

# AD VICTORIAM

## INTRODUCTION

The scouts reported that three Power Armor suits were laying around this part. Trap or not, those suits are too valuable to ignore. We must seize them!

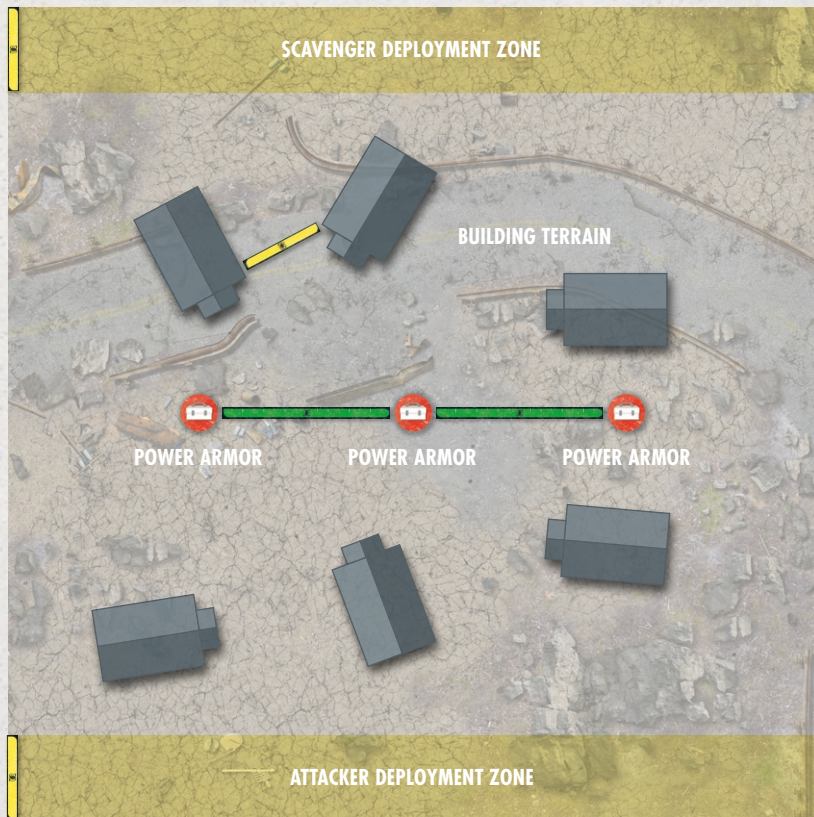
## BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. It pits the **Brotherhood of Steel** against the **Scavengers**.

Each player deploys within Yellow of their board edge.

Place **3 Searchable Markers** along the middle of the board, equidistant from the two deployment zones, and Green apart. These represent the positions of the Power Armor.

The players then take it in turns to place three pieces of scenery each (representing buildings) between the opponent's deployment zone and the center line of the battlefield where the Power Armor is located.



CONTINUED OVERLEAF

NOT TO SCALE

## SCENARIO RULES

When in base contact with a Searchable Marker, the Brotherhood models can spend an Action to gain and equip a piece of Power Armor (model determined at random). To prevent the Brotherhood from using them, however, the Scavengers can attack and destroy any piece of Power Armor that can be equipped. The armor's defense applies as usual.

**Game Duration:** 6 rounds.

### VICTORY CONDITIONS

PLAYER	CONDITION	REWARD
Scavengers	All enemy units are killed	The Scavengers earn 300 Caps
Attacker	All enemy units are killed	The Brotherhood earns 200 Caps, plus 50 Caps per piece of armor equipped and unbroken at the end of the game.



**A COMPLETE SUIT OF POWER ARMOR**



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# BIG JOHN'S SALVAGE SHOWDOWN

