

Fallout®

WASTELAND WARFARE

CAUGHT IN THE
CROSSFIRE

Bethesda



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ENTERTAINMENT

CREDITS

CHIEF CREATIVE OFFICER

Chris Birch

CHIEF OPERATIONS OFFICER

Rita Birch

MANAGING DIRECTOR

Cameron Dicks

HEAD OF DEVELOPMENT

Rob Harris

HEAD OF RPG DEVELOPMENT

Sam Webb

HEAD OF WARGAMES

Jon Webb

PRODUCT CREDITS

DESIGNER

James Sheahan

LINE MANAGER

James Barry

INITIAL SCENARIO DEVELOPMENT

Bryan Steele

LEAD DEVELOPER

Jason Enos

PRODUCT LEAD

Ethan Heywood

PROJECT DEVELOPMENT

Jono Green, Giles Nevill, Charlie Perkins,
Kieran Street

ADDITIONAL MATERIAL

Jason Enos

3D DESIGN MANAGER

Jonny La Trobe Lewis

3D DESIGNERS

Domingo Diaz Fermin, M. Mar Garcia,
Alexander Gargett, Gael Goumon, Tobias
Kornemann, Tom Lishman, Chris Peacey,
Ana Román Peña, Jamie Phipps, Luigi Terzi
Romeo Salbatecu, Jonny La Trobe-Lewis

3D SCULPT DIRECTION

James Barry, Aled Lawlor, Jon Webb

MINIATURE PAINTING

Adam Huenecke, Castle Brush Studios

STUDIO PHOTOGRAPHY

Salwa Azar, Rocio Martin

PRODUCTION AND LOGISTICS MANAGER

Peter Grochulski

VIDEO AND PRODUCTION MANAGER

Stephen Daldry

DATA ANALYST

Benn Greybeaton

GRAPHIC DESIGN

Stephanie Toro Gurumendi, Richard L. Gale,
Michal E. Cross

FACTORY MANAGER

Martin Jones

SENIOR PRODUCTION OPERATIVE

Drew Cox

PRODUCTION OPERATIVES

Luke Gill, David Hextall, Warrick James Voyzey

ADDITIONAL STAFF SUPPORT

CUSTOMER SUPPORT MANAGER

Lloyd Gyan

OFFICE MANAGER

Shaun Hocking

MARKETING EXECUTIVE

Panayiotis Lines

SALES MANAGER

Rhys Knight

ASSISTANT SALES MANAGER

Cole Leadon

BOOK KEEPER

Valya Mkrtychyan

THANKS TO

Mike Kockis and the Bethesda design team

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Fallout

WASTELAND WARFARE

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INTRO

This supplement for *Fallout: Wasteland Warfare* will take you on a journey through the Wasteland, testing your skills as a gamer and challenging you as a hobbyist.

The campaign and additional scenarios presented in this collection are designed to let you play *Fallout* on a larger scale with plenty of interactive terrain that will bring the Wasteland to life. These scenarios are designed for those who have played through the campaign book and want to delve even further into the post-war ruins.

The games can be played in any way you'd like, however we strongly encourage you to include multiple terrain features, which will really enhance your experience. We have included tips on how to do this wherever possible, and themed event decks for each game to create a background to your narrative.

All scenarios have been designed to be faction neutral, but you'll get the most out of the experience by using the same force throughout the linked games and changing up your force composition as you go.



AI SETTINGS

Each scenario contains AI settings to enable Solo/Co-op play. These will be located in a gray sidebar with the AI logo shown above.

When allocating rewards/penalties to the AI due to the outcomes of previous scenarios, the player must decide how to allocate them by choosing what would be the most **disadvantageous** for themselves. The same is true when the AI is using any Boost cards they may have gained.

The AI's Objective and its Subject will be written as follows:

Objective [Subject]; for example, if the AI is to kill the enemy leader, meaning the Objective is 'Defeat' and the Subject is the enemy leader, then this will be written as **'Defeat [Enemy Leader]'**.



Modiphius Entertainment, 39 Harwood Road,
London, SW6 4QP. United Kingdom

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RED ROCKET DISCOVERY

If being played in the 'Caught in the Crossfire' Campaign, this is Scenario 1.1

STORY

Recent destruction of a nearby highway has opened a large sink hole in the region, exposing a Red Rocket Galleria as yet untouched by Wasteland scavengers. Once buried under 200 years of rubble and debris, this pre-war truckstop is now a potential treasure trove of goods, supplies, and even esoteric weapons or equipment.

SCENARIO AIM

Collect the most items and equipment from the area for your force.

SCENARIO RULES




Red Rocket Galleria

The Red Rocket Galleria is comprised of two types of Building, both of which count as Difficult Terrain:


1. **A Red Rocket:** this should be Black plus Red in length and Blue in width. If using the Red Rocket terrain, anywhere in the building or under the canopy is designated as inside the Red Rocket. The Red Rocket is in heavy disrepair and its collapsed walls and canopy will always provide one level of cover for any models if LoS is drawn through it.
2. **Galleria Stores:** these should be Yellow in length and width. Each Galleria Store begins the game with a locked door represented by a Lock Marker placed as shown on the deployment map. This locked door may be opened via a **Lockpick Expertise Test** OR forced open with a successful **Melee Skill Test**.

Hurried Search

Once a model is completely inside an area designated as the Red Rocket or a Galleria Store, it may perform a **Search Expertise Test**, referring to the table below to resolve it.

RESULT	CARD
	Draw 2 Item cards
Success	Draw 1 Item card
Fail	Draw a Creature card
Critical Fail ( or )	Draw a Danger card

Looting

Before a model is removed as a casualty, place a numbered Investigation Marker in contact with its base. Next, remove any Item cards acquired via the 'Hurried Search' rule from the unit card and place them at the side of the battlefield. Finally, place a matching Number Token onto the pile of Item cards. Any model may  with the Investigation Marker to acquire the Item cards.

Any Counting Tokens awarded for collecting these items are also placed on the side of the battlefield and are awarded to the player that picks up the dropped Item cards.

Game Duration: 6 rounds

VICTORY CONDITIONS	
PLAYER	DESCRIPTION
Both	Gain 1 Counting Token for each Item Card acquired from a Galleria Store.
	Gain 2 Counting Tokens for each Item Card Acquired from the Red Rocket.

If a Limited Use Item acquired via the Red Rocket or Galleria Store is used during the game, discard any Counting Tokens awarded for acquiring that item.

The player with more Counting Tokens at the end of round 6 is awarded victory.

CURATED WASTELAND

The Curated Wasteland represents an untouched shopping mall.

ITEMS	DANGER
Alcohol: Moonshine	Abhorrent Smell
Chems: Fury	Disturbed Wildlife
Chems: Mentats	Unstable Ground
Food & Drink: Blood Pack	Good Fortune
Food & Drink: Iguana on a Stick	Hidden Fragmentation Mine
Food & Drink: Sugar Bombs	Something Stirs
Junk: Economy Wonderglue	
Junk: Gold Plated Fliplighter	
Weapon: Baseball Bat	
Weapon: Bolt-Action Pipe Pistol	
Weapon: Lead Pipe	
Weapon: Assault Rifle	
EVENTS	STRANGER
Rugged Rubble	—
Lucky Find	
Dust Cloud	
Vertibirds Overhead	
Boom!	
	CREATURE
	Scratching Sounds
	Mole Rat Tunnel
	Dead Bloated Glowing One
	Opportunistic Mongrel
	Radroach Nest

If either of the Danger or Creature Decks should become exhausted, shuffle the discarded cards and build a new deck.

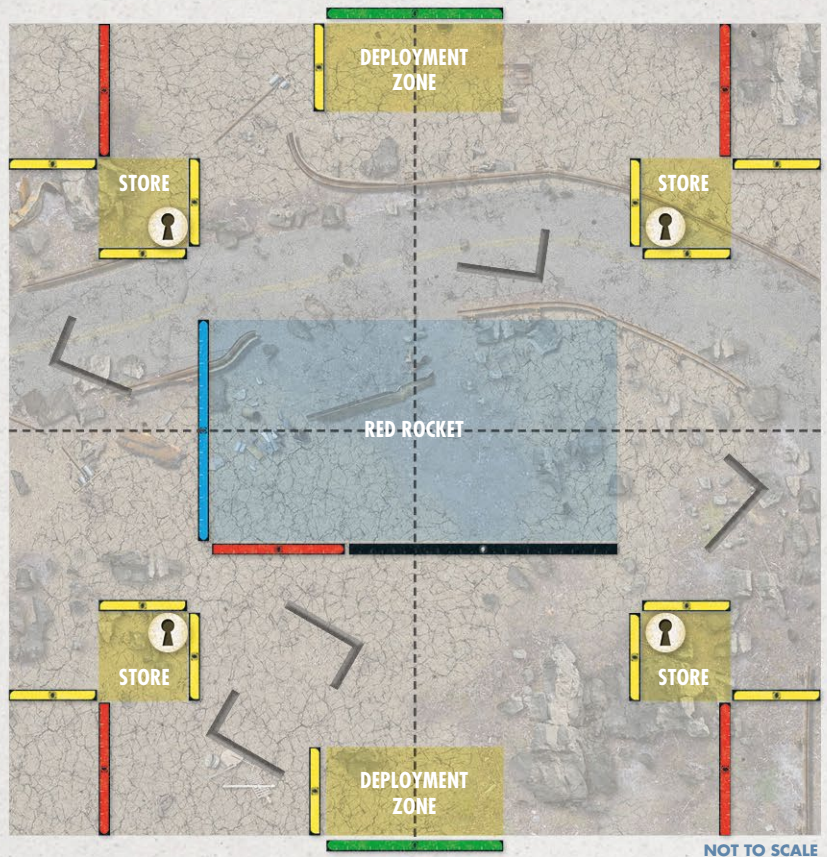
BATTLEFIELD SET-UP

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

1. Place a **Red Rocket** in the center of the battlefield as shown on the deployment map.
2. Place **4 Galleria Stores** on the battlefield as shown on the deployment map.
3. In addition to the required scenery, add **additional terrain** that breaks LoS and adds cover. Refer to the F:WW Terrain Guide (p.33) if needed.
4. The player with the most models places their entire force within a deployment zone.
5. The opposing player then places their entire force within the opposite deployment zone.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Red Rocket Scenic Set** for part of the Red Rocket Galleria, and **Military Barricades**, **Boston Street Scatter**, and **Corvega Sedans** for the terrain scattered in the parking lot around the Galleria.



NOT TO SCALE



AI SETTINGS

At the start of each AI model's actions, determine a model's current Objective by running down the list below and using the first criteria that matches the model's situation.

1. The model could perform a **Search Expertise Test** within the Red Rocket this activation: **Objective 1**
2. The model could perform a **Search Expertise Test** within a Store that contains no other models this activation: **Objective 2**
3. An Investigation Marker is within 2 Move actions: **Objective 5**
4. The Model can perform **Lockpick Expertise Tests** and a Lock is within : **Objective 3**
5. The Model cannot perform **Lockpick Expertise Tests** and a Lock is within : **Objective 4**
6. An enemy model carrying 1+ Counting Tokens is within : **Objective 6**
7. Otherwise: **Objective 1**

Objectives

Objective 1: Use [Hurried Search in Red Rocket]

Objective 2: Use [Hurried Search in Store]

Objective 3: Use [Lock]

Ignore Locked Doors with a Ready/Unready unengaged friendly model able to Lockpick within Yellow (excluding self).

Objective 4: Defeat [Lock]

Ignore Locked Doors with a Ready/Unready unengaged friendly model able to Lockpick within Yellow (excluding self).

Objective 5: Use [Investigation Marker]

Ignore Investigation Markers with a Ready/Unready unengaged friendly model within Yellow (excluding self).

Subject priority is:

1. Investigation Marker that can be reached in a single Move
2. Nearest Investigation Marker not within two Moves of opposing model
3. Nearest Investigation Marker

Objective 6: Defeat [Enemy model with 1+ Counting Tokens]

SCENARIO EPILOGUE

While the fighting for the Galleria intensifies, the sound of battle is interrupted by the distinctive roar of a Vertibird flying overhead. Moments after the aircraft is spotted in the sky it is lit up by a violent explosion. Engulfed in flames, the Vertibird lurches violently, tumbling out of the sky as the pilot attempts to gain control. A thick trail of smoke traces a line over the horizon to the east. No known weapon could have fired so accurately at such a fast moving target and have done that much damage with one hit. This could change the balance of power in the Wasteland forever.

A booming explosion rings out, audible even from this distance; the Vertibird is down. Supplies and trinkets are all very well, but any military tech that survived the crash would be worth more than all of the loot in the Galleria combined. It may even yield some clues about what brought it down in the first place. The only question is who will get there first?

RED ROCKET RELAUNCH OUTCOMES

VICTORY

Looks like fortune favors the brave – that was one hell of a stash that we took. It should keep our supplies stocked up for some time. Could be that there's plenty more loot on the horizon too, if we can get to it first...

Scenario 1.2: Assign up to 3 acquired Item cards to separate units in addition to their bought items.

OR

Scenario 1.2: Exchange all acquired Item cards to draw 3 Boost cards, Keep 2.

DEFEAT

We managed to scrounge a few choice scraps, but missed out on the good stuff. We won't be stopped again – let's get to the crash site, double time!

Scenario 1.2: Assign 1 acquired Item card to a unit in addition to their bought items, then discard all remaining.

THEN

Draw 2 Boost cards, Keep 1.



A SMALL SYNTH FORCE LOOTS THE GALLERIA

CRASH SITE SCRAMBLE

If being played in the 'Caught in the Crossfire' Campaign, this is Scenario 1.2

STORY

The clock is ticking as both parties rush to the crash site. Before they get there, they must navigate a winding, treacherous canyon. The floor of the ravine is littered with debris and items that have been strewn about the Wasteland during the Vertibird's descent. Whoever gets out of there first will be in a prime position to loot whatever is left of the shattered airship.

