



***C.O.M.P. KIT***



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# INTRODUCTION

## WAR NEVER CHANGES

A friendly Wasteland welcome to the **Fallout: Factions** C.O.M.P. (Competition Organization and Management Protocols) Kit! This document gives you everything you need to run competitive tournaments for **Fallout: Factions**. From the Scenarios themselves to the scoring system to see who goes home with the Caps, it's all here.

The purpose of the C.O.M.P. Kit is to provide a standardized competitive format for **Fallout: Factions**, changing the focus away from playing out an ongoing narrative campaign to something more suitable for a tournament environment. It removes some rules that are relevant only to campaigns, and provides new rules for creating crews and eight new Scenarios for competitive play. It also provides guidance for running tournaments of your own.

This is a living document, so as the game changes and grows, so will the C.O.M.P. Kit! Let us know how you think the C.O.M.P. Kit should evolve by joining us on the official Modiphuius Discord at: <https://discord.com/invite/modiphuius>.

Changes to each version of the C.O.M.P. Kit will be listed in a changelog at the start for easy reference.

## WHY TOURNAMENT PLAY?

In its standard format, **Fallout: Factions** is a campaign-based game, and this is the mode of play that most players will engage with. However, more competitive play can be an exciting change of pace. This kit is designed to help people both run and play in fun, well-organized, and balanced tournaments, as well as more competitive and finely balanced casual games outside of a tournament setting.

**Fallout: Factions** is supposed to be fun and engaging no matter what format you choose to play. As such, the C.O.M.P. Kit makes no judgment on what kind of tournament is run using the guidelines presented henceforth. Some tournaments will be intensely fought affairs, while others will be more casual and relaxed. Competitive play is just an additional way to enjoy the game, and these rules exist to help ensure players get exactly what they want from their games.

## RULES AND RULES CHANGES

**Fallout: Factions** is a game that evolves and changes with each new release and errata update. New Faction Lists will be added to the game as more areas of the Wasteland are explored. As the core game is built around a linked series of campaign games, certain elements—such as Legends of the Wasteland, Quest Lines, and Story Phase—are either altered or removed entirely to fit the C.O.M.P. Kit's format.

The following major changes are made to **Fallout: Factions** in the C.O.M.P. Kit:

- Crew creation is altered to allow for greater flexibility and choice in your crew, and each crew is assigned a fixed Chem Budget to allow for crews to be better balanced against each other and still have access to Legends of the Wasteland and Chems (p. 09).
- All of the campaign mechanics, including Story Actions, are removed from the game, as the intention is that each game is taken separately and crews do not develop and change between games (p. 04).
- There are eight new Scenarios designed specifically for tournament play to replace those found elsewhere (p. 12).



## RULES AND ERRATA UPDATES

Updates to **Fallout: Factions** will be made via official Modiphius products (such as the **Fallout: Factions Rulebook**) and through errata. Rules will be added to the **Fallout: Factions** downloads page or published as part of **Fallout Miniatures** rules packets. In order to provide time for players to adjust to changes, new rules updates, errata, and Faction Lists will not be legal in C.O.M.P. tournaments until two weeks after release. New electronic releases are available on Fridays, while errata are released on Tuesdays. In general, we recommend that organizers set crew list submission for a week in advance of the event to accommodate this.

For physical rulebooks, this week is taken from the date that the product is available to purchase on the Modiphius webstore. C.O.M.P. tournaments taking place where product is available early (such as at a convention) may allow new product to be used, although this is at organizer discretion.

Online content will be C.O.M.P. tournament legal starting the week after they are published on the Modiphius website.

Faction Lists, errata, and other free downloads for the game can be found at <https://modiphius.net/pages/fallout-factions-downloads>.

## FACTION LISTS

Faction Lists are categorised as **casual** or **competitive**. Only competitive Factions are permitted in tournament play.

As per the *Rules and Errata Updates* section, any such changes will take effect for an event a week after their initial publication date.

As of C.O.M.P. V1.0, the following Faction Lists are tournament legal:

- The Pack
- The Operators
- The Disciples
- Brotherhood of Steel
- Super Mutants (including the Centaur from Spooktober! Rules Packet)
- Survivors
- Wasteland Raiders

In addition, there are a number of supplements that give additional advantages, options or expansions to existing lists currently available. The following of these are tournament legal:

- Companion Supplement
- Legends of the Wasteland from the **Fallout: Factions Rulebook** and the Hollywood Heroes box set.



## RULES CHANGES

The following core mechanics are altered in games of **Fallout: Factions** played as part of C.O.M.P. tournaments:

- The Scenarios starting on page 12 of this document are used instead of the Scenarios or Objectives listed in any other **Fallout: Factions** products.
- Reputation is not used in tournament play. Instead, all models are recorded with their total Rating (a combination of their base Rating plus any Perks, Weapon Modifications, and Upgrades applied to them as per the *Creating Your Crew* rules, p. 8).
- Rating is never adjusted in between Scenarios during a C.O.M.P. tournament for any reason.
- The *Preparing to Play* steps starting on page 11 of this document are used instead of the steps starting on page 34 of the **Fallout: Factions Rulebook**.
- The only Ploys that can be used are Standard Ploys and the Ploys listed in each Faction List.
- Rare Chems are not kept in between games. They must either be used up in the game they are found or removed from a Stash at the end of the game. Chems purchased as part of creating your crew fully refresh between each game, but you do not retain unused doses of any Chems between games.
- Perks and Upgrades are purchased during *Creating Your Crew* on page 8.

- Crew Tier is set at Tier 1 and cannot change throughout the tournament.
- Caps and Parts are not kept between games. They must either be used up in the game they are found or removed from a Stash at the end of the game.

In C.O.M.P. tournaments, use the following altered Rating values:

- Brotherhood of Steel: Scribe with Laser Pistol (14), Scribe with 10mm Pistol (19).

## REMOVED MECHANICS

The following mechanics are not used in games of **Fallout: Factions** played as part of C.O.M.P. tournaments:

- Optional Rule: Expanded Locations (**Fallout: Factions - Battle for Nuka-World** starter set rulebook, p.27).
- Retreating (**Fallout: Factions Rulebook**, p.27).
- Scouting Locations.
- Temporary Reputation.
- Experience Points.
- Story Phase.

