



*Wastelanders talk in hushed tones of the tremendous riches of Bunker 13. Rumour has it that during the Big Bang, the world leaders retreated to Bunker 13, taking with them tremendous wealth, gold, jewels, priceless art works, but more importantly, automatic shotguns, flachette cannons, lineage plasma drivers, and the entire back library of Playboy. Unfortunately, Bunker 13 is known by another, more sinister name...  
THE LAIR OF THE RAD CHICKEN!*

Lair of the Rad Chicken is the first adventure pack for APOCALYPSO! It includes four new objective cards, along with five new tiles (there are two copies of the cave in tile). While you can play any of the objectives as a normal APOCALYPSO! Game, the 'Lair of the Rad Chicken' objective has been designed as a more special adventure. The full rules for the epic hunt for this dreaded beast appear below. You can still play Lair of the Rad Chicken as a normal adventure, it's just less characterful. You can also use all the new cards, tiles and objectives in this pack with the original APOCALYPSO! Set giving you more enemies, more rooms, and more missions to fight your way through.

### **MISSION BRIEFING:**

*Listen up Wasters, you're heading into the Lair of the Rad Chicken, the most ferocious, most foul beast in all of the Wastelands. Forget the Land Squid. Forget the Mujahadeen Cactus Man. Even Guy Sebastian is less foul than the Rad Chicken. So why are you going in you ask? Well, there's fabulous riches in there boy! Go get 'em!*

### **TILE SET:**

Standard, plus six extra tiles provided in this scenario pack.

### **CHARACTERS:**

Standard.

### **STARING ROOM:**

The Entrance. Remove this card from the deck before shuffling, and place it in the centre of the table. All players start on the open edge.

### **OBJECTIVE ROOM:**

The Lair of the Rad Chicken. Shuffle this special room into the standard deck.

### **BAD GUYS:**

Zombies, Gun Zombies, Mutants, Gun Mutants, Rats, Rad spiders, Rad scorpions. Remove all other enemies from the deck.

### **EVENTS:**

Standard deck, plus special cards provided in this scenario pack.

### **WINNING:**

The first player to kill the Rad Chicken is the winner.



### THE RAD CHICKEN:

DEF: 5 WND: 8

#### Weapons:

Beak of DEATH!

RNG: C ATK: 1 MOD +1

Breath of FIRE!

RNG: 4 ATK 1 MOD +1

#### Special:

##### **Breath of FIRE!**

The breath of fire weapon works slightly differently from normal ranged attacks. Draw an imaginary line between the Rad Chicken and it's target. Figures in any of the squares the line passes through are hit as well as the target.


##### **It's the Boss:**

Because the Rad Chicken is a ferocious end of level baddie, it is not controlled by the players in the usual manner. Instead, roll on the Rad Chicken behaviour table below.

1-2: Move 1 square towards the nearest hero

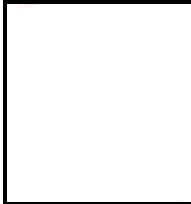
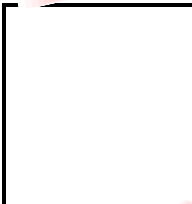
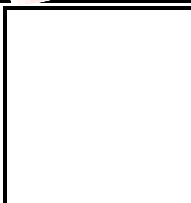
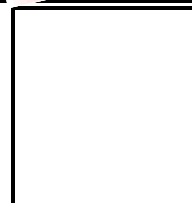
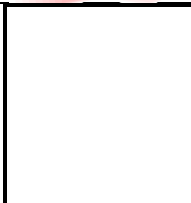
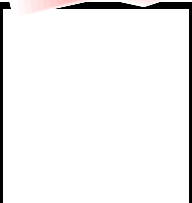
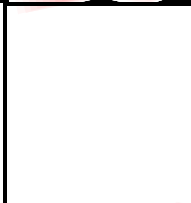
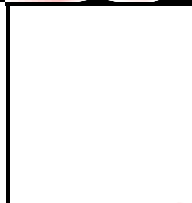
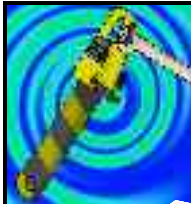
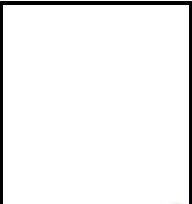

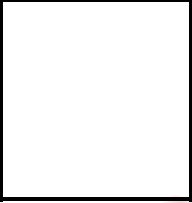
3-4 Fight in combat (if the Rad Chicken is not in combat, treat as a roll of 1-2)


5-6 Shoot at the nearest hero (if there are none in range, treat as a roll of 3-4)

