removed from play during the last battle, skills and attributes are all at a -2 penalty.

Any damage (or other effects) gained from Explore cards must be allocated to models during set-up, *after* models have been selected for the next battle.

EXPLORATION STRUCTURES		
STRUCTURE NAME	COST	DETAILS
Listening Post	FREE	Pay 50 Caps (the cost of sending a team out) to draw and resolve 1 Exploration Card . Unlike most Structures, a Listening Post can be used multiple times, but a player must pay the cost for <i>each</i> use. A Listening Post only requires 1 Power regardless of how many times it is used. A Settlement may have only one of these Structures.
Ranger Outpost	100	Use this Structure to draw and resolve 1 Exploration Card . Unlike Listening Post, this does not require a Caps payment.
Scout Camp	200	Use this Structure to discard and re-draw 1 Exploration Card . It can be used after drawing an Exploration Card, but <i>before</i> carrying out any Tests. If any Tests have been attempted (pass or fail), the Exploration Card cannot be discarded using the Scout Camp.

OTHER STRUCTURES

Some Structures have varied purposes.

OTHER STRUCTURES		
STRUCTURE NAME	COST	DETAILS
Stores	150	In Step 3 , 1 Item card OR up to 2 Boost cards can be selected from the pool and taken into the next battle.
Maintenance Shed	60	Retain 1 Item card OR up to 2 Boost cards for each Maintenance Shed (which goes directly into the pool for selection in Step 3). Counting Tokens on cards count as multiple copies of the card.
Brahmin Pen	300	Whilst using a Structure that says 'Draw X keep Y cards', use this structure to re-draw ALL the drawn cards for that Structure's use – the cards initially drawn are discarded and new cards drawn from the deck. All cards must be re-drawn, not just some. Requires: 'Local Leader' Perk
Brahmin Troughs	200	Whilst using a Structure that says 'Draw X keep Y cards', use this Structure to draw 1 additional card for that Structure's use. The player can choose to use this Structure after drawing, and before keeping, cards. Requires: 'Local Leader' Perk
Brahmin Ranch	250	Whilst using a Structure that says 'Draw X keep Y cards', use this Structure to keep 1 additional card from that Structure's use. The player can choose to use it after drawing, and before keeping, cards. Maximum: A Settlement may have only one of these Structures. Requires: 'Local Leader II' Perk
Operations Room	400	Use this Structure to use any one existing, already-used Structure . Maximum: A Settlement may have only one of these Structures. Requires: 'Local Leader II' Perk
Leader's Office	500	Instead of 'Draw X keep Y', use this Structure to draw 1 named item of the relevant type , e.g. a specific Mod when drawing a Mod. Maximum: A Settlement may have only one of these Structures. Requires: 'Local Leader II' Perk
Land	See details	Cost is 500 caps or complete 5 Quests . Adds extra land with space for 10 structures . This does not count as a Structure, and does not require power.

BOOST STRUCTURES

Boost Structures allow a player to draw Boost cards. Boosts are split into several types and some Structures allow you to draw specific types. See the 'Boosts' section (p.5) for more about Boost cards.

Each Boost Structure is represented in *Fallout* by a magazine rack holding a specific publication. The

table below shows the Boost Structures with the cost after each name. The column header shows how many Boost cards you Draw and Keep if you have one of the Structures in that column, and the row shows what type of Boost cards are drawn for that structure. These structures do not require power.

BOOST STRUCTURES			
BOOST TYPE	DRAW 1 KEEP 1 (SMALL RACK)	DRAW 2 KEEP 1 (MEDIUM RACK)	DRAW 3 KEEP 1 (LARGE RACK)
Any	<i>Boston Bugle</i> Cost: 35	<i>Boston Bugle</i> Cost: 55	<i>Boston Bugle</i> Cost: 75
Practiced	<i>Grogna the Barbarian</i> Cost: 50	<i>Grogna the Barbarian</i> Cost: 75	<i>Grogna the Barbarian</i> Cost: 100
Instinctive	<i>Wasteland Survival Guide</i> Cost: 50	<i>Wasteland Survival Guide</i> Cost: 75	<i>Wasteland Survival Guide</i> Cost: 100
Tactical	<i>U.S. Covert Ops Manual</i> Cost: 50	<i>U.S. Covert Ops Manual</i> Cost: 75	<i>U.S. Covert Ops Manual</i> Cost: 100
Cunning	<i>Astoundingly Awesome Tales</i> Cost: 50	<i>Astoundingly Awesome Tales</i> Cost: 75	<i>Astoundingly Awesome Tales</i> Cost: 100

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SETTLEMENT: AN EXAMPLE

After battle, a player used their one Maintenance Shed to retain a Stimpak, which forms the start of their pool.

The player's Settlement consists of:

- 3 x Small Generators
- 2 x Stores
- 1 x Maintenance Shed
- 1 x Listening Post
- 1 x Small *Boston Bugle* Magazine Rack, and
- The Gun Nut (Rifle) Perk (which gives a free Weapons Workbench).
- Plus, the player has 257 Caps.

In **Step 1**, the player builds an **Armor Shop** costing 150 Caps. The player decides to end building there, leaving them 107 Caps. The player has a total of 7 Structures that require power (2 x Stores, Maintenance Shed, Listening Post, Magazine Rack, Weapons Workbench and Armor Shop) so has enough power to use all of them (and does not need to decide which aren't available).

During **Step 2**, the player uses their Settlement's Structures. First, using their **Weapons Workbench** to draw a **Mod** from the Item deck, they draw 'Stun Pack', but, as they only have the Gun Nut (Rifle) Perk, they can only keep the first Mod that can be attached to a Rifle (not a Melee weapon). They ignore the Stun Pack and continue drawing. A few cards later they draw 'Comfort Grip' which can be fitted to a Rifle, so this is added to the pool.

Next, they used their **Armor Shop**, allowing them to draw 2 Armor cards and keep 1 of them. They

draw 'Damaged Hazmat Suit' and 'Sturdy Leather Armor'. They choose to keep the Sturdy Leather Armor, adding it to their pool, and discard the Damaged Hazmat Suit.

Then, the player uses their small *Boston Bugle* **Magazine Rack** to draw and keep 2 Boost cards of any type. They draw 'Take Two' and 'Get Ready' and place them in their pool.

Finally, the player pays 50 caps to use the **Listening Post**, drawing and resolving an Explore card. Drawing 'Gun For Hire', the Player chooses to pay a mercenary 30 caps, hoping they fulfill their deal to assist the player via the card's 'Consequence' during the next battle. (The player now has 27 caps. If the player had not paid the mercenary, it would have had no effect, but they would have had enough caps remaining to potentially use the Listening Post again for another 50 caps.)

Having used all of their Structures, the player moves on to **Step 3**. The player can select 1 Item card, or 2 Boosts, from their pool ('Stimpak', 'Comfort Grip', 'Sturdy Leather Armor', 'Take Two' and 'Get Ready') for each of their 2 Stores. They choose to use one Store to keep the 2 Boost cards ('Take Two' and 'Get Ready') and the other Stores to keep 'Sturdy Leather Armor'. The other cards are discarded, but the player receives their Caps value. The Explore card is automatically added to the Event Deck of the next battle without using Stores.

Now the player is ready to create their force for their next battle.

RULES ADAPPTIONS

When using the Settlement rules, some standard rules are adapted as follows:

Perks and Settlements

During **Step 1**, a player can spend Caps to purchase Perks which give special abilities. Buying Perks does not require Structures. A model may have no more than one new Perk bought for it between battles. Any Perks that do not deliver a benefit to a specific model do not need assigning to a model, e.g. Armorer, Gun Nut, Blacksmith, Local Leader.

Perks remain with models from one battle to the next, even if removed during battle, so do not need purchasing again. Perks can be voluntarily removed during **Step 1**, but the player receives no refund for this and the Perk card returns to the deck (though it can be bought again through the usual process). A Perk cannot be removed if it is a requirement for another Perk, unless reliant Perks are also removed.

When a player creates their force, they can choose to equip a model for the next battle with any Perks that a model has already bought. Any Perks that a model owns, but are not included in their equipment for that battle, are not calculated in the model's Caps value. These unequipped Perks are not lost and can be equipped by the model for future battles, though they cannot use them during this battle. This allows a player to have models with lots of Perks, yet be able to customize their use within affordable total Caps values.

Consequences and Settlements

Any Consequences a player added to the Event Deck, but which were not resolved during battle, are added to the Event Deck of that player's next battle.

Boosts and Settlements

The maximum number of Boosts a player can select in **Step 3** is equal to their Leader's highest Attribute.

Leaders and Settlements

The Leader card assigned to a model is fixed to that model and remains between battles. If that Leader model is removed from a battle, the player can change their Leader after the battle, but *before* using their Settlement. To change a Leader, the player can assign a Leader card to a different model (which can be the same or a different Leader card as the previous Leader).

Unique Items and Settlements

Unique items the player has earned during play are always added to the pool of cards from which they can select in **Step 3**. Therefore, no Maintenance Sheds are required to hold them over from the

battle to the pool, but a player still needs Stores to take cards into a battle. Occasionally, some units come equipped with Unique weapons (so these do not need drawing from the pool).

Mods and Settlements

Mods can only be used if the Settlement has the relevant Perks allowing them, e.g. the Gun Nut (Rifle) Perk is required to equip Rifle mods. Only Mods that are in the pool can be selected in **Step 3**. Mods a unit receives for free (shown on their unit card) are in addition to the normal limits and do not need to be selected in Step 3.

Power Armor and Settlements

Power Armor that is degraded when a battle ends does not automatically repair. If not repaired, degraded Power Armor can still be taken into the next battle, but using only the degraded side. Damaged Power Armor can be repaired when a Settlement is used before a battle, allowing the non-degraded (green) side to be used when equipped. One suit of Power Armor can be repaired for each Power Armor Station in a player's Settlement.



Creating a Force and Settlements

When creating a force for battle (see p.26), a player creates their force within the Caps limit of the battle as usual. However, the cards they can equip their force with are strictly limited.

All units are available to a player and each unit can be equipped with any or all of their **standard equipment** (shown in black under the unit name on each AI card – see above). Note: units cannot share standard equipment with other units.

An AI unit's 'standard equipment' is shown at the top of an AI card.

In addition, the player may equip units with any of the Item cards they selected from their pool during **Step 3**. The number of models in the unit does not matter (although the value of the items must still be calculated for each model when calculating the force's total value).

Heroic cards can be assigned to units. Only Perks already purchased for models can be assigned to the relevant models, and the Leader receives their relevant Leader card.

Any Boost cards selected during **Step 3** form the player's hand.

SCENARIOS



CREATING A FORCE

To create your force, pick the units and equipment you wish to use. Unless you are using the Settlement rules, you can use any card available to you except for Creature units (and some specific rules may not allow some specific combinations, i.e. Super Mutants cannot wear Power Armor).

Each unit can consist of one or more models, except for Unique units which must be single-model units.

Each card has a value in Caps. The total Caps value of your entire force must not exceed the total allowed for the battle. To calculate the total Caps value of your force, add up the cost of each model in each unit including any Items, Perks, etc.

The Caps cost of each card can be found at:

www.modiphius.com/fallout

A regular-sized force can be **up to 750 Caps**.

For a smaller game, use a 500 caps limit.

For a larger game, use a 1,000 caps limit.

Things to remember:

- Each model in a unit must be equipped the same.
- **Limited Use** items are for a unit as a whole, not per model in the unit. For example, a unit can be equipped with 2 stimpaks regardless of how many models it comprises. (Each Limited Use Item card is one use and Counting Tokens can be used to show multiple copies of a card.)
- A force *must* contain a **Leader**.
- Some cards can only be used by single-model units: Leader, Heroic, Perks, Power Armor, Items with diminishing effects, Unique items, Slow Firing weapons.
- **Unique units** can only be single-model units.
- If using **Boost cards**, these may have a Caps cost to include too.
- **Creatures** cannot normally be used in your force, unless otherwise stated or players want to use much more free-form forces.
- A model's Armor Ratings are derived from one card that sets armor values (which may be their own unit card), *plus* up to one card of each card type that modifies those values.

Example 1: A unit of 3 Settler models are armed with Assault Rifles and a total of 4 grenades between them. The Caps value is equal to 3 Settlers, plus 3 Assault Rifles, plus the 4 Fragmentation Grenades.

FORCE SET-UP

To set up the cards for your force, set up each unit as follows:

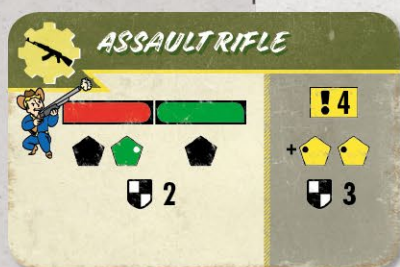
1. Place the unit card on the table, with any weapon cards the unit is equipped with to its left. If the unit is not Heroic, tuck the Critical Meter of the Weapon card(s) under the unit card, as that is not required.
2. If the unit is Heroic, slide a Heroic card under the top of the unit card, with the details showing.
3. If the unit is a Leader, slide the Leader card under the top of the unit card (or Heroic card if there is one), with the details showing.
4. If the unit has Power Armor, slide the relevant Power Armor card under the right of the unit card so the relevant side is showing and sticks out to show its abilities.
5. Place any other Items or Perks the unit possesses below the unit card.
6. If the unit uses Luck, place a number of Luck Tokens equal to the unit's LUC attribute on the unit card.
7. If a weapon is Slow Firing, place a Slow Firing Weapon Marker on it, 'Loaded' side up.
8. If a unit has multiples of the same Item, use Counting Tokens to represent additional cards.



CREATURE TYPE
ICON



UNIQUE UNIT
ICON



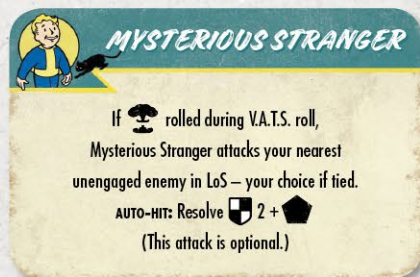
LOADED
EMPTY
SLOW FIRING
MARKER ICONS



COUNTING
TOKENS

Example 2: A unit of 3 Settler models are armed with Assault Rifles and a total of 4 grenades between them. The Caps value is equal to 3 Settlers, plus 3 Assault Rifles, plus the 4 Fragmentation Grenades. The Sole Survivor is a Unique unit so is a single-model unit. They are armed with a Laser Rifle and wear T-60 Power Armor. Also, they are Heroic, are the Leader of their force ('Wasteland Searcher'), have a Perk ('Mysterious Stranger'), and have a Stimpak. The cost of the unit is the Caps values of all their cards added together.

