

FOWW SCP-050-111 — SECTION 1

GREETINGS

The following five scenarios are linked, so the results of one scenario can affect the next scenario and/or the final scenario. They are specifically designed to be played in sequence, and the overall winner will be determined by the final scenario. The scenarios require the 2-Player Starter Set and the Wave 2 Card Pack.

STORYLINE AND CONSEQUENCES

During these scenarios, one player will be referred to as the **Locals** and the other will be referred to as the **Raiders**. The forces of either side can comprise any Units, but the Raiders side is thematically better suited to Units belonging to the Raider faction.

First, to set the scene, each player should read the **Introduction** for their side, found on page 17 for the Raiders player and page 18 for the Locals 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 Locals player turns to page 18, and the Raiders player page 17, and each reads the sections of their outcome that apply, given the result of the scenario they have just played.

For example, if a player achieves a victory in scenario 3 then they read any sections marked as 'Victory' and 'Any Outcome' for scenario 3. Many outcomes describe some consequences which will affect the next scenario and/or the final scenario.

Warning: To avoid any spoilers, players should try NOT to read ahead, or read each other's sections.

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 Wave 2.



FULLY ARMED FOR DIPLOMACY

SUGGESTED FORCES

The suggested forces provided are exactly that – just suggestions which can get you playing quickly. To create these, you will need the Wave 2 card pack and the 2-Player Starter Set. You can create your own forces too, if you wish.

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ENTERTAINMENT

FOWW SCP-050-111

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AI SETTINGS

Each Scenario contains AI settings for being the Raiders and the Locals. 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 some gaining items, 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 not Items with which they start 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 cannot 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.



RAIDERS ARE IDEALISTICALLY KEEN ON SHARING ITEMS – ESPECIALLY ITEMS CURRENTLY OWNED BY OTHER PEOPLE

WELCOME TO THE NEIGHBORHOOD

STORY

As the Locals approach the radio beacon, the Raiders seem to be hooking up power lines to steal the power. It is unclear what they want the power for, but it will weaken the radio beacon's signal.

SCENARIO RULES

In this scenario, the Raiders are trying to steal power from the radio beacon, and the Locals are trying to send a radio signal with enough power to make sure it is heard.

Placing Pylons

Before or after an action, an unengaged model may place a **pylon**. During its activation, a model may place one pylon for free, but any further pylon placements require a Move action which does not move the model anywhere but counts as a Trigger. When placing a pylon, roll the Skill Dice: an **X** is a fail (nothing happens) but any other result is a success (ignore the **⚙** symbol). On a success, place a Counting Token on the battlefield touching the model's base (and not on an opposing model's base) to show the newly-placed pylon. Creatures, Dogs and Eyebots cannot place pylons.

Destroying Pylons

Any damage destroys a pylon. As they are rudimentary poles, it is difficult to shoot a pylon and Shooting Actions using a Rifle or Pistol targeting a pylon are at **-6 skill penalty**. Starting pylons placed during set-up cannot be destroyed.

Generator

The generator cannot be attacked. It blocks LoS, is impassable terrain, and cannot be climbed.

Radio Beacon

The radio beacon starts the scenario switched OFF. Whilst **↔** with the computer terminal, a model can turn the Radio Beacon ON or OFF by using a Move action which does not move the model anywhere but is a Trigger – note that no Computers test is required. The radio beacon cannot be attacked, it blocks LoS and is impassable terrain. Creatures and Dogs cannot turn the beacon ON or OFF.

Assessing Power

At the end of each round, power is assessed. Each destination connected to the generator steals power, reducing the power available for the radio beacon.

- To assess power, check how many power lines are connected. A power line is connected if the first pylon is no further than Green from the

source, each pylon no further than Green from the previous pylon, and the last pylon no further than Green from the destination. The first and last pylon can be the same pylon.

- The assessment is based on the situation at the end of each round. It does not matter if a pylon was destroyed and another took its place, or if a pylon counted towards a different line connection, in a previous round.
- Each pylon may only count towards one connection during each assessment, i.e. one pylon cannot be included in two or three connected lines.

Game Duration: 6 rounds unless victory claimed sooner.

VICTORY CONDITIONS: AT END OF EACH ROUND			
PLAYER	VICTORY	DESCRIPTION	
Raiders	Major	Raiders score an immediate major victory if all 3 destinations are connected to the generator at the end of a round.	
			Otherwise, if the radio beacon is 'ON', the Locals take counting tokens equal to the current Broadcast Strength (based on how many destinations are currently connected).
			DESTINATIONS CONNECTED
			0
			1
			2
			BROADCAST STRENGTH
			4
			3
			1

VICTORY CONDITIONS: AFTER END OF ROUND 6		
PLAYER	VICTORY	DESCRIPTION
At the end of round 6, if the Raiders have not connected all 3 destinations, victory is assessed based on the total number of tokens the Locals have earned.		
Raiders	Minor	0-8 tokens
Locals	Minor	9-12 tokens
	Major	13+ tokens

CURATED WASTELAND

The Curated Wasteland reflects a fairly quiet period of hot weather.

ITEMS	DANGER
Alcohol: Moonshine	Abhorrent Smell
Chem: Stimpak	Clockwork Trap
Clothing: Red Flight Helmet	Loose Rubble
Gear: Binoculars	Rigged to Blow
Junk: Desk Fan	
Weapon: Bolt-Action Pipe Pistol	STRANGER
Weapon: Lead Pipe	Entomologist
Weapon: Railway Rifle	
EVENTS	CREATURE
A Neutral Party	Digging Dog
Lost Supplies	
Lucky Find	
Rugged Rubble	
Vertibirds Overhead	

BATTLEFIELD SET-UP

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

Radio beacon: Place **beacon** with center Blue from West and Green from North.

Beacon computer: Place **Computer Token** on edge shown of beacon.

Generator: Place **generator** with center Blue from East, Black from North.

Destinations: Place **3 face-up blank Investigation Markers** to show destination points for the power lines.

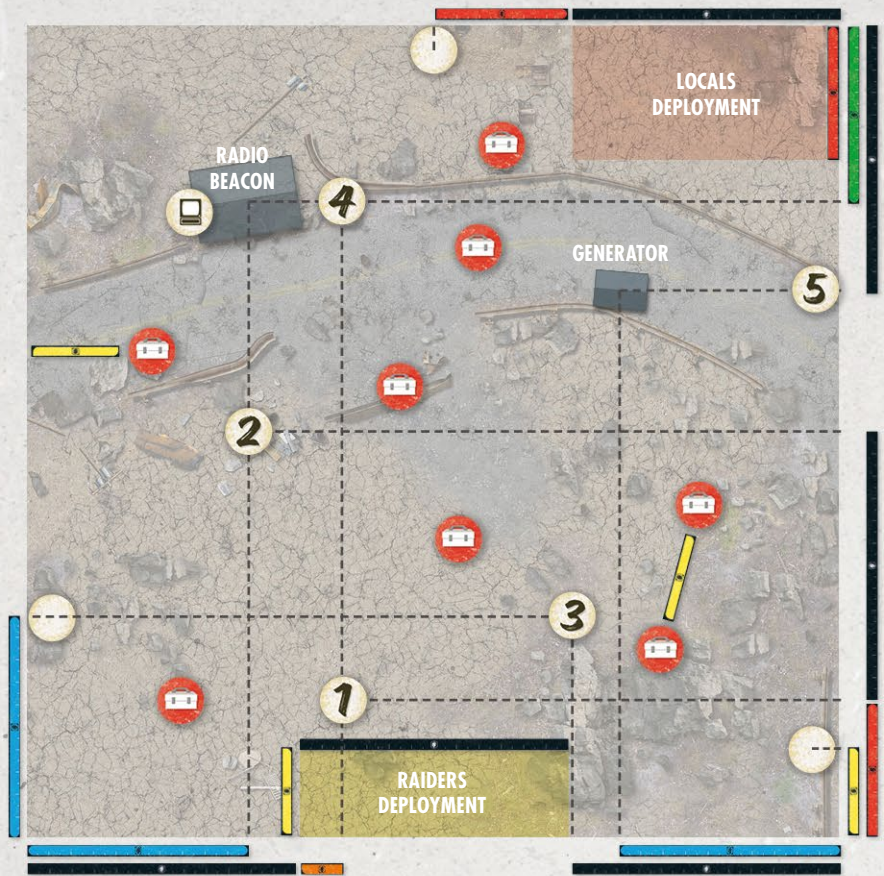
Starting Pylons: Two pylons are already present. Mix Investigation Markers 1-5 face-down and draw two tokens. Place a **Counting Token** at each location that matches the numbers drawn (then discard the undrawn Investigation Markers).

