

NO DICE!

STORY

The strip is a place to relax and forget about the Wasteland, a place where conflict and violence are strictly prohibited. Tonight however, a fight has broken out in the middle of a casino. Seems someone's been accused of cheating and a number of patrons have drawn hidden weapons.

The robot security systems move in to subdue the scuffle, leaving a mountain of caps sitting unattended. A fortune, ripe for the taking.

SCENARIO AIM

Get out of the casino with your winnings and your life.

SCENARIO RULES

In this scenario, Players must move to the Casino Entrance with as much money as they can.

Jackpot

The Jackpot starts the game in the position shown on the Deployment Map, and consists of 25 Counting Tokens placed in a pile. A model may pick up a single token in base contact as a free action once per activation, or may spend an action to pick up 10 tokens within ORANGE of the model's base. Any picked up counting tokens are placed on the models unit card for tracking.

Any time a model carrying one or more counting tokens takes damage, they drop a number of counting tokens equal to the amount of damage taken. These tokens are placed ORANGE away from the model taking damage, scattered in a random direction. If a model is removed from the battlefield while carrying counting tokens, make sure to resolve this step before removing the model.

Casino Exit

The Casino Exit is shown on the Deployment Map. Any model may spend an action when in contact with the Casino Entrance to leave the board. Any Counting Tokens they are carrying when they have left the board are safe and awarded to the player controlling the model.



TIME TO PLACE YOUR BETS FOLKS!

Bouncers

Two Securitrons serve as the bouncers for this casino, and will guard their employer's money with their lives. The two securitrons have their standard loadout, and are deployed as shown on the Deployment Map. They activate using their AI matrix at the beginning of every round, before any player models have activated. Their target priority has been altered to prioritise models with the highest number of carried caps. Additionally, they will always treat a Fall Back response as moving closer to the Casino Entrance, and will always treat an Objective response as Defend: Casino Entrance.

Weapon Lockup

No weapons are allowed in the casinos, except for those you can sneak in. When choosing the loadout for models, you may choose whatever appropriate equipment you wish. However, any weapons that are not pistols or concealable melee weapons should be flipped over to indicate they are currently unusable. It is up to the players to decide what 'concealable' means, but we recommend using the general

VICTORY CONDITIONS

Both Players

Whoever has the most points at the end of the game wins. Each Counting Token carried off of the board counts gives +1 points to the player that carried it, and each friendly model that has been removed or left on the table at the end of the game gives -1 points.



rule that if it could be wielded in a single hand, it's concealable. This would include Wrenches and Batons, but not include Thermic Lances or Sledgehammers.

A model may spend an action when in contact with the Weapon Lockup, shown on the Deployment Map, to re-acquire their weapons. They would then flip the weapon cards over to show the correct size, and would then be able to use them.

Game Duration

6 Rounds.

BATTLEFIELD SET-UP

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

1. Place the 25 Counting Tokens in a pile BLUE distance away from the centre of a board edge, shown as J on the Deployment Map.
2. Note the area of the Casino Exit, green width on the centre opposite board edge. Deploy a Securitron either side of this area.
3. Mark two ORANGE by ORANGE areas in the corners of the Casino Exit board edge to represent the Weapon Lockers.
4. Players then alternate placing models in one of the Deployment Zones, either Deployment A or Deployment B, until all models are placed. Additionally, each player may choose to deploy one model in contact with the Jackpot in the allotted deployment area. The player deploying in Deployment A may deploy the lone model in DA1, while DA2 is reserved for the player deploying in

