

*WAVE 5*  
**EQUIPMENT CARDS**







### **SUNSET SARSAPARILLA**

     then add 

### **GECKO KEBAB**

    
Start of next activation,   

### **BIGHORNER STEAK**

   then add   
+1 STR during this activation.










### **HONEY MESQUITE POD**

### **CARAVAN LUNCH**

     
Gain 



### **NCR EMERGENCY RADIO**

Place  next to model using Radio.  
At end of next round, select 1 model in LoS up to *Red* from model with  and resolve attack below on that target:  
 5  1+     
Then    
Maximum use: 1 per round per force.  
Only useable by NCR model, or model with NCR Leader.




### **WEAPON REPAIR KIT**

Gain    
(Maximum 3 Weapon Repair Kits in entire force.)





### **SNAKEBITE TOURNIQUET**

Immune to   
 1





### **INCENDIARY AMMO**

Discard when performing a Shooting or Close Combat action to add  to the effects. No effect if attack misses.  
 /  only.  
(Maximum 3 Incendiary Ammo in entire force.)

### **HOLLOW POINT AMMO**

Discard when performing a Shooting or Close Combat action to replace 1  with 1  prior to the dice roll.  
 /  only.  
(Maximum 3 Hollow Point Ammo in entire force.)

### **ARMOR PIERCING AMMO**

Discard when performing a Shooting or Close Combat action to replace 1  with 1  prior to the dice roll.  
 /  only.  
(Maximum 3 Armor Piercing Ammo in entire force.)

### **DINKY THE T-REX SOUVENIR**

14 





## CARAVAN CARD DECK

37



## \$40 NCR

72



## 6 LEGION DENARIUS

24



## TRIGGERMAN BOWLER

only

Luc +1



## GECKO-BACKED METAL ARMOR

2

1

4

Resistant to and   
Agi -1



## 1ST RECON BERET

+1

Luc +1

During Set-up, 1 on 1 weapon.

Also, during Set-up, gain 1



## DAMAGED LEGATE ARMOR

4

1

2

Cannot be used by NCR model.



## NCR ENGINEER JUMPSUIT

+2 (or gives 2 if no already)

+2 (or gives 2 if no already)



## MUFFLED



Movement only causes a trigger at one measuring stick length.



## BARBED



When used against a target whose is 1 or less: +

Can only be attached to weapons that deal damage.



## RECOIL COMPENSATOR



+2 at short range only.

Scatter at long range is one color greater.

Can only be attached to weapon with scatter.



*WAVE 4*  
**EQUIPMENT CARDS**



## MIRELURK MEAT

🗑️ ☀️ ☀️ ☀️ then add ☢️

COOKED: Roasted Mirelurk Meat

🗑️ ☀️ ☀️ ☀️ When activated, gain 1 ⚙️ ⌚ 3

## FOG CRAWLER MEAT

🗑️ ☀️ ☀️ ☀️ ☀️ then add ☢️

COOKED: Fried Fog Crawler Meat

🗑️ ☀️ ☀️ ☀️ ☀️ Immune to ⚡ ⌚ 2

## QUEEN MIRELURK MEAT

🗑️ ☀️ ☀️ ☀️ ☀️ then add ☢️ ☢️  
END+1 ⌚ 2.

COOKED: Mirelurk Queen Steak

🗑️ ☀️ ☀️ ☀️ ☀️ ☀️ END+2 ⌚ 2.

## CUSTOM AMMO

At the start of the battle, add 3 🟡 / 🟠 / 🟢  
(any mixture).

Model may use one token for one shot  
for any 🔫 / 🔫

## DOMESTICATION UNIT

Deathclaw only.

Deathclaw gains:

PER +1 🧠

END -2 🍀

LUC +1

Allows a force to contain a Deathclaw.  
Deathclaw cannot interact with Searchables.

## MIRELURK EGGS

Whilst unengaged, place 🟡 up to Orange away in LoS.

From start of next round, when any model moves  
within Yellow of the token, replace token with Mirelurk  
Hatchlings. Hatchlings attack (or move to attack) the  
nearest non-Mirelurk model at end of each round.

