Fallout

WASTELAND WARFARE

GETTING ACCLIMATED

Initial Knowhow for Wasteland Survival

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Bethesda

MODIPHIUS ENTERTAINMENT

Fallout
WASTELAND WARFARE

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FOWW 2PB-001-111 — SECTION A1

FINDING YOUR FEET

These basic tutorials are for those who are new to tabletop gaming and wargames, and serve as a good starter for you to learn. The *Rules of Play* core rulebook contains the full rules, while the *Campaign Handbook* includes scenarios. This booklet leaves out the full tactical complexity of the game in order to ease you in. Experienced tabletop wargamers may prefer to start from the main rules, whereas brand new players are encouraged to start here. The scenarios go through a stage-by-stage way of learning; if you feel you've got the idea, feel free to move on to the next section.

You play ***Fallout: Wasteland Warfare*** by moving, attacking and defending against the opposing force, and achieving your objectives on the battlefield (anything from killing the foe to searching for loot or hacking computer systems).

UNIT CARDS

Your force is made up of models, and within the game, each model has a unit card. This shows everything about that model: how good they are at certain actions in-game, how much armor they have, how far they can move, etc.

MEASURING

Measuring is done with range rulers of different colors and lengths. These are used for movement, and seeing if you're in range to shoot and charge.

For more information on range-based skills (such as Perception), see the full rules in the *Rules of Play* book.

MOVEMENT

MOVE DISTANCE

Move distance for each model in the game is shown in the upper left of their unit card. The colored box on the left shows how far a character can Move. The box next to it is how far they can Charge (more on this later).

When moving, place the range ruler in contact with the front of a model's base. You can then move the model so that the back of its base is touching the other end of the range ruler – that is its maximum movement per Action (more on Actions in the main rules). You do not have to move the model this full distance, and can move it in any direction up to your maximum movement.

Example: Movement

*A Super Mutant wants to move into a better position to hunt their prey. They have a **Move distance** of **Yellow.** The player places the yellow range ruler against the front of his base (**position 1**, right), picks up the model and then places the back of the base touching the other end of the ruler (**2**).*

*The Super Mutant wants to move again, this time just up to the edge of an interesting hole in the ground (represented by an **Investigation Marker**, right). Obviously they don't want to move into or fall down the hole! In this case the range ruler is placed against the front of their base as usual, the model is picked up, and then because the edge of the hole is within their maximum movement range, they are placed next to the hole (**3**).*

HOLE
(INVESTIGATION MARKER)

TUTORIAL 1: NAVIGATING THE WASTES

Nora has emerged from the vault into the Wasteland. It's time for her to find her feet in this new world. She can see a weapon stash close by, but to reach it she must negotiate a toxic swamp.

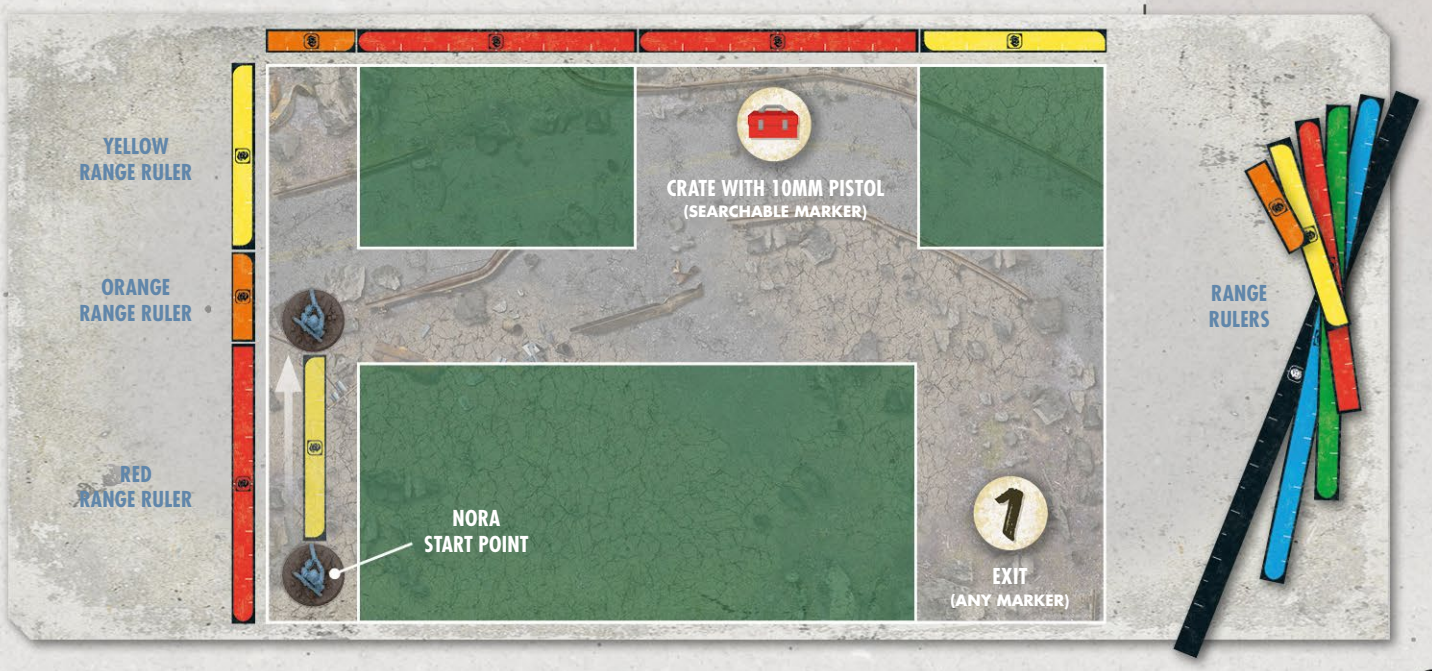
Players will need:

