

Fallout

WASTELAND WARFARE



Bethesda



MÖDIPHIUS
ENTERTAINMENT

CREDITS

LEAD DESIGNER

Dom Westerland

OTHER DESIGN/DEVELOPMENT

Dom Westerland

WRITING

Dom Westerland

EDITING

Georgina Siddle

GRAPHIC DESIGN

Christoph Langum

3D DESIGN

Ben De Bosdari, Domingo Diaz

ART DIRECTION

Jon Webb

COVER ARTIST

Alexander Astor

PROOFREADING

Georgina Siddle

PROJECT MANAGEMENT

Ben Maunder

PRODUCTION MANAGEMENT

Peter Grochulski

CHIEF CREATIVE OFFICER

Chris Birch

CHIEF OPERATIONS OFFICER

Rita Birch

MANAGING DIRECTOR

Cameron Dicks

HEAD OF BRAND

Samantha Webb

HEAD OF CREATIVE SERVICES

Jon Webb

HEAD OF DEVELOPMENT

Sophie Williams

HEAD OF FINANCE

Luc Woolfenden

CREATIVE COORDINATOR

Kieran Street

LOGISTICS AND PRODUCTION MANAGER

Peter Grochulski

LEAD ART DIRECTOR

Rocio Martín Pérez

ART DIRECTOR

Ariel Orea

STUDIO COORDINATOR

Rocio Martín Pérez

PHOTOGRAPHER

Fátima Martín Pérez

LEAD 3D DESIGNER

Jonny La Trobe-Lewis

SENIOR 3D DESIGNERS

Joana Abbott, Domingo Díaz Fermin, Chris 'Chrispy' Peacey

SENIOR 3D PLASTICS DESIGNER

Colin Grayson

3D DESIGNERS

Ben de Bosdari, Sean Bullough

STUDIO PAINTER

Callum France

STUDIO TERRAIN DESIGNER

Julian Jeratsch

LEAD GRAPHIC DESIGNER

Michal E. Cross

GRAPHIC DESIGNERS

Stephanie Toro, Chris Webb, Mark Whittington, Leigh Woosey

AUDIO AND VIDEO PRODUCER

Steve Daldry

EDITOR

Bryce Johnston

GAMES DESIGNER

James Hewitt

COMMUNITY AND DESIGN ASSISTANT

Dom Westerland

SCHEDULING AND DESIGN ASSISTANT

Justin Talsma

2D20 DEVELOPER

Nathan Dowdell

RPG DESIGN ASSISTANTS

Andy Douthwaite, Jess Gibs

PROJECT MANAGEMENT OFFICE TEAM LEAD

Błażej Kubacki

SENIOR PROJECT MANAGER

Gavin Dady

PROJECT MANAGERS

Daniel Lade, Jamie MacKenzie Ben Maunder, Haralampos Tsakiris

PROJECT MANAGEMENT ASSISTANT

Robert Hebblethwaite

OPERATIONS MANAGER

John Wilson

FACTORY MANAGER

Martin Jones

SENIOR PRODUCTION OPERATIVES

Drew Cox, Warwick Voyzey

LEAD PRODUCTION OPERATIVE

Jake Pink, Miles Turner

PRODUCTION OPERATIVES

Thomas Bull, Rebecca Cartwright, Louis Hartley-Edwards, Jake Skinner-Guy, Christopher Leigh

ASSEMBLY TEAM

Wendy Harris, Elaine Elizabeth Hughes, Michelle Richards

TOOL MAKERS

Luke Gill, David Hextall, Anthony Morris

CUSTOMER SERVICE AND ACCOUNTS MANAGER

Lloyd Gyan

EVENTS MANAGER

Gregoire Boisbelaud

COMMUNITY MANAGER

April Hill

TRANSLATIONS AND PUBLISHING MANAGER

Matt Timm

DISTRIBUTION AND KEY ACCOUNTS MANAGER

Gary Moore

SALES ACCOUNT MANAGER

Matt Vann-Hinton

MARKETING COORDINATOR

Shaun Hocking

MARKETING ASSISTANT

Georgie Reeve

CUSTOMER SUPPORT REPRESENTATIVE

Chris Dann

WEBSTORE MANAGER

Apinya Ramakomud

FINANCIAL ANALYST

Valya Mkrthyian

ACCOUNTS PAYABLE MANAGER

Ofelya Mnatsakanyan

ACCOUNTS RECEIVABLE SPECIALIST & FINANCE COORDINATOR

Hollie Shepperson

WITH THANKS TO

The Bethesda design team: Michael Kochis, David Evans, Jessica Williams, Alan Nanes, Matt Daniels, Kurt Kuhlmann, Jon Paul Duvall, Jessica Daniels, Brent Keith, and Emil Pagliarulo