The following Perks have no effect in C.O.M.P. tournaments:

- *Cap Collector, Chemist, Coroner, Fast Talker, Fortune Finder, Gun Nut, Immortal, Lieutenant, Mancatcher, Outsider Recruiter, Savant, Strategist, Warden, Wayfinder.*



# SETTING UP A TOURNAMENT

## TOURNAMENT STAFF RESPONSIBILITIES

Running a successful tournament requires staff working in three different roles. For smaller events, a single individual may take on all three of these roles, and doing so is very common. At larger events, you may have the luxury of each role being taken on by a separate individual.

The **Organizer** will have the longest period of involvement with the tournament. They will likely take care of promoting the event, getting ticket sales sorted, and contacting local venues for a space to host the tournament. They will also accept crew list submissions in advance, and should check that those crew lists are tournament legal. On the day of the event, they may take in results from players and set up tables.

If you are thinking of running a C.O.M.P. tournament and you are able to find additional people to support you, you may want to divide responsibilities up between different people. One person may have the sole task of post-game data entry, whereas another may assist with setting up Terrain in addition to other duties.

**Referees** are tournament staff who will have in-depth knowledge of the *Fallout: Factions* ruleset (including the most recent errata and C.O.M.P. Kit). They will use this knowledge to answer any rules queries from the players during play. If two players are ever unsure on a rule and cannot come to an agreement on it, a Referee should be brought in to make a decision. Any decision made by a Referee is final and stands for the rest of the game, even if the ruling is found to be incorrect later after the game. Whilst an incorrect ruling should not be used as a standard for play going forwards, a quick but incorrect call in the moment will slow the day down less than stopping play for extensive rules checking.

Larger events may instead have a team of Referees with a Head Referee. In this instance, a ruling made by another Referee may be appealed by a player to the Head Referee if necessary.

During high-stakes games, such as the final of a large tournament, the Organizer may decide to have a Referee sit and watch the game to ensure rules adherence, accuracy, and a fair and satisfying outcome.

Another task for Referees is to ensure fair play between everyone taking part at an event. If they notice or are informed by a player of any breaches of C.O.M.P. tournament etiquette (p.6), the Referee should be the person to resolve it (although they are welcome to confer with other tournament staff as they see fit).

Some Organizers may ask trusted individuals to act as Player-Referees to help share the load, but ideally there should be at least one non-player Referee who can focus all their attention on this important role. Note, however, that the Organizer themselves can fill the role of Referee if needed.

The **Spare Player** is a member of the tournament team that *may* get to play. A Spare Player is used if an odd number of players arrive at an event in order to prevent a Bye (p.11). The spirit of competition is at the core of the Spare Player role—they should conduct themselves in a pleasant and social manner, but still ensure they provide a challenging and fun gaming experience for the players they are matched against.

## TERRAIN AND TABLES

Games of *Fallout: Factions* played as part of C.O.M.P. tournaments follow the same guidance for Terrain as described on pages 10 and 11 of the *Fallout: Factions Rulebook*. Organizers are encouraged to create unique, interesting tables with a mixture of Terrain. We do not provide standardized layouts for Terrain, but as a rule of thumb two sets of the Terrain included in the *Fallout: Factions - Battle for Nuka-World* starter set is a good amount of Terrain for a single table.

However, when creating Battlefields there are additional points to consider:



- Variety in Terrain and Terrain layouts across Battlefields is important for different reasons. Varied Terrain set-ups can evoke different areas of the Wasteland. A mixture of set-ups will keep players on their toes tactically. The crews of **Fallout: Factions** have varied play styles, so a mixture of set-ups will work towards no one crew being favored over another.
- Try to avoid arranging Terrain in such a way that it blocks off an area of the Battlefield from play.
- Use Terrain to create bottlenecks. These are areas of the Battlefield where different crews will be forced together and this will lead to some thrilling fights.
- Obscuring sight lines for ranged models will ensure that long-ranged crews will need to make interesting judgment calls and close-ranged crews will have a chance to seek cover from incoming fire. Use larger pieces of Terrain to break the Battlefield up, especially towards the center of the table.

Making Terrain for an event can be a hobby project all of its own! Some Organizers may ask players to bring their own Battlefields and award prizes for the best Terrain. Iconic locales from all across the **Fallout** universe can be purchased and downloaded as STLs from the Modiphius website.

Just as important as the Terrain on them, tables and the space around them should be given some consideration. **Fallout: Factions** is played on a 36 inch by 24 inch gaming area, but you will want the gaming area placed on a larger table. This will allow players space to place gaming aids that aren't currently being used, their rulebooks, and any snacks and drinks they might have.

Mobility around tables should also be given some thought. Not all spaces will be able to facilitate this, but try to provide enough space around each table for players to move around without knocking into each other. When choosing a venue and how many players you can support in it, consider the possibility you will need to set up one or more accessible tables to account for some players' needs. If a player is comfortable in doing so and discloses some form of reasonable adjustment to be made (perhaps they struggle to move around and would require to be sat at one table all day), be sure to factor this into your table layout.

If in doubt, ask them on the day or mention it to all the players (avoiding personally identifying details, except with explicit prior consent) when communicating the plan for the event.

Has a player ended up playing on the same table more than once? As long as they retain the same opponent, feel free to switch them to a different board. The actual table used doesn't really matter as long as the player match up is retained!

## PLAYER RESPONSIBILITIES

Each player should bring the following to a **Fallout: Factions** C.O.M.P. tournament:

- A number of copies of your Crew Roster (one for the Organizer, one to reference throughout the day, and one for each of your opponents), unless you are asked by the Organizer to submit them digitally.
- Some way to clearly track Chem use and the state of their models, whether on the Roster or via Tokens.
- A copy of the most recent **Fallout: Factions** rulebook (as of C.O.M.P. V1.0, this is the **Fallout: Factions Rulebook**).
- Dice (Standard and Luck).
- Tape measure or other appropriate measuring device.
- Tokens.

