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CONTENTS

OH A HUNTING WE WILL GO

OH A HUNTING WE WILL GO

MASON AND HIS DOGS GREET YOU IN THE ONLY WAY THEY KNOW HOW

STORY

"Well isn't this something, girls? The sun is shining, the rad counter ain't ticking too loudly and if I ain't mistaken, those are Gazelle tracks! Let's go get ourselves some dinner! How does that ol' song go?"

SCENARIO AIM

In this solo play scenario, the action focuses on a chance encounter between **The Pack**, **Operators**, and **Disciples**. There's a reason why the three gang leaders avoid each other, and any meeting that doesn't rouse their violent **Gang Rivalry** is rare! While no side will turn down the opportunity to neutralize the other, the main goal here is delving into a **Hiding Spot** for some real fast food. Once a **Gazelle** has been spotted, the players must bring it down and make off with its **Carcass**.

SCENARIO REQUIREMENTS

To play this scenario you will need the following models.

- Mason
- 2 Hounds
- Nisha
- Savoy
- William
- Maggs

SCENARIO RULES

In this scenario, use the following special rules:

Pack

The player force is made up of the Pack's leader, Mason and his two trusty Hounds. **The Pack** benefit from the Raiders' faction special rule and the Pack sub-faction special rule. You will find the Vault-Tec Approved profiles, and faction ability for the Pack on page 10.

Operators

The Operators are an AI controlled force. **The Operators** benefit from the Raiders' faction special rule and the Operators sub-faction special rule. You will find the Vault-Tec Approved profiles, AI Cards, and faction ability for the Operators on page 11.

Disciples

The Disciples are an AI controlled force. **The Disciples** benefit from the Raiders' faction special rule and the Disciples sub-faction special rule. You will find the Vault-Tec Approved profiles, AI Cards, and faction ability for the Disciples on page 10.

Gang Rivalry

The rival gangs of Nuka-World are hardly known for being friendly towards each other. Their **Gang Rivalry** always leads to rapid escalations of violence. **The Operators** and the **Disciples** are two opposing AI controlled forces that consider each other to be enemy models.

Hiding Spot

The Hounds have a whiff of some Gazelles nearby, meaning it is time to spook them out of their Hiding Spot. Each Investigation Marker is a Hiding Spot. This scenario uses a mixture of Investigation Markers to represent these. Some will be numbered on the underside, whereas others will be blank. A Hiding Spot cannot be interacted with like a regular Investigation Marker.

A Hiding Spot is flipped when a model completes a Move within Yellow distance. No roll or Action is required for this. If a numbered Investigation Marker is revealed, a Gazelle has been found. The Investigation Marker is kept on the battlefield, face up. If a blank Investigation Marker is revealed, that Hiding Spot was empty and the marker is discarded.

Hounds can look at any Hiding Spot when they complete a move within Red distance. The Investigation Marker is flipped over to check the underside, then placed face down again. No roll or Action is required for this.

Gazelle

Once revealed, a numbered Investigation Marker is a Gazelle. A Gazelle has the following stats:

(❤): 5 (🛡): 1 (⚡): 1 (☢): 2

A Gazelle may be targeted by weapon attacks. At the end of each round, each Gazelle will move. If there are multiple on the battlefield, The Pack player determines the order each Gazelle is moved in.

A Gazelle moves Yellow distance directly away from the nearest player or AI controlled model. A Gazelle cannot move into base contact with a model. It will stop its move before it enters base contact. A Gazelle can leave the battlefield by ending a move in contact with a battlefield edge. When a Gazelle takes enough damage to be removed from the battlefield, replace it with a Searchable Token. It is now a Carcass.

Carcass

An Unengaged model in base contact with a Carcass may Interact with the Carcass and place it on their unit card. If a model carrying a Carcass is removed from the battlefield, spin or flip the Advantage Marker and place the Carcass on the battlefield Orange distance away from the removed model, in the direction indicated by the Advantage Marker. Other models may Interact with this Carcass as a Free Action. This will place that Carcass on their unit card. A model can only have one Carcass on its unit card.

A model carrying a Carcass can drop them in their deployment zone. If a model is in their deployment zone, they may Interact to remove a Carcass from their unit card and place it in base contact. Any Carcass placed in this way must be placed within the deployment zone.

Game Duration

8 Rounds.

Multiple Players

This scenario can be played in 2-player mode or with three players. Players can choose between playing Pack, Operators, or Disciples. Any force not chosen by a player will be AI controlled. Players building their own forces should use models totalling up to 300 Caps from their respective Nuka-World gang.

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!

