## FOWW SCP-051-111 — SECTION 1

# GREETINGS

The following three scenarios are designed to be played as a linked story, with the results of one scenario affecting the next and/or final scenario. They are specifically designed to be played in sequence, with the overall winner determined by the final scenario. The scenarios require the 2-Player Starter Set and the Institute Expansion Card Pack.

## STORYLINE AND CONSEQUENCES

During these scenarios, one player will be referred to as the Traders and the other will be referred to as the Institute. The forces of either side may include any units, but the Institute side is more thematically suited to Units belonging to the Institute faction.

To set the scene, each player should read the Introduction for their side, found on page 13 for the Institute player and page 14 for the Trader player. Before starting each scenario, players should read the opening 'Story' section in the scenario's details aloud.

At the end of each scenario, the Institute player turns to page 13, and the Trader player page 14, and each reads the sections of their outcome that apply, given the result of the scenario they have just played.



SYNTHS ATTACK THE MINUTEMEN AS THEY TRY TO PROTECT A CARAVAN

> **WARNING!**
>
> To avoid any spoilers. players should try NOT to read ahead, or read each other's sections.

## SUGGESTED FORCES

The suggested forces provided are exactly that – suggestions that can get you playing quickly and easily. To create these, you will need the Institute Expansion Card Pack and the 2-Player Starter Set. You can create your own forces too, if you wish.

## CURATED WASTELAND DECKS

Each scenario shows a list of Wasteland cards, called the 'Curated Wasteland'. These are suggested decks of cards for the Wasteland which are tailored to provide a specific theme for the scenario. The Curated Wasteland decks should each be shuffled before starting. Players are free to use any mixture of cards they wish instead. For ease of recognition, cards marked in **bold** are those which are new in the **Institute Expansion Card Pack**.

Each Scenario contains AI settings for both the Institute and the Traders. These will be located in a gray sidebar with the AI logo shown above.

When allocating rewards/penalties due to the outcomes of previous scenarios, the player must decide how to allocate them by choosing what would be the most **disadvantageous** for themselves. The same is true for the AI for using any Boost cards they have gained.

The AI's Objective and its Subject will be written as follows: **Objective [Subject]**; for example, if the AI is to kill the enemy leader, meaning the Objective is 'Defeat' and the Subject is the enemy leader, then this will be written as '**Defeat [Enemy Leader]**'.

## EXPANDED RULES: GAINING AND DROPPING ITEMS

These scenarios often involve units gaining or dropping items during the game, so here are the expanded rules for gaining and dropping items.

■ A model may carry Items it cannot use. For example, Dogmeat could pick up a Laser Rifle (assuming it doesn't require a Lockpick test, etc. to access it), and could 'share' Limited Use Items.

■ Dropping and picking up Items does not require an action unless specified otherwise in a scenario. A model may only pick up or drop Items before or after an action – not during.

■ A model may drop any Items it gained *during* the scenario, but may not drop Items that they are carrying at the start of the scenario.

■ A model may not pass Items directly to another model, i.e. move the Item card from one model to another. Items gained during a scenario can be dropped and these can be picked up by another model during its activation. When an Item is dropped, place a token touching their base to represent this. Any model can pick up a dropped Item during their activation as normal. It doesn't require an action to drop or pick up an Item, but it must be done before or after an action (not during).

If you want to be sure no-one else can grab an Item between when it is dropped and when it can be picked up, either activate both models in the same turn (one to drop and the other to pick up), or drop and pick up where opposing models canot interfere. (Note: The reason a model cannot pass an Item directly to another is to prevent all models using one Laser Rifle between them by just passing it around.)

■ When a model is removed, it drops any Items that it gained during the scenario. Place a token in contact with its base before removing the model to show where these are located, and other models may pick up the item(s) during their activation as normal.

■ Note that 'Sharing' Limited Use Items is not the same as dropping then picking-up as this does not transfer the Item card.

# INVISIBLE AMONGST US

## STORY

*A town of seemingly little interest on the edge of the Commonwealth is about to see more visitors today than it has in years. The Traders know that the provisions needed to reach this settlement are rarely worth the resources that it can provide. Today however, a prize of great value has wandered into town, drawing the settlement and its inhabitants to the attention of two rival forces.*

## SCENARIO RULES

In this scenario, the Institutes' SRB (Synth Retention Bureau) have located a settlement known to shelter runaway synths and provide them with new identities. The Institute has sent out a team to recover these runaway synths and to gather a new stock of Wasteland settlers for their experiments. Meanwhile the Traders have journeyed long and hard in the hopes that the settlers of this town can make their venture worthwhile.

### Hooded Settler

Each Hooded Settler comprises **3 markers**:

- a **Searchable** marker (either a letter or blank) face down,
- a **numbered Investigation Marker** on top of it, face down, and finally
- a **blank Investigation Marker** face up on top of both.

Following this structure create 8 Hooded Settlers by randomly drawing tokens from the required below.

Tokens needed:

**8 Searchables** and **16 Investigation Markers**:

To identify a Hooded Settler, a model must ⇄ with the token stack. Once a model has moved into contact with the token stack, remove the face up

Investigation Marker and flip the face-down Investigation Marker to reveal the identity of the subject.

They are identified as follows:

| | | | |
|---|---|---|---|
| **1** = The Major | | **5** = The Engineer |
| **2** = The Merchant | | **6** = The Janitor |
| **3** = The Doc | | **7** = The Scavver |
| **4** = The Chef | | **8** = The Outcast |

### Suspected Synths

After identifying a Hooded Settler, a model may perform a **Search Skill Test** or **CHA Test** on the token stack. On a successful test, reveal the bottom Searchable token in the stack. On the result of a letter (A, B, C or D) the token stack is designated a **Discovered Synth**, on a blank the token stack is designated a **Human**. If the settler is revealed to be a Discovered Synth, place the Lettered Searchable face-up on top of the Numbered Investigation Marker. If the settler is revealed to be a Human, remove the Blank Searchable token. Creatures and Dogs are not able to perform this task.