- Sole Survivor model
- Sole Survivor Day One unit card
- Range rulers
- A Searchable Marker

The Game

Place your Nora model as shown on the map below. She may move the range indicated on her card each time she moves. Move her to the Searchable Marker (a crate with a pistol), and then to the exit without her entering the green areas.

To create the green areas, use model terrain; if you do not have any, you could use colored paper or material cut to size, or simply measure out the green areas when Nora moves to make sure you don't clip them!



YOU'RE S.P.E.C.I.A.L

ATTRIBUTES

Attributes come into play when attempting to achieve your goals in the game (for example hitting in combat, or hacking a computer). Attributes are broken down into 'S.P.E.C.I.A.L.', which spells out:

STR – Strength
This is most often used for melee attacks, breaking things and sometimes firing heavy weapons.

PER – Perception
This is most often used for ranged attacks with pistols or rifles.

END – Endurance
This is most often the amount of damage a model can take before they become a casualty.

CHA – Charisma
This is most often used for interacting with stealthy units and certain narrative elements of the game.

INT – Intelligence
This is most often used for hacking computers and searching for hidden treasures in boxes.

AGI – Agility
This is most often used for picking locks or throwing grenades.

LUC – Luck
This represents how lucky you are. If you're very heroic you can use Luck to help you in the game.

SKILL CHECKS

Most actions in the game – for example, attacking – require you to take a **Skill Test**. To do this, roll the white **Skill Dice** and then compare the number rolled to a specific attribute (depending on the activity).

- If you roll a number *equal to or under* the target number, or roll any symbol other than an **X**, your Skill Test succeeded.
- If you roll *over* the number, or roll an **X**, the Skill Test failed.

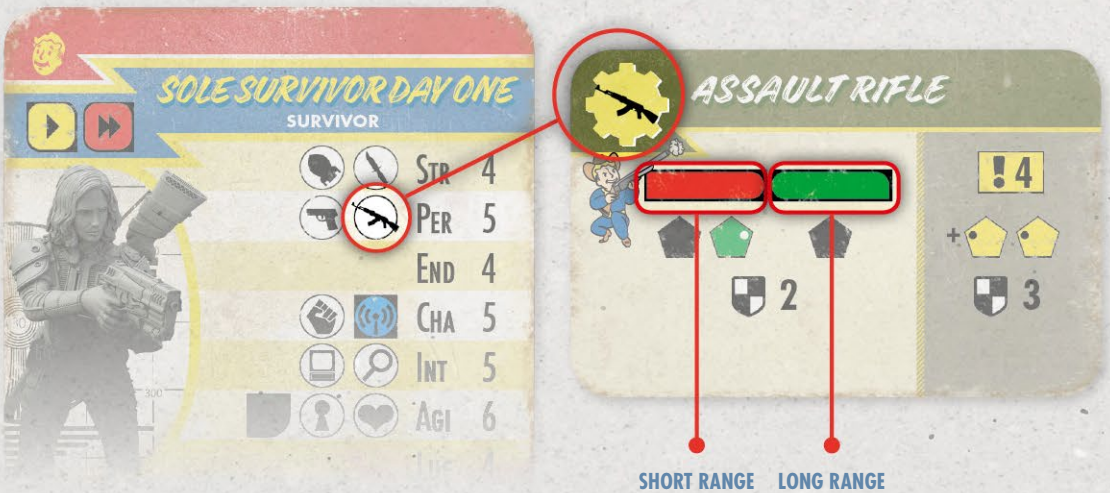
For these tutorials, we only use the numbers and the **X** symbols on the Skill Dice – any other symbols will count as **1**s during these tutorials.