As the unit is Heroic, and has LUC 4, four Luck tokens are added.



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BATTLEFIELD SET-UP

To set-up for a game of *Fallout: Wasteland Warfare*, follow these steps:

1. Choose scenario.
2. Create your force within the maximum Caps value set for the battle (see 'Creating a Force', p.26).
3. Lay out the cards for your force (see 'Force Set-up', opposite).
4. Set up the battlefield as dictated by the scenario. Remember to add terrain to break up open spaces and give cover. Separate the terrain to be used in a pile, then flip Luck: the winner gets to choose and place the first piece of terrain, and then alternate between each player until all terrain is in place.
5. Agree what effects the different terrain pieces have, what objects block Line of Sight and/or give cover, etc. (see *Rules of Play* book, p.17 and p.18).
6. Create The Wasteland (see *Rules of Play* book, p.31) and place the decks of cards next to each other near the battlefield.
7. Each player takes a number of Readiness Markers equal to the number of models in their force.
8. Place the dice, range rulers and unused tokens near the battlefield.
9. Place any relevant reference cards near the battlefield.
10. Unless otherwise directed by the scenario, randomly select the player that will start with the Advantage Marker.
11. Deploy models as described by the scenario.

STAND-ALONE SCENARIOS

This chapter begins with five stand-alone scenarios of varying complexity. They are followed by five more scenarios which are linked, and are specifically designed to be played in sequence, illustrating how *Fallout: Wasteland Warfare* games can be played as a campaign series. Rounding out this chapter are

five AI scenarios specifically designed for a player to utilize Solo/Co-op rules. They, like the five scenarios that begin this chapter, are not designed as a narrative sequence. However, there is nothing to prevent you from playing them back-to-back as a campaign.

GENERAL ATOMICS FACILITY

This scenario requires two factions, here identified as 'Blue' and 'Red'. Blue has come to an old General Atomics facility to access some technical data they believe is still held in the computers there. The factory is in worse condition than ever, diminishing the computer's protection from rad storms. However, the wrecked factory is in an area controlled by Red, who have been watching Blue's movements for some weeks. Upon analysis, Red has predicted Blue's mission and has dispatched a force to the factory, to stop whatever is there falling into Blue's hands. As Blue arrives, a fierce rad storm is brewing. Time is short.

SCENARIO RULES

The game ends instantly upon any of the following:

- Blue obtains 4 or more items of data (Blue victory).
- At the end of 6 rounds, the data in the terminals will be wiped by the storm (Red victory).
- One player has no models remaining on the battlefield (victory to the player with the remaining models).

Game Duration: 6 rounds.

BATTLEFIELD SET-UP

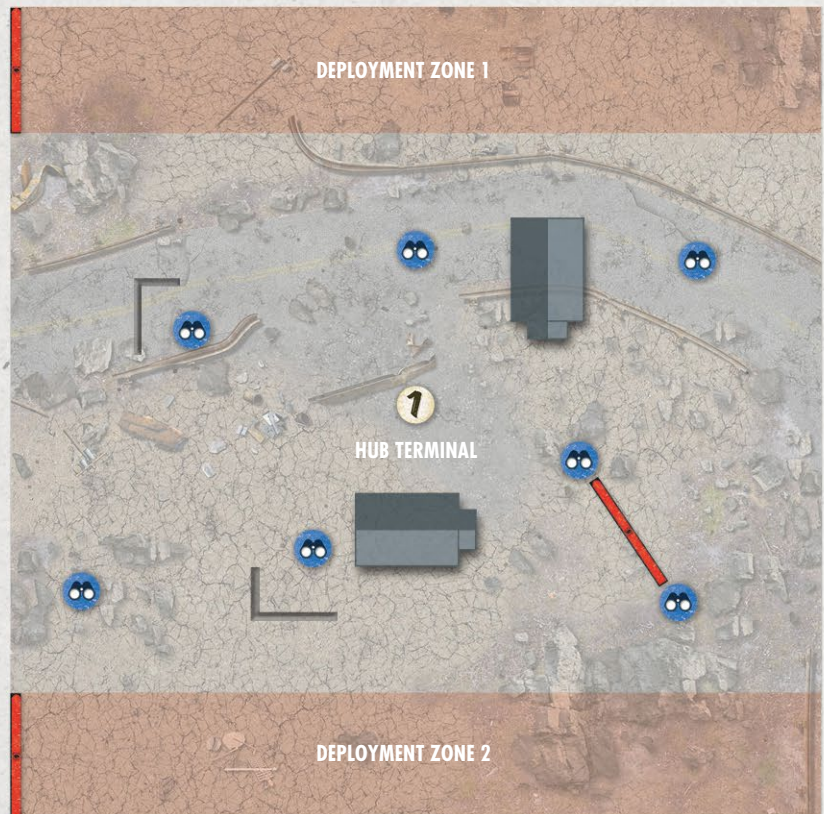
This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

A general spread of wrecked buildings should be used with items of cover littered around.

Computer Terminals

Use the following **Investigation Markers**: **2 blanks** and **6 numbered (#1-6)**. The numbered markers represent computer terminals (**#1 is the hub terminal**) and the 2 blanks are nothing.

#1 should be placed face-up, roughly equidistant from both players' starting zones. Mix the remaining tokens face-down, and players then take turns adding them to the battlefield without knowing what is on the underside. Blue places first. Each terminal should be at least Red distance from any other terminal.



NOT TO SCALE

Salvage

Distribute **8 Searchable Markers** around the battlefield: **2 blanks** plus **6 random markers** from the 14 markers which do not show letters or blanks.

Initial Unit Placement

Players start on opposite sides of the battlefield. Starting with Blue, the players take turns placing units one at a time within Red distance of their side of the battlefield, until all are placed.

Rad Weapons vs. Rad-Immune Units

If units come with rad weapons, exchange them for a similar weapon that does physical damage when fighting rad-immune units.

'BLUE' OBJECTIVE

Obtaining Data from Computers

Retrieve data from 4 of the 6 terminals. Any Blue model which is in base-to-base contact with a computer terminal can obtain one piece of data with a successful Use Computers

Action. A maximum of one piece of data can be obtained from each terminal.

Faction: Super Mutant

Super Mutants cannot be Blue.

'RED' OBJECTIVE

Foil Blue

Stop Blue from obtaining data from 4 or more terminals.

Faction: The Brotherhood of Steel

One terminal at the center of the battlefield is the network hub. Any model in base-to-base contact with the hub terminal can upload a defensive counter-measure with a successful **Use Computers Action**. Once successfully uploaded, all **Use Computers Actions** by Blue models to access any terminal are made at a **-4 penalty** for the remainder of the scenario. Uploading the virus activates all the terminals and their screens light up – when uploaded, reveal all Investigation Markers.

Faction: Super Mutants

At the start of the scenario, the Super Mutants do not understand Blue's mission is to retrieve data from the computer terminals.

Every time any Super Mutant model (excluding Mutant Hounds) is aware of a Trigger caused by a Blue model performing a Use Computers Action at a terminal (successfully or not), the Super Mutant player makes a single **INT Skill Test** using the highest Skill Value of the models aware of the Trigger; **if 3 or more were aware** of the Trigger, add **1 green dice**. This is a free Action, so does not require a Reaction.

- **If the Skill Test fails**, they can attempt this roll again the next time Blue computer access is noticed.
- **If successful**, the Super Mutant faction now understands Blue is after data from the computers and can choose to attack computer terminals for the rest of the scenario.

Terminals each have **Armor Rating 2 physical / 1 energy / 0 radiation** and **4 Health**. Use Computers Actions cannot be used on a destroyed terminal. The scenario ends immediately if it is no longer possible for Blue to retrieve data from a total of four terminals, because too many have been destroyed.

POLICE STATION DEFENSE

This is a good place to stand against the enemy. We can set up defences to hold them off, but it'll be a tough fight, and they heavily outnumber us. Wait until you see the black of their eyes, then give them hell!

SCENARIO RULES

If at any point in time, an Attacker's model is in base contact with the Investigation Marker, the Attackers win the game. If the game ends without this event happening, the Defenders win.

Game Duration: 6 rounds

VICTORY CONDITIONS

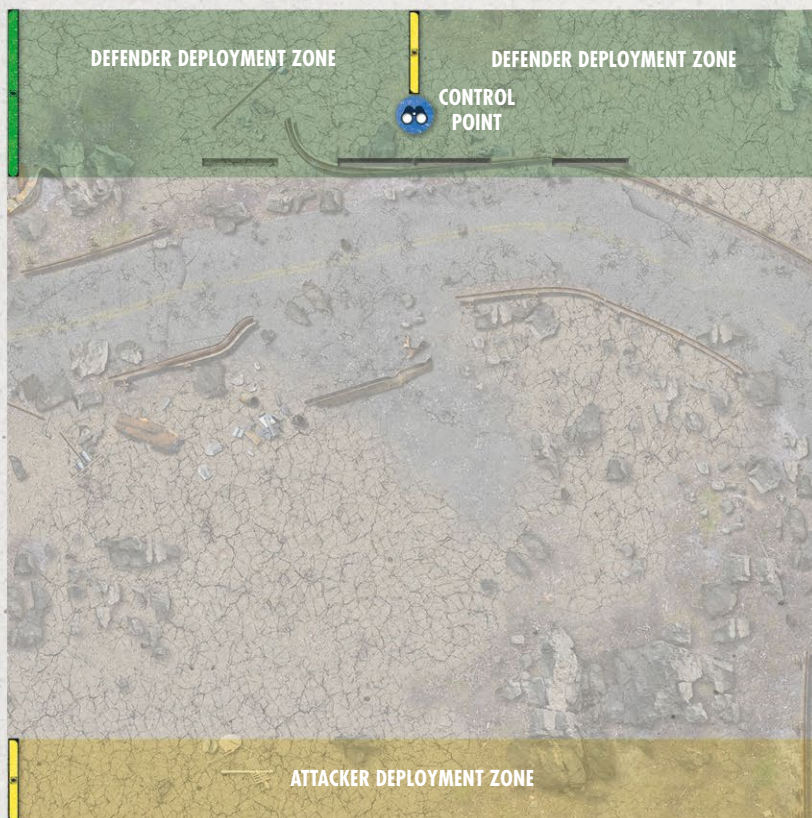
Whoever comes out victorious receives **150 caps** for their next game (and for Settlement mode).

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

For force composition purposes, the Attacker will have 200 Caps more than the Defender.

To start, the Defender places a Control Point (Investigation Marker) along the middle of the board, Yellow from their board edge. Then, they place four walls, each no longer than Red, within



NOT TO SCALE

their deployment zone (which is Green from their edge). They can also place 2 turrets within the deployment zone for free (see *Rules of Play*, p.51). Attacker deploys within Yellow of the edge.

DEMOLITION

This scenario requires two factions, here identified as 'Blue' and 'Red'.

Broken and twisted, the shadow the overpass casts these days is greater than the light it blocks. This nest has been a thorn in the side of Blue's Settlement for too long – a constant flow of gangs either bring battle to the local area when they fight over owning it, or terrorize the local area if they hold it. After some reconnaissance, Blue has assessed the strength of the supports – it's time to bring it down once and for all, so no-one can have it.

Game Duration: 6 rounds.

The game ends immediately at the end of round 6, or if Blue has no more ways to remove support pillars which have not been triggered (whichever is soonest).

SPECIAL RULES

Pillars

Each support pillar is shown by a Number Token. When any pillars are destroyed, remove them from the battlefield and put them aside, without revealing them. The numbers on the pillar tokens only get revealed when the game has ended.

The pillar tokens do not count as Investigation Markers, so players cannot look at them for the entire battle unless a pillar is destroyed.

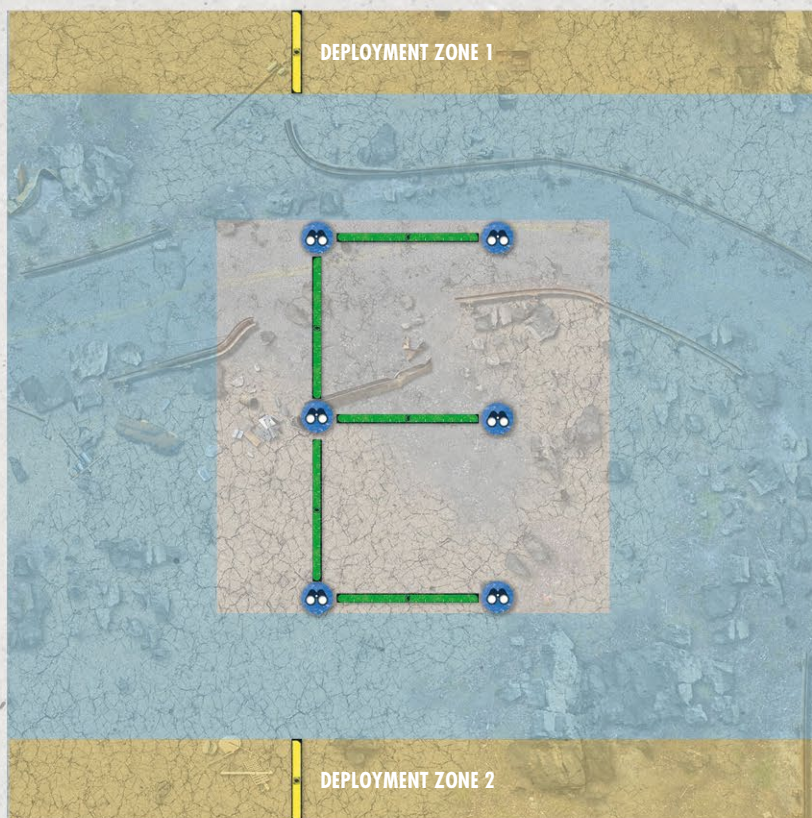
Pillars count as cover, block LoS, and are impassable.

Rad Weapons vs. Rad-Immune Units

If units come with rad weapons, exchange them for a similar weapon that does physical damage when fighting rad-immune units.

VICTORY CONDITIONS		
PLAYER	VICTORY	DESCRIPTION
Blue	Major	23 pillars or more destroyed: overpass destroyed
	Minor	19 pillars or more destroyed: overpass structurally compromised
Red	Minor	18 pillars or fewer destroyed: minor damage to overpass
	Major	10 pillars or fewer destroyed: cosmetic damage to overpass

Note: Even if all models of one (or both) side(s) are removed from play, and the explosives have not yet been triggered by Blue, all active charges at the end of round 6 will explode, and victory is then assessed.



BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

A general spread of LoS-blocking items and cover (such as crates, fallen trees, parts of old buildings, containers, etc.) should be spread around the battlefield.

When the physical battlefield terrain has been set-up, Blue chooses a side of the battlefield along which they will deploy (although Blue does not yet deploy their units). Red will deploy along the opposite side. The deployment zones are up to Yellow distance from their table edge.

Set-up: Pillars

Take **6 Investigation Markers** (numbered #3-8) – these are the overpass support pillars (and do not act as Investigation Markers in this scenario). Mix the markers face-down. Flip Luck to determine who is to start placing the markers on the board. Alternating between players, place each marker at least Blue distance from the table edges and at least Green distance from other pillars. They must be on ground level, and cannot be inside buildings.

Without Red seeing, Blue can look at the numbers on four of the pillar markers (and may take notes on which number is where). Then, without Blue seeing, Red must swap two markers (without looking at the numbers on them). Blue now has good, though flawed, information about which pillars are most important.

Set-up: Charges

Blue takes **11 Searchable Markers: A-H** plus **3 blanks** – these are the explosive charges. Blue allocates the 11 markers to their units (face-down so Red does not know which are real and which blanks).

Initial Unit Placement

Red places all their models anywhere on the battlefield, but each model must be at least Yellow from all other models. Then, Blue places their models anywhere up to Red distance from any edges of the battlefield.

BLUE OBJECTIVES

Objective: Destroy the Overpass

Use explosive charges to destroy enough of the overpass supports to bring it down.

Explosive Charges

Blue starts with **8 explosive charges** and **3 dummy charges**. Only Blue can hold explosive charges. If a unit is removed whilst it possesses charges, leave the charge(s) face-down at the location where that model was removed. During its activation, a model can hand one or more charges to one or more friendly models, if they are within Orange, *and* have LoS, *and* neither holder or recipient are engaged – this does not require an Action.

Setting and Activating Charges

During its activation, a non-engaged model can use an Action to place one charge it holds on the battlefield in contact with the model's base. This does require an Action. The charge immediately becomes active. Once placed, a charge cannot be moved. (Dogs can carry charges, but can only place a charge if they are within a friendly, non-dog model's Command distance.)

Re-activating Charges

During its activation, a non-engaged model which is in contact with an inactive charge can re-activate it by making a successful **INT Test**. If successful, the charge immediately becomes active.

Detonating Active Charges

There is only one detonator, which is controlled via radio by a friend at a vantage point off the battlefield. Blue can order the detonation during any of their model's activations – they simply say they are activating the charges, and every active charge will explode at the end of the following round. If the charges have not been triggered by Blue, every active charge will be triggered at the end of round 6. When detonated, each charge has a Yellow area of effect, and any pillars in the blast area(s) are destroyed. The detonator can only be triggered once. All models caught in the blast area(s) are eliminated and removed.

Faction: Super Mutants

The detonation from the blast of a Super Mutant Suicider's mini-nuke can also destroy pillars.

RED OBJECTIVES

Objective: Foil Blue

Stop Blue from destroying the overpass, as you have an alliance with the gang who control it.

Deactivating Charges

During its activation, a model in contact (and not engaged) with an active charge can deactivate it by making a successful **INT Test**. If successful, the charge immediately becomes inactive. Inactive charges can be activated again by a Blue model.



A CONSTANT FLOW OF GANGS IS SERVED BY THE OVERPASS, MAKING IT THE LOCAL FLASHPOINT

SUPER DUPER SWEEP

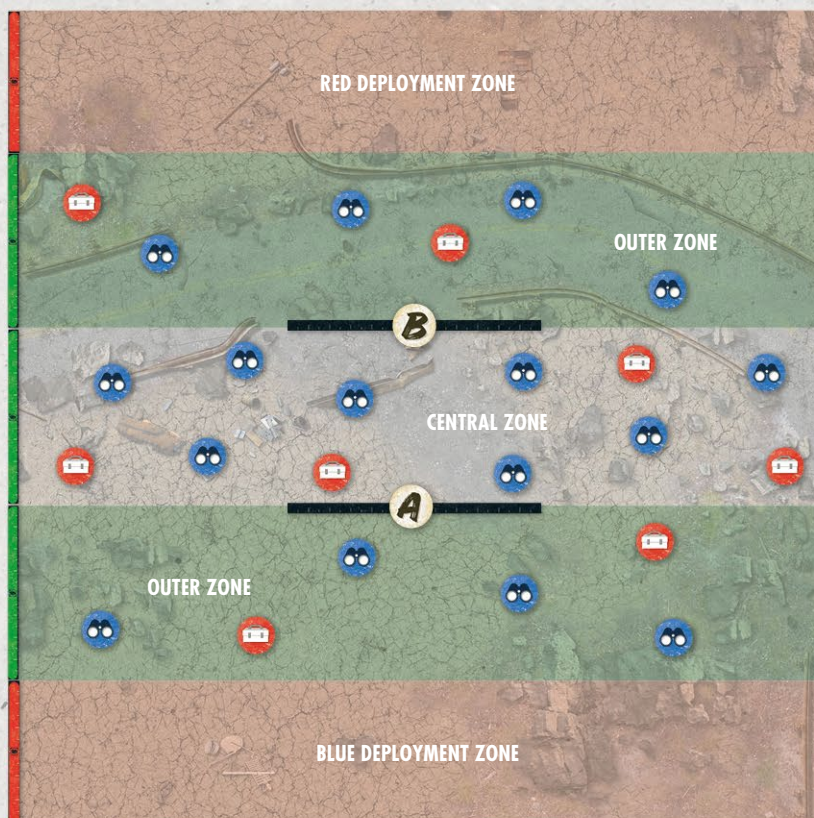
Game shows were big business: *Super Duper Sweep* was a hit TV game show in its time. The Raiders of Nuka-Town USA had created a combat survival challenge, 'The Gauntlet', that drew crowds – crowds of sociopaths that enjoyed the pain and misery of others, but crowds all the same. So, when some of those Raiders set up outside Lexington, and wanted something to encourage trade and footfall, they turned to old favourites and breathed new life into the *Super Duper Sweep* format. Open to all-comers, and with prizes up for grabs, the event draws people monthly from around the territory.

The game ends instantly upon any of the following:

- One player banks 200 Caps (major victory to that player).
- End of round 6 (major victory to the player with most total Caps' worth of prizes: banked + held).

Note: A player does not require any models on the battlefield to qualify for comparing total value at the end of round 6.

Game Duration: 6 rounds.



BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

A general spread of LoS blocking items and cover (such as crates, fallen trees, parts of old buildings, containers, etc.) should be spread around the battlefield.

The Advantage Marker is allocated based on models as usual, but randomly if it is a tie.

Players will set-up on opposite sides of the battlefield, *after* the prizes and banks have been placed. The prizes and banks will be placed first before deciding which player is Blue and which is Red, and then the players will deploy along their edge of the battlefield. The Blue and Red zones are Red wide, and the two outer zones and central zone are each Green wide.

Set-up: Star Prize Items

Investigation Markers are used to show the potential location of the star prizes, but models will need to look to see what is really there. The star prizes themselves are large foam models which they place on the survival area to represent the prizes and not the actual items themselves – a model isn't expected to pick-up an entire power boat!

Each location contains a star prize, a regular prize, or nothing. Mix the following Investigation Markers face-down:



The numbers are the star prizes which are:

1. Power boat
2. Caravan
3. City break at Diamond City
4. Bobble head

Starting with the player with the Advantage Marker, players take turns placing an **Investigation Marker** on the battlefield face-down and unseen. First, **8 markers** are placed in the **central zone**; then, **8 markers** are placed in the two outer zones (**4 in each outer zone**) at least Red distance from the battlefield edge.

Set-up: Regular Prize Items

Searchables are used to show the locations of regular prizes.

Take the following Searchable Markers and mix them face-down:



Make a stack of 8 of these markers, and place it off the battlefield. These are the Searchable Markers that will be used when Investigation Markers show a Searchable icon.

Starting with the player with the Advantage Marker, players take turns placing the **10 remaining Searchable Markers** on the battlefield, face-down and unseen. First, **6 are placed in the central zone**; then, 4 are placed in the two outer zones (**2 in each outer zone**) at least Red distance from the battlefield edge.

Set-up: Banks

Searchable Markers A and B represent each player's 'bank'. They are placed face-up, and do not count as Searchables during the battle. The player with the **Advantage Marker** places both banks on the battlefield: **A** along the line where one outer zone meets the central zone, and **B** along the line where the other outer zone meets the central zone. Both banks must be at least Black from the battlefield edges, on ground level. Once placed, the player without the Advantage Marker decides which player uses which Bank. Players deploy their units in the set-up zone furthest from their bank – in the diagram opposite, the player using **Bank A** deploys in the **Blue** zone, the player using **B** in the **Red** zone.



SPECIAL RULES

Prizes

The goal is to collect a high value of prizes. The items placed during set-up are the prizes, found on many of the Searchables and Investigation Markers on the battlefield. Equipment a model begins with at the start of the battle does not count as a prize, does not count towards any player's total value, and cannot be banked.

Usable Prizes

If a prize is a usable item, e.g. a pistol, it can be used, but still counts as a prize. If the item is discarded after use, e.g. a Stimpak, then it no longer counts towards any points total.

Star Prizes

Star prizes cannot be banked during the first 3 rounds. As the star prizes are large and awkward to carry, a model cannot carry multiple star prizes simultaneously. Star prizes are half their value, if not banked by the end of the game.

Handling Prizes

Before or after each of its Action, a model can:

- Pick up prizes as they would items. This requires no extra Action, although any tests on the Searchables Markers to gain them still apply.
- Pass one or more prizes to one or more friendly models, if they are within Orange distance, *and* have LoS, *and* neither prize holder or recipient are engaged; *and/or*
- Drop one or more prizes, by placing them on the ground face-up in contact with their model's base.

When any prize (or star prize) is picked up, it is revealed.

Banks and Banked Prizes

Banked prizes are worth double their points' value. Star prizes cannot be banked during the first 3 rounds. Once banked, the prize is safe, and the token is removed from the battlefield, so can no longer be picked up by any model. Once an item is banked, the player holds onto the token as a reminder of its value, and it immediately counts towards the player's total. Banks can never be moved or destroyed during a battle. For movement, models treat both banks as a friendly model: they can pass through them when moving, but cannot end their turn overlapping them.

Set-up: Create the Wasteland

Create the Wasteland as usual.

Initial Unit Placement

The player without the Advantage Marker chooses who places the first unit. Players then take turns placing one unit each on the battlefield in their zone. Models must be within Red from their edge of the battlefield and at least Red from their bank. All models must start on ground level.

Rad Weapons vs. Rad-Immune Units

If units come with rad weapons, exchange them for a similar weapon that does physical damage when fighting rad-immune units.

Leaving the Battlefield

Models cannot leave the battlefield during the game.

Any model within Orange of their own bank can store any prizes they hold – this does not require an Action. Models cannot bank equipment with which they started the battle. A model cannot bank any prizes if they are engaged.

Removed Models

When a model is removed, any prizes the model is carrying are dropped onto the battlefield where the model was removed. A model's starting equipment is not dropped in this manner. Dropped prizes can be taken by other models (of either side), as usual. Whilst on the ground, the prizes do not count towards either player's total.

Scoring After 6 Rounds

If neither player has won by accumulating a great enough total of banked prizes, the battle ends at the end of the 6th round, and the player with the highest total value of prizes wins (combining the value of banked prizes with prizes still held by models). All prizes held by models (but not banked) are worth their normal value, if they are regular prizes, but half their normal value if they are star prizes. Prizes that are neither banked nor held by either player are worth nothing. A player with no remaining models suffers a penalty equal to their most valuable prize. However, their total is still valid, and could still potentially win.

Prize Values

The prize values are:

0	15	20	25	30	35	40	40

Remember: Star prizes are worth half their value, if not banked, and cannot be banked during the first 3 rounds.

SUIT UP

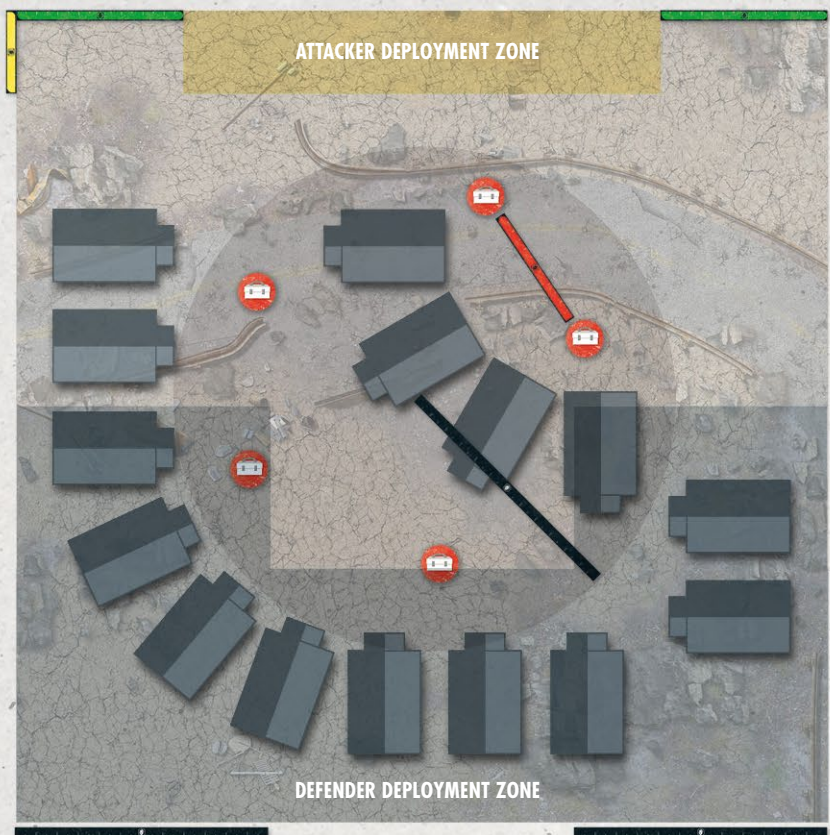
You have been told that, in the eastern part of Poville, the Brotherhood of Steel has left behind a functioning suit of Power Armor. Your faction sets off to retrieve it, but, on their way, they are ambushed. They need to fight their way to the prize and out of town.

SCENARIO RULES

Objective: The Attacker must find the Power Armor and exit one of the edges with one of their models wearing the armor. Only factions whose models are able to wear Power Armor can be chosen as Attacker.

