

# HOT POTATO, COMING THROUGH!

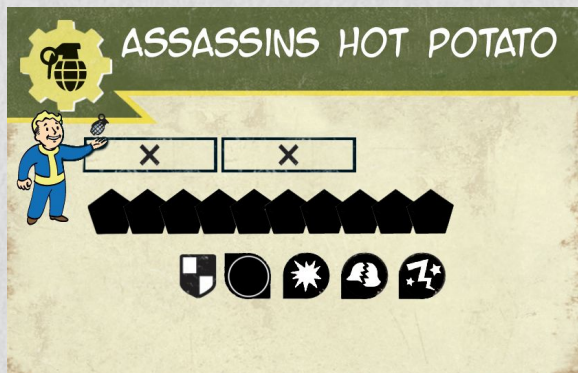
You don't know who it was, but during the night an enemy agent or local turncoat left an explosive device in your camp. Worse still, it was already ticking down by the time you found it. With the countdown rapidly reaching zero and an impending explosion, which will be both lethal and messy, you must defuse the bomb or get it clear of your camp. Taking no chances, the enemy faction has sprung a surprise attack on you.

## SCENARIO RULES

**The bomb must be defused or brought to the safe distance within 6 turns. Failure to do so results in an immediate loss.**

**Killing all the members of the Camp or preventing them from reaching the Safe Distance within 7 turns results in immediate victory.**

**Game Duration:** 7 rounds



## SPECIAL RULES

### The Assassins Hot Potato

The bomb must be disarmed, or it can be removed from play by getting it a safe distance from the camp. The Assassins Hot Potato is carried like any other item and doesn't hinder the carrier. The Assassins Hot Potato cannot be shared. If the carrier is killed, the Assassins Hot Potato can be picked up by another Camp Survivor. The Carrier of the Assassins Hot Potato must make at least one move action per turn as panic starts to set in.

### Faction: Camp Survivors

Camp survivors can attempt to defuse the Assassins Hot Potato once per activation. This requires a successful Intelligence Skill Test. The Intelligence Skill Test suffers a -2 Penalty if the carrier is hit by an attack any time before a defusal attempt is made, even if no damage is resolved. The carrier cannot attempt a defusal if wearing power armour, the armoured fingers are simply too thick and lacking in dexterity.

### Special Rule

The Assassins Hot Potato requires 6 successful defusal attempts to be safely disarmed. Action Points generated by V.A.T.S can be used to generate a defusal attempt.



## BATTLEFIELD SET-UP

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

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

When the physical battlefield terrain has been set-up, Camp Survivors deploy all their units in the Survivor Camp and choose a Carrier. That Carrier now has possession of the Assassins Hot Potato until it is defused or that Carrier is killed.

Attackers deploy their units by dividing all of their units into two groups, rounding up, and deploying inside the Attacker Deployment Zones.

### Set-up: Hot Potato, Coming Through!

The Carrier can perform a full range of actions as per normal and doesn't need to make a defusal attempt. However, skipping a defusal attempt doesn't mean you can make an additional defusal attempt in your next activation unless it is generated by V.A.T.S.