## INTRODUCTION

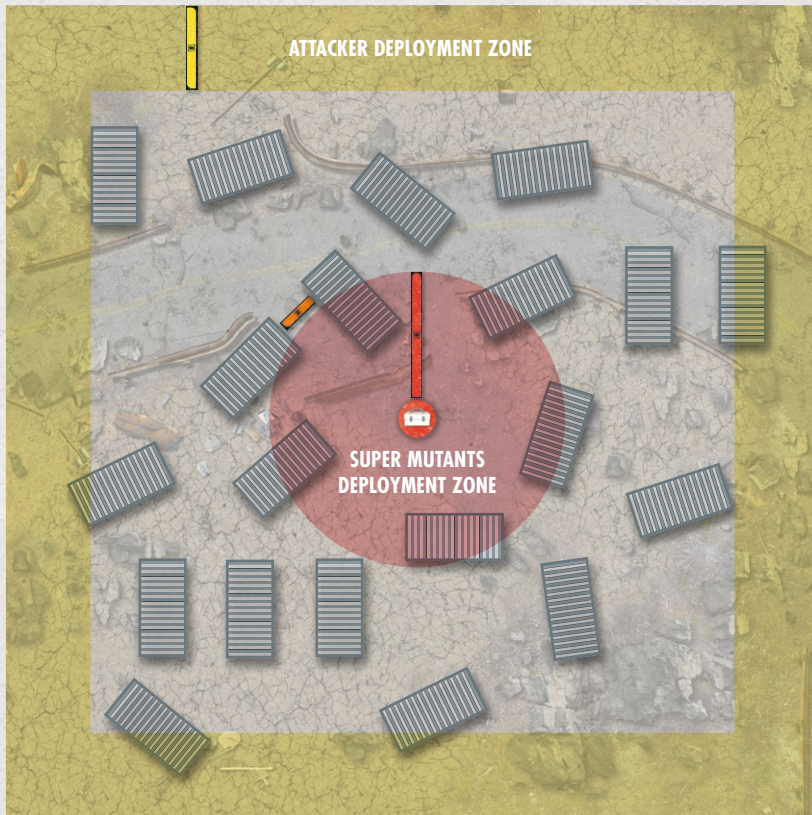
Rumours of a mini nuke stash in the rusty maze of Big John's Salvage are circulating across the Wasteland. The destructive power of such a weapon is almost unmatched. Who will be the first to seize it from the Super Mutants that swarm the place?

## BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table, with the **Super Mutants** playing as the Defenders of Big John's Salvage.

Big John's is a labyrinth of containers, so populate the battlefield with a dense collection of terrain pieces. Ideally, containers should be roughly Yellow length and Orange width, and they must block Line of Sight for most units. Place as many as you can, at least Orange from each other, in the most interesting arrangement you can think of, leaving some open space at the center of the battlefield for a **Searchable Marker** (which represents the location of the mini nuke). Opponents should alternate in placing containers.

CONTINUED OVERLEAF



NOT TO SCALE

Once the terrain is on the table, place a Searchable Marker right in the middle of it. The Defender places their forces first, within Red of the marker. The player facing the Super Mutants (the Attacker) deploys their forces within Yellow of any board edge.

## SCENARIO RULES

The Attackers must seize control of the mini nuke from the Super Mutants, and to take it to any board edge, thereby leaving the field of battle. A model can do this by spending an Action while in base contact with the Searchable Marker that represents it. At that point, the model carrying the mini nuke (now referred to as the 'carrier') can only get rid of it by dying or using an Action while in base contact with another model in order to pass the nuke.

The Defenders (the Super Mutants) must stop the Attacker from stealing the mini nuke. This can be done by preventing the Attacker from reaching it, or killing the carrier in close combat (any engaged Defender models can then pick up the mini nuke).

Shooting against the carrier or any model within Orange of the mini nuke might hit the weapon, making it blow up. If shots are fired and they hit, roll the red Armor Reduction dice. On a result of 1, the mini nuke is hit and blows up. On any other result, the shot hits the carrier.

**Game Duration:** Until one side wins.

VICTORY CONDITIONS		
PLAYER	VICTORY	CONDITION
Attacker	Victory	The nuke is taken off the board edge. 200 Caps reward.
Both	Defeat	If the Nuke blows up, both players lose.
Defender	Victory	The nuke remains unclaimed or in their possession by Round 9. 200 Caps reward.



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# QUEST FOR KNOWLEDGE

## INTRODUCTION

The Diamond City School needs new reading material! Fortunately for them, they've heard you were heading out to Quincy, and they have tasked you with looking for books at the Suffolk County charter schools.

