

HUNTERS OF THE WASTELAND

INTRODUCTION

Two teams of experienced hunters have been contracted to rid a plot of land of any wild threats. The contract, however, is an all-or-nothing deal that will only be paid to the player with the highest score.

BATTLEFIELD SET-UP

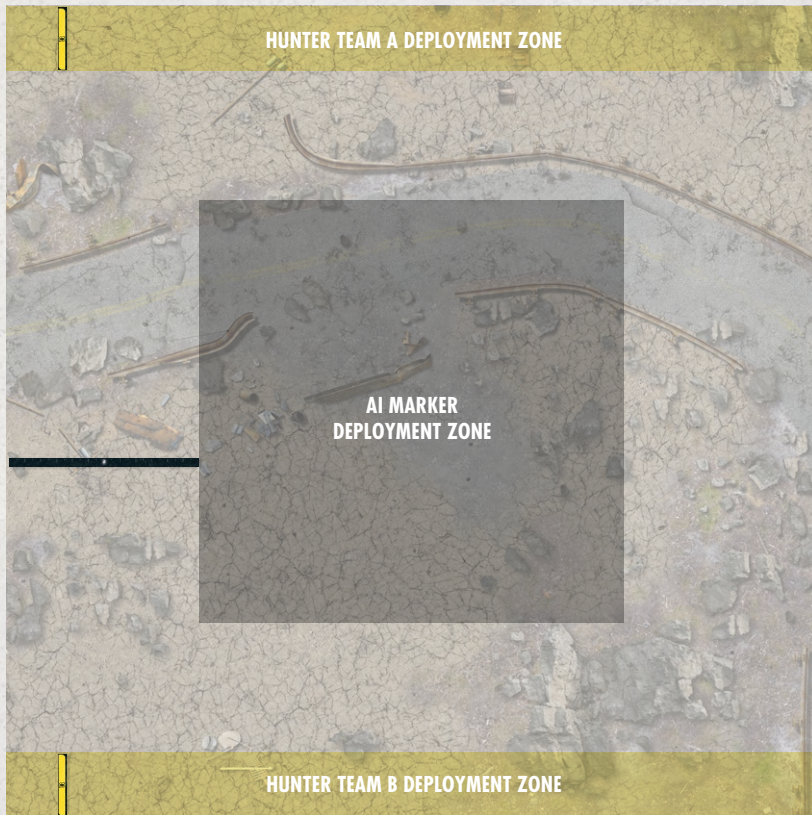
This scenario is played on a **4 feet x 4 feet** (120cm x 120cm) table. It pits Hunter Team A against Hunter Team B.

Each team deploys opposite each other, along their board edge, within Yellow of the edge. Then, each player deploys an **AI Marker** at least Black from each board edge.

SCENARIO RULES

Each AI Marker in this game will use normal AI rules and represents a creature that will ignore other creatures but attack the players' models. We suggest the Caps limit of both players combined equals that of the creatures.

CONTINUED OVERLEAF



NOT TO SCALE

When a creature dies, a player's model will be able to pick up the Caps value of the creature the marker represents. If a carrier model dies, leave an AI Marker at the position where it died, and those Caps may be picked up by any other model Interacting with the marker. The objective of the players is to seize as many Caps as possible by the end of the game.

Game Duration: 8 rounds.

VICTORY CONDITIONS

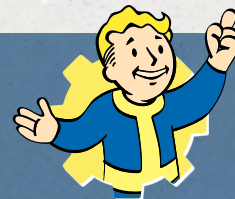
Whomever claims most Caps wins that amount. The loser will not win any caps.



HUNTER TEAM A: BIG ON FIREPOWER, BUT NOT SNEAKING UP ON ANYBODY



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OLD GULLET'S DEATHTRAP

INTRODUCTION

The sinkhole had just the right atmosphere. The soft-skinned always take care of their herd – no one is ever left behind. Perfect to lure them in. Perfect for a deathtrap.