The Defender must prevent the attacking faction from obtaining the Power Armor. Any faction can be chosen as Defender.

VICTORY CONDITION		
PLAYER	VICTORY	CONDITION
Attacker	200 Caps	Find the Power Armor and leave the battlefield from any edge wearing it.
Defender	Major 200 Caps	If no enemy units are wearing the Power Armor at the end of the game.
	Minor 100 Caps	If an enemy model is still wearing the Power Armor, but it didn't get out.



NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

Searchables

There are 5 Searchable Markers in the area:

- **2 Blank**
- **1 Stimpack** (use the **Wrench / Item Marker**)
- **1 Danger**
- **1 Item** (use **Searchable Marker 'A'**) – the Power Armor

Preset

Arrange some buildings to create a cul-de-sac that represent the outer part of Poville. Scatter other cluster objects.

Place the Searchable Markers within Black distance from the center of the board and at least Red distance from one another. Each player, in alternate order starting with the Attacker, must place one marker, until all five are on the board.

Deployment

The Attacker deploys within Yellow distance from the edge and at least Green from the sides.

The Defender splits the force in two groups equal in number (if odd, leave the remaining one with the second group). The first group deploys within Black from the sides or the edge, on the half of the board not used by the Attacker. See diagram.

The second group will enter the board at the beginning of **round 3** from the edge used by the Attacker as their deployment zone. They will have only one Action in their first turn, but act as normal in subsequent turns.



GRAB THE POWER ARMOR!

LINKED SCENARIOS

1: DEFEND THE FARM

Dogmeat sniffs at the dying embers of the fire for a scent. He whimpers and turns to you. You don't envy him his nose – even you can tell the Super Mutants weren't cooking Salisbury Steaks.

Red stains cover the ground and burnt trees in the clearing, blood oozing from meat sacs and dripping from battered containers. Tracking them all night, you had planned to rest and eat before starting afresh. Seeing the campsite has put you off your food.

At least there is nothing discernibly human in the remains: bloodbug, brahmin and several unknowns you don't even want to find out about, but no human. That means the settlers might still be safe. Dogmeat barks, looking South towards the farm Preston sent you to contact. Better get there first and prepare – you don't want the people there ending up as the next course.

SCENARIO RULES

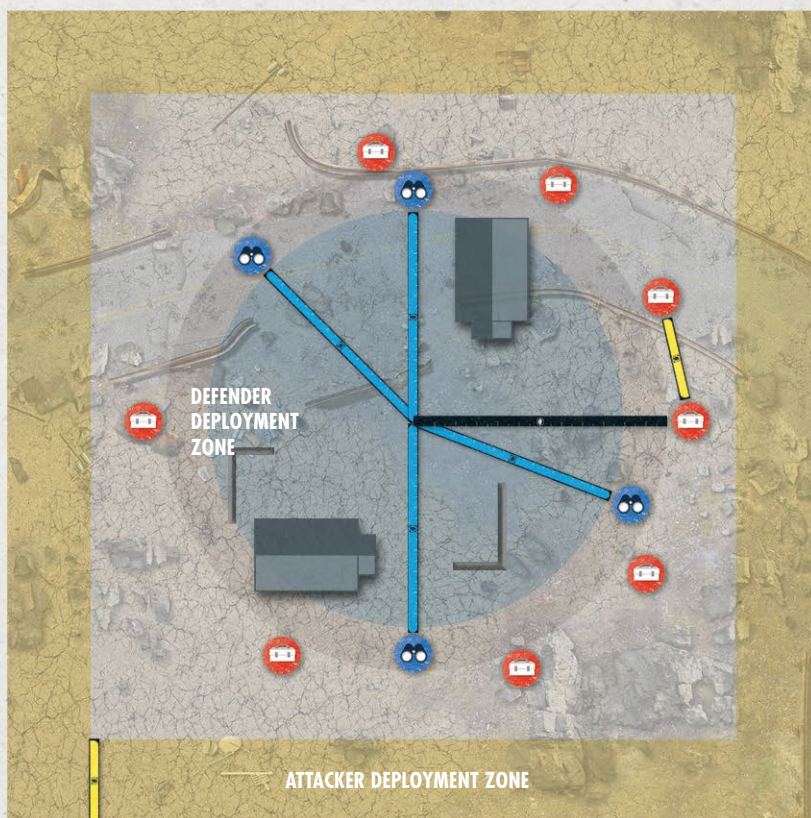
The Attacker gets the first turn as they chose the optimal moment to start their raid. Starting from turn two, the Defender can attempt to bring their security system online. A model that is Interacting with a relevant marker can make a **Use Computers Action** to bring that part of the system online.

If an attacking model ends its turn touching a Investigation Marker, while no enemy model is within Orange, it can burn the crop. Remove the marker from the table.

This is the first of five linked scenarios. If players are following the linked narrative story arc, Settlers/Brotherhood of Steel are Defenders and Super Mutants/Creatures are attackers.

Game Duration: 5 rounds

VICTORY CONDITIONS		
PLAYER	VICTORY	CONDITION
Defender	Major	Defender brings the defence network online by activating all four markers.
	Minor	Defender wipes out the attackers
Attacker	Major	Attacker burns 6 plants
	Minor	Attacker wipes out the defenders



NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. Each force should be composed of **500 Caps'** worth of models and equipment.

Place a loose collection of small buildings and fences in the middle of the table, all within Black of the center. This represents the farm. Scatter pieces of small terrain beyond the farm – emulate a farm-like setting, with a stream or surrounding fields, where possible.

The Defender places **4 Investigations Markers** on the battlefield, each Blue distance from the center, and at least Yellow from each other. These are fuse boxes and switches that bring sirens online to help chase off the raiding party. The Attacker then places **8 Searchable Markers**, each of them Black from the center and at least Yellow from each other. These represent the farm's crops.

The Defender deploys the entirety of their forces first, in the farm (within the area created by the four Investigation Markers). The Attacker deploys second, within Yellow of any table edge.

CAMPAIGN CONSEQUENCES		
PLAYER	VICTORY	CONDITION
Defender	Major	Defender chooses and allocates 3 Food cards for the final battle. They also choose and allocate 1 Food card for the next battle.
	Minor	Defender chooses and allocates 1 Food card for the next battle.
Attacker	Major	Defender has 50 Caps less to spend in the final scenario ('Hold the Fort').
	Minor	Attacker chooses and allocates 1 Food card for the next battle.

2: NEWSHOUND

You drag the last settler from the burning barn. His hacking cough proves he's alive for now. Slumping next to him, you wipe the grime and corn smoke from your face. Sure, you saved the people, but the farmstead may never recover. Dogmeat pads up to you. Fur ashen and spotted with blood, he looks how you feel. You lie back, exhausted.

"Excuse me... HEY!" A sudden shout makes you start, reaching for your gun. "Hey! You! This is just the latest of such attacks. Any comment for *Publick Occurrences*, Diamond City's paper of record?"

You're tempted to let her wander around alone, but Piper's worth the effort to protect. She can be a pain, but you know she won't back down. Especially once she's got the scent of a story. You haul yourself to your feet again and get ready to head out.

SCENARIO RULES

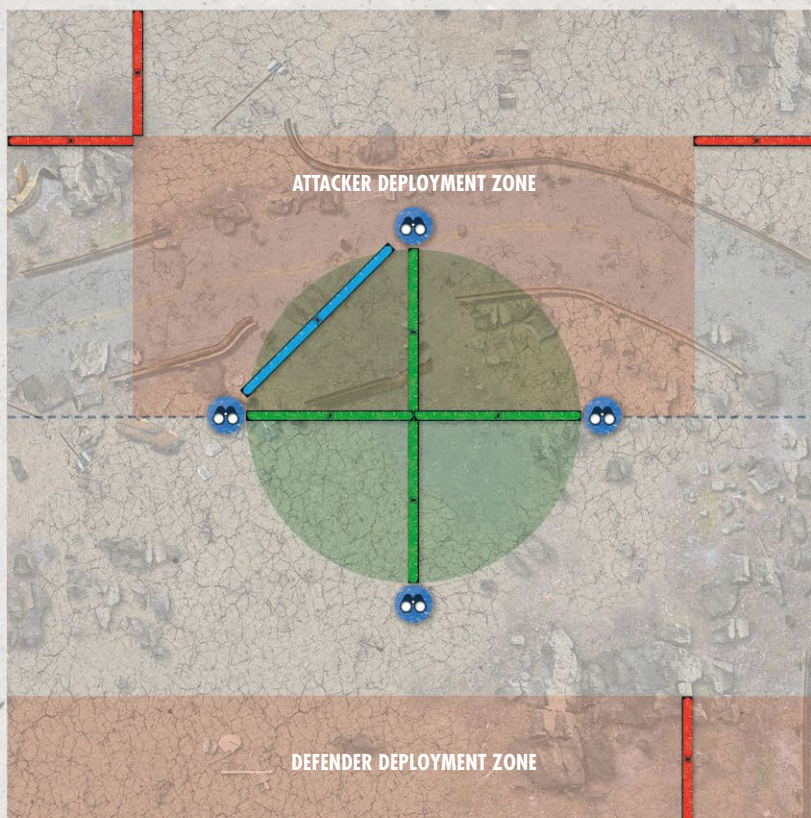
The Defender specifies one of their models as the journalist, who gathers information each time she moves into contact with an Investigation Marker: remove the marker from the table as this happens.

The Attacker does not start the game in control of their models. They flip a Luck Token each turn they activate a model. If lucky, they can choose to advance up to their Move distance in any direction; unlucky, and they must move up to Move distance in a random direction (use the Scatter Token). If a Defender's model is ever within Awareness range of an Attacking model, or if a defending model uses a Ranged Weapon, the alarm is raised and all Attacker models can move as usual.

If players are following the linked narrative story arc, Settlers/Brotherhood of Steel are Defenders and Super Mutants/Creatures are Attackers. If playing with the Settlers, it is suggested that players use Piper (from the Boston Companions expansion) as the Journalist model.

Game Duration: 5 rounds

VICTORY CONDITIONS		
PLAYER	VICTORY	CONDITION
Defender	Major	Defender's Journalist removes all 4 markers from the board and leaves the table via any edge.
	Minor	Defender's Journalist removes at least 3 markers from the board.
Attacker	Major	Attacker ends the game with all 4 markers remaining on the board.
	Minor	Attacker ends the game with at least 3 markers remaining on the board.



NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. Each force should be composed of **500 Caps'** worth of models and equipment. The table should be filled with multiple pieces of small and large terrain to create an interesting playing space.

The Defender then places **4 Investigation Markers, numbered #1-4** on the table, each at Green from the center of the battlefield (and at least Blue from one another). These represent locations to which you need to escort the journalist, gathering information to help the defenders.

The Attacker places their entire force onto the table first. All models must be deployed completely within their half of the table, no closer than Red to any table edge, and no closer than Red to any other model in their force. The Defender places their entire force onto the table second. All Defending models must be deployed completely within Red of their chosen table edge.

The Defender gets the first turn as they have been watching the enemy activity and have picked their moment to move.

CAMPAIGN CONSEQUENCES		
PLAYER	VICTORY	CONDITION
Defender	Major	The Defender deploys second in the final scenario. Defender can also gain 1 Action Point for three models in the next scenario, and starts the first turn with priority.
	Minor	The Defender gains 1 Action Point for three models in the next scenario, and starts the first turn with priority.
Attacker	Minor	The Attacker chooses who starts with priority in the next scenario ('Hurt Locker').
	Major	The Attacker deploys second in the final scenario, and chooses who starts with priority in the next scenario ('Hurt Locker').

3: HURT LOCKER

Piper leaves somewhat the worse for wear, but you kept her standing. Still, without her investigation, you never would have found the weapon stashes. With the location logged into your Pip Boy, you head back to Sanctuary Hills. For the settlement to survive and thrive, you'll have to protect yourselves, and this is your best chance. There might even be enough scrap to set up turrets or build some walls.

Quickening your pace, you cross the bridge into Sanctuary as the sun hangs low in the sky. A bell tolls your arrival, and by the time you get to your old house, a small crowd has gathered.

"Are we safe...? What's going on...? What are the minutemen doing about the threat...?"

The crowd is getting rowdy. There's an undercurrent of fear, and you'll have to get them on your side. If you're going to reach the weapons in time tomorrow, and hold out long enough to get them back here, you'll need the settlers to come with you...

Test CHA for your Leader (Attacker). If passed, gain the bonus in the mission below.

SCENARIO RULES

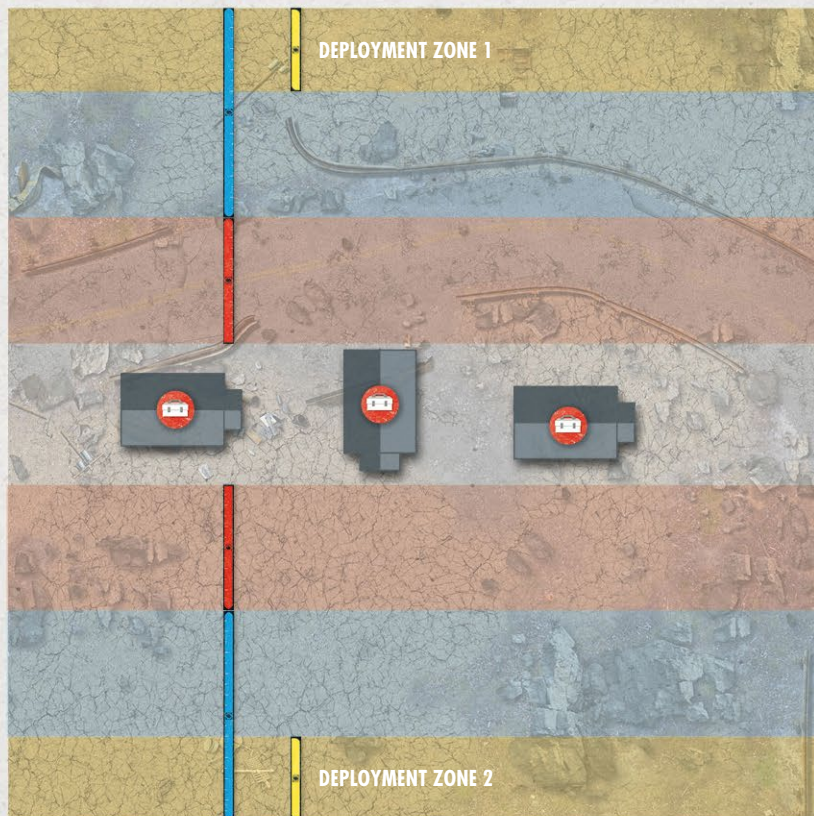
From round 2 onwards, a model that is touching a Searchable Marker can perform a **Use Search Action** to see if they have found the weapons stash (the **Searchable** showing the **Item icon**). Once it is located, remove the remaining Searchables from the board. That player must hold the location until the end of round 5, at which point reinforcements arrive to secure the kit. A location is held if no enemy model is base-to-base with the marker at the end of the round.