The attribute you test against is determined by the type of action you are taking. Look at the icon on the weapon you are using and compare it to the unit card: the attribute used is the one that is on the same line as the weapon icon.

Making an Attack
When using a melee or ranged attack, you will do so with a weapon. Weapons come in two main types: Ranged Weapons – such as pistols and rifles – and Melee Weapons. Other weapon types, such as Thrown Weapons and Heavy Weapons are covered in the *Rules of Play* core rulebook. Melee Weapons can *only* be used in melee – that is, close combat (more on this below).

When firing a Ranged Weapon, you can only attack targets that are in range. Each Ranged Weapon has two range measurements – short and long – shown as horizontal rectangles on the weapon card (see the Assault Rifle card, below). The leftmost of the boxes represents short range, with long range on the right. These reflect the color of rulers used to measure this weapon's range, with long range *added to the end* of short range (see margin, far left).

Any player can measure ranges at any time.



Weapons also have bonus and special rules (more on this below).

> ***Example of Shooting:***
> *A **Super Mutant** wants to fire his Heavy Weapon. To find the attribute to test against, look at the Super Mutant unit card. As shown, the **Heavy Weapon icon** is next to **Str**. The Super Mutant has **Str 6**, so you would need a roll of* either ***6 or less*** *or any **icon that was not an X** to succeed in hitting. He rolls the white dice, and gets an **8**. He misses.*
>
> *He tries again. He rolls an '!', which for the tutorials counts as a **1**. This is less than his target of 6, so he hits.*

RANGED WEAPON: PISTOL ICON

RANGED WEAPON: RIFLE ICON

MELEE WEAPON ICON

HEAVY WEAPON ICON

TUTORIAL 2: SHOOTING RANGE

Being frozen so long can blunt anyone's edge. To get used to defending herself with ranged weapons, Nora sets up a shooting range to get her eye in.

Players will need:

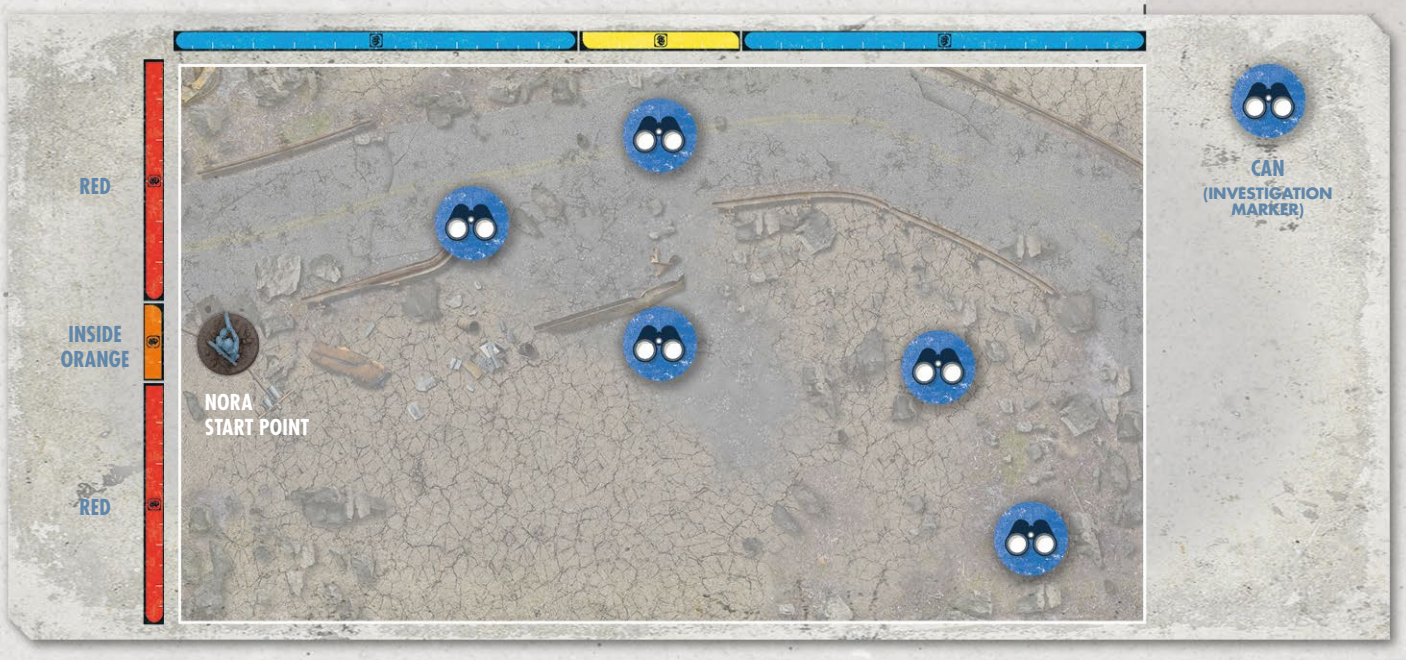
- Sole Survivor model
- Sole Survivor Day One unit card
- Range rulers
- 5 Investigation Markers
- The 10mm Pistol weapon card (shown right)