### Discovered Synths & Humans

Once a token is designated as a Discovered Synth or a Human, it becomes attached to the model that revealed it. The tokens will move with the model until the stack is extracted, killed or abandoned or the model itself is killed. Attached token stacks do not block LoS and must be moved out of the way of any model which wants to take its space on the battlefield.

Any Discovered Synth or Human token stacks not attached to models can become attached to any model that ⇄ with them. A model may only have one token stack attached at a time, and a token can only be resolved if there are no enemy models also in contact with it.

## CURATED WASTELAND

The Curated Wasteland reflects a remote settlement situated in a wild area of the Wasteland.

| ITEMS |
|---|
| Flare gun |
| 10mm Pistol |
| Pipe Wrench |
| Beer |
| Fragile Bobby Pin |
| Battered Fedora |
| Blood Pack |
| Desk Fan |

| EVENTS |
|---|
| Diamond City Radio |
| Overcast |
| Distant Gunfire |
| Dust Cloud |
| Sun Glare |

| DANGER |
|---|
| Unreal |
| Under Pressure |
| Creature |

| STRANGER |
|---|
| – |

| CREATURE |
|---|
| Hungry Brahmin |

THE BROTHERHOOD OF STEEL DEPLOY TO QUELL THE MASS PANIC

To **EXTRACT** a Discovered Synth or a Human token, the model with an attached token stack must move fully within its own deployment zone. Once this condition is fulfilled, the token stack is removed from the battlefield and are considered extracted.

To **KILL** a Discovered Synth or a Human, a model must perform a **Melee Skill Test** targeting the attached token stack. If successful, the token stack is removed from the battlefield and are considered to be killed. Any Discovered Synth or Human tokens still on the battlefield at the end of the game are considered alive.

To **ABANDON** a Discovered Synth or a Human, a model must declare that they are abandoning the Attached token stack before or after any action during its activation. A Discovered Synth or a Human token is automatically abandoned if the model it's attached to performs a Charge action. The token stack remains where it is placed on the battlefield when abandoned.

## Mass Panic!

■ At the end of every round, all Hooded Settlers and all Discovered Synths or Humans not attached to a model will move around the board in a panic! Flip the Advantage Marker for each token stack and move each one Yellow in the direction shown. If a Hooded Settler, Discovered Synth or Human moves into contact with the battlefield edge, they immediately end their move. If a Hooded Settler, Discovered Synth or Human would move into contact with model, they will stop Orange away from the model.

■ 'Mass Panic!' does not apply to attached tokens. Tokens that are Abandoned are subject to 'Mass Panic!' until they are attached again.

**Game Duration:** 6 rounds unless victory claimed sooner.

| VICTORY CONDITIONS | | |
|---|---|---|
| **PLAYER** | **OPTIONS** | **DESCRIPTION** |
| The Institute | | Gain 2 Counting Tokens for each Discovered Synth extracted off the battlefield by a friendly model. |
| | | Gain 1 Counting Token for each Human extracted off the battlefield by a friendly model. |
| Traders | Option 1: *Save the people, and clear the synths out of town* | Gain 2 Counting Tokens for each Human alive at the end of Round 6. |
| | | Gain 1 Counting Token for each Discovered Synth extracted off the battlefield by a friendly model. |
| | Option 2: *Wipe out the synth threat, escort any bystanders to safety* | Gain 2 Counting Tokens for each Discovered Synth destroyed by a friendly model. |
| | | Gain 1 Counting Token for each Human extracted off the battlefield by a friendly model. |
| | Option 3: *Take the valuable ones, kill the ordinary* | Gain 2 Counting Tokens for each Discovered Synth extracted off the battlefield by a friendly model. |
| | | Gain 1 Counting Token for each Human killed by a friendly model. |
| | Option 4: *Rescue the townsfolk, kill any that get in the way* | Gain 2 Counting Tokens for each Human extracted off the battlefield by a friendly model. |
| | | Gain 1 Counting Token for each Synth killed by a friendly model. |

For this scenario, the Traders must choose their Victory Condition out of the four options before playing the scenario, to reflect how their force would approach the situation.

At the end of the game, the player with the most counting tokens is the winner.

## BATTLEFIELD SET-UP

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

1. Place **4 buildings** Blue distance from the center point of the battlefield, with each building placed as close to one corner of the battlefield as possible.

2. Along the center line of the battlefield, players alternate placing a **Hooded Settler token stack** Orange away from the center line and other token stacks, but within the blue zone, starting with the Institute player. (See Hooded Settler, page 3.)

3. In addition to the objects shown on the map, place **additional terrain** that breaks LoS and adds cover.

4. Starting with the Institute player, alternate placing **8 Searchables** on the battlefield, Red away from deployment zones and outside of the blue zone.



### Deployment

The Institute player chooses a deployment zone and deploys all their models.

The Trader player then deploys all their models in the opposite deployment zone.

