Fallout®

WASTELAND WARFARE

BATTLE MODE

INTRODUCTION

While the **Fallout: Wasteland Warfare** **Campaign Handbook** introduces narrative modes of play, **Battle Mode** allows your games to focus on combat in the Wasteland –although you'll still need your survival skills.

The **Battle Mode** rulebook will give you all you need in order to play competitive scenarios and determine the victor of each battle. It supports balanced, competitive games and allows you to compete in organized tournaments.

Since combat is this mode's main focus, you will find that some features of the narrative game have been stripped down (see Restrictions, on the next page), to encourage fast, high-action encounters suitable for multiple games in tournament play.

Battle Mode has been specifically designed as a 'living' version of the game, with rules reviewed and scenarios refreshed from time to time. For this reason, it has been released online as a downloadable PDF, alongside updated Force Lists. Always make sure that you download the most up to date version, as shown, left.

The latest version of the Battle Mode rules, including updated item costs and Force Lists, can be found at www.modiphius.com/fallout-downloads .

GAME SIZE

You are free to play games of any Cap size you wish. However, we advise playing one of the following game sizes:

- **500 Caps** – A small game. Great for getting started with the contents of a faction starter.

- **750 Caps** – A medium game. Add one or two boxes of figures to increase your force.

- **1000 Caps** – A large game. Once you have spent some time with the game, play 1000 Cap games to really get the most out of your faction.

When attending a Battle Mode event, the organiser will have a set Cap size that you must adhere to. As a guide, we suggest 750 Cap forces for one-day events, or 1000 Cap forces for larger events, weekend tournaments and conventions.

Fallout
WASTELAND WARFARE

BATTLE MODE
Version 1.6 (12.06.2024)

CREDITS

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Special thanks to: Chris Birch, Rita Birch, Ben Maunder, **James Sheahan,** Jon Webb, Modiphius team.

RESTRICTIONS

1. Battle Mode does not use the following elements of the game. Do not use any mechanics or benefits from them during Battle Mode games:
- Boost Cards;
- Event Cards;
- Explore Cards;
- Danger Cards;
- Stranger Cards;
- Creature Cards;
- Quest Cards (except Broadsider);
- Solo/Co-op Mode;
- Settlement Mode.

2. A model may perform each type of quick action (movement, attack, experience, prepare) no more than once per round regardless of the number of icons it may possess.

QUICK ACTION	ICON	SUBTYPE	ICON
Movement		Move	
		Charge	
Attack		Shoot Pistol, Rifle, Heavy Action (Ranged Attack)	
		Shoot Pistol Action	
		Shoot Rifle Action	
		Shoot Heavy Weapon Action	
		Make Close Combat Action	
		Make Thrown Weapon Action	
Expertise		Use Expertise Computer	
		Use Expertise Lockpick	
		Use Expertise Search	
Prepare		No subtypes	

3. Blue effect dice added through weapon's Mod card can't trigger effects on the weapon cards it's attached. E.g. a Blue effect dice rolled for a Power Fist with a Stun Pack mod may only trigger the effect on the Stun Pack card.

4. Poison, stun or injured arm/leg weapon special effects only apply if the attacked model takes any damage (unless weapon's card stated otherwise, e.g. Re-bored Mod card).

5. Any non-creature models from the Super mutants Faction (Nightkins too) can only take Armor and Clothing items from the Super Mutants items category.

6. Each model may only take a maximum of one Armor item, one Clothing item and one armor Mod.

7. Models in Power Armor can't use Climbing Spikes item card;

8. Models in Power Armor can't use Camouflage item card.

9. A force containing any turret counts as having equipped the turret inhibitors card.
During Game Setup, when deploying models onto the Battlefield, Turrets must be placed before any other models wholly within player's deployment zone.

10. Food counts as cooked when eaten.

VERSION 1.6 TEST IDEAS

The restrictions above have been tested and used for several years of competitive tournament gaming and should be considered as balanced and ready to use.

However, we want to allow players to try out some of our new ideas for rules changes to mix things up and keep their gaming fresh.

These variations should be considered as beta rules and should only be used if both players agree to their use.

IDEA I

Do not use **Activating Models** rules at page 13 of F:WW Rulebook.

In their turn, players must choose one of their models that hasn't been Activated this round and Activate it to perform Actions. Once it has completed its Actions then the Activation is over, and play passes to their opponent. They'll continue doing this until all the models have been Activated. When this happens, the round is over and a new one begins.

Each model can only Activate once in a single round, unless another rule or special ability says otherwise.

At the beginning of a round the player with the fewest models, receive a number of additional **Readiness** tokens equal the difference between the number of models in each force.

At the beginnings of any turn that player can discard one of their **Readiness** tokens to pass play to their opponent without Activating their model. Alternatively, at the end of Activating models that player can discard one of that **Readiness** tokens to give a Reaction token to that model.

At the end of the round, all unused additional Readiness tokens are discarded.

IDEA II

Any model <u>without</u> a **Critical icon** [!] that roll a "!" symbol on main action an Attack Skill roll can test LUC. If successful this attack counts as a Critical Attack instead of the weapons standard attack.

Players can choose not to use the Critical Effect and it will be lost.

Models <u>with</u> **Critical icon** [!] use rules from CRITICAL ATTACKS section 6.3 of F:WW Rulebook as usual.

You can always leave your feedback or share your opinion about these ideas on the Modiphius forum page https://forums.modiphius.com/t/battle-mode-information/21232?u=d511.

BUILDING YOUR FORCE

The first step in building a force is choosing which faction you want to play. From the imposing Super Mutants, to the brave Brotherhood of Steel, each faction has its own look, play style and advantages and restrictions.

Once you have chosen your faction, you can select models, weapons, items, Mods, Perks and Leader cards to build your force. Remember to download the most recent set of points and force restrictions to ensure you build a legal force.

HEAVY WEAPONS

Due to the power and rarity of heavy weapons, you are limited in the number you can include in a force.

- In a **500 Cap** game, you can buy up to one heavy weapon and two Turrets. .

- You can buy one additional heavy weapon or Turret for your force for every **250 Caps** thereafter.

- You can take one additional Heavy Weapon item that cost equal or under 30 Caps for game size of **500 Caps** or more.

EQUIPPING A MODEL

When building your force, you pick one or more models, adding weapons, items, Mods and Perks as you see fit.

- A model can carry as many weapons and items as they desire, within their budget.

- A model can take up to one Mod per weapon.

- A model can take as many or as few Perks as they can afford.

- Models can be Heroic. A force can include as many or as few Heroic models as you choose. Note that not all models can be made Heroic; this will be specified in their model entry.

One model in your force must be designated as the force Leader (this does not have to be a Heroic model). You may add up to one Leader card to that model for the given Caps cost.

EXAMPLE MODEL LISTING

Shown above is a model entry, as found on a Force List. This shows which equipment the model may carry, as well as whether they may be Heroic.

The reverse of the Force List (shown right) details both model costs and the cost of any items you may want to add to the model.

In this case, the player decides to take Piper's name literally and concentrate on pipe weapons!