Searchables: Add **8 Searchables (2 blanks and 6 random non-blanks/non-letters)** to the battlefield at least Yellow from any edge and at least Yellow from each other.

In addition to the objects shown on the map, add terrain that breaks LoS and adds cover.

Advantage

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



NOT TO SCALE

SUGGESTED FORCES

LOCALS (475 CAPS)

2x
 Settler
 Hunting Rifle
 Free Tech
 10mm Pistol
 Nuka-Cola
 Dogmeat
 Dog Bite
 Sole Survivor
 Hunter leader ability
 Heroic
 Assault Rifle
 Baseball Bat

RAIDERS (475 CAPS)

Veteran Raider
 Brawler leader ability
 Heroic
 Assault Rifle
 Pipe Wrench
 Buffout
 2x
 Raider
 Pipe Wrench
 Scavenger
 Combat Shotgun
 Heavy Raider Armor
 Psycho
 2x Fragmentation Grenade
 Nail Board
 Psycho



AI SETTINGS

Locals

If Radio Beacon Terminal OFF: Use **[Radio Beacon]**.

If Radio Beacon ON: **Defeat [Pylon]**
 (Prioritize pylons in complete connections, then nearest pylons.)

Raiders

Objective: **Use [Pylon]**.

Perform the first possible action in this list:

1. Place pylon to complete a connection.
2. Place a pylon that will extend a connection.
3. Move towards location where 1 can be performed next action.
4. Move towards location where 2 can be performed next action.

An AI model will always place a pylon for free during its activation.

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UNCIVIL SERVICE

STORY

The mayor of Saints Park owns a set of bottling plant blue-prints and instructions. Both groups arrive at the same time asking the mayor for the information. Rather than make enemies by siding with one group, and seeing a chance to leverage the situation to her own benefit, Mayor Jessica declares she will give the plans and instructions to the group that helps the town the most.

SPECIAL RULES

Turn 1

The Mayor asks you to try to remain civil – and so as not to endanger gaining her help, you do so, but this does not last long. During the first round, no model may perform an attack action (Shoot, Throw, or Close Combat).

Looking at Investigation Markers

Being certain where the dangers and pests are is made more difficult by the heat haze and dust. Models must be within Yellow to look at Investigation Markers (not their Awareness).

Marketplace

No combat is allowed by/against any models fully or partially inside the marketplace (attacking out or attacking in). Attacks can be made that pass through the marketplace. Area effect weapons cannot be fired so their area affects the marketplace; however, such weapons can affect it as a result of scatter. A model that is partially or fully in the marketplace, or up to Orange from a Marketplace entrance, does not block movement for opposing models. The walls around the marketplace block LoS, are impassable and climbable, and are Yellow in height.

The Mayor and the Medic

The Mayor (token **1**) and a medic who can heal (token **H**) are in the Marketplace. They can never be attacked or removed, do not hinder movement, do block LoS, and do count as cover.



Requests of the Townsfolk

The Mayor has requests from 3 townsfolk with which she would like assistance.

Safety Inspector

An area nearby is being cleared for the town to expand; however, there are still many dangers to be dealt with in the old industrial area before it is completely safe for building.

- **Request:** Resolve 3 Danger cards in the industrial area. (Danger cards from outside this area do not count.)
- with an Investigation Marker that shows a number: Draw and resolve a Danger card. After resolving a Danger, the player takes the marker. If the Danger deck should run out during the scenario, shuffle the discard pile to create a new deck.
- If a player's models have already resolved a total of 3 Danger cards in the old industrial area, they may not with further tokens in that area.



Pest Control

The crops being sold here always attract critters... which attract bigger critters! Check out the food storage area and help thin out the creature numbers.

- **Request:** Resolve 3 Creature cards.
- with an Investigation Marker that shows the Searchable icon: Draw and resolve a Creature card. (Do not convert these into a Searchable token.) After resolving a Creature, the player takes the token.
- If a player's models have already resolved a total of 3 Creature cards in the food storage area, they may not with further tokens in that area.



Quartermaster

Some items went missing recently and it's known they have been secreted around the town, probably for someone to pick up later when the interest in them has faded. Find and return some of these items.

- **Request:** Give the Mayor a total of 3 newly found items that came from Searchables that required Use Expertise. (Newly found items which do not require Use Expertise to gain them do not count.)
- Found Items can be used and then handed in so long as they have not been discarded (due to using them up).
- Found Items can be handed in one or more at a time by any combination of models.
- Searchables to use: All 6 Use Expertise Items, all 3 red Dangers, and 3 Items.



Medic

There is a medic in the center of the marketplace (token **H**) who will remove up to 3 damage for free when interacted with. Each player may only use the healer once per round.

- **Request:** None.

Fulfilling a Request

To fulfill a request, a player's model must speak to the Mayor by being within Orange of the mayor (and at least partially within the Marketplace) at any time after a request's requirements have been completed. The model that speaks to the Mayor to complete a request must be a model that played a part in the completion of that request (unless all models involved in its completion have been removed, at which point any model can interact with the Mayor to complete it). When a player fulfills a request, the player discards the matching tokens; therefore, each request can only be completed once by each player.

Game Duration

6 rounds unless victory claimed sooner.

VICTORY CONDITIONS

The first player to fulfill 3 Townsfolk requests wins immediately. The game does not end if one team is completely removed. If neither team has won by the end of round 6, the team that has completed the most requests achieves the victory. If tied, the first team that completed a request is the winner.

BATTLEFIELD SET-UP

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

The **marketplace** is a Blue-by-Blue section in the center of the battlefield. Add some walls around the edges which are impassable and block LoS – leave some gaps so there are points of entry.

Townsfolk: Tokens 1 and H are randomly placed within the marketplace, face-up.

Investigation Markers for 1: Randomly spread the **9 Investigation Markers** face-down in the old industrial area shown on the map at least Orange apart.

Investigation Markers for 2: Randomly spread the **9 Investigation Markers** face-down in the food storage area shown on the map at least Orange apart.

Searchables for 3: Randomly spread the **12 Searchables** face-down on the battlefield not in the market and not in either the old industrial or food storage areas. Place them at least Yellow from each other.

In addition to the objects shown on the map, add terrain that breaks LoS and adds cover.

Deployment

Players take turns deploying their models inside the market. The player who won the previous scenario chooses who places first. If tied for Advantage, the player who won the previous scenario chooses who starts with Advantage.



