BLACK MOUNTAIN BEACONS

STORY

Black Mountain is under attack and some of the broadcasting beacons have been damaged!

Need to fix them so we can spread more anti human propaganda!

Watch out! They're trying to steal our Ghoul!

SCENARIO AIM

Nightkin are escorting Raul the Ghoul around Black Mountain radio tower so that they can repair the broken Beacons in each section. The Nightkin's opponents are trying to damage the beacons and free Raul.

SCENARIO RULES

In this scenario, the following special rules apply.

The Boss
The Nightkin force must contain Tabitha.

Beacons
A model in base contact with a Beacon may attempt to Repair it by taking a [Intelligence] or [Luck] check. On a success, place a Critical Token on the Beacons Letter Token to signify it's working.

A model in base contact with a Beacon may attempt to Sabotage it by taking a [Intelligence] or [Luck] check. On a success, remove a Critical Token from the Beacons Letter Token to signify it's broken.

Ghoul Tech
Number token 1 represents Raul Tejada and uses the stats on Raul's Unit Card. (If you have the Raul miniature you can use it instead of the token). If an unengaged model moves into base contact with Raul, as a free action they may choose to carry Raul. When a model is 'carrying Raul' they move in tandem. Raul can only be carried by one model at a time. Once carried the only way to make the Unit carrying Raul to 'drop' him, is to remove that Unit as a casualty.

When a model carrying Raul is in base contact with a Beacon, they may spend an action to attempt to Repair or Sabotage it by rolling a Skill Dice. Anything except an X is a success. If a model carrying Raul is removed from the game, immediately move Raul [Yellow] towards the Attacking Deployment Zone in the most direct path possible (factoring in terrain and other models).

IT'S GOING CRITICAL! FIX IT!

If Raul or a model carrying Raul ends its turn inside the Attackers Deployment Zone, remove Raul from the board as a non casualty. The attacking force learns how to Sabotage more efficiently and for the remainder of the game every Attacking model may attempt skill checks on Beacons as if they were carrying Raul.

Sleeping Friend
Tabitha's best friend Rhonda lies inactive inside the Beacon in section 2. A model in base contact with this Beacon may spend an action to perform a [Computer] skill check to revive Rhonda. On a success, Tabitha see's no reason to continue fighting and is removed from the table as a non casualty as she and Rhonda wander off together.

Game Duration
6 Rounds

VICTORY CONDITIONS	
Major Nightkin Victory	All 4 Beacons working and Raul under Nightkin control.
Minor Nightkin Victory	Minor Nightkin Victory.
Nightkin Loss	3 or fewer Beacons working and Raul removed from board.
Major Attacker Victory	3+ Beacons Sabotaged and Raul under Attacker Control
Minor Attacker Victory	3+ Beacons Sabotaged
Attacker Loss	3 or fewer Beacons working and Raul removed from board as casualty

BATTLEFIELD SET-UP

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

Layout battlefield as the map suggests.

1. Take turns placing a [Red] x [Yellow] building in each section 1-4. These must be [Yellow] away from any edges, [Green] away from each other, and not in any area labelled Difficult Terrain or Deployment Zone. These are Beacons. These provide cover and are impassible. Mark each Beacon with a Letter Token A-D.
2. Place a Critical Token on the Beacon in section 4

    (A) (B) (C) (D)