### Advantage

If tied for Advantage, the Institute player chooses who starts with Advantage.
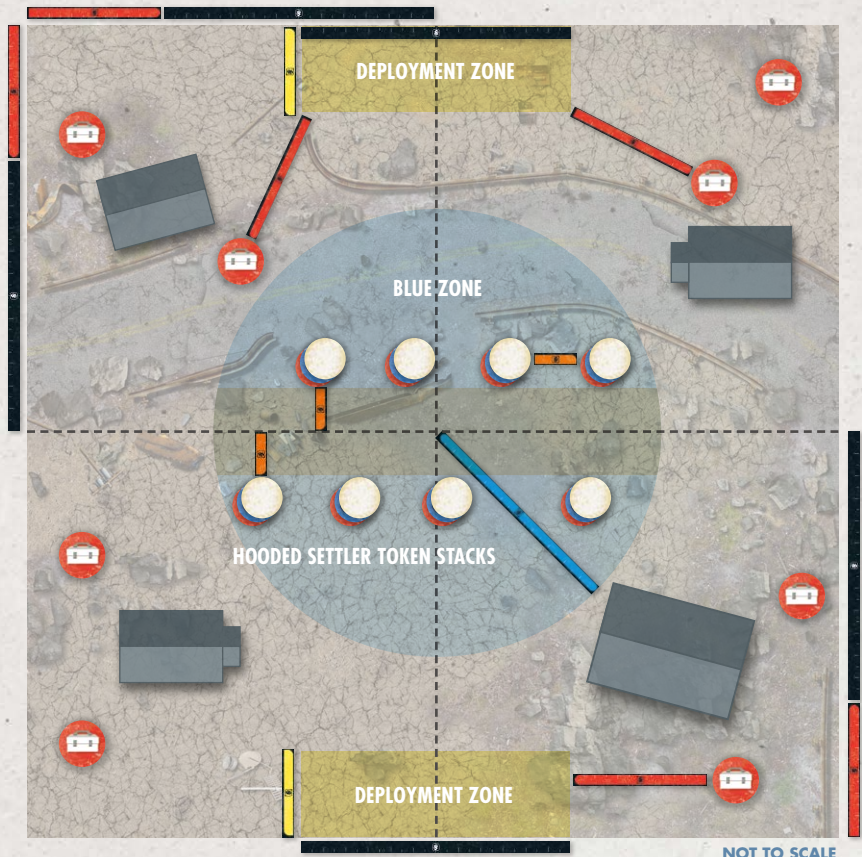


## SUGGESTED FORCES

| TRADERS (442 CAPS) | |
|---|---|
| Soul Survivor | 103 |
| Heroic | 60 |
| Hunter | 10 |
| Assault Rifle | 8 |
| Pipe Wrench | 6 |
| Dogmeat | 110 |
| Dog Bite | 0 |
| 2x | |
| Settler | 40 |
| Bolt action Pipe Rifle | 10 |
| Free Tech | 35 |
| Combat Shotgun | 10 |

| INSTITUTE (460 CAPS) | |
|---|---|
| Courser | 138 |
| Heroic | 60 |
| Synth Expert | 12 |
| Gen 1 Synth Override | 25 |
| Combat Shotgun | 10 |
| Patroller | 77 |
| Institute Laser Rifle | 12 |
| 2x | |
| Battered Gen 1 Synth | 25 |
| Baton | 10 |
| 2x | |
| Battered Gen 1 Synth | 25 |
| Institute Laser Pistol | 3 |

# AI SETTINGS

## INSTITUTE

In this scenario, the AI settings can change between **three phases**. All AI models start the scenario at Phase 1. A model changes to Phase 2 while they are attached to a Discovered Synth. A model changes to Phase 3 while they are attached to a Human.

### Phase 1

**IF** nearest token stack has an enemy model within Red; Objective: **Protect [Nearest Token Stack]**
**ELSE**; Objective: **Use [Nearest Token Stack]**
Ignore token stacks with a Ready/Unready unengaged friendly model within Yellow (excluding self).

### Phase 2
Objective: **Go To [Own Deployment Zone]**

### Phase 3
Objective: **Go To [Own Deployment Zone]**

## TRADERS

### OPTION 1

In this scenario, the AI settings can change between three phases. All AI models start the scenario at Phase 1. A model changes to Phase 2 while they are attached to a Discovered Synth. A model changes to Phase 3 while they are attached to a Human.

#### Phase 1

**IF** nearest token stack has an enemy model within Red; Objective: **Protect [Nearest Token Stack]**
**ELSE**; Objective: **Use [Nearest Token Stack]**
Ignore token stacks with a Ready/Unready unengaged friendly model within Yellow (excluding self).

#### Phase 2
Objective: **Go To [Own Deployment Zone]**

#### Phase 3
Objective: **Protect [Nearest Token Stack]**

### OPTION 2

In this scenario, the AI settings can change between three phases. All AI models start the scenario at Phase 1. A model changes to Phase 2 while they are attached to a Discovered Synth. A model changes to Phase 3 while they are attached to a Human.

#### Phase 1

**IF** nearest token stack has an enemy model within Red; Objective: **Protect [Nearest Token Stack]**
**ELSE;** Objective: **Use [Nearest Token Stack]**
Ignore token stacks with a Ready/Unready unengaged friendly model within Yellow (excluding self).

#### Phase 2
Objective: **Use [Attached Token Stack]**
Attempt to KILL the attached token stack.

#### Phase 3
Objective: **Go To [Own Deployment Zone]**

### OPTION 3

In this scenario, the AI settings can change between three phases. All AI models start the scenario at Phase 1. A model changes to Phase 2 while they are attached to a Discovered Synth. A model changes to Phase 3 while they are attached to a Human.

#### Phase 1

**IF** nearest token stack has an enemy model within Red; Objective: **Protect [Nearest Token Stack]**
**ELSE**; Objective: **Use [Nearest Token Stack]**
Ignore token stacks with a Ready/Unready unengaged friendly model within Yellow (excluding self).

#### Phase 2
Objective: **Go To [Own Deployment Zone]**

#### Phase 3
Objective: **Use [Attached Token Stack]**
Attempt to **KILL** the attached token stack.

### OPTION 4

In this scenario, the AI settings can change between three phases. All AI models start the scenario at Phase 1. A model changes to Phase 2 while they are attached to a Discovered Synth. A model changes to Phase 3 while they are attached to a Human.

