

# Fallout

WASTELAND WARFARE

## LIBERTY PRIME



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# Fallout

WASTELAND WARFARE

## TABLETOP WARGAMING IN THE WASTELAND



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# LIBERTY PRIME EXPANSION

Liberty Prime – a 40-foot tall robot and decimating weapons platform designed before the Great War by RobCo and General Atomics for the U.S Army to liberate Anchorage, Alaska from Chinese occupation. Although the chassis and its weapons were assembled, unfortunately due to not being able to develop a sufficient energy source to power this mighty weapon, Liberty Prime lay dormant leading up to, during, and ever since the Great War of 2077.

Prime was rediscovered almost 200 years later in ruins of the Pentagon by the East Coast Brotherhood of Steel. For almost 2 decades, Brotherhood scientists and engineers attempted to activate what the minds of the past could not. All hope in restoring and activating Liberty Prime was almost lost until a

scientist named Dr. Madison Li took over the project. Using her expertise in fusion research, she managed to resolve the power issues and Liberty Prime was finally ready for battle.

Almost 2 centuries overdue, Liberty Prime was brought online for the first time and deployed against the Enclave in what would become known as the Battle of Project Purity. After being defeated by an retaliatory orbital strike in 2277, the Brotherhood of Steel launched the Mk II version in 2287 to lay siege to the Institute of the Commonwealth.

This book provides rules for using Liberty Prime on the battlefields of *Fallout: Wasteland Warfare*.

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# GENERAL RULES

Let's begin by looking at some general rules that always apply when Liberty Prime is on the battlefield:

- Liberty Prime belongs to the Brotherhood of Steel faction.
- Only one Liberty Prime can be present on a battlefield at any time.
- Liberty Prime has unlimited ❤️ due to its Endurance Attribute of X.
- Liberty Prime and its Subsystems 🛡️ are immune to all conditions.
- Liberty Prime cannot use 🗡️, 🌪️, 🍷, 🏹, 🛡️, 🛠️, 🧰, or 🧱.
- Liberty Prime cannot Share or be the target for Sharing Items.
- Liberty Prime is never affected by the effects or outcomes of Boost, Creature, Danger, Event, Explore, or Stranger Cards.
- Liberty Prime is never part of any consideration when randomising which model is affected by damage, unless Liberty Prime is the Target, in which case the attack always hits Liberty Prime.
- Liberty Prime can never benefit from Cover.
- Liberty Prime can target models using ranged attacks while engaged as if it was not engaged.
- Liberty Prime is considered to represent 10 models when determining which player has Advantage.
- Liberty Prime can move through all other models' bases.
- All models (not just friendly) may move through Liberty Prime's base, but cannot finish Activations upon it.
- Skill Checks made when performing Quick Actions with Liberty Prime are only successful on the result of a ⚠️.
- Liberty Prime can never become Heroic or Clunky.

## LoS and Cover

As explained in the Huge Models rule (Rules of Play, p.17), Liberty Prime counts as a Huge Model due to being mounted on a 180mm base. Because of this, Liberty Prime's base blocks Line of Sight for all models completely behind it. Models partially obscured by Liberty Prime can still claim cover if their Line of Cover crosses Liberty Prime's base.

– see Rules of Play, p. 37. All models may move through Liberty Prime's Base regardless of being friendly or not, though a model may never finish its activation upon it.

## Moving Through Liberty Prime

The area of Liberty Prime's base is treated as 'Difficult Terrain' which slows down movement

## Disengaging From Liberty Prime

Enemy models disengaging from Liberty Prime are never subject to a **Quick Action: Attack** from Liberty Prime.



# PROFILE CARDS



Liberty Prime consists of three unit cards which must be used sequentially by number. If a player wants to include Liberty Prime in their force, they must use all three of the Liberty Prime unit cards. Only one Liberty Prime unit card can be used at a time, and the player must always begin with the Liberty Prime I card.