NOT TO SCALE

SUGGESTED FORCES

LOCALS (530 CAPS)	RAIDERS (530 CAPS)
2x Settler Assault Rifle	Veteran Raider Raider Power Armor Brawler leader ability Heroic
Free Tech Combat Shotgun	Sledgehammer Bolt-Action Pipe Rifle
Sole Survivor Hunter leader ability Heroic	2x Raider Pipe Pistol
Hunting Rifle Pipe Wrench	Scavver Combat Rifle Moonshine
Aspirant Goddard T-60 Laser Pistol Baseball Bat	2x Psycho Lead Pipe Jet

CURATED WASTELAND

ITEMS	ANGER
Armor: Heavy Raider Armor	Abhorrent Smell
Armor: Protector's Right Arm Guard	Clockwork Trap
Chem: Orange Mentats	Containment Leak
Chem: Overdrive	Doubts
Clothing: Brotherhood of Steel Hood	Glowing One Corpse
Clothing: Spiked Muzzle	Good Fortune
Food & Drink: Blood Pack	Loose Rubble
Food & Drink: Nuka-Cola	Radiation Burst
Gear: Binoculars	Rigged to Blow
Gear: Rope	Rogue Eyebot
Gear: Stealth Boy	Shocking
Junk: Caps Stash	Unreal
Junk: Desk Fan	
Junk: Mary's Locket	STRANGER
Junk: Undamaged Camera	Scared Trader
Mod: Core Assembly	
Mod: Padded	CREATURE
Weapon: Junk Jet	Dead Bloated Glowing One
Weapon: Molotov Cocktail	Glowing Bloatfly
Weapon: Nail Board	Mole Rat Tunnel
Weapon: Railway Rifle	Playful Mongrel
	Protective Mole Rat
	Radroach Nest
	Scratching Sounds

EVENTS
A Predator's Roar
Distant Gunfire
Dust Cloud
Quiet
Unbearable Heat



AI SETTINGS

Completing Requests

If the AI has enough tokens to complete a request, all models that could potentially speak to the mayor to complete that request have Objective **Use [Mayor]** so as to complete the request. Any Careful responses are changed to **O**, i.e. if the AI would **A** Carefully, they will **O** Carefully instead, but **A** Reckless would remain the same. If 2 AI models are already attempting to complete a request, an AI model will ignore trying to complete that request (unless it is the request that would win the scenario).

Gaining Tokens

Objective: **Use [Investigation Marker or Searchable]**

Prioritize the tokens that appear highest in the following list:

1. Nearest token that would be the final one to complete a Townsfolk request, unless there are already 2 or more AI Unready models within a Move of it.
2. Nearest token matching any Townsfolk requests for which 1 or more tokens have already been gained.
3. Nearest token that is within a Move and within Yellow of an opposing model.
4. Nearest token.

AI models always interact with a token after an action if they can.

AI models ignore tokens that are already the focus of a friendly model's actions (unless that model does not have the skill required to gain it) – this includes if an AI model is heading towards a token. AI models ignore tokens for which they do not have the required skill, as well as tokens for any Townsfolk request which the AI has already completed.

When performing **A** Carefully, AI models prioritize the player model nearest the Mayor which is carrying 2 or more Items which could be used to complete the Quartermaster request ahead of their normal target priorities.

Preventing a Loss

If the player gains the final token required to complete the second request, and therefore win, the AI models stop using their matrix and use all actions to perform **Defeat [Any Model that could talk to the Mayor and cause victory]**. The AI will prioritize any such model within two Moves of being able to talk to the Mayor ahead of those which are not.



RAIDERS: IN THE MARKET FOR ACQUISITIONS

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RECIPE FOR TROUBLE

STORY

Since the bombs fell, the Nuka-World amusement park has been ransacked many times and Nuka-Cola artefacts and collectibles have made their way out into the Wasteland. One of the most sought-after items is the Nuka-Cola recipe book straight from the manufacturing facility. Before they even got a chance to sell it, the finders of one such recipe book were ambushed and wiped-out near here by a Super Mutant warband, but the recipe book was never found. The book would give anyone a solid head-start on creating those drinks.

SPECIAL RULES

Cave

There are 3 tunnels leading down under a large rocky outcrop into a cave. The cave is a separate location to the battlefield. LoS, area effect damage, aura abilities and Sharing cannot pass from the battlefield into the cave, nor from in the cave onto the battlefield.

As soon as a model moves onto a cave entrance marker (A, B, C), it may enter the cave immediately and continues its movement in the cave from the matching cave exit marker. Similarly, a model which moves onto a cave exit marker (1, 2, 3) may exit the cave immediately and continues its movement from the matching cave entrance marker on the battlefield. If a model moves into, or out of, the cave to find the token they are moving to is blocked by an opposing model, the model may pass through the opposing model. A model may only enter and exit the cave via the entrances/exits.

The cave is inhabited by **Mole Rats**. When a model ends any Move or Charge action in the cave (and there are remaining Mole Rats in the supply), add a Counting Token next to the cave and roll the Armor dice. If the result is equal to or lower than the number of Counting Tokens next to the cave, your opponent places a Mole Rat from the supply so it is engaged with the model that just moved, then resolve a Mole Rat attack on that model and discard the Counting Tokens next to the cave. If a Mole Rat is removed due to damage, discard it from the game. At the end of each round, any Mole Rats in the cave are returned to the supply (they burrow back into the earth – no free attack), and any damage on them is discarded.

At the end of each round, the foul air causes each model in the cave to suffer **1 rad damage** (ignoring armor) unless immune.

Recipe Book

There are 6 books on the battlefield – represented by Searchables tokens – but only one of these (H) is the recipe book, and the rest are worthless library books. A model may interact with these tokens to pick them up (and without revealing what is on the underside to their opponent). If a model carries more than one of these tokens, the player may shuffle the tokens so the opponent does not know which is which. If a model is removed, it drops any books it carries (face-down). The recipe book cannot be used so, therefore, cannot be Shared.

The two Searchables that do not start in the cave require successful Search Skill Tests (via a Use Expertise action) before they can be looked at and/or picked up.

The recipe book is fragile. The model carrying the recipe book may make one movement up to Yellow safely, but pages fall out at the start of any further movements during that activation. Also, pages fall out each time the model holding the recipe book adds damage to its unit card (or Power Armor). Each time pages fall out, place a Counting Token Orange away from the model with the recipe book in a random direction – each token represents some loose pages. If a pages token would overlap a model's base, keep moving it away from the recipe book until it no longer overlaps. In total, a maximum of 6 loose pages tokens can fall out of the book during the scenario. Any model may pick up a loose pages token like an Item. Loose pages tokens cannot be used so they cannot be Shared. The first time pages fall out, remove all the other book tokens as the recipe book's location is now known.

At the end of each round, flip the Scatter (Advantage) marker to determine a direction and move any pages lying on the ground Orange in that direction as the wind catches them. If they encounter impassable terrain, they will move along the edge, progressing as far in the direction they were heading as possible. If they exit the battlefield, they will not return.

Game Duration: 6 rounds.

CURATED WASTELAND

The curated Wasteland reflects an outdoor area with damp, quiet weather.

ITEMS	ANGER
Alcohol: Wine	Doubts
Chem: Overdrive	Rogue Eyebot
Food & Drink: Cave Fungus	Shocking
Food & Drink: Radscorpion Meat	
Food & Drink: Sugar Bombs	STRANGER
Weapon: Fragmentation Mine	Artillerist
Weapon: Gauss Rifle	
Weapon: Molotov Cocktail	CREATURE
	Injured Putrid Glowing One
EVENTS	
A Hidden Observer	
A Neutral Party	
Damp Air	
Mole Rat Tunnel	
Quiet	

VICTORY CONDITIONS

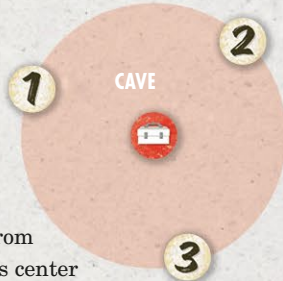
At game end, each side adds up the points for the tokens their models are carrying. Each page token is worth 2 points and the book itself is worth 5 points. The player with the highest total wins. If the winning side has more than half of the maximum possible points (which is 2 x the total number of pages tokens that were placed during the scenario, plus 5 for the book), it is a Major Victory; otherwise, it is a Minor Victory. If neither team has any VPs, the team with the Advantage Marker wins a Minor Victory.

BATTLEFIELD SET-UP

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

Cave

Place **Searchables** showing **A, B** and **C** face-up as shown in the diagram to show the cave entrances. The distance from the entrances to the cave's center should be Red. Next to the battlefield, mark out an area which is the cave: Place face-up **Investigation Markers** numbered **1, 2** and **3** in the same layout as the cave entrances (A, B and C) to show the cave exits. Then, mark the cave perimeter – one simple way to mark the cave perimeter is to use a piece of string. Next to the cave, place the **Mole Rat unit card**, and **3 Mole Rats** (or tokens to represent them) which are the 'supply'.