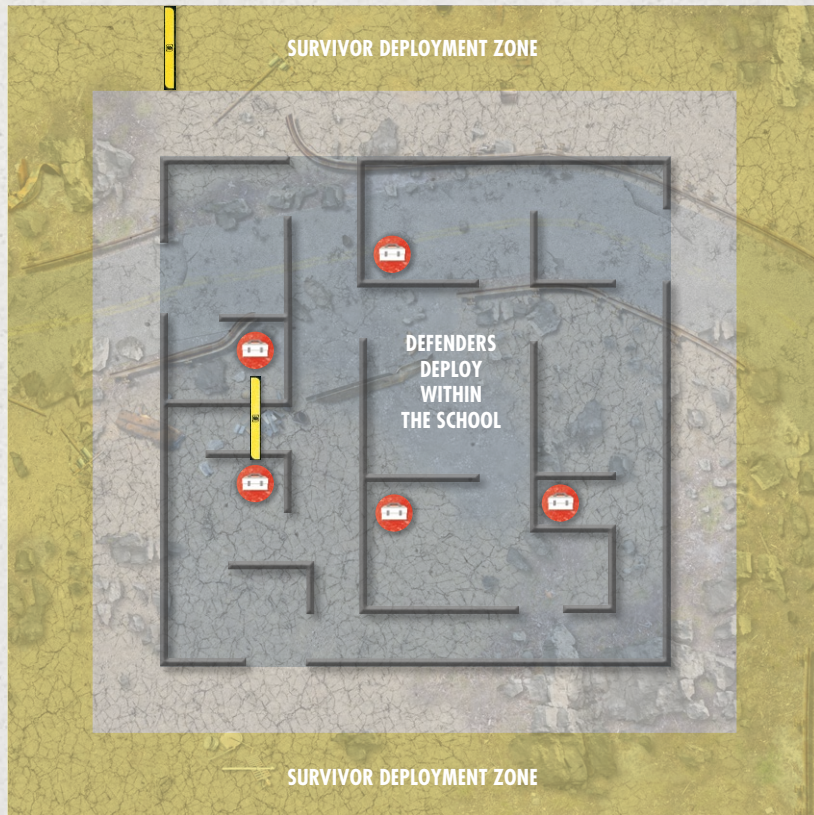
Easier said than done! Your opponent has a settlement built there, and enough of a problem with fending off feral ghouls – something the school board hadn't considered...

## BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. The Defender sets up the battlefield with wall terrain or similar, so that most of it the central area represents walls, doors, etc. It should be assumed that every piece blocks Line of Sight.

Next, the players should take it in turns (starting with the Attacker) to place **5 Searchable Markers** within the school, at least Yellow apart. These will represent books.

CONTINUED OVERLEAF



NOT TO SCALE

Defenders then deploy within the confines of the school, after which the Attacker deploys **Survivors** anywhere within Yellow from the edge of the battlefield.

Initiative is determined as usual.

## SCENARIO RULES

The Attackers (Survivors) start with 20% extra Caps when building their forces.

**Objectives:** The Defender's objective is to obliterate the invading survivors. The Attacker, on the other hand, has to take as many books as possible and escape the school.

As an Action, a Survivor unit can take one of the books while in base contact with a Searchable Marker. If a unit that is carrying a book dies, place the Searchable Marker back where the model died.

The Survivors need to reach any board edge while carrying books to retrieve them.

**Game Duration:** Until victory is declared for one of the participants.

### VICTORY CONDITIONS

PLAYER	CONDITION
Defender	All enemy units are killed. 200 Caps reward.
Attacker	The Survivors retrieve at least three books from the school. 200 Caps reward.



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# RADIO TOWER TAKEOVER

## INTRODUCTION

Radio Tower 3SM-U81 is a relay tower location in the Northern Central area of The Commonwealth. A local warband, which is fighting for control of the area, soon realizes the strategic importance of the radio tower, and decide to move in and take over. However, the Brotherhood of Steel is stationed there, and as they see the enemy forces closing in, they broadcast a desperate call for assistance.

## BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. Place a piece of tall scenery right at the center of the battlefield, representing Radio Tower 3SM-U81. This should be no bigger than Yellow in height or width. Then, alternate with your opponent to place any desired scenery pieces.

The Defender's forces deploy first, within Yellow of the tower. They are also allowed to place a turret. The Defender can choose not to deploy up to half their Caps in units. See 'Scenario Rules', overleaf.

CONTINUED OVERLEAF



NOT TO SCALE

The Attacker's forces then deploy within Red of any edge of the battlefield.

Initiative is determined as usual.

## SCENARIO RULES

The Attackers (Survivors) start with 20% extra Caps when building their forces.

The Defender can choose not to deploy up to half of their Caps in units. If the Defenders (The Brotherhood of Steel) control the Tower for **three consecutive turns**, they can call on reinforcements equal to **double** the Caps they left out during initial deployment. 'Control' is here defined as having base contact without enemy base contact to the tower.