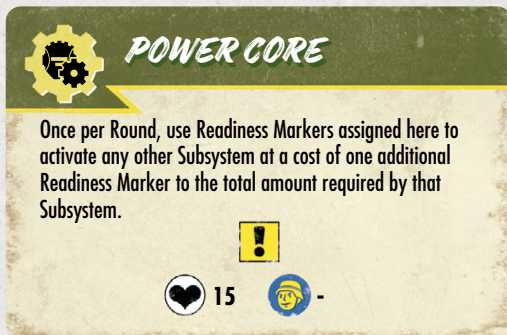
Liberty Prime has an **END** attribute of X, meaning that it cannot be damaged. Liberty Prime moves onto its next unit card each time one of its subsystem cards is flipped from its Undamaged side to its Damaged side. When a unit card is changed, any remaining Luck tokens are adjusted so the total matches the new card's **LUC** value.

## SUBSYSTEMS

Liberty Prime has 6 subsystem cards, these contain information about the Actions and Abilities Liberty Prime has. These cards are double sided, one side showing a Subsystems rules while it is undamaged and the other side showing its damaged rules.

Each subsystem card will show the number of Readiness Markers required to activate that





Subsystem, and any rules or effects for that Subsystem. The undamaged side will show the amount of  the Subsystem has. Liberty Prime begins each battle with all of its Subsystems with the undamaged sides face up (unless a scenario dictates otherwise). If a Subsystem's  is reduced to zero, the card is flipped to the damaged side for the remainder of the battle.



### Subsystem Passive Abilities

Some Subsystems contain icons that would usually be located at the bottom of a unit card, giving Units access to Quick Actions, Criticals, or Luck. While the

following Subsystems are undamaged, Liberty Prime has access to the following abilities, though as soon as the Subsystem is damaged, Liberty Prime may no longer benefit from said abilities.

SUBSYSTEM	ICON
Power Core	
Targeting HUD	
Gyroscopic Sensors	
Active Defence Matrix	

# WEAPONS

In addition to the unit and subsystem cards, Liberty Prime also comes with 4 Liberty Prime only weapon cards;

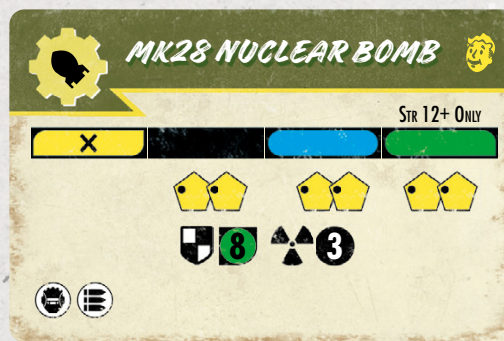
- Liberty Laser
- Liberty Prime Punch
- Liberty Prime Stomp
- Mk28 Nuclear Bomb

## MINIMUM AND EXTRA LONG RANGE

The Mk28 Nuclear Bomb Weapon Card has 2 additional ranges listed where you would usually only see a Short and Long Range. The range band located before the Short Range is the weapon's Minimum Range, the weapon can never target a model within this range band. The Extra Long Range is found after

the Long Range band and requires a minimum STR Attribute in order to target models within that range band.

These ranges are measured sequentially (beginning with the Minimum Range) from the model's base as explained in the Rules of Play p. 16.



# PLAYING WITH LIBERTY PRIME

The following section defines how to use Liberty Prime during a game of *Fallout: Wasteland Warfare*.

Liberty Prime consists of 3 unit cards which are used sequentially by name. A player must include all of Liberty Prime's unit cards in their force to play Liberty Prime. Only one Liberty Prime unit card is used for that Unit at a time and is always the Liberty Prime card with the lowest number.

Rather than damaging Liberty Prime itself, Damage is recorded against one of six Subsystems. When a Subsystem's is reduced to zero, that Subsystem card is flipped to its Damaged side and the next Liberty Prime unit card is then used (if possible).

The cards are changed as soon as a Subsystem has accumulated enough damage to warrant a Subsystem card being flipped to its damaged side. Any extra damage to the Subsystem that would carry over is ignored. When a unit card is changed, all conditions, tokens, and damage to Subsystems remain. Once a Subsystem is flipped to its damaged side, it can no longer suffer damage.