SCENARIO AIM

Race to get as many troops as possible through and out of the canyon, while collecting more items than the enemy.

SCENARIO RULES

First to the Finish

At one end of the canyon is a scalable rise that leads towards the Vertibird crash site. Models may only leave the battlefield via the Canyon Exit zone, which is Blue width. Mark out this area of the battlefield by placing a token on both ends of the range ruler.

Markers needed:



Game Duration: 6 rounds or until one force has moved all surviving models off the battlefield.

VICTORY CONDITIONS		
PLAYER	DESCRIPTION	
Both	Gain X Counting Tokens for the position models are moved off the battlefield via the Canyon Exit zone.	
	POSITION	COUNTING TOKENS (X)
	1st	6
	2nd	5
	3rd	4
	4th	3
	5th	2
	6th	1
Both	Gain 2 Counting Tokens for each Item card acquired from The Wasteland moved off the battlefield via the Canyon Exit zone.	

The player with more Counting Tokens at the end of round 6 is awarded victory.

CURATED WASTELAND

The Curated Wasteland reflects an irradiated canyon, littered with the debris of a crashing Vertibird.

ITEMS
Alcohol: Bourbon
Chem: Jet
Chem: Stimpak
Junk: Caps Stash
Weapon: Fragmentation Mine
Weapon: Molotov Cocktail
Weapon: 10mm Pistol
Weapon: Combat Shotgun

EVENTS
Quiet
A Neutral Party
Molerat Tunnel
Unbearable Heat
Boom!

DANGER
Disturbed Wildlife
Loose Rubble
Glowing One Corpse

STRANGER
Entomologist

CREATURE
Glowing Bloatfly

BATTLEFIELD SET-UP

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

- Set up the Canyon Exit zone as shown on the deployment map, with a **blank Investigation Marker** at each side.
- Place **Impassable Terrain** to represent the unscalable cliffs of the Canyon as shown on the deployment map.
- In addition to the required scenery, add **additional terrain** that breaks LoS and adds cover. Refer to the F:WW Terrain Guide (p.33) if needed.
- Place the **7 Investigation Markers** randomly, face down, in the positions shown on the deployment map.

Markers needed:



- Place **3 random Searchables** face down, as shown on the deployment map. Place the remaining **5 Searchables** close to the battlefield to be used once an Investigation Marker has been revealed.

Markers needed:



6. The player who won Scenario 1.1 chooses a deployment zone and places their **entire force**. If you are not playing this scenario as part of the 'Caught in the Crossfire' campaign, the player with the fewest models completes this step.
7. The opposing player then places their **entire force** within the opposite deployment zone.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Radioactive Containers**, **Vault-Tec Supplies** and **Cases and Crates** for scatter terrain around the battlefield.


SCENARIO EPILOGUE

Emerging from the gloom of the canyon mouth into bright sunlight, it takes a second for the bloodied combatants to get their bearings. Breathing hard and wiping grime from their faces and armor, the adversaries look up to see their goal: the smouldering wreckage of the crashed ship. Thick smoke billows into the air, and flames start to lick over the twisted metal and bubbling plastic of the fuselage. It won't be long before anything worth taking is engulfed in a blaze or reduced to molten slag.

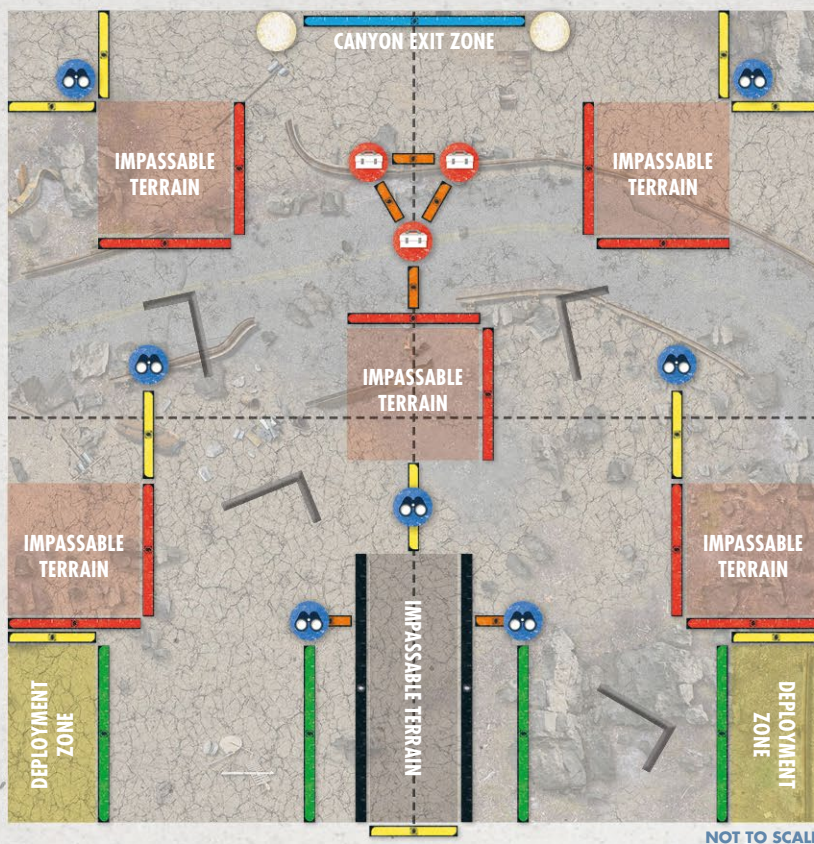
The prize of the crashed Vertibird is within reach – and the competition know it too. With renewed vigor, everyone charges towards the now rising flames...



AI SETTINGS

IF Investigation Marker could be  with this turn, Objective: **Use [Investigation Marker]**


ELSE Objective: **Go To [Canyon Exit Zone]**




RED ROCKET RELAUNCH OUTCOMES

VICTORY

Victory is sweet, even with the acrid taste of the burning wreck in the air. Looks like we're ahead and that crash site is now ripe for the taking.

Scenario 1.3: Assign 2x  to non-Heroic models after deployment.

OR


Scenario 1.3: Assign up to 3 acquired Item cards to separate units in addition to their bought items then discard remaining. Assign 1x  to any model with these items.

DEFEAT

We almost had them, but that canyon was a maze! This is bad – real bad. There's gonna be nothing left if we don't pick up the pace. Time to step it up and take what's on that Vertibird – one way or another.

Scenario 1.3: Assign 1 acquired Item card to a unit in addition to their bought items.

THEN

Draw 3 Boost Cards, Keep 1 per  assigned to models at the beginning of scenario.

BURNOUT

If being played in the 'Caught in the Crossfire' Campaign, this is Scenario 1.3

STORY

The once mighty war machine has been reduced to a burning pile of scrap, but the salvage haul is unbelievable! What kind of weapon could have caused this amount of damage? Anyone controlling it would be one step closer to dominating the Wasteland... the Vertibird is a scavengers dream, but the wreck could lead them to an even larger score.

SCENARIO AIM

Salvage the wreck of the Vertibird before it takes you with it, and look for clues about the powerful weapon that destroyed it.

SCENARIO RULES


Burning Wreckage

Each piece of the Burning Wreckage could conceal a hidden treasure trove. Assign each piece of Burning Wreckage a token stack of **3 Searchables** to represent salvage or clues to the identity or location of the mysterious weapon.

Markers needed:



Each token stack should include **1 lettered Searchable** and **2 other random Searchables**. Randomly create these groups of tokens, then shuffle them up and stack them face down. Place one stack next to each piece of Burning Wreckage.


In order to investigate the Burning Wreckage, a model must move into base contact with it then . After interacting with the Burning Wreckage, reveal the top Searchable of the token stack and resolve as normal.

If the revealed Searchable requires a **Use Expertise Test** to resolve, place the Searchable in base contact with both the Burning Wreckage and the subject model before continuing. On a failed Expertise roll, in addition to the consequences, the unit is On Fire.

If the result is a lettered Searchable, it is a clue and is immediately awarded to the interacting player.

Each model may only interact with a piece of Burning Wreckage once per activation.

Exploding Debris

At the end of each round, roll  for each piece of terrain that began the round with at least one Counting Token and resolve the following:



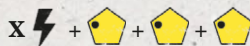
= Add Counting Token



= Add Counting Token to closest terrain piece.



= Remove all Counting Token and resolve the following damage to any model within Orange:




X = Number of Counting Tokens on terrain.

THEN IF THE WRECKAGE EXPLODED:

Add one Counting Token to closest terrain piece.

If the terrain piece is part of the Burning Wreckage, discard the top Searchable from the token stack.

The fuselage can be assigned a maximum of 6 Counting Tokens and every other terrain piece may be assigned a maximum of 4 Counting Tokens. If a piece of the terrain ends a round with the maximum number of Counting Tokens assigned, do not roll , and resolve the Blast result instead.

Game Duration: 6 rounds

VICTORY CONDITIONS

PLAYER	DESCRIPTION
Both	Gain 1 Counting Token for each Item card gained via the 'Burning Wreckage' rule.
	Gain 2 Counting Token for each clue found via the 'Burning Wreckage' rule.

The player with more Counting Tokens at the end of round 6 is awarded victory."

CURATED WASTELAND

The Curated Wasteland reflects a crash site of a crashed Vertibird.

ITEMS	EVENTS
Armor: Sturdy Metal Armor	Diamond City Radio
Chem: Radaway	Boom!
Clothing: Brotherhood of Steel Hood	Unbearable Heat
Clothing: Assault Gas Mask	Distant Gunfire
Mod: Core Assembly	Lucky Find
Mod: Stun Pack	
Weapon: Laser Pistol	
Weapon: Gauss Rifle	
	DANGER
	Rigged To Blow
	Shocking
	Radiation Burst
	Containment Leak



AI SETTINGS

1. **IF** a piece of wreckage could be Searched this round, Objective: **Use [Closest Wreckage]**
2. **IF** a Ready/Unready enemy model could Use a piece of wreckage in their next Activation, Objective: **Defeat [Enemy Model within Red of Piece of Wreckage]**

ELSE Objective: **Go To [Nearest Piece of Wreckage, preferring ones with no friendly models within Orange]**

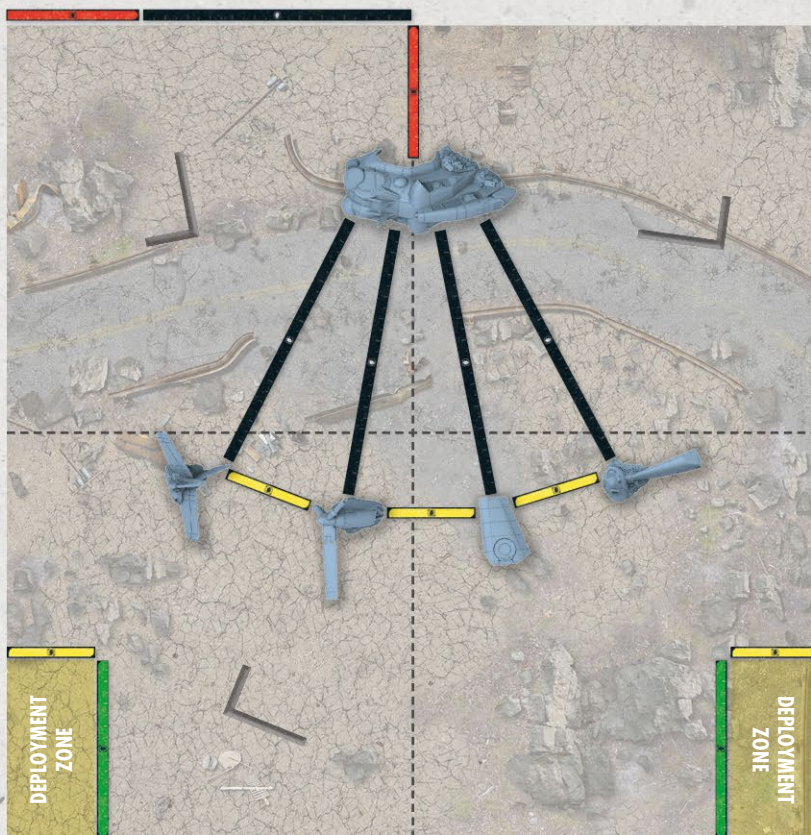
BATTLEFIELD SET-UP

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

1. Place the **fuselage** (largest piece) of the Burning Wreckage Red away from the center of an edge of the battlefield as shown on the deployment map.
2. Place the **remaining 4 pieces of the Burning Wreckage** Black away from the fuselage and Yellow away from each other, as shown on the deployment map.
3. In addition to the required scenery, add **additional terrain** that breaks LoS and adds cover. Refer to the F:WW Terrain Guide (p.33) if needed.
4. Assign **2 Counting Tokens** to the fuselage piece of the Burning Wreckage.
5. Flip Luck for each other piece of the Burning Wreckage. If unlucky, assign **1 Counting Token**.
6. The player who won Scenario 1.2 chooses a deployment zone and places their **entire force**. If you are not playing this scenario as part of the 'Caught in the Crossfire' campaign, the player with Advantage completes this step.
7. The opposing player then places their **entire force** within the opposite deployment zone.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Crashed Vertibird** for the crash site and **Boston Street Scatter**, and **Cases and Crates**. We suggest using the **Weapons Upgrade Pack** for the debris that surrounds the crash site.



NOT TO SCALE


SCENARIO EPILOGUE

The last of the fuel in the Vertibird's tanks detonates, sending metal plates and burning debris in all directions, and scattering the forces. While regrouping, discussion turns to the damage and how the ship was brought down; most agree that something blasted a huge hole in the airship's side. Despite the Vertibird being in a hundred different pieces, a crude icon of a face with an "X" on its forehead can be seen through the flames. From the direction the Vertibird was struck, it's possible to work out a rough idea from where the shot came. The race to the Vertibird is over, but the real journey has only just begun...


