GAME TABLE AND SCENARIOS

THE GAME TABLE

Punkapocalyptic games are played on a flat surface — it can be a table, a board, the floor, a flat-earther's representation of the world, etc.

The recommended size is 90x90 cm for games up to 400 points, and 120x120 cm for larger games.

SCENERY

The playing surface should be covered with a wide variety of scenery elements and obstacles representing the ruined post-apocalyptic world where the games take place.

Ruined houses, old vehicles, rusty factories, pools of chemical waste, rock formations, poorly built shacks, etc.

It is recommended that the table contain a large amount of scenery, with plenty of places to take Cover and avoid Lines of Sight, balancing melee and ranged combat opportunities.

Of course, if players don't have scenery pieces that faithfully represent these things, they can use boxes, cans, or whatever, as long as they agree beforehand on what each thing represents.

If they wish, players can place the scenery elements together, creating the battlefield layout they like best. They might even want to build a thematic table, where the elements not only provide Cover but also tell a story.

However, if you're playing with a stranger — or just like things to be more regulated — here's a system for placing scenery.

Both players must roll a die to decide at random who starts placing scenery. From then on, they take turns placing the number of elements indicated below, depending on the size of the table:
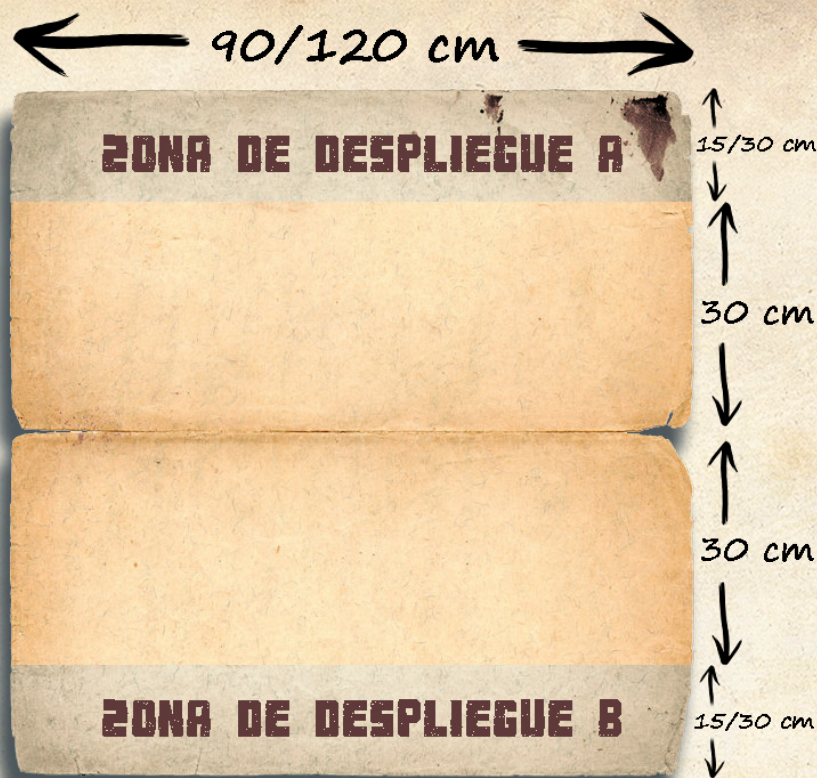
- **90x90 cm table:** 4 scenery elements of size 3, 6 scenery elements of size 2, and 8 scenery elements of size 1.
- **120x120 cm table:** 6 scenery elements of size 3, 8 scenery elements of size 2, and 10 scenery elements of size 1.

Elements must be placed, whenever possible, at least 10 cm away from another element and from the table edges.

Some scenarios require specific elements. This will be explained within each scenario's description.

90/120 cm

ZONA DE DESPLIEGUE A — 15/30 cm

30 cm

30 cm

ZONA DE DESPLIEGUE B — 15/30 cm

TERRAIN

Before starting the game, and after placing the scenery, players must agree on the types of Terrain found on the table. They should decide which areas count as Fucked Up Terrain, Really Fucked Up Terrain, or Impassable, what type of Cover they provide and their size, etc.

Keep in mind that some missions will require specific types of scenery (doors, machinery, vehicles...) and terrain (contaminated puddles, etc.) to be present on the table.

SHACKS AND BUILDINGS

It's not unusual to place some constructions on the table, whether simple shacks or more complex buildings. When interacting with these elements, if the buildings have playable interiors, simply follow the usual game rules.

If not, miniatures must spend one Action while in contact with a door to enter. Once inside, they are considered behind Cover if the building has windows, or completely outside of any Line of Sight if it doesn't.

To exit, the miniature must spend one Action and is placed outside, in contact with the door.

If there's a hatch to a rooftop or similar, the miniature spends an Action the same way as when leaving through a door. Note that these rules are added to the ones described later under Doors.

DOORS

The scenario may include doors, hatches, airlocks or similar, whether in buildings, walls or fences.

Any miniature with a 40 mm or smaller base can pass through normal-sized human doors. Larger ones can only pass through large doors (like a hangar entrance).

If the door is open, the miniature can move through it freely. If it's closed, it must be decided beforehand whether it's also barred.

If it's merely closed, the miniature must spend one Action to open it. If it's barred, it must succeed in a Strength roll to force it open.

If the players wish, they can decide that a certain scenery piece has a special opening mechanism, meaning the roll required to open it will be a Tech roll instead.

EJEMPLO

Una miniatura está dentro de un edificio que tiene una trampilla atrancada para llegar al tejado. Primero tendrá que superar una tirada de Fuerza para abrirla, y luego gastar una Acción para aparecer en el tejado en contacto con la trampilla.

DEPLOYMENT ZONES AND PLACING MINIATURES

Unless otherwise stated in the scenario itself, the following rules are used to determine deployment zones and deploy miniatures.

By default, each player's deployment zone is determined randomly by rolling a die. However, if both agree, it can be decided by mutual consent (the classic case of "we already have the minis here and can't be arsed to move them"), a duel of kicks to the balls or ovaries, or whatever method they choose.

Each player's deployment zone is where they must place their miniatures before the game starts. As shown in the image above, both deployment zones should be at opposite ends of the table, spanning the full width of the battlefield, with a 15 cm depth on 90x90 cm tables and 30 cm on 120x120 cm tables.

PLACING MINIATURES

Miniatures must be deployed on the table in ascending order of Agility, meaning the ones with the lowest Agility (the clumsiest) are deployed first.

When miniatures from both bands share the same Agility Attribute, each player rolls 1d10, and the winner decides whether they want to deploy their miniature first or let their opponent do so. Deployment then alternates between players until all miniatures with that Agility have been placed.

Miniatures may only be deployed on an elevated element if it has at least one access point, such as a ladder, within their deployment zone. In other words, miniatures cannot be deployed on elements that can only be reached by Climbing from within their own deployment zone.

Every band must deploy at least one miniature on the table at the start of the game, even if it has rules allowing otherwise.

OBJETIVES

Punkapocalyptic scenarios include certain elements or locations important to the outcome of the game, called Objectives.

These Objectives might represent scenery elements and provide Cover or block Lines of Sight, or they might not interfere at all. Regardless, they always occupy real space, and no miniature can end its movement on top of them.

Each scenario's description specifies how Objectives affect Cover or Line of Sight, as well as their size.

Objectives must be represented by markers, miniatures, or suitable scenery elements.

PLACING OBJECTIVES

Each scenario specifies where Objectives must be placed, so follow those instructions.

If the Objectives are fixed (they don't move during the game), they must be placed at least 5 cm away from any scenery element or Impassable Terrain that prevents miniatures from contacting them.

If at any time you can't place an Objective in the indicated area because the terrain doesn't allow it,

place it in the closest possible location, following the instructions as best you can.

Some scenarios indicate that Objectives (or other elements) are placed randomly. This means you roll 1d10 for each Objective or element and place it at a distance from the center of the table equal to the result multiplied

by 5 cm, in the direction indicated by the die's vertex. It's best to drop the die straight down rather than throw it sideways, to avoid biasing the result.

