Fallout®

WASTELAND WARFARE

BATTLE MODE

Bethesda

MODIPHIUS™ ENTERTAINMENT

FOWW BTL-001-111

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, below), to encourage fast, high-action encounters suitable for multiple games in tournament play.

Battle Mode has been specifically designed as a 'living' chapter 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.

RESTRICTIONS

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
- Solo/Co-op Mode
- Settlement Mode

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 1.0 (13.08.2018)

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Actual components may vary from those shown.

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.
- In a **750 Cap** game, you can buy up to two heavy weapons.
- In a **1000 Cap** game, you can buy up to three heavy weapons.
- You can buy one additional heavy weapon for your force for every 250 Caps thereafter.

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.

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

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

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

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!

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

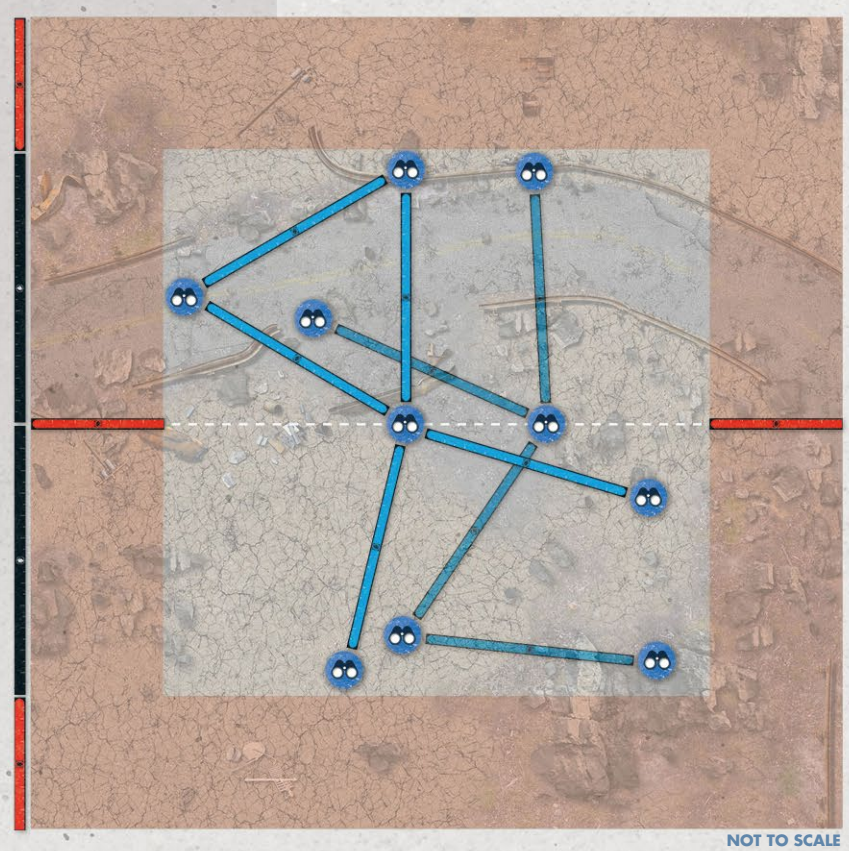
- Locked Safe (Lock Pick)
- Hidden Item (Search)
- Secure Console (Computer)
- Passing Wastelander (Presence)
- Trophy Wrack (Melee)
- Trick Shot (Ranged)

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.



NOT TO SCALE

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.