BURNOUT OUTCOMES

VICTORY

There's a load of swag we can take back to base, but this might be just the start. There's something powerful out there that can blow enemies right out of the sky. We've got a fix on where it came from, so let's track it down and take it for ourselves.


Scenario 2.1: Assign up to **3 acquired item cards** to separate units in addition to their bought items then discard remaining. **Assign 1x**  to any model with these items.

OR

For each clue gained **assign 1x**  to a model after deployment.

DEFEAT

All that hard work and little to show for it. We missed out this time, but tomorrow's a whole new day. With that weapon we could rule the entire wasteland, so let's go get it!

Scenario 2.1: Assign up to **3 acquired item cards** to separate units in addition to their bought items then discard remaining. **Assign 1x**  to any model with these items.

THEN

For each clue gained, **Draw 2 Boost cards, Keep 1.**

CIRCUIT BREAKERS

If being played in the 'Caught in the Crossfire' Campaign, this is Scenario 2.1

STORY

The only way to the mystery weapon system is through the ruins of a bombed-out city. The roads are covered with rubble and debris, unfriendly forces stalk the streets, and radioactive spills leak from craters and pipes. Crossing it (if that's even possible) would take far too long, but luckily there's a shortcut. An old Metro station sits on the outskirts of the city, and with luck the old tunnels beneath might still be intact.

SCENARIO AIM

Open the way to get your force into the tunnels, continuing your journey towards the weapon system.

SCENARIO RULES


In this scenario, both forces have determined that the most direct route to their destination would be through a pre-war Metro system. Unluckily for them, the interchange has been in lockdown since the bombs fell and the way forward is closed.

Fuse Boxes

Each Fuse Box is comprised of two tokens; a **lettered Searchable** face down with a **Computer Marker** placed on top of it.

Markers needed:



The first time any model  with a Fuse Box during the game, reveal the Searchable. Keep this face up and close to the Computer Marker during the game as a reference. If a player wishes to move a model into the space that the Searchable occupies, move the marker out of the way.

Fuse Boxes begin the game deactivated. To activate or deactivate a Fuse Box, a model must spend an action whilst a model is in contact with the Computer Marker and perform an **INT Test**. On a success, place a **Critical Point Marker** on top of the Computer Marker to indicate it is currently activated. Dogs and Creatures cannot perform this task.













Shuttered Tunnels

The 6 Shuttered Tunnels represent the exits of the interchange. These begin the game closed and will require powering up before they will open.

Markers needed:



Shuttered Tunnels will open if the correct pair of fuses are activated. If any more Fuses are activated or the needed Fuses are deactivated, the Shuttered Tunnels will close again.

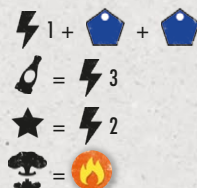
SHUTTERED TUNNEL	FUSES NEEDED
1	 + 
2	 + 
3	 + 
4	 + 
5	 + 
6	 + 

Once a Shuttered Tunnel has been opened, do one of two things:

1. If the Shuttered Tunnel is a player Exit Tunnel, it jams open and cannot be shut by activating and deactivating fuses.
2. The first time a Shuttered Tunnel is opened and is not a player Exit Tunnel, resolve a Creature card with the closest model to the Tunnel as the subject.

Live Rail

At the start of each round before the Event Card is drawn, check the amount of active Fuse Boxes. If three or more Fuse Boxes are active, the railway tracks on the battlefield briefly surge with a dangerous amount of electricity. Any model in contact with any part of the area designated as railway track when it becomes live resolves the following damage;



Game Duration: 6 rounds

VICTORY CONDITIONS

PLAYER	DESCRIPTION
Both	Escape the battlefield with more caps worth of models than the enemy player, using the Shuttered Tunnel allocated.

BATTLEFIELD SET-UP

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

1. Place the **6 Investigation Markers** (representing Shuttered Tunnels) face down on the board. Each player then secretly chooses one and notes down which number they drew; this number becomes that player's Exit Tunnel. Put the drawn markers back, face down, and shuffle them.
2. Randomly place a Shuttered Tunnel marker face up at both ends of each Railway Track
3. Randomly place **4 Fuse Box token stacks** (see previous page) as shown on the deployment map.
4. In addition to the objects shown on the map, add **additional terrain** that breaks LoS and adds cover. Do not place any terrain on the Railway Tracks. Refer to the F:WW Terrain Guide (p.33) if needed.
5. Starting with the player with Advantage, alternate placing **8 non-lettered Searchables** on the Railway Tracks, Yellow distance away from each other and Red distance away from the Shuttered Tunnels and Fuse Boxes.



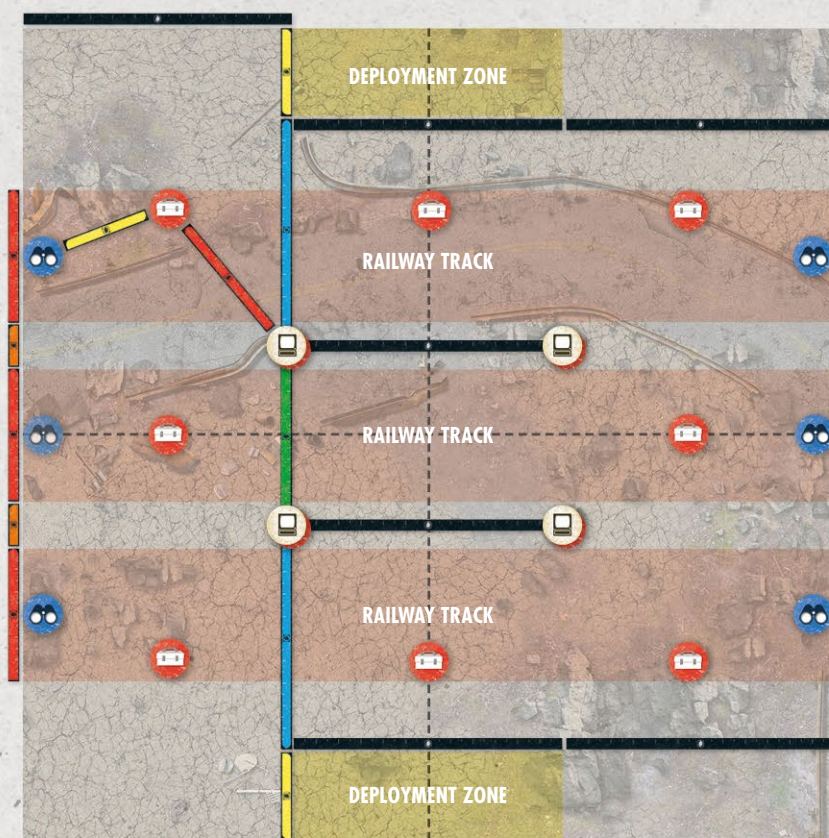
6. The Player without Advantage chooses a Deployment Zone and places **all their models**.
7. The opposing player then places **all of their models** in the other Deployment Zone.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Military Barricades**, **Boston Scatter** and **Boston Searchables** for the terrain scattered around the Railway Tracks.

SCENARIO EPILOGUE

With a high-pitched squeal the rusted shutters slowly open, revealing the dark tunnels beyond. As the firefight intensifies, each side makes a mad dash for the openings, charging headlong into the dark and relative safety beyond. Scouts race off ahead while the rest of the group reload and keep an eye out for anyone trying to follow.



NOT TO SCALE

CURATED WASTELAND

The Curated Wasteland reflects an underground metro interchange.

ITEMS
Clothing: Battered Fedora
Clothing: Road Goggles
Food & Drink: Nuka Cherry
Food & Drink: Cave Fungus
Gear: Flashlight
Gear: Stethoscope
Gear: Stuffed Monkey
Junk: Camera
Weapon: Baton
Weapon: Laser Pistol

EVENTS
Damp Air
Recent Prints
Boom!
Rugged Rubble
Mole Rat Tunnel
Lost Supplies

DANGER
Unstable Ground
Snagged
Under Pressure

STRANGER
—

CREATURE
Rad Rabbit
Radroach Nest
Disturbed Nest
Withered Mirelurk



AI SETTINGS

During Battlefield Set-up, determine which Shuttered Tunnel will become the AI's Exit Tunnel before you determine your own. When placing the face up Shuttered Tunnels, place a Counting Token on top of the AI's exit tunnel as a reminder.

In this scenario, the AI settings can change between three phases. All AI models start the scenario at Phase 1. All AI models change to Phase 2 once they know the location of the switches they need active, changing into Phase 3 whilst their Shuttered Tunnel is open.

Phase 1

Objective: **Use [Fuse Box]**

Prioritize Fuse Boxes without a Ready/Unready unengaged friendly model within Yellow (excluding self).

Phase 2

IF A Fuse Box not required by the AI to activate their Exit Tunnel is active. Attempt to turn it off.

Objective: **Use [Fuse Box]**

ELSE Objective: **Use [Fuse Box]**

Prioritize Fuse Boxes needed to activate their Exit Tunnel without a Ready/Unready unengaged friendly model within Yellow (excluding self).

Phase 3

IF Required Fuse Box has enemy model within Red within own Awareness, Objective: **Protect [Fuse Box]**

Prioritize Fuse Boxes without a Ready/Unready unengaged friendly model within Yellow (excluding self).

ELSE Objective: **Go To [Exit Tunnel]**

CIRCUIT BREAKERS OUTCOMES

VICTORY

Now that we've opened the shutters the way is clear. We're ready for anything that tries to get in our way – let's just hope the others can't say the same thing.

Scenario 2.2: Keep 3 Items collected for the next scenario.

OR

Scenario 2.2: Keep 1 Item and trade all remaining collected items to draw 3 boosts and keep 2.

DEFEAT

They might have slowed us down, but we're right behind them. They're not out of this yet, and we're hot on their heels.

Scenario 2.2: Keep 1 Item collected for the next scenario.

THEN

Trade all remaining collected items to draw 3 Boosts and keep 1.



POWER ARMORED WARRIORS EMERGE FROM THE TRAIN TUNNEL

ACROSS THE TRACKS

If being played in the 'Caught in the Crossfire' Campaign, this is Scenario 2.2

STORY

Scouts have reported that the tunnel leads into a much larger chamber up ahead, where the track joins up with one from another direction. Small skylights break the gloom, casting weak light over the area. There's only one way forward, but it's not an easy path. The track ahead is blocked by an old subway train, abandoned since the war. In order to continue, that train is going to have to be moved.

SCENARIO AIM

Move the train to clear a path to the weapons system.

SCENARIO RULES

In this scenario the players will need to power up the dormant train and move it so that it's no longer blocking their way.


Railway Tracks

The railway tracks are lower to the ground than the platforms on either side. A model whose base is entirely within an area designated as Railway Tracks counts as being in cover for any attacks from a model not within the same area.

Cold Fusion

There are 5 Fusion Cores littered around the area, represented by **5 Investigation Markers**. Of those, only 3 contain the power needed to reactivate the generator.



Powered Cores are represented by the Toolbox. A model may  with a Powered Core to put it in their inventory.

Models must be within Yellow to look at these Investigation Markers (NOT their Awareness).

Models can share the Fusion Core using the Sharing rules. If a model carrying a Powered Core is removed from play, the player controlling the model must place the Powered Core marker in contact with the models base before removing the model from the board.

Generators

Blocking the exit tunnel, a Metro Train sits idle just beyond the board's edge at a Y-Junction. The forces must find a Fusion Core with sufficient energy and deposit it into the nearby Generators to power the Train.

Markers needed:



Once a model interacts with a Generator whilst holding a Powered Core, found via the 'Cold Fusion' rule, discard the Powered Core and consider that Generator activated. This can be shown by placing a **Critical Token** on the Generator.

Levers

When a Generator is activated, the controls for the opposite track represented by a **Lock Marker** are active. A model may test Strength when in base contact with the active track controls to send the Metro Train down the route it is adjacent to.

Markers needed:



As soon as a train is successfully directed down a track, the scenario ends.

Game Duration: 6 rounds

VICTORY CONDITIONS

PLAYER	DESCRIPTION
Both	The winner is the first player to pull the level that sends the train into the enemy deployment zone. If neither player does so by the end of round 6, the first player to have activated a generator is the winner.

CURATED WASTELAND

The Curated Wasteland reflects an underground metro interchange.

ITEMS
Armor: Damaged Hazmat Suit
Clothing: Assault Gas Mask
Food & Drink: Cave Fungus
Food & Drink: Sugar Bombs
Junk: Economy Wonder Glue
Mod: Headlamp
Weapon: Railway Rifle
Weapon: Board
Weapon: Fragmentation Mine

EVENTS
Dust Cloud
A Hidden Observer
Diamond City Radio
Rugged Rubble
Mole Rat Tunnel

ANGER
Loose Rubble
Doubts
Creature
Hidden Fragmentation Mine
Rigged Stash

STRANGER
—

CREATURE
Scratching Sounds

BATTLEFIELD SET-UP

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

1. Mark out 2 areas of Red width as shown on the deployment map. These are designated Track A and Track B.
2. Place **2 Computer Markers** (representing Generators) as shown on the deployment map.
3. Place **2 Lock Markers** (representing Switch Track Controls) as shown on the deployment map.
4. Place a **Counting Token** next to two of the Computer Markers and the Lock Marker it controls. Repeat this step with the other two Computer markers using **Double Counting Tokens**.
5. Place **5 Investigation Markers** (representing Fusion Cores, see p.14) randomly in the locations shown on the deployment map.
6. Randomly place **9 Searchables** on the battlefield, Green distance from any board edge and Red distance from each other.



