# STEEL-CLAD MANHUNT

INTRODUCTION

The game of cat and mouse between you and your opponent has lead you both to an old RobCo testing field. Amidst the rusty carcasses and dead machines, the sound of your (and your enemy's) footsteps are the only thing that can be heard. Suddenly, you trip over a loose cable and hear a buzzing noise: dozens of screens, scattered across the field, light up. They are terminals. Terminals in the testing grounds… You wonder what will happen if you access one.

BATTLEFIELD SET-UP

This scenario is played on a **4 feet x 4 feet** (120cm x 120cm) table. Both players will have 80 Caps with which to add equipment to any single model they wish. You will also have to use every robot in the box! You can place them with whatever equipment options you wish, although we suggest you use them with the basic equipment.

Once both players choose their model and equipment, deploy terrain in alternating order (determine the first to deploy by flipping a Luck Token).

PLAYER 1 DEPLOYMENT ZONE

ROBOT DEPLOYMENT ZONE

PLAYER 2 DEPLOYMENT ZONE
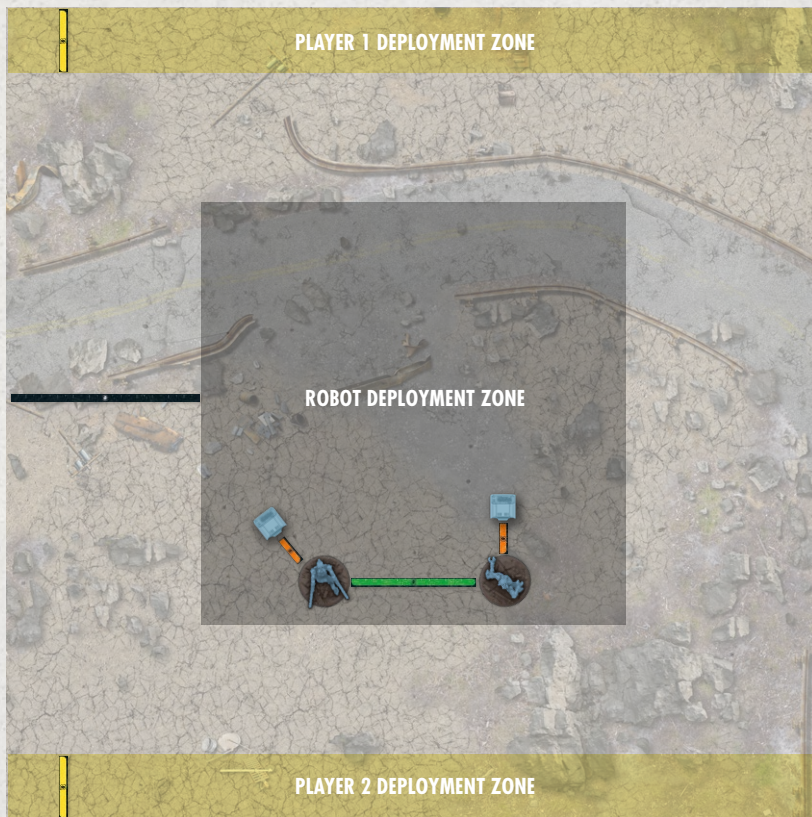
NOT TO SCALE

Each player then places one of the robots in alternating order, starting with the player that lost the coin toss. Robots have to be placed at least Black from all board edges, and at least Green apart. Every time you place a robot, place a Control Terminal (any type of terrain that can play as one will do!) within Orange of the robot.

Finally, both players place their models within Yellow of their board edge, starting with the player that lost the coin toss. The player who won the coin toss activates first.

SCENARIO RULES

Each player's "living" model (the only model that is not a robot) can access a terminal by moving into base contact with it and using an Action to make an **INT Test**. If successful, the controlling player gets to use the robot linked to that terminal for the rest of the game. Take the unit card along with the equipment corresponding to that robot and add it to your group.

Game Duration: Until one of the living models dies.

VICTORY CONDITIONS

The player who kills their opponent's "living" unit wins and earns 100 Caps.

AN EYEBOT RISES INTO ACTION

PROTECTRON PARADE!

INTRODUCTION

The Robotics Pioneer Park has been kept in slumbering peace for many decades. Although the terminal is now running on emergency supply, the robots that guard the locale should still be able to defend the memorial and the park from those who wish to trespass.

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table. It pits Robots against Invaders. For force building, allocate 200 Caps or more for both the Invaders and the Robots. All Robots must be Protectrons.