If players are following the linked narrative story arc, Settlers/Brotherhood of Steel are Attackers and Super Mutants/Creatures are Defenders.

If playing with the Settlers, it is suggested that players use Cait (from the Boston Companions expansion) as a part of their force.

Game Duration: 5 rounds

VICTORY CONDITIONS		
PLAYER	VICTORY	CONDITION
Defender	Major	Defender ends the game holding the weapon stash.
	Minor	Defender wipes out the attacker.
Draw		Neither player ends the game holding the weapons stash, or is wiped out.
Attacker	Minor	Attacker wipes out the defender.
	Major	Attacker ends the game holding the weapon stash.



BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. Both forces should have **750 Caps'** worth of models and equipment. If the Attacker's Leader failed their CHA Test, their force is composed of **550 Caps** instead.

The table should be filled with multiple pieces of small and large terrain to create an interesting playing space. Place **3 small buildings/bunkers** at the center of the map (at least Blue + Red distance from each player's board edge).

The Defender then takes **3 Searchables Markers (2 Blanks and 1 Item)** shuffles them, and places one face down on each building without looking at which is which. These represent potential locations for the weapons.

Players flip Luck to see who deploys first. Each player may deploy up to Yellow from opposing board edges.

CAMPAIGN CONSEQUENCES		
PLAYER	VICTORY	CONDITION
Defender	Major	The Defender deploys 2 turrets on their settlement in the final scenario, without having to pay their Cap cost. Defender also chooses and allocates one free Weapon card of their choice for the next scenario, without having to pay the Caps cost.
	Minor	The Defender chooses and allocates one free Weapon card of their choice for the next scenario, without having to pay the Caps cost.
Attacker	Major	The Attacker can make 2 Missile Launcher attacks at the start of the final scenario <i>before</i> the game starts, but <i>after</i> models are deployed. This is treated as being at long range, using a Heavy Weapon skill of 5. Also, the Attacker chooses and deploys one Mine of their choice before the next scenario begins.
	Minor	The Attacker chooses and deploys one Mine of their choice before the next scenario begins.

4: REINFORCEMENTS HAVE ARRIVED

It's almost midday. The air is close and stifling, low cloud hangs all around, and the air is greasy. Dull rumbling comes from a few miles off. Thunder maybe? Or something more ominous?

For better or worse, you've salvaged all the weapons and scrap you can. Hopefully it will be enough. Now at the head of a column heading back to Sanctuary, you pause a moment to get the lay of the land. You smile encouragingly to the other settlers carrying bundles of aluminum.

"Not far 'til home", you call. They look weary, but soon they can rest.

You climb up a nearby ridge for a better view, stopping at the top to catch your breath. Your vault suit is clingy with sweat and grime from the fight, and the muggy heat just makes matters worse. You unsling your hunting rifle and use your scope to scan the horizon for trouble. Dogmeat follows you up the rise, sniffing left and right as he does. Could there be something out there?

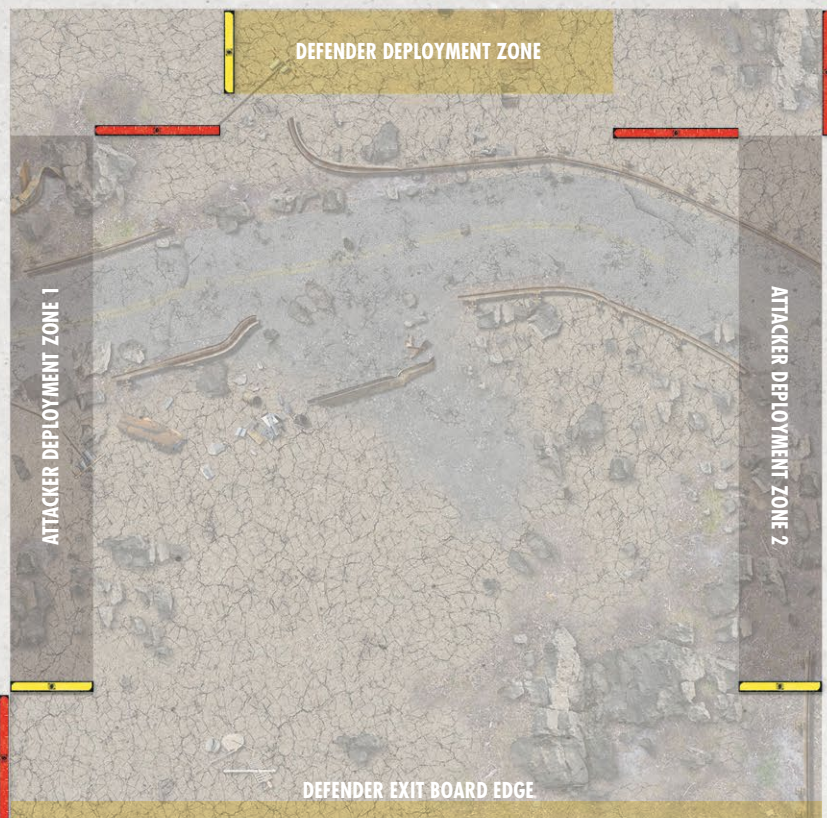
Test PER for your Leader (Defender). If passed, gain the bonus in the mission below.

SCENARIO RULES

The Attacker has laid an ambush, and is waiting to intercept the bands of reinforcements, stopping them from countering the final assault. The defender must get from their deployment zone to the opposite side of the board (called the 'exit board edge'). When any Defender model touches the exit board edge for any reason, it has escaped and is removed from play. This substitutes the usual rules for moving off the table.

Game Duration: 5 rounds

VICTORY CONDITIONS		
PLAYER	VICTORY	CONDITION
Defender	Major	The Defender gets at least half their models (rounded up) off the opposing table edge.
	Minor	The Defender wipes out the attacker and/or gets a quarter of their models (rounded up) off the escaping table edge.
Attacker	Major	The Attacker wipes out the Defender's force
	Minor	The Defender gets fewer than a quarter of their models (rounded up) off the exit.



NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. Both forces should have **750 Caps** worth of models and equipment. If the Defender's Leader failed their PER Test, their force is composed of **550 Caps** instead.

The table should be filled with multiple pieces of small and large terrain to create an interesting playing space. The Attacker sets up Yellow from two opposing board edges, and at least Red from the other two board edges. This creates two sides that the Attacker sets up on, at least Red from where the Defender could set up. The Defender then sets up, up to Yellow from one of the remaining board edges, and Red from either of the Attacker's deployment zones.

CAMPAIGN CONSEQUENCES		
PLAYER	VICTORY	CONDITION
Defender	Major	The Defender adds 50 caps of troops to their force for free in the final scenario.
	Minor	The Defender adds 25 caps of troops to their force for free in the final scenario.
Attacker	Major	The Attacker can choose who has priority in the final scenario. The Attacker also gets to deploy all their models up to Red onto the table instead of Yellow in the final scenario..
	Minor	Attacker can choose who has priority in the final scenario.

5: HOLD THE FORT

You lost some of your best soldiers on the route, but finally you're back where you belong – back where it all began. With the scrap that you and your fellow settlers managed to get back to Sanctuary, you reinforced your walls as best you could. You've handed out the weapons you retrieved, and patched up those that managed to make it through the ambush.

All afternoon you've been there for your group, lifting their spirits. You moved through the settlement, laughing at a bad joke, helping to clean rust from weapons, sharing a bowl of Iguana Soup around the stove. The mood is tense, but you try hard to keep things light and breezy, to keep their minds sharp for what's coming.

The sun is starting to set, tingeing everything an eerie blood red. Now is the time. You'll stand and fight. You'll protect what's yours. You'll make it through 'til dawn and start another day in the Wasteland, stronger and better off for the struggle.

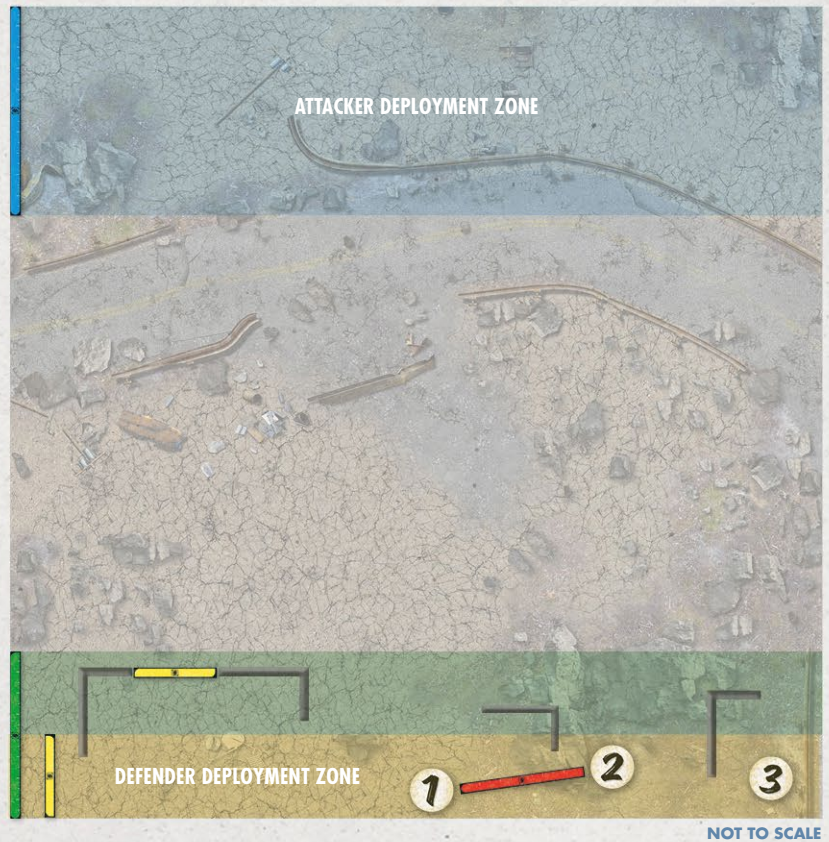
You see their shadows move against the sinking sun. Here they come. It's you or them, either way, one last time...

SCENARIO RULES

The players flip Luck to see who takes the first turn, unless this has been decided by a previous Campaign Consequence. The Attacker can perform **Use Lockpick**, **Use Computers** or **Search Action** to interact with, and disable, each of the scenario objectives. The Attacker chooses which to use.

Game Duration: 5 rounds

VICTORY CONDITIONS		
PLAYER	VICTORY	CONDITION
Defender	Major	The Defender successfully prevents any of the Investigation Markers being destroyed by game end.
	Minor	The Defender successfully prevents at least one of the Investigation Markers being destroyed by game end, or wipes out the Attackers.
Attacker	Minor	The Attacker destroys at least 2 of the Investigation Markers before game end, or wipes out the Defenders
	Major	The Attacker destroys all three Investigation Markers before game end.



BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. Both forces should have **1000 Caps'** worth of models and equipment.

The table should be filled with multiple pieces of small and large terrain to create an interesting playing space. The Defender can place up to four pieces of wall/obstacle scenery onto the table up to Green from the edge they have chosen as their settlement. These must be at least Yellow from each other. They count as Difficult Terrain for the purposes of movement. The Defender deploys up to Yellow from the board edge they have chosen as their settlement.

The Defender must place **3 Investigation Markers** within their deployment zone, **numbered #1-3**. These represent the two water stills and the generator, keeping the settlement alive. These cannot be within Red distance of another Investigation Marker.

The Attacker deploys all their force up to Blue distance from the opposite edge of the table.

EPILOGUE

If you are playing the full campaign, this is the final mission. The final result decides who wins and loses the campaign and by what margin.

AI SCENARIOS

AMBUSH THE CAMP

The AI has been marauding the area, and your force has planned a surprise attack to get rid of them once and for all.

VICTORY CONDITIONS

The player wins if all AI models are removed.
AI models will not leave the battlefield.

SMASH AND GRAB

You captured the AI's Leader's helmet as a trophy, but they have come to take it back. The behavior by the AI is based on whether an AI model is holding the item to be stolen:

- When no AI model is holding the item to be stolen back, use **Phase 1**.
- When an AI model is holding the item to be stolen back, use **Phase 2**.

SPECIAL RULES

Place an **Investigation Marker** representing the helmet near the center of the battlefield, but preferably not completely in the open.

Any model (apart from dogs) can pick up the helmet as a free action, once in base contact with it.

If a model carrying the helmet is removed, the item is left at the point on the battlefield from which the model was removed.

Player models can not pick up the item.

Phase 1: Get the Item

- **Objective:** Go To; Subject: helmet to be stolen

Phase 2: Escape with the Item

- **Objective for the model holding the weapon:** Go To; Subject: The edge of the table where they entered.
- **Objective for all other AI:** Protect; Subject: the model with item.

Game Duration: 6 rounds.

VICTORY CONDITIONS

The AI wins if a model carrying the helmet leaves the battlefield due to movement.

SPECIAL RULES

- **Objective:** Defeat; Subject: Any enemy model.

Game Duration: 6 rounds.

BATTLEFIELD SET-UP

- **Player Deployment:** Spread around the perimeter of battlefield, up to Orange distance from the edge.
- **AI Marker Deployment:** In the center of battlefield, at least Blue distance from any battlefield edge.
(As 'Cut Off the Head', opposite, but with deployment zones reversed).



NOT TO SCALE

BATTLEFIELD SET-UP

Place an **Investigation Marker** representing the helmet near the center of the battlefield, and preferably not completely in the open.

- **Player Deployment:** Along one edge of the battlefield, up to Yellow from the edge.
- **AI Marker Deployment:** Along the opposite edge of battlefield up to Yellow from the edge.

CUT OFF THE HEAD

The AI have gathered and, rather than wait, they have decided to defend themselves by striking you first. Their goal: to defeat your Leader, in the hope that drives you from this region.

SPECIAL RULES

The player's Leader cannot leave the battlefield.

Objective: Defeat; Subject: Your Leader.

Game Duration: 6 rounds.

VICTORY CONDITIONS

The AI wins if the player's Leader is removed from the battlefield.

BATTLEFIELD SET-UP

- **Player Deployment:** In the center of battlefield, at least Blue from battlefield edges.
- **AI Marker Deployment:** Spread around the edge of battlefield, up to Orange from the edges.