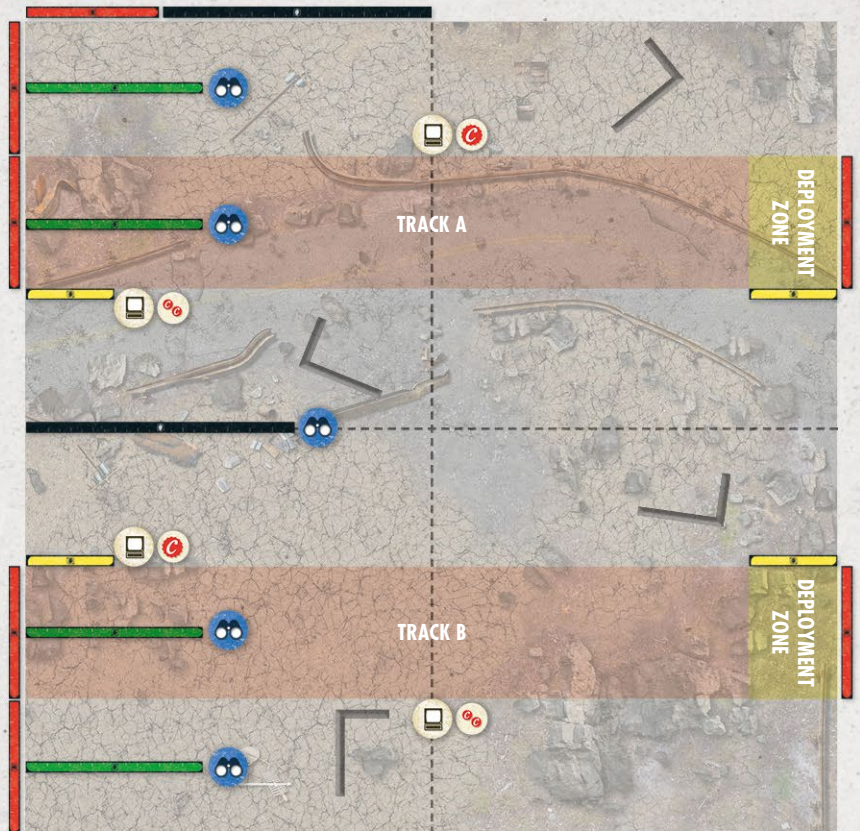
7. In addition to the objects shown on the map, add **additional terrain** that breaks LoS and adds cover. Do not place any terrain on the Railway Tracks. Refer to the F:WW Terrain Guide (p.33) if needed.
8. The player who won Scenario 2.1 chooses a deployment zone.
9. Beginning with the player who won Scenario 2.1, **alternate placing models** in your deployment zone until all models in a force have been placed.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Cases and Crates**, **Irradiated Barrels** and **Vault-Tec Lockers** for the debris that litters the switch track.

SCENARIO EPILOGUE

With the screeching of metal on metal, the train lurches into motion. It seems to be working, until the degraded tracks buckle and give out. With a sudden lurch the train derails and slams into one of the columns supporting the chamber's roof. The pillars and struts start to give way as concrete chunks fall from the ceiling. Both parties are caught in the landslide and are blocked in, with little light and less air by the minute...



NOT TO SCALE



AI SETTINGS

Phase 1: Before the correct generator is activated.

1. If carrying a Powered Core: **Use [Correct Generator]**
2. If a friendly model is carrying a Powered Core within Red, **Objective [Protect Friendly Model Carrying Powered Core]**
3. If an enemy model is carrying a Powered Core within Green, **Objective [Defeat Enemy Model Carrying Powered Core]**
4. Otherwise, **Objective [Use Powered Core]**

Phase 2: After the correct generator is activated.

5. If enemy model within Green of activating Friendly Lever, **Objective [Defend Friendly Lever]**
6. Otherwise, **Use [Correct Lever]**

ACROSS THE TRACKS OUTCOMES

VICTORY

Well, that didn't go as planned. At least we're alive. We should get going quickly. It's getting crowded down here and we need some room to breathe...

Scenario 2.3: Keep 3 Items collected for the next scenario.

OR

Scenario 2.3: Keep 1 Item and trade all remaining collected items to draw 3 Boosts and keep 2.

DEFEAT

We're losing ground with every minute. We need to dig out of this rubble and get out of here! No mistakes this time or we may not get out of here alive...

Scenario 2.3: Keep 1 Item collected for the next scenario.

THEN

Trade all remaining collected items to draw 3 Boosts and keep 1.

DEEP TROUBLE

If being played in the 'Caught in the Crossfire' Campaign, this is Scenario 2.3

STORY

As the dust settles, those that survived the cave-in feel a change in the air. Before the cave-in, there were small skylights in the roof; now there's only darkness. There's no longer the slight breeze from the open tunnel entrances, and both sides realize that the air is growing thin. Time is running out. Every breath they take could be their last; getting out of here is all that matters, or they may never see sunlight again.

SCENARIO AIM

Escape the airless cavern with more of your forces than the enemy.

SCENARIO RULES

In this scenario, the forces have been buried within the old Metro. Fighting the enemy becomes secondary to survival. You'll have to blast your way out if you've got any chance of staying alive and fighting on.

Demolition Charges

Scattered throughout the battlefield are a number of Demolition Charges. These are represented by 8 lettered Searchables.



Once acquired, a model carrying a Demolition charge may interact with a Loose Rubble location to place a Demolition Charge. Once placed, put the lettered Searchable on top of the Loose Rubble Investigation Marker. The Model that placed the Demolition Charge may detonate the charge as a free action at the end of their activation so long as the model is within Blue distance of the Demolition Charge.

Any model may target a Demolition Charge that has been placed to detonate it prematurely. Any damage detonates a Demolition Charge. All Shooting Actions targeting a Demolition Charge are at -6 skill penalty.

If a model carrying a Demolition Charge is removed from play, place the Demolition Charge Marker facedown in contact with the model's base before removing the model. If a model is carrying multiple Demolition Charges, place all of them in a stack.

Once detonated, a Demolition Charge resolves the following damage:



Loose Rubble

There are 4 Loose Rubble locations located on the battlefield, represented by 4 Investigation Markers placed face down. These Investigation Markers do not function as described in the core rules, as models must be within Yellow to look at them (NOT their Awareness).

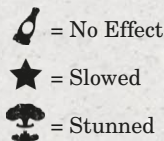


Each Loose Rubble location may only be damaged by a Demolition Charge and have 5 and 2. When a Loose Rubble marker is revealed, add that many Armor Boost Tokens to it before resolving any damage.

Once a Loose Rubble location has been reduced to 0 Health, the Investigation Marker becomes an exit. Model's may with this marker to leave the battlefield.

Short of Breath

As the battle goes on, the oxygen trapped underground begins to run low. At the start of each unit's activation from the beginning of round 3, roll and apply the results as follows:



Robots, Synths and models equipped in Power Armor are not required to perform these checks.

Activating demolition charges does not affect this rule, as they throw up so much dust, rubble and toxic fumes that the 'Short of Breath' rules still apply.

CURATED WASTELAND

The Curated Wasteland reflects a dangerous collapsed underground cavern.

ITEMS	ANGER
Armor: Red Flight Helmet	Under Pressure
Chem: Radaway	Abhorrent Smell
Clothing: Assault Gas Mask	Loose Rubble
Food & Drink: Sugar Bombs	Creature
Weapon: Bottlecap Mine	Disturbed Wildlife
Weapon: Sledgehammer	
EVENTS	STRANGER
Boom	—
Dust Cloud	
Heat Haze	
Rugged Rubble	
Unbearable Heat	
	CREATURE
	Mole Rat Tunnel
	Protective Mole Rat

Game Duration: 6 rounds or until victory is claimed sooner.

VICTORY CONDITIONS	
PLAYER	DESCRIPTION
Both	Escape the battlefield with more caps' worth of models than the enemy player

BATTLEFIELD SET-UP

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

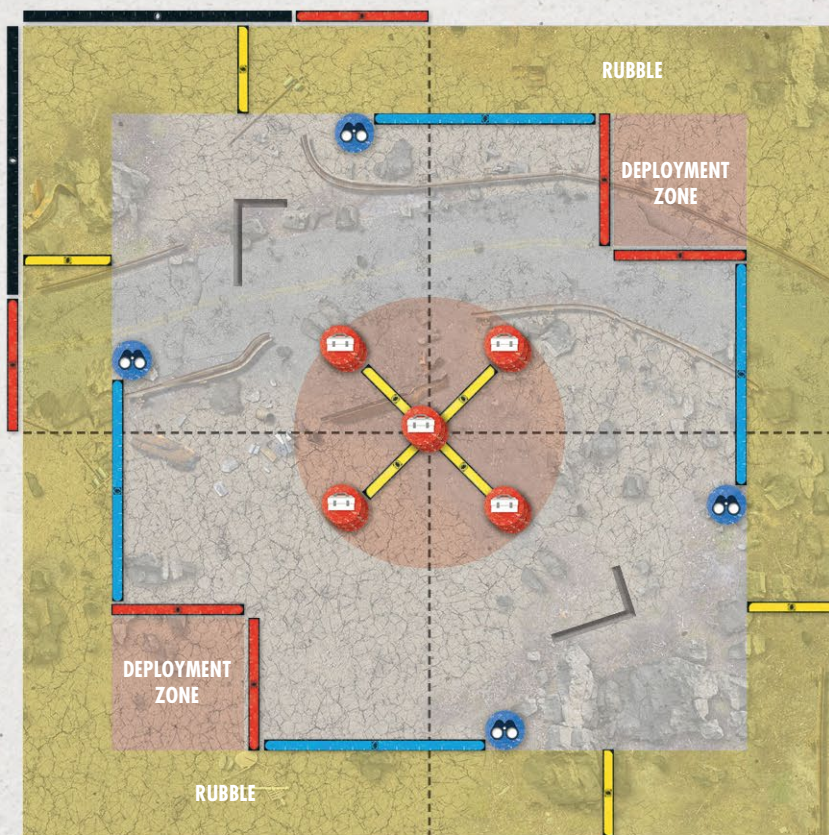
1. A border of Yellow width surrounds the battlefield measured from all points of the board edge. This is designated Rubble and is Impassable Terrain.
2. Designate two opposite corners as deployment zones. Then from each of those corners place an **Investigation Marker** representing a Loose Rubble location Red + Blue distance as shown on the battlefield map.
3. In addition to the required scenery, add **additional terrain** that breaks LoS and adds cover. Refer to the F:WW Terrain Guide (p.33) if needed.
4. Place **5 stacks of 3 Searchables** in the center of the battlefield as shown on the battlefield map.



5. The player with Advantage chooses a deployment zone and the opposing player is designated the opposite deployment zone.
6. Beginning with the player without Advantage, alternate placing a model in your deployment zones until all models have been placed onto the battlefield.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Workbenches**, **Vault-Tec Supplies** and **Radioactive Containers** for the terrain scattered around the construction site.



NOT TO SCALE



AI SETTINGS

In this scenario, the AI settings can change between three phases. All AI models start the scenario at Phase 1. A model changes to Phase 2 while it is carrying a Demolition Charge. A model changes to Phase 3 when within Awareness of an exit.

Phase 1

IF A Demolition Charge is on the ground within Awareness,
Objective: **Use [Demolition Charge]**

ELSE IF An enemy model is carrying a Demolition Charge within Awareness, Objective: **Defeat [Target Enemy Model]**

ELSE Objective: **Use [Closest Searchable]**

Ignore Searchables with a Ready/Unready unengaged friendly model within Orange (excluding self).

Phase 2

Objective: **Use [Closest Investigation Marker]**

Prioritize Investigation Markers with the least amount of enemy models within Yellow.

Phase 3

Objective: **Use [Exit]**

SCENARIO EPILOGUE

The Wasteland air has never tasted so good. Filthy and injured, the parties scabble up the sides of the breach and into the dazzling sunlight. There are no clear signs as to where exactly they are, but a radio tower catches their attention in the distance. Maybe this will be the final piece of the puzzle, and the weapon can finally be claimed.

DEEP TROUBLE OUTCOMES

VICTORY

Even a rockslide can't stop us getting to this weapon first! We're back in the open air, and have a head start too. One last push and the day will be ours!

Scenario 2.4: Keep 3 Items collected for the next scenario.

OR


Scenario 2.4: Keep 1 Item and trade all remaining collected items to draw 3 boosts and keep 2.

DEFEAT

We're never going underground again. It's too dark and too dangerous. We haven't come out on top this time, but at least we're not dead. That weapon is still out there – let's go and get it.

Scenario 2.4: Keep 1 Item found for next game.

THEN

All models start with a  token.



GRIPPLE THE SUPER MUTANT HAMMERS ON THE PIPES AS THE AIR GETS THIN...

THE END OF THE LINE

If being played in the 'Caught in the Crossfire' Campaign, this is Scenario 2.4

STORY

The radio tower is giving off nothing but static, but could still be functional if tuned to the right frequency. It stands in the middle of a small village, seemingly abandoned. It's a long shot, but the radio tower is the only lead that can be seen for miles around.

SCENARIO AIM

Grab more information packets from the radio tower than your enemies to locate the weapon.

SCENARIO RULES

In this scenario, players are fighting to gain as much information as they can from the Radio Tower to give them the best chance of finding the mysterious weapon.

Radio Tower

Situated in the center of the battlefield stands a Radio Tower, represented by a **blank Investigation Marker**, face up. The Radio Tower is a central objective. At the end of each round, count the number of models on each side that are within Yellow of the Radio Tower. Each Leader counts as two models, and Creatures or Dogs are not counted. The side with the most models gains 1 Counting Token, representing clues that will help gain entry to the missile base.