## Activating Liberty Prime


If it is included in your force, the method in which you use Liberty Prime is a little different to how it is explained in the Rules of Play, p. 13. Unlike most other models in *Fallout: Wasteland Warfare*, Readiness Markers ( ) are not assigned to the Liberty Prime model. Instead, each turn the controlling player assigns Readiness Markers to one of its subsystem cards.





The maximum number of Readiness Markers that can be distributed between Liberty Prime's subsystem cards per round is displayed on each level of the Liberty Prime unit card. While that unit card is active, you may not exceed the amount of Readiness Markers displayed amongst the subsystem cards. This means players should have a total of 12 Readiness Markers set aside exclusively for Liberty Prime, plus 1 Readiness Marker for each additional model within your force.




Subsystems are assigned Readiness Markers as if they were models on the battlefield. During each of their turns, the player controlling Liberty Prime may assign a Readiness Marker to either one of the subsystem cards, or any other model under their control on the battlefield.

Once a subsystem card has the maximum number of Readiness Markers assigned to it, it is able to be activated. All subsystem cards, both within their undamaged or damaged state, display the number of Readiness Markers required to activate that Subsystem. When Liberty Prime is activated with one or more of its Subsystems assigned the maximum number of Readiness Markers, it may perform a single Action or effect listed on each of those Primed Subsystems. Each Subsystem may only be activated once per round.

Although Liberty Prime is designed to be included within forces that contain other normal models, the Activating Models step of the Game Structure is modified in the following way for forces that include Liberty Prime;

After assigning a Readiness Marker to a model (or Subsystem), if the player chooses to activate all  models, check if Liberty Prime has a minimum of one of its Subsystems ready to activate.

- **IF 1+ SUBSYSTEMS** - Liberty Prime is activated alongside any other  models in the force, and may perform any in game Actions or effects defined on any of its ready to activate subsystem cards. Once these activations have been performed, flip the Readiness Tokens on those Subsystems to .
- **IF 0 SUBSYSTEMS** - Liberty Prime is not activated (although other  models are activated as normal) and its Readiness Markers remain .

Liberty Prime may be activated several times during each Round, so long as it has any number of non  Readiness Tokens. If, after activating all other models, Liberty Prime still has Readiness Markers flipped to , but does not have enough on a single Subsystem to activate, those markers are flipped to , and the round is over.

### Targeting / Damaging Subsystems

Liberty Prime is the apex of pre-war all-American science and engineering, even the most powerful of weapons found within the Wasteland would struggle

to leave a dent in its armor. Due to Liberty Prime's Endurance Attribute of X, the denizens of the Wasteland could not possibly destroy Liberty Prime. Instead, the Wastelanders must attempt to target specific areas and weaknesses of Liberty Prime called Subsystems.











When performing any attack with Liberty Prime as the target, you may choose to aim at a specific Subsystem in exchange for a penalty to the Skill Test. Alternatively, players can choose to randomize which of the Subsystems is hit by their attack.

If a player decides to aim an attack against a specific Subsystem, they must first declare which Subsystem is being targeted, and the testing model suffers a -2 modifier to their Skill Value.


If you decide to randomize, add the Armor Dice to your Skill Roll (in addition to any Effect Dice) exactly as you would when Shooting into Engaged Models (Rules of Play p. 26). The result of the Armor Dice must then be referenced against the table below, cross referencing its result against the type of weapon the attacking model is using. The result of this is which of the Subsystems are hit by the attack. If the result would be a Subsystem which has already been flipped to its damaged side, reroll the Armor Dice until the attack would hit a Subsystem that is undamaged.

If the incoming attack is using an Area Effect weapon (Rule of Play, p.46), and Liberty Prime is a target of the attack, the player attacking Liberty Prime may re-roll the result on the table below once per hit.