The Game

Place your Nora model as shown below. She must shoot all the cans (represented by **Investigation Markers**).

Any that are in range can be shot (note that the 10mm Pistol does not have long range). Roll the Skill Dice and compare it to the pistol icon on the Sole Survivor Day One unit card to see if you hit, as described above.

If a target is not in range, Move using Nora's **Move distance** (see p.3), and then Shoot. Keep it up until you have scored 1 hit on each Investigation Marker (remove them from the table after each hit).



UP CLOSE AND PERSONAL

Melee

Not everyone is good at shooting – some characters are much better at walking up and hitting things. When a model moves so that its base is touching the base of another model (called **base-to-base contact**), they are in **melee**. To get into melee, simply check that your model is within its Move distance of another model, and then Move so that it is in base-to-base contact with it.

Charging

While a model may move up to another model at normal speed, you gain bonuses once in melee by first **Charging** them at top speed. A model's unit card shows their **Charge distance** in the colored box next to their Move distance.

Attacking in melee

Attacking in melee is similar to a shooting attack – find the **Melee icon** ( ) on your unit card, and the attribute beside this is your target number for the Skill Test. If you already Charged the enemy, you gain extra **bonus dice** (see opposite page).

Example of Melee: *A **Super Mutant** wants to hit **Dogmeat** with a huge club. This weapon has the **Melee icon** on its weapon card. On the Super Mutant's unit card, this icon appears next to the **STR** attribute. The Super Mutant has **STR 6**, so a successful hit requires a roll of* either ***6 or less*** *or any **icon that was not an X**. The roll is a **5**, so the attack hits.*

TUTORIAL 3: WEIRD HARVEST

Now that she's a crack shot, Nora needs to exercise her stiff muscles. She sees a field of mut fruit plants, picks up her baseball bat, and makes a start.