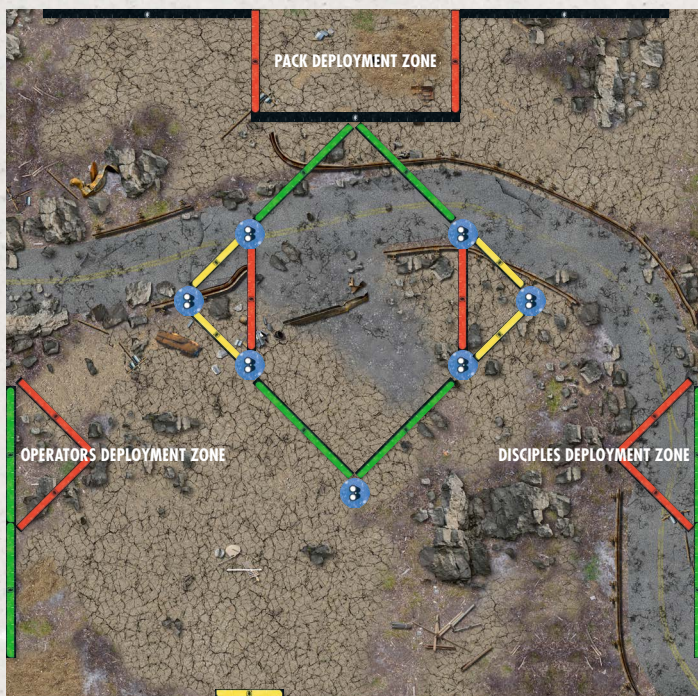| VICTORY CONDITIONS	
Major Victory	End Round 8 with more Carcass Investigation Markers in your deployment zone than both other forces.
Minor Victory	End Round 8 with more Carcass Investigation Markers in your deployment zone than one other force.
Draw	End Round 8 with the same number of Carcass Investigation Markers in your deployment zone as both other forces.
Minor Loss	End Round 8 with fewer Carcass Investigation Markers in your deployment zone than one other force.
Major Loss	End Round 8 with fewer Carcass Investigation Markers in your deployment zone than both other forces.

AS STYLISH AS THEY ARE, EVEN THE OPERATORS BOSSES HAVE TO HUNT.

BATTLEFIELD SET-UP

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

1. Make a stack of the following 👁 **Investigation Markers:** 3 blank, 4 numbered (see below). Shuffle them up and randomly place them at the specified locations on the battlefield. Each **Investigation Marker** is a Hiding Spot.

   ⬛ ⬤ ⬤ ⬤ ① ② ③ ④

2. Place **Terrain** on the battlefield. Try to avoid unobstructed lines of sight between the two deployment zones where possible.

3. Starting with whichever player last walked a dog, players take turns placing 6 random non-blank, non-lettered 🔴 **Searchable Markers** randomly on the battlefield making sure that they are at least Red distance away from each other or a deployment zone, and at least Orange distance away from any Hiding Spot or battlefield edge.

4. Players take turns deploying in their respective deployment zones.

AI SETTINGS:
AI OPERATORS AND DISCIPLES FACTIONS

At the start of each AI model's action, determine a model's current Objective by running down the list below and using the first criteria that matches the model's situation.

CRITERIA	ACTION
If a Hiding Spot has not been flipped and there is no Gazelle within Awareness.	Go To [Nearest Hiding Spot]
If there is a Carcass on the battlefield within Awareness.	Go To [Carcass]
If there is a Carcass on the model's unit card and the model is in their deployment zone.	Interact [Drop Carcass]
If there is a Carcass on the model's unit card.	Move [Towards Own Deployment Zone]
If there is a Carcass on an enemy model's unit card.	Attack [Enemy Model Holding Carcass]
If there is a Gazelle within Awareness.	Attack [Gazelle]
If there is a an enemy model on the battlefield.	Attack [Nearest Enemy Model]

THE DISCIPLES TAKE THE HIGH GROUND

MASON

RAIDER, THE PACK

SKILLS

Str	7
Per	6
End	7
Cha	4
Int	4
Agi	6
Luc	4

SPECIALTIES

Energize: When this model is activated, gain two ⓒ.

When another friendly model within 🛜 and LOS is activated they can discard ⓒ one to gain ⚙.

Discard all ⓒ at the end of the round.

Sic 'Em: ☀ 🐾 Gain +1 STR

166 CAPS

ARMOR
Pack Armour

🛡	3
⚡	3
☢	1

MOVE ▶ ⏩

AWARENESS 👁
QUICK ACTIONS ◉ ⚙

ABILITIES

GEAR
Combat Shotgun

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Combat Shotgun	🔫	🟥 ⬟ ⬟	🟦	🛡2		!4 SHORT ONLY + 🔵 🛡4 🍾🌀

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Improvised Weapon	🗡	🟢		🛡1		

HOUND

🐾 RAIDER, THE PACK

SKILLS

Str	4
Per	7
End	6
Cha	3
Int	3
Agi	5
Luc	2

SPECIALTIES

Senses: Does not need LoS to a target to use Charge.