NOT TO SCALE

LOOT THE AREA

A scavenging mission has become more complicated as a rival force has had the same idea. Neither of you are willing to let it go.

SPECIAL RULES

The AI's mission is to salvage the loot before the player: See 'Objective' below.

It is suggested that an AI faction is used that includes at least one model with Search and Lockpick skills. If any AI model does not have the relevant skill to perform a Skill Test, they ignore that Searchable for the remainder of the game.

If a model is removed, any items they have picked up are left at the location from which the model was removed and may be picked up by other models.

Objective: Use (see p.9); Subject: All Searchables.

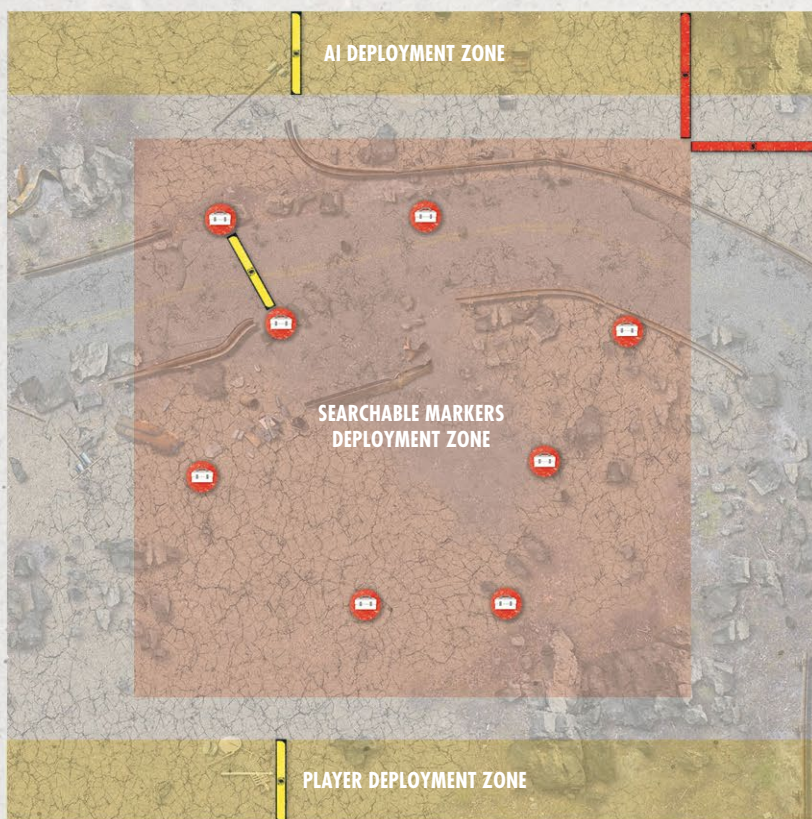
Game Duration: 6 rounds.

VICTORY CONDITIONS

The player that collected the highest total value of items in caps wins.

BATTLEFIELD SET-UP

- Place 8 non-lettered Searchable Markers on the table, at least red from each board edge and yellow from each other.



NOT TO SCALE

- **Player Deployment:** Along one edge of the battlefield up to Yellow from the edge.
- **AI Marker Deployment:** Along the opposite edge of the battlefield up to Yellow from the edge.

ESCORT THE BRAHMIN

Trade between Sanctuary Hills and Concord has been reestablished, but you need to make sure that merchants consider it a safe route. Escort Mr. Waldorf and his trusty brahmin across the Wasteland, and help bring these settlements back to life!

SCENARIO RULES

The Objective for the AI is to kill the Brahmin. At the end of each round, the Brahmin will move Red towards the opposite edge (you can choose how it moves). When the Brahmin moves, AI models engaged with the Brahmin do not get a free close combat attack.

The Brahmin has 10 hit points in total, as well as an Armor Rating of 1 for each type of damage.

Objective: Defeat; Subject: Brahmin

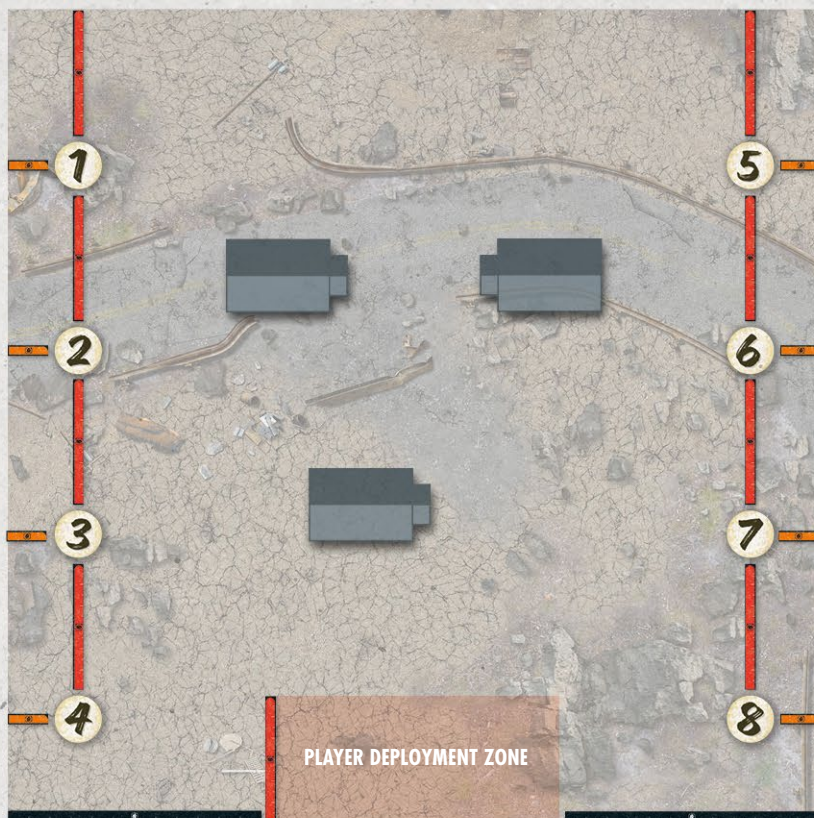
Game Duration: 6 rounds

VICTORY CONDITIONS

If the Brahmin survives with 6 or more hit points left, the player wins with 200 Caps to spend.

If the Brahmin survives with 5 or less hit points left, the player wins a minor victory with 100 Caps.

If the Brahmin dies, the enemy wins 150 Caps, resulting in a defeat for the player.



NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

Place buildings on the board as you see fit, leaving a space in the middle between your board edge and the opposite edge. Once all terrain has been placed, deploy your forces as well as the Brahmin model (or a marker if you do not own a Brahmin model), as shown in the diagram above. Afterwards, place AI Markers at Orange from the left and right board edges (alternating between both). Each AI Marker should be Red (Yellow if you have more than 10 models for the enemy's side) away from each other. The enemy force composition should cost 100 Caps more than yours.

- **Player's Deployment:** Red distance from the player's table edge, Black distance from side edges.



SOMETIMES YOU EXPLORE THE WASTELAND, AND SOMETIMES IT EXPLORES YOU

TUTORIAL SCENARIOS



TUTORIAL SCENARIOS

The following scenarios are designed to be played when prompted, while working through the *Rules of Play* book. They feature two forces – Survivors and Super Mutants – tailored to illustrate the rules of the chapters in that book, and do not use the full Force Building rules from this book. However you may

wish to read the advice on arrangement of cards given under ‘Force Set-up’ (p.26).

After each scenario, turn to page 49, where each player should read the outcome for their force, based on that scenario. There are different consequences for different victory conditions.

1. TROUBLED BEGINNINGS

Survivors: Having woken up in the cryo facility in Vault 111 days earlier, Nora is still trying to make sense of the harsh and strange world in which she finds herself. Is this really the same world she knew before? Armed with a pistol, and traveling with a group of settlers she met on the road, she hears a scuffle nearby. Over the hill, she sees a group of ogre-like creatures amongst the squalid trees. They are attempting to grab a cattle dog caught in a trap.

Not on her watch...



Super Mutants: The Wasteland has been less giving these recent weeks. The oft-seen caravans, more wary of the trapped perimeter, are likely to be diverting from their usual trail. One snare has caught prey: a dog that, though merely a snack by Super Mutant standards, should prove to be tasty enough until better prey is caught. Your thoughts are suddenly interrupted by the noise of footsteps downhill.

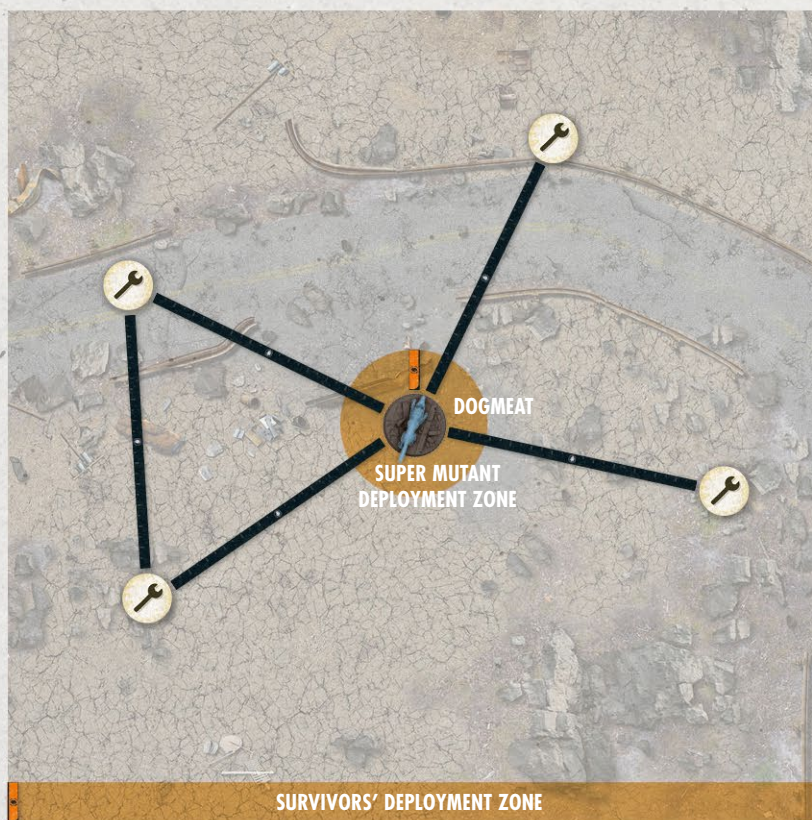
It appears one particular caravan has wandered astray...

SCENARIO RULES

The **Survivors** must try to free **Dogmeat** from the trap. To do this, a Survivor model can spend an action when within Orange of Dogmeat. If freed, Dogmeat can then be incorporated instantly to the Survivors’ forces, along with its **Dog Bite** card. The **Super Mutants** need to seize the prey in their traps, each one represented by a **Searchable Marker**. To do this, a Super Mutant model can use an Action to make a **STR Test** once within Orange of a **Searchable Marker**.

Game Duration: 4 rounds

VICTORY CONDITIONS	
PLAYER	CONDITION
Survivors	Liberate Dogmeat and eliminate the Super Mutants.
Super Mutants	Clear all the traps, winning immediately after clearing the last one.



NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

The **Survivors’** force consists of the following units:

- **Sole Survivor Day One** with **10mm Pistol**.
- **Two Settlers** with **Hunting Rifles**.

The **Super Mutants’** force consists of the following units:

- **Two Super Mutants** with **Board and Bolt-Action Pipe Rifle**.
- **Brute** with **Sledgehammer**.

Place terrain to represent a small piece of dry wasteland, littered with rubble and various rusty metal chunks which can be used for cover. Place the **Dogmeat** model in the center of the battlefield.

Next, the Super Mutant player places **4 Searchable Markers with Item icons face-up**, each Black distance from Dogmeat, and at least Black from each other. Then, the Super Mutant player deploys their forces within Orange distance of Dogmeat.

Finally, the Survivors player deploys their forces within Orange distance of any one board edge. The Super Mutant player starts with the Advantage Marker.

2. FORT DAVIS

Survivors: The encounter near Sanctuary Hills was only the first of several skirmishes with the Super Mutants, giving clear evidence of the establishment of a local hunting party. Preparations to defend against the Super Mutant threat are underway, and the rumours of a large weapon stash in Fort Davis prompt Nora and the other Survivors to journey forth in search of useful equipment.



Super Mutants: It took several bullet exchanges for the Super Mutants to realise that the humans are here to stay. Better for us! Winter is knocking on their doors, and you could certainly use extra meat reserves. You decide to search for more equipment – as well as metal scraps to build more cages – in the area surrounding Fort Davis.

SCENARIO RULES

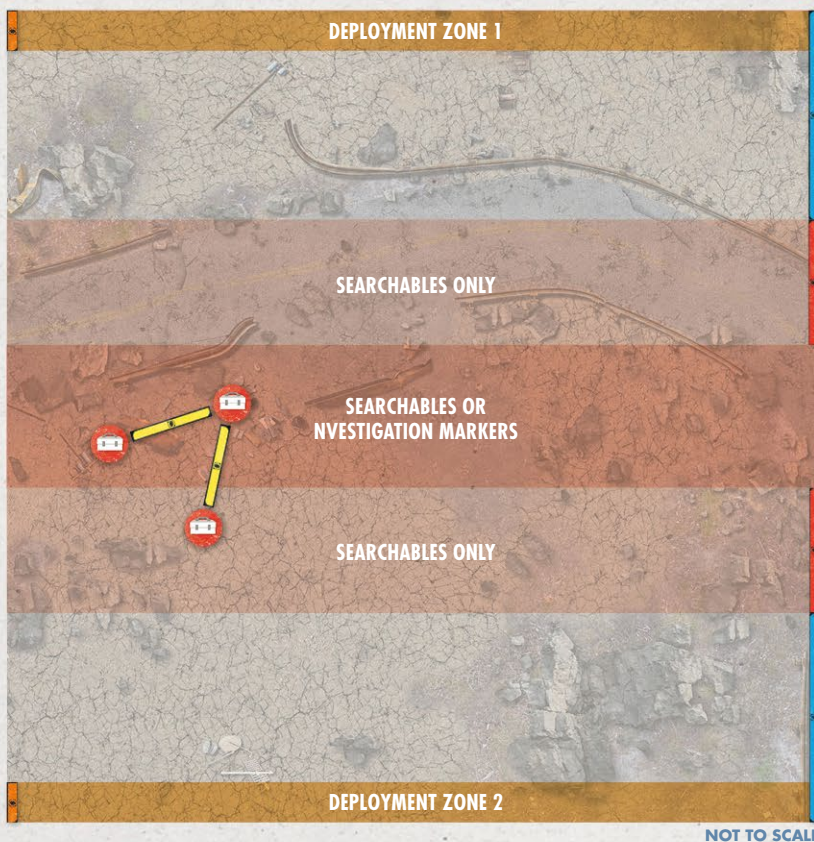
Both the Super Mutants and the Survivors must try to seize as much equipment as possible. All Items can be used, once drawn, during the battle.