Markers needed:



Game Duration: 6 rounds

VICTORY CONDITIONS	
PLAYER	DESCRIPTION
Both	The player with more Counting Tokens at the end of round 6 is awarded victory.

If a Limited Use Item acquired via the Red Rocket or Galleria Store is used during the game, discard any Counting Tokens awarded for acquiring that item.

The player with more Counting Tokens at the end of round 6 is awarded victory.



AI SETTINGS

In this scenario, the AI settings can change between two phases. All AI models start the scenario at Phase 1. The AI changes to Phase 2 while it is controlling the Radio Tower as described in the Scenario Rules.

Phase 1

IF Enemy force is controlling the Radio Tower,

Objective: **Defeat [Enemy Model within Yellow of Radio Tower]**

Prioritize Ready/Unready unengaged enemy models.

ELSE Objective: **Go To [Radio Tower]**

Phase 2

Objective: **Protect [Radio Tower]**

CURATED WASTELAND

The Curated Wasteland reflects a shelled urban area.

ITEMS
Clothing: Baseball Cap
Clothing: Eyeglasses
Gear: Flashlight
Junk: Gold Plated Flip Lighter
Junk: Telephone
Weapon: Baseball Grenade
Weapon: Baton
Weapon: .44 Revolver

EVENTS
A Neutral Party
Super Mutant Radio
A New Presence
Eerie Mist
Lightning Storm

DANGER
Disturbed Wildlife
Serrated Edge
Doubts

STRANGER
Pensioner
Chem Dealer

CREATURE
Alpha Wild Mongrel
Scratching Sounds

BATTLEFIELD SET-UP

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

1. Place or mark out 6 buildings on the table in two rows of three as shown on the deployment map.
2. In the center of the battlefield, place a **blank Investigation Marker** representing the Radio Tower Marker, as shown on the deployment map.
3. In addition to the required scenery, add **additional terrain** that breaks LoS and adds cover. Refer to the F:WW Terrain Guide (p.33) if needed.
4. Starting with the player with the fewest models, alternate placing **8 non-lettered Searchables** Black + Yellow distance from the Radio Tower and Yellow distance away from each other.



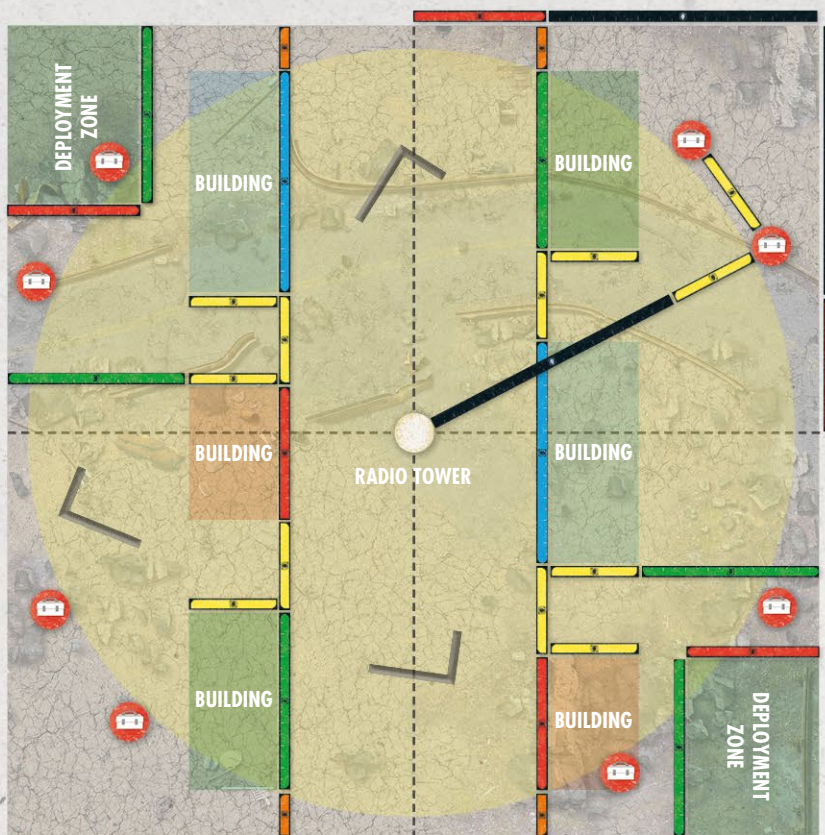
5. The player who won Scenario 2.3 chooses a deployment zone and places their **entire force**. If you are not playing this scenario as part of the 'Caught in the Crossfire' campaign, the player with the fewest models completes this step.
6. The opposing player then places their **entire force** within the opposite deployment zone.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Vault-Tec Cases**, **Military Barricades**, **Boston Searchables**, and **Sedans** to add some interesting cover to use while engaging with the enemy.

SCENARIO EPILOGUE

The tower appears to be military, and transmitting some kind of evacuation alert. Chances are that the weapon could be military tech! The directions for the evacuation state there's an army base nearby. This must be it, the resting place of the weapon. Finally, the end of the road is in sight.



THE END OF THE LINE OUTCOMES

VICTORY

We got enough info from the radio signal. This could be the last leg. We've got to be close.

Scenario 3.1: Keep 3 Items collected for the next scenario.

OR

Scenario 3.1: Keep 1 Item and trade all remaining collected items to **draw 3 Boosts** and **keep 2**.

DEFEAT

Time to regroup, perhaps if we hang back and follow them we might still have a shot at claiming this weapon for ourselves. It's a long shot but there's still a chance that we can come out on top.

Scenario 3.1: Keep 1 Item collected for the next scenario.

THEN

Trade all remaining collected items to **draw 3 Boosts** and **keep 1**.

THE LAST WATCH

If being played in the 'Caught in the Crossfire' Campaign, this is Scenario 3.1

STORY

After travelling for so long, the sight of the finishing line is almost too good to be true. Especially considering the finish line in this case is one of the largest, meanest looking guns in the wasteland. It looms over everything in its vicinity, towering over the military base that surrounds it. Best to be cautious; since it hasn't been scrapped and still works, it's probably heavily defended. The only way to find out is to pass through the security checkpoint leading towards the base...


SCENARIO AIM

Deactivate the defenses to make your way through the base.


SCENARIO RULES

The Watchtower

The Automated Defense Watchtower is represented by a faceup blank Investigation Marker. The location of this tower is randomized during setup. Once all models on the battlefield have activated, before the round ends the Watchtower will perform an attack.

To determine the Watchtowers target, roll  and consult the table below.

RESULT	TARGET
1	Closest Model with no line of cover.
2	Closest Model in LoS.
3	Second Closest Model in LoS.
4	Furthest Model in range and LoS.

Once a target has been determined, resolve an attack as if using the Missile Launcher card (shown below) using a skill of  4.



Models can attempt to destroy the Watchtower by targeting it with Heavy Weapon, Rifle, Pistol, and Grenade attacks. Additionally, it gives a -2 penalty to tests targeting it from Pistol or Rifle attacks and is immune to Area of Effect damage. When destroyed, remove the Marker from the board and continue the scenario without The Tower Special Rule. The Watchtower has the profile shown right:

 10
 4
 4
 X



AI SETTINGS

IF the Watchtower has any Remaining Health and is within its Awareness,
Objective: **Defeat [The Watchtower]**

ELSE Objective: **Defeat [Closest Enemy Model]**

Game Duration: 6 rounds

VICTORY CONDITIONS

PLAYER	DESCRIPTION
Both	Gain 1 Counting Token for each enemy model removed from play.
	Gain 2 Counting Tokens for each of your models alive at the end of Round 6.
	Gain 3 Counting Tokens for destroying the Automated Defense Watchtower.

The player with more Counting Tokens at the end of turn 6 is awarded victory.

CURATED WASTELAND

The Curated Wasteland reflects a pre-war military outpost.

ITEMS	DANGER
Armor: Army Helmet	Suspicious Slime
Chems: Fury	Unlucky stray shot
Chems: Mentats	
Weapon: Baseball Grenade	
Weapon: Laser Rifle	
Weapon: Missile Launcher	
EVENTS	STRANGER
Low Sun	Gunners Deserter
Distant Gunfire	
Blustery Wind	
Clear	
A Neutral Party	

BATTLEFIELD SET-UP

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

1. Alternate placing or marking out **6 Impassible Terrain** Obstacles (Yellow x Red) no closer than Red to a battlefield edge, Yellow to each other, or Orange to the center of the battlefield.
2. In addition to the Impassible Obstacles, add **additional terrain** that breaks LoS and adds cover. Refer to the F:WW Terrain Guide (p.33) if needed. Do not place this within Red of the center of the battlefield.

3. Randomly place **8 Searchables** on the battlefield, within Yellow distance of the Impassible Objects and Red distance from each other.



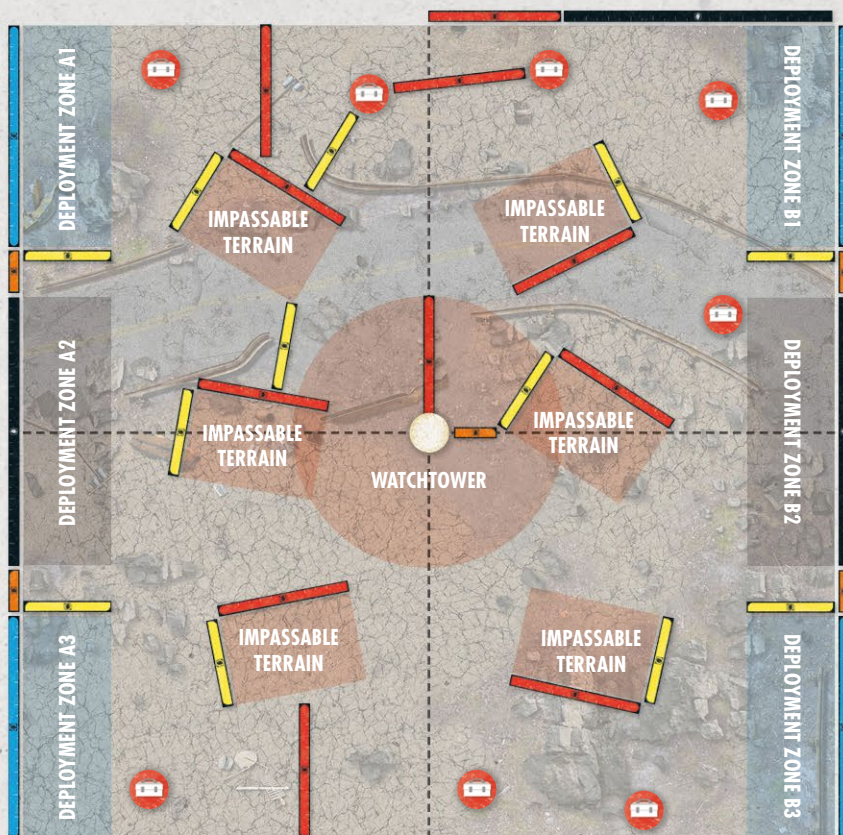
4. The player who won Scenario 2.4 chooses a deployment zone (A1, A2 or A3) and places their **entire force**. If you are not playing this scenario as part of the 'Caught in the Crossfire' campaign, the player with Advantage completes this step.
5. The opposing player then places their **entire force** within a chosen deployment zone (B1, B2 or B3).
6. Flip the Advantage Token and scatter the location of the Watchtower Red from the center of the battlefield. Place a **blank Investigation Token** face up in this location, representing the Watchtower. If the Token scatters into an Impassable Obstacle, the token immediately stops and that becomes the Watchtower's location.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Military Barricades**, **Junk Barricades**, **Boston Searchables**, **Boston Scatter** and **Radioactive Barrels** to create the feel of an abandoned military compound.

SCENARIO EPILOGUE

The battlefield is filled with the burning wreckage of the defense weapon and the air is thick with black smoke. With the last line of defense seemingly removed, the forces prepare for their final assault...



THE LAST WATCH OUTCOMES

VICTORY

We've been through a lot but it's made us into a veteran fighting force to be reckoned with. Total domination of the wasteland is almost in our grasp...

Scenario 3.3: Keep 3 Items collected for the next scenario.

OR

Scenario 3.3: Keep 1 Item and trade all remaining collected items to **draw 3 Boosts** and **keep 2**.

DEFEAT

That was unexpected. We've seen a lot these past few days but nothing as crazy as that defense system. It may have caught us off guard but there's still a chance we can pull the rug out from under them...

Scenario 3.3: Keep 1 Item collected for the next scenario.

THEN

Trade all remaining collected items to **draw 3 Boosts** and **keep 1**.

TREAD CAREFULLY

If being played in the 'Caught in the Crossfire' Campaign, this is Scenario 3.2

STORY

Fighting through the outpost wasn't easy, and the base looks to have more defenses in place. Worryingly, signs showing the symbol for a minefield surround the outer walls of the base. A road provides a safe haven from the explosive threat, but leads straight into the others trying to break through the walls. Traversing the minefield might be worth the risk.

SCENARIO AIM

Get to the perimeter wall and scope it out before the enemy does.

SCENARIO RULES

Minefield

A Minefield is an open area of Difficult Terrain on the battlefield. A Minefield may contain other pieces of scenery, which are not part of the Minefield and follow the standard terrain rules.

If a model performs more than one Move Action within the Minefield, they must make a **LUC TEST** at the start of the subsequent action. In addition, make a **LUC TEST** every time a model enters or leaves the Minefield. If this test is failed, resolve the following damage:



Perimeter Turret

The Perimeter Turret may be represented using any of the available turret cards following the standard turret rules. If multiple are available, randomly draw one turret card during setup.

If you have no turret cards use the following profile for the perimeter turret.



The Perimeter Wall

Across the battlefield, an aged perimeter wall blocks the route into the compound. Models may leave the battlefield through one of four vulnerabilities represented by face down **Investigation Markers**.

