Egg Hunt

Deathclaw eggs are valuable enough that they are sought after by many different wastelanders. So when word got around about a barely guarded Deathclaw nest, folks of all shapes and sizes came to see for themselves ...

SCENARIO RULES

This is a free-for-all kind of scenario for at least 3 players, who play (against each other and) the AI. It can be played cooperatively or competitively.

Game Duration: Until somebody won

VICTORY CONDITIONS	
PLAYER	**VICTORY**
Player	Leave battlefield with the egg
AI	Kill all players

SPECIAL RULES

AI Behaviour
The AIs goal is to **defend the egg**. Whenever a player model is holding the AI, its goal will change to kill that player.

Egg Defenders
All models from the Egg Defender faction, whose AI card doesn't include any field to follow the **Objective**, will follow the **Objective** whenever the roll would make them **Attack**.
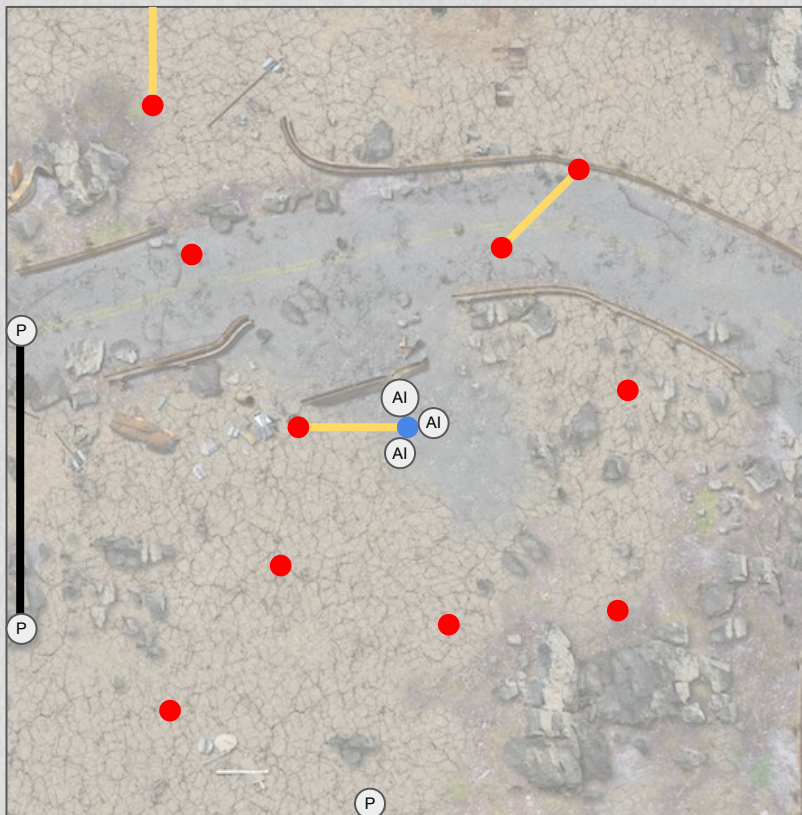
More Defenders
If this is played **cooperatively**, the Egg Defenders force consists of the following:
● 3 players: 1 Deathclaw, 1 Mutant Hound
● 4 players: 1 Deathclaw, 2 Mutant Hounds
● 5 players: 1 Deathclaw, 1 Sole Survivor, 2 Mutant Hounds

Lucky Loot
Whenever a Searchable shows a letter, that player draws 3 cards, looks at them and puts 2 cards back.

BATTLEFIELD SET-UP

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

A general spread of LoS-blocking items and cover (such as crates, fallen trees, parts of old buildings, containers, etc.) should be spread around the battlefield. Place no terrain at yellow from the center. Place an Investigation Marker at the center of the battlefield. This is the Deathclaw egg.

Player Forces
Each non-AI player controls one model worth (about) 110 points. Add Armor Tokens for 6 points each, as described in the AI handbook. You can setup your own or take one of these examples:
● Alien with Alien Blaster, 5 Cryo-Grenades
● Aspirant Goddard with T-60 Power Armour, Baseball Bat
● Brute with Sledgehammer, Stun Pack, Bourbon
● Dogmeat with Dog Bite, 1 Armor Token
● Field Scribe with Laser Pistol, Heroic
● Settler with Assault Rifle, Heroic

Set-up: Searchables
Players take turns placing ALL Searchable Markers anywhere on the battlefield, but no closer than Yellow toany edge or other marker.

Initial Unit placement
Place the Egg Defenders in base contact with the egg (if not played cooperatively, just a Deathclaw).. Then players place their models at the edge of the battlefield, but no closer than Black to each other.

Buried Treasure

There are countless treasures buried in the Wasteland. When you heard of one from a reliable source, you bought a Geo-Optimized Loot Digger (G.O.L.D.) and ventured out to find it. You know the final clues are somewhere in the area. Unfortunately, your source seems to have spoken to your rivals as well.

