FOWW OPP-001-111 — SECTION 1

INTRODUCTION

Rumour is, the Vault Dweller had gone through the old ironworks like an avenging angel. The Forged didn't know what hit them, and all their fancy flamers didn't make a difference. Something about a missing sword and a wayward boy...

Still, after the flames died down, the Dweller moved on — leaving plenty of bodies to be searched and a power vacuum to fill. The ironworks themselves might make a nice hideout too... as long as you don't mind the smell of charred flesh that still lingers.

The Battle for Saugus Ironworks is a three mission linked campaign pack, designed to be used for launch weekend events and promotion of *Fallout: Wasteland Warfare*.

The campaign can be run for as many players as you have attending the event, or can be used for two players to play a linked series of games. It is intended to represent a territory war between any two opposing factions. The game boards will be **3 feet x 3 feet (90cm x 90cm)**, and the scenery should be placed by the tournament organizer, following the guidelines set for each scenario. The organizers can, however, let the players deploy terrain if they wish for people to add flavour to their games in such a way.

Two Player Version

For a two player campaign, each player represents one of the two factions.

The players play through each scenario in order, remembering to apply any bonuses earned from previous games.

Multiplayer Version

For a multiplayer campaign, each player must choose one of the two factions to fight for. This cannot be changed once the event begins. Players should evenly distribute themselves between the two factions to ensure there is an opponent for each game.

The players play through each scenario in order, remembering to apply any bonuses earned from previous games.

AT THE ENTRANCE TO THE IRONWORKS

SCENARIO OBJECTIVES & VICTORY POINTS

Each scenario has one or more **objectives** to complete. At the end of each game, the winner who does so earns a **bonus** to be used in the next scenario (even if their faction does not win the event stage). Afterwards, players report who won and lost, with each winning player earning **1 victory point** for their faction.

At the end of each stage of the event (once all players have finished their games), the organiser should total the victory points for both sides to see which faction won the stage, which will also grant a **scenario bonus** for the next stage.

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FOWW OPP-001-111

FIND THE KEYS

"So, the plan is to get into the ironworks, secure the perimeter, loot the bodies and make a nice little home for ourselves. The trouble is, it seems security protocols have locked the place down.

Question is, how do we get in? We could try to find the keys to the front door, hack the network and pop the locks, or else we could just kick the doors in."

Gunshots

"Seems we are not the only ones looking to move in. Grab your guns, boys — it's time for some business!"

The Saugus Ironworks were recently vacated by their previous inhabitants, the Forged, by force. The factory now lies empty, and provides a secure location to build a base. As such, several local groups have been scouting it out and are ready to make their move to take ownership.

SCENARIO RULES

See map and battlefield set-up instructions, right.

Three Investigation Markers have been placed on the board. **Marker 2** is the key to access the facility. A model that finds the key can discard it while in base contact with the ironworks to open the door.

A model with **Str 7 or higher** and a melee weapon that is in base contact with the ironworks can use an Action to make a **Str Test** to try to batter down the doors. The model needs to make **three successful tests** to open the door.

A model that is in base contact with the **Computer Marker** next to the door can make a **Use Expertise: Computers Test** to try to open the doors. The model needs to make **two successful tests** to open the door.

Game Duration: The game lasts for 5 rounds or until a victory condition has been met (see below).

VICTORY CONDITIONS

Victory is acheived and the game ends when one player manages to open the door to the ironworks, or if one player has no remaining models.

If the game ends after 5 rounds, the game is a draw.