Recipe Book

Take 6 Searchable tokens – 1 with letter **H** and **5 blanks**. Mix them face-down. Place as shown on the map with 4 tokens in a single stack at the cave center (Red from each entrance), plus 2 on the battlefield.



Walls and Cover

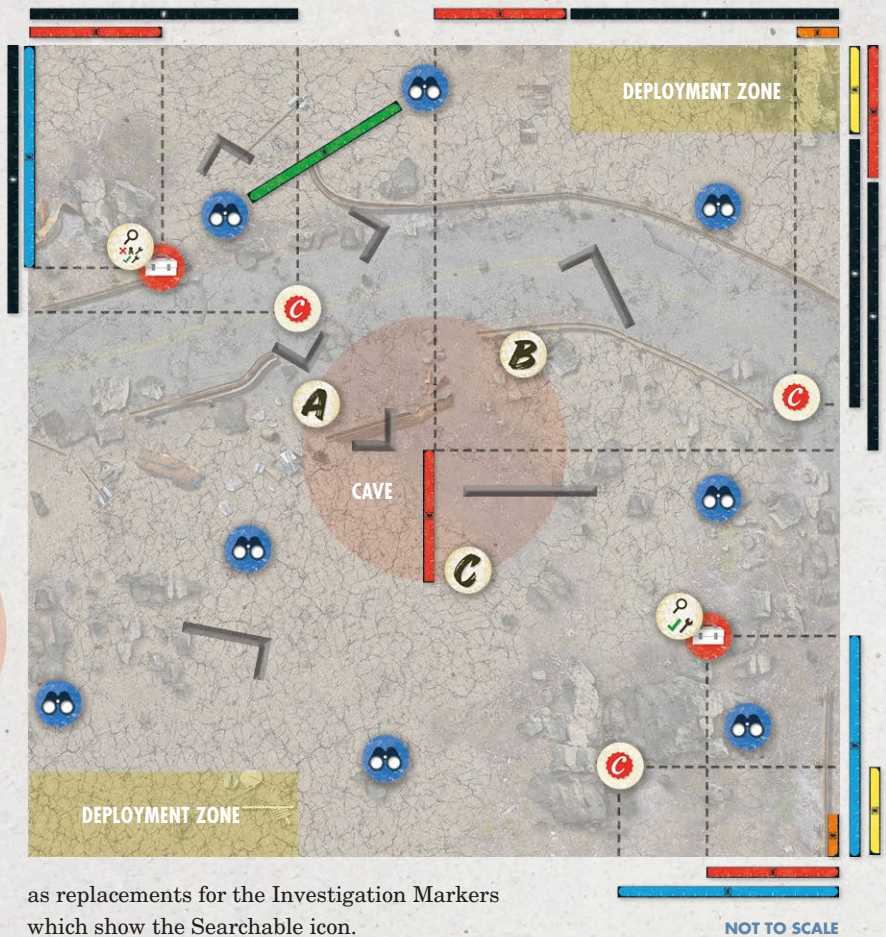
Add sections of broken wall or other terrain to the battlefield to break LoS, gives cover and/or which is impassable, especially between the cave entrances.

Salvage

Spread **8 Investigation Markers** randomly across the table at least Green from each other.



Place **6 random Searchables markers** (not blanks or letters) face-down next to the battlefield



as replacements for the Investigation Markers which show the Searchable icon.

6 x Random non-blank and non-letters.

Loose Pages

Place **3 Counting Tokens** as shown in the diagram. **3 x**

Deployment

The player who won Scenario 3 picks the deployment zone they will deploy in and the other player deploys their models first.

SUGGESTED FORCES

LOCALS (540 CAPS)	RAIDERS (540 CAPS)
2x Settler Assault Rifle	Veteran Raider Raider Power Armor Brawler leader ability
Dogmeat Dog Bite	Heroic Combat Rifle
Sole Survivor Hunter leader ability Heroic Hunting Rifle Pipe Wrench Nuka-Cherry	2x Raider Bolt-Action Pipe Rifle
Aviator Pipe Pistol Aviator Cap Comfort Grip	Scavver Combat Shotgun Orange Mentats
	2x Psycho Fragmentation Grenade Machete Jet



AI SETTINGS


During the Scenario


- If the location of the recipe book's token becomes disclosed (i.e. face-up so common knowledge to AI and player), remove all the other book tokens (but not loose pages tokens).
- An AI model always interacts with any tokens after an action if they can.
- An AI model which interacts with a book or loose pages token(s), picks up the token(s).
- An AI model performing an attack Carefully will prioritize models carrying any book or loose pages tokens before their usual target priorities.
- If an AI model attacks another model, they prioritize models carrying 1 or more book tokens ahead of their usual target priorities.
- If all book tokens have been looked at by both players combined:
 - If the player has not seen the recipe book: Discard all the recipe book tokens the player has seen except the recipe book itself.
 - If the player has seen the recipe book and currently possesses it: Discard all the recipe book tokens the AI has seen except the recipe book itself.
- When an AI model carrying 1 or more undisclosed book tokens suffers damage or moves more than Yellow in total during its activation, reveal the book tokens it carries (and drop loose pages token if required).
- An AI model carrying an undisclosed book token (or the disclosed recipe book token) which is about to perform a Careful action will limit its movement so as not to move more than Yellow in total during its activation. If this means the action is not possible, the AI model performs **A** using [Ranged method] without moving instead of its action if it can. (Reckless actions are carried out as normal.)

If AI Possesses Equal or Fewer Points than the Player

- If all book or loose page tokens are held by models: **Objective 2.**

- Otherwise:

If the  shows a single icon: **Objective 1**

If the  shows two icons: **Objective 2**

There may be situations where performing Objective 2 is clearly better than Objective 1, e.g. a player model with little health carries two tokens and is close enough to be attacked compared to moving far across the battlefield to pick up 1 unclaimed token (which may not be there by the time they arrive), or vice-versa. In these cases, pick what would be worst for you.

If AI Possesses More Points than the Player

- If model is carrying tokens totaling 4 or more points: **Objective 3.**
- If model is nearest to a model carrying tokens totaling 4 or more points: **Objective 4**

All other models continue as 'If AI Possesses Equal or Fewer Points than the Player', above.

Objectives

Objective 1: Use [Book or Loose page tokens]

All Careful responses are automatically changed to **0**.
Subject priority is:

1. Book token that can be reached in a single Move
2. Loose pages token that can be reached in a single Move
3. Book token that can be reached in two Moves
4. Loose pages token that can be reached in two Moves
5. Nearest book token not within two Moves of opposing model
6. Nearest loose pages token not within two Moves of opposing model
7. Nearest book token
8. Nearest loose pages token

• During each point above, prioritize tokens within a single Move of a Ready or Unready opposing model; then, prioritize tokens within two Moves of a Ready or Unready opposing model. If still tied, prioritize tokens (or stacks of tokens) potentially worth the most points in total.

Objective 2: Defeat [Any model holding book or loose page tokens]

Prioritize:

1. Model holding recipe book (if known).
2. Weakest model holding undisclosed book tokens (as recipe book location unknown).
3. Weakest model holding loose page tokens.

Objective 3: Go To [Defensive location]

A defensive location is one that is out of LoS of as many of the most powerful opposing models/weapons, provides cover, etc. This could just be a location that is a long way from opposing models. The location may change as opposing models move. When at the defensive location: **Defend [Defensive location].**

Objective 4: Defend [Nearest model carrying tokens totaling 4 or more points]

AMBUSH AT OAK POINT FARM

STORY

The Raiders have set-up a supply cache and assembly post at Oak Point Farm from which to launch their takeover of the bottling plant. The destruction of the staging point could severely disrupt the Raider's plans. The area is lightly guarded at present, but the remainder of the Raiders are approaching. The Locals charge forth knowing their window of opportunity before they need to retreat is short.


