

SANCTUARY HILLS SWEEP

INTRODUCTION

Arrival at Sanctuary Hills never looked so bleak. You must find clues about what happened, but first, it's imperative to clear the place of any threats!

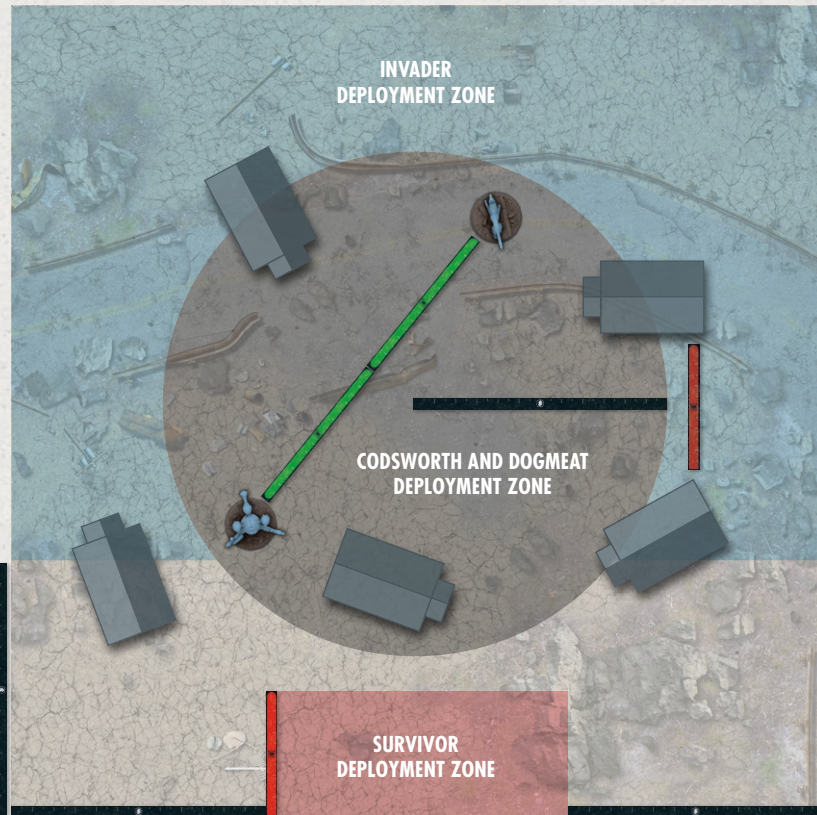
BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. It pits the Survivors against the Invaders, with the first Survivors consisting of the **Sole Survivor**, **Dogmeat** and **Codsworth**.

The Sole Survivor is deployed in the lower rectangle shown on the map above, while Dogmeat and Codsworth are deployed within the circle indicated, at least Green away from each other.

The Invaders can be of any faction. The Survivors get 100 Caps to customize Dogmeat, Codsworth and the Sole Survivor, while the Invaders get a total of 200 Caps for their force.

Place several pieces of terrain as run-down houses, at least Red distance apart. Invaders deploy anywhere



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NOT TO SCALE

outside the Survivor deployment zones, at least Black from the Survivors' table edge.

Codsworth and Dogmeat deploy anywhere within Black of the center, and at least 2x Green from each other.

Survivors deploy a maximum of Red from the player's table edge, and at least Black from side edges.

SCENARIO RULES

Codsworth and Dogmeat cannot be controlled until the Sole Survivor approaches to within Orange of their models. While stationary, Dogmeat and Codsworth can be attacked, and will attack back once per round if engaged (the only reaction you'll be allowed to take with them).

The objective is to obliterate the enemy forces.

Game Duration: Until victory is achieved by one of the players.

VICTORY CONDITIONS

Victory is achieved by whomever kills the opponent's models, earning a 200 Caps reward.