**Game Duration:** The player who has the most units in base contact with the Tower at the end of Round 6 wins the game.

## VICTORY CONDITIONS

PLAYER	VICTORY	CONDITION
Defender	Major	The enemy controls the Tower by Round 6. 250 Caps reward.
	Minor	Same number of units are in contact with the Tower, yet the enemy has more points in total. 150 Caps reward.
Attacker	Major	You control the Tower by Round 6. 250 Caps reward.
	Minor	Same number of units are in contact with the Tower, yet your side has more points in total. 150 Caps reward.



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# FLIP'S REVENGE

## INTRODUCTION

*"I saw them take Sarah after the explosion. I know she is alive. They'll see me coming for them – the last thing they'll see. And if they dare do something to her..."*

## BATTLEFIELD SET-UP

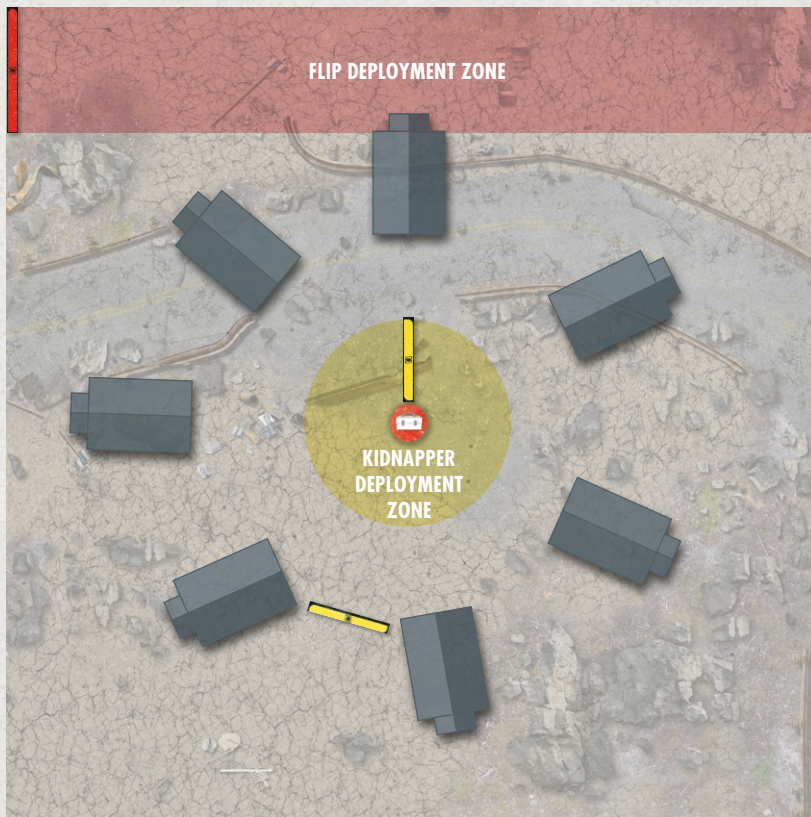
This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. It pits **Flip** against the Kidnappers.

Place pieces of terrain to represent buildings, in alternating order, in a rough encirclement of the center of the battlefield, with a **Searchable Marker** at the very center of the battlefield, with a minimum distance of Yellow between them.

The Kidnappers start off with points equal to double Flip's points. Flip starts off as a single Super Mutant model, with any upgrades you wish to buy (Flip cannot be a Creature Type Super Mutant). Flip is made a **Heroic** model free of charge.

The Kidnappers deploy anywhere within Yellow of the Marker. Flip then deploys within Red of any board edge.

CONTINUED OVERLEAF



NOT TO SCALE

## SCENARIO RULES

Flip needs to use an Action while in base contact with the Searchable Marker in order to free Sarah from captivity. Once released, place a Survivor model in its place. Now you control both Flip and **Sarah** (who carries a Laser Rifle).

The Kidnappers need to stop Flip and Sarah from escaping by killing them.

**Game Duration:** 6 rounds.

### VICTORY CONDITIONS

CONDITION	REWARD
If Sarah leaves the board through any board edge	Flip player wins 200 caps
If Sarah is killed	Kidnappers earn 150 caps
If both Flip and Sarah die	Kidnappers earn 200 caps



FLIP AND FRIEND



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