

FRONT 1

BACK 1

FRONT 2

BACK 2



RADROACH SWARM ⚡

Counts as Normal size.
EQUIPPED: Radroach Swarm Bite.

STR	1
PER	4
END	4
CHA	1
INT	1
AGI	3
LUC	1

👁	1
⚡	1
☢	X

👁 🚫



MOLE RAT ⚡

BURROW: Charge is not a normal movement or a trigger. Place Mole Rat anywhere within its Charge distance so it engages enemy model.
SENSES: Does not need LoS to use Charge.
EQUIPPED: Mole Rat Bite.

STR	3
PER	2
END	2
CHA	1
INT	1
AGI	5
LUC	2

👁	1
⚡	1
☢	X

👁 🚫

FRONT 1

BACK 1

FRONT 2

BACK 2



DOGS



1. Dogs can only use cards which show the icon, or specifically state can be used by Dogs on the cards, or are equipped by the Unit's card.

One exception is that, via Sharing, Dogs may use and Stimpaks carried by friendly models which are not or .

2. If a Dog has weapons named on its Unit card, those are the only weapons it may equip.

3. Dogs cannot gain or skills.

ACTIONS

Move

Charge

Close Combat

Shoot

Throw

Expertise

Prepare

RIFLE

SEARCH

PISTOL

LOCKPICK

HEAVY WEAPON

COMPUTER

THROW

PRESENCE

MELEE

AWARENESS

HEALTH

BATTLE CRY

MOVEMENT

ATTACK

EXPERTISE

PREPARE

TRIGGERS

- Any action
- Friendly attacked
- Movements
- Attacks

All require LoS, except attack.



CREATURE FACTION



1. Leader must be Creature Controller.
2. Apart from Leader, force may contain Creatures only. (Creature units with a faction on their cards not matching the faction on the Leader's unit card may not be included.)
3. Leader may be equipped with Creature Perks.
4. Whilst Unengaged, Creature Controller may apply Stimpaks to Creatures within Yellow and LoS.



CREATURES



1. Creatures can only use cards which show the icon, or specifically state can be used by Creatures on the cards, or are equipped by the Unit's card.

2. If a Creature has weapons named on its Unit card, those are the only weapons it may equip.

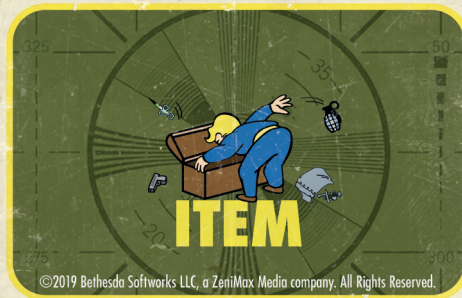
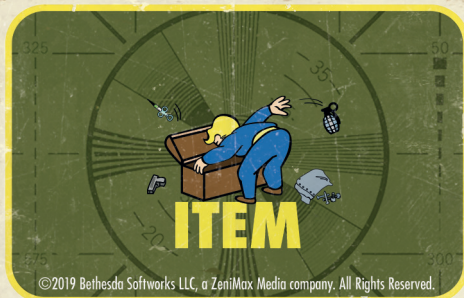
3. In addition to its weapons, a Creature may equip a total of 2 creature mods and 1 non-weapon creature item.

4. Creatures cannot gain or skills.

FRONT

BACK

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<p>MYSTERIOUS STRANGER</p> <p>If rolled during V.A.T.S. roll, Mysterious Stranger attacks your nearest unengaged enemy in LoS — your choice if tied. AUTO-HIT: Resolve + (This attack is optional.)</p>	<p>MYSTERIOUS STRANGER II</p> <p>If / rolled during V.A.T.S. roll, place Mysterious Stranger up to Red away. AUTO-HIT: Resolve + on any model in Mysterious Stranger's LoS (engaged or not). Then remove Mysterious Stranger. Max. one Mysterious Stranger Perk per activation. <i>requires: Mysterious Stranger Perk.</i></p>	<p>MYSTERIOUS STRANGER III</p> <p>As Mysterious Stranger II but when Mysterious Stranger's model is placed: either immediately resolve Mysterious Stranger II attack or Place next to Mysterious Stranger and use a reaction with to attack later. Remove Mysterious Stranger after attack, or when affected by any damage. <i>requires: Mysterious Stranger II Perk.</i></p>



BATTERED ASSAULTRON HEAD LASER



Assaulttron only.
Primed Weapon: 2



⚡ 3



After each action (exc. shooting), add token if non-friendly in LoS; otherwise, remove a token.

