REACH CAMPAIGNS FOR BOSTON CREWS

The campaign system in the ***Fallout: Factions Battle for Boston Rulebook*** is a Control Campaign. There is another campaign system in the main ***Fallout: Factions Rulebook*** called a Reach Campaign, which requires a different set of Quest Lines and a new Story Action for each crew.

How to use this information in a Reach Campaign, along with full Reach Campaigns mechanics for the Brotherhood of Steel, can be found in the main ***Fallout: Factions Rulebook***. This document contains information on how to play the Institute, the Minutemen, and the Railroad in Reach campaigns.

CREW LIMITS (INSTITUTE, MINUTEMEN, RAILROAD)

These crew's Tiers impose a number of limits on them, as explained in the rules for creating a custom crew (***Fallout: Factions Rulebook***, pg. 29). Some of these limits will apply in all campaigns, whereas others will only apply in a particular type of campaign.

LIMIT	TIER 1	TIER 2	TIER 3
Facility Limit	2	4	6

THE INSTITUTE IN REACH CAMPAIGNS

STORY ACTION: REPLACE CAPTIVE

An Institute crew may take the *Replace Captive* Story Action (pg. 3). Add this action to your Story Sheet if you're playing in a Reach Campaign.

INSTITUTE REACH QUEST LINES

Infiltrate and Assimilate

"We must insert our agents into the civilization above ground. This will provide us with further information on the events of the Commonwealth and allow us to direct them to favorable outcomes for us."

- **Progression Ability:** When this crew progresses a Tier, they may alter the result rolled on the *Raid Table* (***Fallout: Factions Rulebook***, pg. 36) by one when setting up their next game.
- **Ascension Ability:** *Watcher Initiative* - When creating a crew, you may add a Lookout to your Home Turf, rather than rolling for a Facility.

TIER ONE GOALS

MARK PROGRESS WHEN...	TARGET
You Upgrade a model's Perception or Charisma.	3
Your crew has at least 5 Scouting Points.	1
A model in your crew Incapacitates an Enemy Champion.	4

TIER TWO GOALS

MARK PROGRESS WHEN...	TARGET
A model in your crew with the *Hidden* Perk makes a *Rummage* Action.	6
Your crew has at least 5 Reach at the end of the Story Phase.	3
You achieve the Story Outcome of a *Search for a Vault Key*, *Exert Power*, or *Investigate* Objective.	3

TIER THREE GOALS

MARK PROGRESS WHEN...	TARGET
At least 5 models in your crew have the *Hidden* Perk.	1
Your crew has more Reach than any other crew in the campaign.	1
A model in your crew has 8 Upgrades.	1
You play a game as the Overdog.	3



Assassinate and Destabilize

"Should subtle methods fail to produce adequate results, we should deploy resources to engage in forceful action. The Institute has a clear technological advantage over our foes meaning that we, more often than not, have the advantage in these situations."

- **Progression Ability:** When this crew progresses a Tier, select an Enemy model to immediately roll on the *Serious Injury Table* (***Fallout: Factions Rulebook***, pg. 55), re-rolling any *Dead* or *Resting Up* results.
- **Ascension Ability:** *Repeated Application of Force* - At the start of the *Finishing Touches* step of the Story Phase, you may spend 1 Scouting Point to choose a Rival in your crew's Rival section. Remove a tick from a box next to that Rival. The other crew removes a tick from a box in their Rival section for your crew.

TIER ONE GOALS

MARK PROGRESS WHEN...	TARGET
You Upgrade a model's Strength or Endurance.	4
You modify a weapon.	3
Your Courser Incapacitates an Enemy Champion.	4

TIER TWO GOALS

MARK PROGRESS WHEN...	TARGET
You use the *Bogeyman of the Wasteland* Ploy.	5
You play a game as the Attacker.	4
You end a game with fewer Incapacitated models than your opponent.	3

TIER THREE GOALS

MARK PROGRESS WHEN...	TARGET
You win a game as the Attacker.	4
A model in your crew Incapacitates an Enemy Champion with a Ranged Attack using the *Aim (+X)* Trait.	6
A model in your crew has 8 Upgrades.	1
In a Story Phase, after a game against your crew, the opposing player rolls on the *Serious Injury Table* for a Champion.	2

Divide and Conquer

"We can always use the other groups to our advantage. They bicker, argue and fight amongst themselves with little provocation. They are inherently inclined towards inter-group violence. Nudging them towards warfare would make them easier for us to dissemble."