If a randomly placed Objective ends up too close to another and violates the scenario's special rules about minimum distances between Objectives, keep moving it in the direction indicated by the die until it complies.

On 90x90 cm tables, if the random result places it beyond the table edge, roll again until it doesn't.

This method creates a more unpredictable game, with Objectives that can end up anywhere, forcing each confrontation to be approached differently — though there's always the risk that luck gives one band a big advantage in Objective placement.

If you prefer a less random method, each player may alternately place one Objective outside their deployment zone, leaving at least 30 cm between them and 15 cm from the table edges.

CONTROLLING OBJECTIVES

In some scenarios, it is specified that certain objectives must be controlled.

To control an objective, you must have one of your own miniatures capable of controlling objectives in contact with it.

If miniatures from both bands are in contact with the same objective, it will be considered temporarily under the control of the band with the greater number of

miniatures capable of controlling objectives in contact.

If both bands have the same number, the objective is considered uncontrolled.

A miniature cannot control two objectives at the same time, even if they are close enough to touch both. It must decide which one it wants to control.

INTERACTING WITH OBJECTIVES

Some scenarios require interacting with objectives, by moving into contact with them and usually spending one Action. This may involve activating a machine, destroying a trap, grabbing a creature, etc.

As long as there is an enemy miniature in contact with the same objective, no miniature may spend Actions to interact with it — it's hard to keep your focus with an enemy breathing down your neck.

CARRYING OBJECTIVES

In several scenarios, miniatures must interact with objectives in order to pick them up. Each scenario indicates how many objectives a miniature can carry.

In any case, a miniature may give any number of objectives it is carrying to another miniature from its own band, as long as they are in contact and it spends one Action.

Likewise, it may spend one Action to pick up objectives from an allied miniature in contact with it, always following the scenario's requirements for objectives.

A miniature may also voluntarily drop any number of objectives it carries by spending one Action.

If a miniature carrying objectives is Downed, the objectives will remain in place and may be picked up by any miniature in contact with the resulting Downed marker.

Whether dropped voluntarily or because the carrier was Downed, any objectives that return to the table will continue to follow their original rules, if they had any, and may be picked up again by other miniatures through normal interaction.

VICTORY CONDITIONS

Playing Punkapocalyptic isn't just about killing your opponent at all costs — most scenarios award points for meeting specific victory conditions. Each scenario has its own special rules explaining how to achieve victory.

That said, since killing does actually matter, keep in mind that if a player has no miniatures left on the table, they immediately lose the game.

GAME DURATION

Punkapocalyptic games last 6 Game Turns. Therefore, once all Agility Rounds of the sixth Turn are completed, the game ends.

SCENARIOS

The true spice of the game lies in the scenarios, which dramatically change how you must play.

Players may either choose one, or determine it randomly by rolling 1d100 (two ten-sided dice, one for the tens and one for the units):

ROLL	SCENARIO	ROLL	SCENARIO
01-05	Player A chooses	51-55	Vegan World
06-10	Hug Me and Boom	56-60	No balls
11-15	Toxic Agent	61-65	Rat pack
16-20	Pure Water	66-70	Probes from Outer Space
21-25	Cemetery of Forgophants	71-75	Let it go
26-30	Vermin Hunt	76-80	Hold My Beer
31-35	Dumbtrip	81-85	Vamp Me Up
36-40	Cheap Gasoline	86-90	What a Mess
41-45	Stress	91-95	Watching Holotrash
46-50	Show of Strength	96-00	Player B chooses

HUG ME AND BOOM

One of the strangest creatures in the Wasteland — and one of the most dangerous. It's almost impossible to resist the urge to grab them and give them a squeeze, but if you do, they explode, annihilating everything around them. These beings were created as weapons of war, and many kies pay good money to get one to use. So it's no surprise that, whenever a herd is sighted, bands can be seen nearby trying to catch them — even at the risk of blowing themselves to pieces.

SCENERY

Scenery must be placed as usual, except that each player will alternately place two areas of Contaminated Terrain (around 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Five Objectives must be placed randomly. All must be placed at ground level (if the resulting position makes this impossible, place it in the nearest available ground space).

The objectives represent Punkicorns and should have a diameter of 25 mm.

For gameplay purposes, they block Line of Sight and hinder Movement, but do not provide Cover (and cannot be attacked in any way).

RULES

At the beginning of each Game Turn, including the first, roll 1d10 for each Punkicorn. On a result of 1−8, the Punkicorn moves 15 cm in the direction shown in the diagram.

If this movement causes part of its base to go beyond the edge of the table, the Punkicorn is removed. On a result of 9 or 10, it stays where it is, relieving its stomach and dropping what is known as an Ascoiris.

Any miniature capable of controlling Objectives may pick up a Punkicorn or an Ascoiris by moving into contact with it and spending one Action. A miniature may carry a maximum of one Punkicorn and any number of Ascoiris.
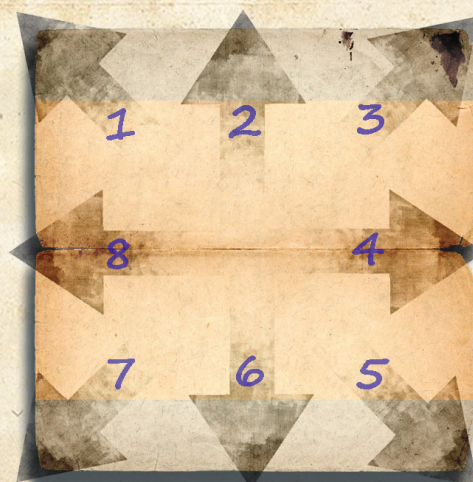
The problem with Punkicorns is that it's very hard to resist hugging them — and that means they'll explode in a cute yet savage way. When a miniature spends its Action to pick up a Punkicorn, it must make a Tech roll. If it fails, it hugs the Punkicorn, which immediately explodes (and disappears), causing a devastating Strength 7, Penetration 3 Hit within a 10 cm diameter.

A miniature carrying a Punkicorn may also choose to spend one Action to hug it voluntarily, causing it to explode.

VICTORY CONDITIONS

At the end of the game, each Punkicorn carried by a miniature from your band grants 5 points, and each Ascoiris grants 1 point.

The winner is the band with the highest total. If both bands end with the same number of points, the game ends in a draw.

TOXIC AGENT

In the surroundings of some old factories from the World of Before, a pile of valuable resources has become visible as the toxic waters once covering them have receded.

The problem is that most of them still lie over an extremely contaminated area, and it will take some time to extract them safely.

A rival band seems to have had the same idea, and they show no intention of sharing the loot.

SCENERY

This scenario requires a large contaminated area in the center of the table, about 40x40 cm. This area may either be represented by a scenery element (such as a large toxic pond) or simply by marking its corners and considering it filled with dangerous gases. Within this area, the rules for Contaminated Terrain apply. Aside from that, scenery must be placed as usual. Scenery elements can be placed on top of the contaminated area; it doesn't need to be clear.

OBJECTIVES

Place 5 Objectives — one in the center of the table and the other four each 20 cm from the center, diagonally toward each corner.

The Objectives represent piles of debris containing valuable technological materials, weapon parts, industrial components, etc., and should have a diameter of 25 mm.

For gameplay purposes, they count as Light Cover, size 1.

RULES

Miniatures may try to rummage through the piles, but it's very dangerous due to the poisonous environment.