Sometimes in a rush before an event, a player may make an error and leave an essential piece of tournament kit at home. Organizers may want to keep spare dice, measuring devices, and the like on hand to loan out to players in these instances. Players may also want to check with other tournament attendees in case they have anything that can be borrowed!

During the tournament (both during a game and the time around games), players should observe the following responsibilities:

- **Conduct:** All players should act appropriately for the tournament environment. They should be polite and courteous to other players and event staff; they should refrain from offensive or discriminatory language or actions; and they should treat the venue and those in it with respect. Referees have the say on player conduct in all matters in the first instance, with the Organizer having the final say as needed. Breaches of conduct can lead to disqualification and removal from the tournament.
- **Cheating:** Competition is fun when all participants follow the rules and approach the game with integrity and good grace. Cheating should be treated seriously, and can lead to disqualification at the Referee's discretion.
- **Public Information:** Some parts of a **Fallout: Factions** game is open information to both players, such as the information presented on your Crew Roster. Your opponent can ask for you to reveal that information at any time, and



you are also able to ask the same of them. You must always present public information honestly and accurately.

- **Missed Rules:** Tournaments can be overwhelming and exhausting experiences for some, leading to the odd rule or two being forgotten in the heat of battle. Do your best to remind your fellow players of any missed rules, and be gracious when reminded of those you may have missed.
- **Slow Play:** Slow play is the process of drawing out your game time at the expense of your opponent's game time, in order to generate a favorable result for yourself. Engaging in slow play can lead to disqualification at the Referee's discretion.
- **Knocked Models or Tokens:** Sometimes models or Tokens can be accidentally moved from their original position. When this happens, place them back as close as possible to their original position.
- **Cocked Dice:** A cocked die occurs when a die is rolled and the end result is unclear due to how it lands. If this happens, pick up the cocked die and roll it again. If players cannot agree on whether or not a die is cocked, the Referee can adjudicate the matter using any means to decide if the die is cocked or not (i.e. the "dice stacking" method).
- **Proxy Bases:** Some players may want to use blank bases (also known as proxy bases) to help plan their strategies ahead of time during play. The proxy bases used should match the base size of the model they are planning ahead with and throughout the process of using a proxy base, the intention for any Actions should be communicated to the opponent clearly to avoid confusion.
- **Electronic Devices:** If a player is using an electronic device to either record their Crew Roster or as a rules reference, they should ensure that it is charged enough to last the

course of their games. If the battery on their device fails and they are not able to access their crew's information, they will be disqualified. As such, it is advisable to have hard copies of any Rosters or rules needed.

- **Recording Devices:** Players should ask for permission from their opponent before recording the game they are playing (by taking photos, making videos, etc).

## DISQUALIFICATION

A few elements of player etiquette can lead to disqualification from an event. The number of times a player can break an expectation of behavior before being disqualified is ultimately up to the decision of the Organizer(s) and the comfort of the other players at the event. If a player is disqualified, their results should be removed from the standings for the event and, depending on the decision of the Organizer(s), they should be disallowed from attending any further events.

Below are some examples of when an Organizer may or may not want to apply disqualification:

- Two players get into a heated argument during a game. After discussion with a Referee, one player has calmed down and is willing to proceed, but the other responds with unacceptable language and leaves the table. That player is disqualified.
- One player has been found to be using weighted dice. This would count as cheating and, therefore, the Organizer decides to disqualify that player.
- One player accuses another of slow play. The Organizer checks with this player's other opponents throughout the event and finds no issues. They also have a discussion with the player accused of slow play and can find no deliberate reason behind slow play. The Organizer reminds the player to keep an eye on their speed of play but does not disqualify them.



# CREATING YOUR CREW

Building your own unique crew is an integral part of the **Fallout: Factions** experience. There are, however, a handful of changes to how players assemble their crews for C.O.M.P. tournaments outlined in this section.

## RATINGS

In a C.O.M.P. tournament, the total Rating of your crew cannot exceed 250. Your crew consists of models, Perks, Weapon Modifications, and Upgrades. Once you have picked your crew, it cannot change for the duration of the C.O.M.P. tournament. Reputation is not used in tournament games. All crews are created as if they were Tier 1 for the purposes of crew limits.

A single Legend of the Wasteland can be purchased by spending the appropriate number of Caps. This amount cannot be adjusted by other methods, such as trading Bonus Ploys.

## MODELS

The only miniatures allowed at official Modiphius **Fallout: Factions** C.O.M.P. tournaments are those released by Modiphius Entertainment, including STLs. Miniatures from other companies, including post-apocalyptic miniatures from third party companies or 3D printed models are not allowed. Personally 3D printed conversion parts used in conjunction with Modiphius miniatures, as well as scratch-made conversion parts, are allowed.

**Fallout: Factions** is a 'WYSIWYG' (What You See Is What You Get) game system. This means that at a glance it should be obvious what each model is representing and what weapons they are carrying. Smaller items, such as hand weapons, small pistols or grenades, can be assumed to be carried somewhere hidden due to their size but including them on a model in some fashion is good practice and will help your opponents tell models apart.

Other models from the **Fallout Miniatures** range can be used as stand-in models to represent other models, providing it is approved by an Organizer prior to the event. For example Paladin Danse would make a fine stand-in model for a Brotherhood of Steel Knight with a Laser Rifle.

## CONVERSIONS

Conversions are another way for players to explore the **Fallout** setting. At official Modiphius **Fallout: Factions** C.O.M.P. tournaments, any conversions should be made up of only **Fallout Miniatures** from Modiphius Entertainment and it should still be clear what the model is armed with. As a rule, players should avoid converting a model for a distinct gameplay advantage such as positioning a model in such a way as to benefit from being Obscured more easily. Organizers may wish to ask that conversions be submitted for approval in advance of the event so that they can check it is suitable.

Should an Organizer or a Referee be made aware of a model converted to obtain a gameplay advantage, its player will be unable to use that model for the rest of the tournament and will need to use a replacement that follows WYSIWYG. If they have no such model, their Crew Roster will need to be amended and that model's Rating can be spent differently or the player can play at a Rating disadvantage.