MODEL COSTS	
Cait	137
Codsworth	120
	90
	104
	100
	33
	59
	160
	54
Mr Handy	100
Nuka Cola Girl	60
Piper	76
Preston Garvey	124
Ronnie Shaw	114
Scavenger	30
Settler	40
Sole Survivor	95
Sole Survivor Day One	70
Sole Survivor Loner	140
Sturges	100
X6-88 Courier	188

PIPER

May be...	Heroic
May carry...	Baseball Bat , Board, Machete, and/or Pipe Wrench
	Baseball Grenades and/or Fragmentation Grenades
	.44 Revolver, 10mm Pistol, and/or Pipe Pistol

ITEM COSTS	
Heroic	60
Gatling Laser	30
Minigun	30
Missile Launcher	30
Laser Rifle	30
Plasma Rifle	24
Hunting rifle	20
Double-Barrel Shotgun	17
Institute Laser Rifle	17
Combat Rifle	14
Laser Musket	11
Bolt-Action Pipe Rifle	10
Combat Shotgun	10
Assault Rifle	8
Gamma Gun	23
Laser Pistol	7
.44 Revolver	6
10mm Pistol	6
Alien Blaster	6
Pipe Pistol	5
Thirst Zapper Cola	4

ITEM COSTS	
T-60 Power Armor	72
T-51 Power Armor	54
T-45 Power Armor	36
Power Armor Frame	15
Stun Baton	30
Super Sledge	30
Deathclaw Gauntlet	15
Sledgehammer	12
Board	9
Baton	8
Pipe Wrench	7
Ripper	7
Baseball Bat	5
Machete	5
Bottlecap Mine	20
Fragmentation Mine	10
Fragmentation Grenade	7
Baseball Grenade	6
Pulse Grenade	5
Stimpack	58
Nuka-Cherry	40
Nuka-Cola	30

Buying Piper costs 76 Caps.
Making her Heroic costs a further 60 Caps.
A Pipe Pistol costs 5, a Pipe Wrench 7, while Baseball Grenades are 6 Caps each. Buying three of these brings the total spend to 166 Caps.

PREPARING THE BATTLEFIELD

Fallout: Wasteland Warfare is designed to be played on a table or battefield with a default size of 3'x3' (90cm x 90cm). The maps and measurements provided work on a board of this size. However, players and Event Organisers (EO) are free to experiment with other table sizes, if they wish to.

SCENERY

There are two methods to set up your table. For casual gaming, we recommend method one. For competitive gaming, we recommend method two.

Method One
Recommended for casual gaming:

- Players should **take turns** placing one piece of scenery, until there are **12-16 pieces of scenery**, split evenly between line of sight blocking and cover granting pieces.

- Scenery should always be placed **greater than Yellow** from another piece.

Method Two
Recommended for competitive gaming:

Before an event starts, the organizer(s) should place **14 pieces of scenery** per table.

- These should be a mix of line of sight blocking and cover-granting pieces.

- Scenery should always be placed **greater than Yellow** from another piece.

- These should be evenly split between both sides of the table, and make for an interesting game, where tactical choices should be made when choosing table sides and playing the game.

OBJECTIVE MARKERS

Before each game, both players take 5 markers (we suggest **Investigation Markers 1-4** and **Blank** for one player, **5-8** and the **Tool Box** for the other), to represent Objective Markers, or use Objective Markers from the resin set. Players then secretly allocate each of these to one of the following objectives. No objective can be chosen more than twice by each player.

INVESTIGATION MARKER

- Locked Safe (Lock Pick)
- Hidden Item (Search)
- Secure Console (Computer)
- Passing Wastelander (Presence)
- Trophy Wrack (Melee)
- Trick Shot (Ranged)

Players alternate placing one of their markers face down on the table until all ten are placed. Each player should place two in their own half of the table, one on the center line, and two in the enemy half.

No marker can be placed within **Red** of a table edge or within **Blue** of another Objective Marker belonging to the same player. No marker can be placed touching any other scenario marker (friendly, enemy or neutral).

If an unengaged model is in base-to-base contact with one of their Objective Markers, they can spend an action to attempt the related skill check. If the check is a success they score one victory point and remove the Objective Marker from the table.

An enemy model that is in base-to-base contact with an Objective Marker can turn it face up but not interact with it in any other way.

END OF GAME

If a player has no remaining models on the table, the game continues. Each time they would activate a model. they immediately pass play back to their opponent. Play continues until the end of the game as designated by the scenario. A player can win a game if they are ahead on victory points at the end of the game, even if all their models are destroyed.
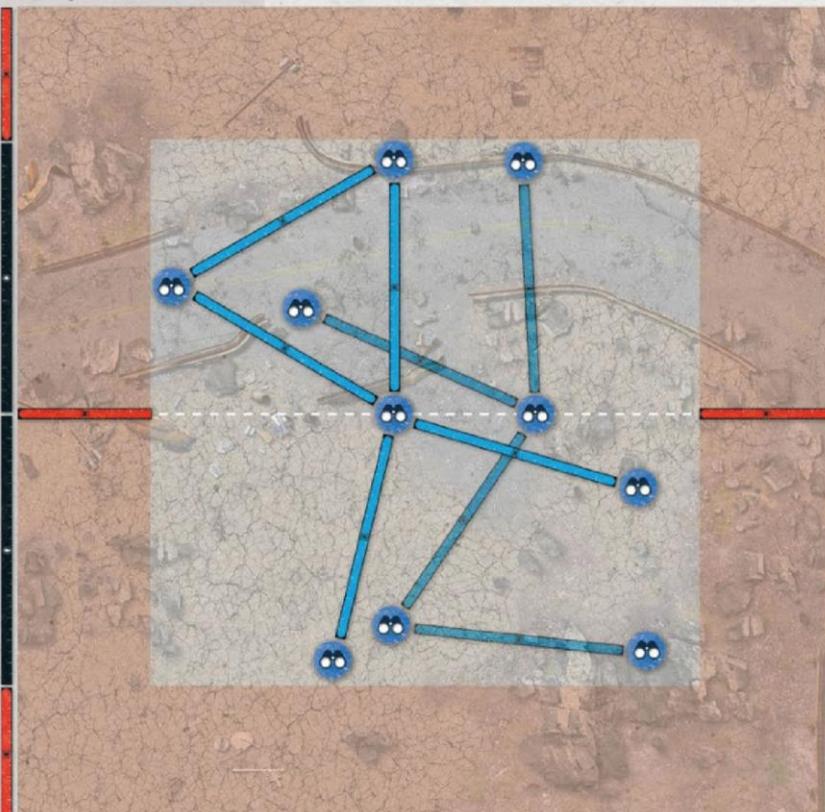
NOT TO SCALE

SCENARIOS

HOLD THE LINE

After a brutal dust storm, a new vault has been exposed. Your force must race to capture the entrances and hold them from the enemy.

SCENARIO RULES

Starting from the end of round 2, a player scores one victory point for each Searchable Marker with which they have at least one friendly model in base contact, as long as no enemy models are also in base contact with the same marker.

Game Duration: 6 rounds.

Victory Conditions

The player who scores the most victory points wins the game.

BATTLEFIELD SETUP

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

Place **2 Searchable Markers** on the board as shown. Each is centered Black+Red up the board, and Red from the table edges.

Both players roll 2 Black dice, the player rolling the most ✴ winning. In the event of a tie, the player who rolled the most ✴ wins. If this is also a tie, players should re-roll until a winner is decided. The winner chooses which table edge along which to deploy.

DEPLOYMENT ZONE 1

DEPLOYMENT ZONE 2

NOT TO SCALE

The losing player can then choose to deploy a model first or second. Players alternate, placing one model on the board within Red of their table edge until both players have placed all their models on the board.

The first player to deploy all their models receives the Advantage Marker and chooses which player has priority in round 1.

THEIR THICK ARMOUR AND ADVANCED WEAPONRY GIVE THE BROTHERHOOD AN EDGE IN BATTLE

DEFEND YOUR STASH

The enemy force has arrived to claim key resources you need for your settlement. Drive them off before they grab all the loot for themselves!

SCENARIO RULES

Starting from the end of round 2, a player scores victory points as shown below. A player controls a Searchable Marker if they have at least one friendly model in base contact with it, as long as no enemy models are also in base contact with the same marker.

- Controlling the middle marker: 1 point each round.
- Controlling the enemy 'home' marker: 2 points each round.

Game Duration: 6 rounds.

Victory Conditions

The player who scores the most victory points wins the game.

