



During set-up, select one model to be this model's Companion. If the model with this Perk or the selected Companion is activated whilst the other is within ((1)) and LoS, the model being activated, gains 1

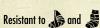
if it has no Effect Dice tokens already.

If Companion removed, gain ② for remainder of battle.

This Perk can only be equipped by a Unique model.



ADAMANTIUM SKELETON



Each time a 🍶 / 🍣 would be gained, flip a 🌸

If the result shows 🌸 , do not gain the condition.



The model's Move distance is one distance longer.

This has no effect if the model is equipped with any

cards, or if any of the model's Armor ratings are 3 or more.



Increases and 4 by 1 for area effect damage only.



SHOTGUN DEVOTEE

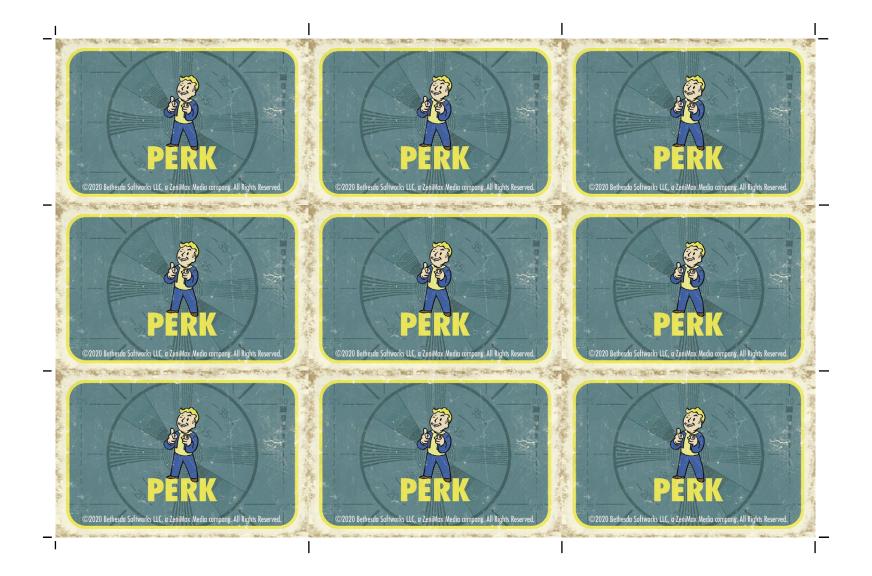
No penalty for Quick Action shots using with 'Shotgun' in the title.