*A Gen 1 Synth performs an Action: Shoot against Liberty Prime using an Institute Laser Pistol. In addition to the Skill Dice and Effect Dice, the player controlling the Gen 1 Synth also rolls the Armor Dice. The Gen 1 Synth passes its Skill Check and the result shown on the Armor Dice is a 3. In the table below we can use the Pistol Column (on the right) to determine that the Gen 1 Synth has hit Liberty Prime's Active Defence Matrix Subsystem.*

SUBSYSTEM 		
 1	Targeting HUD	
 2	MK28 Auto-loader	
 3	Power Core	 4
 4	Active Defence Matrix	 3
	Gyroscopic Sensors	 2
	Electromagnetic Actuators	 1

Once the amount of incoming damage has been determined, and into which Subsystem, use the Armor Rating located on the Liberty Prime unit card to reduce incoming damage to the Subsystem. Any damage that is not reduced inflicts damage to the targeted Subsystem.

Place that amount of Damage Tokens on that Subsystem's reference card. Once the amount of Damage Tokens exceeds the  value displayed on the Subsystem, discard those Damage Tokens and flip that Subsystem to its damaged side. If a Subsystem has any Readiness Markers assigned to it when it is damaged, these are retained and are not discarded.

Damaged Subsystems cannot be targeted or have any additional Damage Tokens inflicted upon them.

## LIBERTY PRIME AND THE BATTLEFIELD

This section details moments where rules may need to be modified in order for Liberty Prime to function mechanically within *Fallout: Wasteland Warfare*.

### Terrain

When identifying the attributes which each piece of terrain on the battlefield has during set-up, i.e. climbable, cover, difficult terrain, etc., add one extra definition: 'Destructible by Liberty Prime'. Anything that is 'Destructible by Liberty Prime' is destroyed if any part of Liberty Prime's base overlaps it during any part of Liberty Prime's movement.

Also, define which terrain is Impassable Terrain for Liberty Prime. Often this is terrain which is not 'Destructible by Liberty Prime' but there are occasions when something that is not Destructible by Liberty Prime is Normal Terrain, such as an underground bunker.

Note that terrain usually has different classifications for Liberty Prime compared to other models; for example, a 7-foot chain-link fence which is Impassable Terrain for most models is Normal Terrain for Liberty Prime. Some large objects, such as a Red Rocket building, may count as Difficult Terrain for Liberty Prime and be destroyed after Liberty Prime moves into it (see below). Some terrain, like a large office block, is Impassable Terrain for Liberty Prime. Some terrain may count as Difficult Terrain for Liberty Prime while counting as Impassable Terrain for most other models, such as deep water. Just be sure to define things with your opponent during set-up.

### Destruction of Terrain

When determining terrain, decide what will be left behind if a piece of terrain is destroyed by Liberty Prime. Smaller pieces of terrain like trash cans, Nuka-Cola machines, crates, shipping containers, etc.

Each time a Subsystem is damaged, replace Liberty Prime's unit card with the next sequential Liberty Prime unit card.

### Evacuating Liberty Prime

Once 3 of Liberty Prime's Subsystems have been damaged, the Brotherhood of Steel Elders will order the immediate evacuation of Liberty Prime from the battlefield.



Remove the Liberty Prime model from the battlefield. Although certainly not destroyed, it is considered a casualty during the scenario. It is considered 10 casualties during scenarios where casualty count is a Victory Condition.

Additionally, assign a Stunned Token to all other models on the battlefield within the same force as Liberty Prime.

are likely to be removed as they are crushed flat by Liberty Prime. Some larger pieces of terrain, such as buildings, leave behind 'Rubble' when destroyed by Liberty Prime. 'Rubble' is Area Terrain which counts as cover, does not block LoS, and is Difficult Terrain for non-Liberty Prime models.

If any 'Destructible by Liberty Prime' terrain has a Health value, it immediately suffers damage to reduce it to 0 Health which is resolved accordingly, such as cars entering meltdown.

If terrain can be destroyed by Liberty Prime's movement, remember that you will need to represent/record this on the battlefield. For example, if Liberty Prime walks through a wall creating a gap other models may pass and/or shoot through, you will need to mark where this gap is (which can be done with counters to show the extent of the destroyed section rather than having to remove actual sections of your terrain). Similarly, if Red Rocket is bulldozed by Liberty Prime's movement, you could remove the walls of the affected section and use the floor tiles and/or roof canopy to show where there is now rubble.