BATTLEFIELD SETUP

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

Place **3 Searchable Markers** on the board as shown – one in the center of the table (centered **Black+Red** from each table edge), and two diagonally away (centered Black from each table edge, on opposite sides of the table).

The Searchable Marker closest to your table edge counts as your 'home' marker – the one furthest away counts as the enemy's 'home' marker.
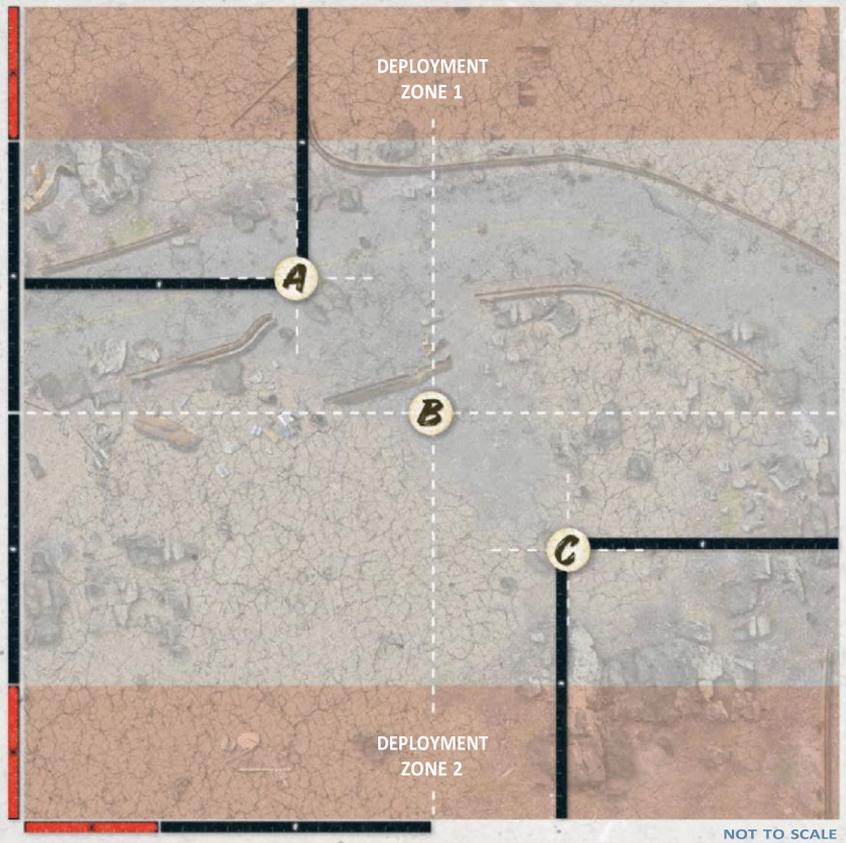
DEPLOYMENT ZONE 1

DEPLOYMENT ZONE 2

NOT TO SCALE

Both players roll 2 Black dice, the player rolling the most ✷ winning. In the event of a tie, the player who rolled the most ✷✷ wins. If this is also a tie, players should re-roll until a winner is decided. The winner chooses which table edge along which to deploy.

The losing player can then choose to deploy a model first or second. Players alternate placing one model on the board within Red of their table edge until both players have placed all their models on the board.

The first player to deploy all their models receives the Advantage Marker and chooses which player has priority in round 1.

EACH OF THE SOLE SURVIVOR'S COMPANIONS BRING THEIR OWN INDIVIDUAL SKILLS TO PLAY

EXTRACT THE INFORMATION

Sometimes the junk lying around in the wasteland isn't just junk… A network of consoles has recently come alive and now you must race to extract any useful information from it, or stop your opponent gaining access to it.

SCENARIO RULES

At the start of the game, players must choose if they are hackers or smashers. Both players can choose the same option.

Each round after the first, a hacker scores one victory point each time a friendly model successfully passes a **Use Computers Test** while in base contact with a marker. Each marker can only be scored once per round.

Each round after the first, a smasher scores one victory point each time a friendly model successfully passes an Agility Test while in base contact with a marker. Each marker can only be scored once per round.

### Game Duration: 6 rounds.

Victory Conditions

The player who scores the most victory points wins the game.

BATTLEFIELD SETUP

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

Place **3 Searchable Markers** showing the Computer Skill icon as shown – one in the centre of the table (**Black+Red** from each table edge), and one either side of this Black from each table edge.

DEPLOYMENT ZONE 1

DEPLOYMENT ZONE 2

NOT TO SCALE

Both players roll 2 Black dice, the player rolling the most ✹ winning. In the event of a tie, the player who rolled the most ✷✹ wins. If this is also a tie, players should re-roll until a winner is decided. The winner chooses which table edge along which to deploy.

The losing player can then choose to deploy a model first or second. Players alternate placing one model on the board within Red of their table edge until both players have placed all their models on the board.

The first player to deploy all their models receives the Advantage Marker and chooses which player has priority in round 1.

FLANKED BY HIS CLOSEST ALLIES, NATE EXPLORES THE WASTELAND

RAIDERS

After several days of intense work, your settlement has built up a nice collection of supplies and weapons. However, such a concentration of loot will always attract the attention of those who prefer to steal than toil.

SCENARIO RULES

Players can reveal their opponent's Searchable Markers by passing a **Search Skill Test**. If a blank marker is revealed, remove it from the table.

A player scores one victory point for each revealed enemy marker that they have a model in base contact with. Each marker can only be scored once per round.

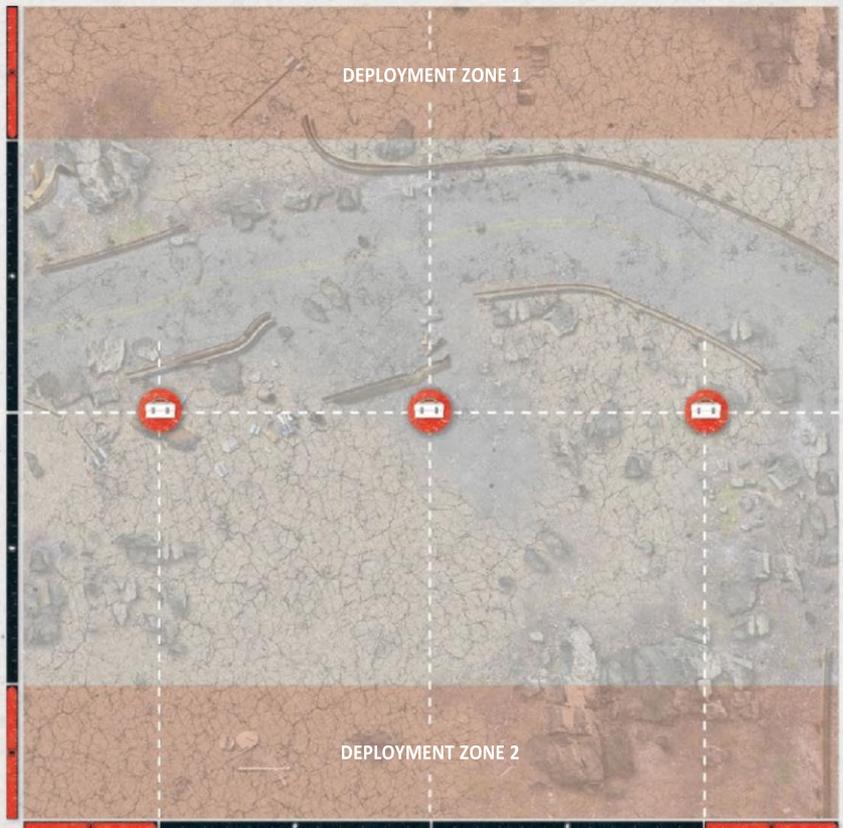**Game Duration:** 6 rounds.

Victory Conditions

The player who scores the most victory points wins the game.

