

WAVE 5

PERK CARDS





COMPANION



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 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

Resistant to and
Each time a / would be gained, flip a
If the result shows , do not gain the condition.



TRAVEL LIGHT

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.



HIT THE DECK

Increases and 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.


WAVE 4

PERK CARDS





FIRE RESISTANT

Resistant to 



IRRESPONSIBLE

May choose to take  instead of gaining 



COLLABORATIVE

If engaged and a friendly successfully Shoots into the Close Combat, the shot affects the intended target (do not randomise).




PYROMANIAC

If an attack could have caused  but did not do so, roll   



STRONG CONSTITUTION

Model is resistant to 



PYROMANIAC

If an attack could have caused  but did not do so, roll   

WAVE 3

PERK CARDS





ENTANGLE

When engaged, you may make an opposing model which is disengaging make an opposed A&I 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



STUN RESISTANT

Resistant to



IMPATIENT

Once per activation, may gain 1 to gain 1



PENETRATOR

When Shooting, ignore 1 item of cover.



NUCLEAR PHYSICIST

Add 1 when using a weapon that deals damage.



LIGHT STEP

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



QUICK THINKING

Gain



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 ,
 Use Expertise to make Opposed Skill Test v Robot's IWT.
 (Items giving automatic success cannot be used.)
 ✓ Robot gains . Robot may not be hacked again.
 ✗ Hacker gains . Robot may Move Orange.
 Requires 5+

WAVE 2

PERK CARDS





MYSTERIOUS STRANGER II



If ★ / ☢ rolled during V.A.T.S. roll, place Mysterious Stranger up to Red away.

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 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 , it affects one additional dog. This perk can be equipped multiple times.

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



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

Re-roll 1 blank result on in attack when using



LEAD BELLY

Ignore from consuming food and drink.

WAVE 1

PERK CARDS





GUN NUT - HEAVY

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.



HACKER

+2

If model has no skill, perk gives model 2.



CONCENTRATED FIRE

When shooting at a target which the model shot at with their previous action, +2 bonus to / /
Can be used a maximum of once per activation.



TOUGHNESS

+1



RAD RESISTANT

+1



GHOULISH

counts as healing.



MEDIC

Stimpaks remove 1 additional
RadAway removes 1 additional



CHEMIST

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



SNEAK

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



ACTION BOY / GIRL

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



RIFLEMAN

Re-roll 1 blank result on in attack with



LIFE GIVER

+1



GUN NUT - RIFLE

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.



GUN NUT - PISTOL

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.



BLACKSMITH

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 use to gain:

- +1
 - +1 strong armor rating
 - + on attacks.
- Usable once per battle.



MYSTERIOUS STRANGER

If rolled during V.A.T.S. roll,
Mysterious Stranger attacks your nearest
unengaged enemy in LoS – your choice if tied.
AUTO-HIT: Resolve 2 +
(This attack is optional.)



BIG LEAGUES

Re-roll 1 blank result on in attack with



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.



STEADY AIM

Re-roll 1 in attack with /



REFRACTOR

+1



BASHER

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



LOCKSMITH

+2

If model has no skill, perk gives model 2.



NINJA

If no-one has LoS to you (other than target),
shots at long-range add 1 .



BLITZ

One attack per activation can be
made at *Orange*.



HEAVY GUNNER

Re-roll 1 blank result on in attack with .



LONE WANDERER

When no friendly models
(excluding) within Presence:

+1

+1

+1

+1 for and

+2



ATTACK DOG

attacks get
Requires



CHEM RESISTANT

Re-roll addiction roll (once per battle).



GUNSLINGER

Re-roll 1 blank result on in attack with .