MINIATURE PAINTING

Castle Brush Studios

TERRAIN

DeepcutStudio.com, Dreamspirit, Gamemat.eu, Julian Jeratsch, Tony Harwood, UrbanMatz.com



Fallout

WASTELAND WARFARE

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Modiphius Entertainment Ltd.
39 Harwood Rd,
London SW6 4QP, United Kingdom
info@modiphius.com
www.modiphius.net

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CAPPY IN A HAYSTACK



SCAVENGER HUNTS ARE NEVER AS SIMPLE AS THEY SEEM...

STORY

'My name is Sierra Petrovita. I'm, like, the BIGGEST Nuka-Cola fan, ever! I've drunk every flavor, and I've journeyed all the way from the Capital Wasteland just to be here! Before the war, the Nuka-Cola Corporation put a whole bunch of Hidden Cappys all across the park. I bet it's a treasure hunt for an exciting prize! Want to help me find them?'

SCENARIO AIM

In this solo play scenario, help **Sierra Petrovita** (Nuka-Cola's Biggest Fan) and the Sole Survivor track down four **Hidden Cappys**, take the fight to the **Angry Locals**, and keep Sierra safe!

SCENARIO REQUIREMENTS

To play this scenario you will need the following models.

- Sierra Petrovita
- Sole Survivor
- Psycho with Pipe Wrench
- Scavver with Bolt-Action Pipe Rifle
- Psycho with Tire Iron

SCENARIO RULES

The player Survivors Force benefits from the Survivors Faction special rule. The AI controlled Raiders Force benefits from the Survivors Faction special rule. In this scenario, use the following special rules:

Biggest Fan

If **Sierra Petrovita** is eliminated from play, the scenario ends immediately, and the player Force suffers a Loss. You can find **Sierra Petrovita's** Vault-Tec Approved profile on page 6.




Hired Help


Sierra Petrovita isn't going it alone - she has found some Hired Help in the form of the **Sole Survivor**. The **Sole Survivor** benefits from the Survivors Faction special rule as normal. You can find the Vault-Tec Approved profile for the **Sole Survivor** and Survivors Faction Special rule on page 7.

Hidden Cappys

Sierra Petrovita has come to Nuka-World to find the **Hidden Cappys** sequestered across every corner of the park. **Hidden Cappys** are located on Terrain pieces. Each table quarter should have at least three Terrain pieces of varying sizes, although no Terrain piece should cross multiple quarters. If this is unavoidable, the player should pick a table quarter for that Terrain piece to count as being in exclusively. **Sierra Petrovita** will use her Cappy Glasses to find the four **Hidden Cappys**.


Cappy Glasses

Whilst in base contact with a piece of Terrain, **Sierra Petrovita** may spend an action to perform a  test with an additional . On a success, **Sierra Petrovita** has found one of the **Hidden Cappys**. This can be marked by placing a  on **Sierra Petrovita's** unit card. There is only one of the **Hidden Cappys** in each table quarter. Once one of the **Hidden Cappys** has been found in a table quarter, **Sierra Petrovita** cannot search any more Terrain pieces in that quarter. When **Sierra Petrovita** has found a Hidden Cappy, place a token on each other piece of Terrain in that table quarter to show they cannot be searched.

On a failure, there is nothing there, and this Terrain piece can no longer be searched. Place a token in contact with the Terrain to indicate that it has been searched. If every piece of Terrain apart from one has been searched in a table quarter, one of the **Hidden Cappys** will be found in the remaining Terrain piece. **Sierra Petrovita** will need to spend an action to search for it as normal, but no  test is required.