- **Progression Ability:** When this crew progresses a Tier, you may select two other players in the campaign that have three or less ticked boxes in their respective Rivals section for each other. Each of these players tick a box for the other player in their Rivals section, gaining 1 Reach as appropriate.
- **Ascension Ability:** *Institute Superiority* - At the end of the Story Phase, gain 1 Reach.

TIER ONE GOALS

MARK PROGRESS WHEN...	TARGET
Your crew has at least 6 Scouting Points.	1
You modify a weapon.	3
A model in your crew Incapacitates an Enemy Champion.	4

TIER TWO GOALS

MARK PROGRESS WHEN...	TARGET
A Scientist in your crew gains an Intelligence Perk.	2
In a game against you, an Enemy model Fails a Confusion Test.	5
You end a game with fewer Incapacitated models than your opponent.	3

TIER THREE GOALS

MARK PROGRESS WHEN...	TARGET
You win a game as the Attacker.	6
Your crew has at least 10 Reach.	1
A model in your crew has 8 Upgrades.	1



STORY ACTION: REPLACE CAPTIVE

The Institute is not above dispatching their prisoners, particularly if they don't have a use for them or it can help sow discord. Should they be someone of note, they may replace them with a synth.

To make this Story Action, choose a Captive model from another player's Crew Roster on your Story Sheet, then roll a die and consult the *Replace Captives Table*. This Story Action cannot be made if the Captive was taken in your last game.

REPLACE CAPTIVES TABLE

SCORE	RESULT	EFFECT
1	Escape!	The Captive breaks free from its captors, returning to its original crew. The owner of the Captive clears the Absent box.
2-3	Seen Too Much	The Institute decides that dispatching the Captive is the best course of action, in order to keep themselves hidden. The Captive is removed from its owner's Crew Roster.
4-8	They Came Back!	The Captive is returned to their crew… or at least, a version of them is. The Captive gains the **Rad Resistant** Perk if it does not have it or the **Power Armor** Perk already. The Captive's owner may clear the Captive's Absent box and must make a mark at the side of this model's Model Entry. If a model in a crew with one of these marks would take part in a game against the crew that took them captive, that crew may decide to mark them as Absent during the *Prepare Crews* step.
9-10	In Sheep's Clothing	The Institute had plans for this one, replacing them with a synth and using them to gain information before throwing off their facade. The Captive gains the **Rad Resistant** Perk if it does not have it or the **Power Armor** Perk already. The Captive's owner may clear the Captive's Absent box and must make a mark at the side of this model's Model Entry. If a model in a crew with one of these marks would take part in a game against the crew that took them captive, that crew may decide to remove them from their owner's Crew Roster and add them to their Crew Roster during the *Prepare Crews* step. During the *Treat the Wounded* step of the next Story Phase, this model is removed from the Institute's Crew Roster as if it rolled a *Dead* result on the *Serious Injury Table* (***Fallout: Factions Rulebook***, pg. 55).



THE MINUTEMEN IN REACH CAMPAIGNS

STORY ACTION: RECRUIT CAPTIVE

A Minutemen crew may take the *Recruit Captive* Story Action (pg. 6). Add this to your Story Sheet if you're playing in a Reach Campaign.

MINUTEMEN REACH QUEST LINES

A Settlement Needs Your Help

"The Minutemen are one step from the brink. There are barely any of us left anymore, which makes each pair of hands clasped around a laser musket that much more important. We'll stop asking for help to protect the Commonwealth once it is a safe place to live."

- **Progression Ability:** When this crew progresses a Tier, it may benefit from the appropriate Facility effect once (even if it normally wouldn't be able to) when making a Story Action in the following Story Phase.
- **Ascension Ability:** *Desperate Defense* - When acting as the Defender in an Objective, gain an additional 10 Caps when determining your Advantage budget.