NORA TAKES ADVANTAGE OF ELEVATION



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PSYCHOTRIP

INTRODUCTION

Alcohol and Psycho are not the best of combinations, especially when under attack. You crawl out of bed and into the night, its silence soon disrupted by the sound of gunshots. Your vision is blurry: Who's your friend? Who's your foe?

Who knows...?

You pick up your shotgun and load a pair of shots. You're going to find out.

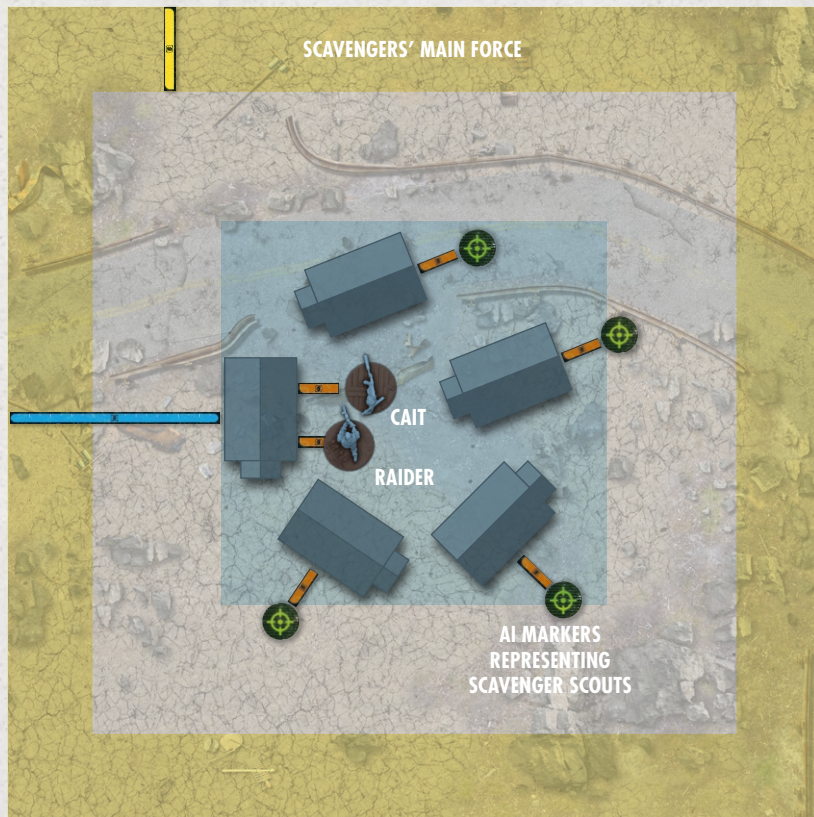
BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table, pitting Raiders against Scavengers. The Raiders have to include Cait (Heroic) in their force. Both of them get an equal amount of points to spend in models and upgrades.

Deployment

1. The Scavengers player must reserve at least 30% of their force's models to count as Scouts. Set them aside for now, and count their number.

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NOT TO SCALE

2. The Raiders player counts the difference in the number of models between theirs (not including Cait) and the Scavenger 'scout' models. That number of buildings is then placed (in an alternating sequence between opponents, with the Raiders player going first) near the centre of the board, at least Blue from the edges.
3. The Scavengers player deploys their non-Scout forces Yellow from any board edge.
4. The Raiders player chooses one of the buildings and deploys **Cait** and another of their models within Orange of it.
5. The Raiders player assigns **Number Tokens** to each of the remaining Raiders models, as well as the Scavenger Scouts. Place corresponding **AI Markers** face-down, one per Number Token, each within Orange of a building.

SCENARIO RULES

The AI Markers in this scenario will remain where they are, unrevealed. They represent the undistinguishable silhouettes Cait sees. As an activity, Cait can interact with an AI Marker by making a **PER Test**. If successful, reveal that AI Marker. Cait can also reveal an AI Marker by attacking it (after which, damage will be allocated accordingly). At the beginning of each round, the Raiders player can reveal an AI Marker of their choice.