SPECIAL RULES

Supply Caches

There are 4 potential cache locations – each represented by 3 Investigation Markers. Many are blank and the Investigation Markers showing **1, 2, 3** and **5** are the actual caches. Locals models can view these markers when within Orange (not Awareness range) and LoS. If viewed by the Locals player for any reason, leave cache token(s) with values face-up and discard blank tokens. The Raiders player may view the cache markers without revealing them at any time.

A cache token (regardless if blank or not) is rendered useless if it suffers 2 damage in one hit – each token has 1 physical and 1 energy armor (and is immune to radiation damage). If a stack is attacked by a Shooting or Close Combat attack, a random token in the stack is affected. Area effect damage affects the top 2 tokens in a stack – make their armor rolls separately. If rendered useless, the Locals player takes the affected token but does not look at its value (unless it is already face-up). Cache tokens cannot be picked up or moved – only rendered useless.

Tracks

The Raiders dropped some items during their delivery of the supplies and left plenty of tracks too, which can reveal information on where supplies were (or were not) taken. When a Local model  with a face-down Searchable (and before revealing it), they may, if unengaged, make a free Search Skill Test to understand the tracks around it. If successful, the Locals player selects 2 cache tokens and the Raiders player must reveal one of those tokens – discard blank tokens and leave tokens with values in place face-up. Whether the Search is a success or failure, the Locals model reveals the Searchable marker (which may not be used for the free Search test again).

Locked Door

The Lockpick token represents a locked door. Whilst present, the gap in this wall is blocked for movement and LoS by the door. A successful Use Lockpick action by a Locals model opens the door. When unlocked, remove the Lockpick token and the doorway beneath it can now be used by any model and does not block LoS.

Computer Terminal

The Computer token represents a terminal which has a message log. If a Locals model successfully performs as Use Computers action on this terminal, the Raider player must declare the location where the cache token showing number 3 was placed during set-up (without revealing the token).

Game Duration: 6 rounds.

The game ends immediately if all 4 numbered caches have been rendered useless.



THE 'LOCALS' AT THIS FARM CARRY MORE THAN PITCHFORKS

VICTORY CONDITIONS		
PLAYER	VICTORY	TOTAL FROM THE LOCALS' CACHE TOKENS
At game end, the numbers on the cache tokens the Locals player gained are revealed and totaled.		
Raiders	Major	0-1
	Minor	2-6
Locals	Minor	7-10
	Major	11

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:

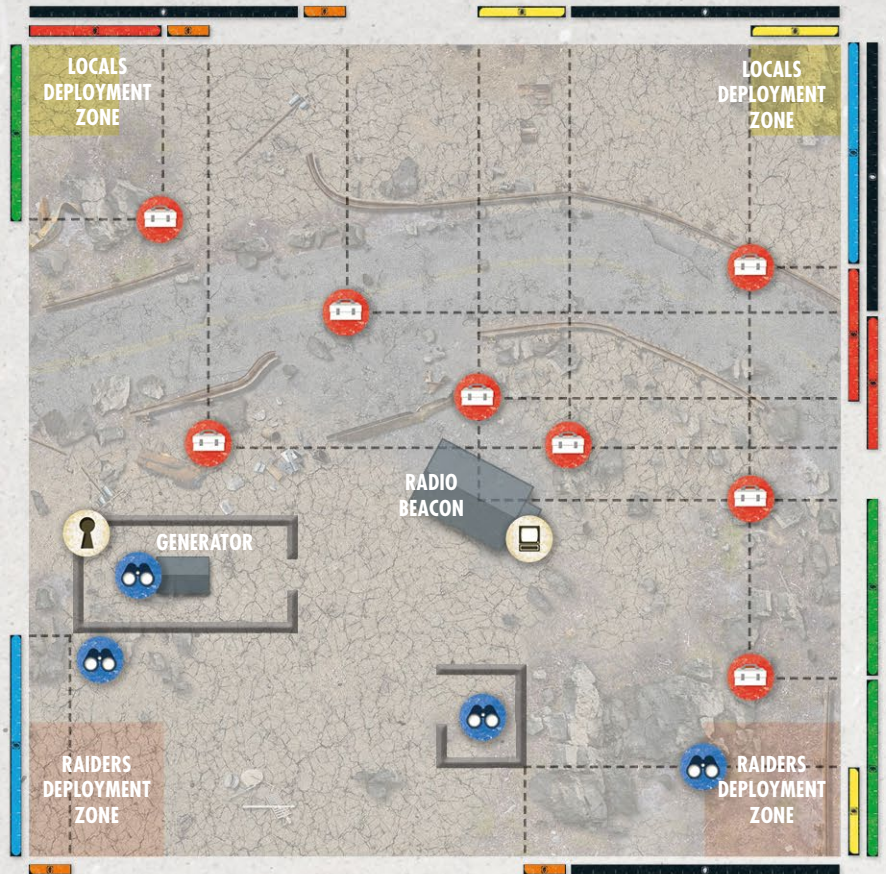
- Place **walls, radio beacon, generator, lockpick token** and **computer token** as shown on the map. The walls block LoS and are impassable terrain. (Generator provides cover but does not block LoS.)
- Items and Tracks:** Mix the following **12 Searchables** face-down, then select 8 at random and place on the battlefield as shown on the map. Do not add additional Searchables to the battlefield.



- Caches:** The Raiders player takes the **12 Investigation Markers** tokens shown below and uses these to make 4 stacks of 3 tokens each (in any mixture of their choice). The Raider player places one stack at each cache location shown on the map (their choice).



- Add some sections of broken walls or other terrain to the battlefield which breaks LoS, gives cover and/or is impassable.
- The Raiders player sets-up all their models in the red deployment zones (in any mix).
- The Locals player sets-up all their models in the yellow deployment zones (in any mix)



NOT TO SCALE

Walls shown in the map above are indicative only, and players should feel free to adapt walls to suit their own available terrain. Walls, along with the generator on the left and the central radio beacon, are impassable, and block LoS.

CURATED WASTELAND

The Curated Wasteland reflects a wet blustery day. There are no Junk items as the Raiders have already been stripping the area.

ITEMS
Armor: Heavy Raider Armor
Armor: Sturdy Metal Armor
Chem: Fury
Clothing: Baseball Cap
Mod: Cushioned
Weapon: Gauss Rifle
Weapon: Junk Jet
Weapon: Pipe Rifle

DANGER
Glowing One Corpse
Loose Rubble
Radiation Burst

STRANGER
Field Medic

CREATURE
Protective Mole Rat

EVENTS
Blustery Wind
Damp Air
Diamond City Radio
Downpour
Lightning Storm

SUGGESTED FORCES

LOCALS (540 CAPS)	RAIDERS (540 CAPS)
2x	Veteran Raider
Settler	Raider Power Armor
Assault Rifle	Brawler leader ability
Dogmeat	Heroic
Dog Bite	Missile Launcher
Sole Survivor	Pipe Pistol
Hunter leader ability	2x
Heroic	Raider
T-60	Assault Rifle
Combat Rifle	Scavver
Pipe Wrench	.44 Revolver
2x Fragmentation Grenade	Mentats
Free Tech	2x
Combat Shotgun	Psycho
	Fragmentation Grenade
	Machete
	Jet



AT LEAST THERE'S NONE OF THESE NEARBY...

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AI SETTINGS

RAIDERS

Set-up

- Randomly mix the cache tokens face-down and make 4 stacks of 3 tokens each.
- Deploy the AI models split between the two deployment zones.

Computer Terminal


After a successful computer terminal use (and instead of the value 3 token being revealed), turn over 2 cache tokens of your choice, then remove the Terminal token.

LOCALS

Set-up

- Rather than choose where the cache tokens will be placed, randomly mix the cache tokens face-down and make 4 stacks of 3 tokens each. You may not look at the values of these tokens unless revealed by an attack by the AI.
- Deploy the AI models split between the two deployment zones.