The **numbered Investigation Markers** represent weapons lockers. A model that Interacts with a weapons locker draws the first two Weapon cards from the Wasteland (shuffling the Item Deck and discarding the Investigation Marker afterwards). If no weapons remain, draw the first non-weapon Item card.

Models that have been removed drop all collected Items. Place a marker where the model was when removed. Another model may Interact with this to gain the dropped Items.

Game Duration: 4 rounds

VICTORY CONDITIONS	
PLAYER	CONDITION
Survivors	Eliminate all opposing models or if, by the end of round 4, they have more items than the opposing player.
Super Mutants	Eliminate all opposing models or if, by the end of round 4, they have more items than the opposing player.



BATTLEFIELD SET-UP

This scenario is played on a **3' by 3' table** (90cm x 90cm).

The **Survivors'** force consists of the following units:

- **Sole Survivor Day One** with **10mm Pistol**.
- **Two Settlers** with **Assault Rifles**.
- **Dogmeat** with **Dog Bite**.

The **Super Mutants'** force consists of the following units:

- **Three Super Mutants** with **Board** and **Hunting Rifles**.
- **Brute** with **Sledgehammer**.

Build the Wasteland Deck to include **Combat Rifle, Laser Pistol, .44 Revolver, Pipe Wrench, Baseball Bat, Combat Shotgun, Bolt-Action Pipe Rifle, Bourbon, Mentats, Iguana Bits, Mutant Hound Meat, Blood Pack, Stimpak, Sledgehammer, Pipe Pistol, Board**, and all Clothing and Armor cards.

Place terrain to represent a small piece of dry wasteland, littered with rubble and various rusty metal chunks which can be used for cover. Then create a pool of **14 Searchables** (all those showing a **Skill** and/or **Danger**, **3** showing **Items** and **2** blanks) and a pool of **8 Investigation Markers** (**4** numbered, **4** showing **Searchable** icons).

Players then take turns placing (face-down) the **8 Investigation Markers** then **10 Searchables Markers** in the areas shown on the diagram (each marker at least Yellow from other markers). Set the remaining **4 Searchables aside** – they are used if an Investigation Marker shows a Searchable icon. Next, the Survivor player deploys their force within one deployment zone, then the Super Mutant player deploys their force in the other zone. The Super Mutant player starts with the Advantage Marker.

3. WATER TREATMENT PLANT

Survivors: The dry season has taken its toll on the water supplies, making the journey to the pumps at the old water treatment plant unavoidable. The generator found there could be used to move water to the settlement's reservoir, but its systems seem to have broken down. The main problem is that the treatment plant is located deep in Super Mutant territory. This won't be a walk in the park.



Super Mutants: Breathing hard from their run, a scout from near the water treatment plant reports that a group of humans are entering the valley. With them is the very same technician that escaped last week – the services of which the Super Mutants desperately need. This is your chance, not just to fill meat bags, but to get the tech back to work. This time, Ram – the toughest Super Mutant in the group – will lead the incursion personally.

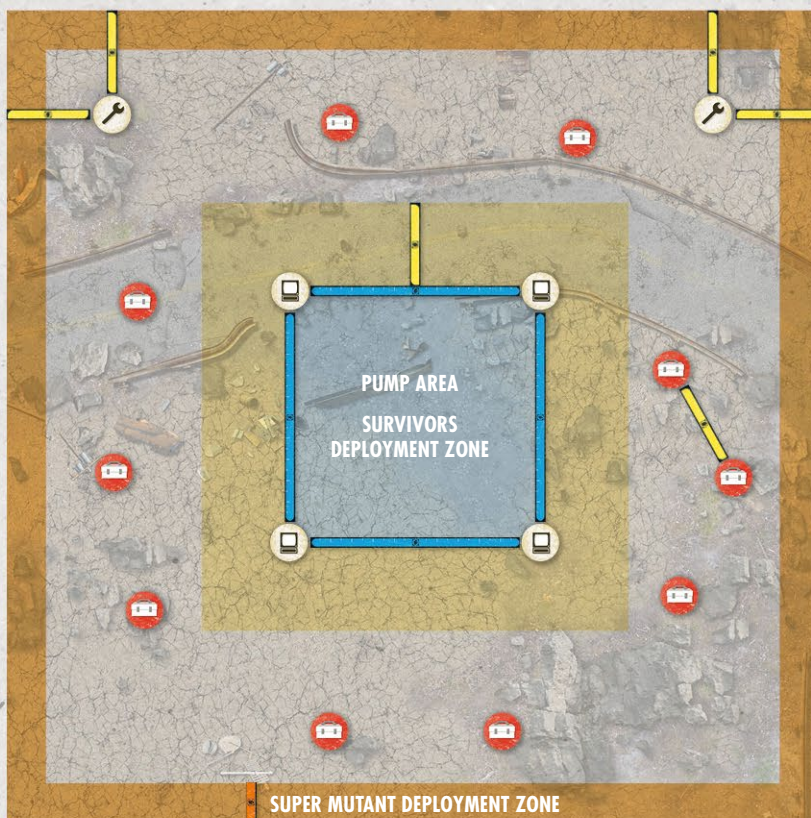
SCENARIO RULES

A Survivor model can perform a **Use Computers** on any of the 4 pumps. Each round, the first successful **Use Computers Action** pumps 6,000 gallons of water, and additional successes that same round will pump 1,000 more gallons. A Survivor model can perform a **Use Computers Action** on the generator to start it running. Once started, the Generator automatically pumps 5,000 gallons of water at the end of each round until the end of the battle.

The **Enslaved Tech** is managing the tricky procedure – if the Enslaved Tech is not inside the pumping area at the start of a round, the first 2,000 gallons pumped that round are lost. If a Survivor model is removed from the battlefield due to Close Combat, it is considered 'captured' by the Super Mutants. Capturing the Enslaved Tech counts as 2 captured models.

Game Duration: 6 rounds

VICTORY CONDITIONS	
PLAYER	CONDITION
Survivors	Pump 30,000 gallons of water
Super Mutants	Capture 4 models, or after 6 rounds Survivors have not pumped 30,000 gallons.



NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet (90cm x 90cm)** table.

The **Survivors'** force consists of the following units:

- **Sole Survivor Day One** with **10mm Pistol** and **Jet**.
- **Two Settlers** with **Assault Rifle** card and one **Nuka-Cherry**.
- **Dogmeat** with **Dog Bite**.
- **Enslaved Tech** with **Combat Shotgun** and **Sturdy Leather Armor**.

The **Super Mutants'** force consists of the following units:

- **Two Super Mutants** with **Board**, **Bolt-Action Pipe Rifle** and one **Blood Pack** card
- **Brute** with **Sledgehammer**, **Nuka-Cola** and one **Psycho** card.
- **One Mutant Hound** with **Hound Bite** card.

Build the Wasteland Deck: **Hunting Rifle**, **Baseball Bat**, **Pipe Pistol**, **Combat Rifle**, **Laser Pistol**, **.44 Revolver**, **Pipe Wrench**, **Bourbon**, **Mentats**, **Iguana Bits**, **Mutant Hound Meat**, **2 x Stimpak**, **2 random Clothing**, **Junk**, and **Armor** cards. Place **4 Computer Markers** (these are pumps) in a square in the center of the battlefield with Blue distance on each side of the square. Place a **Searchable Marker** showing an **Item** icon face-up, Yellow distance from a battlefield corner (this is the generator).

Create a pool of **13 Searchables Markers** (**3 blanks**, **5 Items**, **3 showing red Danger** and **2 showing Search**). The hill is crowned with the remnants of the concrete water plant. After placing terrain, follow the same alternating order, taking turns to place 10 of the Searchables Markers face-down, at least Yellow distance outside the water pump area (discarding the other 3 unseen).

Next, the Survivor player deploys their models within the Pump Area. Then, the Super Mutant player deploys within Orange of any battlefield edge(s). The Super Mutant player starts with the Advantage Marker.

4. THE LOST JOURNAL

The battered stranger in Power Armor staggers into the settlement.

"I failed to retrieve it," Aspirant Goddard gasps. "The journal. The chemical compound capable of reversing the effects of the F.E.V. The end of all Super Mutants."

That explains the gunfire heard from near the rad-drenched junkyard. This soldier is in no shape to return, but something that could drive the Super Mutants away? That's worth assisting. Radiation in the junkyard is a problem – surely Goddard won't mind lending you his Power Armor.



Whatever the armored human was searching for, it must be valuable! But, what? A rusty hammer, a stack of scribbled notes, a couple of broken toys – nothing shiny littered around here, not even those bottle caps humans cherish. It had been driven off eventually and the armed group's search of the yard yielded nothing.

That sound... It's back already, and with company.

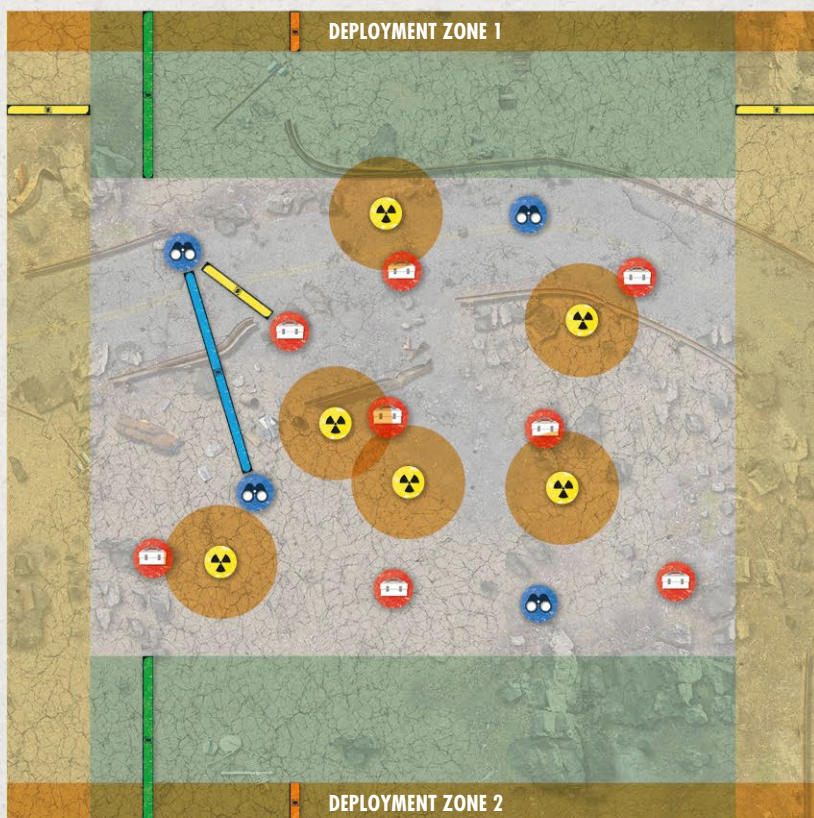
SCENARIO RULES

The safe containing the journal requires one of the three keys in the junkyard. The Survivor player may look at the Investigation Markers at any time (as Goddard described the safe's location). When the first Survivor model interacts with the safe, take **number markers #1-3** and draw one randomly: 1 means the safe requires key A, 2 requires B, and 3 requires C. A model with the matching key can interact with the safe to retrieve the journal (no Action is required).

If a model carrying the journal is removed from the battlefield, the journal remains at that point on the battlefield, and another Survivor model can interact with it to pick it up. Whenever a model ends its activation within Yellow of one or more waste barrels (**Radiation Markers**), roll a black **Damage Effect Dice** for each barrel and resolve radiation damage equal to the total damage symbols shown.

Game Duration: 6 rounds

VICTORY CONDITIONS	
PLAYER	CONDITION
Survivors	Model leaves battlefield with Journal.
Super Mutants	Journal not removed from the battlefield by game end.



NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

The **Survivors'** force consists of the following units:

- **Sole Survivor Day One** with **T-60 Power Armor** and a **Laser Rifle**.
- **Two Settlers** with **Combat Rifle**, **Damaged Hazmat Suit**, **two Stimpaks**, **one Radaway** and **three Fragmentation Grenades**.
- **Dogmeat** with **Dog Bite**.

The **Super Mutants'** force consists of the following units:

- **Super Mutant** with **Sledgehammer** fitted with **Stun Pack Mod**.
- **Aviator** with **Aviator Cap**, **Bolt-Action Pipe Rifle** and **Board**.
- **Mutant Hound** with **Hound Bite**.
- **Brute** with **Missile Launcher** and **Pipe Wrench**.

The locale shows the signs of rad-induced corrosion, with the corpse of what was once a building eaten away by orange and red stains. After placing terrain, mix a pool of **4 Investigation Markers** (3 blank and 1 Searchable icon) and a pool of **8 Searchables Markers** (A, B, C, 1 blank and 4 random Item icons). Following the same alternating order, players take turns placing **4 Investigation Markers** face-down, at least Blue distance apart, then the **8 Searchables Markers** face-down, at least Orange from other markers. These markers must all be in the central area shown on the diagram above.

Next, take turns adding **6 Radiation Damage Markers** to the battlefield, representing radioactive waste barrels (each within Orange of at least one Searchables Marker).

Finally, both players alternate deploying their forces, one model at a time, within Orange distance of opposing board edges.

The Survivor player begins with the Advantage Marker.

5. THE COMING STORM

The Brahmin have been on the move all night, as if chased by the vast, dark clouds brewing in the west. It means one thing: a super storm. It is imperative to find shelter, or you will perish. The caves nearby are the only truly safe location in the area. A series of strange rocky formations suggest something big and nasty hit these hills hard, back in the days of the war. You approach as heavy rain and lightning herald the storm's impending arrival, but it appears others have had the same idea. Not only your rivals but, in the distance, a roar.

SCENARIO RULES

After each model's activation, flip Luck. After the fifth marker lands Lucky side up, place the **Deathclaw** model on 'B'. Then, read aloud:

With a bellowing roar, a Deathclaw stomps into the area, raising its head towards the blackened skies. Years ago, a group of Wastelanders set up a series of sirens to assist hunting the beasts. As its gaze passes over every combatant, your instincts kick in — hopefully the sirens still work!

