

# DIAMOND IN THE JUNK

## INTRODUCTION

Rumours say that the key to unlock Red Rocket's safe is hidden in the junk piles outside. Hopefully you can find and retrieve the key without an incident.

## BATTLEFIELD SET-UP

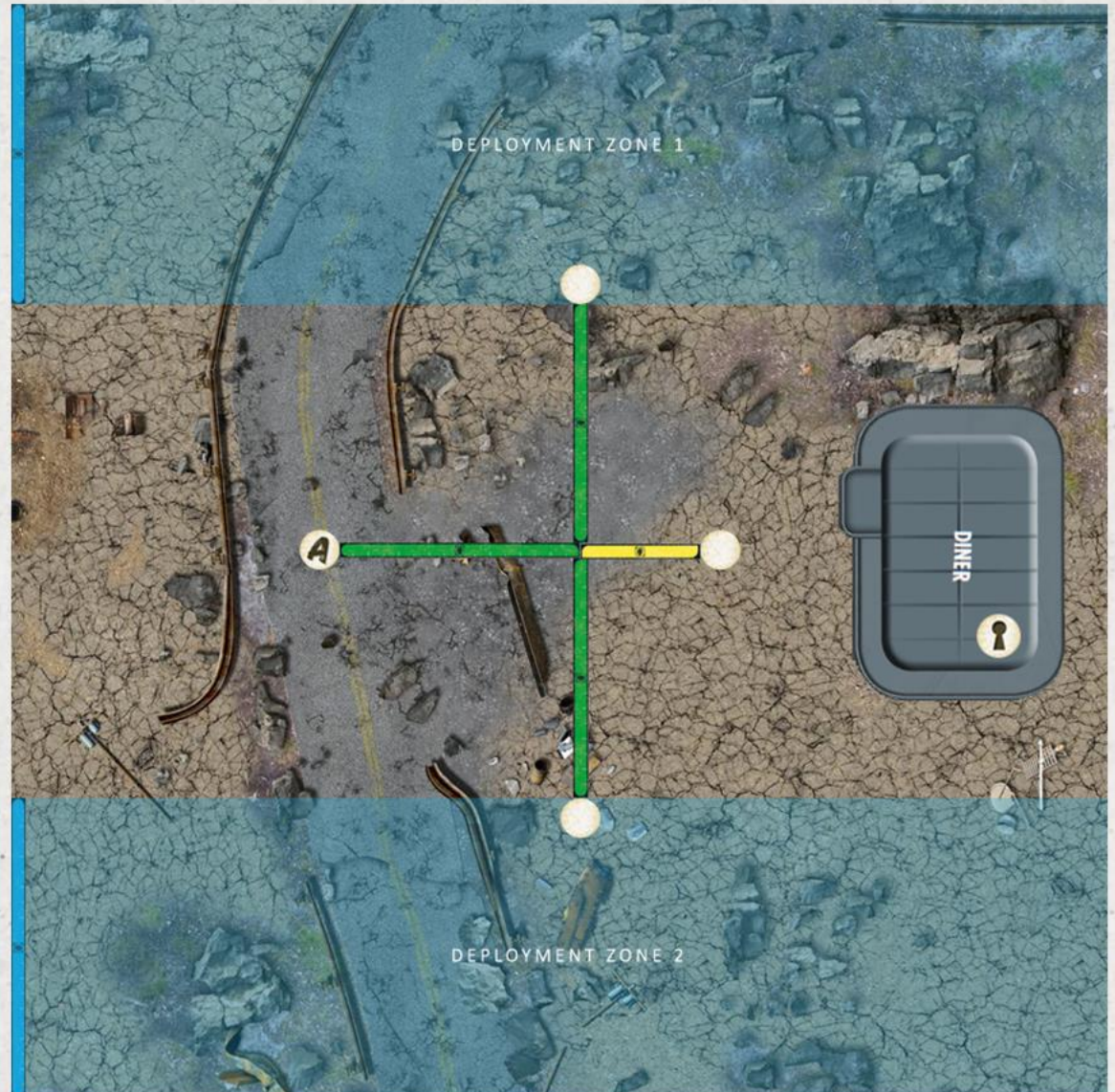
This scenario is played on a **3 feet x 3 feet** (90cm x 90 cm) table. Each force should be composed of **200 Caps'** worth of models and equipment.

Place a loose collection of scatter terrain around the table.

Player 1 deploys the entirety of their forces first.

Each player deploys within Blue of their board edge.

Place **4 Searchable Markers** as seen on the map. The **A** represents the key and the **Lock Marker** located inside of Red Rocket represents the Safe.



## SCENARIO RULES

When in base contact with a Searchable Marker, as an action a player may use a Search Skill to flip the Marker and see if it is the key. If the Objective Marker is found then the player may take the key.

If a unit carry the key dies, place the Searchable Marker back where the model died.

Objectives: The player's objective is to take the key from the junk pile to the safe inside of Red Rocket.

**Game Duration:** Until victory is declared for one of the participants.



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