To rummage, a miniature in contact with an Objective must pass a Toughness roll.
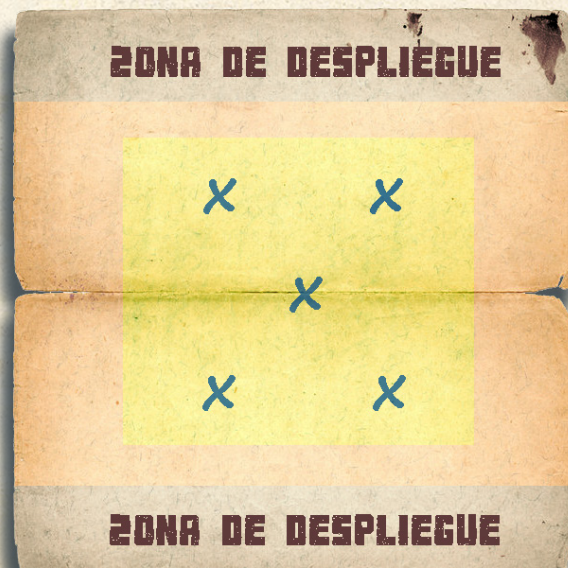
If successful, the resources are uncovered. If it fails, the miniature suffers a Strength 2 Hit that ignores Armour and has the Poison (3) special rule.

VICTORY CONDITIONS

At the end of the game, if the central Objective has its resources uncovered and is controlled by a band, it grants that band 5 Victory Points.

Controlling the remaining Objectives with uncovered resources grants 2 Victory Points each.

The winner is the band with the highest number of points. If both bands end with the same score, the game is considered a draw.

PURE WATER

In the Wasteland water is gold, and pure water is pure gold. In one area, some old automated wells have been found that might be able to draw clean water from the depths.

But the problem is that some technical knowledge is required to activate them. The struggle to control this valuable resource has begun.

SCENERY

Scenery must be placed as usual, except that each player will alternately place two areas of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Six objectives must be placed on the table at ground level. Two should be placed 10 cm toward each deployment zone from the center of the table.

And then, each of these will have two objectives 20 cm to their sides. Check the diagram for more details.

The objectives represent the water wells and their complex extraction systems and should have a diameter of 40 mm.

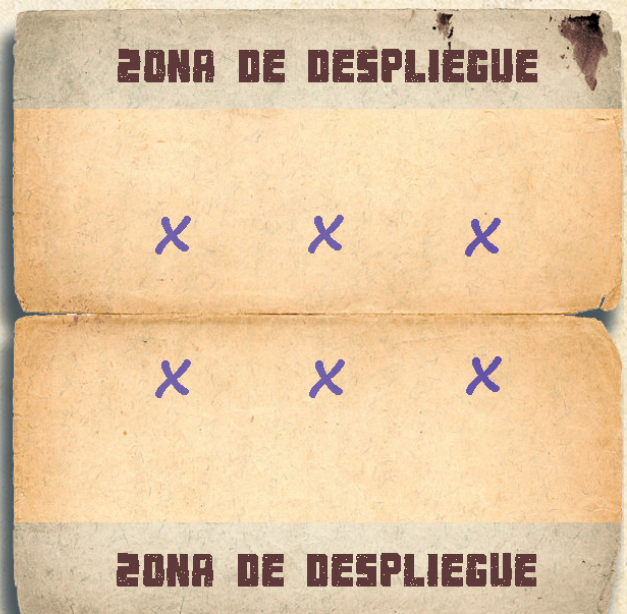For game purposes, objectives count as Medium Cover, size 1.

RULES

Miniatures may attempt to activate the wells. To do so, a miniature in contact with one of them must pass a Tech roll. If successful, the well becomes activated, but if failed, the extraction system is damaged and cannot be activated for the rest of the game.

VICTORY CONDITIONS

At the end of the game, activated objectives controlled by a band grant 3 points each, while those not activated grant 1 point each. Damaged objectives grant no points.

The winner is the band with the highest total points. If both bands end with the same number of points, the game is considered a draw.

ZONA DE DESPLIEGUE

X   X   X

X   X   X

ZONA DE DESPLIEGUE

CEMETERY OF FORGOPHANTS

It is well known that Nature is whimsical, but it's clear she has taken a special grudge against the poor Forgophants. These solitary creatures travel immense distances in a straight line throughout their lives, feeding on the only thing that never runs out in the Wasteland: dust, which they absorb through their trunks.

Forgophants have developed a digestive system capable of processing dust particles into nutrients that give them enough energy to keep moving constantly.

Once expelled, they excrete these particles in the form of fluffy mounds, though occasionally one gets lodged near the anus, forming one of the most valuable jewels (perhaps because of how unpleasant it is to collect) in all the Wasteland: the Forgophant pearls.

SCENERY

Scenery must be placed as usual, except that each player will alternately place one area of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Three objectives must be placed along the central line of the table, all at ground level. One in the center and the other two 30 cm to each side.

The objectives represent Forgophant corpses and measure about 6 x 5 cm.

For game purposes, objectives count as Medium Cover, size 1.

In addition, each player must alternately place, in their own deployment zone and in their opponent's, one Forgophant dung marker of 25 mm diameter, which does not block Line of Sight or provide Cover, but hinders Movement.

RULES

A miniature in contact with a Forgophant corpse marker or one of its dung markers may spend Actions trying to search for the precious pearls.

The corpses usually contain more pearls than the dung, though the delicate task of collecting them involves the risk of accidentally touching one of the Forgophant's foul anal glands (still active even after death due to an ancient defense mechanism), with fatal consequences...
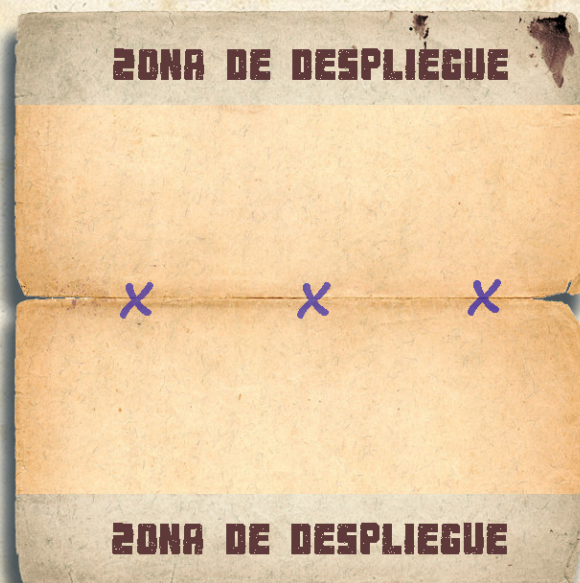
Roll on the following table for each Action spent searching:

FORGOPHANT CORPSE	FORGOPHANT DUNG
1-6: Pearl	1-4: Pearl
7-9: Deposit exhausted. No more searching allowed.	5-10: Deposit exhausted. No more searching allowed.
10: Ewwww! The miniature is Downed immediately.	

VICTORY CONDITIONS

At the end of the game, each pearl carried by a miniature from your band grants 1 point.

The winner is the band with the most points. If both bands end with the same number of points, the game is considered a draw.

ZONA DE DESPLIEGUE

X   X   X

ZONA DE DESPLIEGUE

VERMIN HUNT

As if constant raids or putting up with your neighbors weren't bad enough —sometimes worse— it turns out that some Biters have escaped from the Biter Hills and are starting to build their own nests in the sewers of nearby small settlements.

Obviously, the matter must be solved quickly, since a few loose Biters aren't a big problem, but if they start breeding and you begin to find large groups, the mess could be considerable.

So here go the local bands, heading out to destroy the lairs these creatures have made in the sewers.

SCENERY

Scenery must be placed as usual, except that each player will alternately place one area of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Five objectives must be placed at ground level. One in the center of the table and the other four each 20 cm from the center, diagonally toward each corner.

The objectives represent the sewer entrances with the lairs and should have a diameter of 25 mm.

For game purposes, they do not block Line of Sight or provide Cover, but they hinder Movement as if they were Impassable Terrain.

RULES

Any miniature capable of controlling objectives may try to destroy a Biter lair by spending one Action to make a Tech roll.

If successful, the lair is destroyed. If failed, a Biter emerges and immediately engages that miniature in Combat with Combat 4, Strength 4, Toughness 3, and Penetration 2.