BATTLEFIELD SETUP

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

Each player takes **2 Lettered and 1 Blank Searchable Marker**, shuffles them and places them Red up the board, one in the centre (Black+Red from each table edge), and one either side, Black from each table edge as shown above.

Both players roll 2 Black dice, the player rolling the most ✷ winning. In the event of a tie, the player who rolled the most ✶✷ wins. If this is also a tie, players should re-roll until a winner is decided. The winner chooses which table edge along which to deploy.

DEPLOYMENT ZONE 1

A   B   C

D   E   F

DEPLOYMENT ZONE 2
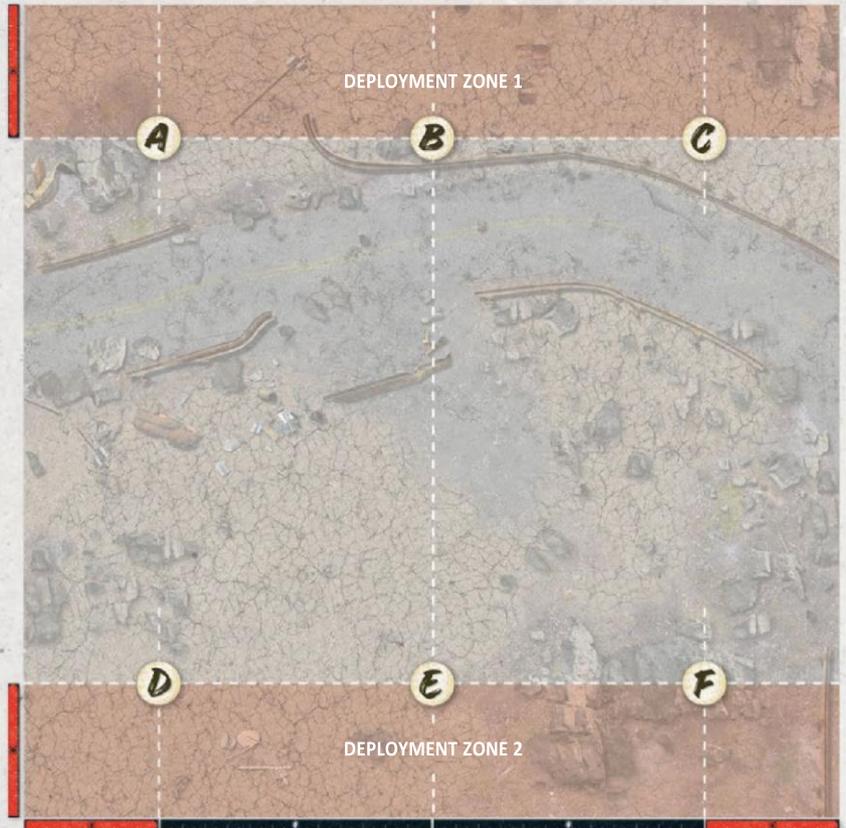
NOT TO SCALE

The losing player can then choose to deploy a model first or second. Players alternate placing one model on the board within Red of their table edge until both players have placed all their models on the board.

The first player to deploy all their models receives the Advantage Marker and chooses which player has priority in round 1.

THE MINUTEMEN SEEK TO BRING A SEMBLANCE OF LAW AND ORDER TO BOSTON

SCRAPYARD

There is a rumor that there is a scrapyard nearby full of useful resources to help build up your settlement.

SCENARIO RULES

Starting from round 2, a model can take a **Search Skill Test** while in base contact with a Searchable Marker. Each successful test scores the player one victory point. More than one model can search a marker each round, and enemy and friendly models can both search the same marker during a round.

Players are not limited to one search per round, but if they roll an X when making a Search Test, no models can search that Searchable Marker again that round.

Game Duration: 6 rounds.

Victory Conditions

The player who scores the most victory points wins the game.

BATTLEFIELD SETUP

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

Place **3 Searchable Markers** as shown above – one in the center of the board (centered **Black + Red** from each table edge), and one either side of this **Black** from the table edge.

Both players roll 2 Black dice, the player rolling the most ✸ winning. In the event of a tie, the player who rolled the most ✸ wins. If this is also a tie, players should re-roll until a winner is decided. The winner chooses which table edge along which to deploy.

The losing player can then chose to deploy a model first or second. Players alternate placing one model on the board within Red of their table edge until both players have placed all their models on the board.

The first player to deploy all their models receives the Advantage Marker and chooses which player has priority in round 1.

DEPLOYMENT ZONE 1

DEPLOYMENT ZONE 2

NOT TO SCALE
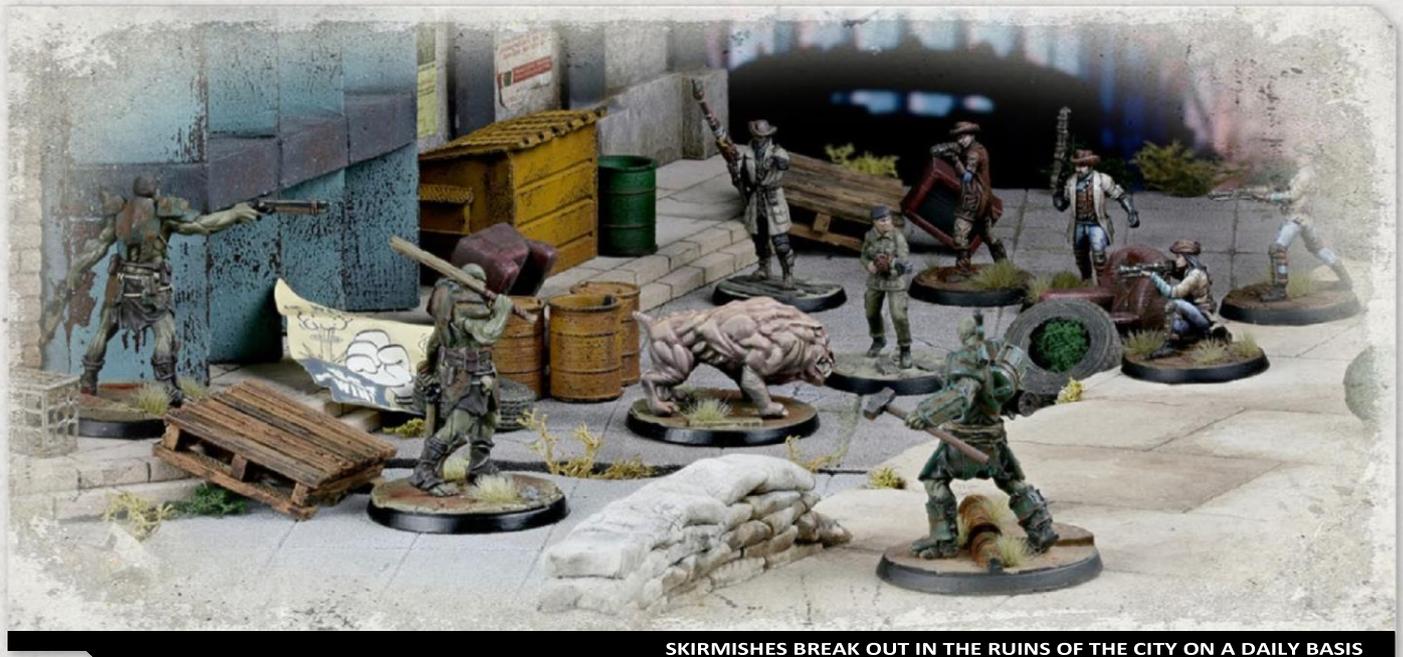
SKIRMISHES BREAK OUT IN THE RUINS OF THE CITY ON A DAILY BASIS

MAXIMUM OVERDRIVE (BALTIC WASTELAND)

In some places in the Wasteland, there are still cars preserved from ancient times and still not looted by anyone. Such machines may contain working micronuclear reactors that can be extracted and then profitably sold or used for their own purposes.