#### Phase 1

**IF** nearest token stack has an enemy model within Red; Objective: **Protect [Nearest Token Stack]**
**ELSE**; Objective: **Use [Nearest Token Stack]**
Ignore token stacks with a Ready/Unready unengaged friendly model within Yellow (excluding self).

#### Phase 2
Objective: **Use [Attached Token Stack]**
Attempt to **KILL** the attached token stack.

#### Phase 3
Objective: **Go To [Own Deployment Zone]**

# THE ROAD LESS TRAVELED

## STORY

*The shipment is late. Venturing so far outside of the Commonwealth has put the Traders days behind schedule. In order to reach the next marketplace in time to make any profit, the Traders must take a more direct path through the ruins of a forgotten town. The traders move quickly, wary of old stories about people disappearing in these ruins. However, the agents of the Institute have already noticed their caravan and are preparing an ambush.*

## SCENARIO RULES

In this scenario, a Caravan is traveling through an area of urban ruins, hoping to make up some lost time on route to its destination. Little do they know that they have been followed ever since they entered this neighborhood, and now is the perfect time to strike.

### Kidnap

The Institute player has the option to kidnap their enemies and take them alive. While a Trader player's model has 1 or 2 Health remaining and is engaged with an Institute player's model, the Institute player may attempt a **Kidnap**.

To perform a Kidnap action, resolve an **Opposed Attribute Test** using the **Str** or **Agi** attribute. If the Institute model succeeds, the enemy model is removed from the battlefield and is considered Kidnapped. If the defending model succeeds, they may perform a Quick Action attack against the model that attempted the Kidnap. Any model that is immune to Battlecry or is on a base larger than the model attempting the Kidnap is immune to Kidnap. Creatures and Dogs are not able to perform this task.

### Escorting the Caravan

The Caravan moves after all other models have activated in each round. It is moved by the Trader player Green distance, but it may never leave the Caravan Route zone. The Caravan may only move if more Trader models are within 🟡 than enemy models. When counting the number of models within 🟡, the Trader Leader counts as 2 models.

The Caravan cannot be attacked in any way.

### Gathering Stock

The Trader player may Share any acquired items from the Wasteland Deck into the Caravan's stores. This works as described in the rulebook (page 32) with the exception that any item from the Wasteland Deck can be shared, not just Limited Use Items. Once an item has been shared, remove its item card



SETTLERS CAUTIOUSLY ADVANCE LOOKING FOR THE SHIPMENT

from the sharing units card and place a Counting Token on top of the Caravan marker. Once shared with the Caravan these items may not be recovered.

**Game Duration:** 6 rounds.

| VICTORY CONDITIONS | |
|---|---|
| The Traders | **Gain 5 Counting Tokens** for moving the Caravan into the Caravan Goal zone. |
| | **Gain 1 Counting Tokens** for each Counting Token moved into the Caravan Goal zone via the 'Gathering Stock' rule. |
| The Institute | **Gain 3 Counting Tokens** for each enemy model kidnapped. |
| | **Gain 1 Counting Token** for each enemy model removed as a casualty due to damage. |

At the end of the game, the player with the most counting tokens is the winner.

## CURATED WASTELAND

The Curated Wasteland reflects an area of dense urban ruins.

| ITEMS |
|---|
| Airship Captain's Hat |
| Stimpak |
| Plasma Pistol |
| Baton |
| X-111 Compound |
| Beer |
| Economy Wonderglue |
| Baseball Bat |
| Institute Laser Pistol |
| Microscope |

| DANGER |
|---|
| Final Blow |
| Rogue Eyebot |
| No Direction |
| Creature |

| STRANGER |
|---|
| Ex-Institute Engineer |
| Wandering Merchant |
| Wounded Farmer |

| CREATURE |
|---|
| Flightless Bloatfly |
| Possessive Mongrel |
| Disturbed Nest |

| EVENTS |
|---|
| Synths |
| A Neutral Party |
| Great War Minefield |
| Vertibirds Overhead |
| Mistaken Identity |

## BATTLEFIELD SET-UP

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

1. Assign the deployment zones as shown in the map, then define the Caravan Route and Caravan Goal zone as shown.

2. Place a number of **ruined buildings** outside of the Caravan Route, Caravan Goal and all deployment areas. These buildings should be densely packed together although should never be closer than Orange to each other.

3. In addition to ruined buildings, place additional **scatter terrain** that breaks LoS and adds cover. If placing terrain within the Caravan Route, ensure that there are no obstructions blocking the movement of the Caravan.

4. Alternating between players, starting with the Trader player, place **10 Searchables** on the battlefield within Red of the Caravan Route and Red distance from each other. These Searchables cannot be placed within any of the designated zones on the map.

5. Place a marker representing the **Caravan** face up, both in the Caravan Route zone and in contact with the Trader deployment zone.

### Deployment

The Trader player deploys the entire of their force within the Trader deployment zone.

The Institute player then deploys the entirety of their force, alternating placing models between the two Institute deployment zones. The Institute player may not place any models within Yellow of its own models until this is no longer possible.

### Ambush

After deployment, the Institute player may add a Readiness Marker showing 🙂 to 2 non-Heroic models in their force before deciding Advantage.

The Trader player may add a 🔴 to 2 non-Heroic models in their force. This may be in addition to any they may add as standard.