When terrain is destroyed by Liberty Prime's movement, place a random . Any Items from these newly placed  do not count towards any scenario objectives.

### Markers and Tokens

Liberty Prime may end an **Action: Move** with its base overlapping Markers on the battlefield. Markers and Tokens under Liberty Prime's base may never be interacted with until Liberty Prime is no longer overlapping them.

If Liberty Prime is overlapping a Marker or Token that you consider Scenario Essential, (is required to score points or achieve victory) then models not in the same force as Liberty Prime may attempt to interact



with them from any position on the battlefield that is **Orange** distance away from Liberty Prime's base. Discuss with your opponent before the battle to decide which Markers or Tokens are Scenario Essential.



The above Markers and Tokens are the only types that can be designated as Scenario Essential.

## PLAYING AGAINST AI CONTROLLED LIBERTY PRIME


Like all units in *Fallout: Wasteland Warfare*, Liberty Prime can also be controlled by Artificial Intelligence (AI). The following section will detail additional steps or changes to the mechanics defined within the Solo / Co-op Mode chapter of the Campaign Handbook p.8.

### Activating AI Liberty Prime

When a force under the control of the AI includes Liberty Prime, Liberty Prime should always be assigned Number Tokens 1, 2, and 3. This is because Liberty Prime under the control of the AI activates 3 times per Round.

Each time a Subsystem is flipped to its Damaged side, remove one of these Number Tokens from Prime as it loses that Activation. Once 3 Subsystems have been Damaged and Prime has no Number Tokens remaining, follow the rules for removing Liberty Prime from the battlefield found above in Evacuating Liberty Prime.

### Displacing Other Models

If Liberty Prime ends an **Action: Move** with its base partly or wholly overlapping another model's base, that model must then be moved so it is no longer beneath Liberty Prime's base. When displacing a model, the player who does not control Liberty Prime must move it the minimum distance required to be able to place that model back on the battlefield. If the displaced model is in the same force as Liberty Prime, assign  to that model.

### Responses

When 1 of its 3 AI Tokens is drawn, Liberty Prime performs responses just like all other models under control of the *Fallout: Wasteland Warfare* AI. Liberty Prime must be activated each time one of its AI Tokens is drawn.

Liberty Prime performs responses as written in the Campaign Handbook p.11 and such ignores rules on its Subsystems regarding Actions it can perform when activating that specific Subsystem. Any abilities, penalties, or icons listed on both the Damaged and Undamaged side of the Subsystem card work as normal.

### Liberty Prime AI Card

Liberty Prime's AI card is identical to most other AI cards found within *Fallout: Wasteland Warfare* apart from one noticeable difference listed below.

**LIBERTY PRIME**  
LIBERTY LASER\*, MK28 NUCLEAR BOMB\*,  
LIBERTY PRIME PUNCH\*, LIBERTY PRIME STOMP\*

	Number of Subsystems  Damaged			
	0	1	2	
				
				
				

During  Attack, if Engaged with 1 enemy model use Liberty Prime Punch\*, else use Liberty Prime Stomp\*.  
If  is  use . Use Criticals. Use  for .

**1: Largest**  
**2: Healthiest**  
**3: Nearest**

Liberty Prime's weapon preference is listed alongside each response, declaring whether Liberty Prime uses its Liberty Laser or Mk28 Nuclear Bombs during ranged attacks.

# LIBERTY PRIME SCENARIOS

Below are 3 scenarios designed to include Liberty Prime. All 3 can be played as a connected narrative scenario pack which details a Brotherhood of Steel advance on an unnamed base within the Wasteland.

This is it for the defending forces, it's all or nothing.

They have but a few attempts to try and halt the iron fist of the Brotherhood of Steel. If they cannot withstand the might of the Brotherhood here, then nothing will stand between them and complete domination of the wasteland.