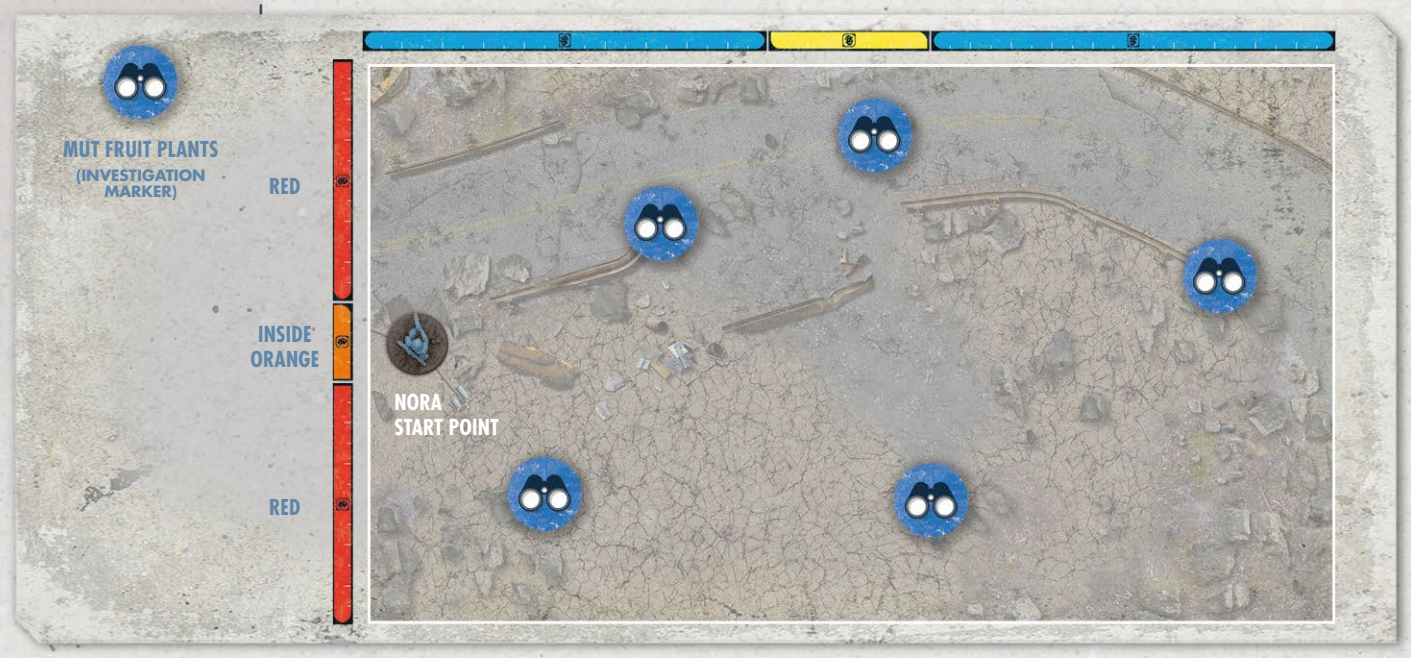
Players will need:

- Sole Survivor model
- Sole Survivor Day One unit card
- Range rulers
- 5 Investigation Markers
- The Baseball Bat weapon card (shown right)

The Game

Place your Nora model as shown below. She must hit each mut fruit plant.

Nora can attempt to hit a mut fruit plant once in base-to-base contact with its Investigation Marker. Roll the Skill Dice and compare it to her Melee Weapon skill on her unit card, as described above. If Nora is not in base-to-base contact with a mut fruit plant, Move or Charge (using Nora's Move or Charge distances respectively), and then attack. Continue until Nora has hit every mut fruit plant.



YOUR NEW BEST FRIENDS

EFFECT DICE

Fighting in the Wasteland is not all about hitting mut fruit plants in a field or shooting cans. You have to fight to survive – this is where weapons come in.

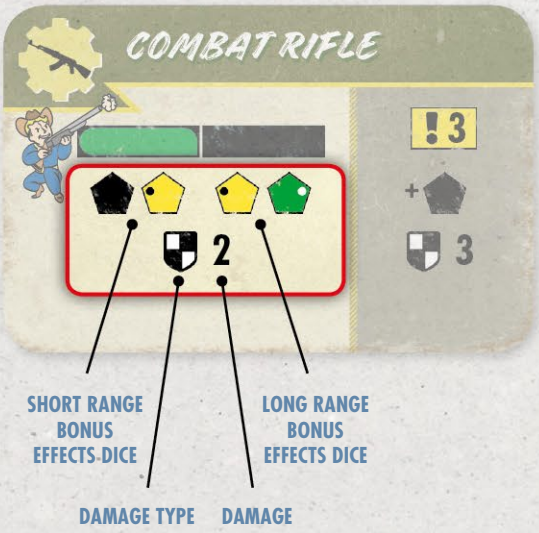
Weapon cards usually detail a weapon's bonus **Effect Dice** (shown below the relevant range box for ranged weapons – see below right). When using a weapon, you may roll these dice as well as the Skill Dice when taking a Skill Test, and apply their effects. Effects Dice come in four colors:

- **Damage (black) Effect Dice**: adds extra Damage Points.
- **Accuracy (green) Effect Dice**: modifies the Skill Dice roll.
- **Armor Reduction (yellow) Effect Dice**: reduces the effectiveness of the target's armor for that attack.
- **Special (blue) Effect Dice**: helps to trigger weapon/equipment effects.

