

Fallout

WASTELAND WARFARE

CO-OP HANDBOOK



Bethesda



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FOWW CHB-001-111

OVERVIEW

Fallout: Wasteland Warfare allows players to play co-operatively with the AI controlling the opposing side. While running the AI is covered in the *Campaign Handbook*; the following handbook offers further rules and advice for this style of play, including:

- Rules for Co-operative Play
- Existing Scenarios Using Co-op
- Team Play
- Co-op Scenarios

Remember to check out the downloadable *AI Handbook* for information and advice on making your own scenarios with an AI opponent too.

RULES FOR CO-OPERATIVE PLAY

There are a few alterations to the rules when playing co-operatively. For Co-op play, the term **'team'** will be used to represent the combined side of the players who will play versus the AI player.

Turn Order

Turn order is resolved as with two players, except with turns oscillating back and forth between the player team and the AI; therefore, the players only Ready one model between them on their turn (not one model per player).

- It is up to the players to decide which one model of their combined force will be made Ready on their team's turn.

- After making one model Ready, either (or both) players can choose to activate all of their own Ready models.
 - A player may activate their Ready models even if the other player does not want to activate theirs.
 - A player must activate all or none of their Ready models as usual (but this is independent of what the other player has done with their models).
 - If both players activate their models, the players choose in which order models get activated as they activate each model,



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so activation can switch between the player's models as they wish (i.e. not all of one player's models before the next player's models).

- The Advantage Marker belongs to either the players' team as a whole, or the AI player (and not an individual player).

Reactions

Models may react to triggers as per the usual rules: players' models may only react to Actions by models of the opposing side (the AI player in a Co-op game); and as usual, any model being hit by an attack (whether the attack does damage or not) is also a Trigger regardless of which side it belongs to. This means (excluding when hit by an attack) a player may not have one of their models react to a trigger caused by a model controlled by the other non-AI player(s).

Searchables and Investigation Markers

Only a player owning a model near enough to a Searchable or Investigation Marker may look at it as per the normal rules for doing so. Unless specified by the scenario, a player may tell the other player(s) what they see on a Searchable or Investigation Marker (as it assumes the players' models communicate with each other).

Victory

The players win or lose as a team.

Caps Value

The total Caps value the player team is allowed for a battle is divided between the players as they see fit.

Limited Card Quantities

If multiple players wish to use the same equipment cards but there are not enough cards to allocate to the units, note that the cards are not limited by the number of physical cards. Cards can be copied so each unit has the equipment desired, or simply refer to the one card when required, so long as the cost is paid for each item each model has been allocated.

Sharing Items

Players can share items with models that are in another player's force if the player controlling the model equipped with the item allows it.

Leaders

Each player has a Leader for their force, so the player's team will have one Leader for each player. Each Leader's abilities only affect models which are part of the force that the Leader belongs to.

Factions

Each player is their own separate faction (determined by their Leader, as usual). If the suggested forces for a scenario do not include a Leader card, their faction is stated in the scenario.

Unique Models

Unique models may not be duplicated within the players' team.

Quests

If more than one player is using Quests, each Quest must be different to the Quest another player in their team is attempting. Players cannot attempt different parts of the same Quest.

AI

AI player models are controlled by the AI rules starting on page 8 of the *Campaign Handbook*.

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EXISTING SCENARIOS USING CO-OP RULES

Most scenarios can be played co-operatively simply by replacing a single player with the co-operative team of players, using the AI to replace the opponent, and using the rules mentioned above.

If a scenario does not have settings for an AI player, you can create some so that it can perform the required objectives. The downloadable *AI Handbook* has advice on this.

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TEAM VS TEAM PLAY

In Team vs Team play, teams of players play against each other with no AI player and the players within each team playing co-operatively.

All the rules for Co-operative play mentioned earlier apply, but the AI is replaced by the other team.

CO-OP SCENARIOS

INTO THE SEWER

The Super Mutants' attack on the Brotherhood of Steel outpost was a deterrent against their renewed, aggressive territorial push. Your small band of Super Mutants has become split from the main assault, but has happened upon Sole Survivor and a Tech being held in a cell. You form a temporary alliance with the Survivors, who know a secret way out of the area which requires their skills. Hotly pursued by BoS forces, the escape arrives at a sewer access with two locks. The Tech knows the keys for these are kept in locked emergency protocol boxes which must be nearby. Now you must find the two keys and escape into the sewers before the main battle ends and the Brotherhood are able to send further forces to hunt you. Those Deathclaw roars that seem to be getting closer? Well, one thing at a time...

SPECIAL RULES

AI Settings: Defeat [Sole Survivor]

Keys and the Sewer Hatch

Several Investigation Markers show the potential locations of two emergency protocol boxes, each of which contain a key for the sewer hatch. When an Investigation Marker is revealed:

- If **blank**, discard the marker.
- If it shows a **number**, this is one of the emergency protocol boxes. Flip one of the markers showing a **Lock** symbol on one side and the **Terminal** on the other, and replace the Investigation Marker with this flipped marker.