During the Scenario

- An AI model always views a cache token if possible.
- An AI model always performs the free Search for tracks after an action if they can.
- An AI model always interacts with a Searchable token after an action if they can (after any free Search for tracks).
- If an AI model with  is within Blue of the terminal, their Objective becomes **Use [Terminal]** until the terminal is used. Only 1 AI model may have this Objective at any time.

Objective

Defend [cache tokens]


Subject priority for cache tokens is:


- Stack with fewest other AI models within Red.
- Stack with fewest other AI models within Black.
- Stack with most opposing models which can potentially attack it with their next action.
- Nearest stack.

Objectives

- If no Searchables remain which can be Searched:
Objective 1.

- Otherwise:

If the  shows a single icon: **Objective 1**

If the  shows two icons: **Objective 2**

Objective 1: Defeat [All cache tokens]

Target priority for cache tokens is:

- Stack which can be attacked with this action.
- Stack which cannot potentially be attacked by another AI model's next action.
- Stack which can be attacked within fewest total actions.
- Stack showing highest total of values.

Objective 2: Use [Nearest Searchable]

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

BOTTLED UP

STORY

The Raiders enter the plant first, followed soon after by the Locals. The fire that caused damage on the outside barely touched the inside. Control boxes are dotted around the area. If enough are activated, the manufacturing line will start working, and the moving sections could be dangerous. Two computer terminals are also present which control the directions of the machinery's motions. Triggered by the entry, a couple of Protectrons wander the area. At least they will be easy to deal with. The Beast indeed... the battle for the bottling plant begins!

SPECIAL RULES

Start of Round 3

At the start of round 3, turn to page 16 (**do not read that section yet**) and carry out what it says there.

Protectrons

The Protectrons use the AI rules from the start of the scenario. Activate the Protectrons once all the players' models are Used. Different to what is on the AI card, the special situation column on the Protectron's AI card lasts until either the Protectron is hit by any attack, or any attack is made in their LoS and within Orange. The Protectrons will not attack each other.

Bottling Line and Control Boxes

Bottling line machinery pieces block LoS and are impassable terrain.

The bottling line's status is judged at the end of each round:

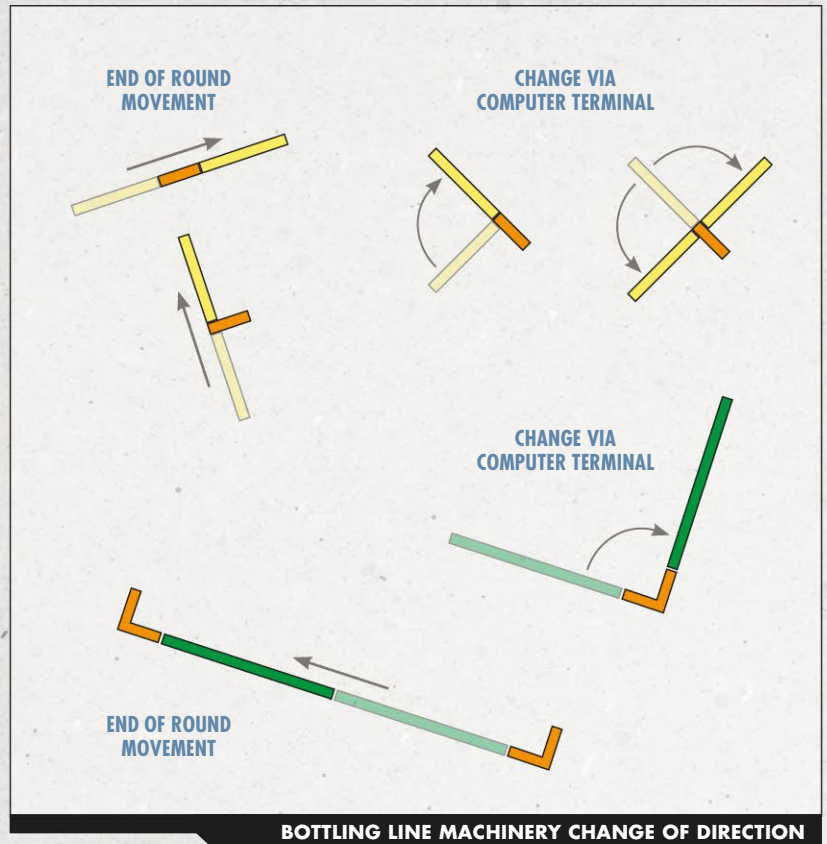
- The bottling line is **running** whenever **3 or more** of the 5 control boxes are ON.
- The bottling line is **stopped** when **2 or fewer** of the 5 control boxes are ON.

Control Boxes are shown by face-up Searchables

A-E. Whilst ⇄ with a control box, a model can attempt to switch it ON or OFF by using a Move action which does not move the model anywhere. When attempting to switch a control box ON/OFF, roll a 🎲 and any 🎲 successfully switches it. When ON, place a Critical Point token on the Searchable. When OFF, remove the Critical Point token. Dogs and creatures cannot operate the control boxes.

Bottling Line Machinery Movement

The parts of the bottling line shown in orange on the map are the fixed sections – these do not move. At the end of each round, if the bottling line is running (see below), the green and yellow sections of the bottling line move. When a green section of bottling line moves, move it so it touches the orange



L-shaped fixed section opposite. When a yellow section of bottling line moves, move it so it moves directly through the orange fixed section and sticks out the opposite side. See the diagram above for examples of these movements. The player whose model most recently used a computer terminal chooses in which order the movements are resolved.

Any model smaller than Huge which is hit by a moving bottling line, resolves **1 physical damage + 🎲** on contact and is pushed by the bottling line piece. If this breaks engagement, no free attack is carried out. Any Huge model hit by a moving bottling line takes no damage and that bottling line section stops moving and will not move for the remainder of the scenario.

If two parts of a bottling line touch each other, they collide and jam and will not move for the remainder of the scenario.

Using Computer Terminals to Alter the Bottling Line

Whilst ⇄ with a computer terminal, a model can alter the directions in which the bottling line machinery runs by using a Move action which does not move the model anywhere (note: no Computers test is required). This allows the player to choose up to 2 bottling lines (any green and/or yellow) and swing those line piece(s) around 90 degrees to finish on the 'other edge' of their current base marker. For green lines, this is the other end of the L-shape. For yellow lines this is at 90 degrees at the same end as where it is located (and the player chooses if there is a choice). The movements of the bottling line piece(s) cannot undo exactly the same changes that were made by the previous computer terminal use.

After moving the bottling line piece(s), flip over the Computer terminal used – it is locked and cannot be used again for the remainder of the round. At the end of each round, flip any locked computer terminal tokens back to their Computer side. Dogs and creatures cannot operate the terminals.

Radioactive Pool

The radioactive pool is a shallow pool of thick Nuka-Cola sludge which has become radioactive over time (though why this is so is unclear). It counts as normal terrain but any model whose base is partially or fully inside it during any part of their activation must resolve **1 radiation damage** at the end of their activation.

Doors

Models may exit the battlefield by moving off the edge between one of the 4 pairs of door markers. When a model exits through a door, they may choose to close and seal the door (which removes its door markers).