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

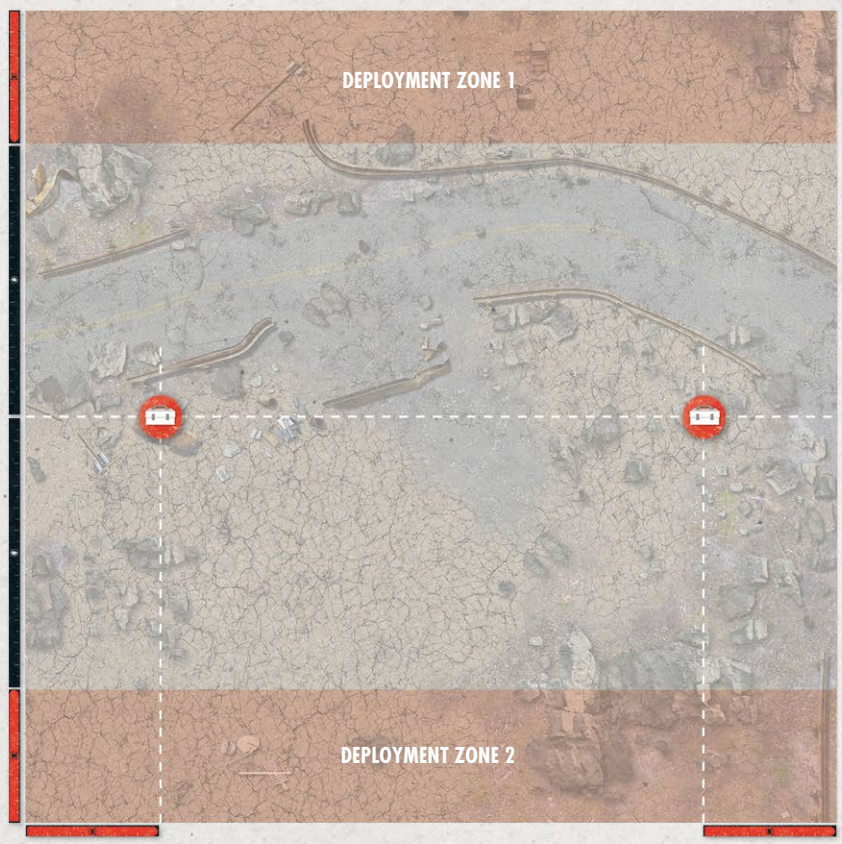
The player who scores the most victory points wins the game.

BATTLEFIELD SETUP

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



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

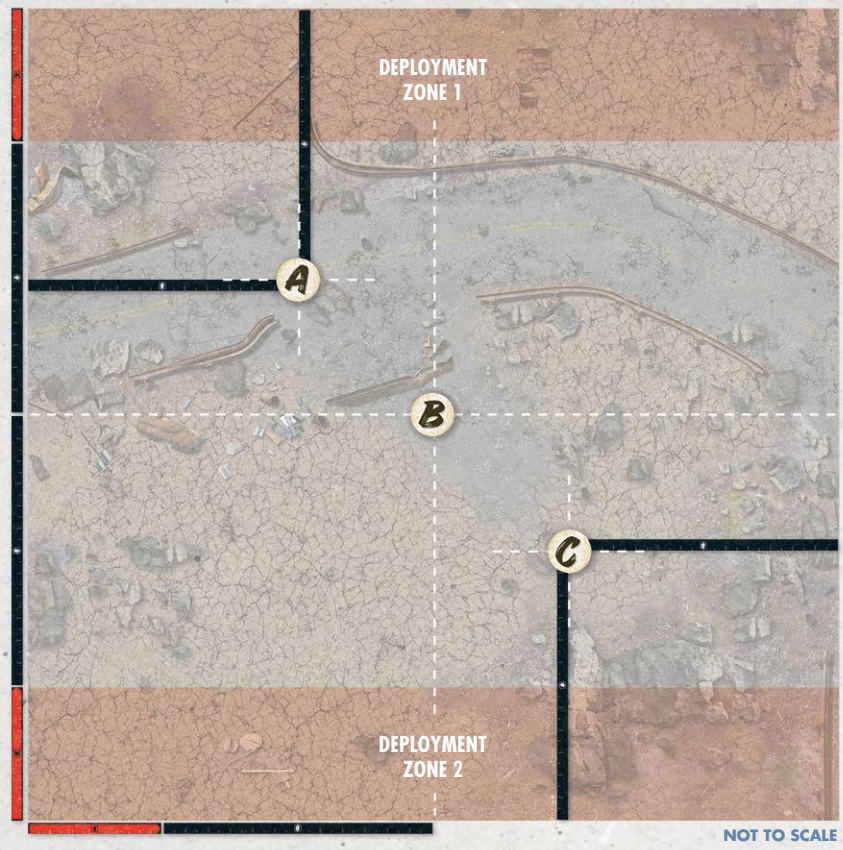
Starting from the end of round 2, a player scores victory points as shown below. A player controls a Searchable Marker if they have at least one friendly model in base contact with it, as long as no enemy models are also in base contact with the same marker.