To gain a key, **Interact** with the emergency protocol box marker and **Use Expertise**, using the skill matching the marker (Computers or Lockpick). If successful, the model takes the key, which can be shared and used to open one of the sewer hatch locks.

A model using a key may **Interact** with the sewer hatch lock markers (no Action is required). Discard the marker representing the key to remove one of the lock markers on the hatch. Once both lock markers on the hatch are removed, player models may exit the battlefield at any time that their model is touching the sewer hatch marker.

Game Duration: 8 rounds

VICTORY CONDITIONS

Major win	Sole Survivor and two other player models exit the map through the sewer.
Minor win	Sole Survivor exits the map through the sewer.



NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

- Place a **blank Investigation Marker** (face-up) at the battlefield's center to represent the sewer access hatch. Place 2 markers showing the **Lock** symbol on top of that. These locks require keys to open them.
- Add **5 Investigation Markers** (3 blanks plus numbers 1 and 2) representing potential locations of emergency protocol boxes containing the two keys. Mix them face-down and place them at the locations shown above.
- Place the AI models within Yellow of one corner. Place player models up to Yellow from the hatch but more than Black from face-down Investigation Markers; place terrain to block LoS between the Deployment Zones.



Deathclaw: At the start of rounds 4, 5 and 6, flip a Luck Token. If is showing, deploy a Deathclaw in the corner opposite the AI start position, and do not flip Luck for this again. Control the Deathclaw using AI rules with the setting is Defeat [Any model] so it even may attack the AI Brotherhood of Steel.

SUGGESTED FORCES

Player 1 (Faction: **Survivors**)

- **Sole Survivor** with 10mm Pistol
- **Enslaved Tech** with Combat Shotgun

Player 2 (Faction: **Super Mutants**)

- **2 x Super Mutant** with Bolt-Action Pipe Rifle and Board
- **Brute** with Sledgehammer

AI (Faction: **Brotherhood of Steel**)

- **Aspirant Goddard** with T-60 Power Armor and Baseball Bat
- **2 x Settler** with Assault Rifle
- **Dogmeat** with Dog Bite

BLOOD CAGE

Being captured by Raiders was bad. Being thrust into their twisted game for the amusement of baying crowds is worse. You have a few precious moments to grab a weapon before the Super Mutants reach you. The catch? You are connected to each other by a chain. Should you take time to smash the chain and move freely, or work together to share the chain's slack and focus on fighting. The fight to the death begins in 3... 2... 1...

SPECIAL RULES

AI Settings: Defeat [Any enemy]

The Chain

The player models begin play connected to each other by a chain that runs mostly under the arena, apart from the sections which bind each player model's wrist and extend down through a hole in the floor near them.

The total slack in the chain is **Black**, so this is the furthest a player model may move away from their hole. If a player moves so that the total combined distance that both players are away from their holes is greater than Black, this pulls the other player model directly towards their hole so that the total slack is exactly Black.

If the model being pulled is unable to move at any point (i.e. due to terrain, or an AI model's base being in the way), it immediately stops and moves no further, which may limit where the moving model can reach. To measure the chain slack, use a Black measuring stick to measure how far one model is from their chain hole and the remaining part of that stick is the maximum distance the other player can be from their chain hole.

The chain can be broken by attacking it with a weapon (excluding the Improvised Weapon).

The chain has **2 Health** and an **Armor Rating of 2+1 physical** and **2+1 energy**. Add **1 green dice** when attacking any part of the chain. If the chain is reduced to 0 Health, it is broken and the players can now move freely.