**NOT TO SCALE**
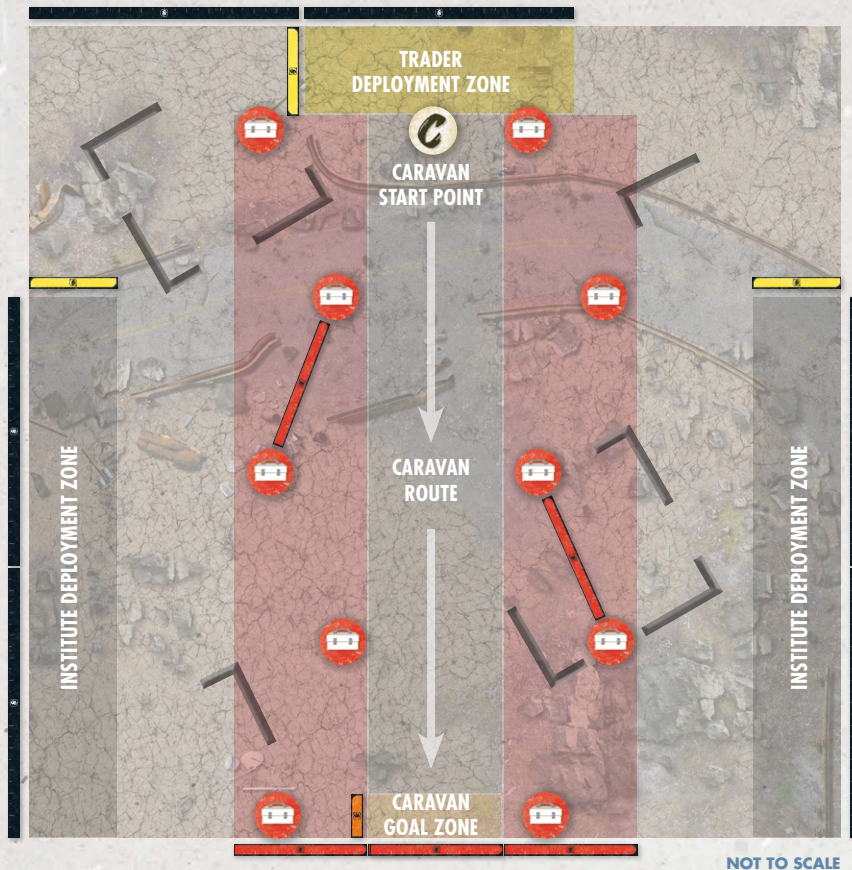
## SUGGESTED FORCES

| TRADERS (640 CAPS) | |
|---|---|
| Soul Survivor | 103 |
| Heroic | 60 |
| T-60 Power Armor | 72 |
| Fusilier | 20 |
| Laser Rifle | 30 |
| Lead Pipe | 12 |
| Dogmeat | 110 |
| Dog Bite | 0 |
| Free Tech | 35 |
| Combat Shotgun | 10 |
| 2x | |
| Settler | 40 |
| Assault Rifle | 8 |
| Comfort Grip | 23 |
| Sturdy Leather Armor | 23 |

| INSTITUTE (636 CAPS) | |
|---|---|
| Courser | 138 |
| Heroic | 60 |
| Synth Expert | 12 |
| Gen 1 Synth Override | 25 |
| Combat Shotgun | 10 |
| Stun Baton | 30 |
| Synth Relay Grenade | 35 |
| Trooper | 88 |
| Institute Laser Rifle | 12 |
| Perk: Rifleman | 13 |
| Mod: Powerful | 8 |
| Institute Scientist | 30 |
| Institute Lab Jacket | 6 |
| Institute Laser Pistol | 3 |
| 2x | |
| Gen 1 Synth | 35 |
| Baton | 10 |
| 2x | |
| Gen 1 Synth | 35 |
| Institute Laser Pistol | 3 |

# AI SETTINGS

## INSTITUTE

At the start of each AI model's actions, determine a model's current Objective by running down the list below and using the first criteria that matches the model's situation.

### Round 1–5

1. An enemy model within 👁 has 1 or 2 Health remaining: **Objective 3**
2. A Searchable is within 1 Move Action: **Objective 1**
3. An enemy model is within 👁: **Objective 2**
4. The Caravan is not yet within the Caravan Goal: **Objective 4**
5. The Caravan is within the Caravan Goal: **Objective 2**

### Round 6

1. The Caravan is not yet within the Caravan Goal: **Objective 4**
2. An enemy model within 1 Move Action has 1 or 2 Health remaining: **Objective 3**
3. The Caravan is within the Caravan Goal: **Objective 2**

### Objectives

**Objective 1: Protect [Nearest Searchable]**
Ignore Searchables with a Ready/Unready unengaged friendly model within Red (excluding self).

**Objective 2: Defeat [Nearest Enemy]**

**Objective 3: Use [Enemy Model with 1 or 2 [HEART] remaining]**
Once in contact with subject, attempt Kidnap.

**Objective 4: Go To [Caravan]**

## TRADERS

At the start of each AI model's actions, determine a model's current Objective by running down the list below and using the first criteria that matches the model's situation.

1. The model could collect a Searchable during this activation: **Objective 1**
2. There more enemy models within Red of the Caravan then friendly models: **Objective 3**
3. The model is carrying 2+ items drawn from the Wasteland Deck: **Objective 2**
4. There is a Searchable within 👁: **Objective 1**
5. There is a friendly model within 👁 carrying 1+ items drawn from the Wasteland Deck: **Objective 4**
6. Otherwise: **Objective 3**

### Objectives

**Objective 1: Use [Searchable Marker]**

Ignore Searchables with a Ready/Unready unengaged friendly model within Yellow (excluding self).

Ignore Searchables that require expertise that the activating model does not have the relevant skill for.

Subject priority is:

1. Searchable that can be reached in a single Move
2. Searchable that can be reached in two Moves
3. Nearest Searchable not within two Moves of opposing model
4. Nearest Searchable

**Objective 2: Go To [Caravan]**

Once with ((•)) of the Caravan, begin sharing any held items drawn from the Wasteland Deck with the Caravan after each Action.