## COMPETITIVE PLAY AND YOUR HOBBY

Some players enjoy painting their miniatures, whereas others may not or just haven't found the time to do so yet. This document doesn't set out any painting requirements for C.O.M.P. tournaments as it would provide a potential barrier to entry. Organizers are free to implement painting requirements for their events as they see fit.



## PERKS, WEAPON MODIFICATIONS, AND UPGRADES

There is a limit to how many Perks, Weapon Modifications, and Upgrades a model can purchase:

- Leader and Champion Class models can purchase up to 2 of these in total.
- Grunt Class models can purchase 1 of these.
- Legends of the Wasteland, regardless of their Class, cannot purchase any of these.

The Rating value of a Perk (apart from Luck Perks) is equal to the Requisite Value of the Perk—this is the value in parentheses given after the name of each Perk. The Rating value of a Luck Perk is equal to double the Requisite Value of the Perk.

For example, the *Big Leagues* Perk would cost 4 Rating and the *Lone Wanderer* Perk would cost 5 Rating. The *Four Leaf Clover* Perk would cost 6 Rating.

Innate Perks cannot be purchased. The same Perk cannot be purchased by a crew more than once. Perks already present on a model's Profile when selected do not count towards this limit.

Weapon Modifications use the Rating values in the applicable rulebook for that Faction.

The Rating value of Upgrades is taken from the training table for that crew. However, do not roll, instead choosing a result. You may not select to increase the model's Luck or Health.

A model's Strength, Perception, Endurance, Charisma, Intelligence or Agility cannot be raised higher than 9. No statistic can be increased more than once.

## CHEM BUDGETS

Each crew also has a Chem Budget of up to 20 Caps. This Chem Budget is used to purchase Common Chems. This Chem Budget is selected alongside your crew and expenditures are fixed for the duration of the tournament.

Common Chems are purchased for the *Cost* listed on page 103 of the **Fallout: Factions Rulebook**. The guidance for marking Chems on the same page is followed as normal. Any Common Chems not used during a game are removed from the game sheet at the end of each game.

Rare Chems cannot be purchased in C.O.M.P. tournaments.

## ROSTERS

After arriving at an event, but before the start of the first game, your Crew Roster should be handed one of the Organizers to check. If they find an error with the Crew Roster, you will need to amend it before starting your first game.



# RUNNING A TOURNAMENT

## STARTING THE TOURNAMENT

Running a tournament is a significant undertaking, and no two tournament days will ever be the same. However, at the beginning of the day, and prior to the start of the first Round of the tournament, the Organizer should make an announcement to the whole event. This should be used for general reminders about the day's proceedings, safety concerns like fire exits, or general rules of play that players should observe throughout the day.

## PAIRINGS

Pairings will decide which players are matched against each other throughout the course of a tournament. The first Round pairings are allocated randomly, the method of which is entirely up to you. Some Organizers may use tournament software to randomize this, allocate numbers to the players before pairing them up, or may draw names from a hat. In the case of an odd number of players, the last player will either get a Bye or play against the Spare Player. If players drop in subsequent Rounds, meaning that there is an odd number, then the same process applies.

## SUBSEQUENT ROUNDS

For later Rounds, a Swiss pairing system is used. Players are matched up based on their current tournament standing after the end of the previous Round. Starting with the player in first place, pair that player up with the player directly below them in the standings. Once you have matched up the first pairing, proceed to the next available pairing and repeat the process until every player has an opponent.

In the case of an odd number of players, the last player will either get a Bye (see p.11) or play against the Spare Player (p.5).

If two players that have played each other previously would play each other again, the highest ranked player in the tournament standings out of those two should instead be paired against the next highest ranked player in the tournament that they haven't played yet. This process is then repeated for the other player in that initial pairing where both players had already played together. You should either use software to determine this automatically, or hold off on announcing pairings until this has been checked. You do not wish to have to reissue table allocations after players are already beginning to set up for the Round.

## SPARE PLAYER AND ROUNDS

Regardless of the scores of their games, the Spare Player is never entered into the Round-matching process outlined above. Instead, they will always play against the player in last place in the tournament standings. If that player and the Spare Player have already played, the Spare Player is instead matched against the next lowest-ranked player they have yet to play against.

Alternatively, if your Spare Player is of a high standard, consider a "first drop" system instead, where you pair them against the player who would have been paired against the first player who dropped. This can help make play experience for everyone better if you have a skill mismatch between the Spare Player and lowest ranked.

## ROUND TIMINGS

A regular game of *Fallout: Factions* takes about an hour to play, but a game at a tournament may take longer with all the additional things that come with playing at an event. We would recommend giving an hour and fifteen minutes for each tournament Round to provide time for moving models from table to table, introductions, players clarifying the definition of Terrain types on the board, and so on.

As an Organizer, you may want to consider when players should start their game during the allotted time. You may be content with everyone starting in their own time or giving a call at a particular time to start the games.

In addition to the time for playing the games, you should structure your tournament day with additional blocks of time for players to arrive, breaks between rounds, breaks for food, and for the awarding of prizes at the end of the day.

## TIME CALLING

An Organizer or Referee may want to make calls throughout the course of a round to make players aware of how much time they have left to play. This can be done through timekeeping software, posting signs around the tournament area, or calling out or using PA announcements. Remember to consider the accessibility needs of your players when planning out time calls, and make reasonable adjustments as necessary.

We would recommend between three and four time calls throughout a Round: one to remind players to start playing, another halfway through a Round, another ten minutes before the end of the Round, and finally at the end of Round.



### Chess Clocks

Optionally, tournaments may require or allow players to use a chess clock to keep track of their time.

If allowing use of a chess clock optionally, both players must agree to their use.

When using chess clocks, put 30 minutes on each side of the clock allowing 15 minutes for set-up and breakdown. Players' time should count down when it is their Turn, with the clock being suspended for end of tournament Round scoring and admin.

### End of Round

The most important time call an Organizer or Referee must make is the End of Round call. This signals the end of a Round and when made, all games should finish the Turn and then immediately end—even if further Turns could still be taken. After five minutes, if this Turn is not complete, the Round ends regardless. After this last Turn, players should begin calculating scores.