TIER ONE GOALS

MARK PROGRESS WHEN...	TARGET
You Upgrade a model's Perception or Charisma.	3
You take part in a *Negotiate Release* Story Action.	1
A model in your crew Incapacitates an Enemy Champion.	4

TIER TWO GOALS

MARK PROGRESS WHEN...	TARGET
You Upgrade a Grunt's weapon.	6
Your crew has at least 8 Scouting Points.	1
You win a game as the Defender.	3

TIER THREE GOALS

MARK PROGRESS WHEN...	TARGET
You have a Monument on your Home Turf.	1
You have 4 Lieutenants in your crew.	1
At least 7 models have a Perk they did not start the campaign with.	1
You win a game as the Defender.	3



A New Commonwealth

"Rumors of people being stolen from their beds at night. Gunners charging a toll on the roads. Super Mutants and Raiders wrecking the farms of people just trying to get by. This is why we need the Minutemen. To make something better."

- **Progression Ability:** When this crew progresses a Tier, you may add a Militia with a Weapon Set of your choice to your crew for free (following the standard Crew Limit rules).
- **Ascension Ability:** *You're a Minuteman Now!* - This crew gains the *Promotion* Story Action.

STORY ACTION: PROMOTION

The crew has noticed that one of its volunteers has earned their musket and Minutemen hat!

Choose a Militia model on your Crew Roster. Note any additional Perks, Upgrades, Serious Injuries or other information (such as a mark from the Institutes's *Replace Captive* Story Action it has gained since being purchased. Remove the Model Entry for this Militia from your Crew Roster and replace it with either a Breacher or a Rifleman, with a Weapon Set of your choice. When adding this new model to your Crew Roster, add information noted from the previously removed Militia to the new Model Entry.

The difference in Rating between the Militia and the new model must be spent in Caps from your Crew Stash. Crew limitations (such as how many Grunts have the same Weapon Set) apply, as normal, during this Story Action.

TIER ONE GOALS

MARK PROGRESS WHEN...	TARGET
You take the *Barter* Story Action.	5
You modify a weapon.	3
A model in your crew Incapacitates an Enemy Champion with a Laser Musket.	4

TIER TWO GOALS

MARK PROGRESS WHEN...	TARGET
You use the *Rapid Response* Ploy.	5
A model in your crew is moved three times in the same Round using the *Covering Fire* Perk.	4
A model in your crew Incapacitates 2 models with the Broadsider in a single *Open Fire* Action.	3

TIER THREE GOALS

MARK PROGRESS WHEN...	TARGET
You win a game as the Defender.	4
Your crew has at least 10 Reach.	1
Your Colonel Incapacitates an Enemy model with a Melee Attack.	3
You have at least 4 Weapon Sets that contain a Focused Laser Musket, Laser Musket, or a Scoped Laser Musket in your crew.	1



King of the Castle

"We used to have an old castle as our base. It really felt like the dream was alive when that was up and running. The thing is, this giant thing from the sea broke down the walls and took it over. Imagine what we could do if we were able to clear those monsters out."

- **Progression Ability:** When this crew progresses a Tier, you may skip the *Determine Hazards* step of setting up your next game and apply the *Security Turrets* Hazard instead. During this game, the security turrets consider models from your crew to be Friendly models. Models in your crew do not count as Visible to security turrets for the duration of this game.
- **Ascension Ability:** *Minutemen Superiority* - At the end of the Story Phase, gain 1 Reach.

TIER ONE GOALS

MARK PROGRESS WHEN...	TARGET
You build a Facility.	1
You modify a weapon.	3
You win a game.	5

TIER TWO GOALS

MARK PROGRESS WHEN...	TARGET
A model in your crew gains a Perception Perk.	4
In a game against you, an Enemy model Fails a Confusion Test.	5
You Incapacitate an Enemy model with the *Mortar Bombardment* Ploy.	5

TIER THREE GOALS

MARK PROGRESS WHEN...	TARGET
You win a game as the Defender.	5
You use a Standard or Home Turf Ploy.	3
A model in your crew has 8 Upgrades.	1
You use the *Rapid Response* Ploy.	2

STORY ACTION: RECRUIT CAPTIVE

This crew might let the Captive help out in their efforts to rebuild the Commonwealth.

