

# BORDER PATROL

## STORY

A supply cache has fallen down the mountain pass and scattered into a mutant controlled zone. We want to make sure we get the important things back and block those Super Mutants off as best we can.

## SCENARIO AIM

The NCR has to collect supplies, block off the path of the Super Mutants and escape with the supplies. The Super Mutants have to collect supplies and escape with them.

## SCENARIO RULES

In this scenario, use the following special rules.

### Explosive Charges

A Defending model in base contact with one of the blank tokens may spend a special action to plant an explosive charge there. Place a Critical Token to signify the blank token is primed. Once all 3 blank tokens are primed they explode at the end of the round causing the Supply Wreckage area to be covered in impassable rubble removing any model in that area.

### Supplies

Each lettered searchable token counts as 1 Supply. If a model carrying supplies is removed from the game, place the supply tokens face up in base contact with the model before removing it. A model in base contact with face up supplies may interact with it as a free action to claim the supplies for themselves.

### Payload

Supplies need to be extracted properly through a deployment zone. Each supply token carried by a model in a deployment zone counts as 2 extracted supplies. Each supply carried by a model not in a deployment zone counts as 1 extracted supply.

### Aggressive Markup

Any attacking model carrying supplies that ends the game in the defenders deployment zone counts each supply token as 3 extracted supplies.

### Game Duration

6 Rounds.



**BEST WATCH YOUR STEP, PARTNER...**

## SUGGESTED FORCES

### Defending Force (479 Caps)

- 1st Recon Sniper with Sniper Rifle
- Vet Ranger with Anti-Material Rifle, Ranger Sequoia
- NCR Civ Ranger with .357 Magnum Revolver
- 2 x NCR Trooper with Trail Carbine

### Attacking Force (471 Caps)

- Aviator with Aviator Cap, Hunting Rifle, Sledgehammer
- Brute with Super Sledge
- 2 x Skirmisher with Lead Pipe
- 2 x Super Mutant with Assault Rifle, Board

## VICTORY CONDITIONS

Major Attacker Victory	Block off the supply path and have more extracted supplies than the attacking force.
Minor Attacker Victory	Have more extracted supplies than the attacking force.
Defender Victory	Have more extracted supplies than the defending force.
Draw	Have the same amount of extracted supplies.





## 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. Place scatter terrain following the terrain guide.
2. Place 3 blank Tokens face up as the map suggests. These are the Explosive Charge points.
3. Take turns placing 12 Searchable Tokens (8 Letters, 2 Blanks, 2 Danger) in the Supply Wreckage area making sure they are [Yellow] apart from each other.



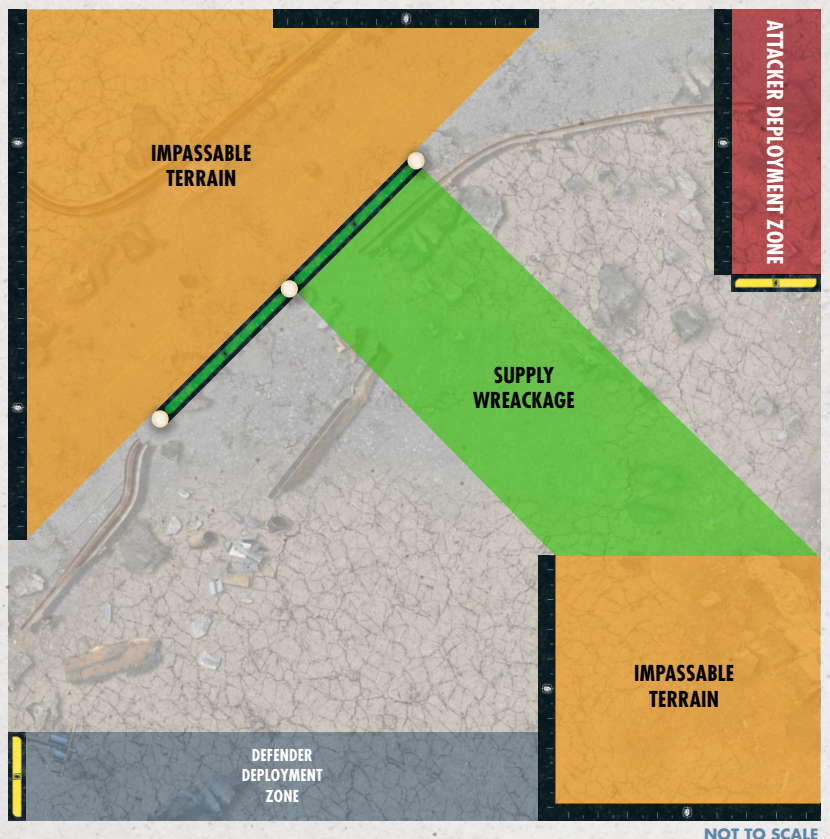
4. Take turns deploying units 1 model at a time starting with the attacking player.

### Terrain Pack Suggestions

To get the most out of this scenario, we suggest using the Crashed Vertibird and Junk Barricades to give the feel of crashed supplies in a hostile environment.

### DIY Scenery Suggestions

To get the most out of this scenario, we suggest trying to make your own rocky impassable terrain and boulders/rubble which could cover the battlefield once the charges have been blown.



## Curated Wasteland

The curated wasteland reflects a narrow pass through a mountainous area.

ITEM	EVENT	DANGER	STRANGER	CREATURE
-	Helios One	The Quick and the Dud	-	-
-	Churned Land	Blown Away	-	-
-	Contested Ground	-	-	-
-	Tumbleweeds	-	-	-
-	Dust Storm	-	-	-





## AI SETTINGS

### AI Settings: All Factions

#### Attackers

- **Objective 1:** Go to nearest supply token. Claim supply token. If model is carrying 2 or more supply tokens go to Objective 2.
- **Objective 2:** Go to Nearest deployment zone. If model carrying 2 or more supplies is in deployment zone go to Objective 3.
- **Objective 3:** Attack nearest enemy model in deployment zone.

#### Defenders

- **Objective 1:** Go to nearest supply token. Claim supply token. If model is carrying 2 or more supply tokens go to Objective 2.
- **Objective 2:** Go to Nearest deployment zone. If model carrying 2 or more supplies is in deployment zone go to Objective 3.
- **Objective 3:** Attack nearest enemy model in deployment zone.

#### The three fastest units begin the game using objective 4.

- **Objective 4:** Go to nearest blank token. Prime explosive. If all three blank tokens are primed go to Objective 1.