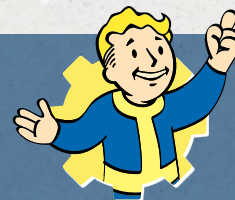
When an AI Marker is revealed, place the corresponding model at that position. It can now be activated and used, by its controller, as normal. If it was revealed by attacking it, resolve damage once the model is in place.

Game Duration: 8 rounds

VICTORY CONDITIONS		
PLAYER	CONDITION	REWARD
Scavengers	All enemy units eliminated	200 Caps reward
Raiders	All enemy units eliminated and Cait survives	200 Caps reward



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THE JURY STREET COLOSSUS

INTRODUCTION

Jury Street Metro Station could function as a convenient way into Washington if it weren't for the Super Mutant Behemoth keeping watch over the entrance. The locals have a shared story about the colossus: that it used to be a little boy that carried a ragged teddy bear everywhere, and that the teddy bear can still be found under the monster's watch...

BATTLEFIELD SET-UP

This scenario is played on a **4 feet x 4 feet** (120cm x 120cm) table, pitting the Invaders player against the Behemoth player. The Behemoth player starts the game with just the Behemoth, who wants to keep Teddy safe from the filthy invaders that wish to take him away. The Invaders player starts the game with 200 Caps' worth of models.

Starting with the Behemoth player, alternate placing terrain on the battlefield.

The **Behemoth** is first to be deployed, within Black of the edge of the board. The Behemoth player then



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NOT TO SCALE

places a Searchable Marker to represent the Teddy Bear within the Behemoth's deployment zone, at least Red from all board edges.

Invaders are then deployed within Red of the edge of the board. The first activation belongs to the Invaders.

SCENARIO RULES

The goal of the Invaders is to clear the entrance to Jury Street Metro Station, either by killing the Behemoth or driving him away. The Behemoth's goal is to kill the Invaders.

The **Searchable Marker** representing the Teddy Bear can be taken by any of the Invader's models as an Action, if within Orange of the marker. The unit that took it is then in possession of Teddy.

At the start of each of their activations, if Teddy is in someone else's possession, the Behemoth has to make an **INT Test**. If it fails, it will use all their activities to try and charge (and attack) the model that is carrying Teddy. If the model is killed, Teddy is dropped: place the Searchable Marker back on the battlefield, where the model was killed. The marker will then be available to be picked up again.

A humanoid model in possession of Teddy can try to throw it at another humanoid model within Black and LoS. Make an **AGI Test**. If the test is successful, the target model is now in possession of the Teddy Bear. If this fails, place Teddy's marker roughly in the middle of the throw's trajectory.

At any point, a model in possession of Teddy can exit the board through a board edge. If this happens, the Behemoth will continue making **INT Tests**, a fail meaning it will try to run towards the aforementioned board edge. If the Behemoth reaches the edge, the game is over.

Game Duration: Until victory is achieved by one of the players.

VICTORY CONDITIONS	
PLAYER	CONDITION
Invaders	The Behemoth is killed or it leaves the board. 200 Caps reward.
Behemoth	All invaders are killed. 200 Caps reward.



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MIDWEST ENCOUNTER

INTRODUCTION

The Midwest Brotherhood prepares a last assault against the Calculator! Join forces with Super Mutants, Survivors, and even the wild creatures of the Wasteland to defend your land!

BATTLEFIELD SET-UP

This scenario is played on a **4 feet x 4 feet** (120cm x 120cm) table, as a pitched battle, pitting the Calculator's forces against the Midwest Brotherhood. Place terrain as per the normal rules.

Each player deploys within Yellow of opposite board edges, and starts off with 400 Caps' worth of models + equipment per side.

SCENARIO RULES

Each force has to have at least a heroic unit. The Calculator's forces can be composed of Synths and Survivors. The Brotherhood forces can be composed of any faction in the game, excluding Synths.

