BEAR FORCE ONE

STORY

While traveling high above the Mojave Wasteland, one of the NCR's vertibirds has been shot down. To make matters worse, the vertibird was carrying some of the NCR's highest ranking officers. WIth Raider's looking for an easy target the downed passengers must fight their way clear of the approaching attackers before the vertibird wreck becomes their tomb.

SCENARIO RULES

In this scenario, the NCR are trying to extract their V.I.P. officers from the crash site of a downed vertibird.

Get Down!

Whenever a V.I.P. is the target of an attack, you may move a non-unique model within (Orange) into base contact with the target, the attack now hits the non-unique model.

V.I.P.S. & Flight Data

You must nominate your two unique models to be V.I.P's.

The Flight Data is represented by the [D] Searchable Marker. This can be found by searching through the searchables scattered close to the downed vertibird. If this model is destroyed, place a token to represent the Flight Data box. Other models can pick it up

Game Duration

6 rounds unless victory is claimed sooner.

VICTORY CONDITIONS	
PLAYER	**CONDITION**
NCR	Must recover the Flight Data and escort both it and both VIP's off the battlefield Edge.
Raiders	Capture the VIP's by removing them as casualties in melee.
Draw	Neither side achieves its objectives.

Curated Wasteland

The curated wasteland reflects a crashed vertibird in the middle of nowhere.

SUGGESTED FORCES

IS EVERYONE ALRIGHT, YOU HURT?

Raiders

- **Veteran Raider** with **Brawler, Raider Power Armor, Combat Shotgun, Lead Pipe**
- **2 x Psycho** with **Tire Iron, 2 x Molotov Cocktail**
- **2 x Psycho Outlaw** with **Pipe Wrench, Molotov Cocktail**
- **2 x Raider** with **Assault Rifle, Machete**
- **2 x Raider Outlaw** with **Bolt-Action Pipe Rifle, Baseball Bat**

NCR

- **Chief Hanlon** with **Ranger Sequoia**
- **General Oliver Lee** with **.44 Magnum Revolver**
- **Lt Gorobets** with **Anti-Material Rifle**
- **NCR Ranger** with **Trail Carbine**
- **2 x NCR Trooper** with **Service Rifle**

Terrain Pack Suggestions
To get the most out of this scenario, we suggest using the **crashed vertibird.**

DIY Terrain
To get the most out of this scenario, we suggest building a smoking crater with broken crates and flaming wreckage.

Fallout WASTELAND WARFARE

BATTLEFIELD SET-UP

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

1. Place a Crashed Vertibird in the area marked on the battlefield, each piece should aim to be at least Orange distance away from all other pieces.
2. In addition to the objects shown on the map, add additional terrain that breaks LoS and adds cover. Refer to the F:WW Terrain Guide if needed.
3. Starting with the Raider player, alternate placing Searchable Markers within the Crashed Vertibird area shown on the deployment map. These must be at least yellow away from each other and at least orange any deployment zone.

6 x Searchables.

4. Beginning with the NCR player, alternate placing a model from your force within your deployment zone until all models have been placed. These models must be Yellow Distance away from other models.
5. Flip LUC for each NCR model, if Unlucky assigned a Stunned Marker to that model.

ATTACKER
DEPLOYMENT ZONE

DEFENDER
DEPLOYMENT ZONE

CRASHED VERTIBIRD

DEFENDER
DEPLOYMENT ZONE

ATTACKER
DEPLOYMENT ZONE
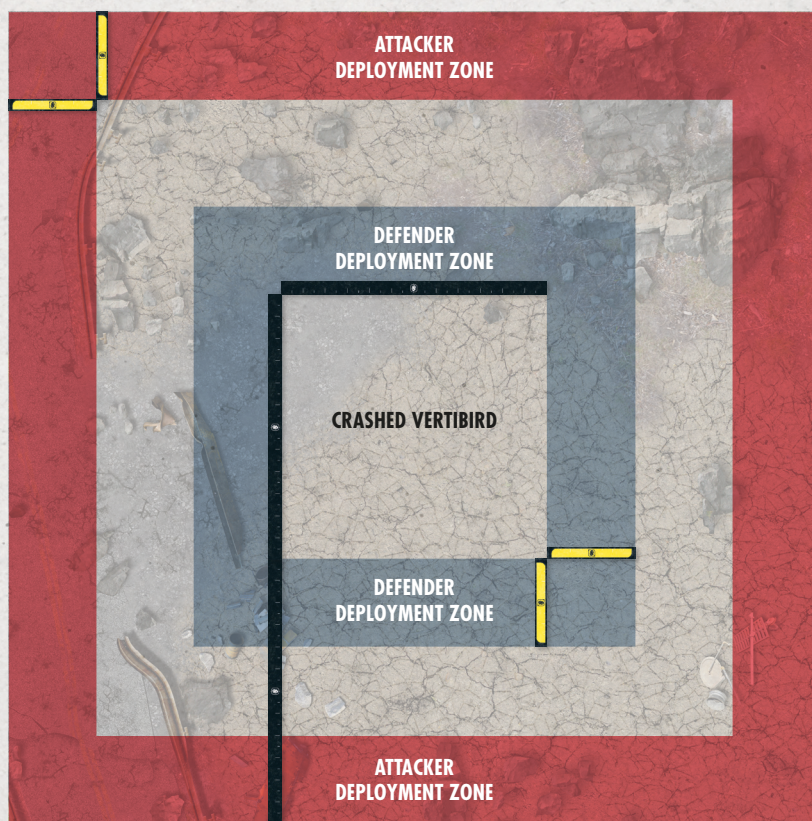
NOT TO SCALE

ITEM	EVENT	DANGER	STRANGER	CREATURE
Hunting Shotgun	Contested Ground	Spore Carrier Hand		
Healing Powder	Dust Storm			
Marksman Carbine	Tumbleweeds			
Ballistic Fist	Rockets			
Incendiary Grenade	Black Mountain Radio			

If you would like to use your own custom forces select a force of up to 300 Caps for each side.

AI SETTINGS

AI Settings: Attacking Force
Objective 1: **Defeat** [Defending Force V.I.P model]

- Never use a ranged or thrown weapon when attempting this objective.
- **Note:** When performing the Attack Response [A], models from the Attacking Force can never attack a Defending Force V.I.P. model with a ranged or thrown weapon.

Phase 1
IF: Non V.I.P model AND within RED of [SEARCHABLE] OR a V.I.P model;

Objective 1: Use [SEARCHABLE]

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

ELSE: Objective 2: Defend [V.I.P Model]

Phase 2
IF: V.I.P Model OR Non V.I.P Model carrying Flight Data;

Objective 3: Move [Battlefield Edge]

Prioritise the closest battlefield edge with the least amount of Attacking Force models with [GREEN].

ELSE: Objective 2: Defend [V.I.P Model]

AI Settings: Defending Force
In this scenario, the Defending Force's AI settings can change between three phases. All Defending Force models start the scenario at **Phase 1.** The Defending force changes to **Phase 2** while they are in possession of the Flight Data. The Defending Force changes to **Phase 3** while the Attacking Force is in possession of the Flight Data or the Flight Datas location is known but in neither forces possession.

Phase 3
IF: Flight Data is being carried by an Attacking Force model.

Objective 4: Defeat [Attacking Force Model carrying Flight Data]

ELSE: Objective 5: Use [Flight Data]

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