79 CAPS

ARMOR

🛡	2
⚡	2
☢	-

MOVE ▶ ⏩

AWARENESS 👁
QUICK ACTIONS ◉ ⏩

ABILITIES 🚫

GEAR
Dog Bite

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Dog Bite	🗡	🟡 🟢 🔵		🛡2	🍾🚫 ★ ⚙ 🍄🌀	!2 + ⬟ 🛡2

HOUND

🐾 RAIDER, THE PACK

SPECIALTIES

Senses: Does not need LoS to a target to use Charge.

79 CAPS

MOVE

AWARENESS 👁

QUICK ACTIONS 👁 ▶

ABILITIES 🚫

GEAR Dog Bite

SKILLS		
👊	**S**tr	4
	Per	7
	End	6
📡	**C**ha	3
	Int	3
❤🗡	**A**gi	5
	Luc	2

ARMOR

🛡		2
⚡		2
☢		-

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Dog Bite	🗡	🟡🟢🔵		🛡2	🍶 🚫 ⭐ ⚙ 💥 🚀	!2 + ⬠ 🛡2

NISHA

RAIDER, DISCIPLE

SPECIALTIES

Hit and Run: ☀ May break engagement without causing a free attack.

Evasive: -2 to hit at long range.

177 CAPS

MOVE

AWARENESS 👁

QUICK ACTIONS 👁 ▶

ABILITIES

ARMOR
Disciples Light Armor,

GEAR
Plasma Pistol,
Disciples Blade,
x4 Fragmentation Grenade

SKILLS		
🌐	**S**tr	5
🔍 🔫 🔫	**P**er	6
❤	**E**nd	7
📡 👊	**C**ha	5
💻 🔑	**I**nt	7
🗡	**A**gi	7
	Luc	3

🛡		3
⚡		3
☢		-

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Plasma Pistol	🔫	🟩 ⬟ 🟢	X	⚡2	🎯 ⬇ 🛡/⚡	!2 + ⬟🟡 ⚡2

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Disciples Blade	🗡	⬟ 🟢		🛡2	🍶 ⚙	!3 + 🟡 🛡2

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Fragmentation Grenade	💣	💣 ⬟ 🟡	X	🛡 🟠2	🎯 : ✸ 1-2 3-4 ⊗	

SAVOY

RAIDER, DISCIPLE

SPECIALTIES

Purpose: Resistant to ⚡✦

SKILLS

Str	6
Per	6
End	6
Cha	4
Int	6
Agi	5
Luc	2

ARMOR
Disciples Heavy Armor

🛡	4
⚡	4
☢	-

143 CAPS

MOVE ▶ ▶▶

AWARENESS 👁
QUICK ACTIONS ◉ ◎

ABILITIES

GEAR Combat Shotgun, Disciples Blade

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Combat Shotgun	⊘	🟥 ⬟ ⬟	🟦	🛡2		!4 SHORT ONLY + 🔵 🛡4
Disciples Blade	⊘	⬟ ⬟		🛡2	🍾 ⚙	!3 + 🟡 🛡2

WILLIAM

RAIDER, OPERATOR

SPECIALTIES

Look Out: If unengaged, may take weapon damage suffered by friendly model within 🟠 and LoS (prior to armor roll) Once per round.

SKILLS

Str	5
Per	6
End	6
Cha	5
Int	6
Agi	4
Luc	3

ARMOR
Heavy Operators Armor

🛡	4
⚡	5
☢	-

121 CAPS

MOVE ▶ ▶▶

AWARENESS 👁
QUICK ACTIONS ◉ ⏩

ABILITIES

GEAR Handmade Rifle, Improvised Weapon

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Handmade Rifle	⊘	🟥 🟡 🟢	🟦 🟡	🛡2		!4 + ⬟ 🟡 🛡3
Improvised Weapon	⊘	🟢		🛡1		

MAGS

RAIDER, OPERATOR

SPECIALTIES

Anticipate: ☼ Attacks + ⬠

Breech: ☼ Short range shoot actions ignore one piece of cover.