But nothing comes easy in the Wasteland and some other faction has exactly the same idea. Apparently, in order to get the prize, you will have to leave behind several corpses.

SCENARIO RULES

Before starting the game, both players must select two models from their force to be responsible for carrying containers for storing micronuclear reactors. The models carrying the containers will be considered to be always moving on difficult terrain. In addition, they cannot perform any other actions than movement, unless they have dropped the container.

Dropping a container is an automatic effect that does not require spending Actions, but to pick up it again, they will have to spend one of their Actions (not quick actions).

If the miniature with the container is killed, the container will fall to the ground as if the model dropped it.

When one of the models carrying the container comes into base contact with the car, it can spend its main Actions (not quick actions) to remove the micronuclear reactor from the car's power management unit.

Keep track of the number of withdrawn reactors that each model carries. Obviously, cars have a limited and variable number of untreated reactors, so after each unscrewed reactor from any car, you will need to roll the Lucky dice. If an empty face falls, the power supply will be completely disassembled and it will no longer be possible to get micronuclear reactors from the car.

In the case that your and the enemy's models come into contact with the same car, no models will be able to spend Actions on obtaining reactors, since it is quite difficult to disassemble anything with an enemy so close.

A model can take or give a storage container to a friendly model by spending an Action.

Duration of the game: 6 rounds.
Victory conditions
At the end of the game, you will need to add up the number of micronuclear reacators in each container, carried by the models on each side. The force with the highest number will win the game.

If both players score the same number, the game ends in a draw.

PREPARING THE GAME TABLE

The Objective markers section on page 5 of the Battle Mode rulebook is not used in this mission. Both players take turns placing the car terrain (Modiphius corvega's size will fit perfectly) on the table (randomly determine who will place the car first).

Players must field one car for every 250 caps (total 4 cars for 1000 caps game). These cars must be located in the central zone - Red from the central line of the table, at least Red one from another.

The deployment zone of each force is Yellow. Follow the general rules for determining the placement of models.

We recommend using no less than 10-12 pieces of scenery. These should be a mix of line of sight blocking and cover-granting pieces. Scenery should always be placed greater than Yellow from another piece.

These should be evenly split between both sides of the table, and make for an interesting game, where tactical choices should be made when choosing table sides and playing the game.

CHASING PONIES (BALTIC WASTELAND)
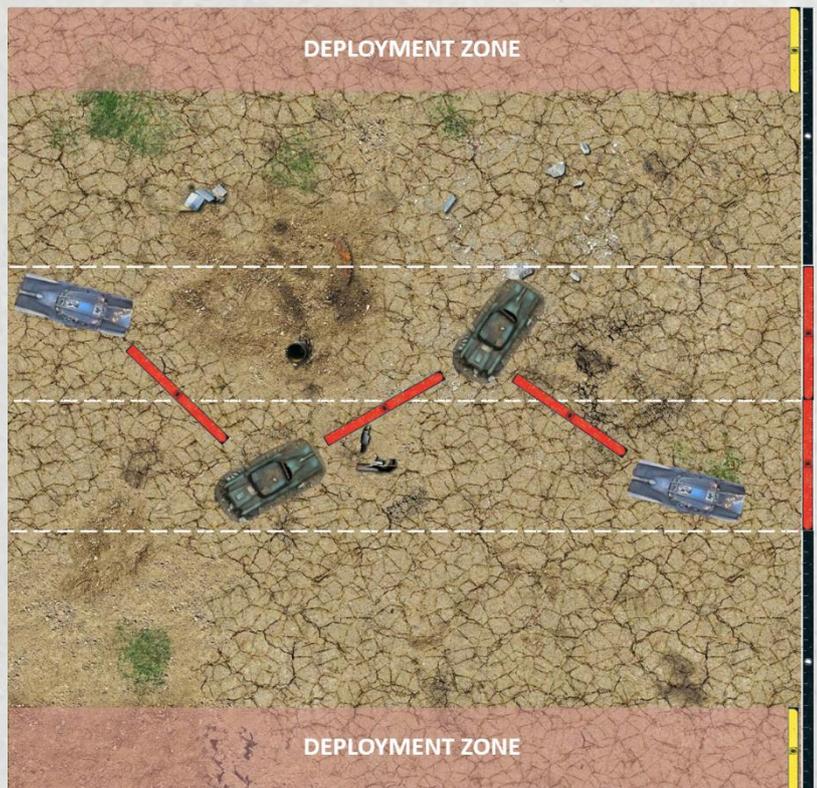
There are rumours about a pre-war RobCo factory located somewhere in the Wastelands. A batch of Robopony have been located on its territory, wandering aimlessly around the factory for years. These robots are highly appreciated by the merchants of the Hub. Unfortunately, due to the devastating effects of the Wasteland, their central processing units will soon fail, which threatens them with a complete and final shutdown. But the caps that you could get for selling them are worth the risk you run of trying to catch and bring them to the Hub.

SCENARIO RULES

You need to randomly place 6 markers.

These markers are Roboponies, they do not block the line of sight, do not impede movement and do not provide cover. They can be represented by markers or corresponding models.

All markers must be at ground level (if a random distribution makes this impossible, move them to the nearest available location).

In the centre of the table, throw a scatter + d6 to determine the position of each pony from the centre of the table based on the value on the die multiplied by 2' and in the direction determined by the scatter.

Then, at the beginning of each round, you must roll a scatter +d6 for each pony without an owner, including the first one. If you get a score from 1 to 5, the pony will move Yellow in the direction indicated on the scatter. If this move causes the Robopony to leave the table, she will get lost in the Wasteland and will be permanently removed from the game.

Roboponies will always move at ground level and in a straight line and will not climb any terrain objects, but will ignore difficult terrain. If this movement causes the Robopony to cross an impassable terrain or end its activation inside a terrain element where it cannot be placed, move it back to the last valid position on its route.

If the result is 6, the Robopony will have an increased CPU overload, which will force it to stay in place; put an overload marker next to it. If the same pony gets three overload markers, its CPU will burn out. It will no longer be of any value and will be removed from the game table.

The model can take control of the Robopony from another friendly model or voluntarily give it up by spending one Action. Any model with 4+ INT can start to control a Robopony by being in base contact with it and spending one Action. Each model can control up to two Roboponies. If the model controlling the Robopony dies, it will start moving again at the beginning of the next round.

Duration of the game: 6 rounds.
Victory conditions

At the end of the game, each Robopony held by a model gives one victory point to its side, plus one additional victory point for each overload marker it has. The side with the highest number of victory points becomes the winner.

If both players score the same number of victory points, the game is considered a draw.

PREPARING THE GAME TABLE

The Objective markers section on page 5 of the Battle Mode rulebook is not used in this mission. The deployment zone of each force is Yellow. Follow the general rules for determining the placement models.

We recommend using no less than 10-12 pieces of scenery. These should be a mix of line of sight blocking and cover-granting pieces. Scenery should always be placed greater than Yellow from another piece.

These should be evenly split between both sides of the table, and make for an interesting game, where tactical choices should be made when choosing table sides and playing the game.