To make this Story Action, choose a Captive model from another player's Crew Roster on your Story Sheet, then roll a die and consult the *Recruit Captives Table*. This Action can't be made if the Captive was taken in your last game.

RECRUIT CAPTIVES TABLE

SCORE	RESULT	EFFECT
1-2	Escape!	The Captive breaks free from its captors, returning to its original crew. The owner of the Captive clears the Absent box.
3	Not One for Farming Life	The Captive doesn't take well to the simple life, choosing to run off into the wasteland over shovelling brahmin dung. The Captive is removed from its owner's Crew Roster.
4-7	Picket Fence and Tatos	The Captive starts a new life of farming and tending to livestock. Roll a die and add Caps equal to the result to your Crew Stash. The Captive is removed from its owner's Crew Roster.
8-9	Take Up Arms	Not everyone agrees with the decision, but the top brass are willing to give this Captive a chance to prove themselves. Copy the model's Model Entry onto your Crew Roster, then remove it from the original owner's Crew Roster. The model gains the *Outsider* Perk and loses the *Natural Leader* Perk (if they had it). At the start of the next *Treat the Wounded* Step for this crew, the model gains the *Covering Fire* Perk if it was not Incapacitated in the prior game. Otherwise, resolve the *Picket Fence and Tatos* result above.
10	One of Us	The Captive joins the ranks of the Minutemen and even gets their own uniform. Copy the model's Model Entry onto your Crew Roster, then remove it from the original owner's Crew Roster. The model gains the *Covering Fire* and *Outsider* Perks. It also loses the *Natural Leader* Perk (if they had it).

THE RAILROAD IN REACH CAMPAIGNS

STORY ACTION: CATCH CAPTIVE

A Railroad crew may take the *Catch Captive* Story Action (pg. 9). Add this to your Story Sheet if you're playing in a Reach Campaign.

RAILROAD REACH QUEST LINES

Tradecraft

"We don't have the resources of our enemies. I'd be foolish if I didn't acknowledge that. But that doesn't mean we're out of the fight. Everyone underestimates the underdog."

- **Progression Ability:** When this crew progresses a Tier, choose a model in the crew and increase its Intelligence statistic by 2 (to a maximum of 9).
- **Ascension Ability:** *Change of Plans* - At the start of a Round before the Active player takes their Turn, this crew may spend a Scouting Point to remove a non-Runner Insurgency Token from the Battlefield and place it anywhere on the Battlefield outside of an Enemy model's Control Area.

TIER ONE GOALS

MARK PROGRESS WHEN...	TARGET
You use the *Tripwire* Ploy.	3
You improve a model's Intelligence or Agility.	3
You Incapacitate an Enemy model with a Runner.	3

TIER TWO GOALS

MARK PROGRESS WHEN...	TARGET
You cause at least 3 Harm using the *Shock Assault* Ploy.	3
You Upgrade a Grunt's weapon.	5
A model in your crew makes the *Rummage* Action.	10

TIER THREE GOALS

MARK PROGRESS WHEN...	TARGET
A model in your crew Incapacitates an Enemy model when you use the *Concealed Snipers* Ploy.	6
You gain an Agility Perk.	4
You use each Railroad Ploy at least once in a single game.	2
You have the maximum number of Grunts allowed by the Grunt Limit of your crew.	1

Road to Freedom

"The Commonwealth is a network of paths for those who need it. Some lead to our bases. Others to our foes. But the most important one, the one we work to protect, is that road that gets the synths outside of the bounds of Boston."

- **Progression Ability:** When this crew progresses a Tier, gain 1 Scouting Point for each Champion on your Crew Roster.
- **Ascension Ability:** *Smoke and Mirrors* - The *Shock Assault* Ploy can also now be enacted when a Friendly model starts a *Get Moving* Action, before the Active model is moved. If the Ploy is enacted at this point, it cannot be enacted when a Friendly model completes a *Get Moving* Action.