It is not possible to Disengage (from combat) with a Biter. If the Biter survives, it immediately comes under the control of the opposing player for the rest of the game (or until it is Downed, of course), acting at the beginning of each Game Turn.
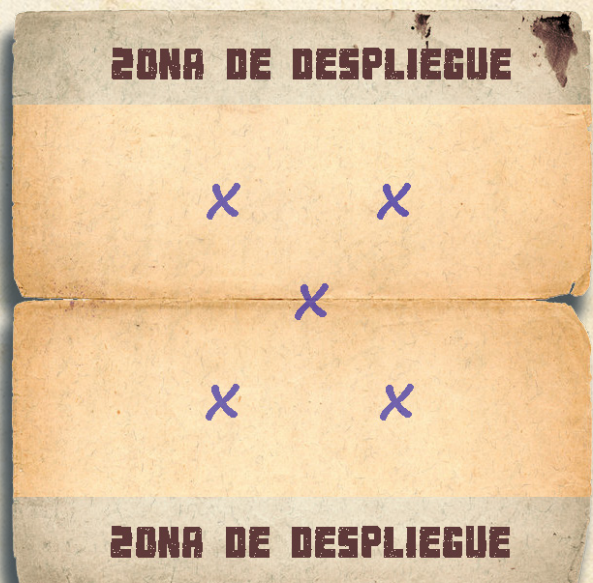
It has 2 Actions, moves 10 cm, and may only Move or Attack enemy miniatures (Biters don't kill Biters).

If more than one player controls Biters at the start of a Game Turn, they each roll a die to decide who acts first, as happens with miniatures with the same Agility.

VICTORY CONDITIONS

At the end of the game, each destroyed Biter lair controlled by a band grants that band 2 Victory Points.

The winner is the band with the most points. If both bands end with the same score, the game is considered a draw.

ZONA DE DESPLIEGUE

X   X

X

X   X

ZONA DE DESPLIEGUE

DUMBTRIP

Life in the Wasteland is hard, and anything that helps make it more bearable is highly valued by its inhabitants. At the ends of some sewers, where a bit of light still reaches but the environment is damp and pretty disgusting, you can find a kind of fungus known as dumbtrip. Properly treated, it becomes a drug that's quite popular in the area of Scrapbridge.

But in those same sewers dwell a repulsive kind of giant worms known as mushworms, which live precisely by gobbling up mushrooms and such things, and they don't take kindly to someone harvesting their meal.

SCENERY

Scenery must be placed as usual, except that each player will alternately place two areas of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Six objectives must be placed on the table at ground level. Two should be placed 10 cm toward each deployment zone from the center of the table. And then, each of these will have two objectives 20 cm to their sides. Check the diagram for more details.

The objectives represent the sewer openings and should have a diameter of 25 mm.

For game purposes they do not block Line of Sight or provide Cover, but they hinder Movement as if they were Impassable Terrain.

RULES

A miniature in contact with a marker may spend one Action to collect a dose of dumbtrip. But the constant noise of harvesting may attract mushworms. The more times harvesting has been done, the higher the chance a mushworm appears.

Before collecting a dose, roll 1d10 on the table below to see if the mushworm shows up, depending on the number of Actions (including the first) already spent harvesting dumbtrip in that sewer, making it increasingly difficult for a mushworm not to appear. It's best to place a 1d6 on the sewer to indicate how many harvests have been made.

If a mushworm appears, any miniature in contact with that sewer must make an Agility roll. If it succeeds, it moves 5 cm away from the sewer, and if it fails, it is swallowed by the mushworm. The miniature is considered Downed, but no Downed marker is placed, meaning it cannot be looted, harvested, healed by a Medic, etc.

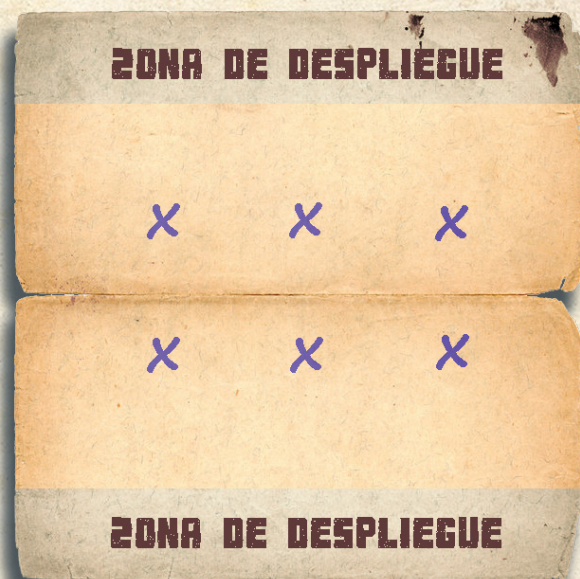Once the mushworm appears, it remains there until the start of the next Game Turn, and no miniature may move into contact with the sewer until the mushworm disappears. Once the mushworm returns to the depths, if that sewer is harvested again, the counter resets to 1.

TIMES HARVESTED	MUSHWORM APPEARANCE
1	9+
2	8+
3	6+
4	5+
5	3+
6+	2+

VICTORY CONDITIONS

Each dose of dumbtrip collected grants 1 point immediately upon being harvested.

The winner is the band with the most points. If both bands end with the same number of points, the game is considered a draw.

ZONA DE DESPLIEGUE

X X X

X X X

ZONA DE DESPLIEGUE

CHEAP GASOLINE

Somewhere in the Wasteland, a few cars from the times of the World of Before have been found – very tempting for siphoning their fuel, which sells quite well in Scrapbridge.

SCENERY

Scenery must be placed as usual, except that each player will alternately place one area of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

In the central area of the table (covering 30 cm), at ground level, place 1 objective for every fraction of 150 points of the game. They are placed alternately by the players (the one who rolls higher on 1d10 starts placing). They must be at least 10 cm away from the side edges, and unless it's no longer possible, they must remain at least 15 cm apart from each other.

The objectives represent the cars and should be the size of a car of that scale (toy cars between 1:43 and 1:32 are perfect).

For game purposes, the objectives count as Medium Cover, size 1.

RULES

Before starting the game, each band must choose two miniatures capable of controlling objectives; they will be in charge of carrying the fuel containers.

Miniatures carrying the containers treat Cool Terrain as Fucked Up Terrain.

In addition, they may not perform any Actions other than Move by walking (they may not Charge, Climb, Shoot, etc.) unless they drop the containers. Dropping the containers is automatic and does not require an Action, but picking them up does require one Action.

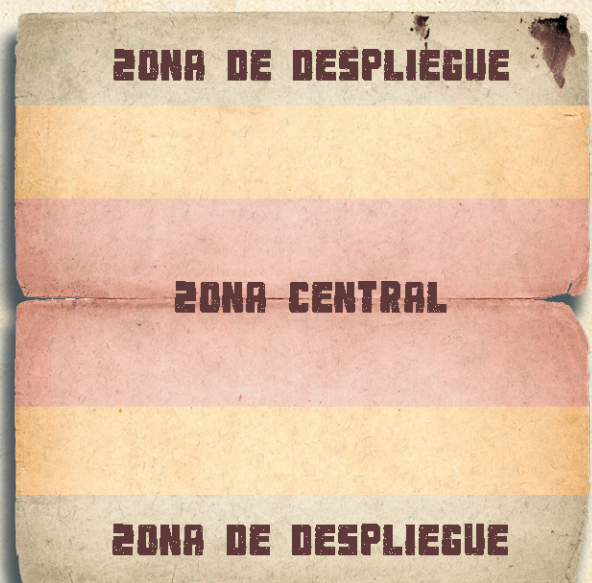When one of the miniatures with containers reaches contact with a car, it may spend Actions to transfer gasoline from the car into the containers.

You can use a die to mark the container level (for example, if fuel has been stolen for 3 Actions, mark a 3 on the die). However, cars have a variable amount of fuel, so after each Action spent filling the container, you must roll 1d10. On a result of 6+, the car is empty and contains no more fuel.

VICTORY CONDITIONS

At the end of the game, add the container levels held by the miniatures of each band.

The band with the highest total wins the game. If both bands have the same amount, the game ends in a draw.

ZONA DE DESPLIEGUE

ZONA CENTRAL

ZONA DE DESPLIEGUE

STRESS

Rumors are spreading that somewhere in the Wasteland there are martabbit burrows, whose fur is highly valued. It's worth the risk to hunt a few, especially if you catch some nice fat ones.