Game Duration

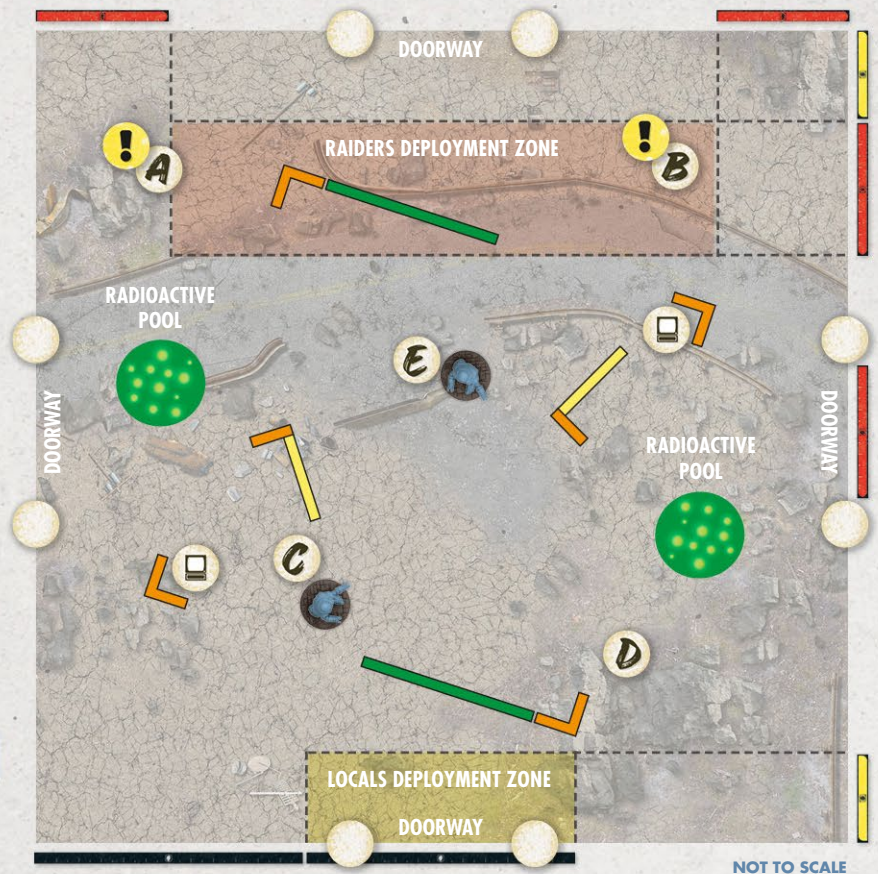
The game ends either after 6 rounds or when all player models have left the map (whether through exiting via doors, or being removed).

VICTORY CONDITIONS	
PLAYER	CONDITION
Raiders	If the bottling plant is running at the end of Round 6. Then read the finale text on page 17 for the Raiders and page 18 for Locals.
Locals	If the bottling plant is not running at the end of Round 6. Then read the finale text on page 17 for Raiders and page 18 for the Locals.

BATTLEFIELD SET-UP

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

- Remember to incorporate any effects on Scenario 5 gained through the previous four scenarios.
- Place scenery representing the **bottling line machinery, doors, Protectrons, and radioactive pools** as shown on the map.
- Control Boxes:** Place **Searchable tokens A-E** face-up as shown on the map. Place **Critical Point tokens** on A and B to show they start ON. If Raiders won Scenario 4, place a Critical Point token on E too.
- Spread **8 random (non-blank, non-letter) Searchables** around the battlefield.
- Raiders deploy all their models in the red deployment zone and then Locals deploy all their models in the yellow deployment zone.
- In addition to the objects shown on the map, add further terrain that breaks LoS and adds cover.



CURATED WASTELAND

The curated Wasteland reflects the insides of a Nuka-Cola factory.

ITEMS
Armor: Damaged Hazmat Suit
Chem: Rad-X
Chem: Stimpak
Clothing: Assault Gas Mask
Food & Drink: Nuka-Cherry
Food & Drink: Nuka-Cherry
Food & Drink: Nuka-Cola
Food & Drink: Nuka-Cola
Junk: Economy Wonderglue
Weapon: Lead Pipe

EVENTS
Boom!
Distant Gunfire
Lucky Find
Mole Rat Tunnel
Unbearable Heat



DANGER
Containment Leak
Doubts
Good Fortune
STRANGER
Informer
CREATURE
Dead Bloated Glowing One



AI SETTINGS

Objective

The AI's Objective depends on the number of Control Boxes which are currently turned to the setting the AI desires – ON for Raiders and OFF for Locals:

CONTROL BOXES	OBJECTIVE
1, 2 or 3	Objective 2
4	If the  shows a single icon: Objective 1
	If the  shows 2 icons: Objective 2
5	Objective 1

Objective 1: Defend [Nearest Control Box which does not have an AI model within Red].

Objective 2: Use [Nearest Control Box which does not have an unengaged AI model within Red]

To turn it from OFF to ON if AI is Raiders, or from ON to OFF if AI is Locals.

During the Scenario

- When attacking, AI models will ignore:
 - Protectrons which are engaged with opposing models, and
 - Opposing models which are engaged with Protectrons.
- When an AI model is to perform their Objective, the AI model may perform the following Objective instead if it is more advantageous than performing their current Objective:
 - Use [Computer Terminal]**
An AI model will use its activation to operate a computer terminal and move the bottling line machinery if that will either:
 - Protect their models
 - Hinder the opposing models, or
 - Do damage to opposing models when at least one of the models that would be hit is on 2 or fewer Health.

If the model is being Careful, it will not operate machinery that could damage its own models.

The player must decide this by choosing what would be the most disadvantageous for themselves.

SUGGESTED FORCES

LOCALS (625 CAPS)	RAIDERS (625 CAPS)
Dogmeat	Veteran Raider Leader
Dog Bite	Raider Power Armor
Sole Survivor	Brawler leader ability
Hunter leader ability	Heroic
Heroic	Plasma Rifle
Hunting Rifle	Sledgehammer
Pipe Wrench	Mentats
Nuka-Cola	3x
Aspirant Goddard	Raider
T-60	Combat Shotgun
Laser Pistol	Scavver
Baseball Bat	.44 Revolver
Aviator	Orange Mentats
Pipe Pistol	2x
Aviator Cap	Psycho
Comfort Grip	Fragmentation Grenade
	Machete
	Psycho

WARNING: DO NOT READ THE FOLLOWING UNLESS YOU HAVE REACHED THE START OF ROUND 3!

Where did THEY come from! Glowing Ones emerge from the radioactive pools – drawn by the noise. They are the Beast, not those Protectrons! Now both sides understand the peril here. The Protectrons' programming recognises the Glowing Ones as the greatest danger.

Place 2 Putrid and 2 Bloated Glowing Ones next to the battlefield. The player with Advantage places 1 of the Glowing Ones in whichever radioactive pool they wish, then the player without Advantage places 1 of the Glowing Ones in whichever radioactive pool they wish. At the start of round 4, 2 more Glowing Ones are placed in the same way.

The Glowing Ones use the AI rules and activate once all the players' models are Used (at the same time any remaining Protectrons are activated). Glowing Ones will not attack Glowing Ones. If a Glowing One removes any non-Protectron model from the table, add a **Stun Token** to it as it savages its kill.

Whilst Glowing Ones are present, the Protectrons stop using the AI rules, and spend every action heading towards the nearest Glowing One to engage them. When a Protectron engages a Glowing One, add 1 **Regular Damage Token** to the Glowing One and remove the Protectron from the table as the Glowing One tears it apart.

When attacking, AI models will ignore:

- Protectrons or Glowing Ones which are engaged with opposing models, and
- Opposing models which are engaged with Protectrons or Glowing Ones.

A player exiting through a doorway may choose to lure a Glowing One to follow them (removing the chosen Glowing One from the battlefield). This decision must be made when the player exits and cannot be made later.

INTRODUCTIONS & OUTCOMES

RAIDERS

Introduction

The plan is perfect. The Nuka-Cola bottling plant lays dormant but, if we can get it up and running, it'd be a perfect source of income and a ticket to the easy life – whether that's bottling Nuka-Cola or making and selling Molotov cocktails...

The locals seem hostile to our presence. Same old story. Some of the gang are breaking through the boarding put up to keep people out. Looks like there was a fire too. It'll take them a while to get in but that's fine as we've never used a bottling facility before, so there's lots of gear and information we need before we can even think of getting the plant running.

This nearby military bunker looks like a good place for a camp from which to operate. First task is getting power to operate the pneumatics to open the heavy door. If the power from that radio beacon up the hill could be hooked up...

Scenario 1: Welcome to the Neighborhood

Major Victory: The power was enough to open the bunker door. We now have an indoor camp with light and heat.

- **Scenario 2:** Gain 2 Boost cards.
- **Scenario 5:** Gain 2 single Armor Boosts.