At Blue from their table edge, the Robots player places a **small hut** (where the Protectrons are stored). The **Protectrons** deploy within Yellow from their hut.

The Invaders then deploy within Yellow from their own board edge.

PROTECTRONS DEPLOYMENT ZONE

INVADERS DEPLOYMENT ZONE
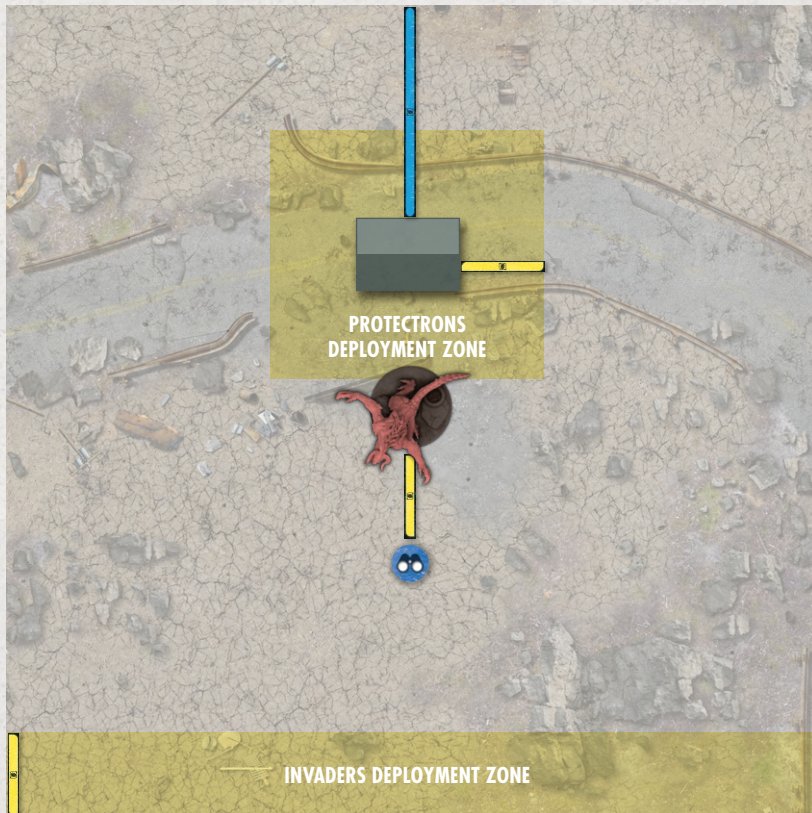
NOT TO SCALE

If you have a **Deathclaw**, place it in the center. It'll use the Solo Rules and will treat the objective as *Defend trunk* with the trunk as the subject. If you think a Deathclaw might prove too harsh on your forces, try with a couple of **Feral Ghouls** instead!

Place an **Investigation Marker** Yellow further away from the Protectron's hut than the Deathclaw/Feral Ghouls. This is a trunk which contains the loot the Invaders are looking for.

At the start of the game, the Invaders move first.

SCENARIO RULES

The objective of the **Protectrons** is to defeat the Invaders (who might already be in one hell of a problem, due to the presence of a Deathclaw in the immediacies).

The **Invaders**, on the other hand, have to search and escape the board edge with the loot from the trunk (an **Investigation Marker**). The Invaders can pick up the marker with a successful **Lockpick Skill Test** while in base contact with the marker.

Game Duration: 6 rounds.

VICTORY CONDITIONS		
PLAYER	**CONDITION**	**REWARD**
Robot	The Invaders are destroyed.	150 Caps
Invader	You manage to steal the contents of the trunk, with the carrier leaving the battlefield successfully.	150 Caps

DEADLY RUN

INTRODUCTION

A weapons stash is jealously guarded by a Sentry Bot. It seems the only way to survive, is to sprint towards death!

BATTLEFIELD SET-UP

This scenario is played on a **4 feet x 4 feet** (120cm x 120cm) table. Each player starts with up to 200 Caps.

Each player deploys forces following normal rules and within Red of opposite table edges.

Place the Sentry Bot roughly in the middle, next to an Investigation Marker (the weapons stash), and deploy terrain in alternating order, all within Black of the center of the board.