Angry Locals

Sierra Petrovita's repeated attempts to give the local Raiders a tour of Nuka-Town USA have resulted in the **Angry Locals** turning on her. The **Angry Locals** are an AI controlled Force. The **Angry Locals** benefit from the Raiders Faction special rule as normal. You can find the Vault-Tec Approved profiles and AI cards for the **Angry Locals**, as well as the Raider Faction special rule on page 9.

When a model from the **Angry Locals** is eliminated from play, place them to the side of the battlefield. At the start of each round, a number of previously eliminated **Angry Locals** models are placed back on the battlefield equal to the number of **Hidden Cappys** that have been found. Each of these models is placed on a random battlefield edge, determined by a roll of , and comparing the result to the battlefield map.

Game Duration

10 Rounds or until either a Victory or Loss Condition is achieved.

2-player Mode

This scenario can also be played in 2-player Mode, with one player playing **Sierra Petrovita** and the Sole Survivor, and the other playing the **Angry Locals**. Players can vary the Forces if they wish - the Sole Survivor can be substituted with one Unique Survivor Faction model, totalling 170 Caps. **Sierra Petrovita** must be taken. The **Angry Locals** Force should consist of Non-unique Raider models totalling 180 Caps.

*A note from your friendly
Vault-Tec™ Representative*



The Caps amounts here are just suggestions. Do not feel like you need to hit these exactly - the story is more important than counting every single last Cap!

SOLO PLAY VICTORY CONDITIONS


Victory	Find all four Hidden Cappys.
Draw	Less than four Hidden Cappys are found.
Loss	Sierra Petrovita is eliminated from play.

2-PLAYER VICTORY CONDITIONS

Victory	Survivors: Find all four Hidden Cappys. Raiders: Sierra Petrovita is eliminated from play.
Draw	Both: Less than four Hidden Cappys are found.
Loss	Survivors: Sierra Petrovita is eliminated from play. Raiders: All four Hidden Cappys are found.

BATTLEFIELD SET-UP

This scenario is played on a **2 foot x 2 foot** (60cm x 60cm) table.

1. Divide the battlefield into four quarters.
2. Place **Terrain** on the battlefield. Be sure to block direct lines of sight between two battlefield edges where possible.
3. Place 4 random non-blank, non-lettered Searchable Markers randomly on the battlefield making sure they are at least **Red** distance away from each other and any battlefield edge.
4. Place **Sierra Petrovita** and the **Sole Survivor** in base contact with their deployment edge.
5. Place one of the **Angry Locals** in the center of a table quarter.
6. Each of the battlefield edges is allocated a number corresponding to a side of . The battlefield edge opposite the Survivor battlefield edge is allocated 1, the Survivor battlefield edge is allocated 4 with 2 and 3 allocated to the remaining two battlefield edges.



AI SETTINGS: AI RADIER FACTION

Raider Force Objective: **Defeat [Survivor models].**

Scenario Epilogue - The Search for John-Caleb Bradburton's Treasure. Side Quest

Four down, six to go! Sierra needs your help to find the other **Hidden Cappy**s to discover what it was that soft drink pioneer **John-Caleb Bradburton** left at the end of this scavenger hunt.

Once this scenario has been successfully completed by finding the four **Hidden Cappy**s, **Sierra Petrovita** can be included for free in your Force for future solo play scenarios as she continues the hunt for more **Hidden Cappy**s.

When used in these future games, **Sierra** can search for a **Hidden Cappy** as described in the Cappy Glasses scenario special rule on the previous page with the following difference:

- Only one Hidden Cappy can be found per scenario.

Once Sierra has found all ten **Hidden Cappy**s (four from this scenario and then six from other scenarios), the player gains access to the scenario 'The Mystery of John-Caleb Bradburton' and access to the most fabled treasure of the Nuka-Cola Corporation!



VTA PROFILES, FACTION, AND AI CARDS

VTA Profiles



41
CAPS

SIERRA PETROVITA

SURVIVOR

SPECIALTIES

Refreshing Taste: Does not suffer Radiation Damage from any Nuka-Cola Drinks consumed (all flavours).