When primed, may use Shoot action to fire, then remove all tokens.

BALLISTIC WEAVE

Increases rating by 1.
Must be attached to an armor () card that sets armor values.

DISSIPATING

Increases armor rating by 1.
Must be attached to an armor card that sets armor values.

LEAD LINED

Increases rating by 1.
Must be attached to an armor () card that sets armor values.

IMPROVED FLEXIBILITY

+2

HEADLAMP

+2

BIOCOMM MESH

A chem's right-most column of effect lasts one additional activation duration.

LIGHTWEIGHT

Model is not affected by difficult terrain.




PADDED

Increases and armor rating by 2 for area effect damage only.
Must be attached to an armor () card that sets armor values.

CUSHIONED

Falling damage resolved as if one color distance less.

ROBOTS

1. Robots with no named faction count as the same faction as the player's Leader.
2. Robots can only use cards which show the  icon, or specifically state can be used by Robots on the cards, or are equipped by the Unit's card.
3. Robots are immune to  and .
4. Damage can be removed from a Robot using a Robot Repair Kit.
5. A Robot may equip a total of 2 robot weapons, 2 robot mods and 1 non-weapon robot item.
6. If a Robot has weapons named on its Unit card, those are the only weapons it may equip.

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SELF-DESTRUCT AND AI ROBOT

SELF-DESTRUCT

When self-destruct initiated, Robot can only use movement actions for remainder of battle. Initiating self-destruct is a trigger (LoS not required). At end of robot's next activation, it explodes with the following effect centred on the robot:






After explosion is resolved, remove model.

AI

If no *O* shown on robot's AI matrix, resolve *A* whenever *O* is required.

AI RESPONSES TARGET PRIORITIES

NEAREST	For movement: Fewest Moves required For shooting: Shortest shot
WEAKEST	Least remaining Health
LARGEST	Highest maximum Health
WOUNDED	Most damage taken
HEALTHIEST	Most remaining Health
VULNERABLE	Lowest armor
BEST CHANCE	Least penalties / Greatest bonus
PREPARED	Ready  Not Ready
SPENT	Used  Ready
IMPORTANCE	Nearest to Subject
NOT ENGAGED	Not Engaged
ENGAGED	Engaged
CAPABLE	Doing enemy objective  Capable of enemy objective
SLOWEST	Shortest Move
FASTEST	Longest Charge

AI RESPONSES OBJECTIVE AND DEFEND

OBJECTIVE

Perform relevant response that matches Objective but with X as the only Subject/Target.

- Defeat X Perform *A* with Subject as only target to be considered
- Protect X Perform *D*
- Go to X Perform *M*
- Use X
 1. Interact to Use Subject
 2. Move into contact with Subject
 3. Perform *M*

DEFEND

Assess target as if model at Subject's position. Perform *A* using only that target. If this would result in target not being attacked or engaged during activation, *M*ove towards Subject instead.

CAREFUL If Subject engaged with target, model will use Close Combat instead of Ranged.

DEATHCLAW

DEATHCLAW SWIPE AND DEATHCLAW CRUSH

	9+	5-8	1-4	
	<i>A</i>	<i>A</i>	<i>A</i>	
	<i>A</i>	<i>F</i>	<i>F</i>	
	<i>A</i>	<i>F</i>	<i>F</i>	
	<i>F</i>	<i>A</i>	<i>A</i>	

: Add  to Crush.

1: Nearest
2: Wounded

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MUTANT HOUND FIEND

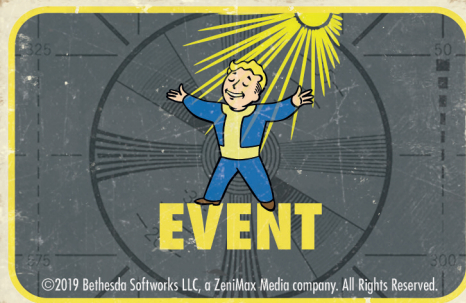
HOUND BITE

	3+	1-2	
	<i>A</i>	<i>A</i>	
	<i>A</i>	<i>A</i>	
	<i>A</i>	<i>A</i>	
	<i>M</i>	<i>F</i>	

1: Nearest

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BACK



FRONT

LIGHTNING STORM

The lightning strikes the ground in several places with explosive and deafening results.

