

SCENARIO: FINDERS KEEPERS

Two opposing survivor groups clash in the hunt to retrieve the flagged supply counter.

SURVIVOR GROUPS

Each player may spend up to 250pts on their Survivor group, following the rules described on page 28 of the core rule book.

SETUP INSTRUCTIONS

1. Scenery

Before setting up the board, one player should roll **d6**. On a **1-3**, they have Setup Initiative for this part of the scenario.

Set up a 20" x 20" gaming area. Place two cars in contact with opposite edges of the board, 3" from the opposite corners, as shown in the setup diagram. These will mark out the Exit Points for each player.

Now set up the rest of the scenery. If you are using only the contents of the core set, use 2 Wrecked Cars and 6 Barriers. Otherwise, you will need 10 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 scenery pieces in the gaming area. No scenery piece may be placed within 2" of the dead center of the board, within 2" of the edge of the board, or within 2" of another scenery piece.



2. Supplies

The players must place three supply counters on the board as follows:

- Place one supply counter, SEARCHED face up, in the dead centre of the board. This is the Flag.
- Then place one supply counter in each car touching the edge 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 (or the scenery piece it is in) until all counters have a Walker. The remaining Walkers are placed anywhere in the Walker Zone, but not within 2" of each other or the dead center of the board.

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 which board edge is theirs. They place the first of their models no more than 3" from the corner of their deployment zone, in contact with either edge of the board. The other player then places one of their own models in their own deployment zone, following the same rules. Players alternate placing their models until they are all deployed.

If a player runs out of space, deploy the remaining models in base contact with those already placed, as close to the corner of their deployment zone as possible.

SET THREAT LEVEL

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

SPECIAL RULES

The Flag

The Flag does not generate a supply card when it is picked up.

Each player can only pass the Flag from Survivor to Survivor **once per turn** using a Swap Items action.

If a Survivor carrying the Flag is killed, it is dropped in the usual manner along with any other supply counters they held. Make sure to distinguish the Flag from any other supply counters the Survivor drops.

A Survivor carrying the Flag is permitted to leave the board by moving into contact with that player's Exit Point. Survivors may not leave the board via their opponent's Exit Point.

GAME LENGTH

The game lasts until the Flag is carried off the board, until 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

VICTORY CONDITIONS

The aim of the scenario is to collect the Flag and leave the board via your Exit Point before the game ends.

- **Win:** 3 Points. A Survivor in your group carried the Flag off the board via your Exit Point.
- **Draw:** 1 Point. The Flag is still on the board when the game ends.
- **Loss:** 0 Points. A Survivor in your opponent's group carried the Flag off the board via their Exit Point.

Tiebreak

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