SCENARIO RULES

This scenario can be played with anything between 2 and 8 players, fielding 500 points each.

Game Duration: Until the treasure left the game.

| VICTORY CONDITIONS	
VICTORY	**DESCRIPTION**
Major	Leave the battlefield over any edge with the treasure from the safe.
Minor	Leave the battlefield over any edge with the safe unopened.

SPECIAL RULES

Hints
Each hint describes one detail of the treasure location. A player with a model in base contact with a marker may reveal the marker to only himself or herself.

A: Northern half
B: Southern half
C: Western half
D: Eastern half

E: NOT sector I
F: NOT sector II
G: NOT sector III
H: NOT sector IV

Digging with G.O.L.D. for gold
Using the G.O.L.D. is an action or quickaction. If a G.O.L.D. carrying model uses it, reveal one left-over marker from the setup after the other. As soon as one marker shows that the treasure can not possibly be in the searched sector (e.g. sector III is searched and G is drawn), stop flipping markers. The G.O.L.D. of that model is destroyed and revealed markers stay revealed.
If no marker proves the location to be wrong, place something representing a safe (e.g. the Lock marker) next to the model that found it.
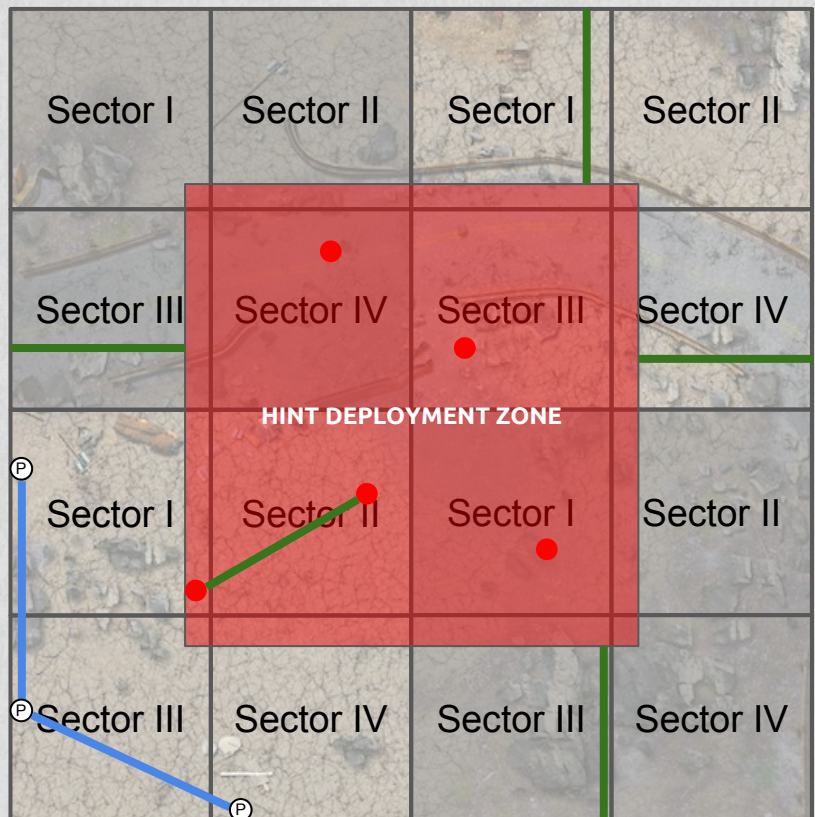
Safe full of treasure
The safe uncovered with the G.O.L.D. is very heavy. Models carrying the safe may only move Orange distance. A model carrying the safe can not shoot or fight in melee combat. If it does, the safe is automatically dropped and can be picked up by any other, unengaged model by interacting with it.
A successful Lockpicking skill check opens the safe. No restrictions apply to a model carrying the treasure that was in the safe. A model carrying the treasure that is killed will drop the treasure.

BATTLEFIELD SET-UP

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

A general spread of LoS-blocking items and cover (such as crates, fallen trees, parts of old buildings, containers, etc.) should be spread around the battlefield.

Set-up: Hints
When the physical battlefield terrain has been set-up, one player creates three Searchable marker piles without the other players looking. The first pile consists of A & B, second pile of C & D, third pile of E-H. That player turns all the markers upside down. The next player shuffles each marker pile without the other players looking. Then the third player draws 1 marker each from the first two piles and 3 markers from the third pile. No marker is to be revealed! Both marker groups are now shuffled again. Players take turns placing the markers that were selected anywhere on the battlefield, but no closer than green from any edge or each other. The remaining markers are only to be looked at when a player is digging for gold!

Initial Unit placement
Each player starts with one model carrying the players G.O.L.D., which can be passed to friendly models. Players take turns placing their models. Each model must be placed at the edge of the battlefield and no closer than Blue from any enemy model.