    to show it's working.
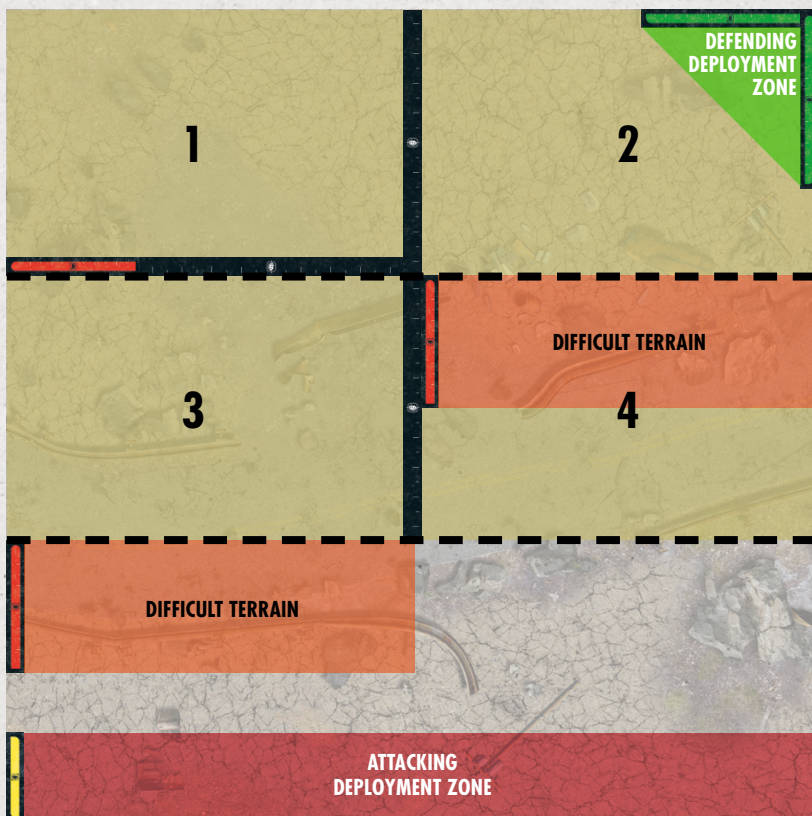3. Place scatter terrain as per the terrain guide.

    ⚠️

4. Take turns placing 8 non blank, non letter Searchables on the battlefield [Red] away from any Deployment Zone and each other, and [Yellow]away from any battlefield edge.
5. Take turns deploying 1 model at a time starting with the Nightkin player who is always Defending. Deploy the Number token representing Raul in the defender's deployment zone.

> **Terrain Pack Suggestions**
> To get the most out of this scenario, we suggest using the **Junk Barricades** and **Corvega Sedan** to replicate the broken winding road leading up Black Mountain.
>
> **Custom Scenery**
> Players may wish to try making their own broadcast beacons and/or winding mountain road.

Curated Wasteland
The curated wasteland reflects a broken winding road leading up Black Mountain.

DEFENDING DEPLOYMENT ZONE

1　　**2**

DIFFICULT TERRAIN

3　　**4**

DIFFICULT TERRAIN

ATTACKING DEPLOYMENT ZONE

NOT TO SCALE

SUGGESTED FORCES

Defending Force (675 Caps)
- **Tabitha** with **Super Sledge Missile Launcher**
- **Lily** with **Vertibird Blade, Assault Carbine, Mod: Silenced**
- **2 x Nightkin** with **Rebar Club**
- **2 x Nightkin** with **Heavy Incinerator**

Attacking Force (579 Caps)
- **General Oliver Lee** with **.44 Magnum Revolver**
- **NCR Heavy Trooper** with **Light Machine Gun**
- **3 x NCR Trooper MP** with **Service Rifle**
- **3 x NCR Trooper** with **Hunting Rifle**

ITEM	EVENT	DANGER	STRANGER	CREATURE
Fire Axe	Black Mountain Radio	Remote Control	Follower of the Apocalypse	Young Golden Gecko's
Caravan Shotgun	Helios One	Incapacitator	–	Fire Ant
C4 Explosive	Radio New Vegas	–	–	–
Long-Fuse Dynamite	Dust Storm	–	–	–
Healing Powder	Bear Force One	–	–	–
Doctor's Bag	–	–	–	–

AI SETTINGS

AI Settings: All Factions

Attackers

- **Objective 1:** Go to Nearest Beacon. If in base contact with beacon attempt to sabotage beacon. If enemy Unit carrying Raul is within Line of Sight and weapon range go to Objective 2.
- **Objective 2:** Attack enemy Unit carrying Raul.

Defenders

- **Objective 1:** Go to Nearest Beacon. If in base contact with beacon attempt to fix beacon. If closest model to Raul (when not being carried) use objective 2. If enemy Unit is carrying Raul go to Objective 3.
- **Objective 2:** Attack enemy Unit carrying Raul.
- **Objective 3:** Attack enemy Unit carrying Raul.

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