Weapon Effects

Numerical weapon effects are cumulative – for example, rolling **-1** and **-1** will add together to make it **-2**, while rolling **2 damage** and **1 damage** becomes **3 extra damage**.

EFFECT DICE ICONS	
ICONS	EFFECT
	This increases the damage done by the weapon by one/two.
	This reduces the armor of a target. When looking at the armor on the unit card to defend against attacks, reduce the armor value by one/two (for this attack only).
-1 -2 -3	These reduce the number rolled on the white Skill Dice.
	In the full version of the rules, these icons allows use of special weapons, equipment, or abilities.



DAMAGE AND ARMOR

All models in ***Fallout: Wasteland Warfare*** may take a limited amount of damage before becoming a casualty. This is shown by a **Health** icon next to one of the attributes on its unit card, often Endurance (although it's Agility for Nora, see below, right). If the total damage they have taken in the game equals or exceeds this value, they are removed from the game and take no further part in the battle.

Damage Types

There are three types of damage in a standard game: **physical** (), **energy** ( ) and **radiation** (). Each weapon will do one or more of these damage types. When attacking with a weapon, you will do damage equal to the value shown on the weapon card next to the damage type, added to any damage icons shown on any bonus dice rolled.

Armor

Once hit, the armor of the model being attacked may reduce the damage. Armor is shown on the bottom right of its unit card. When you take damage, check the damage type and compare it to this **Armor Rating**. Then roll the red **Armor Dice**. If the number shown is *equal to or less than* your Armor Rating, reduce the damage that you would take by the number shown on the dice.

EFFECT DICE ARE SHOWN ON WEAPON CARDS AS COLORED PENTAGONS.

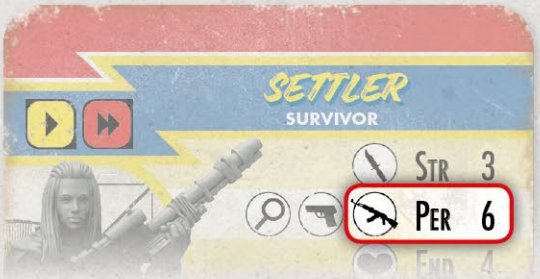
THE SMALL DOTS ON THE DICE IMAGES ARE FOR COLOR BLIND RECOGNITION AND IGNORED FOR GAMEPLAY.

THE RED ARMOR DICE REVEALS IF AND HOW MUCH DAMAGE IS NEGATED BY ARMOR

Example of Damage and Armor:
*The Super Mutant is being shot at by a Settler with a **hunting rifle**. The Settler is at **long range**, and so rolls the white Skill Dice and two **Accuracy (green) Effect Dice** (see the Hunting Rifle weapon card, below). The Settler, who uses **Per** for Rifles, needs a **6 or less** to hit.*

*The Settler rolls a **7 on the white dice**, and a **-1** and **1 damage icon on the green dice**. The 7 on the white dice is modified to a **6** – due to the -1 on the green dice – and so the Settler just hits.*

*Hunting rifles do **2 physical damage**, and the damage icon rolled on the green dice adds an extra damage to this, for a **total of 3**.*



*The Super Mutant has **physical armor of 1**. He rolls the red **Armor Dice** and rolls a **1**. Because that is the same or less than this amour, he saves damage equal to the number on the dice – in this case, **1**.*

*So overall, the Super Mutant will take **2 damage** instead of 3 because of his armor.*

TUTORIAL 4: SOLVING THE RAT PROBLEM

Coming across an abandoned settlement that may make a good base, Nora decides to make it safe before rebuilding. There are some dangerous looking mole rat mounds nearby – rather than get too close, she decides to attack from range to seal them.

Players will need:

- Sole Survivor model
- Sole Survivor Day One unit card
- Range rulers
- 5 Investigation Markers
- The Hunting Rifle weapon card

The Game

Place your Nora model as shown below. She must destroy all the mole rat mounds (represented by Investigation Markers). Each mound has **3 Health** and an **Armor Rating** of **1 physical**.

Any mounds within range can be shot. Roll the Skill Dice and compare it to the value on the same attribute line as the pistol icon on the Sole Survivor Day One card to see if you hit (as described above).

If you are not in range, Move (using Nora's Move distance) and then fire. Keep it up until you have scored 1 damage (after armor) on each mound.