## LP SCENARIO 1: BREAKTHROUGH

*The Brotherhood of Steel has received intel that a base within the Wasteland is not cooperating and refuses to be subjugated. They are withholding a considerable amount of tech, and although multiple frontal assaults have been attempted, the stoic Brotherhood Knights and Paladins have not been able to advance through the heavy fortifications. In these rare instances, the Elders of the Brotherhood sanction the use of their ultimate weapon. Deploy Liberty Prime.*

### Scenario Rules

In this scenario, Liberty Prime must destroy a fortified position that is holding up a Brotherhood of Steel assault. The defending force must scramble to activate their rudimentary defence system in the hopes it could turn the tide of the battle.

### Fortified Position

At the beginning of each Round, models from the Defending Force entirely within their own deployment zone gain . Any Tokens gained via this rule must be discarded if the model moves outside of its deployment zone.

### Power Relays

The Computer Tokens represent the Power Relays the defenders must activate to enable their defence systems. Non Defender models may with Power Relays, but can only do so if no enemy models are in base contact with the Power Relay. Once a model has interacted with a Power Relay, begin by rolling the Skill Dice, any non Critical Fail result activates the Relay. A result of a Critical Fail overloads the Relay and it is destroyed, removing it from the battlefield.

Once a Relay is activated, place a Counting Token on it to signify it is functioning. At the end of each round, after all other models have activated, the defending player may resolve the following attack against Liberty Prime. This attack is considered to be a attack when determining which Subsystem of Liberty Prime is hit.

POWER RELAYS ACTIVATED	SKILL TEST TO HIT	BASE DAMAGE	EFFECT DICE
0	3	1	
1	5	2	
2	7	3	
3	9	4	
4	11	5	

### Breakpoint

The Searchable Token represents the Breakpoint where Liberty Prime must clear the way for the final assault. This position cannot be entirely demolished as the Brotherhood of Steel must fortify this position after conquest. Because of this, the Breakpoint nor any model within the Defender deployment zone can be Targeted using Liberty Prime's MK28 Nuclear Bomb.

The Breakpoint has the following Armor and Health values;

- = 4+1
- = 3+2
- = X
- = 20

Once the Breakpoint is destroyed, the battle is over and the Brotherhood of Steel are victorious.

## Game Duration

6 Rounds

### VICTORY CONDITIONS

Brotherhood of Steel

Destroy the Breakpoint

Defending Force

The Breakpoint is not destroyed at the end of Round 6

OR  
Remove Liberty Prime from the Battlefield

### BATTLEFIELD SET-UP

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

1. Mark out the Defending Force deployment zone as the map suggests. The opposing board edge is the Brotherhood of Steel deployment edge
2. Place a lettered Searchable face up located **Orange** in from the centre of one of the Battlefield Edges as shown on the deployment map. This is the Breakpoint.



3. Deploy **4 Power Relays** as shown on the deployment map.



4. Place a substantial amount of LOS blocking terrain within the Defending Force deployment zone. No Terrain may be placed within **Yellow** of the **Breakpoint**. Sparsely place smaller pieces of terrain in the areas not marked as the Defending Force deployment zone, these should provide Cover but not block LOS.

*Note - Be sure not to place too much Terrain that would impede Liberty Prime from moving towards the Breakpoint.*