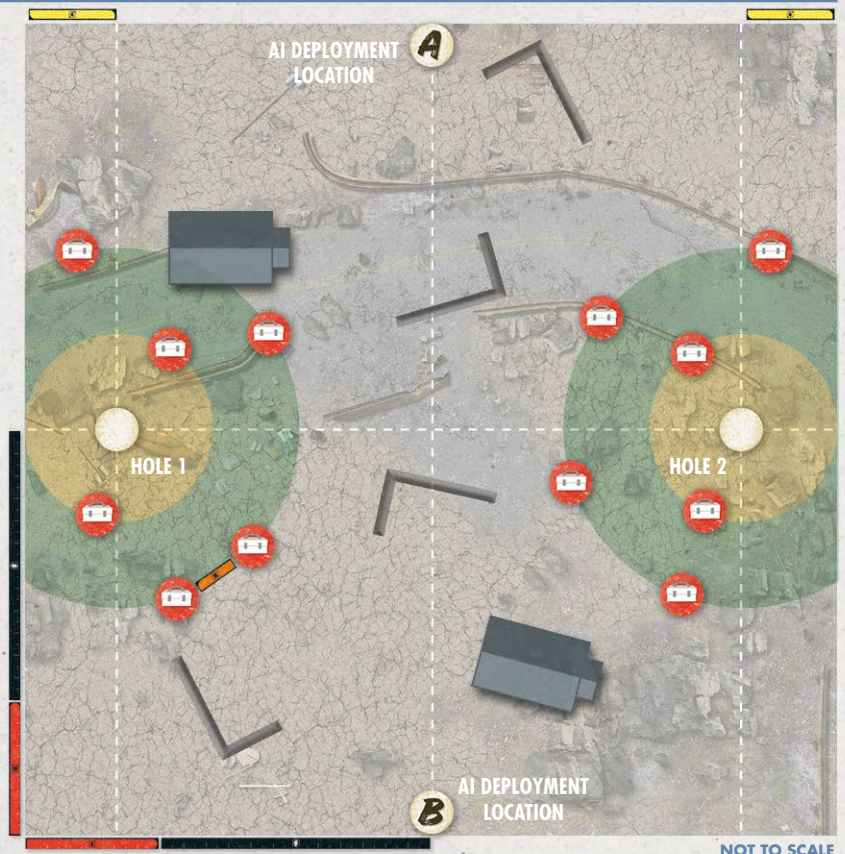
Searchables

Treat all Searchables as if they show only the Item icon and nothing else. All weapons (apart from melee weapons) can only be used 3 times each before they are empty.

Game Duration: Unlimited.

VICTORY CONDITIONS

Player win	All AI models have been removed.
AI win	All player models have been removed.



BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

Player models start on opposite chain holes with Improved Weapon only and no other items. Place a **blank Investigation Marker** to represent each hole Yellow within and half-way along opposite edges.

Add **12 Searchable Markers** to the battlefield: Place two Yellow and four Green from each chain hole, with each at least Orange from each other.

Item Deck: Shuffle only the following cards to create the Wasteland's Item deck: Baseball Bat, Pipe Wrench, Laser Pistol, Combat Rifle, Assault Rifle, Combat Shotgun, Fragmentation Grenade, Missile Launcher, Nuka-cola, Stuffed Monkey, Psycho, Patched Three-Piece Suit.

AI Wave 1 models are added in the AI starting locations (one each at locations 'A' and 'B' on the above map) at the start of round 2. AI Wave 2 models will arrive at the start of round 3, 4, 5 or 6. At the start these rounds, roll the armor dice – if the result is less than the number of the round minus one, the Wave 2 AI models arrive in the AI starting locations.

SUGGESTED FORCES

Player 1 (Faction: Survivors)

- **Sole Survivor (Day One)** with Heroic

Player 2 (Faction: Survivors)

- **Settler** with Heroic, Sturdy Leather Armor and Mysterious Stranger

AI Wave 1 (Faction: Super Mutants)

- **Aviator** with Aviator Cap and Pipe Pistol
- **Mutant Hound** with Hound Bite

AI Wave 2 (Faction: Super Mutants)

- **Brute** with Sledgehammer
- **Super Mutant** with Bolt-Action Pipe Rifle and Board

DANGEROUS MUNITIONS

Sole Survivor has not been at the Brotherhood of Steel base long when the klaxons begin blaring. The base is an important strategic ally in controlling the Super Mutants in the area, but recent raids have taken their toll. The munitions drop has still not been stored and remains exposed – one attack on that and the whole base will be blown sky high. Defend the munitions until help can arrive. Is it just chance that the Super Mutants know where and when to strike? Answering that will have to wait until tomorrow – if there is a tomorrow...

SPECIAL RULES

AI Settings: Go To [munitions marker]

Munitions

If an AI model (excluding dogs) can **Interact** with the munitions token at the end of the round, the munitions explode taking with them the base and everything inside.

Game Duration: See Victory Conditions.

VICTORY CONDITIONS

Player win	When all AI models are removed.
Player win	At the end of round 8 (when overwhelming Brotherhood reinforcements arrive).
AI win	When an AI model (exc. dogs) can Interact with the munitions token at the end of a round.



A SUPER MUTANT AFTER MUNITIONS



BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

Place the **Searchables Marker** showing the **skull and crossed bones** face-up, diagonally Orange from one corner of the battlefield. This represents the munitions. The AI models are set up within Green of the opposite corner.



Place **two lines of Impassable terrain** as shown in the diagram, representing walls within the compound. These cannot be climbed. Each wall is Black + Orange in length and projects into the table from half-way (Black + Red) along the relevant edge. Place additional terrain for cover and Line of Sight blocking.

Each player chooses one of the remaining corners and sets up all of their own models up to Red from that corner.

SUGGESTED FORCES

Player 1 (Faction: **Survivors**)

- **Sole Survivor** with Combat Rifle
- **Dogmeat** with Dog Bite

Player 2 (Faction: **Brotherhood of Steel**)

- **Aspirant Goddard** with T-60 Power Armor and Baseball Bat
- **Settler** with Laser Pistol

AI (Faction: **Super Mutants**)

- **Brute** with Sledgehammer
- **2 x Super Mutants** with Bolt-Action Pipe Rifle and Board
- **2 x Mutant Hounds** with Hound Bite