THE LAST SIP   (BALTIC WASTELAND)
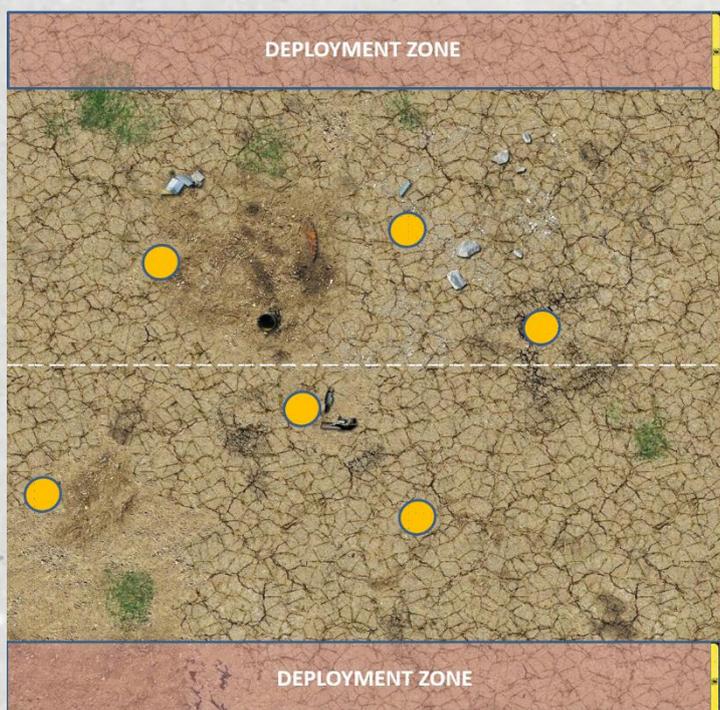
In the Wastelands, water is gold, and pure water is pure gold. In a remote area, several automatic water pumps have been discovered extracting clean groundwater. And immediately the struggle for control over them begins.

SCENARIO RULES

You must randomly place 6 markers. In the centre of the table, roll a scatter + d10 to determine the position of each marker from the centre of the table based on the value on the die multiplied by 2" and in the direction determined by the scatter. If the value 9-10 roll out, re-roll the dice.

These markers will represent water pumps and their complex pumping systems. They can be represented by corresponding terrain elements or markers the height of a human model.

All markers must be at ground level. If the result of the dice roll makes this impossible, move the marker to the nearest available place at ground level.

The model cannot control two different pumps at the same time, even if they are close enough to touch both of them at the same time. The player must choose which one to control.

The pumps can be activated. To do this, the model in base contact with the marker must check the Computers skill with a -2 penalty. If successful, the pump will be activated, but if the check fails, the pump system will fail and will not be able to work until the end of the game.

Duration of the game: 6 rounds.
Victory conditions
At the end of the game, each pump activated and controlled by the player will bring him 3 victory points, while a controlled but not activated pump gives only 1 point. Faulty pumps do not bring victory points. The side with the highest number of victory points becomes the winner. If both players score the same number of victory points, the result of the game is considered a draw.

PREPARING THE GAME TABLE

The Objective markers section on page 5 of the Battle Mode rulebook is not used in this mission.

The deployment zone of each force is Yellow.

Follow the general rules for determining the placement models.

We recommend using no less than 10-12 pieces of scenery. These should be a mix of line of sight blocking and cover-granting pieces. Scenery should always be placed greater than Yellow from another piece.

These should be evenly split between both sides of the table, and make for an interesting game, where tactical choices should be made when choosing table sides and playing the game.
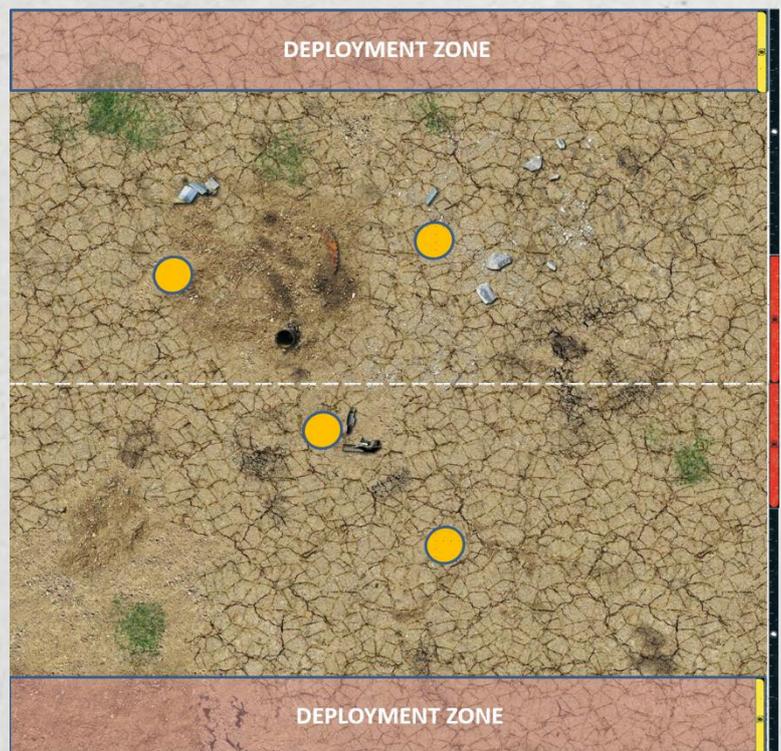
CLOUDS ON THE BORDER (BALTIC WASTELAND)

Sooner or later, there comes a time when the areas of influence of faction cross over. Then brute force comes into play, because respect and fear are what keep enemies away from your territories. Therefore, from time to time, factions engage in border skirmishes in order to find out who will control a particular territory.

SCENARIO RULES

You need to place 6 markers. These markers will represent enemy positions that need to be occupied to force them to retreat.

Markers do not occupy physical space, so they do not affect the line of sight in any way, do not provide cover, do not interfere with movement and they must be marked with appropriate tokens.

Each marker must be at least Blue away from any other marker and at least Orange from any edge of the table.

Each player takes turns placing one marker in his own deployment zone, then one marker in the opponent's deployment zone and one in the central zone.

Duration of the game: 6 rounds.

Victory conditions

At the end of each round, each marker gives victory points to the side that controls it. Markers in their own deployment zones do not bring victory points, markers in the opponent's deployment zone bring 3 victory points each. Markers in the central area of the table bring 1 victory point each.

At the end of the game, the winner is the side with the highest number of victory points. If both players score the same number of victory points, a draw is declared.

PREPARING THE GAME TABLE

The Objective markers section on page 5 of the Battle Mode rulebook is not used in this mission.

The deployment zone of each force is Yellow.

The central area is Red from the centre line of the table.

Follow the general rules for determining the placement models.

We recommend using no less than 10-12 pieces of scenery. These should be a mix of line of sight blocking and cover-granting pieces. Scenery should always be placed greater than Yellow from another piece.

These should be evenly split between both sides of the table, and make for an interesting game, where tactical choices should be made when choosing table sides and playing the game.

GECKO HUNTING (BALTIC WASTELAND)
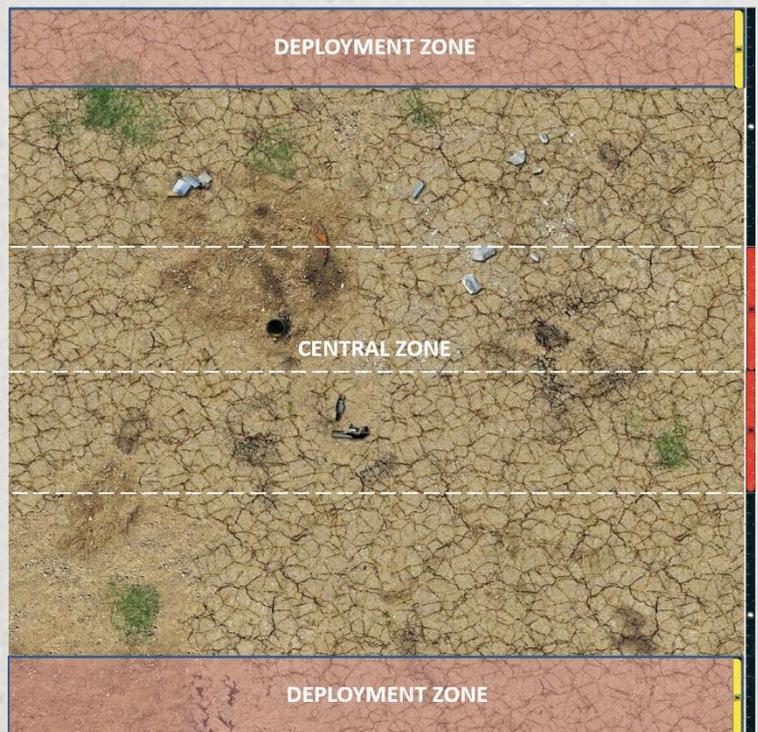
Everyone knows that the skins of Golden Geckos are highly valued in every corner of the Wasteland. However, their eggs are even more appreciated! The fragrance, the colour...and what a wonderful scrambled egg they make! But getting the skins, and even more so the eggs of the Golden Gecko, may be more difficult than it seems at first glance. So it's worth getting together in a group to find them.