SCENERY

Scenery must be placed as usual, except that each player will alternately place one area of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Six objectives must be placed randomly on the table at ground level.

The objectives represent the martabbits and should have a diameter of 25 mm.

For game purposes they occupy their space but do not block Line of Sight, do not provide Cover, and do not hinder Movement.

RULES

At the beginning of each Game Turn, including the first, roll 1d10 for each martabbit. On a result between 1 and 8, the martabbit moves 10 cm in the direction shown in the diagram. If the movement takes it off one of the table edges, the martabbit is removed.

Martabbits ALWAYS move at ground level and in a straight line; they never climb terrain elements, but completely ignore them for movement purposes, passing through impassable scenery elements along their path. It's assumed that martabbits burrow under the terrain elements or squeeze through small gaps. If the final movement would place the martabbit inside a scenery element where it cannot be positioned, reduce its movement just enough to place it properly.

If the result is 9 or 10, the martabbit evolves (and does not move) and a mutation marker is placed on it. If a martabbit accumulates three mutation markers, it explodes with a loud and bloody splat!—with no effect on

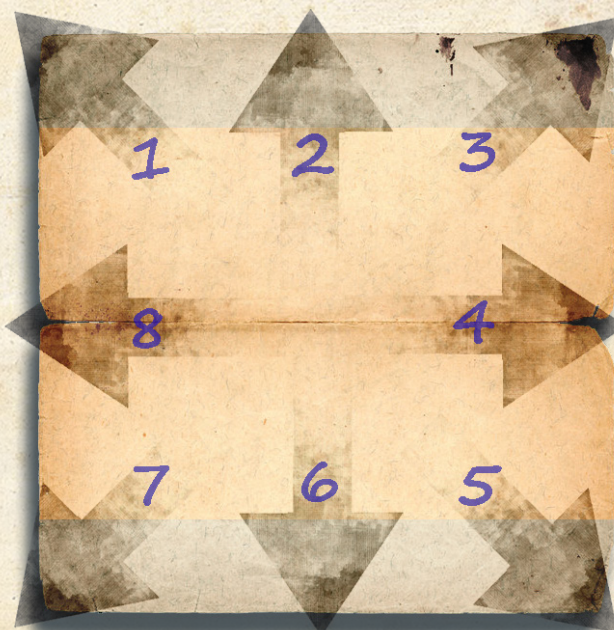nearby miniatures—but the martabbit is removed from the table.

Any miniature capable of controlling objectives may pick up a martabbit by moving into contact with it and spending one Action.

Each miniature may carry a maximum of two martabbits.

VICTORY CONDITIONS

At the end of the game, each martabbit carried by a miniature grants 1 point to its band, plus 1 additional point for each mutation marker that martabbit had.

The winner is the band with the most points. If both bands end with the same number of points, the game is considered a draw.

SHOW OF STRENGTH

Sometimes a band has to prove who's in charge, because respect keeps freeloaders' claws off your stuff, and weakness in the Wasteland is seen as an open invitation for even the lamest fool to claim rights over your territory.

So often it's time to gather the crew, flex some muscle and openly challenge your rival to a rumble in neutral territory. Either they run off like a Lizarcock and lose respect, or they stand their ground and fight. Then it's time to show what you're made of — and why it's a bad idea to set eyes on what you've earned through honest violence.

SCENERY

Scenery must be placed as usual, except that each player will alternately place one area of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Six objectives must be placed at ground level. Each player alternately places one in their own deployment zone. Then each alternately places one in the rival's deployment zone. Finally, each alternately places one in the central area (covering 30 cm). By the end, there will be six objectives total: two in each deployment zone and two in the central area. Each objective must be at least 25 cm apart from the others and at least 10 cm from the table edges.

The objectives represent the positions to conquer in order to give your rival a proper beating and drive them off the area bruised and humiliated, and have a diameter of 25 mm. For game purposes they do not occupy real space, so they do not block Line of Sight, do not provide Cover, and do not hinder Movement.

VICTORY CONDITIONS

Objectives grant points to a band whose members control them at the end of each Game Turn.
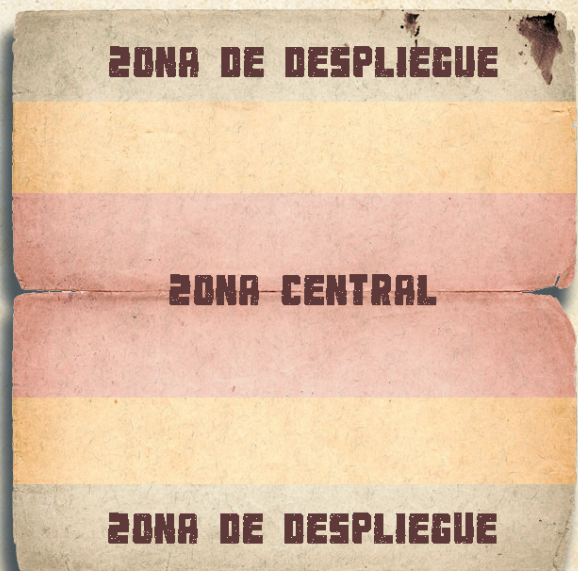
Objectives within a band's own deployment zone do not grant any points to that band.

Each objective controlled by a band in the central area of the table grants 1 point.

Each objective controlled by a band in the rival's deployment zone grants 3 points.

At the end of the game, the band with the highest total of points accumulated throughout the Game Turns wins.

If both bands end with the same number of points, the game is considered a draw.

ZONA DE DESPLIEGUE

ZONA CENTRAL

ZONA DE DESPLIEGUE

VEGAN WORLD

A bunch of weirdos obsessed with vegetables have appeared in the Wasteland, preaching that meat is murder and that all creatures deserve to live freely.

Of course, they don't count the plants they rip out of the ground or the poor bastards they bash with their improvised tofu clubs.

They've been spreading around weird glowing crops that grow at an unnatural speed, and now the local bands are fighting to seize this miracle harvest — or burn it to ashes.

SCENERY

Scenery must be placed as usual, but if possible with a large amount of vegetation such as trees, bushes, etc. In addition, each player will alternately place one area of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Six objectives must be placed on the table. Two should be placed 10 cm toward each deployment zone from the center of the table. Then, each of these will have two objectives 20 cm to their sides. Check the diagram for more details.

The objectives represent areas of bushes and vegetation containing food and should have a diameter of 25 mm.

For game purposes, the objectives count as Light Cover, size 1.

RULES

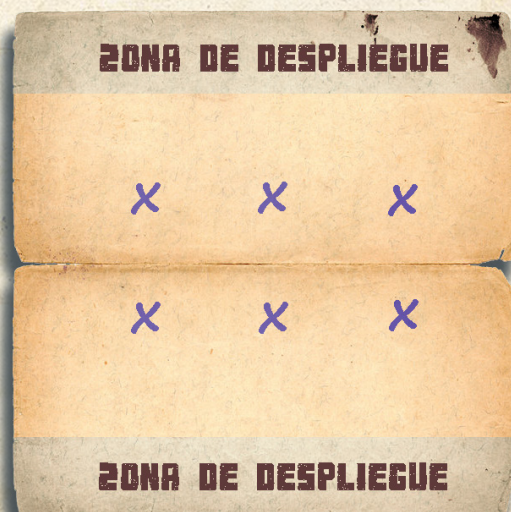At the end of Agility Round 1, after all Activation Phases, any miniature within 5 cm or less of an objective may be attacked by nature itself. Roll 1d10 for each miniature within that distance; on a result of 1−2, the miniature must pass a Toughness roll or be removed from the table, screaming and kicking as it disappears into the undergrowth.

The miniature is considered Downed, but no marker is placed where it fell, so it cannot be looted, harvested, healed by a Medic, etc.

VICTORY CONDITIONS

At the end of each Game Turn, each objective controlled by a band grants that band 1 point. At the end of the game, the band with the highest total points accumulated throughout the Game Turns wins.

f both bands end with the same number of points, the game is considered a draw.