- 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.



NOT TO SCALE

BATTLEFIELD SETUP

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

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.

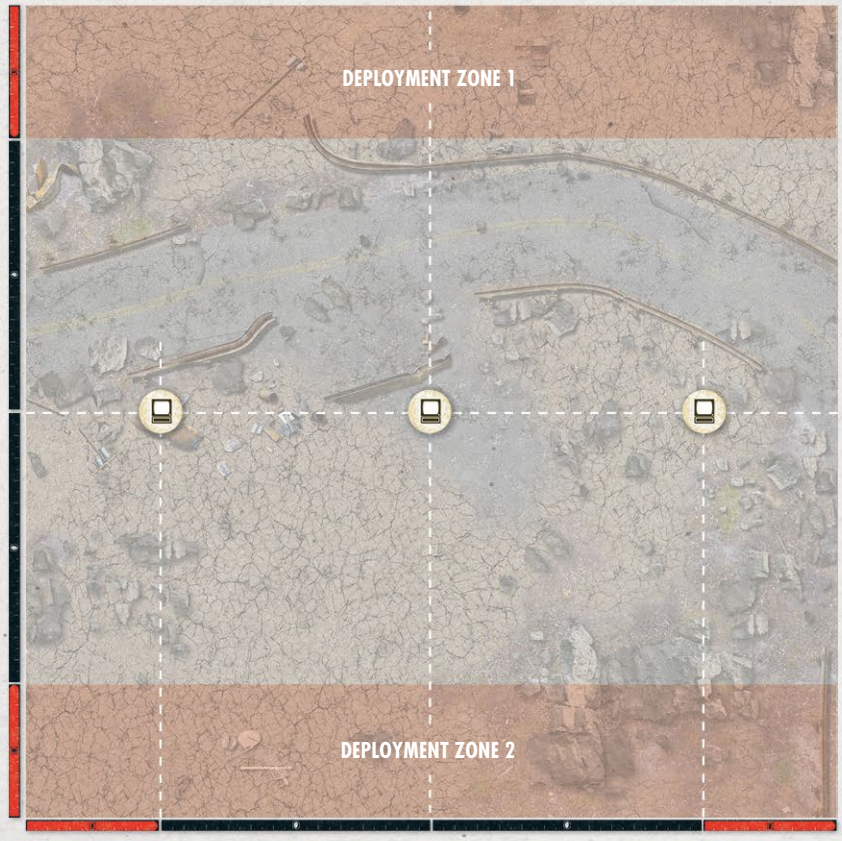
Victory Conditions

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.