Markers needed:



These Investigation Markers each represent a different vulnerability in the wall. A Model must move into base contact with the Investigation Marker and successfully perform the relevant action in order to open the way ahead.

INVESTIGATION MARKER	VULNERABILITY
1	A rusty padlock, opened with a successful Shoot Action.
2	A boarded up window, opened with a successful Melee Action.
3	A gate with a terminal, opened with a successful Use Computer Expertise Action.
4	A well maintained door, opened with a successful Use Lockpick Expertise Action.

Once an Investigation Marker has been resolved, place a **Critical Marker** on top of it to show that the way is clear. Any model wishing to exit the battlefield via this exit may with the Marker. A model cannot use an exit marker whilst there is an enemy model in base contact with it.

Game Duration: 6 rounds

CURATED WASTELAND

The Curated Wasteland card options are dedicated to the military goods and specific cards that can occur at the well-armed perimeter fence-wall of the military compound.

ITEMS
Armor: Army Helmet
Chem: Stimpak
Clothing: Military Fatigues
Gear: Military Grade Circuit Board
Weapon: 10mm Pistol
Weapon: Baseball Grenade
Weapon: Assault Rifle
Weapon: Minigun

EVENTS
Diamond City Radio
Boom!
Unbearable Heat
Lucky Find
Pre-War Minefield

DANGER
Hidden Fragmentation Mine
Trip Grenade
Clockwork Trap
Good Fortune
Electronic Trap
Serrated Edge

VICTORY CONDITIONS	
PLAYER	DESCRIPTION
Both	Gain 2 Counting Tokens for resolving an Investigation Marker via 'The Perimeter Wall'.
	Gain 1 Counting Token for each model exiting the table via 'The Perimeter Wall'.

The player with more Counting Tokens at the end of round 6 is awarded victory.

BATTLEFIELD SET-UP

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

1. Decide which battlefield edge will act as the **Perimeter Wall** and place the **4 Investigation Markers** face down as shown on the deployment map.
2. Place a **Perimeter Turret** as shown on the deployment map. If you don't have a turret model, use a blank Investigation Marker, face up.
3. Mark out the **2 Minefield Areas**.
4. Place **additional terrain** that breaks LoS and adds cover. Refer to the F:WW Terrain Guide (p.33) if needed.
5. Starting with the player with Advantage, alternate placing **8 Searchables** within the Minefields, at least Orange from the edge of the Minefield and Yellow distance from each other:



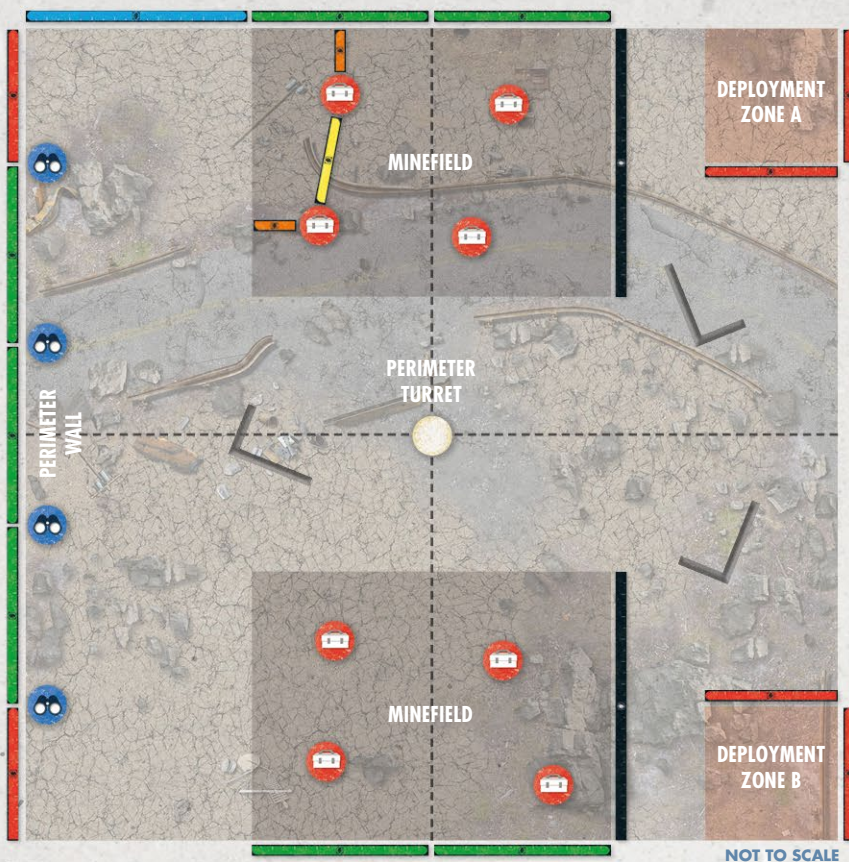
6. The player who won Scenario 3.1 chooses a deployment zone and places their **entire force**. If you are not playing this scenario as part of the 'Caught in the Crossfire' campaign, the player with Advantage completes this step.
7. The opposing player then places their **entire force** within the opposite deployment zone.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Boston Scatter**, **Junk Barricades**, **Military Barricades**, and **Corvega Sedan** terrain packs in the are in front of the perimeter fence-wall.

SCENARIO EPILOGUE

Through the noise, explosions, and flying dirt, one force seemed to be able to keep their cool finding a way past the perimeter wall. Just in time too; morale and ammo are in increasingly short supply. The forces are approaching the end as the final prize is just within sight...



AI SETTINGS

When moving an AI model, note that Careful actions will avoid the Minefield while Reckless actions will move through it. Additionally, AI models will target the Perimeter Turret with an Attack action if it is the closest enemy model.

A model will prioritize exits in the following order.

1. If an exit from the battlefield has been opened and could be used by the end of the game, Objective: **Go To [Closest Open Exit]**
2. If an exit has been revealed that could be unlocked with the required Skill Test, Objective: **Use [Nearest Usable Exit]**
3. Otherwise, Objective: **Go To [Nearest Unrevealed Exit]**

WALK SOFTLY OUTCOMES

VICTORY

We have secured the perimeter successfully. This should make it easier to get fresh troops and supplies in while we explore this base.

Scenario 3.2: Keep 3 Items collected for the next scenario.

OR

Scenario 3.2: Keep 1 Item and trade all remaining collected items to **draw 3 Boosts** and **keep 2**.

DEFEAT

We've lost a good position now that they've got control of the entrance gate. We are definitely going to need a better strategy if we want to get past them.

Scenario 3.2: Keep 1 Item collected for the next scenario.

THEN

Trade all remaining collected items to **draw 3 Boosts** and **keep 1**.

OUT WITH A BANG!

If being played in the 'Caught in the Crossfire' Campaign, this is Scenario 3.3

STORY

Every journey comes to an end. The road to the factions' destination has been littered with bodies, bullets, and chaos. Everything so far will be worth it once the power of this weapon is under the control of the victorious party. The long-term rivals who fought so hard to get here may be in for a nasty surprise. The fate of vast swathes of the Wasteland hangs in the balance.

SCENARIO AIM

Take control of the weapon and fight off all-comers to control the skies and the Wasteland itself!

SCENARIO RULES


The Control Platform

The Control Platform is a circular area centered around a face-up **blank Investigation Marker** with a radius of Red. Any model wholly within the Control Platform counts as having cover if the attacking model is outside of the Control Platform.

A force can control this area by having more friendly models wholly within it than enemy models.

Strafing Run

At the end of Round 2 and each subsequent round, a Gunner Vertibird will perform a strafing run on the battlefield, firing indiscriminately at the forces on the ground.

To determine the target of the strafing run, roll  and refer to the table below.

ARMOR DICE	TARGET
1	A model on The Control Platform
2	The closest model to the Control Platform not wholly within the Control Platform
3	The closest model to the center of the battlefield
4	The closest model to the edge of the battlefield

If the target could be multiple models, the player with Advantage determines which is targeted in the same way targets are determined when shooting into engaged models, nominating an equal amount of each players models where possible.

After determining a target, flip Luck and resolve the corresponding attack. This attack is always assumed to be within short range.



= Minigun



= Missile Launcher



10


(If the Minigun attack kills its target, any remaining shots should be resolved against the closest model within Yellow of the original target.)

The Weapon

At the end of the Event Phase during Round 3 and each subsequent round, the force that controls The Control Platform may perform an attack on the Gunner Vertibird.

The controlling player may choose one model wholly with the Control Platform to fire The Weapon. Make a **Heavy Weapon Skill Test** or **Computer Expertise Test**. The testing model is assigned a **Stunned Token**. If successful, resolve the following attack:



3 + 

The Gunner Vertibird has the following profile:



5



3+1

If the Gunner Vertibird reaches 0 Health, no longer resolve the Strafing Run special rule at the end of the Round.

Game Duration: 6 rounds

VICTORY CONDITIONS

PLAYER	DESCRIPTION
Both	Gain 5 Counting Tokens if you destroy the Vertibird via 'The Weapon' rule.
	Gain 3 Counting Tokens if you control the Control Platform at the end of a Round and no enemy models are contesting.
	Gain 1 Counting Tokens if you control the Control Platform at the end of a Round but enemy models are contesting.

The player with more Counting Tokens at the end of round 6 is awarded victory.



AI SETTINGS

In this scenario, the AI settings can change between two phases. All AI models start the scenario at Phase 1. The AI changes to Phase 2 while it is controlling the Control Platform as described in the Scenario Rules.

Phase 1

IF Enemy force is controlling the Control Platform, Objective:

Defeat [Enemy Model within RED of the Control Platform]

Prioritize Ready/Unready unengaged enemy models.

ELSE Objective: **Go To [Control Platform]**

Phase 2

Objective: **Protect [Control Platform]**

BATTLEFIELD SET-UP

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

1. Place the center of the Control Platform using a face-up **blank Investigation Marker** as shown on the deployment map.
2. Place an area of **Impassable Terrain** Green x Green as shown on the deployment map. This impassable terrain also blocks all LoS.
3. In addition to the required scenery, add **additional terrain** that breaks LoS and adds cover. Refer to the F:WW Terrain Guide (p.33) if needed.
4. Randomly place **8 Searchables** on the battlefield, Red distance from the battlefield edge and the Control Platform and Yellow distance from each other.



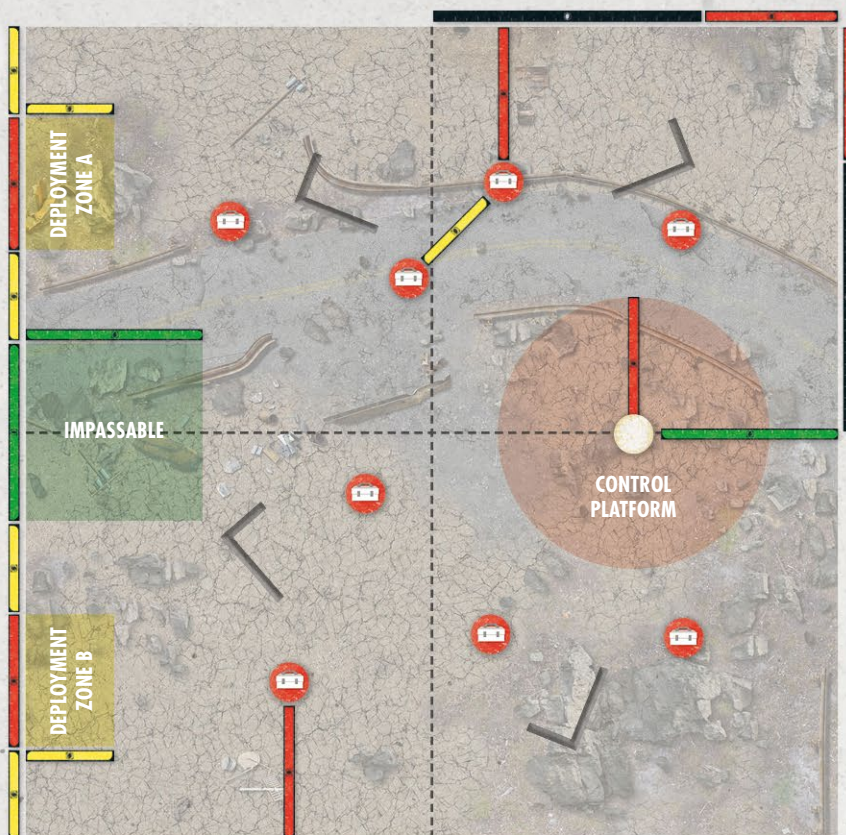
5. The player who won Scenario 3.2 chooses a deployment zone and places their **entire force**. If you are not playing this scenario as part of the 'Caught in the Crossfire' campaign, the player with Advantage completes this step.
6. The opposing player then places their **entire force** within the opposite deployment zone.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Cases and Crates, Desk and Computers, Heavy Consoles Settlement Workbenches, Vault-Tec Lockers, and Military Barricades**.

SCENARIO EPilogue

With the weapon finally secured, the balance of power has shifted. Whether this will be for the better, only time will tell. With a weapon this powerful, the temptation to level rival settlements may be too hard to pass up. The sudden arrival of The Gunners took everyone by surprise, especially with such a massive display of matériel. It's a good thing that someone has a weapon that can match that kind of artillery...



NOT TO SCALE

CURATED WASTELAND

The Curated Wasteland reflects a military facility. If the Event Deck is depleted, shuffle the drawn cards into a new deck, leaving out Uninvited Guest.