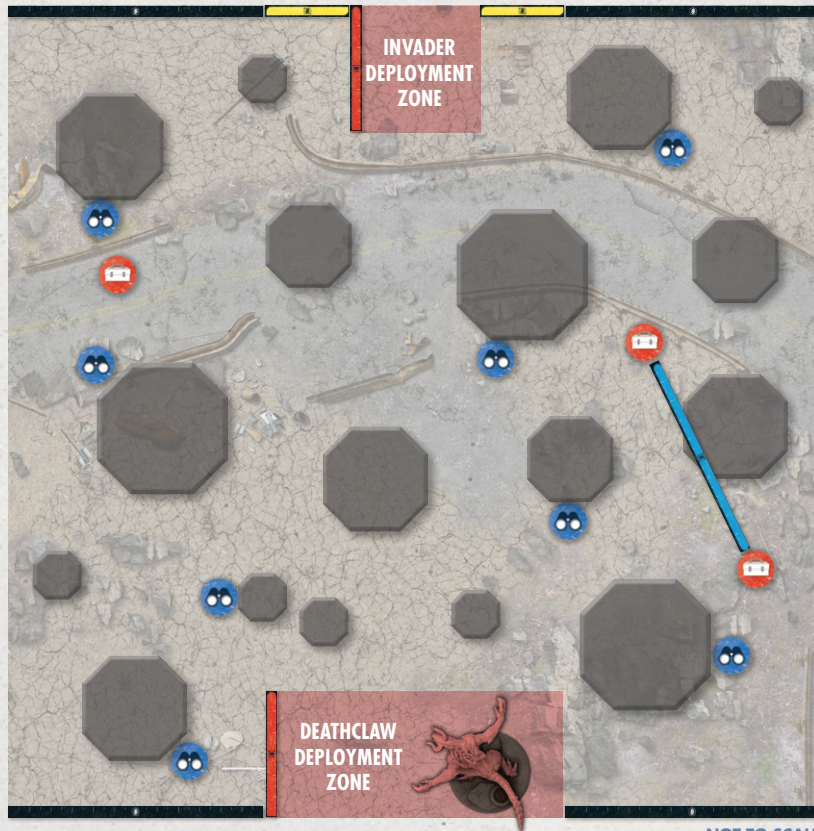
This time, it was a valiant local farmer that saved your life. His name is Javier, and he has asked you (in exchange for a tasty bowl of irradiated cereal and a place to sleep) to take a look into Old Gullet's sinkhole – since he thinks his trusty Brahmin has wandered into it. Food's been great, so you feel ready to face anything! Surely, this should be a piece of cake.

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. Place terrain on the board so that it defines a network of chambers. It doesn't have to look like the above, but will need to establish walls blocking Line of Sight. Mark the Invader Deployment Zone well, since this is the cave entrance.

Starting with the Deathclaw player, the players then alternate placing **Investigation Markers** in contact

CONTINUED OVERLEAF



NOT TO SCALE

with the wall of each chamber. Then the Deathclaw Player places **3 lettered Searchable Markers**, facedown on the board, with the letters hidden, so that they don't know which is which. The markers to be used are **A, B** and **C**, and should be placed at least Blue from each other. Number **3** will be the Brahmin marker.

The Invaders deploys Red from the Invaders player's table edge AND at least Black + Orange from the side edges.

The Deathclaw then deploys within Red from the Deathclaw player's table edge, and at least Black from the side edges.

Flip Luck — the winner chooses whether or not to deploy first. For this game, the Deathclaw player will get one Deathclaw model with up to 50 Caps of extras for it. The Invader player will get 300 Caps.

Initiative is determined as usual.

SCENARIO RULES

The **Investigation Markers** are entrances into the deep tunnels of the burrows; dark and moist. The Deathclaw excavated these a long time ago, and can use them to quickly travel across its burrow.

If a unit is in base contact with an Investigation Marker, they can use an Action to try and travel across the tunnels. Roll a (red) Armor Dice. For Invaders, a result of **1** or **3** means they choose an

Investigation Marker anywhere in the board, and place the unit in base contact with that Investigation Marker. If the result was **2** or **4**, the opponent chooses where the unit will travel.

If you are using the Deathclaw, you'll get to choose where to go with results of **1, 2** or **3** instead.

Searchable Markers can be revealed by a unit which is in base contact with it. If you reveal **Searchable Markers A** or **B**, gain 50 Caps.

Once the Brahmin Marker (**Searchable Marker C**) is revealed, all Invader units within Green will be made aware that the Brahmin is dead. The objective for the Invader player is to exit the cave through the entrance with at least one of the units that saw the Brahmin.

Game Duration: Until one side wins.