  
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<p><b>RAD SPIDER</b></p> <p>DEF: 2 WND: 2</p> <p>WEAPONS: None Special: Poisonous Attacks: if a Rad Spider rolls a 6 for an attack, then it causes two wounds.</p> <p>Y M E N E</p>	<p><b>RAD SPIDER</b></p> <p>DEF: 2 WND: 2</p> <p>WEAPONS: None Special: Poisonous Attacks: if a Rad Spider rolls a 6 for an attack, then it causes two wounds.</p> <p>Y M E N E</p>	<p><b>ZOMBIES</b></p> <p>DEF: 2 WND: 1</p> <p>WEAPONS: none Special: Shambling dead: Zombies move in a random direction – use the Random-o-thing to determine where they go.</p> <p>Y M E N E</p>	<p><b>MUTANTS</b></p> <p>DEF: 4 WND: 2</p> <p>WEAPONS: None Special: Mutant strength: Mutants are immensely strong, and add a +1 modifier to close combat attacks.</p> <p>Y M E N E</p>	<p><b>GIANT RATS</b></p> <p>DEF: 2 WND: 1</p> <p>WEAPONS: None Special: Up to 2 rats can fit in any square, even if there is a player already in it. Place the rats as close to you as possible</p> <p>Y M E N E</p>	<p><b>ZOMBIES</b></p> <p>DEF: 2 WND: 1</p> <p>WEAPONS: none Special: Shambling dead: Zombies move in a random direction – use the Random-o-thing to determine where they go.</p> <p>Y M E N E</p>
<p><b>RAD SCORPION</b></p> <p>DEF: 4 WND: 2</p> <p>WEAPONS: Acid Spit RNG: 3 ATK: 1 MOD: 1 Claws: RNG C ATK: 2 MOD: 1</p> <p>Y M E N E</p>	<p><b>RAD SCORPION</b></p> <p>DEF: 4 WND: 2</p> <p>WEAPONS: Acid Spit RNG: 3 ATK: 1 MOD: 1 Claws: RNG C ATK: 2 MOD: 1</p> <p>Y M E N E</p>	<p><b>GUN ZOMBIES</b></p> <p>DEF: 2 WND: 1</p> <p>WEAPONS: Pistol RNG 6 ATK 1 MOD 0(-2) AMMO B Special: Shambling dead: Zombies move in a random direction – use the Random-o-thing to determine where they go. Brain dead gunmen: Zombies are very very poor shots. As a result, they have a -2 Modifier to all shooting attacks.</p> <p>Y M E N E</p>	<p><b>GUN MUTANTS</b></p> <p>DEF: 4 WND: 2</p> <p>WEAPONS: Pistol RNG: 6 ATK: 1 MOD: 0 AMMO B. Special: Mutant strength: Mutants are immensely strong, and add a +1 modifier to close combat attacks. Which end goes bang? Mutants are so thick to use guns properly. They suffer a -1 mod to all shooting attacks.</p> <p>Y M E N E</p>	<p><b>GIANT RATS</b></p> <p>DEF: 2 WND: 1</p> <p>WEAPONS: None Special: Up to 2 rats can fit in any square, even if there is a player already in it. Place the rats as close to you as possible</p> <p>Y M E N E</p>	<p><b>GUN ZOMBIES</b></p> <p>DEF: 2 WND: 1</p> <p>WEAPONS: Pistol RNG 6 ATK 1 MOD 0(-2) AMMO B Special: Shambling dead: Zombies move in a random direction – use the Random-o-thing to determine where they go. Brain dead gunmen: Zombies are very very poor shots. As a result, they have a -2 Modifier to all shooting attacks.</p> <p>Y M E N E</p>