SCENARIO RULES

At the end of each round, the **Sentry Bot** will make a single shooting attack targeting a randomly determined target inside its threat zone (Green from the center). Once a model picks up the **Investigation**

PLAYER 1 DEPLOYMENT ZONE

WEAPONS STASH

PLAYER 2 DEPLOYMENT ZONE
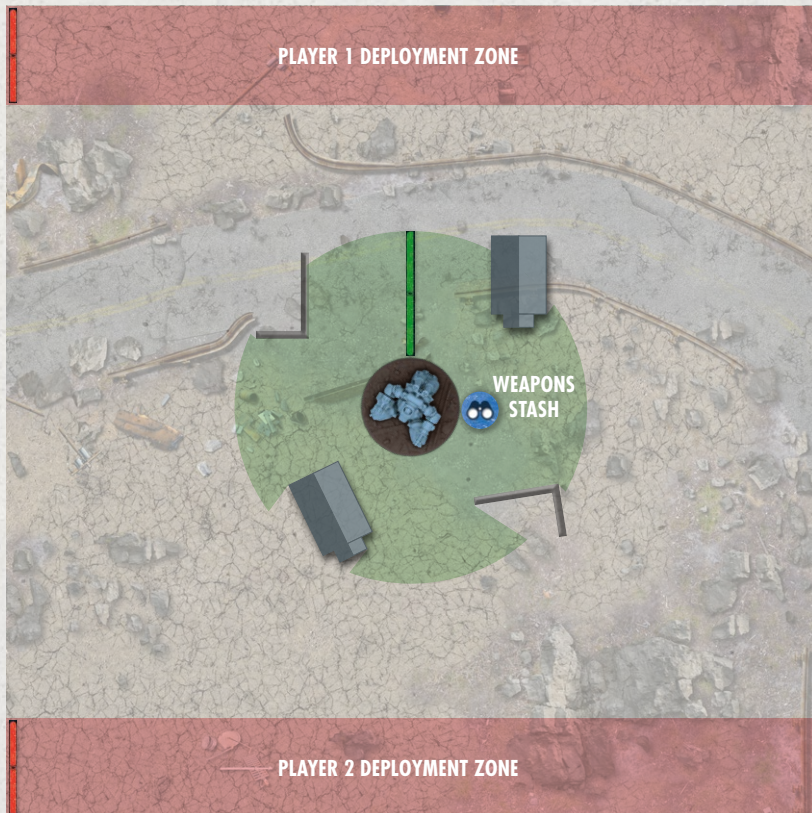
NOT TO SCALE

Marker, that model will be targeted and shot at the end of each round. The single shot will be resolved using the laser rifle profile.

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

VICTORY CONDITIONS		
PLAYER	**CONDITION**	**REWARD**
Either	Exiting the battlefield with the marker.	230 Caps to be used towards equipment.
	Obliterating your opponent	75 Caps to be used towards equipment.

MAINTAINING COVER FROM THE SENTRY BOT

TARGET LOCKED

INTRODUCTION

Spending the night in the ruins sounded like a good idea, but when we started to see the red lights approaching, we realised we had been ambushed, and – damn! Those are some fast robots! We have no idea what they have against this guy but, for the sake of all, we need to keep them at bay!

BATTLEFIELD SET-UP

This scenario is played on a **4 feet x 4 feet** (120cm x 120cm) table, pitting the Bodyguard player against the Assaultrons player. The Bodyguard player has to designate one of their models as the VIP, which has been targeted by the Assaultrons for elimination.

Place terrain on the board in alternating order, with the Bodyguard player going first. Then, the Assaultrons player places a Control Terminal anywhere, at least Black away from all board edges.

The Assaultons deploy Black + Red from the edges. Next, the Bodyguards deploy Black from the sides

TERMINAL

ASSAULTRONS DEPLOYMENT ZONE

BODYGUARDS DEPLOYMENT ZONE

NOT TO SCALE

and Red from their board edge. The VIP has to reach this board edge.

The Bodyguard player has the first activation.

SCENARIO RULES

The goal for the **Bodyguard** player is to have the **VIP** cross the ruins. The goal for the **Assaultrons** is to kill the VIP.

The **Control Terminal** can be accessed by one of the Bodyguard models moving into base contact with it and using an Action to make an **Use Computers Skill Test**. If successful, on any one of the next activations of the Assaultrons, the Bodyguard player can control the chosen Assaultron (but only for one activation, and only once per game – the system will then be overridden by the Assaultron's commands).

The Bodyguard player needs to take the VIP into base contact with the opposite board edge. When that happens, or when the VIP dies, the scenario ends immediately.

Game Duration: Until a winning condition is attained.

VICTORY CONDITIONS	
PLAYER	**CONDITION**
Bodyguard	All the Assaultrons are dead or the VIP escapes the ruins. Earn 200 Caps.
Assaultron	The VIP is killed. Earn 100 Caps.