## INDUSTRIAL SOLVENT

38 🟡

## ENVIRONMENTAL SUIT

🧢 2

⚡ 1

☢️ 4

## COMMANDO CHEST PIECE

Gain V.A.T.S.

🏠 ★ ⚙️

If model already has V.A.T.S., only make a single roll and  
AP can only be gained from one of the sources.

## ENCLAVE OFFICER'S HAT

🔫 + 🟢 for pistols that do energy damage.

## MAGNIFYING VISOR

PER -1

👤 +2

👤

+1	-1					SHORTER CHARGE	●
				-1			●
+2							●

## DIRTY WASTELANDER

🗑️ -1 🗑️ -1





## ASBESTOS LINING



Immune to   
Increases armor rating by 1.

Must be attached to an armor card that sets armor values.



## PNEUMATIC



Immune to Push Back (unless willing).

Resistant to and

Must be attached to an armor card that sets armor values.



## LENGTHENED BARREL



Short range is one color longer.  
Long range is one color shorter.



## TOXIC



During set-up, place on this card.  
On first attack with this weapon, give target   
if damage is caused to model;  
otherwise, discard the

*WAVE 3*  
**EQUIPMENT CARDS**







## FUSION CORE

Can only be used by model wearing

Place on this card.

Model can remove up to 1 to gain 1 during their activation. When all tokens removed,



## STEALTH BOY

To attack or engage model using Stealth Boy, first test PER -4:

✗ If attack: Resolve with skill dice set to X.  
If engage: Model remains still.

✓ Resolve action. Also, all models ignore -4 penalty to the PER test during remainder of current player's turn.

To notice user's triggers requires successful PER -4 test.  
Must be assigned to specific model. Cannot be shared. 2



## TATO AND WATER

then add

COOKED: Vegetable Soup

then Immune to for 1.



## HEAVY WEAPON MOUNT

When attached to a , that gains+ and fulfils any STR requirements.

Takes 1 action to attach weapon whilst . Action not required to detach. Once deployed, mount can not be moved. Can leave weapon attached.



## STETHOSCOPE

If shows or , model may choose not to interact with it and replace token where found without showing opponent.



## SYNTH BOOSTER

Set-up: Place on this card.

During its activation, a may use up to 1 from this card via sharing to perform 1 Move action.

When all tokens removed,   
Cannot be equipped by



## GEN 1 SYNTH OVERRIDE

When used during model's activation, up to 3 Gen 1 Synths within Green immediately perform a Quick Action.

After use

Cannot be equipped by



## FRAGILE BOBBY PIN

+2 (or 2 if no skill).

Gain

After first success,



## TEMPORARY PASSWORD

+2 (or 2 if no skill).

Gain

After first success,



## PULSE SHIELD

Set-up: Gain which are used solely versus damage.

Usable by and only.



## POWER ARMOR PATCH

with model to remove 1 from their and add to affected model.

Does not affect degraded

Cannot be used if target model has ,  
or if either model is engaged.

Power Armor Patch cannot be used by model wearing



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Power Armor Patch cannot be used by model wearing



## OVERCLOCKER

Can only be used by model wearing which is not degraded.

During activation, may EITHER Gain 1 or 2 on and receive same number of   
Then



## MICROSCOPE

22



## MECHANIST ARMOR AND HELMET

CHA +2  
INT +1

using CHA



Cannot equip   
Cannot be worn by Super Mutants.

2+1

2+1

-



## CLEANROOM SUIT

+2 END

0

0

2+1



## HEAVY SYNTH ARMOR

4

4

0



## BLADED HELMET

Super Mutants only.

When using Charge Bonus: +



## LEG GUARDS

Super Mutants only.

Gain

Gain V.A.T.S.

If model has multiple V.A.T.S., only one V.A.T.S. roll can be made each activation.



## SHOULDER RAGS

Super Mutants only.

Gain



## TRICORN HAT

CHA +1

Distance of is one greater.