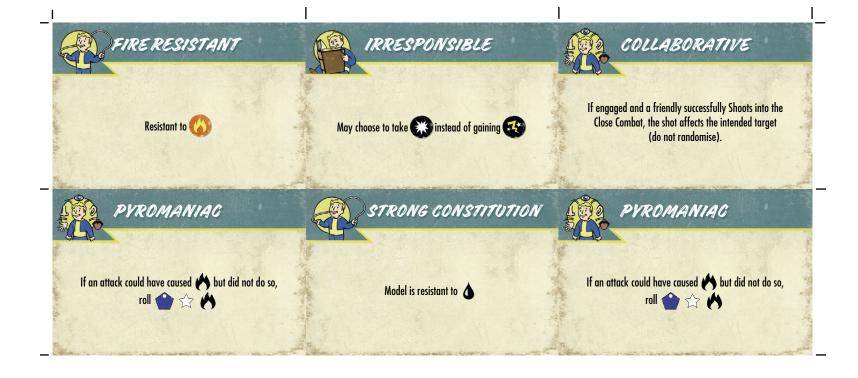


WEAPON HANDLING

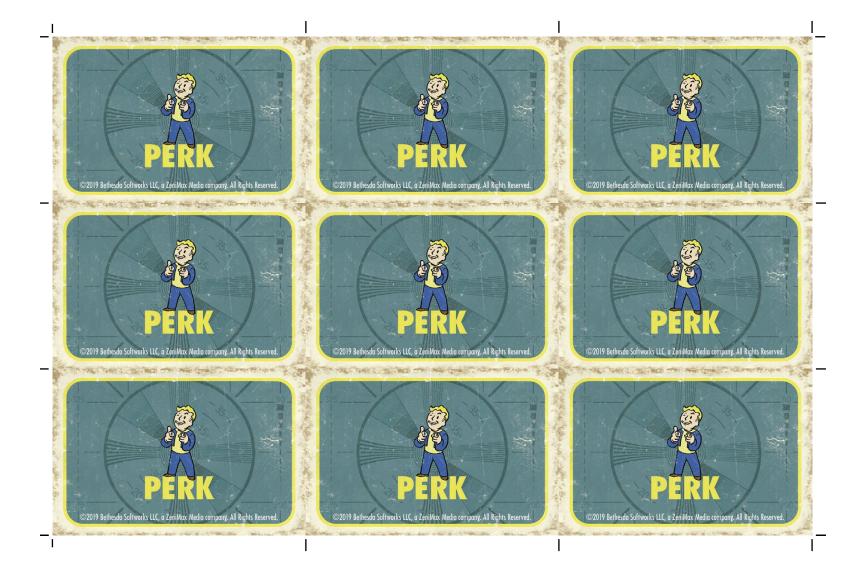
STR requirements to use weapons are 2 points lower for you.















STUN RESISTANT



IMPATIENT

When engaged, you may make an opposing model which is disengaging make an opposed AGI test. If successful: Opposing model cannot disengage this turn and must choose a different action instead. If opposing model successful: May disengage without giving away free attack. May use once per activation

Resistant to **

Once per activation, may gain 1 ** to gain 1





PENETRATOR



NUCLEAR PHYSICIST



LIGHTSTEP

When Shooting, ignore 1 item of cover.

Add 1 when using a weapon that deals damage.

When a would be activated due to movement by this model, flip 🌸). If 🛸, mine not triggered by that specific movement.



QUICK THINKING



FINESSE

At the start of battle, add 📳 📳 to this card. When gaining a Critical Point from a dice icon, model may choose to flip 1 📳 on this card.

If result shows , add the flipped to the weapon; if not, flipped token remains on this card.



HACK ROBOT

While engaged with non-friendly (19), Use Expertise to make Opposed Skill Test \(\bigsim\) v Robot's INT. (Items giving automatic success cannot be used.)

- Robot gains ? Robot may not be hacked again.
- X Hacker gains 7. Robot may Move Orange.

Requires 5+









NYSTERIOUS STRANGER II 🦉



AUTO-HIT: Resolve 2+ on any model in Mysterious Stranger's LoS (engaged or not). Then remove Mysterious Stranger.

Max. one Mysterious Stranger Perk per activation.

REQUIRES: Mysterious Stranger Perk.



MYSTERIOUS STRANGER III



As Mysterious Stranger II but when Mysterious Stranger's model is placed:

EITHER Immediately resolve Mysterious Stranger II attack or Place on next to Mysterious Stranger and use a reaction with to attack later. Remove Mysterious Stranger after attack, or when affected by any damage. REQUIRES: Mysterious Stranger II Perk.



MOVING TARGET

If 2 actions (not Quick Actions) are spent moving and/or charging during an activation, place a (-2) on this card to show ranged attacks against you suffer a -2 penalty. Remove this token when the benefit ends.

The benefit ends at the start of your next activation, if engaged at any time, at the start of performing a reaction, when suffering from Push Back, or when taking damage.



HUNTSMAN

For any shot (before roll), can choose to replace damage caused by with:







Type of damage matches type usually dealt by weapon.

Can not be used with weapons.



PACK LEADER

Model gains the Dog Handler ability. If a model already has (A), it affects one additional dog. This perk can be equipped multiple times.

DOG HANDLER : (2) can (2) using PER. If dog handler model is Heroic, nearby also Heroic for their activation. This perk cannot be equipped by (2)/(3)/(3)



BLOODY MESS

When an enemy model is to be removed due to an attack by you, flip 🌦). If 🌺, the gruesome wound unnerves nearby enemies. Give up to 2 enemy models within Yellow and LoS of the model to be removed a (-2) which they discard after their next action (including reactions).