DEPLOYMENT ZONE A

ENTRANCE TO THE IRONWORKS

DEPLOYMENT ZONE B
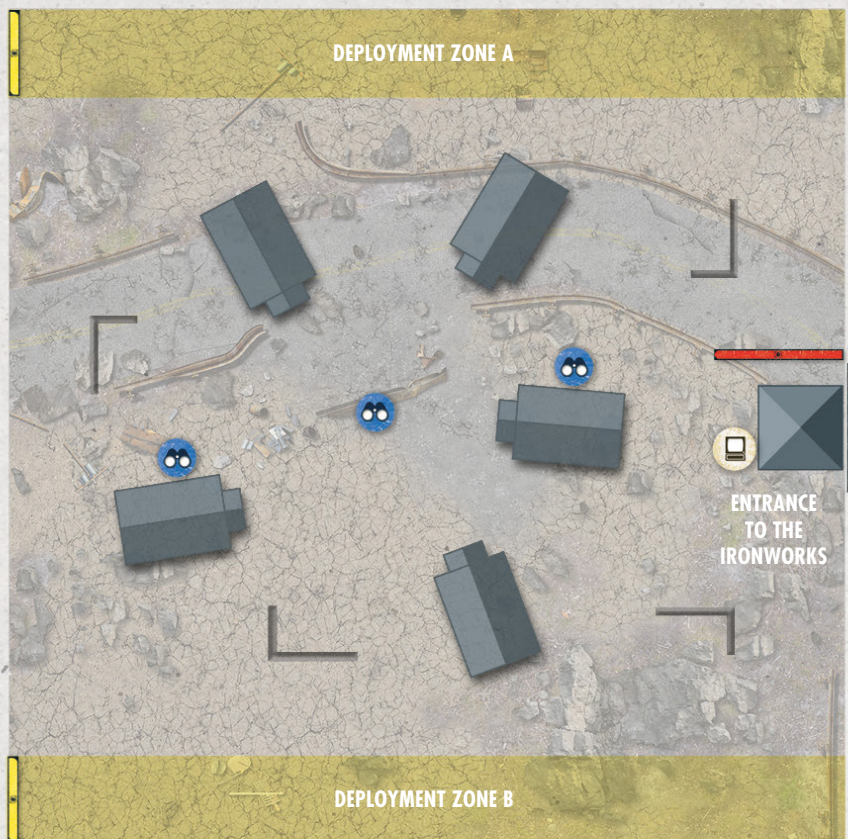
NOT TO SCALE

BATTLEFIELD SET-UP

- Place one **small building** (no larger than Red x Red) centred on one board edge (as shown on the map). This represents the entrance way to the ironworks and is the central objective for the game.
- Fill the rest of the board with scatter terrain and small buildings to make an interesting battlefield.
- Shuffle and place **3 Investigation Markers**, **numbered 1-3**, face down so that the players cannot see which is which, as shown on the map.
- Place a **Computer Marker** in base contact with the ironworks' door, as shown.

Deployment
- Flip a Luck Token. Whoever wins the flip chooses a table edge along which to deploy. Their opponent deploys on the opposite edge.
- Each player takes it in turns to deplo one model within Yellow of their chosen board edge until all models are deployed.

CAMPAIGN BONUSES

If the game's winner used the key to open the Ironwork's door, they get to add one weapon of up to 50 Caps to their force (for free) at the start of the next game.

This current stage's winning faction may, during the final game, deploy one of their models Orange from any board edge right after all the other models have been deployed (excluding the opponent's board edge).

ROBOT RAMPAGE

With the doors open, it's time to look around. The main area of the ironworks is a cavernous room, filled with conveyor belts, rusting machinery and old computers, all dimly lit by the furnace glow and a few flickering fluorescent strip lights.

"Huh?" a noise draws his attention away from the shop floor. It seems the enemy has found their own way into the ironworks — as if the beating they had doled out wasn't enough. Time to make it stick.

Suddenly a robotic voice cracks into life: "Engaging multiple hostiles. This is a lawful use of deadly force."

Having broken into the ironworks, your efforts to secure the area and start looking for resources are interrupted by both the arrival of your rival gang, and the attention of a roving Protectron Robot.

SCENARIO RULES

See map and battlefield set-up instructions, right.

Each round, Flip a Luck token, with the winning player taking control of the **Protectron** for that round. This will be done according to the normal rules, assigning a Readiness Marker and using two Actions per activation.

The Protectron unit card and weapons are printed below. This model can be targeted by either player, but if they do so, they can no longer gain control of the Protectron, with their opponent instead always treated as if they won the Luck flip.

The **Computer Markers** represent consoles which can bring the rest of the ironworks' defence system's Protectron units online. A model touching a Computer Marker can spend an Action to make either a **Use Expertise: Computers** or **Int Test** to try to take control of the defence system. If a test is successful, remove the marker from the board.

Game Duration: The game lasts 5 rounds or until a victory condition has been met (see below).

VICTORY CONDITIONS

Victory is awarded to you instantly if, after the last Computer Marker is removed, you have more Markers than your opponent. You can also win by eliminating all enemy models.

If the game reaches the end of Round 5 without a victor, it is considered a draw.

