

## DUNN DEAL

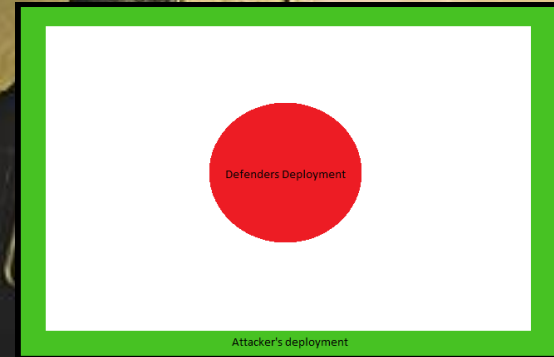
*Along the broken highway whose fractured trail still creeps across the sprawling wasteland, lies the ruins of the old Dunn and Deal factory. Once a buzzing hub of industry, now a corroded treasure just waiting for someone to take it. Those raiders that have taken hold of it, benefit greatly by re-purposing the defences of the militia that once called it home. Yet there is a way around it. The radiation storms that plague the area shut the turrets and alarms down, and allow an easy exploit. The objective then is clear. Under the cover of the next Radiation storm strike the factory and liberate it for the cause. Horvath knew that if he could take the factory it would allow him the resources needed to supply the search for the M.A.D project as well as serving as valuable base in the area.*

## THE ARMIES

Armies are selected to an agreed upon value by both players and must be battleforged.

## DEPLOYMENT

The mission is played across a 6'x4' table. At the centre of the table set up a large building to stand in for the Dunn and Deal factory. Some outer structures representing the defender's fortifications. The rest of the table should be set up with scatter terrain. All defenders are to be deployed within 9" of the centre of the table. Attackers are set up within 6" of the table edge. Players roll to see who deploys first, taking turns to alternate placing units.



## FIRST TURN

When both players finish deploying their forces they roll off for first turn. The player who finished deploying adds +1 to their roll. If the winner elects to go first then the opponent may attempt to seize the initiative on a 6.

## TACTICAL FEATURES

### THE STORM

The attackers are using the cover of a storm for their attack. At the start of the third turn roll a dice, and on a 4+ the radiation storm hits. If it does not hit on that turn at +1 to each of the following turns eg at the start of turn 4 the storm hits on a 3+. Once the storm hits each non-mechanical unit must roll a dice if the result is more than the unit's toughness they suffer radiation sickness. Roll a dice and consult the table  
1= minus 1 to hit

2= minus 1 to movement  
3= minus 1 to leadership  
4= minus 1 to toughness  
5= minus 1 to attacks  
6= d3 mortal wounds to the unit

The effects are ongoing and last the remainder of the battle or until a player uses the Rad-Away stratagem. They also stack on units who fail

### STRATAGEMS

#### MED-X

For 1CP a player may have a unit take a dose of Med-X, this can be done once a radiation check has been failed, but MUST be before rolling on the effect result table. If a unit takes Med-X they can avoid any effects for that turn.

#### RAD-AWAY

For 2CP a player can use a dose of Rad-Away to remove all radiation effects a unit is suffering.

#### GAME LENGTH

The game runs for 5 turns. At the end of the fifth turn. Roll a dice and on a 3+ it goes for another turn. At the end of that turn roll again and on a 4+ it goes one more round. The game automatically ends on the seventh turn.

#### VICTORY CONDITIONS

The attackers wins if they have the more units holding the factory then the defender at the end of the final turn. (If the game ends at turn 5 and the attackers has the most units closest to the factory they win, and so on depending on game length)

### POST-GAME NARRATIVE

#### WIN

The sounds of fighting died away drowned out under the maelstrom of the rad storm outside. Horvath careful slid through the rusted door way on the side of the building. The place smelled of grease, and aged metals. He scanned the dimly lit factory, his pistol ready to snap up at the slightest sign of movement. Horvath's stomach was churning, and he wasn't sure if it was the radiation of the tension he was feeling. Suddenly the lights in the roof crackled and snapped into life, illuminating the factory floor. Horvath's face broke into a ragged smile. The wealth of machinery was theirs and with it all the supplies they needed to pursue the M.A.D project.

#### LOSS

Horvath's vision spun as he tracked a target. The pistol kicked in his hand but the radiation from the storm was unsteady his aim. The raider's returned fire, shots cracked on the stone he was crouched behind and splinters stabbed into his cheek. He shook his head and looked around. Screams and shots rang out beneath the roar and boom of the storm. He knew that they mostly his side's. He gritted



his teeth, and with the knowledge they attack had failed reached into his coat and gripped the flare gun. He pointed it up at the billowing storm clouds and squeezed the trigger. A brilliant crimson orb shot up into the air and began a slow arc back to the ground. They began the retreat.

**Fallout 4**