SCENARIO RULES

Four Golden Geckos are placed in the centre of the table at ground level (if this is not possible, they will be placed in the nearest available place). Geckos will be represented by markers or corresponding miniatures on a 30mm base, but they do not block the line of sight, do not provide cover, do not interfere with movement, etc.

At the beginning of each round, including the first one, each Gecko makes two movements. You need to throw a +1d6 scatter and in case of a result from 1 to 5, it will move Yellow in the direction indicated by the scatter. At 6 the Gecko will lay an egg.

The Gecko always moves at ground level and in a straight line, and will not climb the elements of the terrain. If the last move takes it to a place where it cannot be placed, its movement will be reduced enough so that it can be placed.

Any model with 4+ INT can catch a Gecko or pick up an egg by being in base contact with them and spending one Action. This Action is considered to be an interaction with the wasteland. Each miniature can carry a maximum of one Gecko and any number of eggs. If the model with the Gecko is killed, it will move again at the beginning of each round.

A model can receive or give away a Gecko or any number of eggs to another allied model using the Action. You can also decide to release the Gecko voluntarily.

Duration of the game: 6 rounds.

Victory conditions

At the end of the game, each Gecko held by a model from your force earns 1 victory point, and each egg earns 3 victory points. The side with the most victory points becomes the winner.

If the players scored the same number of victory points, it is considered that the game ended in a draw.

PREPARING THE GAME TABLE

The Objective markers section on page 5 of the Battle Mode rulebook is not used in this mission.

The deployment zone of each force is Yellow. Follow the general rules for determining the placement models.

We recommend using no less than 10-12 pieces of scenery. These should be a mix of line of sight blocking and cover-granting pieces. Scenery should always be placed greater than Yellow from another piece.

These should be evenly split between both sides of the table, and make for an interesting game, where tactical choices should be made when choosing table sides and playing the game.
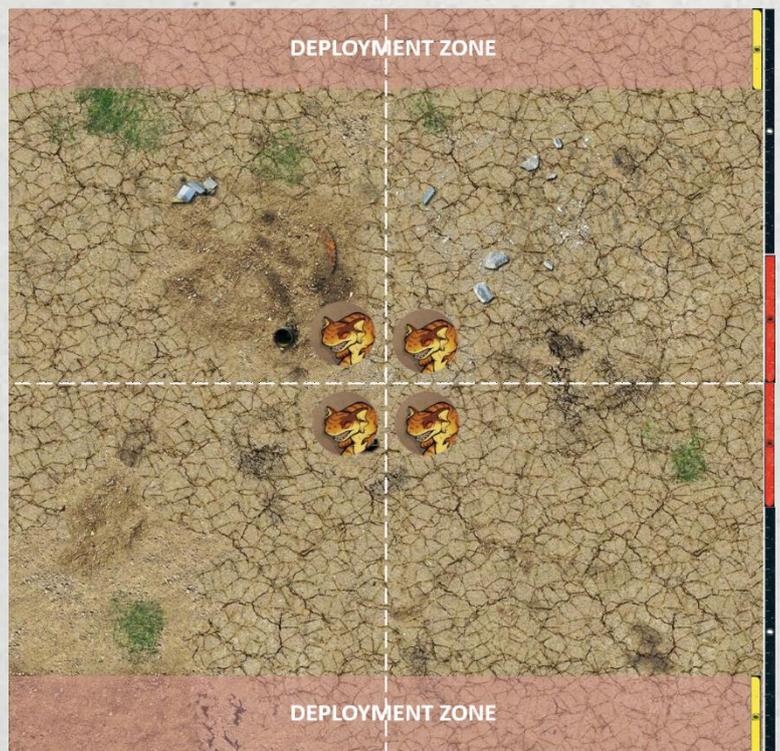
TAKE THE GROUND (DANIEL HAUMANN)

Scenario Aim
The aim of this scenario is to control key points on the battlefield.

Mission Markers
To control a mission marker one player has to have more models within Orange distance. Mission markers do not block line of sight. Models may move through object markers, but can't end their movements on them.

Victory points are scored at the end of the third and the sixth round and grant the controlling player 2 points for each controlled marker. Only active markers can be scored.

Before the game begins and after scoring in the third round, roll a red dice on the table below to see which markers are active.

Red Dice Result	Active markers round 3	Active markers round 6
1	5	5
2	1, 3	2, 4
3	1, 3 ,5	2, 4, 5
4	1, 2, 3, 4	1, 2, 3, 4

SCENARIO RULES

Special objects:
Before the game starts each player may secretly select up to two of the following options:
• Kill the enemy leader grants 1VP.
• Kill more units then your opponent 1VP.
• Resolve more Searchables than your opponent 1VP.
• Kill a model with 10 or more Health (Calc at the beginning of the battle, incl. PA bonus) 1 VP.
• Kill more than 50% of the enemy force grants 1VP.
• Have more units in the opponent half of the board 1 VP.
• All Searchables must be resolved 1 VP.
• Your leader surviving the game grants 1VP.

Duration of the game: 6 rounds.

Victory conditions
The player with the most victory points wins.

PREPARING THE GAME TABLE

1. Roll off to see which player has the advantage.
2. Place one investigation marker showing the number 5 on the centre of the battlefield
3. The players then alternate deploying four investigation markers one by one. Each must be placed at least Yellow away from the player's deployment zones and Blue distance to each other. The starting player places the investigation markers showing the number 1, 3 and the other two showing 2, 4.
4. Take 8 Searchable markers (2x Hacking, 2x Lockpick, 2x Search, 2x Blank)
5. Players take turns placing the Searchable markers on the board. Each marker should be at least Yellow distance away from each other
6. Place additional scenery and terrain.
7. The player with advantage selects one deployment zone and places one model within it. Players then take turns deploying their models in their deployment zones when choosing table sides and playing the game.