## SCORING

Upon finishing a game, each player should total up the number of points they have earned from the *Scenario Points* section of the Scenario they just played. For each player, this can generate one of three outcomes:

- They score more points than their opponent and **win**.
- They score the same number of points as their opponent and **draw**.
- They score fewer points than their opponent and **lose**.

Each of these three outcomes are then converted into tournament points or "TPs". Each player should then note down their final Scenario points score, and the number of Search Tokens they removed from play during *Rummage* Actions. This information is used to decide tiebreakers.

## BYES

In case no Spare Player is available, a tournament with an odd number of players will need to assign a Bye result to the player ranked last in the tournament standings each Round (or the player in the first Round that doesn't get allocated an opponent).

The player with a Bye won't be able to play but will count their outcome as win, with half of the maximum points for that Scenario (rounded up) for themselves and no points for their "opponent". This result will impact tiebreakers.

## TOURNAMENT POINTS

Results from the Scenario are then translated into tournament points. A varying amount of tournament points are awarded to a player depending on the result of the Scenario they just played:

- 2 TPs for a win
- 1 TP for a draw
- 0 TP for a loss

## READJUST TOURNAMENT STANDINGS AND TIEBREAKERS

With all the results in, the tournament standings are readjusted, starting in descending order from the player with the most TPs. In the event of two or more players having the same number of TPs at any point in the tournament, tiebreakers are needed in order to provide further metrics to measure the tournament standings.

After TPs, the first tiebreaker for a player is the current total point score. This is the combined total of all point scores the player has achieved in all of their games so far. If this is a tie, then compare the wins held by each player—the one with the most is in the lead. If there is still a tie, then flip a coin to determine who is ahead.

## WINNER

The winner of a C.O.M.P. tournament is the player at the end of the allotted number of Rounds with the most points. In the event of multiple players having the same number of points, tiebreakers (see above) are used as if readjusting tournament standings.

## PREPARING TO PLAY

When setting up a game, players should follow the steps listed here.

### 1. NOMINATE LEADERS

Each crew has a default Leader. This is a model with the *Natural Leader* Perk. This model is chosen as the Leader. If there is more than one model with this Perk in the crew, the player must choose one of them.

### 2. STARTING POSITIONS

Players follow the instructions in the *Starting Positions* section of the Scenario Listing. Once this is done, each player takes a Ploy Token.

Setup is now complete, and the first Round begins.



# SCENARIOS

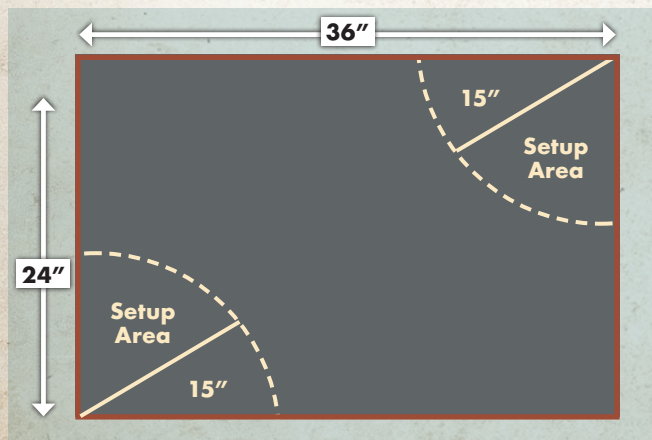
These eight Scenarios replace the Scenarios in the *Fallout: Factions - Battle for Nuka-World* starter set rulebook for the purpose of C.O.M.P. tournaments. The crews of *Fallout: Factions* can be split into one of three playstyles based on their preferred method of fighting: long range, close range, or mixed. These Scenarios have been intended to provide an even contest between all three playstyles. One Scenario may favor standing back and shooting, whereas another may favor getting up close and clobbering your foe. To rise to the top, each player will need to learn not only their crew's strengths but also how to handle their weaknesses.

The Scenarios have been divided up into four separate pairings, each one based on a particular kind of Scenario Objective. Within that pairing, the first Scenario will favor long ranged fighting whereas the second puts more of a focus on movement, spreading out, or melee. When creating a pool of Scenarios for a tournament, we would advise assembling a mixture of long ranged and movement-based Scenarios to favor one playstyle over the other as little as possible.

	FIGHT	LOOT	DEFEND	AREA
RANGED FOCUS	Confrontation	Scavenge	Chokepoint	Takeover
MELEE FOCUS	Ambush	Treasure Hunt	Crossroads	Escape

## SCENARIO 1 - CONFRONTATION

THE WINNER OF A ROLL OFF STARTS WITH THE INITIATIVE TOKEN



THE GAME LASTS FOR 4 ROUNDS

### OVERVIEW

#### Orientation and Initiative

The players should Roll Off. The winner chooses one corner of the Battlefield to be their Setup Area. The opposite corner is the other player's Setup Area.

The players should Roll Off again. The winner starts with the Initiative Token.

#### Search Tokens

After the Initiative Token has been assigned, the players take turns placing a Search Token on the Battlefield, starting with the player who didn't choose their Setup Area, until 5 Tokens have been placed. Search Tokens cannot be placed within 4" of either crew's Setup Area, or within 4" of another Search Token.

### STARTING POSITIONS

The player who chose their Setup Area sets up all of their models within their Setup Area. Then the other player sets up all of their models in their Setup Area.

### SPECIAL RULES

There are no special rules for this Scenario.

### SCENARIO DETAILS

The game lasts for 4 Rounds.