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

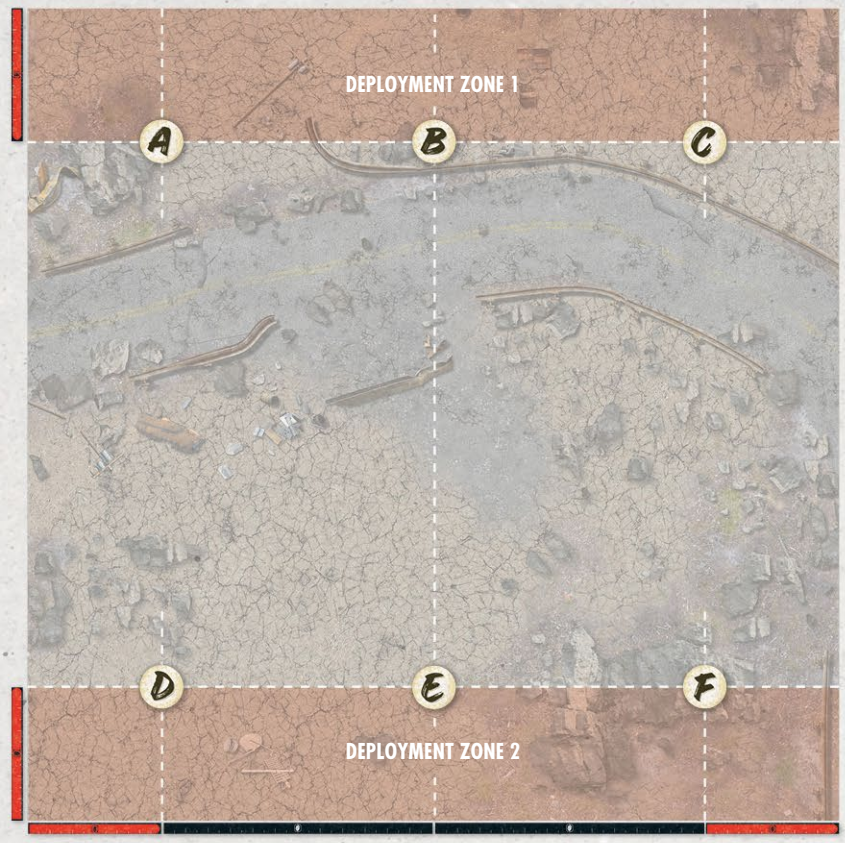
The player who scores the most victory points wins the game.

BATTLEFIELD SETUP

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



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.

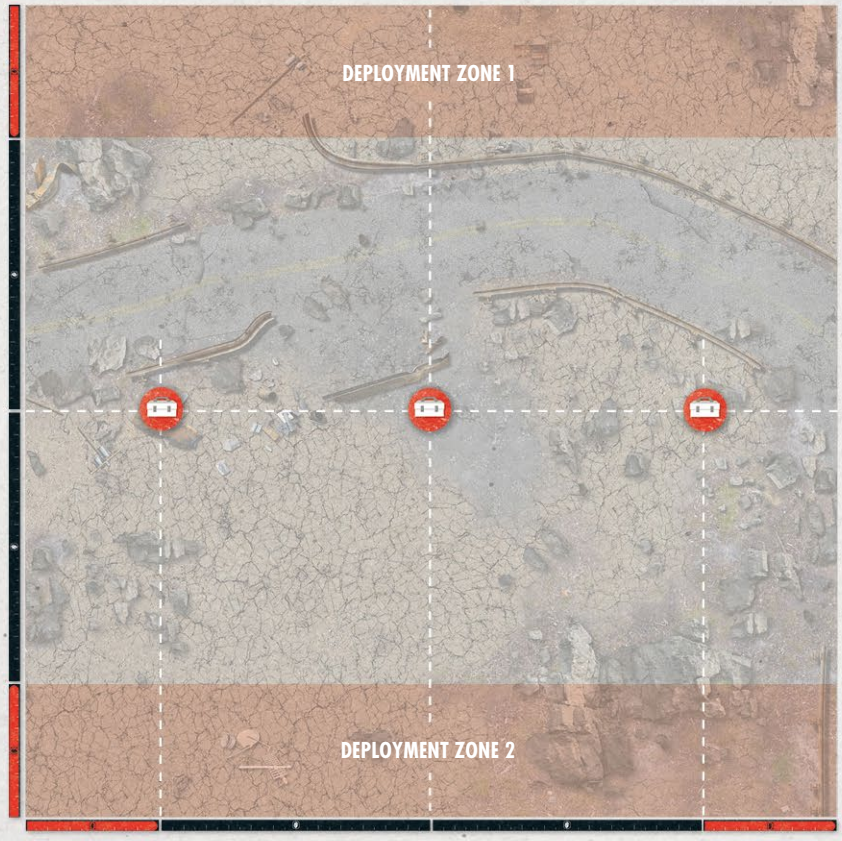
Game Duration: 6 rounds.

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 90cm) table.



NOT TO SCALE

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.

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

SKIRMISHES BREAK OUT IN THE RUINS OF THE CITY ON A DAILY BASIS