SECRET SERVICE

(OLIVER RIEDL)
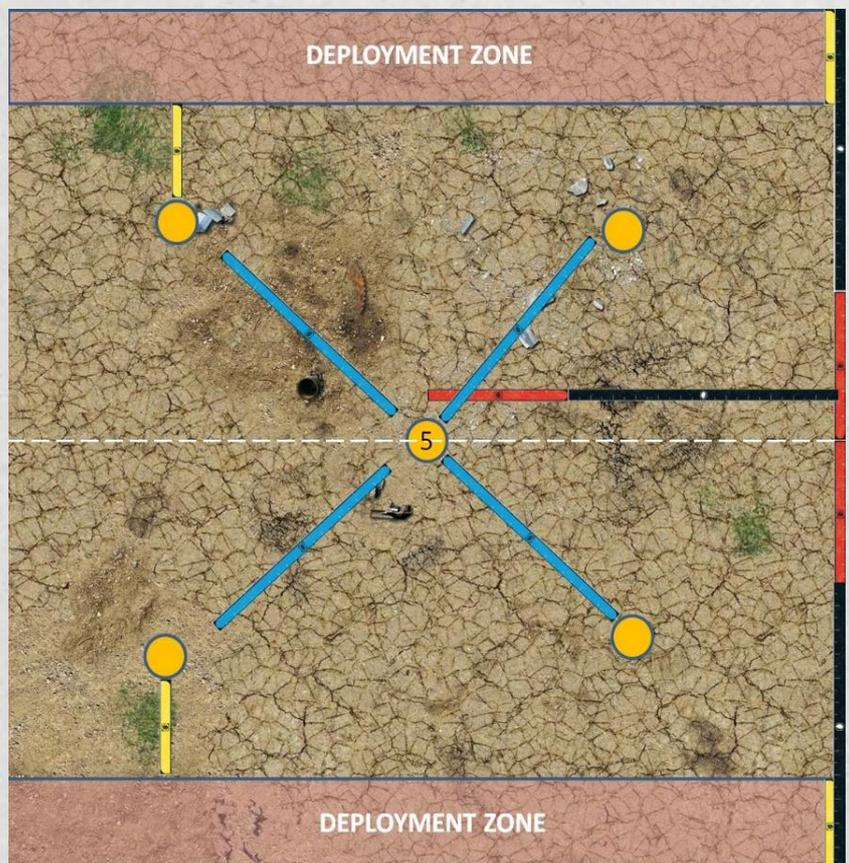
INTRODUCTION

The Wasteland. It's hell out there. The devastation of the war caused society to break down. Exposure to radiation caused people to break down...or rather, change. The only safety is what you can make for yourself. With your guns and your guts, you face the wasteland with your squad. But your group is not the only one out there. There is savage competition over meagre resources: food, water, weapons. There is not enough for everyone. You know you must be smarter than the others and keep your mission a secret to survive. The mission is everything.

SCENARIO RULES

After choosing sides and before deployment both players draw one objective card for each difficulty level: "Zetan (green)", "Radiation (yellow)", "Energy (orange)" and "Chem (red)". The objectives written on those cards need to be fulfilled during the game and have to be kept secret from the opposing player. In this gaming mode, annihilation is not an automatic major win for one side. If one player lacks miniatures to activate, his/her turn is skipped and the other side keeps on playing till the end of the game.

Duration of the game: 6 rounds.

Victory conditions

After battle, both players reveal their mission objectives to the other player. Every player adds up the victory points of the objectives he/she achieved and the victory points for the objectives his/her opponent did not achieve. The following table shows the victory points for the different objectives

Symbol Victory points	Symbol Victory points
Zetan (green) **1**	Zetan (green) **1**
Radiation (yellow) **2**	Radiation (yellow) **2**
Energy (orange) **3**	Energy (orange) **3**
Chem (red) **4**	Chem (red) **4**

The player who scores the most victory points wins the game

PREPARING THE GAME TABLE

The scenario is played on a 3'x3' table. Terrain is placed to the preference of the players or by the organizers of the game. Before choosing sides, the players take turns to randomly place 10 Searchable markers (2 x Computers, 2 x Lockpick, 2 x Search, 3 x Item and 1 x Blank) face down on the table. These markers need to be placed with a minimum distance of Green from the deployment zone edges and Yellow from other markers.

FAQS

- Models may not leave the battlefield except when they are asked to do so (e.g. a recovery mission). These models are considered to be alive in regards to mission objectives. If another mission objective asks the player to move the whole army to a certain point on the battlefield, these units are exempted.
- Items do count as collected if in possession of the player by the end of the game.
- A model wearing damaged Power Armour does not count as being wounded – the actual model needs to be wounded to accomplish the mission objective.
- Wounds that have been healed with items (e.g. Stimpack or Food) or other special abilities do not count towards the victory conditions for the enemy.

RECOMMENDATION

- It is recommended to closely monitor the actions of the opponent player to maybe anticipate his/her goals and initiate counter measures.
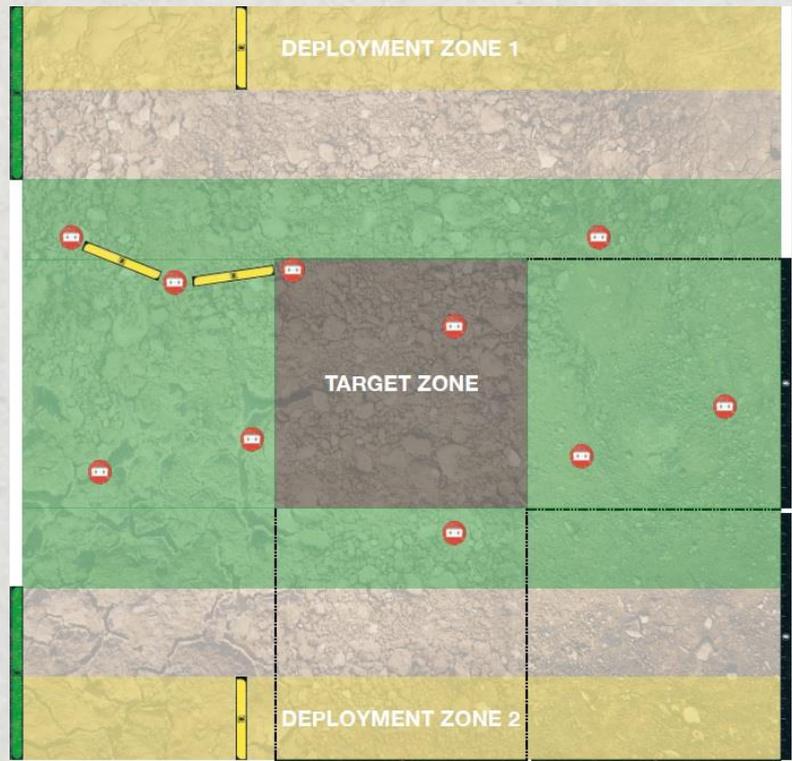
- Players should keep the markers of their successful expertise tests until the end of game in order to maintain transparency in regards to fulfilled objectives. The same should be done with miniatures/items that have left the battlefield.

OBJECTIVES

Zetan (green)
- Perform one successful "Computers" test.
- Kill one enemy model.
- Perform one successful "Lockpick" test.
- Wound two enemy models.
- Perform one successful "Search" test.
- Collect two items.
- Ensure that one of your models is not wounded.
- Recover one item by leaving the battlefield over any table edge with the item.
- Ensure that you have one model in the target zone.
- Wound the enemy leader.

Radiation (yellow)
- Perform three successful "Expertise" tests of any type or two successful "Expertise" tests of the same type.
- Kill more models than your enemy.
- Collect more caps than your enemy.
- Kill a minimum 50% of the enemy army.
- Collect five items.
- Kill the enemy leader.
- Recover three items by leaving the battlefield over any table edge with the items.
- Ensure that your leader is not wounded.
- Send one model over the enemy table edge.
- Ensure that you have more models in the target zone than your enemy.

Energy (orange)
- Perform four successful "Expertise" tests of any type or one successful "Expertise" test of each type.
- Send your leader over the enemy table edge.
- Collect twice as many caps as your enemy.
- Kill twice as many models as your enemy.
- Collect seven items.
- Annihilate the enemy army.
- Recover five items by leaving the battlefield over any table edge with the items.
- Ensure that all models from your army survive the battle.
- Recover one of the items with the highest caps value by leaving the battlefield over any table edge with the item.
- Ensure that you have at least one model in the target zone and your enemy has none.

Chem (red)
- Perform five successful "Expertise" tests.
- Annihilate the enemy army and ensure that your leader is not wounded.
- Collect all items.
- Kill a minimum 50% of the enemy army and ensure that all models from your army survive the battle.
- Recover seven items by leaving the battlefield over any table edge with the items.
- Ensure that all models from your army survive the battle and only one unit is wounded.
- Recover three of the items with the highest caps value by leaving the battlefield over any table edge with the items.
- Prevent your enemy from possessing any items at the end of the game.
- Send a minimum 50% of your army including your leader over the enemy table edge.
- Ensure that you have all your models in the target zone and your enemy has none.