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NOT TO SCALE

Game Duration: 6 rounds

VICTORY CONDITIONS

Victory is achieved by whomever has the most remaining Caps on the board at the end of Round 6.
Killing an enemy hero is worth double the points.
The Victor earns 150 Caps.



THE MIDWEST BROTHERHOOD TAKE UP POSITION... ARE THOSE SYNTHS ENTERING TOWN?



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BENNY'S REQUEST

INTRODUCTION

Trade is the lifeblood of new settlements, and for Sanctuary Hills to do well, we need to ensure trade routes are secure. Benny, a local merchant, has requested for the Minutemen's help to travel across the Wasteland, and if help is what he needs, help is what he'll get!

BATTLEFIELD SET-UP

This scenario is played on a **4 feet x 4 feet** (120cm x 120cm) table, pitting the Minutemen player against the Skirmishers player. Starting with the Minutemen player, place as much terrain as possible on the board in alternating order.

The Minutemen player starts the game with two models (or **Investigation Markers** numbered **1** and **2**, depending on what you have available) representing the Brahmin and Benny the merchant, plus 300 Caps of Minutemen/Survivors. The Skirmishers start the game with 300 Caps of models.



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NOT TO SCALE

Skirmishers deploy within Red from the side edges and Black + Black from their edge of the board.

Minutemen deploy within Red from their edge of the board.

SCENARIO RULES

The goal of the Skirmishers is to kill the merchant and the brahmin so that they can loot the caravan. The Minutemen have the objective of escorting Benny and his brahmin to the opposite edge of the board.

The brahmin and Benny are treated as units with the following profile:

Benny

Health Points: 7

Physical Armor: 2

Energy Armor: 1

Rad Armor: 0

Movement: Yellow

Ronnie the Brahmin

Health Points: 10

Physical Armor: 3

Energy Armor: 1

Rad Armor: 2

Movement: Yellow

The brahmin counts as a piece of cover, as it blocks Line of Sight. Both units have two Actions per activation, but the only possible Action is to move.

Game Duration: Until victory is achieved by one of the players.

VICTORY CONDITIONS		
PLAYER	VICTORY	CONDITION
Minutemen	Major	Both Benny and the brahmin reach the opposite edge of the board. 250 Caps reward.
	Minor	Benny reaches the opposite board edge. 180 Caps rewards.
Skirmishers	Major	All units are killed. 200 Caps rewards
	Minor	Benny is killed. 100 Caps reward.



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ATOMIC SPRINT!

INTRODUCTION

An enemy force has taken over relay tower OSC-527! The fake broadcast we were using to bring all the humans to the killing fields has been taken down, and the tower is being used for the opposite purpose. There is no alternative but to suicide bomb that tower to the ground!

BATTLEFIELD SET-UP

This scenario is played on a **4 feet x 4 feet** (120cm x 120cm) table, pitting the Suiciders against the Friends of the Humans of the Humans.

The Suiciders player starts the game with three Super Mutant Suiciders and another 100 Caps of Super Mutant models as their escort. The Friends of the Humans start the game with 300 Caps of models.

Starting with the Suiciders player, place terrain on the battlefield in alternating order. Then, the Friends of the Humans player places a piece of terrain representing the **tower relay**. This must be placed Red from their edge of the board, aligned with the centre of the board.

CONTINUED OVERLEAF



NOT TO SCALE

The Friends of the Humans deploy up to Red from their edge of the board. Then the Super Mutants deploy up to Red from their edge of the board.

Initiative is resolved as normal.

SCENARIO RULES

The goal of the Suiciders is to destroy the relay tower. The relay tower can be shot at, and has the following profile (though it's not a unit and cannot be activated):

Relay Tower

Health Points: 10

Physical Armor: 3

Energy Armor: 1

Rad Armor: 0

Game Duration: Until one of the conditions below.

VICTORY CONDITIONS	
PLAYER	CONDITION
Suiciders	The relay tower is destroyed. 200 Caps reward.
Friends of the Humans	The super mutants are killed. 200 Caps reward.



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