SKILLS

	Str	3
	Per	4
	End	5
	Cha	5
	Int	5
	Agi	4
	Luc	4
		1
		1
		-

ARMOR
Wasteland Outfit

MOVE

AWARENESS

QUICK ACTIONS

ABILITIES

GEAR

Pipe Pistol,
Improvised Weapon

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Pipe Pistol				1		+ 2
Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Improvised Weapon				1		

6

FALLOUT – ASTOUNDINGLY AWESOME TALES, #2



THE SOLE SURVIVOR

SURVIVOR

SPECIALTIES

Dog Handler [Aura]: Dogs can using PER.
 If Sole Survivor is Heroic, Nearby dogs at the start of their activation are also Heroic during their activation.

SKILLS

	Str	5
	Per	7
	End	4
	Cha	5
	Int	5
	Agi	7
	Luc	4
		0
		1
		1

148
CAPS

ARMOR
Armored Pads

MOVE

AWARENESS
QUICK ACTIONS

ABILITIES

GEAR

Vault 111 Jumpsuit
Armored Pads
Hunting Rifle
10mm Pistol

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Hunting Rifle				2	!3	LONG ONLY 4
10mm Pistol				2	!2	+ 2
Improvised Weapon				1		



PSYCHO WITH PIPE WRENCH

RAIDERS

SPECIALTIES

Urban: Treat all Difficult Terrain as Normal Terrain.

SKILLS

	Str	3
	Per	5
	End	4
	Cha	3
	Int	2
	Agi	7
	Luc	2
		0
		0
		-

51
CAPS

ARMOR

MOVE

AWARENESS
QUICK ACTIONS

ABILITIES

GEAR

Pipe Wrench

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Pipe Wrench				2	!2	+ 2



SCAVVER WITH BOLT-ACTION PIPE RIFLE

RAIDERS

SPECIALTIES

SKILLS

- Str 4
- Per 7
- End 5
- Cha 3
- Int 3
- Agi 4
- Luc 3
- Armor 0
- Stun 0
- Radio 0

72 CAPS

MOVE

Yellow play button icon, Red play button icon

AWARENESS

Quick Actions: Blue eye icon, White eye icon

ABILITIES

GEAR

Bolt-Action Pipe Rifle

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Bolt-Action Pipe Rifle				2	!3	+ 2

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Improvised Weapon				1		



PSYCHO WITH TIRE IRON

RAIDERS

SPECIALTIES

Urban: Treat all Difficult Terrain as Normal Terrain.

SKILLS

- Str 3
- Per 5
- End 4
- Cha 3
- Int 2
- Agi 7
- Luc 2
- Armor 0
- Stun 0
- Radio -

57 CAPS

MOVE

Red play button icon, Green play button icon

AWARENESS

Quick Actions: Blue eye icon, White eye icon

ABILITIES


GEAR

Tire Iron




Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Tire Iron				2	!2	+ 2



SURVIVORS




Units which show 'Survivor' under their Unit name:

1. During Force Set-up, each Unique model receives 1  in addition to any they may normally receive.
 - Unique Units receive 2 
 - Non-unique Units receive 1  per model.

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RAIDERS



1. For Raider-faction models, the final round of an active chem lasts one additional round.
2. Raider-faction models do not need LoS to a target to use Charge when charging to engage a model which is already engaged with a friendly Raider faction model.

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AI RAIDER

When using  with area effect, models will prefer to aim at a point so the area effect hits the target they have selected plus as many additional enemies as possible (and centred on the target if possible).

If Careful, area effects that include friendlies are not valid targets.



SCAVVER

	♥		
	3+	1-2	
🍷	A	<u>A</u>	🎯
🍷			🎯
★	M	O	🎯
★★			🎯
🍄	F	<u>M</u>	🎯

1: Importance
2: Prepared
3: Weakest

PSYCHO

	♥			
	4+	2-3	1	
🍷	A	A	<u>A</u>	🔪
🍷				🎯
★	O	<u>A</u>	<u>A</u>	🔪
★★				🎯
🍄	<u>A</u>	<u>O</u>	<u>A</u>	🎯

1: Fastest
2: Vulnerable
3: Weakest

🌐 See Raider reference card.



THE BIG THREE AREN'T THE ONLY GANG'S IN NUKA-WORLD, BUT THEY ARE THE BEST DRESSED.