NO BALLS

Everyone knows that wild Lizarcock eggs are far more delicious than those from the cramped ones kept in captivity. That taste, that color, that radioactive touch... what an omelette you can make with those! Your mother told you so — they just don't make eggs like they used to.

So the search for a few of these eggs is well worth fighting another band, or anyone who gets in the way.

SCENERY

Scenery must be placed as usual, except that each player will alternately place two areas of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Four objectives must be placed at ground level in the center of the table.

The objectives represent the Lizarcocks and should have a diameter of 25 mm.

For game purposes they occupy their space but do not block Line of Sight, do not provide Cover, and do not hinder Movement.

RULES

At the beginning of each Game Turn, including the first, each Lizarcock may make two Movements. Roll 1d10 for each Lizarcock twice. On a result between 1 and 8, the Lizarcock moves 10 cm in the direction shown on the map. On a 9–10 it does not move and lays an egg.

Lizarcocks ALWAYS move at ground level and in a straight line, never climbing terrain elements. If the final Movement would place a Lizarcock inside a scenery element where it cannot be placed, reduce its Movement just enough to position it properly.

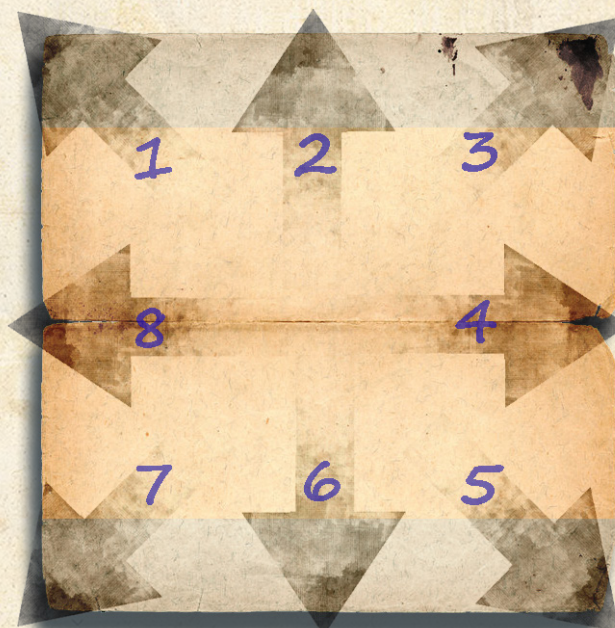Any miniature capable of controlling objectives may pick up a Lizarcock or an egg by moving into contact with it and spending one Action. Each miniature may carry a maximum of one Lizarcock and any number of eggs.

VICTORY CONDITIONS

At the end of the game, each Lizarcock carried by a miniature from your band grants 1 point, and each egg grants 3 points.

The winner is the band with the most points. If both bands end with the same number of points, the game is considered a draw.

RAT PACK

The infamous Old Ratcutter has gone wandering through the Wasteland, and the Scrapbridge Gazette has realized that, against all odds, people actually miss his advice (who knows why). So they've scraped together some money and offered a reward to whoever brings him back. Some bands have now thrown themselves into a race for the prize, placing a few men in vantage points to watch the area — but it turns out Old Ratcutter is completely plastered and needs help just to walk.

SCENERY

Scenery must be placed as usual, except that each player will alternately place one area of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Place the wonderful Old Ratcutter miniature included in the Starter Box at ground level in the center of the table to represent him (yes, it's exclusive to the box — time to cough up and help us get rich). In addition, there are 4 objectives, each placed 20 cm from the center, diagonally toward each corner.

These objectives represent the lookout positions; they do not occupy real space, so they do not block Line of Sight, do not provide Cover, and do not hinder Movement.

RULES

Each band will try to seize Old Ratcutter while also controlling the lookout positions to provide support. Any miniature capable of controlling objectives may help Old Ratcutter walk by moving into contact with him and spending 1 Action.

Since he's a human wreck and totally wasted, his mobility is, to put it mildly, limited. The miniature carrying him may spend only one of its Actions to Move at ground level (no Climbing, Jumping, etc.) up to a maximum of 10 cm per Game Turn. With its remaining Actions, it may only Aim, Shoot, or perform Defensive Fire with weapons that do not have the Two-handed special rule. But it also suffers a -1 Precision penalty, since not only must one arm be holding Old Ratcutter,
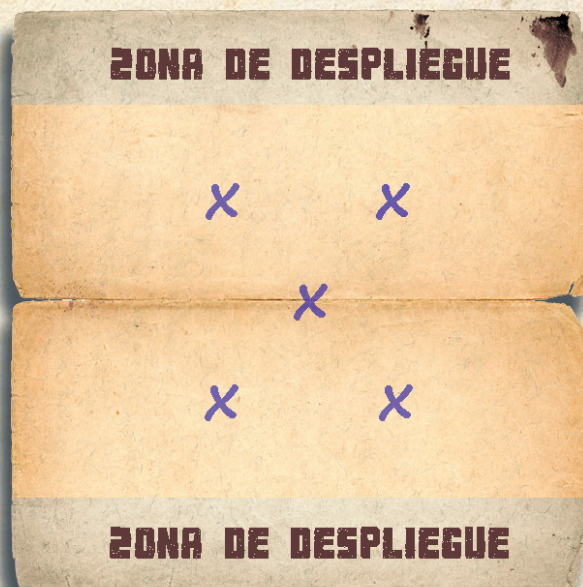
but he won't stop blabbering and stumbling around. If a miniature is Downed while carrying him, Old Ratcutter remains in place — probably throwing up — and can be picked up again by another miniature in the same way as at the start.

VICTORY CONDITIONS

At the end of each Game Turn, each lookout position objective controlled by a band grants that band 1 point.

Old Ratcutter grants the following cumulative points at the end of the game: 5 points if a miniature from your band finishes the game carrying Old Ratcutter, plus 3 additional points if that miniature also finishes in its own deployment zone.

The winner is the band with the most points. If both players end with the same score, the game is considered a draw.

ZONA DE DESPLIEGUE

ZONA DE DESPLIEGUE

Many Wastelanders have seen a strange object streaking across the sky like a ball of fire before crashing violently somewhere not too far away. Although plenty of superstitious folks believe it to be a punishment from the Ancients for our sins or something like that, some bands have armed themselves with courage... and with guns (it never hurts to remember that no matter what anyone tells you, the most important thing is always to arm yourself with guns) and decided to investigate.

What they've found is none other than what seems to be a crashed alien spaceship in that part of the Wasteland. Of course, that raises all sorts of questions about whether we're alone in the universe, our place in the cosmos, how wrong our beliefs are, or who would win a fight between a dumbass and an astronaut. But what the bands really care about is looting as much as they can from that wreck, which surely has cool parts or gadgets they can sell for bullets.

However, aside from the dangers of such advanced technology, one of the ship's crew has survived, and though a bit disoriented, it has no hesitation in attacking anyone who gets in its way.

SCENERY

Scenery must be placed as usual, except that each player will alternately place two areas of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Place one objective in the center of the table representing the crashed spaceship. It should be approximately 12 cm long, 3 cm wide, and 7 cm tall (feel free to make it slightly smaller or larger). In addition, place one objective in contact with the ship for every 250-point fraction of the game.

These objectives represent some of the surviving crew members of the ship.

For game purposes, the ship counts as Medium Cover, size 2, while the crew members occupy their space but do not block Line of Sight, do not provide Cover, and do not hinder Movement.