## INSTITUTE LAB COAT

INT +1

Gain



## INSTITUTE DIVISION HEAD COAT

PER +1

END -1

INT +1




## AIRSHIP CAPTAIN'S HAT


CHA +1

INT +1





**BATTERED FEDORA**

Luc +2

Gain 

+		+	-				•
	-	+				⚙	•
							•

**BEER**

-	-				
---	---	--	--	--	--



*WAVE 2*  
**EQUIPMENT CARDS**





### RED FLIGHT HELMET

Gain 1



### STURDY METAL ARMOR

3  
 2  
 -



### BROTHERHOOD OF STEEL HOOD

+1



### ASSAULT GAS MASK

+1



### BASEBALL CAP

+2  
Increases range by one color.



### HEAVY RAIDER ARMOR

3  
 3  
 -



### PROTECTOR'S RIGHT ARM GUARD

Versus damage from Super Mutants only:

+1   
+1   
+1



### SPIKED MUZZLE

only  
 1 treated as



### RADSCORPION MEAT

UNCOOKED:

then add

COOKED: Radscorpion Steak

then add only used against next attacks.



### SUGAR BOMBS

then add



### CAVE FUNGUS

then



### ROPE

to place

The marker creates a vertical rope line down to the first horizontal surface below (or Red distance, if shorter). Models can climb vertically up or down this line without climbing rolls. Once placed, rope can not be moved.



## MARY'S LOCKET

50 

## BINOCULARS

Can look at Investigation Markers at  plus Yellow



## UNDAMAGED CAMERA

18 

	-1	+1	IMMUNE	● ● ● ● ● ● ● ●
-1			IMMUNE	● ● ● ● ● ● ● ●
	-1			● ● ● ● ● ● ● ●



## MOLE RAT MEAT

**UNCOOKED:**



MOONSHINE




# ЭНИМ



**COOKED:** Mole Rat Chunks



Gain: 

*WAVE 1*  
**EQUIPMENT CARDS**



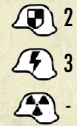




### DAMAGED HAZMAT SUIT

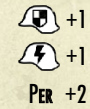


### STURDY LEATHER ARMOR



### AVIATOR CAP

Super Mutants only:



### PATCHED THREE-PIECE SUIT

PER +1  
CHA +1



### ARMY HELMET



### SEA CAPTAIN'S HAT

END +1

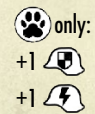


### HEAVY GAUNTLETS

Super Mutants only:  
+2



### CHAIN DOG COLLAR



### ARMORED PADS



### CHAINS

Super Mutants only:  
+1



### ROBOTIC BITS

PER +1



### VAULT 111 JUMPSUIT



Not usable by Super Mutants



### DOG BANDANA

only  
END +1



### EYEGLASSES

PER +1



### DIRTY POSTMAN UNIFORM

END +1  
CHA +1



### COMBAT ARMOR

2  
 2  
 -



### MILITARY FATIGUES

AGI +1



### HAZMAT SUIT

4+1



### ROAD GOGGLES

INT +1



### BOWLER HAT

only  
END +1



### CAMOUFLAGE

Does not cause triggers beyond one ruler length.  
LoS can only be drawn to a model wearing camouflage if  
within observing model's Awareness (one ruler).



### FREEFALL LEG ARMOR

No damage from falling or jumping down.



### ATOM CATS JACKET AND JEANS

LUC +2



### STURDY COMBAT ARMOR

3  
 3  
 -





## BRAHMIN MEAT

UNCOOKED:



COOKED: Ribeye Steak



## SQUIRREL STEW



## FRESH MELON

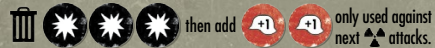


## BLOATFLY MEAT

UNCOOKED:



COOKED: Baked Bloatfly



## NUKA-COLA



Gain



## NUKA-CHERRY



Gain



## NUKA-COLA QUANTUM



Gain



## IGUANA BITS



COOKED: Iguana soup



## MUTANT HOUND MEAT

UNCOOKED:



COOKED: Mutant Hound chops



## BLOOD PACK



## YAO GUAI MEAT

UNCOOKED:



COOKED: Yao Guai Roast



to model and use  
one on each of the  
next attacks.