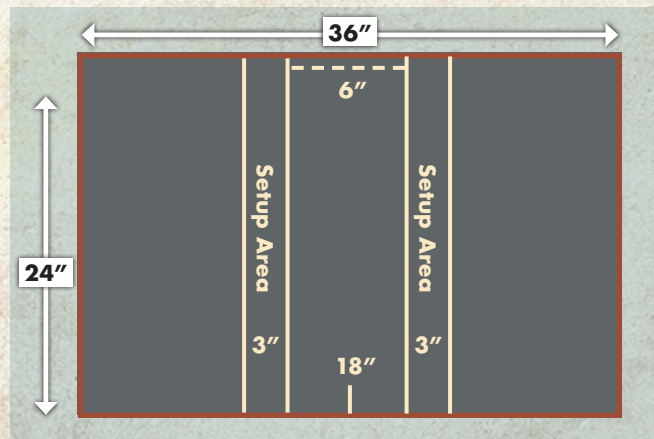
#### Scenario Points

At the end of the game, total up the Rating of all models in a crew Incapacitated or fled and divide by ten, rounding down, to determine the number of Scenario Points won by the opposing player. If all models in a crew were Incapacitated or fled, their opponent instead wins 25 points. The crew that has scored the most points is the winner.



# SCENARIO 2 - MELEE

THE WINNER OF A ROLL OFF STARTS WITH THE INITIATIVE TOKEN



THE GAME LASTS FOR 4 ROUNDS

## OVERVIEW

### Orientation and Initiative

The players should Roll Off. The winner chooses a Setup Area. The other is the other player's Setup Area.

The players should Roll Off again. The winner starts with the Initiative Token.

### Search Tokens

After the Initiative Token has been assigned, the players take turns placing a Search Token on the Battlefield, starting with the player who didn't choose their Setup Area, until 5 Tokens have been placed. The first Search Token must be placed along the centerline of the Battlefield, equidistant between the two Setup Areas. The other Search Tokens cannot be placed within 4" of either crew's Setup Area unless also placed on this centerline, or within 4" of another Search Token.

## STARTING POSITIONS

The player who chose their Setup Area sets up all of their models within their Setup Area. Then the other player sets up all of their models in their Setup Area.

## SPECIAL RULES

There are no special rules for this Scenario.

## SCENARIO DETAILS

The game lasts for 4 Rounds.

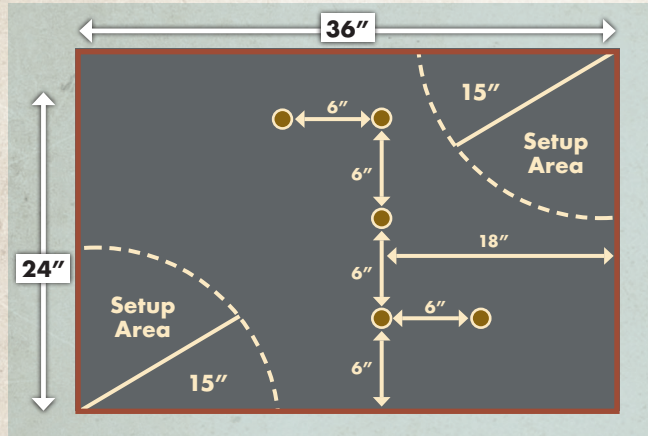
### Scenario Points

At the end of the game, total up the Rating of all models in a crew Incapacitated or fled and divide by ten, rounding down to determine the number of Scenario Points won by the opposing player. If all models in a crew were Incapacitated or fled, their opponent instead wins 25 points. The crew that has scored the most points is the winner.



# SCENARIO 3 - TREASURE HUNT

THE WINNER OF A ROLL OFF STARTS WITH THE INITIATIVE TOKEN



THE GAME LASTS FOR 4 ROUNDS

## OVERVIEW

### Orientation and Initiative

The players should Roll Off. The winner chooses one corner of the Battlefield to be their Setup Area. The opposite corner is the other player's Setup Area.

The players should Roll Off again. The winner starts with the Initiative Token.

### Objective Tokens

Place an Objective Token at the center of the table. Place 2 additional Tokens 6" either side of it towards the long edges of the Battlefield. Place another 2 additional Tokens 6" from each of these towards the short edge of the Battlefield and away from a corner in which a Setup Area can be found.

### Search Tokens

After placing the Objective Tokens, the players take turns placing a Search Token on the Battlefield, starting with the player who didn't choose their Setup Area, until 5 Tokens have been placed. Search Tokens cannot be placed within 4" of either crew's Setup Area, or within 4" of another Search Token.

## STARTING POSITIONS

The player who chose their Setup Area sets up all of their models within their Setup Area. Then the other player sets up all of their models in their Setup Area.

## SPECIAL RULES

### Looting

If a model is within 1" of an Objective Marker at the start of a *Get Moving* Action, the Active player can declare that they will carry the Objective. Once a player has moved and completed the Action, move the Objective Token from its original position until it is in contact with the model's Base. The Token should be in contact with the part of the model's Base that is closest to where the Token was previously situated. This represents the Objective being carried or dragged behind the moving model.

## SCENARIO DETAILS

The game lasts for 4 Rounds.

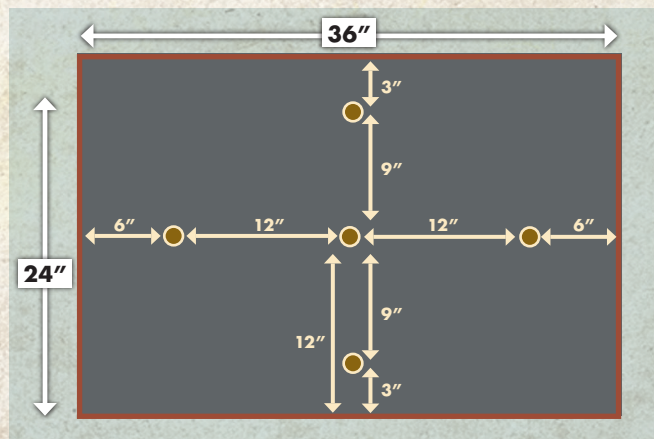
### Scenario Points

Each crew scores 5 points for each Objective that is in their Setup Area at the end of the game. The crew that scores the most points is the winner.



# SCENARIO 4 - SCAVENGE

THE WINNER OF A ROLL OFF STARTS WITH THE INITIATIVE TOKEN



THE GAME LASTS FOR 4 ROUNDS

## OVERVIEW

### Orientation and Initiative

The players should Roll Off. The winner starts with the Initiative Token.