Minor Victory: The power was enough to open the bunker door, but there is still some work to get heat and light running to move our camp indoors.

- **Scenario 5:** Gain 2 single Armor Boosts.

Any Loss: Without the power, the bunker remains closed for now. The outdoor camp continues to grow but without light and heat it will remain uncomfortable for a few days until we can get the generator running and open the door that way.

- **Scenario 2:** Two models start with Stun.

Any Outcome: It seems the locals aren't keen on our presence. Well, tough. The bottling plant ain't being used. We need information on the plant though, and we know someone who might have it.

Scenario 2: Uncivil Service

Victory: Mayor Jessica is grateful for our civil service and gave us the plans. These will help get the plant running once we can get in. One important lead is the rumor of a Nuka-Cola recipe book somewhere near the abandoned mine. There is no time to waste, as the Locals seem keen to block our endeavors.

- **Scenario 3:** Choose which deployment zone to set-up in and your opponent deploys their entire force first.
- **Scenario 5:** When altering the bottling line, you may change any/all sections (not just up to 2).

Loss: Mayor Jessica did not become mayor by chance. To keep the peace, and once the Locals had left, she sent a messenger to pass on what remaining information she could about the bottling plant. It's not as good as the actual plans but is a good step. One important lead is the rumor of a Nuka-Cola recipe

book somewhere near the abandoned mine. Surely the Locals are already on their way there.

Scenario 3: Recipe for Trouble

Major Victory: The majority of the recipe book is ours! Manufacturing Nuka-Cola and Molotov cocktails – we'll dominate this region. Cook can start trying out a few recipes.

- **Scenario 4:** Gain 1 Nuka-Cherry.
- **Scenario 5:** Gain 1 RadAway chem and 1 Rad-X chem.

Minor Victory: We didn't even get half of it, but we got more than the Locals. It's a start.

- **Scenario 5:** Gain 1 RadAway chem and 1 Rad-X chem.

Any Loss: Without the recipe book, the idea of manufacturing Nuka-Cola is much less likely now. However, a Molotov cocktail factory would still be most profitable.

Any Outcome: A staging point near the bottling plant is coming together well, so we can strike at it with ease. Groups are out gathering final items now.

Scenario 4: Ambush at Oak Point Farm

Major Victory: With the caches safe, we can start our takeover of the bottling plant immediately.

- **Scenario 5:** Control box E also starts ON.

Minor Victory: With most of the caches safe, our takeover of the bottling plant can start very soon.

- **Scenario 5:** Gain 2 Boost cards.

Any Loss: The loss of so many supplies is inconvenient, but if they think it will stop our takeover of the bottling plant, they are in for a surprise.

Any Outcome: The Locals continue to harass us though and will surely continue. The entry into the bottling plant has just been opened, so it is time to make our move.

En route to the plant, some of the group seem nervous. In all the searching for information about the plant, one rumor has been constant: The tale of The Beast that resides there which killed several visitors before it was boarded up. Ridiculous. Laughable really. There's bound to be a logical reason, and logical reasons can be shot.

Scenario 5: Bottled Up

Victory: The sound of the bottling line running is satisfying. The plant will be cleared of all creatures in due course. Our domination of this region has begun.

Loss: The plant is lost. With no bottling line, and a rallying of the local factions, it is time to move on. Apparently, there is an old fort nearby that may have undiscovered stocks of weapons and ammunition. We hope the locals in that area are less capable.

LOCALS

Introduction

Just when you think an area is Raider free, another gang arrives. This one seems different though – less transitory. Seems they have something planned. Reports are they've created a camp in a bunker near the bottling plant. They need to leave that factory alone.

It seemed like a great source of junk, but scavenging things there disturbed something. Rumors grew. 'The Beast' they called it, but no-one ever saw it. Ghost stories, right? Yeah, right up until four of our group were killed during trips there. That did it for us. We didn't hang about to find out more. Boarded up that section, set it on fire, and no attacks since. It's bound to be dead now, but best not to meddle.

Whatever the reason the Raiders are here, we should ensure they don't stay. It's not just the bottling plant – a long-term Raider presence is a threat to our settlement's survival.

Time to use the radio beacon to send a message to our neighbors and help harass the Raiders on all sides, rather than try to do it all on our own.

Scenario 1: Welcome to the Neighborhood

Major Victory: The broadcast was big enough to be heard and help soon started arriving, so the Raiders backed off. It seems they aim to be here for good.

- **Scenario 2:** Gain 2 Boost cards.
- **Scenario 5:** Gain 2 single Armor Boosts.

Minor Victory: The broadcast was okay but didn't stretch as far as it could have done. Some help arrived, so the Raiders backed off a little. It seems they aim to be here for good.

- **Scenario 5:** Gain 2 single Armor Boosts.

Any Loss: Not getting a strong enough broadcast out has left us on our own to repel these Raiders. We'll get it done somehow.

- **Scenario 2:** Two models start with Stun.

Any Outcome: They do seem interested in the bottling plant, though. We've heard they're gathering what information and equipment they can. Rather than wait, we should try to grab it before they can. Without enough of it, there will be no reason for them to stay.

Scenario 2: Uncivil Service

Victory: Mayor Jessica is grateful for our civil service and gave us the plans. Owning these will help weaken the Raider's plans. One important lead is the rumor of a Nuka-Cola recipe book somewhere near the abandoned mine. There is no time to waste – it needs recovering before the Raiders find out about it.

- **Scenario 3:** Choose which deployment zone to set-up in and your opponent deploys their entire force first.
- **Scenario 5:** When altering the bottling line, you may change any/all sections (not just up to 2).

Loss: Mayor Jessica did not become mayor by chance. To keep the peace, and once the Raiders had left, she sent a messenger to pass on what remaining information she could about the bottling plant. It's not as good as the actual plans but is a good step. One important lead is the rumor of a Nuka-Cola recipe

book somewhere near the abandoned mine. Surely the Raiders are already on their way there.

Scenario 3: Recipe for Trouble

Major Victory: At least the majority of the recipe book is not in the hands of the Raiders. Maybe they'll manufacture something else, but it's almost certainly a large dent in their plans.

- **Scenario 4:** Gain 1 Nuka-Cherry.
- **Scenario 5:** Gain 1 RadAway chem and 1 Rad-X chem.

Minor Victory: We didn't get much but we got more than the Raiders. Better than nothing.

- **Scenario 5:** Gain 1 RadAway chem and 1 Rad-X chem.

Any Loss: The Raiders have some information on how to make Nuka-Cola now. It'll just make them more determined to stay. We need to put an end to their plans.

Any Outcome: The Raiders have been gathering supplies at a staging point near the bottling plant. We should hit them there now so they are ill-equipped when they do try to enter the plant.

Scenario 4: Ambush at Oak Point Farm

Major Victory: With the caches destroyed, the Raiders will find entering the plant much tougher. Any advantage they may have had has been lost.

- **Scenario 5:** Gain 2 Molotov Cocktails.

Minor Victory: With some caches destroyed, the Raiders will find entering the plant a tougher task. Some of the advantage they may have had has been lost.

- **Scenario 5:** Gain 2 Boost cards.

Any Loss: Not enough of the Raiders' supplies were destroyed. They have the advantage now.

Any Outcome: Regardless of what we have tried, it seems the Raiders remain undeterred from their plan. Heading to the plant to set-up a defense, we can see the Raiders entering the plant. We have no choice but to enter too and try to stop them. You have no choice but to enter too and try to stop them. One thought on everyone's minds is not of the Raiders though: Is The Beast truly dead?

Scenario 5: Bottled Up

Victory: With the battle for the plant won, the Raiders are driven off with nothing left for them here. The arguments to destroy the bottling line or use it for our own purposes have already begun. Either way, the current threat is over and we control our lands once again.

Loss: The bottling line being fired up was just the start. Soon the factory was running fully and the influence of the Raiders in the area was too great. We would not stand to suffer their raids, or the hordes of Raiders that came to join them. Putting a torch to our own settlement was painful but better than see them have it. Our search for a new home begins.

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