VICTORY CONDITIONS

PLAYER	CONDITION
Invaders	If, after spotting the dead Brahmin, one of the units that saw it leaves through the cave entrance. Earn 180 Caps.
Deathclaw	If no witnesses to the Brahmin's death escape, 180 Caps.



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DC METRO RAID

INTRODUCTION

The DC Metro is infested with ravenous Ghouls. You are tasked to rid the inhabitants of the metro from the Ghoul threat. You set up the bait, light up some flares, and sit tight. Peace is not going to last.

BATTLEFIELD SET-UP

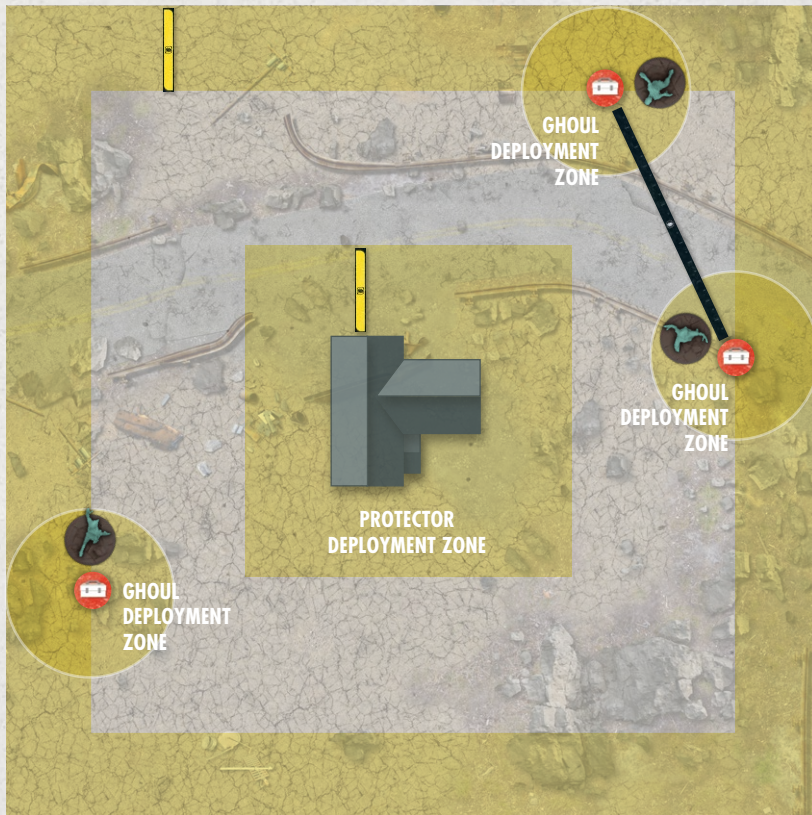
This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. It pits Ghouls against Protectors.

Place a big piece of terrain in the middle of the board.

Then, the Ghouls player places **3 Investigation Markers** at exactly Yellow distance from any board edge. Each marker should be at least at Black from each other.

Next, the **Protectors** deploy within Yellow of the central piece of terrain.

Finally, the **Ghouls** deploy, always within Yellow of one of the Investigation Markers.



CONTINUED OVERLEAF

NOT TO SCALE

SCENARIO RULES

The Ghouls player utilizes as many ghouls (and only ghouls) as they can to compose their force, and then the Protectors play with 50% more points than the points contained in the Ghouls force.

The Ghouls try to kill the Protectors, while the Protectors need to close and seal the hatches. To do this, a model in base contact with an **Investigation Marker** needs to pass an **AGI Test**. If successful, they seal the hatch and the Investigation Marker is removed.

When a Ghoul is killed, place it outside of the game area. At the start of the next round, all killed ghouls can redeploy as per the normal scenario rules (within Yellow of an Investigation Marker). The ghouls won't stop coming until all hatches are closed! Only one ghoul per Investigation Marker can redeploy at the start of each turn.

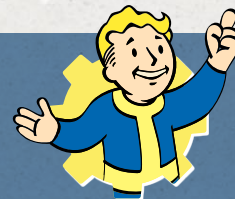
Game Duration: 8 rounds.

VICTORY CONDITIONS

PLAYER	REWARDS
Protectors	70 Caps per removed Investigation Marker, though they will not earn anything if they are all killed.
Ghouls	150 Caps if they manage to kill all enemy models.