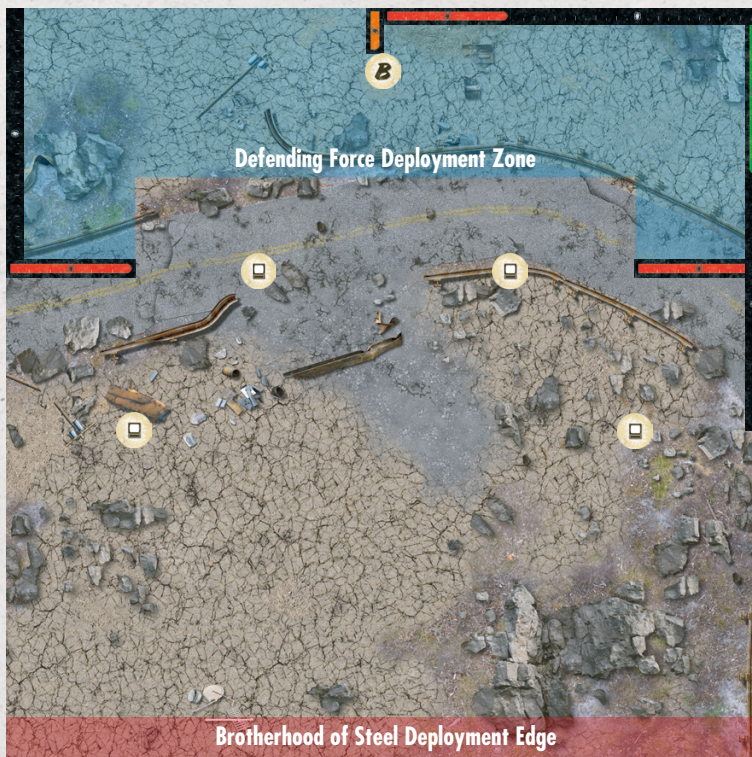
5. Starting with the player controlling the Defending Force, alternate placing **6 non-lettered Searchables** on the battlefield **Red** away from battlefield edges, deployment zones, **Power Relays** and each other.



6. The Brotherhood of Steel player deploys all of their models in base contact with the Brotherhood of Steel Deployment Edge.

7. The Defending Force player deploys all of their models wholly within the Defending Force deployment zone.

**Advantage:** The Brotherhood of Steel begins the first Round with Advantage.




## LP SCENARIO 2: CROSSED SIGNALS

After breaking through the outer fortifications of the compound, the Brotherhood of Steel forces have encountered a facility containing an array of signal towers, almost certainly a pre-war listening post of some kind. It's too dangerous for the defenders to order an all out assault against the Brotherhood of Steel and Liberty Prime in its current state. Maybe by rerouting the power to the signal towers, the defenders can scramble Liberty Prime's sensors and systems.

### Scenario Rules

In this scenario, Liberty Prime is being caused to malfunction by a series of Scrambler Towers found across the battlefield. The Brotherhood of Steel force must shut these Scrambler Towers down while the Defending Force must reroute power to boost their signal.

### Fortified Position


At the beginning of each Round, models from the Defending Force entirely within their own deployment zone gain . Any Tokens gained via this rule must be discarded if the model moves outside of its deployment zone.

### Jammed Signals


At the beginning of each Round, determine how many Scrambler Towers Liberty Prime is within **Black** Range of if Powered, or 2x **Black** Range if Overcharged. Reduce the maximum number of Readiness Tokens Liberty Prime can use in that Round by the result.


### Scrambler Towers

Scrambler Towers are represented on the battlefield using Investigation Markers 1 to 7. Scrambler Towers have 4 states they can be in throughout the scenario, these are;

- **Destroyed:** A destroyed Scrambler Tower has no further impact on the scenario, remove its Investigation Marker from the battlefield.
- **Unpowered:** An unpowered Scrambler Tower is not currently functioning. Models from the Defenders force may interact with the Scrambler Tower to change its state to Powered.
- **Powered:** While a Scrambler Tower is powered, place a Counting Token on top of its Investigation Marker to designate that it is powered. Models from the Defenders force may perform a Use Expertise  Skill test when interacting with a Powered Scrambler Tower, if successful, change its state to Overcharged. If the test is critically failed, change the state to Destroyed.
- **Overcharged:** While a Scrambler Tower is overcharged, place 2 Counting Tokens on top of its Investigation Marker to designate that it is overcharged.


Scrambler Towers have the following Armor and Health values;

 = 4

 = 3+1

 = X

 = 6

Models from the Brotherhood of Steel force may target Scrambler Towers as if it were an enemy model on the battlefield, following all standard rules to do so. If a Scrambler Tower's  is reduced to 0, its state is changed to Destroyed.

### Game Duration

6 Rounds

### VICTORY CONDITIONS

Brotherhood of Steel

At the end of Round 6, have more Destroyed or Unpowered Scrambler Towers than Powered or Overcharged.

Defenders force

At the end of Round 6, have more Powered or Overcharged Scrambler Towers than Destroyed or Unpowered.