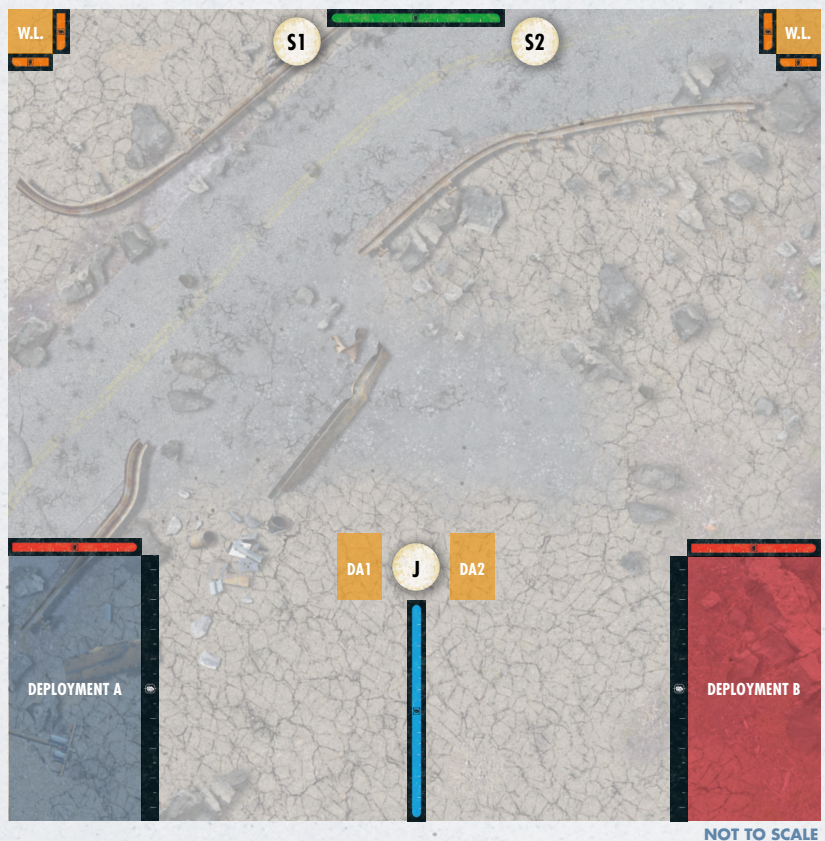


Deployment B.

5. Alternate placing a total of 4 Searchable Markers at least GREEN from any player's Deployment Zone. Make sure these searchables are unlocked item searchables.
6. Place additional terrain as described in the FWW Terrain Guide.

Curated Wasteland

The curated Wasteland reflects a seedy interior of a run down casino on the New Vegas Strip. Due to the indoor, controlled setting of the scenario, only an Item Deck is required.



SUGGESTED FORCES

NCR

- NCR Civilian Ranger with .44 Magnum Revolver, Baseball Bat
- 2 x NCR Trooper with .357 Magnum Revolver, Machete
- NCR Veteran Ranger with Ranger Sequoia, Anti-Material Rifle
- NCR Patrol Ranger with Service Rifle, Pipe Wrench

Raiders

- Veteran Raider - Minigun, Tire Iron, Bolt Action Pipe Pistol, Brawler
- 2 x Scavver Outlaw with .44 Revolver, Molotov Cocktail
- 2 x Raider Outlaw with Pipe Pistol, Lead Pipe

ITEM	EVENT	DANGER	STRANGER	CREATURE
Atomic Cocktail	-	-	-	-
Fire Axe	-	-	-	-
Baton	-	-	-	-
Molotov Cocktail	-	-	-	-



AI SETTINGS

AI Settings: All Factions

A model that rolls 0 follows the following priorities:

1. **Use (Jackpot)**
2. **Interact (Weapon Locker)**
3. **Interact (Jackpot)**

If a model ever has 3 more counting tokens on their person, they instead treat 0 as **Use (Casino Exit)**

Terrain Suggestions

To get the most out of this scenario, we suggest using the Vault Tec Lockers, Cases and Crates and Terminals from the Modiphius Store.

Alternatively, if you want to create some terrain for your own, this scenario would be the perfect opportunity to create some interior furniture and furnishings. Perhaps your casino is full of roulette tables, or has a very classy reception desk with a lounge and bar. Maybe the front of the casino is a facade, and an ordinary looking shop transforms into a seedy gambling den as you move further in. We look forward to seeing your creations!