**Objective 3: Protect [Caravan]**

**Objective 4: Protect [Model carrying 1+ Items drawn from the Wasteland Deck]**

# MOLECULAR MELTDOWN

## STORY

*The Institute conducts many experiments. Some of which require the use of test subjects. Over the years many have been taken deep into the wasteland to a hidden facility. A sinister holding pen made of cells designed for transport to the Institute's underground province.*

*The Traders have tracked the Institute to the transport facility in an attempt to rescue one of their abducted friends. As the Traders approach, one of the cells simply vanishes. There are several cells to search and not much time. The Traders must rescue the prisoners before they are lost to the Institute forever.*

## SCENARIO RULES

In this scenario, the Institute are preparing to transport prisoners using a Molecular Relay from their temporary hideout in the Wasteland.

### Holding Cells

Each Holding Cell takes up an area measuring Yellow x Yellow. Each cell also has an Interface Point which is represented by a facedown Investigation Marker. If a model wishes to unlock a cell or activate the molecular relay, place the 🔑 / 🖥 Marker on top of the Investigation Marker, this marks that Interface Point as active. Only 6 Interface Points may be active at one time. Holding Cells are considered Impassable Terrain and block all LoS and area effects.

### Unlocking Cells

Each cell begins the game locked and before the Trader force can rescue what awaits inside (if anything), they must first unlock the reinforced cell doors. A model may ⇄ with an active Interface Point to flip the 🔑 / 🖥 to its other side. On a successful **Expertise Test** the cell is considered unlocked, remove the 🔑 / 🖥 and the Interface Point is no longer active.

Once a cell is unlocked, reveal its Investigation Marker. The Trader player either takes the token if it designated a prisoner and keeps it to track their victory points, or resolves the relevant drawn card with the model that opened the cell as the subject. Once the relevant card has been resolved, discard the Investigation Marker.

If during the Lockpick Skill Test a ⚠x⚠ is rolled, the Molecular Relay activates as described below.

### Molecular Relay

Each cell begins the game with its Molecular Relay deactivated. A model may ⇄ with an active Interface Point to flip the 🔑 / 🖥 to its other side. On a successful **Expertise Test** the cell's Molecular Relay has been activated, remove the 🔑 / 🖥 and the Interface Point is no longer active.

Once a cell has its Molecular Relay activated, reveal its Investigation Marker. the Institute player either takes the token if it designated a prisoner and keeps it to track their victory points, or discards any other result. If possible, you may wish to remove the terrain you are using the represent the cell as it has been teleported away.

If during the **Expertise Skill Test** a ⚠x⚠ is rolled, the cell door is unlocked as described above.

### Occupants of the Cells

Each Investigation Marker in a cell will correspond with the list below as to what the occupant of the cell is.

⊙ = empty cell

| 1 = Creature Card | 5 = Prisoner |
|---|---|
| 2 = Stranger Card | 6 = Prisoner |
| 3 = Prisoner | 7 = Prisoner |
| 4 = Prisoner | 8 = VIP |

**Game Duration:** 6 rounds or at the end of the round after the last investigation marker has been identified.

## CURATED WASTELAND

The Curated Wasteland reflects a crumbling pre-war military warehouse.

| ITEMS |
|---|
| Fusion Core |
| Combat Rifle |
| Power Fist |
| Institute Lab Coat |
| Ultrajet |
| Pipe Pistol |
| Damaged Hazmat Suit |
| Stealth Boy |

| EVENTS |
|---|
| Quiet |
| Synths |
| A Hidden Observer |
| Blasts of Wind |
| Dust Cloud |

| DANGER |
|---|
| Instant Synth |
| Containment Leak |
| Unreal |

| STRANGER |
|---|
| Wounded Farmer |
| Field Medic |

| CREATURE |
|---|
| Passive Bloodbug |
| Opportunist Mongrel |

## BATTLEFIELD SET-UP

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

Set-up the battlefield in the following order:

1. Starting with the Institute player, alternate placing a Yellow x Yellow Holding Cell onto the battlefield. Holding Cells must be placed Red away from deployment zones and other Holding Cells and Orange away from the battlefield edge. Repeat this until **9 Holding Cells** are placed on the battlefield.

2. Starting with the Trader player, alternate randomly placing a **facedown Investigation Marker** in contact with the edge of each Holding Cell to represent Interface Points. Each Holding Cell may only have one Investigation Marker in contact with it. Repeat this until all 9 Holding Cells have an Investigation Marker placed in contact with it. An Investigation Marker cannot be placed within Yellow of the battlefield edge.

 : ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

3. In addition to Holding Cells, add **additional terrain** that breaks LoS and adds cover.

4. Alternating between players, starting with the Institute player, place **8 Searchables** on the battlefield Red away from deployment zones and Yellow away from Interface Points.
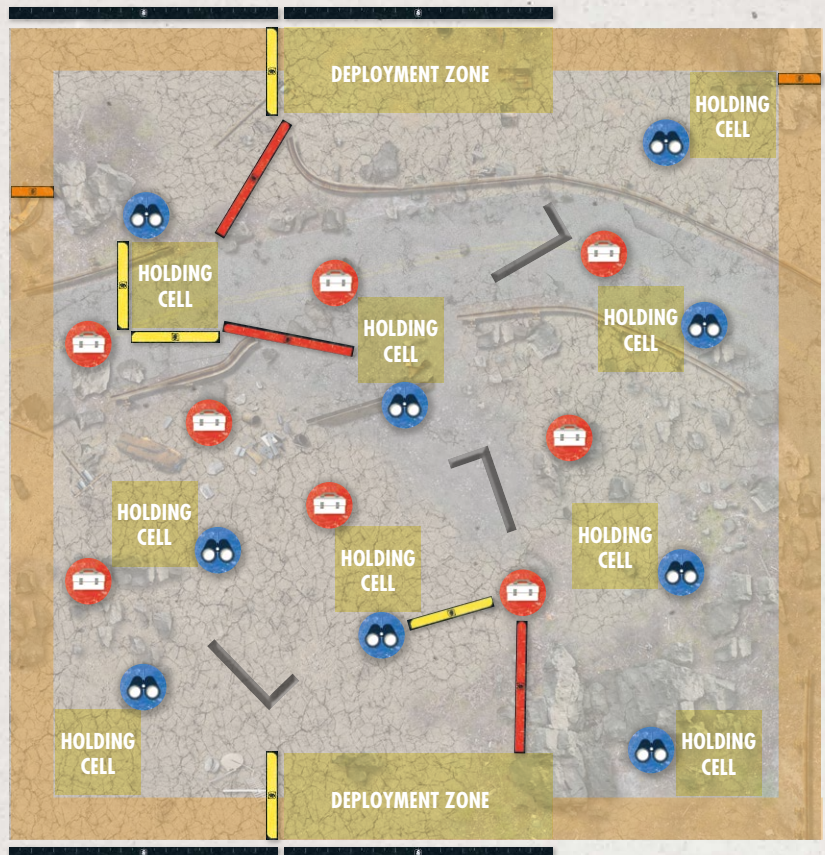


