

THE RED ROCKET MISUNDERSTANDING

INTRODUCTION

After the guys decided to pack the stash inside the metal carcass of a Red Rocket set piece, we started the slow climb to the abandoned diner, where we would catch a breath before moving on. As we waded across the muddy hillside and the junkyard, we saw smoke coming from the diner.

“Super Mutants! They’re here!”

The biggest of them held up a massive sledgehammer — his sight fixed on the Red Rocket, probably thinking we were carrying a powerful weapon.

“Whether he thinks it’s an actual rocket or not, we gotta get our stash home. Raise your weapons!”

BATTLEFIELD SET-UP

This scenario is played on a **2 feet x 2 feet (60cm x 60cm) table**, pitting **Survivors** against **Super Mutants**. The lists are as shown overleaf:

CONTINUED OVERLEAF



NOT TO SCALE

Survivors List:

- 1x Sole Survivor, Heroic, Hunting Rifle, Baseball Bat
- 1x Dogmeat, Dog Bite
- 2x Settlers, Laser Rifle
- 1x Tech, Combat Shotgun

Super Mutants List:

- 1x Brute, Heroic, Sledgehammer
- 2x Super Mutants, Board, Bolt-Action Pipe Rifle
- 2x Mutant Hounds, Mutant Hound Bite

Place terrain of your preference on the board, with a structure representing the **diner**, located Yellow from the corner of the board. Then, place all **AI Markers** at exactly Orange from the base of the diner, with a distance of at least Yellow between each other. Then, deploy all Survivor models in the opposite corner of the board, within an area of Blue x Blue, as shown on the map. After all models are in place, use a piece of terrain of more or less Yellow length to represent the Red Rocket. Place that piece within your deployment zone.

SCENARIO RULES

The **0** for the Super Mutants is to take apart (destroy) the Red Rocket. The Red Rocket has 10 Health Points, and an armor value

of 1 for all damage types (it's unaffected by rad damage). It can be targeted for a ranged attack or it can be hit in melee if in base contact with it (does not count as an engagement).

A model within Orange of the Red Rocket can use an Action to make a **STR Test**, with success pushing the Red Rocket Yellow. The Survivor's need to move the Red Rocket past the diner and into base contact with the opposite corner to win.

Game Duration: 4 rounds.

| VICTORY CONDITIONS | | | |
|--------------------|---------|---|----------------------------|
| PLAYER | VICTORY | CONDITION | REWARD |
| Super Mutants | Victory | The Red Rocket is destroyed | Super Mutants win 150 caps |
| Survivors | Major | The Red Rocket is taken off the board after moving into contact with the opposite board edge. | Survivors win 150 Caps |
| | Minor | The Red Rocket has at least 4 damage left at the end of Round 4. | Survivors win 70 Caps |



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