ITEMS
Armor: Sturdy Metal Armor
Chem: Orange Mentats
Chem: Overdrive
Gear: Stealth Boy
Power Armor: Power Armor Frame
Weapon: Assault Rifle
Weapon: Gauss Rifle
Weapon: Gatling Laser
Weapon: Baseball Bat
Weapon: Super Sledge

EVENTS
Lost Supplies
Dust Cloud
Uninvited Guest
Rugged Rubble
Unbearable Heat

STRANGER
Artillerist

OUT WITH A BANG! OUTCOMES

VICTORY
<i>The cost has been high and the journey has pushed us to our limits but now we are the ones who will be calling the shots for some time to come. Is the weapon ready? Good, time to take it for a test drive. Bring up the list of potential targets....</i>

DEFEAT
<i>Gather up the wounded and take whatever supplies you can get, we need to get back home and warn people about this. They cannot be trusted with this weapon (we would have used it only for the greater good of course). I just hope we are not too late to warn others about this development. The Wasteland may never be the same again...</i>

STREAM SCENARIOS

These 3 scenarios were previously released as streamed content as part of our 'Fallout Friday' series, and they have been included due to popular demand. The scenarios themselves are a little more unusual than normal, and were designed to be more fun than specifically balanced – they are best played with the standard game rather than using Battle Mode.

'Mechanic Panic' sees one player trying to repair an important machine under duress, desperately fending off the other player's forces raiding their settlement.

'The Crane Game' has players attempting to steal or defend their precious scrap by any means necessary.

The eponymous crane means victory or defeat, and the continuing flow of destruction forces make for a tense but fun experience.

In 'Cargo Ship Carnage', your forces will engage in a brutal dockside skirmish aboard towering and decayed pre-war tankers. Players can target each other's ship to sink the very ground they're walking on!

All these scenarios can be used as one-off pick-up games, or included as part of your ongoing campaign. They are the start of a series of scenarios designed for one-off play, with less balanced, more narrative outcomes.

MECHANIC PANIC

STORY

It's been a tough few months for the settlement – improvements have been falling apart, walls are little more than wind-traps, and shelters are leaking and rusted. Scrap and parts have been in short supply, but efforts to shore up the power generator are almost complete. That means running water, light and heat, and working gun turrets! All that's needed is a few more spare parts and it'll be up and running. The problem is, other locals don't like the idea of the settlement up and running on its own power...

SCENARIO AIM

Fix a broken-down piece of machinery for a settlement before the other player runs interference and wreaks havoc on your plans.

SCENARIO RULES

In this scenario, the defender must salvage enough spare parts to fully repair the damaged machinery. The attacker must sabotage this process, and stop the machine being repaired.

Piles of Spare Parts

These piles are represented by Blank Tokens, as shown on the Deployment Map. A model may spend a Use Expertise Action to make a **Search Test** when in contact with one of these tokens. On a success, the model gains a Spare Part, represented by assigning a Counting Token to the model. Only one Counting Token can be gained from each pile once per turn.

Broken Machinery

This is represented by a Blank Token, as shown on the Deployment Map. A model that is carrying a Spare Part may transfer the Counting Token from themselves onto the token representing the Broken Machinery, as long as they are within Orange of the token. When the Broken Machinery has 5 Counting Tokens assigned to it, it is considered to be fixed and activated.

Game Duration: 6 Rounds

VICTORY CONDITIONS

Defenders	Activate the Broken Machinery
Attackers	End the game with the Broken Machinery deactivated

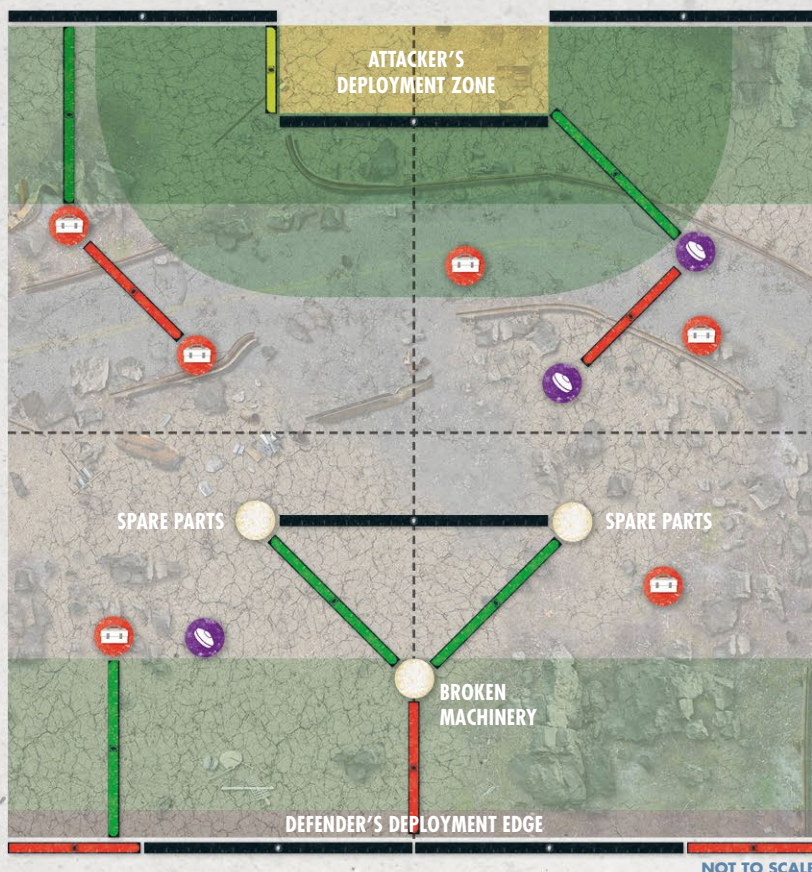
BATTLEFIELD SET-UP

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

1. Place **1 Blank Token** face up, Red from the center of a Defender's deployment edge. This token represents the Broken Machinery.
2. Place **2 Blank Tokens**, Green from the Broken Machinery, as shown on the Deployment Map. These represent the piles of Spare Parts.
3. The Defender may place **3 Mine Markers**. These markers represent Fragmentation Mines, and must be placed at least Green from deployment zones and each other.
4. Players alternate deploying models, starting with the player with Advantage, in their deployment zones.
5. Players alternate randomly placing **6 non-blank, non-letter Searchables** on the battlefield Green away from any deployment edge and Red away from each other.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Boston Street Scatter**, **Boston Searchables**, **Vault-Tec Lockers** and **Junk Barricades** to recreate the atmosphere of a settlement.



CURATED WASTELAND

The Curated Wasteland reflects a Wasteland junkyard near a settlement.

ITEMS	ANGER
Clothing: Eyeglasses	Unstable Fusion Core
Food & Drink: Nuka Cola Cherry	Gasoline Leak
Food & Drink: Radstag Meat	Unusual Noises
Junk: Caps Stash	Serrated Edge
Weapon: Sledgehammer	
Weapon: 10mm Pistol	
EVENTS	STRANGER
Recruitment Beacon	—
Unbearable Heat	
Lucky Find	
Boom!	
Dust Cloud	
	CREATURE
	Digging Dog

THE CRANE GAME

STORY

Whilst exploring an old robot factory, the reconnaissance party comes across a strange hole in the center of the facility. Scouts return having found a bounty of loot at the bottom, but it's a little hard to get to. Investigating the area reveals a rusty old crane system which could probably pick it out. It's so simple: just use the crane to pick loot out of the hole. How hard could it be?

SCENARIO AIM

The crane must be operated by the Extraction Force via the terminals to pick up the Loot from the hole and then export it to an extraction point as marked on the map. The Destruction Force need to destroy the crane terminals and prevent their loot from being seized.

SCENARIO RULES

Destruction Force





Destruction Force should be 100 caps less than the Extraction Force as they are able to respawn (see rule 'Where do they keep coming from?').

The Terminals

There are four Terminals which operate the crane; two which move it horizontally (represented by **2 Lock Markers**), two which move it vertically (represented by **2 Computer Markers**). An unengaged model in base contact with a terminal places the Scatter Token pointing in the direction they intend the crane to move, then spends an Action to move the crane Red in the direction the player specified.

Once a Terminal has been successfully activated, it cannot be used again for the remainder of the round. Place a Critical Token on top of a Terminal to show when it has been used.


The Terminals have the following statistics:

-  5
-  3
-  3
-  X

Once a terminal is destroyed it may not be activated.

The Crane


There are 4 large, crane-like grabbers linked to a series of interchanges running across the ceiling.

These remain face down until the first player has activated a Terminal, revealing which of the four cranes is the working one amongst them and moving it in the direction the player operating the crane stated. Once revealed, it is represented by a .

Once the crane is over the hole it will automatically reach down and extract the Loot at the end of the round. The crane cannot move through Impassable Terrain.

Where do they keep coming from?

A Destruction Force may include up to **2 Super Mutant Suiciders** and **2 Dog/Hound-type models** in their force list, even if they are not from that faction. These models will respawn at the beginning of a new round if they are removed as casualties following these special rules;

- Number the deployment zones 1–4
- Select a model to redeploy
- Roll 
- Place the model in contact with the numbered zones edge

We can be heroes

The first unit on the Extraction Force that takes a direct detonation from a mini nuke immediately becomes Heroic if they survive the blast.

VICTORY CONDITIONS

Extraction Force needs to retrieve the Loot from the hole and transport it outside.

Major Victory	Extract Loot from hole via any door on the boards edge
Minor Victory	Extract Loot from hole into outer facility
Minor Loss	Extract Loot from hole
Major Loss	Fail to Extract Loot from hole

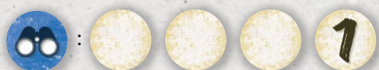
Destruction Force needs to destroy the terminal to prevent their object from leaving.

Major Victory	Destroy all terminals whilst Loot is inside the hole
Minor Victory	Destroy all terminals whilst Loot is inside inner facility
Minor Loss	Destroy 3 or fewer terminals whilst Loot is inside inner facility
Major Loss	Destroy 0 terminals

BATTLEFIELD SETUP

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

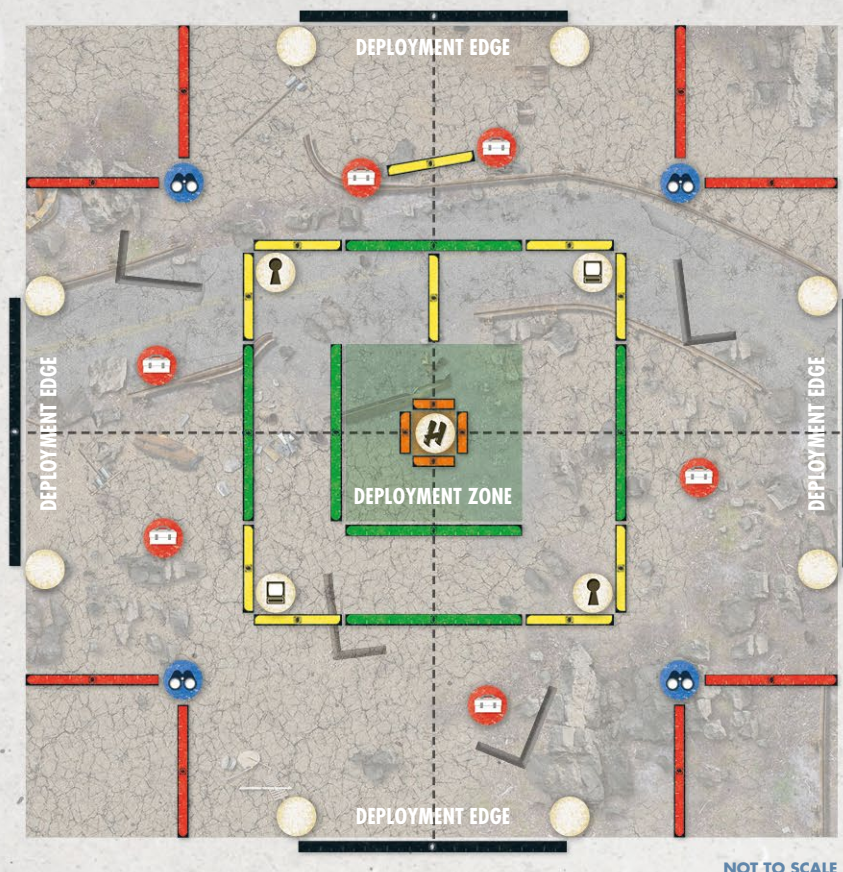
1. Randomly place **4 Investigation Markers** face down Red x Red away from each corner of the battlefield as the map suggests, to represent the cranes:



2. Place **8 blank Searchables** Black away from each corner along the edge of each side of the battlefield as the map suggests. These represent the doors the Extraction team need to get the Loot to.
3. Place **4 Orange-sized pieces of terrain** as the map suggests to form the inner facility walls. These are Impassable.
4. Place **6 random non-blank, non-letter Searchables** inside the inner facility walls at least Yellow away from each other and Orange away from any deployment zone.
5. On the inside edge of each of these inner facility walls, place **2 Computer Markers** and **2 Lock Markers**. These represent the terminals.
6. Place the **H Searchable** in the center of the battlefield to represent the hole.
7. Mark a **Green x Green deployment zone** for the Extraction Force in the center of the battlefield, around the hole. Deploy fully inside the zone.
8. Mark **4 Black deployment edges** for the Destruction Force to deploy on and then spread the models equally amongst all 4 edges.
9. In addition to the objects shown on the map, place **additional terrain** that breaks LoS and adds cover. Refer to the F:WW Terrain Guide (p.33) if needed.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Military Barricades**, **Vault-Tec Lockers**, and **Terrain Expansion – Terminals**. We suggest using the **Weapons Upgrade Pack** for the debris that surrounds the crash site.



CURATED WASTELAND

The Curated Wasteland reflects an abandoned robot factory.