At end of every round whilst in play, 2 random models are hit by lightning. For each:

☀️ = 1 ⚡️ = 7

Card remains in play until ☀️ is rolled.

VERTIBIRDS OVERHEAD

No sooner than they are heard, the four vertibirds dart past above overhead, fading into the distance to the south-east.

TRY THAT AGAIN

Discard 1

then re-roll any remaining

and/or

BACK



THE SECRET ELIXIR: Part 1

"A Nuka-Cola Corporation field office used to be located around here. I believe a cooler in there has ingredients that could help me figure out how to make my own Nuka-Cola, but some creatures have nested on top of it."

Make your own Nuka-Cola? Harris didn't seem crazy so maybe there was something to her idea.

FRONT

MERCHANT CARAVAN

Caravan Master Harvey says he lost a couple of guards to Raiders. Will you help protect them as far as Goodneighbour?

If so, roll ☀️. The journey is uneventful. Otherwise, the Raiders strike again. Test ☀️. Gain ☀️.

Any outcome: Harvey appreciates it. Your Settlement is now on his route. Gain 1 Scavenging Stand Structure for free.

FIND THE COOLER

SET-UP: Place a Searchable Black from two battlefield edges — this is the expected location of the cooler.

➡️ Draw a Creature card and Test LUC:

✔️ Gain Cooler and add ⚡️ for the time it takes.

✖️ Move the marker Yellow in a random direction.

If cooler gained, got to Part 2.

BACK

ITEM

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ITEM



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ITEM

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FRONT

Not usable by Super Mutants

+1  +1 

+1 INT

OVERDRIVE



BACK

ITEM

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ITEM

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FRONT




HEAVY

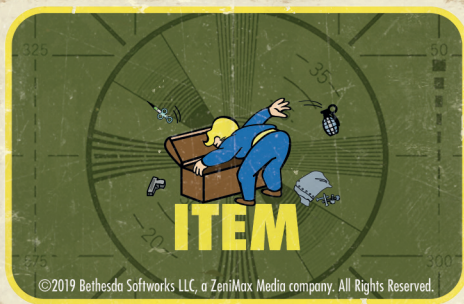


1 blank face of any 1    counts as 

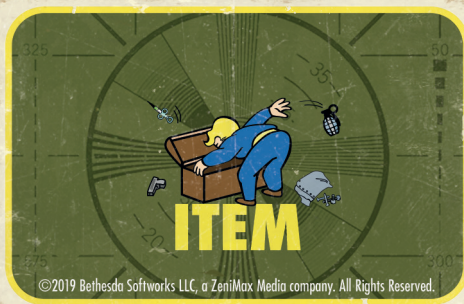
MULTI-CALIBER

Prior to Shooting roll, can discard any 2 effect dice (same or different colours) to add 1    (player's choice).



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RADROACH SWARM BITE



Radroach Swarm Only



1

Resolve 1 attack for every 2 of Radroach Swarm (round up).

RADSCORPION PINCERS & STING



Radscorpion Only



2

If damage caused:



HOUND BITE



Mutant Hounds only



2



!3



3

DEATHCLAW CRUSH



Deathclaw only
Primed weapon: 3



3

Then and throw target

After each action, add token if non-friendly in LoS.

When primed, Close Combat action to use Crush.

(Skill roll: Deathclaw's Str - Target's Agt), then remove all tokens.

DOG BITE



Dogs only



2



STUN BATON



2



(If none:)

!2



2

ASSAULTRON HEAD LASER



Assaultron only.
Primed Weapon: 2



3



After each action (exc. shooting), add token if non-friendly in LoS; otherwise remove a token.

When primed, immediately Shoot (no action required), then remove all tokens.

EYEBOT LASER



Eyebot only



1



YOUNG DEATHCLAW SWIPE



Young Deathclaw only



2





RONNIE SHAW
SURVIVOR / MINUTEMEN



STR	3
PER	7
END	6
CHA	4
INT	4
AGI	7
LUC	2

UNARMED: Improvised Weapon
+ 1 =

SHARPSHOOT: : If unengaged when ignore one item of cover.

TACTICIAN: Not counted when calculating Advantage marker.

	2
	3
	-

PRESTON GARVEY
SURVIVOR / MINUTEMEN



STR	5
PER	6
END	7
CHA	7
INT	5
AGI	4
LUC	4

SPECIALITY: Laser Musket gets Long Barrel mod fitted free.