OR

Remove Liberty Prime from the Battlefield.

## BATTLEFIELD SET-UP

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

1. Mark out the Defending Force deployment zone as the map suggests
2. The player controlling the Defending Force places face down **7 Investigation Markers** representing the **Scrambler Towers** on the battlefield, **Yellow** distance away from the Defending Force deployment zone and all battlefield edges, and **Green** distance away from each other.



3. Place a substantial amount of LOS blocking terrain within the Defending Force deployment zone. Sparsely place smaller pieces of terrain in the areas not marked as the Defending Force deployment zone, these should provide Cover but not block LOS.

*Note - Be sure not to place too much Terrain that would impede Liberty Prime from moving around the battlefield.*

4. Starting with the player controlling the Brotherhood of Steel force, alternate placing **6 non-lettered Searchables** on the battlefield **Black** distance away from battlefield edges and **Yellow** distance away from Scrambler Towers and each other.



5. Deploy Liberty Prime in the corner of the battlefield shown on the deployment map, in base contact with both battlefield edges. Any remaining Brotherhood of Steel models may then be deployed within **Yellow** distance of Liberty Prime.
6. The Defending Force player deploys all of their models wholly within the Defending Force deployment zone.
7. Flip all of the Investigation Markers representing the Scrambler Towers face up, assign **2 Counting Tokens** to **1** to show it begins the scenario **Overcharged** and a **Counting Token** to both Tokens **3** & **6** to show they begin the scenario **Powered**.

**Advantage:** The Defending Force begins the first Round with Advantage.




## LP SCENARIO 3: ALL OUT WASTELAND WARFARE!

The signal towers are destroyed and all the fortifications are broken, the time has come for a final stand against the Brotherhood and their mechanical giant. Be sure to load up on Chems and bring your biggest guns. It's all or nothing!

### Scenario Rules

In this scenario the defending force must defeat Liberty Prime without any additional assistance, using only the weapons they are equipped with and anything they can find on the battlefield.

### Fortified Position

At the beginning of each Round, models from the Defending Force entirely within their own deployment zone gain . Any Tokens gained via this rule must be discarded if the model moves outside of its deployment zone.

### Game Duration

Until one force has been awarded Victory using the Victory Conditions outlined below.

VICTORY CONDITIONS	
Brotherhood of Steel	Remove all enemy models from the battlefield.
Defending Force	Remove all Brotherhood of Steel models from the battlefield.

## BATTLEFIELD SET-UP

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

1. Mark out the Defending Force deployment zone as the map suggests. Mark out the Brotherhood of Steel deployment zone as the map suggests.
2. Place a substantial amount of LOS blocking terrain within the Defending Force deployment zone. Sparsely place smaller pieces of terrain in the areas not marked as the Defending Force deployment zone, these should provide Cover but not block LOS.

*Note - Be sure not to place too much Terrain that would impede Liberty Prime from moving around the battlefield.*

3. Starting with the player controlling the Brotherhood of Steel force, alternate placing **8 non-lettered Searchables** on the battlefield

**Orange** distance away from both deployment zones and battlefield edges, and **Yellow** distance from each other.



4. The Brotherhood of Steel player deploys Liberty Prime within the Brotherhood of Steel deployment zone, Liberty Prime must be placed in base contact with a battlefield edge.
5. Beginning with the Brotherhood of Steel player, alternate deploying models wholly within their deployment zones until all models are placed onto the battlefield.

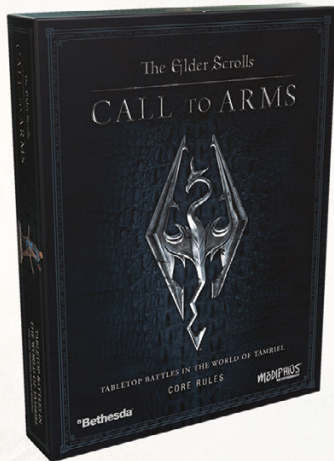
**Advantage:** The player with the least amount of models begins the first Round with Advantage.



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