TIER ONE GOALS

MARK PROGRESS WHEN...	TARGET
You play a game as the Attacker.	3
In a game against you, an Enemy model Fails a Confusion Test.	5
A model in your crew Incapacitates an Enemy Champion using a Gauss Rifle.	4

TIER TWO GOALS

MARK PROGRESS WHEN...	TARGET
You win a game as the Attacker.	3
In a game against you, an Enemy model Fails a Confusion Test affected by the *Grisly* Special Effect.	3
Your crew gains at least 4 XP in a single game.	4

TIER THREE GOALS

MARK PROGRESS WHEN...	TARGET
You achieve the Story Outcome of an Exclusive Objective.	3
Your crew has at least 10 Reach.	1
A model in your crew Incapacitates an Enemy Leader.	5
You have at least 4 Weapon Sets that contain a Gauss Rifle or Railway Rifle in your crew.	1



Underground Undercover

"Keep it quiet. Stick to the shadows. Just like the Silver Shroud or a spy from one of those pre-War novels, right? This is a need-to-know operation, and most folks just don't need to know. So keep your lips sealed."

- **Progression Ability:** When this crew progresses a Tier, you may select another player that you have marked in your Rivals section. You and the other player remove each other from your respective Rival sections.
- **Ascension Ability:** *On the Move* - The *Infiltration* Ploy now lets you select an Active model within 4" of an Insurgency Token, rather than 3".

TIER ONE GOALS

MARK PROGRESS WHEN...	TARGET
You Incapacitate an Enemy model using the *Booby Trap* Ploy.	3
You build a Facility.	1
You use 2 Ploys in a single Round.	5

TIER TWO GOALS

MARK PROGRESS WHEN...	TARGET
You use the *Infiltrate* Ploy on a model with the *Silenced* Weapon Trait.	5
A model in your crew gains an Intelligence Perk.	3
A model in your crew Incapacitates an Enemy Grunt using a Railway Rifle.	8

TIER THREE GOALS

MARK PROGRESS WHEN...	TARGET
Your crew has 5 Champions.	1
A model in your crew Incapacitates an Enemy Champion using a weapon with the *Silenced* Weapon Trait.	5
You modify a weapon twice.	5
A model in your crew Incapacitates an Enemy model.	15



STORY ACTION: CATCH CAPTIVE

This crew only takes captives for two reasons: they're a synth to be saved, or a problem to be stamped out.

To make this Story Action, choose a Captive model from another player's Crew Roster on your Story Sheet, then roll a die and consult the *Catch Captives Table*. This Action can't be made if the Captive was taken in your last game.

CATCH CAPTIVES TABLE

SCORE	RESULT	EFFECT
1	Compromised	The Captive breaks free from its captors, and the Railroad are forced to go to ground. Roll on the *Serious Injury Table* (***Fallout: Factions Rulebook***, pg. 55) for each model in your crew, ignoring any results other than *Resting Up*. The owner of the Captive clears the Absent box.
2-3	Escape!	The Captive breaks free from its captors, returning to its original crew. The owner of the Captive clears the Absent box.
4-6	Tell Us What You Know	The Captive sings like a bird, giving away key information on your foes before being put out of their misery. Add 1 Reach to your Crew Stash. The owner of the Captive removes it from their Crew Roster.
7-10	Lets Get You Out Here	It turns out that the Captive was a synth that the Railroad was looking to rescue. The owner of the Captive removes it from their Crew Roster. At the end of the next *Starting Positions* step that your crew takes part in, place a 30mm Base within your Setup Area. This is the Synth Captive. If a model is within 1" of this Base at the start of a *Get Moving* Action, the Active player can declare that they will carry the Synth Captive. Once a player has moved and completed the Action, move the Synth Captive from its original position until it is in contact with the model's Base. The Synth Captive should be in contact with the part of the model's Base that is closest to where the Synth Captive was previously situated. At the end of the last Round, determine which crew has the most models within 3" of the Synth Captive. If your crew has the most models within 3", add XP equal to the number of models to your Crew's Stash.

