

# SCENARIO: GRAB THE GOODS

Two opposing groups face off across the freeway whilst on the hunt for a key piece of equipment. Unfortunately it could be in any of five possible locations, and the walkers are closing in...

## SURVIVOR GROUPS

Each player may spend up to 250pts on their Survivor group, following the rules described on pages 28-29 of the core rulebook.

## SETUP INSTRUCTIONS

### 1. Scenery

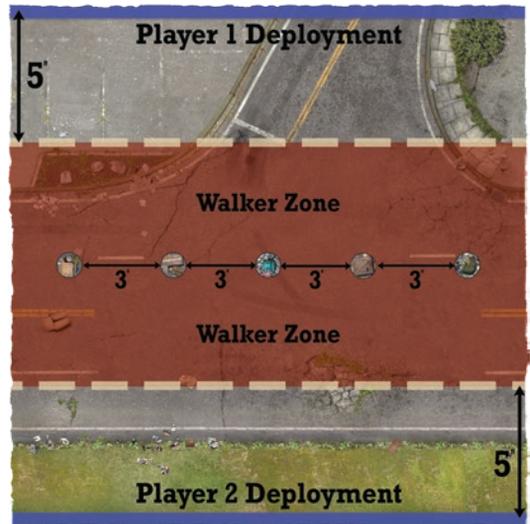
Before setting up the board, one player should roll  $d6$ . On a  $4+$ , they have Setup Initiative for this part of the scenario.

Set up a 20" x 20" gaming area. If you are using only the contents of the core set, use 4 Wrecked Cars and 6 Barriers. Otherwise, you will need 14 Scenery Points' worth of scenery. The player with Setup Initiative chooses the first piece of scenery, and then players alternate selection until all the points are spent.

Divide the scenery evenly between the players by points value. If there is an uneven amount, the player with Setup Initiative chooses who gets the higher amount. Beginning with the player with Setup Initiative, take it in turns to place terrain pieces in the gaming area. No terrain piece may be placed within 2" of the dead center of the board, or within 2" of another terrain piece.

### 2. Supplies

The players must place five supply counters along the centreline of the board, 3" apart. One counter should be in the dead centre of the board.



### 3. Walkers

You will need 17 Walker models. Beginning with the player with Setup Initiative, players take it in turns to place Walkers until they are all deployed. First, place one Walker in contact with each supply counter until all counters have a Walker. Remaining Walkers are placed anywhere in the Walker Zone, but not within 2" of each other or the board edge.

### 4. Survivors

The players should then roll for Initiative for the first turn of the game in the same way as for Setup Initiative.

The player with Initiative chooses a deployment edge and positions the first of their models so that its base is touching any point along that edge. The other player then positions one of their own models so that its base is touching any point along the opposite edge, as shown on the scenario map. Players alternate deploying their models until they are all deployed.



## SET THREAT LEVEL

Position the Threat Tracker to one side of the board, and point the arrow towards position 1.

## SPECIAL RULES

### Supply Deck

Take the Tire Iron and 4 random supply cards from the deck.

Shuffle the Tire Iron and 2 of the supply cards to make a random pile of 3. Shuffle the remaining 2 supply cards and place them on top of the pile. These 5 cards forms the supply deck for this scenario. The rest of the supply cards are not used.



### Dropping the Tire Iron

If a Survivor is killed while carrying the Tire Iron, they drop it in place rather than discarding it. Place the supply counter where the Survivor was killed and set the Tire Iron card to one side. Any Survivor who searches this supply counter automatically receives the Tire Iron card.

## VICTORY CONDITIONS

The aim of the scenario is to collect and hold the Tire Iron supply card until the end of the game (either when one of the Survivor groups has been wiped out, or at the end of any turn in which the Threat Tracker is at maximum.)



Maximum Threat

- **Win:** 3 Points. A Survivor in your group has the Tire Iron when the game ends.
- **Draw:** 1 Point. Nobody has the Tire Iron when the game ends.
- **Loss:** 0 Points. A Survivor in your opponent's group has the Tire Iron when the game ends.

### Tiebreak

Record the points killed and supply counters collected. These will be used in tiebreak situations in tournaments.