CAMPAIGN BONUSES

The game's winner is allowed one laser rifle shooting attack at long range at the start of the next game, before either player moves a model. This represents their new found Protectron defending the area.
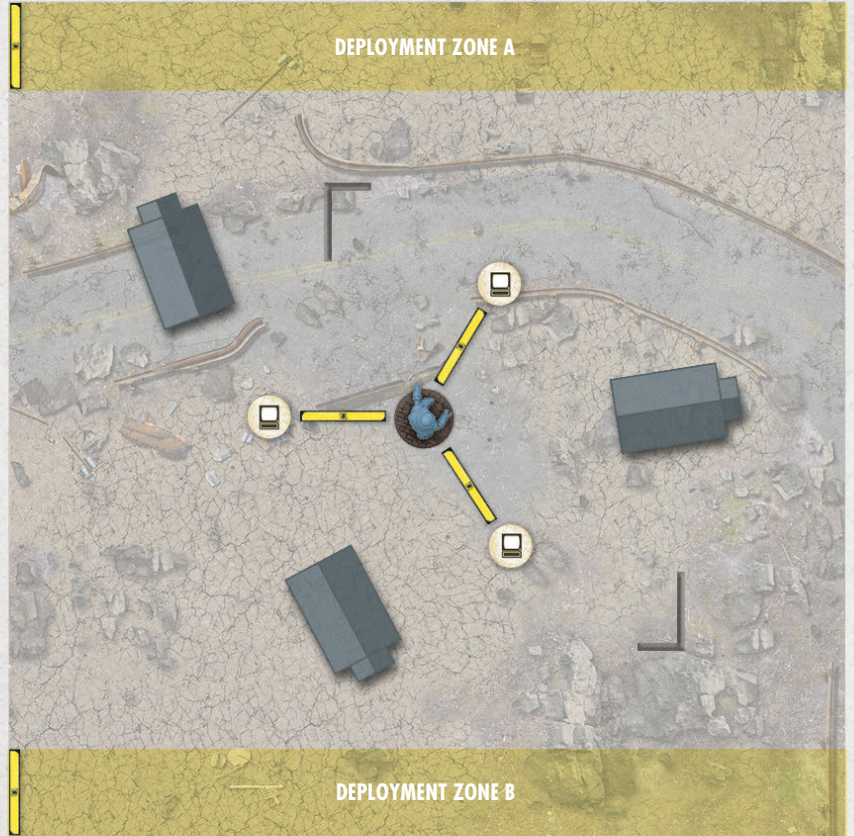
NOT TO SCALE

BATTLEFIELD SET-UP

This battle is fought in the main chamber of the ironworks, an indoor area filled with left over materials and tools from the foundry, such as trolleys, conveyor belts, propane tanks and the like. Fill the the board with scatter terrain and small buildings to make an interesting battlefield.

- Place a **30mm-based model** to represent a **Protectron** in the center of the table.
- Place **3 Computer Markers** as show on the map.
- Deploy models as in 'Deployment' in Scenario 1.

PROTECTRON

	STR	9
	PER	3
	END	7
	CHA	2
	INT	1
	AGI	1
	LUC	2

EQUIPPED: Protectron Hand Laser.
When damage incurred and ♥ now below 50%, roll ▢ ☠ self destruct initiated.

🛡	4
🛡⚡	3
🛡	X

PROTECTRON HAND LASER

!3

⚡ 2   +⬠ ⚡ 2

OUT OF THE FRYING PAN...

"Into the fire..." he thinks. Having battled their way inside the ironworks, dodging the rogue security bots that lurked inside, they'd made it to the infernal core of the facility. The gantries and hallways echo with gunfire and the moans of the wounded and dying.

Still, the prize is close; not only is this going to make a great base, but scouts had reported seeing a highly prized treasure in the smelting chamber ahead. They just have to clear out the last of the enemy and it'll be theirs.

As both forces close in on the blast furnace, this battle will decide who gets to take ownership of the ironworks, and the treasure and resources within. How long that ownership will last is a whole other matter, of course.

SCENARIO RULES

See map and battlefield set-up instructions, right.

Of the six **Investigation Markers** on the board, **Marker 4** is the treasure that both sides know to be hidden in the Blast Furnace. The player that can find and hold the treasure wins the game. A model must make a successful **Use Expertise: Search Test** while in base contact with an Investigation Marker to flip it over. If the treasure is found, the model that found it will be considered the carrier. If the carrier dies, they will be removed from the board, leaving the token representing the treasure in their place.

The Blast Furnace

Any model that moves into the molten pool is removed from play. This can be as a result of falling, being pushed or any other involuntary movement. No model can voluntarily enter the molten pool, as this would be suicide.