DEMOLITION EXPERT

LEAD BELLY

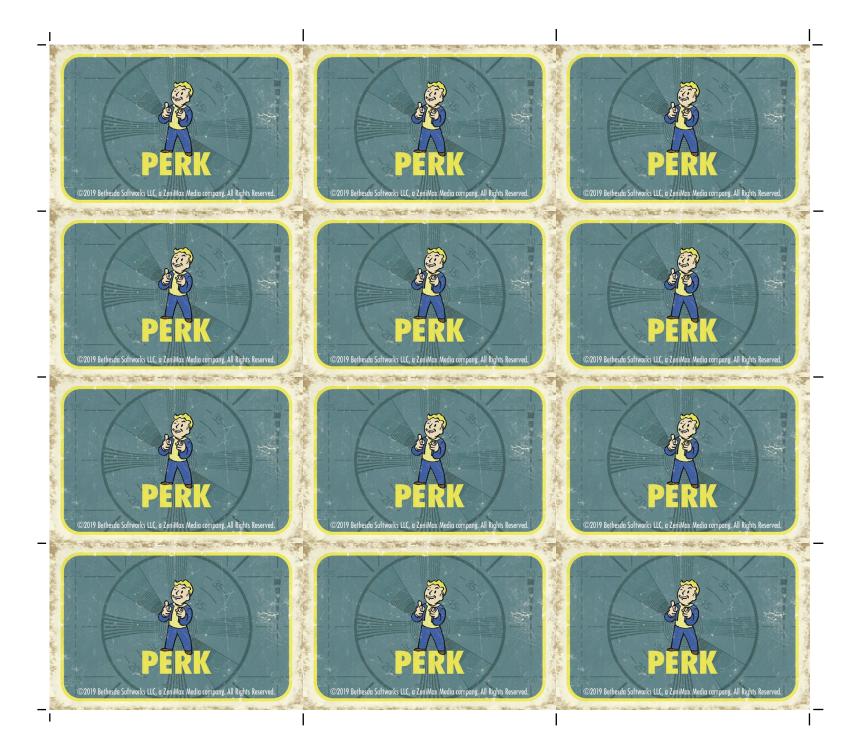
Re-roll 1 blank result on in attack when using





from consuming food and drink.







GUN NUT - HEAVY



HACKER



CONCENTRATED FIRE

Allows a player to attach Mods which display 🕟 to Heavy weapons (maximum of one Mod per weapon card). The player requires the Mods to be able to attach them. Player gets one free Weapons Workbench.

+2

If model has no (skill, perk gives model (2.

When shooting at a target which the model shot at with

Can be used a maximum of once per activation.



TOUGHNESS



RAD RESISTANT



GHOULISH

+14







MEDIC



CHEMIST



SNEAK

Stimpaks remove 1 additional RadAway removes 1 additional

The right-most column of a effect lasts one additional activation duration.

Movement and Melee attacks are not triggers outside one range ruler distance.



ACTION BOY / GIRL



RIFLEMAN



LIFE GIVER





A model can not use this in addition to V.A.T.S. during an activation.

Re-roll 1 blank result on in attack with





GUN NUT - RIFLE



GUN NUT - PISTOL



BLACKSMITH

Allows a player to attach Mods which display to Rifle weapons (maximum of one Mod per weapon card). The player requires the Mods to be able to attach them. Player gets one free Weapons Workbench.

Allows a player to attach Mods which display to Pistol weapons (maximum of one Mod per weapon card). The player requires the Mods to be able to attach them.

Player gets one free Weapons Workbench.

Allows a player to attach Mods which display to
Melee weapons (maximum of one Mod per weapon card).
The player requires the Mods to be able to attach them.
Player gets one free Weapons Workbench.



ARMORER

Allows a player to attach armor Mods to (maximum of one Mod per armor card), as well as attach power armor Mods to (maximum of one Mod per power armor card).

The player requires the Mods to be able to attach them. Player gets one free Armor Workbench (not a Power Armor Station).



LOCAL LEADER

LOCAL LEADER: Allows some advanced structures to be built.

LOCAL LEADER II: Allows some advanced structures to be built.

REQUIRES: Local Leader.



NERD RAGE

When on 1 or 2 wuse to gain:



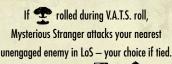
+1 strong armor rating



Usable once per battle.



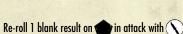




AUTO-HIT: Resolve 2 + (This attack is optional.)



BIG LEAGUES





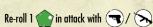
PAIN TRAIN

Whilst wearing and performing Charge action:
Instead of gaining Charge Bonus token(s), model can
instead immediately roll 1 and target resolves
damage icons as physical damage
(with the usual armour roll).

This is part of the Charge action.



STEADYAIM





REFRACTOR

+14



BASHER

When using ranged weapon in Close Combat, ignore the extra armor rating it gives target.
(-2 penalty to skill still applies.)