CAREFUL: When into close combat always affects intended target.

BRAVE : Use Preston's Battlecry resist.

MORALE : Minutemen get +1

	3
	3
	1

NUKA-GIRL
SURVIVOR



STR	3
PER	7
END	5
CHA	8
INT	6
AGI	8
LUC	5

ALERT: If an Unready Nuka-Girl is within of a model being made Ready, Nuka-Girl can be made Ready too.

ACROBATIC: Once per battle, can test AGI.
✓ Ignore all damage from a single attack.

	1
	3
	2

DOG



STR	4
PER	7
END	5
CHA	3
INT	3
AGI	5
LUC	2

SENSES: Does not need LoS to a target to use Charge.

EQUIPPED: Dog bite.

	2
	2
	-

X6-88 COURSER
SURVIVOR



STR	5
PER	7
END	7
CHA	4
INT	5
AGI	7
LUC	1

STEALTH BOY: As Stealth Boy Item card but continuous. (Can not be shared)

ENERGY SHIELD : +1

	2
	1
	1

MAMA MURPHY
SURVIVOR



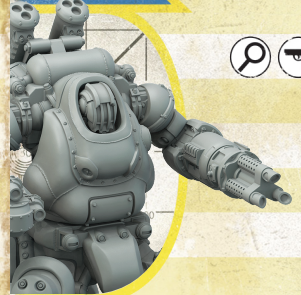
STR	3
PER	3
END	4
CHA	7
INT	5
AGI	7
LUC	6

FORESIGHT: See Foresight card. Has 3 points to spend during set-up.

Starts battle with 2 chems. Starts each activation with 2 points (or 4 if chem is active).

	2
	1
	-

SENTRY BOT



STR	8
PER	7
END	13
CHA	2
INT	2
AGI	2
LUC	1

EQUIPPED: Missile Launcher and Minigun.

At 0 , do not remove model but initiate self-destruct.

STABLE: May fire more than one per activation.

	3+1
	2+1
	X

KNIGHT
BROTHERHOOD OF STEEL



STR	5
PER	6
END	5
CHA	5
INT	5
AGI	6
LUC	2

HARDY: Each model starts with

	2
	2
	-

MUTANT HOUND

SUPER MUTANT




STR	6
PER	7
END	5
CHA	2
INT	2
AGI	7
LUC	1

SENSES: Does not need LoS to a target to use Charge.
EQUIPPED: Hound bite.
LEAP: Can climb but can not end movement mid-climb.

STR	1
PER	1
CHA	X



ALIEN



STR	3
PER	8
END	3
CHA	3
INT	8
AGI	5
LUC	7

EQUIPPED: Alien Blaster

STR	2
PER	3
CHA	X



MUTANT HOUND FIEND

SUPER MUTANT




STR	7
PER	7
END	4
CHA	2
INT	2
AGI	7
LUC	1

SENSES: Does not need LoS to a target to use Charge.
EQUIPPED: Hound bite.
LEAP: Can climb but can not end movement mid-climb.

STR	1
PER	1
CHA	X



FERAL GHOUL




STR	6
PER	2
END	4
CHA	1
INT	2
AGI	4
LUC	1

RADIATION HEALING: Each point of removes 1
EQUIPPED: Feral Ghoul Swipe.

STR	1
PER	2
CHA	X



RADSCORPION



STR	6
PER	7
END	6
CHA	3
INT	1
AGI	4
LUC	4

BURROW: Charge is not a normal movement or a trigger. Place Radscorpion anywhere within Charge distance so it engages enemy model.
SENSES: Does not need LoS to a target to use Charge.
EQUIPPED: Radscorpion Pincers & Sting.

STR	3
PER	2
CHA	X



DOGMEAT SCOUT

SURVIVOR



STR	4
PER	8
END	5
CHA	3
INT	4
AGI	6
LUC	2

SENSES: Does not need LoS to Charge.
OBSERVER : Friendly models can use Dogmeat Scout's LoS for Charge and react to triggers which Dogmeat Scout is aware of.
EQUIPPED: Dog bite.
LEAP: Can not end movement mid-climb.

STR	2
PER	2
CHA	-



DOGMEAT

SURVIVOR



STR	5
PER	8
END	5
CHA	3
INT	4
AGI	6
LUC	2

SENSES: Does not need LoS to a target to use Charge.
EQUIPPED: Dog bite.

STR	2
PER	2
CHA	-