## RADSTAG MEAT

UNCOOKED:



COOKED: Radstag Stew







### SQUIRREL ON A STICK



### SQUIRREL BITS

UNCOOKED:



COOKED: Crispy Squirrel Bits



### YAO GUAI RIB MEAT

UNCOOKED:



COOKED: Yao Guai Ribs



### MOLE RAT MEAT

UNCOOKED:



COOKED: Mole Rat Chunks



### DEATHCLAW MEAT

UNCOOKED:



COOKED: Deathclaw Steak



### RADSCORPION EGG

UNCOOKED:



COOKED: Radscorpion Egg Omelet



### RADROACH MEAT

UNCOOKED:



COOKED: Grilled Radroach



### IGUANA ON A STICK



### CRAM



### STEALTH BOY

To attack or engage model using Stealth Boy, first test PER -4:

✗ If attack: Resolve with skill dice set to X.  
If engage: Model remains still.

✓ Resolve action. Also, all models ignore -4 penalty to the PER test during remainder of current player's turn.

To notice user's triggers requires successful PER -4 test.

Must be assigned to specific model. Can not be shared. ↻ 2



### STUFFED MONKEY

Place on battlefield (using counter token to represent it).  
All friendly models detect triggers that are Yellow in LoS from Stuffed Monkey no matter where models are on the battlefield.

Once placed, Stuffed Monkey can not be moved.

Can be destroyed: ♥ 2



### VERTIBIRD SIGNAL GRENADE

Usable by Brotherhood of Steel model only.

The Signal Grenade calls in air support. To use, (no scatter) and place to show location. At end of next round, resolve the attack below on each unengaged enemy model in Red area around grenade which can be seen from above: 5





## FUSION CORE

Can only be used by model wearing

Place on this card.

Model can remove up to 1 to gain 1 during their activation. When all tokens removed,



## FLASHLIGHT

+2

Always in effect.

Do not after use.



## SKELETON KEY

Use prior to test for an automatic success.  
Can be used by models with or without skill.



## MR HANDY FUEL

Mr Handy, Miss Nanny and Mr Gutsy robots can use this card to

EITHER Add to one attack of the Mr Handy Flamer  
OR Take one free movement during their activation.

after either use.



## ROBOT REPAIR KIT

only



## ARTILLERY SMOKE GRENADE

Usable by Survivor model only.

The Smoke Grenade calls in artillery support. To use, (no scatter) to show location. At end of next round, resolve the attack below on all models in *Red* area around grenade which can be seen from above:

5  
 2+   
Then



## TURRET INHIBITORS

Any turrets you deploy will not attack your models.  
Neutral or enemy turrets are unaffected.

This card is not assigned to a unit and remains in play for duration of battle.



## CAR SECURITY OVERRIDE

with a car which has the potential to explode.

If in Meltdown: Meltdown stopped and will never Meltdown.

OR

If not in Meltdown: Meltdown triggered.

Discard card after use.



## ADMIN PASSWORD

Use prior to test for an automatic success.  
Can be used by models with or without skill.



## UNSENT LETTER

Draw an Item card. Along with the item, you find an unsent letter from a father to his daughter telling that he buried a copper bar nearby in case of difficult times.

If one of your models successfully performs a task to open a during this battle, you also find the copper bar worth 100. Then,



## CLIMBING SPIKES

Automatic success at Climbing.

Always in effect.

Do not after use.



## HAND-WRITTEN NOTE

A note reads: *Radroaches got into the box. I moved this stash to the other nearby.*


Flip and move this *Blue* in that direction (or add a *Blue* from current model if this card was not drawn due to a Searchable).

Perform a successful on the newly positioned to draw 2 Items. Only you can Search it.



Removes 

Affects *Orange* area of effect up to *Yellow* away.

Do not  after use. Can be used up to once per round.