### Objective Tokens

Place an Objective Token in the center of the Battlefield. Then place 2 additional Objective Tokens, each 12" from the center towards the short edges of the Battlefield. Place another 2 additional Objective Tokens, each 9" from the center towards the long edges of the Battlefield.

### Search Tokens

After placing the Objective Tokens, the players take turns placing a Search Token on the Battlefield, starting with the player who didn't win the Initiative Token, until 5 Tokens have been placed. Search Tokens cannot be placed within 4" of any Battlefield edge, or within 4" of another Search Token.

## STARTING POSITIONS

No models are set up at the start of the Scenario. Instead, models are placed on the Battlefield during the Round. Before the game begins, but after all Objective Tokens and Search Tokens have been placed, the players should Roll Off. The player that rolls the lowest must select one Battlefield edge to be their Entry Point. The winner then selects another Battlefield edge to be their Entry Point.

Whilst the Active player has models that are not on the Battlefield, they must pick one of them to become the Active model. They should then place the model in contact with their Entry Point Battlefield edge.

After placing the Active model, the Active player can make Actions with it as normal. Players cannot Pass until all of their models have been placed.

## SPECIAL RULES

### Looting

If a model is within 1" of an Objective Marker at the start of a *Get Moving* Action, the Active player can declare that they will carry the Objective. Once a player has moved and completed the Action, move the Objective Token from its original position until it is in contact with the model's Base. The Token should be in contact with the part of the model's Base that is closest to where the Token was previously situated. This represents the Objective being carried or dragged behind the moving model.

## SCENARIO DETAILS

The game lasts for 4 Rounds.

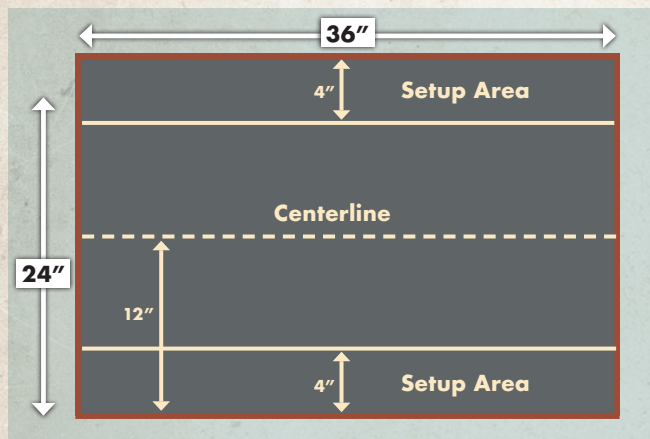
### Scenario Points

Each crew scores 5 points for each Objective that is in contact with only models from their crew at the end of the game. The crew that scores the most points is the winner.



# SCENARIO 5 - CROSSROADS

THE WINNER OF A ROLL OFF STARTS WITH THE INITIATIVE TOKEN



THE GAME LASTS FOR 4 ROUNDS

## OVERVIEW

### Orientation and Initiative

The players should Roll Off. The winner chooses one Setup Area. The opposite Setup Area is the other player's Setup Area.

The players should Roll Off again. The winner starts with the Initiative Token.

### Objective Tokens

After the Initiative Token has been assigned, place an Objective Token in the center of the Battlefield. 2 additional Objective Tokens are placed along the centerline of the Battlefield 10" away from the first Objective Token, one on each side of the Battlefield.

### Search Tokens

After placing the Objective Tokens, the players take turns placing a Search Token on the Battlefield, starting with the player who didn't choose their Setup Area, until 5 Tokens have been placed. Search Tokens cannot be placed within 4" of either crew's Setup Area, or within 4" of another Search Token.

## STARTING POSITIONS

The player who chose their Setup Area sets up all of their models within their Setup Area. Then the other player sets up all of their models in their Setup Area.

## SPECIAL RULES

There are no special rules for this Scenario.

## SCENARIO DETAILS

The game lasts for 4 Rounds.

### Scenario Points

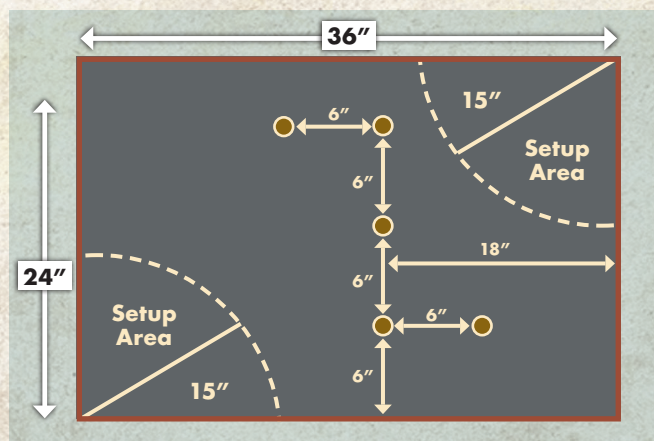
Crews are looking to claim the most Objective Tokens. An Objective Token is claimed by a crew when it has more Friendly models within 3" of it than Enemy models. At the end of each Round starting from the second, determine which Objective Tokens are claimed by which crew. A crew that claims any Objective Tokens scores 5 points. If one crew has claimed more Objective Tokens than their opponent, they score an additional 5 points.

The crew that has scored the most points at the end of the game is the winner.



# SCENARIO 6 - RAID

THE WINNER OF A ROLL OFF STARTS WITH THE INITIATIVE TOKEN



THE GAME LASTS FOUR ROUNDS

## OVERVIEW

### Orientation and Initiative

The players should Roll Off. The winner chooses one Setup Area. The opposite Setup Area is the other player's Setup Area.

The players should Roll Off again. The winner starts with the Initiative Token.

### Objective Tokens

Place an Objective Token at the center of the table. Place 2 additional Tokens 6" either side of it towards the long edges of the Battlefield. Place another 2 additional Tokens 6" from each of these towards the short edge of the Battlefield and away from a corner in which a Setup Area can be found.