RULES

Each band's goal is to search the ship for technology or valuable items among the wreckage. A miniature that wants to Search must be in contact with the ship and spend one Action. It must then choose one of the following options:

- **Get a Crappy Piece.** Something easy to grab, though not particularly useful.
- **Get a Cool Piece.** Something that looks like it still works and surely does something very... extraterrestrial. To get it, make a Tech roll. If passed, the miniature gains the item. If failed, it suffers the effects of the Electrification special rule, and the Cool Piece becomes a Crappy Piece.
- **Grab the Tinfoil Hat.** Whoever takes this piece of equipment is immune to the Zapp Gun (see below). There's only one on the ship.
- **Grab the Beep-Beep Thingy.** Whoever takes this piece of equipment may select one enemy miniature (without spending any Action, but this choice remains for the rest of the game and cannot be changed), and all shots against that miniature gain a +2 bonus to Precision. There's only one on the ship, so once taken, it's no longer available.
- **Grab the Camouflatron 2000.** A miniature with this equipment is completely invisible as long as it performs no Actions other than Move. If an enemy miniature passes through it, it automatically lets it through, and if both end up in the same space, the camouflaged miniature moves 1 cm away. There's only one on the ship.
- **Press the Red Button.** You know red means danger — in this and in other distant galaxies. Pressing

it activates the ship's self-destruct, and all miniatures within a 1d10x5 cm radius are Downed by the explosion. Naturally, the ship and all its contents are destroyed.

ach miniature may Search the wreck only ONCE during the game. Also, no miniature may carry more than one item from the ship.

But one of the ship's crew members has survived and will be roaming around trying to kill the primitives who came to strip down its UFO.

Roll 1d10 for each of these little grey men at the beginning of each Game Turn, including the first.

- On a result between 1 and 8, the alien moves 10 cm in the direction indicated in the diagram. If the movement takes it off one of the table edges, the grey man is removed.
- If the result is 9–10, the grey man teleports. In that case, both players roll 1d10, and the winner (reroll ties) places it anywhere on the table.

Each Turn, before the players move, the aliens fire their Zapp Guns at the nearest miniature in their Line of Sight, with no range limit. The weapon automatically hits with Strength 3 and ignores any type of Armour and Cover.
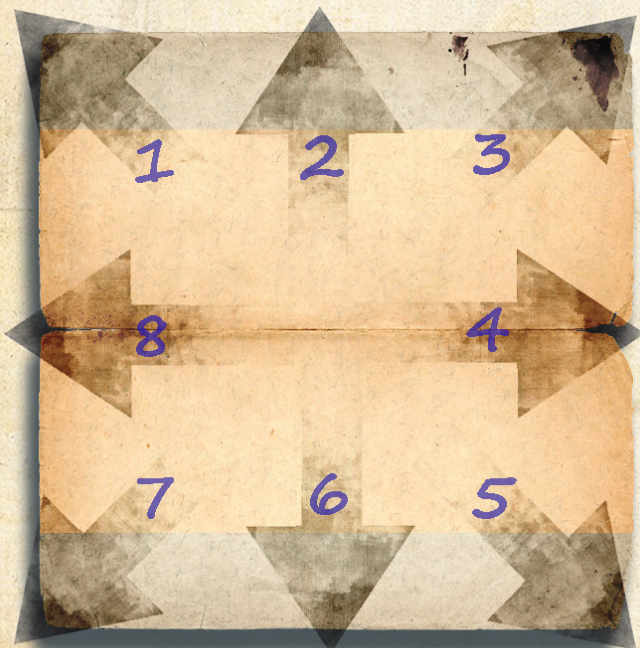
Due to their reputation for anal probes and other antics that cause certain fear among Wastelanders, aliens cannot be Charged, and if they would ever end up in contact with a miniature, they stop 1 cm away. In addition, they are immune to projectiles from primitive ranged weapons.

Yes, you get the idea — they're invulnerable in every practical sense and will always be around to be a pain in the ass, no matter what you attack them with.

VICTORY CONDITIONS

At the end of the game, each Crappy Piece carried by a miniature from your band grants 1 point, and each Cool Piece grants 3 points.

The winner is the band with the most points. If both bands end with the same number of points, the game is considered a draw.

LET IT GO

At Roberta Greenhair's dive, there's been one hell of a party — the kind no one will forget soon. A bunch of bands showed up for the grub and the booze, and they went completely overboard.

But, shockingly enough for such a clean and hygienic place as the Wasteland, it seems that something served there was off. So instead of a peaceful stroll back home, the bands' return has turned into a desperate race to reach the outhouses in the area. And you, brave players, are about to recreate this most scatological moment.

SCENERY

Scenery must be placed as usual, except that each player will alternately place one area of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Three objectives must be placed along the central line of the table, all at ground level. One in the center and the other two 30 cm to each side.

The objectives represent the outhouses and should be squares between 20 and 30 mm on each side.

For game purposes, the objectives count as Medium Cover, size 2.

RULES

Three miniatures from each band capable of controlling objectives are suffering an unstoppable case of galloping diarrhea and will try to reach the outhouses — or, if they can't make it, drop it wherever they can. The first miniature is chosen at random, the second by the owning player, and the last by the opponent.

As the game progresses, each affected miniature has an increasing chance of losing control. At the end of each Game Turn, roll 1d10 for each of these miniatures.

If the roll is equal to or lower than the Turn number just completed, the miniature couldn't hold it and has soiled itself. From that point on, that miniature has 1 less Action.
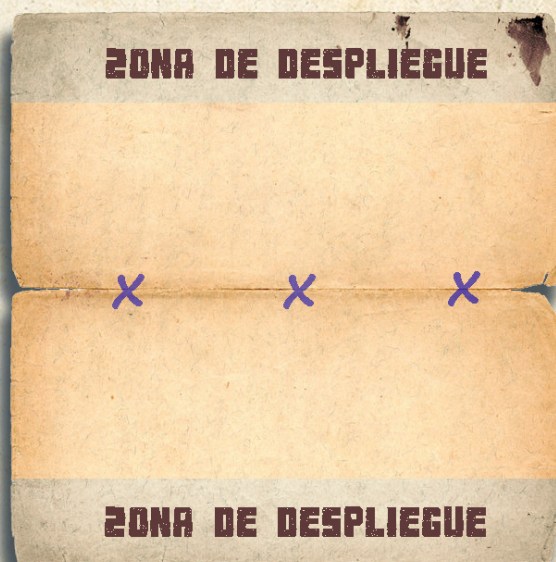
If a miniature reaches any part of an outhouse, it may spend 1 Action to relieve itself and will no longer need to roll for soiling itself for the rest of the game. The urge is so strong that, unlike usual, even if an enemy miniature is also in contact with the outhouse, both can still use it as long as they are not in contact with each other.

A miniature may decide to do its business anywhere, despite the risk and the shame, but to do so it must spend 2 Actions. Once done, it also no longer needs to roll for soiling itself.

VICTORY CONDITIONS

At the end of the game, every miniature that successfully used an outhouse grants its band 5 Victory Points. Those that did it anywhere grant 2 Victory Points. Each miniature that soiled itself subtracts 1 Victory Point from its band. Miniatures that neither soiled themselves nor relieved themselves (because they passed all their rolls) grant no points.

The winner is the band with the most points. If both bands end with the same number of points, the game is considered a draw.

ZONA DE DESPLIEGUE

ZONA DE DESPLIEGUE

HOLD MY BEER

Bands usually fight each other over resources, old grudges, territorial control, and so on. Things that might sound logical. But this is the Wasteland, and logic isn't exactly common — especially when it comes to punching each other in the face. So often it's just a simple "hold my beer," where the whole idea is to look as badass as possible in front of your opponents. In these kinds of fights, the bigger the risk, the bigger the reward.

SCENERY

Scenery must be placed as usual, except that each player will alternately place two areas of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Six objectives must be placed on the table at ground level. Each objective must be at least 25 cm apart from the others and at least 10 cm from the table edges. The players will alternately place three objectives following those conditions.

The objectives represent the places the bands must control, deciding whether to risk placing them closer to the enemy to earn more points, or play it safe for fewer points by keeping them closer. They have a diameter of 25 mm.

For game purposes they do not occupy real space, so they do not block Line of Sight, do not provide Cover, and do not hinder Movement.

VICTORY CONDITIONS

At the end of the game the objectives grant points to a band whose members control them at the end of each Game Turn.

Objectives controlled within a band's own deployment zone grant 1 point.

Objectives controlled within the band's own middle zone (15 cm beyond the deployment zone) grant 2 points.

Objectives controlled within the central zone (the central 30 cm) grant 3 points.