### Deployment

The Institute player chooses a deployment zone and sets up all their models.

The Trader player then chooses the opposite deployment zone and sets up all their models.

### Advantage

If tied for Advantage, the Trader player chooses who starts with Advantage.



**NOT TO SCALE**

## SUGGESTED FORCES

| TRADERS (800 CAPS) | |
|---|---|
| Soul Survivor | 103 |
|   Heroic | 60 |
|   Fusilier | 20 |
|   Laser Rifle | 30 |
|   Lead Pipe | 12 |
| Dogmeat | 110 |
|   Dog Bite | 0 |
| Free Tech | 35 |
|   Perk: Mysterious Stranger | 10 |
|   Combat Shotgun | 10 |
|   Berry mentats | 16 |
| Settler | 40 |
|   T-60 Power Armor | 72 |
|   Headlamp | 10 |
|   Laser rifle | 30 |
|   Comfort Grip | 23 |
|   Sturdy Leather Armor | 23 |
|   Fragile Bobby Pin | 4 |
| Settler | 40 |
|   Assault Rifle | 8 |
|   Comfort Grip | 23 |
|   Sturdy Leather Armor | 23 |
|   Fragile Bobby Pin | 4 |
| Settler | 40 |
|   Assault Rifle | 8 |
|   Comfort Grip | 23 |
|   Sturdy Leather Armor | 23 |

| INSTITUTE (800 CAPS) | |
|---|---|
| Courser | 138 |
|   Heroic | 60 |
|   Synth Expert | 12 |
|   Gen 1 Synth Override | 25 |
|   Gama Gun | 15 |
|   Stun Baton | 30 |
| Patroller | 77 |
|   Institute Laser Rifle | 12 |
|   Mod: Powerful | 8 |
|   Heavy Synth Armor | 35 |
|   Baton | 10 |
| Trooper | 88 |
|   Laser Rifle | 30 |
|   Synth Relay Grenade | 35 |
| Institute Scientist | 30 |
|   Institute Lab Jacket | 6 |
|   Institute Laser Pistol | 3 |
|   Synth Booster | 20 |
| 2x | |
| Gen 1 Synth | 35 |
|   Baton | 10 |
| 2x | |
| Gen 1 Synth | 35 |
|   Institute Laser Pistol | 3 |

A MOTLEY CREW OF SETTLERS ASSEMBLE TO TAKE OUT THE SYNTHS.

# AI SETTINGS

In this scenario, the AI settings can change between two phases. The AI starts the scenario at Phase 1. The AI changes to Phase 2 when the maximum number of Interface Points are active (this includes if there are less than 6 remaining Holding Cells on the battlefield and they all have active Interface Points).

At the start of each AI model's actions, determine a model's current Objective by running down the list below and using the first criteria that matches the model's situation.

### Phase 1

There is a Searchable Marker within 👁: **Objective 5**

There is an Enemy Model AND an Interface Point within 👁: **Objective 4**

There is an active Interface Point within 0-1 Move Action(s): **Objective 2**

Otherwise: **Objective 1**

### Phase 2

There is an Enemy Model AND an Interface Point within 👁: **Objective 4**

There is an Interface Point within 0-2 Move Actions(s): **Objective 2**

There is a Friendly Model AND an Interface Point within 👁: **Objective 3**

There is a Searchable Marker within 👁: **Objective 5**

Otherwise: **Perform [Attack]**

## Objectives

An AI model will interact with an Interface Point to change which expertise is face up on the token if it does not match the following;

The Institute will always switch to 🖥.

The Traders will always prefer the side of the token least difficult for them to succeed, taking into account of any items they are carrying to aid them.

**Objective 1: Use [Nearest inactive Interface Point]**

Ignore Interface Points with a Ready/Unready unengaged friendly model within Red (excluding self).

**Objective 2: Use [Nearest Interface Point]**

Ignore Interface Points with a Ready/Unready unengaged friendly model within Yellow (excluding self).

**Objective 3: Protect [Interface Point]**

Ignore Interface Points with 2 Ready/Unready unengaged friendly model within Red (excluding self).

**Objective 4: Defeat [Enemy Model Closest to Interface Point]**

**Objective 5: Use [Nearest Searchable]**

Ignore Searchables with a Ready/Unready unengaged friendly model within Red (excluding self).