### Search Tokens

After placing the Objective Tokens, the players take turns placing a Search Token on the Battlefield, starting with the player who didn't choose their Setup Area, until 5 Tokens have been placed. Search Tokens cannot be placed within 4" of either crew's Setup Area, or within 4" of another Search Token.

## STARTING POSITIONS

The player who chose their Setup Area sets up all of their models within their Setup Area. Then the other player sets up all of their models in their Setup Area.

## SPECIAL RULES

### Keep it Quiet

In the first Round of this Scenario, models cannot use the *Open Fire* Action.

## SCENARIO DETAILS

The game lasts for 4 Rounds.

### Scenario Points

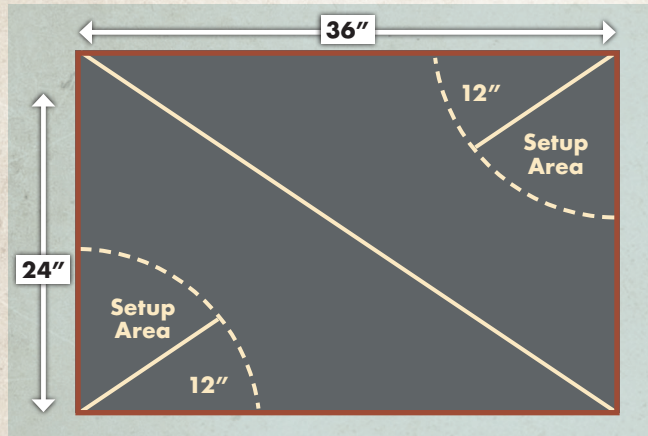
Crews are looking to claim the most Objective Tokens. An Objective Token is claimed by a crew when it has more Friendly models within 3" of it than Enemy models. At the end of each Round starting from the second, determine which Objective Tokens are claimed by each crew. Each Objective Token claimed by a crew scores that player 3 points.

The crew that has scored the most points at the end of the game is the winner.



# SCENARIO 7 - TAKEOVER

THE WINNER OF A ROLL OFF STARTS WITH THE INITIATIVE TOKEN



THE GAME LASTS FOR 4 ROUNDS

## OVERVIEW

### Orientation and Initiative

The players should Roll Off. The winner chooses one Setup Area. The opposite Setup Area is the other player's Setup Area.

The players should Roll Off again. The winner starts with the Initiative Token.

### Search Tokens

After the Initiative Token has been assigned, the players take turns placing a Search Token on the Battlefield, starting with the player who didn't choose their Setup Area, until 5 Tokens have been placed. Search Tokens cannot be placed within 4" of either crew's Setup Area, or within 4" of another Search Token.

## STARTING POSITIONS

The player who chose their Setup Area sets up all of their models within their Setup Area. Then the other player sets up all of their models in their Setup Area.

## SPECIAL RULES

There are no special rules for this Scenario.

## SCENARIO DETAILS

The game lasts for 4 Rounds.

### Scenario Points

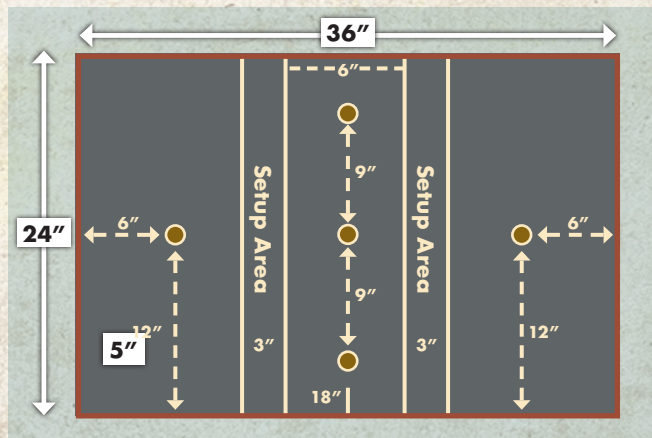
At the end of the game, each crew calculates the total Rating of all Friendly models in the half of the Battlefield containing the Enemy Setup Area. This total is divided by ten and then rounded down to determine the number of Scenario Points scored. If all models in a crew are in play and in the half of the Battlefield containing the Enemy Setup Area, then that player instead scores 25 points.

The crew that has scored the most points is the winner.



## SCENARIO 8 - ESCALATION

**THE WINNER OF A ROLL OFF STARTS WITH THE INITIATIVE TOKEN**



## THE GAME LASTS FOR 4 ROUNDS

## OVERVIEW

## Orientation and Initiative

The players should Roll Off. The winner chooses a Setup Area. The other is the other player's Setup Area.

The players should Roll Off again. The winner starts with the Initiative Token.

## Objective Tokens

Place an Objective Token at the center of the Battlefield. Next, place 2 additional Tokens above and below it, 9" away from the first Token, along the centerline of the Battlefield towards the long edges. Finally, place 2 additional Tokens to the left and right of the central Token, each one 6" from the short edge and 12" from the long edges of the Battlefield.

## Search Tokens

After the Initiative Token has been assigned, the players take turns placing a Search Token on the Battlefield, starting with the player who didn't choose their Setup Area, until 5 Tokens have been placed. Search Tokens cannot be placed within 4" of either crew's Setup Area, or within 4" of another Search Token.

## STARTING POSITIONS

The player who chose their Setup Area sets up all of their models within their Setup Area. Then the other player sets up all of their models in their Setup Area.

## SPECIAL RULES

## Escalation

After Scenario Points are scored at the end of a Round, the player who has the fewest points selects an Objective Token and removes it from the game. If there is a draw, then the player with the Initiative Token chooses which Objective Token to remove. Do not remove an Objective Token at the end of the last Round.

## SCENARIO DETAILS

The game lasts for 4 Rounds.

## Scenario Points

Crews are looking to claim the most Objective Tokens. An Objective Token is claimed by a crew when it has more Friendly models within 3" of it than Enemy models. At the end of each Round, determine which crew claims the most Objective Tokens. The crew that claims the most scores 5 points. If it is a draw, then both crews score 3 points. At the end of the game, if one crew holds both the remaining Objective Tokens, they score an additional 5 points.

The crew that has scored the most points is the winner.