Objectives controlled within the rival's middle zone (15 cm beyond the central zone) grant 4 points.

Objectives controlled within the rival's deployment zone grant 5 points.

At the end of the game, the band with the highest total points accumulated throughout the Game Turns wins.

f both bands end with the same number of points, the game is considered a draw.

ZONA DE DESPLIEGUE

ZONA MEDIA

ZONA CENTRAL

ZONA MEDIA

ZONA DE DESPLIEGUE

VAMP ME UP

If there's one place where certain expressions can take on a very literal twist, it's the Wasteland. When someone tells you the hills have eyes, take it literally — because you might be passing through territory owned by the Eyelings.

At first glance, these creatures, basically a huge eyeball with wings and fangs, may not seem that dangerous — and, well, that's true, unless you come across a big swarm of them. Getting rid of one is as easy as poking it in the eye. But if you're caught off guard or asleep, they'll happily suck your blood like a scorpifly.

However, for some posh types, Eyeling sorbet is considered a delicacy — especially when it's extra rich in blood. So from time to time, hunting a few, or even letting them drink a little before selling them for a better price, isn't a bad business.

SCENERY

Scenery must be placed as usual, except that each player will alternately place two areas of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Three objectives must be placed at ground level in the center of the table.

The objectives represent the Eyelings and should have a diameter of 25 mm.

For game purposes they occupy their space but do not block Line of Sight, do not provide Cover, and do not hinder Movement.

RULES

At the beginning of each Game Turn, including the first, each Eyeling makes a Movement. Roll 1d10 for each Eyeling. On a result between 1 and 8, the Eyeling moves 15 cm in the direction shown on the map, flying over obstacles or stopping atop them if its movement ends there. On a 9, the player from deployment zone A chooses the direction of movement, and on a 10, the player from deployment zone B chooses.

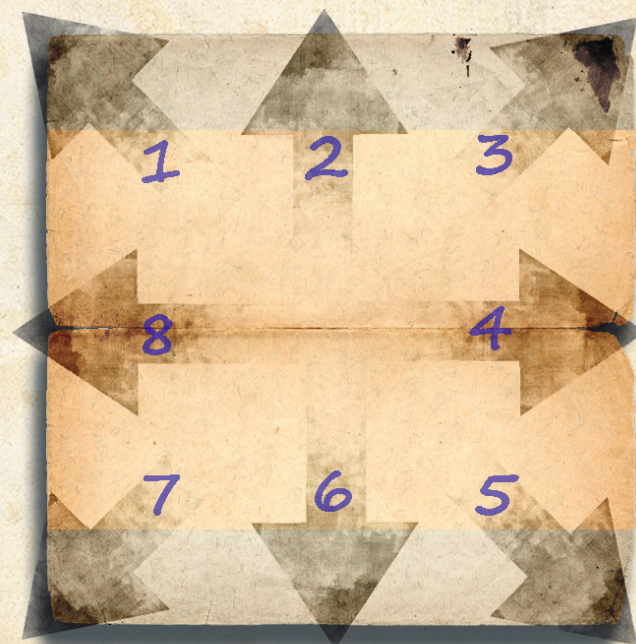Any miniature capable of controlling objectives that is in contact with an Eyeling may spend 1 Action to make it latch onto its body. From that moment, at the beginning of each Game Turn, the Eyeling does not move but instead gives a "sucky kiss," draining 1 point of Toughness from the miniature.

Each miniature may carry a maximum of one Eyeling. Once attached, it cannot be removed unless the miniature is Downed.

VICTORY CONDITIONS

At the end of the game, each Eyeling carried by a miniature from your band grants 1 point, plus an additional point for each "sucky kiss" the Eyeling has given. Therefore, if a band has two Eyelings and one has given two kisses, it will score 4 points (1 point per Eyeling and 2 points for the kisses).

The winner is the band with the most points. If both players end with the same number of points, the game is considered a draw.

WHAT A MESS

If orders from bosses are usually confusing at best, imagine how they must be in the Wasteland of Punkapocalyptic, where stupidity is even more evident than in our times. Yes, yes, I know you find that hard to believe.

The thing is, the band members are trying to figure out what the hell they're supposed to be doing and why the fuck they're even fighting these other guys.

SCENERY

Scenery must be placed as usual, except that each player will alternately place two areas of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Three objectives must be placed along the central line of the table, all at ground level. One in the center and the other two 30 cm to each side. The objectives represent control zones. In addition, two suckups must be placed at ground level in the center of the table. All objectives have a diameter of 25 mm.

For game purposes all objectives occupy their space but do not block Line of Sight, do not provide Cover, and do not hinder Movement.

RULES

A priori, la cosa va de fostiar a los rivales, pero las normas At first glance, the goal is to beat up your opponents, but the orders aren't exactly clear — maybe it's about holding objectives, or maybe just surviving... Who knows. The orders from above are a total mess.

At the beginning of each Game Turn, each suckup makes a Movement. Roll 1d10 for each of them. On a result between 1 and 8, the suckup moves 15 cm in the direction shown on the diagram. On a 9, the player from deployment zone A chooses the direction, and on a 10, the player from deployment zone B chooses. The suckups ALWAYS move at ground level and in a straight line; they never climb terrain elements. If the final Movement would place a suckup inside a scenery element where it cannot be positioned, reduce its Movement just enough to place it properly.

After that, roll 1d10 on the following table. The result determines the conditions for scoring in that particular

Game Turn. Keep in mind that, regardless of the condition, the maximum number of points a band can earn per Turn by meeting the conditions is 3. If they exceed that amount, it remains capped at 3.

ROLL	EFFECT
1-2	Each objective controlled by a band grants 1 point.
3-4	Each enemy miniature Downed grants 1 point.
5-8	Each miniature capable of spending one Action to use a suckup grants 1 point to its band (more than one miniature may do this with the same suckup during this Game Turn, and all earn the points).
9-10	Each miniature capable of controlling objectives that spends 2 Actions to get their thoughts straight grants 1 point to its band.

VICTORY CONDITIONS

At the end of the game, the band with the highest total points accumulated throughout the Game Turns wins.

If both bands end with the same number of points, the game is considered a draw.

WATCHING HOLOTRASH

In the middle of a nowhere spot in the Wasteland, three strange artifacts have been found, made of a material that looks like deep green crystal. Some clueless Wastelander happened to touch one and discovered that when you do, it starts glowing brighter and brighter, projecting weird images nearby — scenes of people from the World of Before doing their daily stuff: grocery shopping, having breakfast, taking a dump, watching TV, and if you're lucky, even having a quick shag. It's completely useless, but it's damn fun watching those idiots doing their thing.

So, as expected in this land of violence and crushing boredom, fights to enjoy this "show" have begun, and the bands are now beating the crap out of each other to be the lucky ones who get to consume the most holotrash.

Each band must go to the crystals to activate them. They show clearer and more spectacular images over time, going from a crappy VHSrip to a dazzling 32K masterpiece — so the later the game, the cooler they get.

SCENERY

Scenery must be placed as usual, except that each player will alternately place one area of Contaminated Terrain (about 20x20 cm) anywhere on the gaming table.

OBJECTIVES

Three objectives must be placed along the central line of the table, all at ground level. One in the center and the other two 30 cm to each side.

The objectives represent the green crystals projecting the images and should have a diameter of 40 mm.

For game purposes, the objectives count as Medium Cover, size 1.

RULES

Miniatures may attempt to activate the crystals. To do so, a miniature in contact with one of them must pass a Tech roll. If successful, the crystal is activated; if not, they'll just have to try again later.

VICTORY CONDITIONS

At the end of each Game Turn, each activated objective controlled by a band grants that band a number of points depending on the current Turn of the game. In Turns 1 and 2 it grants 1 point, in Turns 3 and 4 it grants 2 points, and in Turns 5 and 6 it grants 3 points.

At the end of the game, the band with the highest total points accumulated throughout the Game Turns wins.

If both bands end with the same number of points, the game is considered a draw.

ZONA DE DESPLIEGUE

ZONA DE DESPLIEGUE