# INTRODUCTIONS & OUTCOMES

## INSTITUTE

### Introduction

*While our plans have been progressing smoothly, there is still much to be done. We need more human subjects for synth replacement, and could recover some runaway synths while we're at it. Father is really breathing down our necks about this mission, so nothing can go wrong. Luckily, we have the perfect facility to get the job done.*

### Scenario 1: Invisible Amongst Us

**Victory:** *Stage one of the operation went smoothly enough, even with the input of those troublesome interlopers. Hopefully they'll stay out of our way from here on out… Synth deserters have been apprehended, and some new recruits for the replacement program have been gathered. All in all, the process is on track to be a complete success.*

If a Hooded Settler is successfully extracted by the Institute player they can provide the following items to that force:

1. The Mayor – Patched Three-piece Suit
2. The Merchant – Stuffed Monkey
3. The Doc – Stethoscope
4. The Chef – Bourbon
5. The Engineer – Stun Pack
6. The Janitor – Damaged Hazmat Suit
7. The Scavver – Spark
8. The Outcast – Tricorn Hat

- **Scenario 2:** Keep two items collected off an extracted hooded settler and assign each to a separate unit in your force.

- **Scenario 3:** Draw 3 Boost Cards, Keep 2.

**Defeat:** *The operation would have gone perfectly without the sudden appearance of a random element, but their involvement ruined the entire exercise. Well, we are nothing if not adaptable. If they want to stick their noses into official business, then we'll just consider them volunteers for replacement…*

- **Scenario 3:** Trade in all item cards collected in the scenario to draw 3 boost cards and keep 1.

### Scenario 2: The Road Less Traveled

**Victory:** *More subjects captured, and more resources gained. This has been a good day for the Institute, and is sure to reflect well on all involved in our final report. Time to send the collected away and then teleport home to collect the rewards.*

- **Scenario 3:** Keep any 2 items collected from the Caravan Route

  **OR**

  Keep any 1 item collected from the Caravan trail, trade in all other items to draw 3 boost cards and keep 2.

**Defeat:** *Considering how ragged and tattered those traders look, they know how to fight. They may have pushed us back, but this mission was never the main goal of the operation. Time to send what we have back to HQ, and then get out of this hideous place.*

- **Scenario 3:** Keep any 1 item collected from the Caravan Route

  **OR**

  Trade in all item cards collected in the scenario to draw 3 boost cards and keep 1.

### Scenario 3: Molecular Meltdown

**Victory:** *As always, the Institute comes out on top. Resources have been successfully teleported and received, and hostile intervention has been prevented. The Traders have fled the land, tails between their legs. It is almost tempting to follow their movements. Who knows, they may lead us to more easy 'volunteers' for the Synth replacement programs…*

**Defeat:** *How dare they disrupt our plans? These Traders will learn their lesson one day, and soon. Falling back is the only option for now, however we will not forget this; agents have been dispatched to monitor this group in case of future disruptive tendencies. Hopefully, Father will not be upset when we submit our report back at the Institute, or this may be the last glimpse of sunlight for a long time…*



**SYNTHS ATTACK THE MINUTEMEN AS THEY TRY TO PROTECT A CARAVAN**

# TRADERS

## Introduction

*Life in the Wasteland is tough, but it doesn't always have to involve violence. In this chaotic world, there is only one thing more powerful than bullets or bombs… Caps. Everyone needs them, and the more of them you have, the more power you hold. That's why we're here, on the outskirts of civilisation where we'd never normally roam. A good find out here could set us up for life if we could sell it back home, so it's a risk worth taking - even if this place does give us the creeps.*

*I could swear something, or someone, is watching us…*

## Scenario 1: Invisible Amongst Us

**Victory:** *We barely made it out of there alive, but at least we didn't fight them for nothing! We've come away from the situation better than they did, and they'll think twice before getting in our way again. Still though, why were they even here in the first place?*

If a Hooded Settler is successfully extracted, survives the scenario or is killed in accordance with the chosen victory conditions by the Trader player at the beginning of the scenario, they can provide the following items to that force:

1. The Mayor – Patched Three-piece Suit
2. The Merchant – Stuffed Monkey
3. The Doc – Stethoscope
4. The Chef – Bourbon
5. The Engineer – Stun Pack
6. The Janitor – Damaged Hazmat Suit
7. The Scavver – Spark
8. The Outcast – Tricorn Hat

- **Scenario 2:** Keep two items collected off a Hooded Settler and assign each to a separate unit in your force.

- **Scenario 3:** Draw 3 Boost Cards, Keep 2.

**Defeat:** *How did we make it out of there alive? Those soulless synths just kept coming, swarming over that whole town. We took what we could, but this place is far too dangerous. It's time to get out of here while we still can!*

- **Scenario 3:** Keep one item collected off an a Hooded Settler then exchange all remaining item cards to draw 3 boost cards and keep 1.

## Scenario 2: The Road Less Traveled

**Victory:** *They came out of nowhere but we were ready for them. Nothing stops this Caravan moving, not even the Institute! We'll celebrate around the fire tonight. Wait a second… we're missing someone…*

- **Scenario 3:** Keep any 2 items collected from the Caravan Route

  **OR**

  Keep any 1 item collected from the Caravan trail, trade in all other items to draw 3 boost cards and keep 2.

**Defeat:** *We were caught out in the open, and the Institute were ruthless. They've taken some of our own, and crippled the Caravan in the process. We cannot stand for this. We will find the people they took from us, and we will stop this from happening to anyone else ever again. They messed with the wrong traders.*

- **Scenario 3:** Keep any 1 item collected from the Caravan Route

  **OR**

  Trade in all item cards collected in the scenario to draw 3 boost cards and keep 1.

## Scenario 3: Molecular Meltdown

**Victory:** *The day is ours! No one will ever have to worry about this facility ever again, we've made sure of that. There's even a bunch of valuable resources around here, ours for the taking! Maybe this trade route wasn't such a bad idea after all.*

**Defeat:** *We couldn't save them… One by one, friends and locals got teleported away. This facility is a curse on the surrounding area, and too well defended for us to stop. We'll have to avoid these parts in the future, and double our Caravan guards. They have won this time, but if they try again they won't be so lucky.*