153 CAPS

SKILLS

S	tr	5
P	er	6
E	nd	7
C	ha	7
I	nt	6
A	gi	5
L	uc	4
		3
		4
		-

MOVE ▶ ⏩

AWARENESS 👁

QUICK ACTIONS 👁 ⊙

ABILITIES

GEAR Handmade Rifle, Improvised Weapon

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Handmade Rifle	🔫	🔴 🟡 🟢	🔵 🟡	🛡2		**!4** + ⬟ 🟡 🛡3

Weapon	Type	Short Range	Long Range	Damage	Effects	Crit
Improvised Weapon	🗡	🟢		🛡1		

PREFAB CONSTRUCTION SURVEY AND INSTALLATION NUMBER 46732-A · · · W3E

Faction Rules

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.

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.

THE DISCIPLES

Favoured Weapons
Automatic Handmade Rifle: Add 🟢 to 🏹 made with this weapon.

Disciples Blade: Add 🟢 to 🗡 made with this weapon.

Faction Perk
Chosen Disciple: If this model eliminates an enemy model with a 🗡 action it immediately gains one Quick Action Point. This Perk can only be used by an Disciples model (or Sole Survivor in an Disciples force).

(Sub) Faction Rules
Don't Get Caught: If a Disciples model eliminates an enemy model while out of LoS of any other enemy model, they make an immediate ⟨◁▷⟩.

Disciples cannot wear Power Armor.

THE PACK

Favoured Weapons
Automatic Handmade Rifle: Add 🟢 to 🏹 made with this weapon.

Baseball Bat: Add 🟢 to 🎯 made with this weapon.

Faction Perk
Pack Alpha: Model gains 🔼+1 on all armor values. Model gains ⬟ on all 🗡 combat actions. This Perk can only be used by a Pack model (or Sole Survivor in a Pack force).

(Sub) Faction Rules
Pack Hunters: Pack model gains both 🟢 and ⬟ if they complete a charge engaging an enemy model that is already engages by another friendly Pack model. (The model does not have to only pick one bonus dice for the next attack).

Pack Models cannot wear Power Armor.

THE OPERATORS

Favoured Weapons
Sniper Handmade Rifle: Add 🟢 to 🏹 made with this weapon.

Persuasion Grenades: Add 🟢 to 🌐 made with this weapon.

Faction Perk
Ace Operator: Model gains ⬟ on all 🏹 🔫 actions with a silenced weapon. This perk can only be used by an Operator model (or Sole Survivor in an Operator force).

(Sub) Faction Rules
Bullies: If there are two or more friendly Operator models within 🟠 of each other they gain 🚫.

Operator models cannot wear Power Armour.

AI CARDS

MASON
COMBAT SHOTGUN

❤		
5+	**3-4**	**1-2**
🍾🍾	*M*	*M*	*M*	⊕ ⊕
★ ★★	*A*	*A̲*	*A*	⊕ ⊕
💥	*M*	*A*	*A̲*	⊕

1: Largest
2: Healthiest
3: Nearest

HOUND
DOG BITE

☀/🐕	❤ 5+	❤ 1-4	
🍾 / 🍾🍾	A	A	A⊘ / A⊘
★ / ★★	A	M	A⊘ / A⊘
☢	A	F	M⊘

1: Prepared
2: Fastest
3: Not Engaged

MAGS
HANDMADE RIFLE

❤ 5+	3-4	1-2	
O	O	O	◎ / ◎
A	A	D	◎
M	A	F	◎

Rows: 🍾 / 🍾🍾🍾 ; ★ / ★★ ; ☢

1: Capable
2: Importance
3: Nearest

HOUND
DOG BITE

☀/🐕	❤ 5+	❤ 1-4	
🍾 / 🍾🍾	A	A	A⊘ / ⊘
★ / ★★	A	M	A⊘ / ⊘
☢	A	F	M⊘

1: Prepared
2: Fastest
3: Not Engaged

WILLIAM
HANDMADE RIFLE

❤ 5+	3-4	1-2	
A	A	A	◎ / ◎
O	O	D	◎
M	A	D	◎

Rows: 🍾 / 🍾🍾 ; ★ / ★★ ; ☢

1: Vulnerable
2: Weakest
3: Nearest

NISHA

PLASMA PISTOL, DISCIPLES BLADE AND 4 X FRAGMENTATION GRENADE

	♥		
	5+	3-4	1-2
🍾 🍾🍾	O	<u>A</u>	A
★ ★★	A	A	<u>A</u>
☢	M	MA	O

1: Weakest
2: Vulnerable
3: Nearest

SAVOY

COMBAT SHOTGUN AND DISCIPLES BLADE

	♥		
	5+	3-4	1-2
🍾 🍾🍾	A	M	M
★ ★★	A	A	A
☢	A	A	A

1: Weakest
2: Vulnerable
3: Nearest

TWO HEADS JUST MEANS EXTRA PROTEIN