ITEMS	ANGER
Armor: Sturdy Metal Armor	Trip Grenade
Gear: Fusion Core	Doubts
Gear: Mr Handy Fuel	Something Stirs
Gear: Robot Repair Kit	
Weapon: Laser Pistol	
Weapon: Stun Baton	
EVENTS	STRANGER
Distant Gunfire	—
Passing Swarm	
Recent Prints	
A Predator’s Roar	
Eerie Mist	
CREATURE	
	Glowing Bloatfly

CARGO SHIP CARNAGE

STORY

Word has gotten around the surrounding settlements that the old harbor on the outskirts of town is a veritable treasure trove of untapped resources, rumor has it that there are remnants of pre-war ships and ordnance there.

While the harbor has seen better days, the potential gain in resources and weapons cannot be ignored. Clearly visible in the bay is a solitary gun battery. Although birds have nested at the top and a patina of rust tells you it's seen better days, you wonder if the cannons are still functioning and could be put to good use.

Although there is likely to be plenty of unclaimed cargo aboard the ships, they look like they could break apart any minute. You'll either need total control of the area to loot at your ease, or to grab as much as you can and scupper them.

Your thoughts of dominating the surrounding area with your new-found firepower are interrupted as it becomes apparent that you are not alone – you'll have to sink one ship to save your bounty...

SCENARIO AIM

Destroy the enemy ship while defending your own, using powerful weapons and explosives.

SCENARIO RULES








Open Water

If a model ever has over half of its base on terrain designated as water, they are immediately removed from play.

Cargo Ships

A cargo ship is made up of four sections; the Bow (front), Hold, Helm, and Stern (back). These four sections must be placed in this specific order, but the ship can be orientated to be facing either way alongside the dock.

Each of these four sections has the following statistics:

 6	Immune to   
 3+1	If a model on a Cargo Ship is attacked by a model not on either
 4	Cargo Ship, the model being
 X	attacked is considered in cover, in addition to the normal cover rules.


Once the Health of a section of a cargo ship is reduced to 0, the section sinks. When a section sinks, remove it from the table, any models currently on

the removed section or any connected walkways are also removed as a casualty. Any section adjacent to a section that was just sunk loses 1 Health.

Each section of the cargo ship confers a bonus to a model placed on it. At the end of each round, one model per section may gain this bonus. Models can only gain the bonus if there are no enemy models on the same section.


The Bow: The controlling model is not counted towards the total number of models in an army when determining which player has advantage in the following round.

The Hold: The controlling model may draw an Item card. Creatures, Dogs and Robots cannot gain this bonus.


The Helm: The controlling model gains , which can only be used on a Ranged Attack. Creatures, Dogs and Robots cannot gain this bonus.

The Stern: The controlling model is not counted towards the total number of models in an army when determining which player has advantage in the following round.

When a section of a player's ship is destroyed, their opponent gains VPs depending on what token has been placed on that section, as shown in the table below:

Token Set 1				
Token Set 2				
VPs Gained	1	2	4	5

Demolition Charges




Once per activation, before or after an action, an unengaged model may place a demolition charge. Place a Counting Token on the battlefield touching the model's base (and not on another model's base) to show the demolition charge. After placing a demolition charge, roll the Skill Dice: a result of an  means the charge will detonate immediately, but any other result means the charge will detonate at the end of the round. Creatures, Dogs and Robots cannot place demolition charges. A charge may only be placed on the deck of a cargo ship. When a demolition charge detonates, resolve the following attack, centered on the Counting Token:



After the explosion is resolved, remove the Counting Token.

Placing a Demolition Charge counts as a Trigger for Reactions.

Harbor

The Computer Marker at the end of the harbor is the control panel for the harbor defenses. When a model  with it, place an AI Marker () onto one of the Investigation Markers on a section of Cargo Ship of the interacting model's choice. At the end of the round, resolve the firing of the Harbor Defense Gun centered on the targeted Investigation Marker. If another model  with the Computer Marker before the end of the round, the AI Marker can be moved to a different Investigation Marker of the interacting model's choice.

The automated defenses reset to No Target at the beginning of every round. Remove the AI Marker from the board.

The Harbor Defense Gun has the following attack:



Game Duration: 6 rounds

The game ends immediately if any of the following are true:

- Either cargo ship has all four of its sections sunk.
- One player has no models remaining on the board.

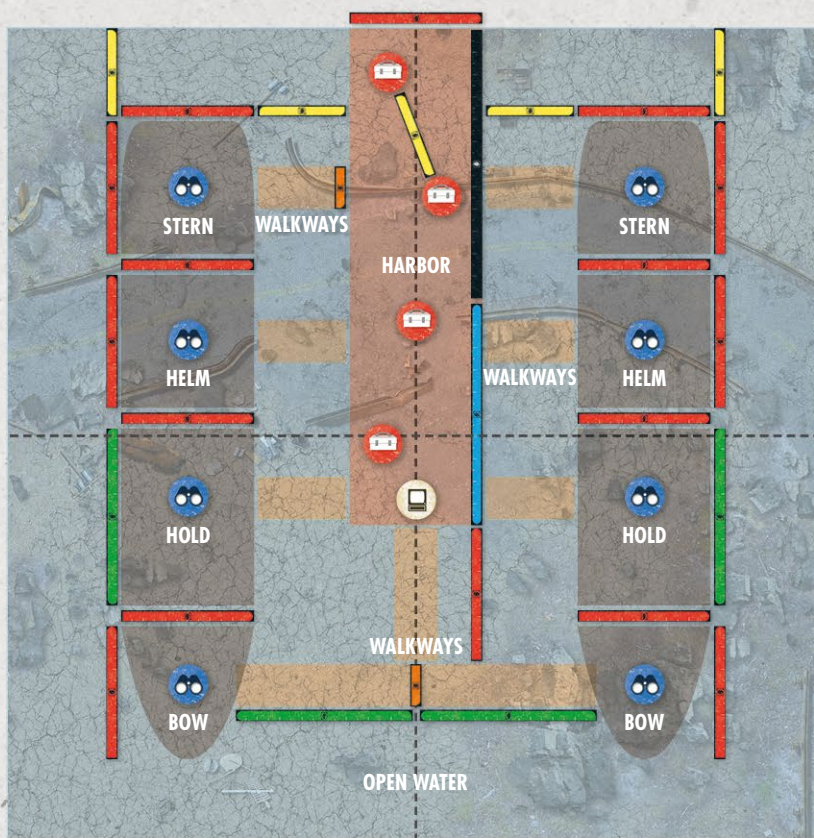
VICTORY CONDITIONS

Both Have gained more VPs from destroying enemy boat sections than your opponent

BATTLEFIELD SET-UP

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

1. Place a cargo ship in contact and parallel with a board edge. Place a second cargo ship in the same manner on the opposite board edge so that both ships are parallel with one another. The ships are comprised of 4 sections: the **Bow**, **Hold**, **Helm** and **Stern**. These must be placed in the specific order listed. Each section is Red x Red, except the Hold which is Red x Green long.
2. Between these ships add a **harbor** along the center line of the board that is Black and Blue in length, and Red width, this should also be parallel with the cargo ships.
3. At the end of the walkway, place a **Computer Marker**.
4. Finally, place some **walkways** between parts of the center sections of the cargo ship and the harbor.
5. Place **4 Searchable Markers** on a piece of terrain representing the harbor, at least Yellow apart from each other. Any part of the Battlefield not designated as terrain by this point becomes Open Water.
6. The player with Advantage deploys their first model, then the other player deploys a model. Players alternate until all models are deployed. Players must deploy models throughout the cargo ship. To do this, before a model may be placed on a section that already contains a model, all other sections must already contain one model.
7. One player takes **Token Set 1** (see previous page) and secretly places one token face down in the center of each of their Cargo Ship sections. The other player repeats this using **Token Set 2**. These are not normal Investigation Markers, and are only revealed once the section they are on is sunk. Otherwise, they are ignored.



NOT TO SCALE

FORCE COMPOSITION

Each force should be composed of 750 caps' worth of models and equipment. Models may not take any equipment of the Heavy Weapon type unless required by their unit card.

TERRAIN PACK SUGGESTIONS

To get the most out of this scenario, we suggest using the **Corvegas**, **Vault-Tec Lockers**, and **Boston Scatter** to litter the pier or float around in the water.

CURATED WASTELAND

The Curated Wasteland reflects an abandoned robot factory.

ITEMS	EVENTS
Chem: Day Tripper	Dust Cloud
Chem: Stimpack	Super Mutant Broadcast
Clothing: Baseball Cap	Cleansing Rain
Gear: Rope	Relentless Rain
Gear: Stealth Boy	Wet Ground
Weapon: Baseball Grenade	Clear
Weapon: Cryo Grenade	
Weapon: Fragmentation Grenade	
Weapon: Junk Jet	
Weapon: Gatling Laser	
Weapon: Missile Launcher	
Weapon: Molotov Cocktail	

F:WW TERRAIN GUIDE

The battlefields of post-war America are diverse. Inhabitants all over the Wasteland find themselves battling in dense urban ruins, thriving settlements, blasted rural wastes and everything in-between. This Terrain guide will explain how to set up different gaming tables for the multitude of environments for the best possible **Fallout: Wasteland Warfare** experience.

The following conventions apply to all gaming boards.

- **Fallout: Wasteland Warfare** is best played on a 3 feet x 3 feet (90cm x 90cm) square playing area, although feel free to increase or decrease the playing area if you are playing a larger or smaller game.
- Before placing any terrain, make sure to set up any terrain pieces the scenario you have chosen to play requires first, then use this guide to set up additional wasteland terrain around that.
- Make sure not to set up terrain to be more advantageous for either player, and all players should have input on the placement of terrain.
- When choosing where to put a terrain piece, be sure to avoid placing them within Orange of the board edge. When placed closer to the edge of the battlefield, terrain pieces generally do not have any impact on the game and can block lanes for the largest models.
- Larger terrain pieces are more impactful on the battle the closer they are to the centerline of the gaming space. This way they can block LoS or provide a height advantage to models that dare to climb them.
- Having a variety of terrain pieces at differing heights for your forces to traverse is more interesting than a flat playing area.
- All of the forces in **Fallout: Wasteland Warfare** behave differently; a gaming board barren of terrain and cover will benefit a long-range shooting army while a melee-focused army will have a hard time. On the other hand, a very dense terrain setup allows melee armies to move across the board outside LoS while the shooting army is now at a huge disadvantage.
- Cover is very important for some factions. Once initial setup of the terrain pieces is done, be sure to add in some barricades or other miscellaneous scatter terrain for models to hide behind.
- Most scenarios last for around 6 rounds, be careful not to set up terrain pieces that require models to spend over 2 rounds to get into the action. Unless the scenario requires a maze-like

terrain setup, make sure to leave fast routes to the center of the playing area.

- Be sure to not place a combination of terrain pieces that make an area of the battlefield unreachable due to Impassable Terrain. If you intend to lock away a section of the battlefield, make sure you don't place any Searchable, Investigation Marker or any other miscellaneous markers in this location.
- Once all terrain has been placed, make sure any gaps between terrain that you want models to traverse are large enough for even the largest-sized models. For example, gaps of 60mm allow large models such as the Behemoth and Sentry Bot to move through, whereas a gap of 40mm would only allow Human and Super Mutant sized models to pass.
- Finally, before beginning your game, talk to your opponent and decide what pieces of terrain count as cover and what does not. This can vary depending on what models you bring, i.e. a wall that blocks LoS for a settler may only be cover for a Behemoth.



SEARCHING THE WASTELAND FOR 'JUNK' IS A KEY PART OF SURVIVING

BATTLE MODE

If you have chosen to play Battle mode most of the previous tips still apply, although you may wish to consider the following:

- Battle Mode should promote more competitive play, as such terrain placement should be advantageous to neither player. In this case a more symmetrical setup may be used to make sure each player has the same opportunity for cover and firing lines, etc.

THEMED BATTLEFIELDS

If you wish to theme your battlefield to a specific location, follow the guides below to best represent those environments.

Urban Ruin

Urban Ruin environments could represent the many pre-war towns and cities of the Wasteland. These could be densely packed skyscrapers or quiet residential neighborhoods.

- Include densely arranged groups of buildings; these should be accessible through collapsed walls or doorways.
- Add in areas of Impassable Terrain represented by collapsed walls and piles of rubble.

Blasted Waste

Blasted Waste environments could represent areas of irradiated wasteland, blighted swampland or petrified forests.

- Include areas of Difficult Terrain such as swampland or forested areas of dead trees.

- In Battle Mode games, make sure to leave more open areas than you would in a narrative game of *Fallout: Wasteland Warfare*. These could be a cover-free area along the center line of the battlefield or firing lanes between LoS-blocking terrain.

- Add in dumps of abandoned irradiated barrels.
- Manmade features such as chain-link fences, wooden shacks, or abandoned/wrecked vehicles.

Underground Cavern

Underground cavern environments could represent the vast network of caves inhabited by Wasteland creatures, metro tunnels, or even fallout shelters.

- Change the size or shape of the battlefield (e.g. a long but narrow battlefield).
- Include areas of Impassable Terrain to represent rock piles or support columns.
- Add in dumps of abandoned irradiated barrels or creature nests.

Wasteland Road

Wasteland Road environments could represent trails or routes between important locations in the Wasteland, filled with raiders and Wasteland creatures.

- Include a long, open gap from one edge of the map to another to represent a railway or road.
- Include a sparse group of buildings to represent a truck stop or roadside motel.
- Add in groups of abandoned vehicles or a military checkpoint.

Thriving Settlement

Thriving Settlement environments could represent areas of the Wasteland where Survivors have banded together for economic benefit or even for safety. Other types of settlements exist, such as Raider hideouts or Super Mutant dens. This environment could be mixed into any of the above environments.

- Include sparsely grouped buildings, possibly surrounded by a fence or guard towers.
- Super Mutant settlements could include piles of scrap metal and meat bags.
- Raider Settlements could include cages of Wasteland animals or captured survivors.



ALL MANNER OF CHARACTERS AND CREATURES
MAKE THE WASTELAND THEIR HOME