<p><b>GO FORTH, MY MINIONS!</b></p>  <p>D6 bad guys in any room can perform one action each.</p>	<p><b>BOOBY TRAP!</b></p>  <p>Oops... Roll under your DEF or take a wound.</p>
<p><b>AMBUSH!</b></p>  <p>Every enemy figure in the room may immediately perform one action. The player on your left decides what they do!</p>	<p><b>NEED FOR SPEED!</b></p>  <p>You put on a burst of speed. You get 2 bonus AP this turn!</p>
<p><b>RAT ATTACK!</b></p>  <p>You are suddenly attacked by ferocious giant rats!  <b>GIANT RAT:</b>  DEF: 2 WND: 1 No. D6  Weapons: None  Special: Up to 2 rats can fit in any square, even if there is a player already in it.  Place the rats as close to you as possible.</p>	<p><b>WHAT THE?</b></p>  <p>You've stumbled across a massive painting of a Gorilla wearing a boiler suit and carrying an M-16. Now that's weird...</p>
<p><b>COOKING POT</b></p>  <p>It's one of those things you cook in. If you wear it on your head, you will ignore any hits in close combat on a roll of a 6.</p>	<p><b>RAT ATTACK!</b></p>  <p>You are suddenly attacked by ferocious giant rats!  <b>GIANT RAT:</b>  DEF: 2 WND: 1 No. D6  Weapons: None  Special: Up to 2 rats can fit in any square, even if there is a player already in it.  Place the rats as close to you as possible.</p>
<p><b>JUST LIKE ASH!</b></p>  <p>You find a great big chainsaw!  <b>RNG:</b> C <b>ATK:</b> 1 <b>MOD:</b> 3  <b>AMMO:</b> E</p>	<p><b>COMBAT ARMOR</b></p>  <p>You just found a full suit of lost technology Combat Armor! It gives you +2 DEF!</p>
<p><b>ASK NOT FOR WHOM THE CHICKEN CLUCKS..</b></p>  <p>You hear the spine chilling clucking of the Rad Chicken in the distance...</p>	<p><b>PLASMA PISTOL</b></p>  <p>You've just stumbled across some lost technology! Score!  <b>RNG:</b> 4 <b>ATK:</b> 1 <b>MOD:</b> 2  <b>AMMO:</b> E</p>

<p><b>DUTCH COURAGE!</b></p> <p>You've found a bottle of Smurfnov's Almost Genuine Russian Vodka! Drinking it will give you a +2 mod in close combat, but you have to re-roll all successful attacks.</p>	<p><b>BONANZA!</b></p> <p>Draw another three event cards! Do it! Do it now!</p>
<p><b>HUBBA HUBBA</b></p> <p>You've just discovered the entire back library of Playboy! You lucky, lucky thing!</p>	<p><b>CATTLE PROD</b></p> <p>Hmmm... Maybe you can use this as a bad guy prod as well.      RNG: C ATK: 1 MOD: 1      AMMO: E</p>
<p><b>KILL FRENZY!</b></p> <p>Crazed with blood lust, you become an absolute killing machine! Add a +2 mod to your next three close combat attacks.</p>	<p><b>LAND MINE</b></p> <p>It's the other sort of Claymore! You can deploy the landmine in any square you pass through. Anyone else entering that square takes a hit with a +3OD. The landmine is then destroyed.</p>
<p><b>AMMO STASH!</b></p> <p>You've just discovered a stash of D6 ammo counters (chosen at random)</p>	<p><b>AMMO STASH!</b></p> <p>You've just discovered a stash of D6 ammo counters (chosen at random)</p>
<p><b>GAS-O-MATIC</b></p> <p>It's a Gas-o-matic gas mask! The choice of the discriminating gas mask buyer! Winner of the Gas Mask of the year award three years running!      This is just a guess, but it might juts protect you from gas...</p>	<p><b>MACHINE PISTOL!</b></p>  <p>It's one of those cool machine pistol things that Secret Service bodyguards use!      RNG: 6 ATK: 2 MOD: 0      AMMO: B</p>
<p><b>GO FORTH, MY MINIONS!</b></p> <p>D6 bad guys in any room can perform one action each.</p>	<p><b>KNOCK OUT GAS</b></p> <p>Sleep-o-matic knock out gas is released! Unless you are wearing a Gas-o-matic gas mask, you mss the rest of this turn.</p>



## ESCAPE FROM BUNKER 13



**OBJECTIVE ROOM:**

ENTRY

**OBEJCTIVE:**

You've been trapped in Bunker 13 with all manner of nasty beasties! You must escape! The first player to move off the edge of the Entry tile wins.

## RESCUE MISSION



**OBJECTIVE ROOM:**

PRISON

**OBEJCTIVE:**

Raiders have captured the Patriarch's Daughter! She must be rescued!



**THE KIDNAPPERS:**

4 Raiders.

**THE HOSTAGE:**

DEF: 2 WND: 3

Weapons: None

Special: The hostage will always stay in the

**TO WIN:**

The player who brings the Hostage back to the Entry room wins.

## THE SUPER BEAST!



**OBJECTIVE ROOM:**

SICK BAY

**OBEJCTIVE:**

The Mad Scientist has created a Super Beast! He must be stopped!



**MAD SCIENTIST**

DEF: 2 WND: 4

Weapons:

Laser: RNG: 4 ATK: 1 MOD: 2 AMMO: E

Scapel: RNG: C ATK: 1 MOD: 0 AMMO -

Special:

I am Invincible! Successful attacks on the Mad Scientist must be

**THE BEAST**

DEF: 4 WND: 4

Weapons:

Claws: RNG: C ATK: 2 MOD: 2 AMMO -

Special:

Big and Stupid: If the Mad Scientist is killed, the Beast starts to move randomly. Use the Random-o-thing to determine direction.