Abandoned Enclave Camp

The Enclave has recently abandoned this camp - except for one dangerous inhabitant. Your goal here is your own, but it is clear that such an interesting location has attracted many other wastelanders for their own reasons - or could all of this be a Synth plot?.

SCENARIO RULES

The scenario can be played with 2-4 players with 500 points each. Play the scenario until the end and then check who completed their objective

Game Duration: 5 rounds

| VICTORY CONDITIONS		
PLAYER	**VICTORY**	**DESCRIPTION**
A	Major	Control the Deathclaw
	Minor	Nobody else controls the living Deathclaw
B	Major	The Deathclaw is dead and its nest is destroyed
	Minor	Either the Deathclaw is dead or its nest is destroyed
C	Major	Control the Tech
	Minor	The Tech is not dead
D	Major	No Synth is alive (inlcluding the player's own Synth)
	Minor	At least half the Synths are dead(inlcluding the player's own Synth)

SPECIAL RULES

Are you a Synth?

A model can spend an action to check whether a model in Presence range is a Synth. Each affected model must perform a CHA-Test. If failed, the player controlling the model must reveal whether it is a Synth or not.

Control the Deathclaw

The terminal in the battlefields center can be hacked. Successfully hacked, the Deathclaw is controlled by the player with a model in contact with the terminal. If this applies to multiple players' models, the latest controller stays in control.
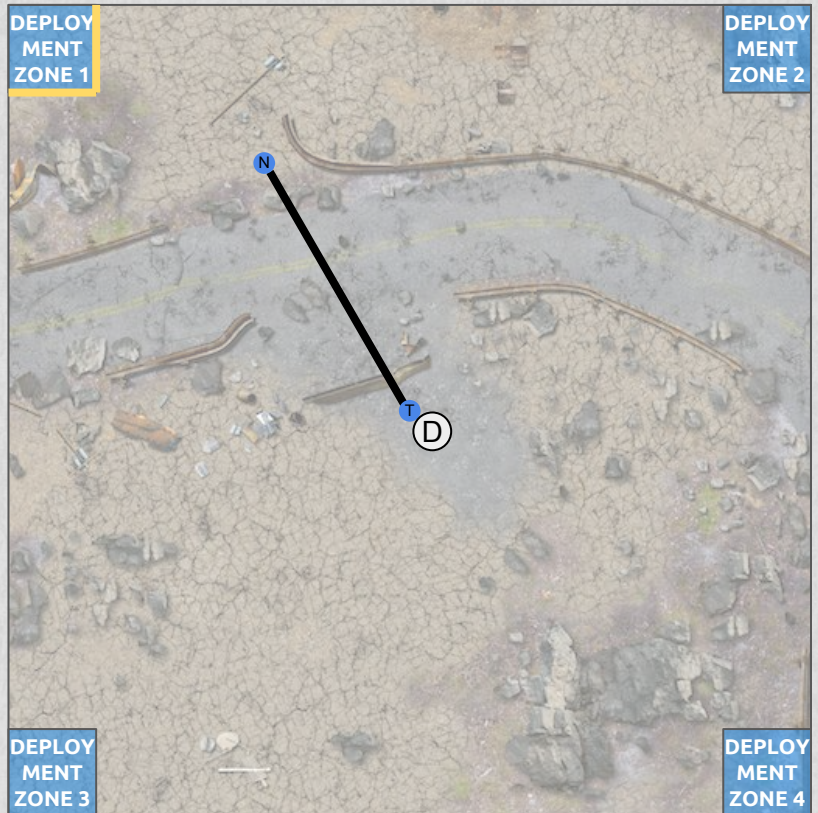
Deathclaw Nest Destruction

To destroy the Deathclaw nest, spent an action in base contact with it. Unless the Deathclaw is controlled by a player, the model that destroyed its nest is the only valid target for the Deathclaw until it is dead.

Faction: Super Mutant

One of the Super Mutant players must take the Enslaved Tech. If that player draws C, change Major Victory to "All Enemy leaders are dead".

Control the Tech

The Tech is controlled by whoever has a model closest to him. If it is tied, the Tech is controlled by the model with the higher STR-value. If that is tied as well, the Tech is controlled by the last owner.

BATTLEFIELD SET-UP

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

A general spread of LoS-blocking items and cover (such as crates, fallen trees, parts of old buildings, containers, etc.) should be spread around the battlefield.

Place a terminal in the center of the battlefield and a Deathclaw in contact with it. Place the Deathclaw Nest further from the Deathclaw than from the terminal and at least Black from both.

Set-up: Synth

Every player places luck tokens underneath his unit cards, one for each model. Only one is to be placed lucky side up. That is the players Synth.

Initial Unit placement

Mix Investigation Markers labelled 1-4 facedown. Each player draws one to determine his starting location and places all models up to Yellow from that corner.

Set-up: Goals

Do this **after** unit placement! Mix the Investigation A-D face-down. Then, every player draws one that determines the goal for that player.