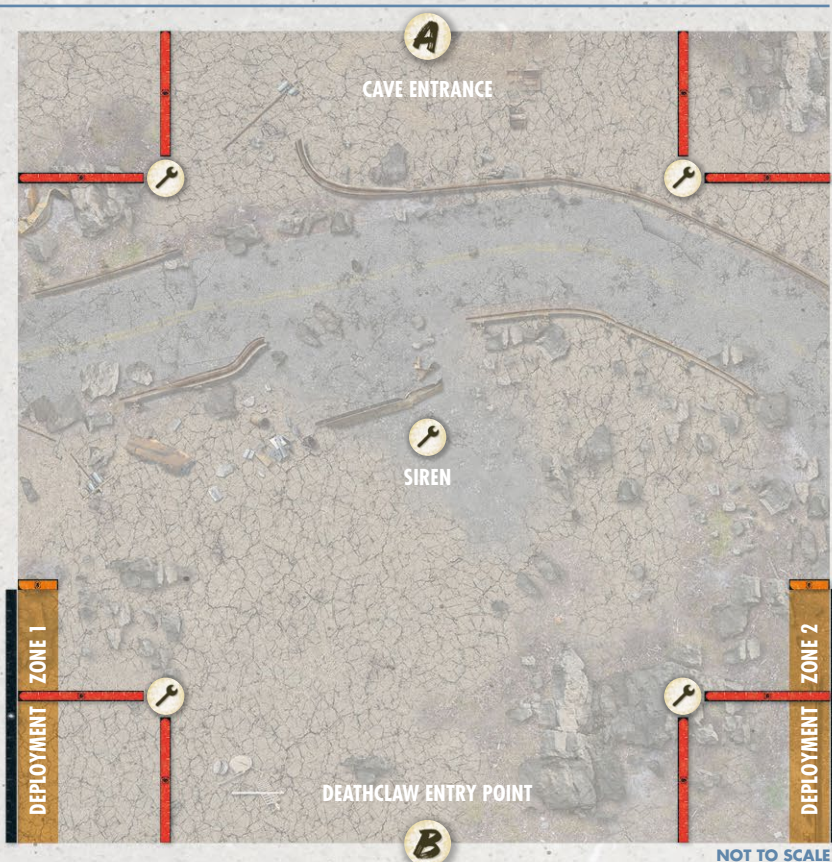
The Deathclaw is equipped with **Deathclaw Swipe** and **Deathclaw Crush**. It acts at the end of each round, performing two Actions. Each Action, it performs the first of the following:

1. If it is engaged, it Attacks (randomize the target, if engaged with multiple models).
2. Charge the nearest model (using Battle Cry, performing Push Back and following it up).
3. Move towards the nearest model in LoS.
4. Move towards the nearest model.

Any model (except dogs) can Interact with a hunting siren (**Investigation Markers**) to actuate it. When this happens, the Deathclaw moves directly Orange distance away from or towards the actuated siren (determined by the player who actuated the siren).

Game Duration: 6 rounds

VICTORY CONDITIONS	
PLAYER	CONDITION
Survivors	Immediately after the Brute model is removed
Super Mutants	Immediately after the Sole Survivor model is removed.
Both	After 6 rounds, player with Leader closest to Cave wins.



BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

The **Survivors'** force consists of the following units:

- **Sole Survivor** with **Heroic, Leader: Hunter, Stimpak** and **Laser Rifle**.
- **Aspirant Goddard** with **T-60 Power Armor, Baseball Bat, .44 Revolver, Blood Pack**.
- **Two Settlers** with **two Nuka-Cherry cards** and **Assault Rifles**.
- **Dogmeat** with **Dog Bite**.

The **Super Mutants'** force consists of the following units:

- **Super Mutant** with **three Fragmentation Grenades, Nuka Cola, Sturdy Leather Armor** and **Sledgehammer**.
- **Aviator** with **Aviator Cap, Iguana Bits, and Bolt-Action Pipe Rifle**.
- **Two Mutant Hounds** with **Hound Bite**.
- **Brute** with **Heroic, Leader: Brawler, Stimpak, Plasma Rifle** and **Pipe Wrench**.
- **Enslaved Tech** with **Patched Three-Piece Suit, Mutant Hound Meat, Combat Rifle**.

Randomize one player who places all the terrain. The other then chooses which of the two deployment zones is theirs.

Starting with the Super Mutant player, players alternate deploying their forces in their zone one model at a time. Next, place markers face-up, as shown in the diagram: **5 Searchables showing Item (face-up)**, each representing a **Hunting Siren**, **Searchable Marker 'A'** represents the **Cave Entrance**, and **Searchable Marker 'B'** shows where the **Deathclaw** will arrive).

TUTORIAL SCENARIO OUTCOMES

SURVIVORS

Scenario 1: Troubled Beginnings

Win: Maybe the Super Mutants will now reconsider searching for food in this area.

If the dog was not freed: It seems the dog in the snare managed to escape, and follows the Survivors on their way back to the settlement.

Win or Loss: Nora spends some time winning the trust of the dog with a soothing voice and some scraps of food. A name though... "Well, you were almost dog meat, so that seems a fitting name. Stick with me, Dogmeat, and we'll be alright... I hope..."

Scenario 2: Fort Davis

Win: At least, the new weapons would restore some morale at the settlement and increase their chances of removing this imminent threat.

Win or Loss: These Super Mutants' markings reinforce the concern it's the same pack encountered the other day. The hope that they were just passing through is now gone. The threat of water shortages was already a concern, and now this.

Scenario 3: Water Treatment Plant

Win: The water pumped will make life easier until the next rains.

Win or Loss: As the Sun sets, the debate about how to address the Super Mutant threat becomes heated. "Attack now!", "Starve them out!" But silence falls over the group as faint gunfire echoes in the distance, from the direction of the junkyard. The decision may not be the settlers' to make.

Scenario 4: The Lost Journal

Win: The journal contains nothing but the jagged evidence of every page having been frantically torn out. A holodisk drops from inside the back cover. "This is wrong. I have had time to contemplate my work and here, at the end, I cannot in good conscience allow it to be free. We cannot rid ourselves of these monsters if, by trying, we become genocidal monsters ourselves. I will torch the lab once the others have departed. They think the journal they transport contains my secrets."

Win or Loss: The air feels thick with the tension of a confrontation that is surely unavoidable. The first distant clap of thunder plays herald to the impending trouble.

Scenario 5: The Coming Storm

Win: The battle for the cave had been tough but, once the Super Mutants had been driven off, the rocky interior was relatively comfortable, and certainly better than being out in the super storm.

Dangers coming out of the Wasteland will never truly end, but maybe there will be a moment of peace, once the storm has passed. Damage will need repairing, provisions will need finding, so exploring the Wasteland remains essential.

SUPER MUTANTS

Scenario 1: Troubled Beginnings

Win: Meat at last! The Super Mutants had found lean pickings recently, but their meat bags will be filled tonight.

Win or Loss: The humans seemed light on gear – maybe they were camped nearby. Such a source of food would be most welcome. Capture it and this could even restore their pack's standing in the region.

Scenario 2: Fort Davis

Win: At least, the new equipment will help turn this from an irritation into a stable supply of food and prisoners with which to barter. Boss Ram will be pleased.

Win or Loss: While it is hard to tell humans apart, these had the same stench as those that interfered with the food gatherers the other day. They need subjugating. They could even be replacements for the slaves that recently escaped.

Scenario 3: Water Treatment Plant

Win: The captured humans will be very useful indeed. Visions of reclaiming his regional standing fill Ram's mind.

Win or Loss: Humans... always poking around. The occasional raid by armored Brotherhood is especially irritating and one has just been spotted in the junkyard. Time to make it pay the price. This area is under Ram's authority.

Scenario 4: The Lost Journal

Win: Whatever the settlers were after, they were denied. The junkyard now burns to ensure they do not return.

Win or Loss: The humans seem better armed, more bold and prepared to fight for their residence. Unfinished business permeates the air. The first distant clap of thunder plays herald to the impending trouble.

Scenario 5: The Coming Storm

Win: The Super Mutants have taken control of the cave. They will wait out the storm, then ransack and destroy the human settlement to purge their presence.

The humans will probably return at some point, whether survivors of the storm or a new group, but they will now be entering the Super Mutant domain of Ram the Dominant, and will suffer the consequences.

5. THE COMING STORM: BOTH FACTIONS TIED

While the storm passes, an uneasy truce weighs heavily across those in the cave. The thick silence subduing any jubilation of securing shelter. For now, all anyone can do is wait.

CARD ANATOMY

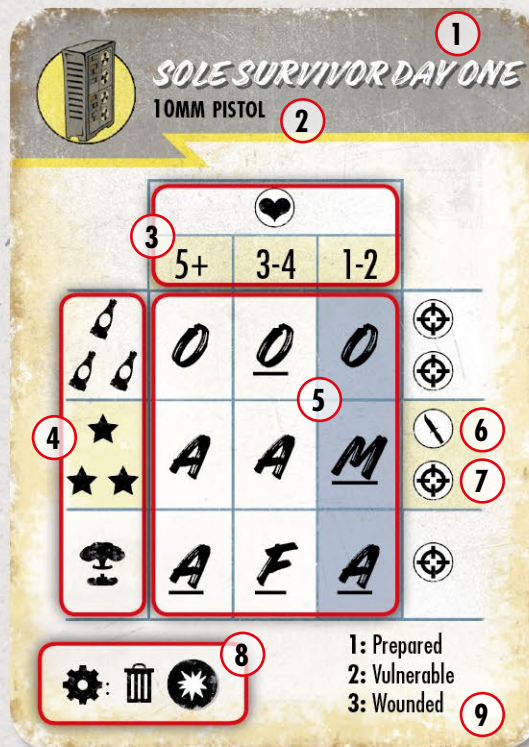
UNIT CARDS



- A** UNIQUE UNIT (SEE RULES OF PLAY, P.12)
B UNIT NAME
C FACTION (SEE RULES OF PLAY, P.51)
D MOVE DISTANCE (RANGE BY COLOR) (SEE RULES OF PLAY, P.15)
E CHARGE DISTANCE (RANGE BY COLOR) (SEE RULES OF PLAY, P.23)
F S.P.E.C.I.A.L. ATTRIBUTE VALUES (SEE RULES OF PLAY, P.9)

- G** SKILLS (SEE RULES OF PLAY, P.10)
H SPECIALTIES PANEL
I ARMOR RATINGS (PHYSICAL, ENERGY, AND RADIATION) (SEE 'ARMOR', RULES OF PLAY, P.21)
J AWARENESS RANGE (BY COLOR)
K CAPACITY TO USE QUICK ACTIONS, CRITICAL POINTS OR LUCK POINTS MAY BE SHOWN IN THE LOWER LEFT CORNER OF THE CARD

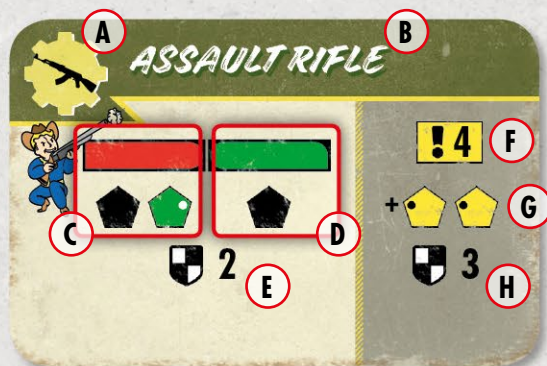
AI CARDS



- 1** MODEL NAME
2 STANDARD EQUIPMENT
3 SITUATION TYPE – HEALTH, NUMBER OF MODELS, ETC. – AND VALUE
4 BLUE DICE RESULT
5 ATTITUDE MATRIX: SHADED = RECKLESS; UNSHADED = CAREFUL; UNDERLINED = MODEL WILL NOT BREAK ENGAGEMENT FOR A HIGHER-PRIORITY TARGET
6 KNIFE ICON = WILL USE CLOSE COMBAT
7 CROSSHAIR ICON = WILL USE RANGED ATTACK
8 ACTION POINT USE
9 TARGET PRIORITIES

(SEE THE SOLO/CO-OP CHAPTER OF THIS BOOK, P.8)

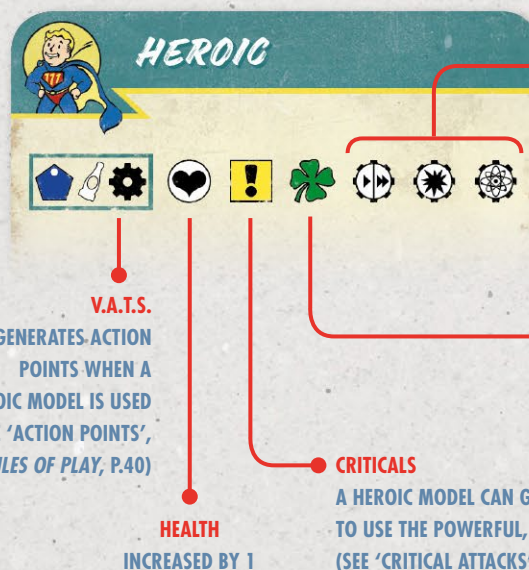
WEAPONS CARDS



- A** WEAPON TYPE
B WEAPON NAME
C SHORT RANGE DISTANCE AND BONUS DICE
D LONG RANGE DISTANCE AND BONUS DICE (SEE 'ACTION: SHOOT', RULES OF PLAY, P.16)
E DAMAGE TYPE / BASE DAMAGE (SEE 'DAMAGE', RULES OF PLAY, P.19)
F CRITICAL RATING (SEE 'CRITICAL ATTACKS', RULES OF PLAY, P.53).
G CRITICAL ATTACK-BONUS DICE
H CRITICAL ATTACK DAMAGE TYPE / DAMAGE

CRITICAL METER
 (SEE 'CRITICAL ATTACKS', RULES OF PLAY, P.53)

HEROIC CARD



ACTION POINT USE
 A HEROIC MODEL CAN SPEND ACTION POINTS TO PERFORM THESE QUICK ACTIONS IN ADDITION TO THEIR USUAL TWO ACTIONS PER ROUND (SEE 'ACTION POINTS' IN RULES OF PLAY, P.40).

LUCK
 A HEROIC MODEL CAN USE LUCK. SEE 'LUCK', RULES OF PLAY, P.52).

CRITICALS
 A HEROIC MODEL CAN GAIN AND USE CRITICAL POINTS TO USE THE POWERFUL, CRITICAL EFFECT OF WEAPONS (SEE 'CRITICAL ATTACKS', RULES OF PLAY, P.53).