

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.

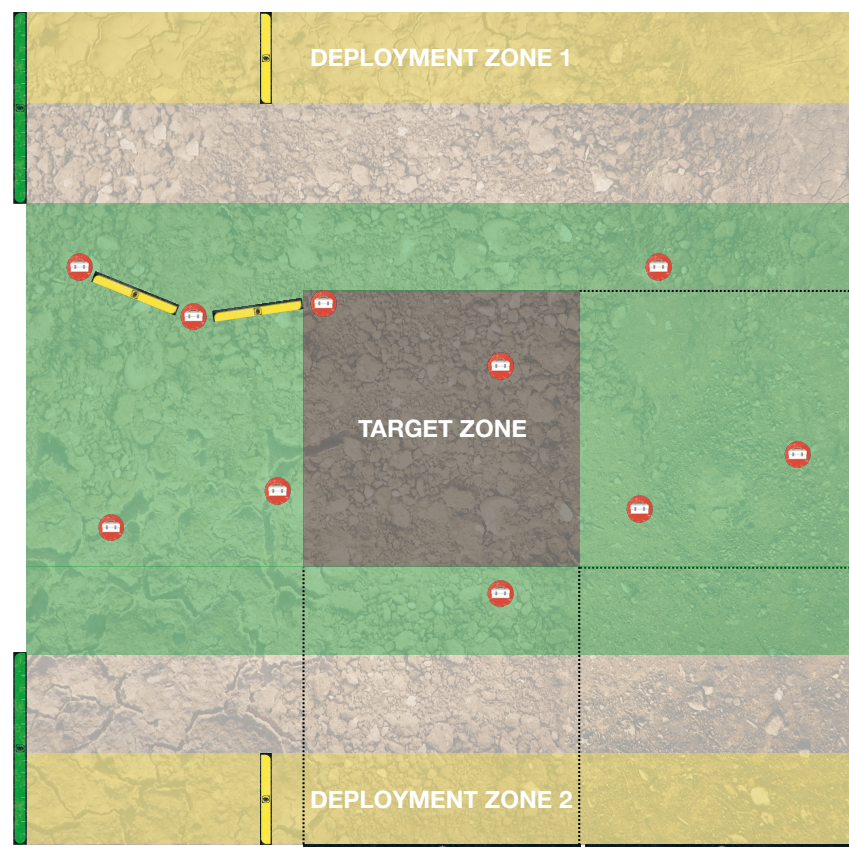
But your group is not the only one out there. There is savage competition over meagre resources: food, water, weapons. There is not enough for everyone. You know you must be smarter than the others and keep your mission a secret to survive. The mission is everything.

“The war may be over, but some things never change...”

BATTLEFIELD SET-UP

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.



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.

Game duration: 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
Zetan (green)	1
Radiation (yellow)	2
Energy (orange)	3
Chem (red)	4

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

FAQS

- Models may not leave the battlefield except when they are asked to do so (e.g. a recovery mission). These models are considered being 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 Armor 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.



RECOMMENDATIONS

- 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 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 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 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.

Feel free to print the objectives yourself, our designed scenario cards are also available in our [shop](#).