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CHEMTEST PIT

INTRODUCTION

Gerald always had this extremely fun way of testing the stock of newly-arrived chem dealers. Other Raider camps would normally start fights over who got the first dose, but in here we just test it out in the Pit. After all, the radscorpions seem to enjoy chems as much as humans...

BATTLEFIELD SET-UP

This scenario is played on a small area, no wider than Black + Green. Deploy the radscorpions using the normal rules, at least Black from each other.

SCENARIO RULES

Each radscorpion can (as an exception to the rules) carry up to 100 Caps of Chems.

Game Duration: 4 rounds

VICTORY CONDITIONS

Victory is achieved by whichever radscorpion survives with the most wounds. 70 Caps for the victor!





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DEN OF PESTILENCE

INTRODUCTION

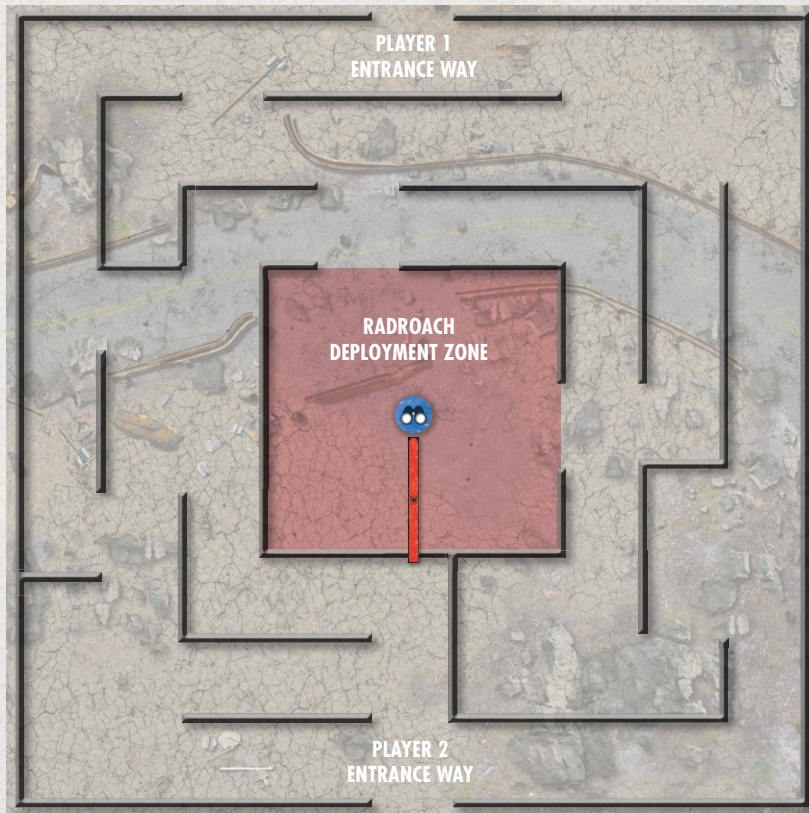
The radroach infestation in the settlement has become out of control. Before the inhabitants of the place can give you any clues with regards to your main mission, they've asked you to sort out their pest issues. You are taken to an underground compound, the supposed source of the radroach infestation...

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table, though given the specifications of terrain this might be smaller or larger. It is designed to be played using the Solo Play rules (see *Campaign Handbook*, page 7).

Set up scenery to craft a maze-like environment. Each piece should block LoS to simulate the underground passages that run below the settlement. We encourage you to get as creative as possible with whatever scenery you have available! In the center of the compound, place an **Investigation Marker** signaling the source of the infestation. Deploy all your **radroach** models within Red of the marker.

CONTINUED OVERLEAF



NOT TO SCALE

Each player steps into the den via a different entrance, with only one model deployed there, worth no more than 100 Caps.

SCENARIO RULES

Each time a radroach is killed, another one spawns in base contact with the marker.

Once in sight of the marker, the players' models can attack it as if it were a normal model:

Radroach Nest

Hit Points: 4

Armor: none

Game Duration: 6 rounds

VICTORY CONDITIONS

Victory is achieved by whomever kills the nest. Any other result is a defeat. 150 Caps for the victor!



CAUTIOUSLY READY FOR A RADROACH ENCOUNTER



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