If a model choses, they can aim a Thrown weapon into the molten pool. If the model passes their ranged skill test, then roll the Armor Dice. Use the Scatter Token to make that number of molten pool attacks. A molten pool attack is a range Red, Yellow area of effect attack that immediately causes 2 damage to a model hit, with no Armor Roll allowed, as they are splashed by the white hot metal thrown out by the explosion.

Game Duration: The game lasts 5 rounds.

VICTORY CONDITIONS

The player who has a model holding the Investigation Marker at the end of the game is the winner.

If the game ends and neither player is holding the marker, the game is a draw.

DEPLOYMENT ZONE A

MOLTEN POOL

DEPLOYMENT ZONE B

NOT TO SCALE
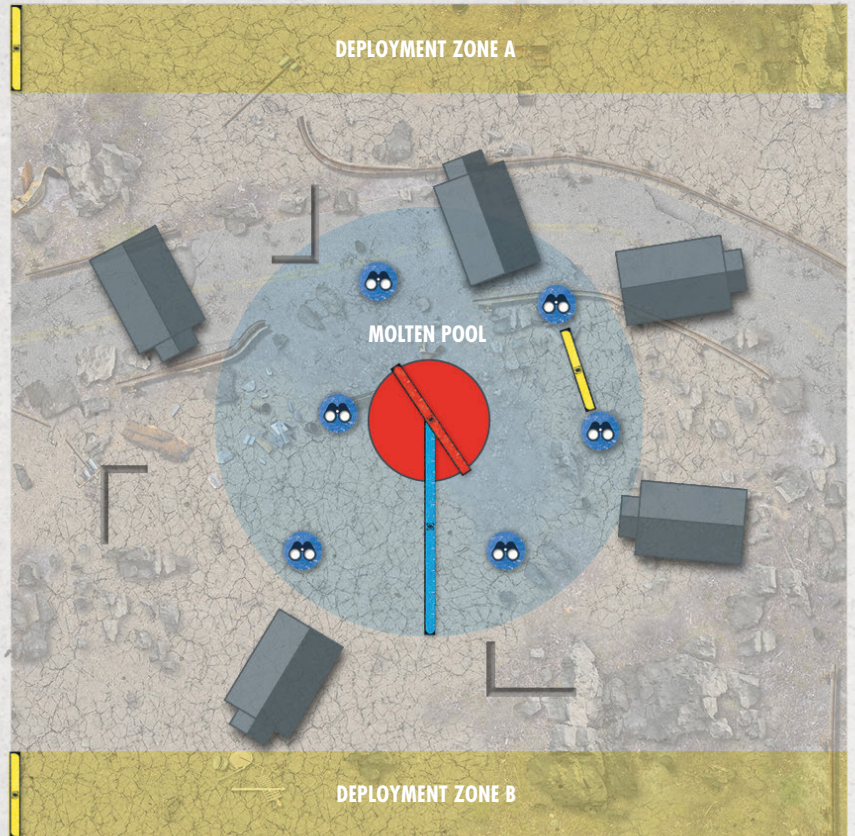
BATTLEFIELD SET-UP

This battle is fought in the Blast Furnace, the heart of the Saugus Ironworks. The area is lit by the glowing molten metal which not only heats the area to an unpleasant degree, but also provides a lethal hazard to the unwary.

Place one roughly circular piece of terrain with a diameter of up to Red, centered on the board. This represents the **molten pool of metal** pouring from the blast furnace. As the rest of the area is filled with left over foundry tools and materials, fill the rest of the board with scatter terrain and small buildings to make an interesting battlefield.

Shuffle and scatter **6 Investigation Markers**, **numbered 1-6**, face down so that the players cannot see which is which, within Blue of the center of the map, and at least Yellow from each other. These represent objects of interest.

Deploy models as in 'Deployment' in Scenario 1.

CAMPAIGN CONCLUSION

The campaign is over, with the game's winner being declared the campaign winner. In the event of a draw, the faction that won most previous games in the campaign is the campaign winner. If both factions won the same number of games, the campaign ends in a draw.

As the dust settled, and the last of the enemy were put out of their misery, he looked at the trinket they fought over. "Some kid's toy – a bobble-headed blonde guy in a blue jumpsuit. Hardly seems worth all the effort and bloodshed".

Still, they had a new base of operations with plenty of scrap to carve up into new gear. Noise was there was a farm nearby run by Ghouls. Time to load up and have a look: if this was to work for a base, they were going to need a decent food supply...