

*WAVE 5*  
**REFERENCE CARDS**

FRONT



## NIGHTKIN

All Nightkin are Super Mutants and follow all the rules on the Super Mutant Type Card.

**PROWL:** Nightkin models benefit from the effects listed on the Stealth Boy item card during Rounds 1 and 2. This effect ends immediately if the Nightkin model makes an attack. Prowl does not require a Stealth Boy.

**UNPREDICTABLE:** When activated, roll . If any model gains the following during their activation:

+2 STR +1 +1

This model may not use the Prepare action, and must use an action to attack or engage an opposing model if possible.

If result was rolled, gain after activation.

©2020 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.

BACK

ACTIONS	
Move	RIFLE  SEARCH
Charge	PISTOL  LOCKPICK
Close Combat	HEAVY WEAPON  COMPUTER
Shoot	THROW  PRESENCE
Throw	MELEE  AWARENESS
Expertise	HEALTH  BATTLE CRY
Prepare	
MOVEMENT	TRIGGERS
MOVEMENT	Any action
ATTACK	Friendly attacked
EXPERTISE	Movements
PREPARE	Attacks
	All require LoS, except attack.

FRONT



## NEW CALIFORNIA REPUBLIC

Units which show 'NCR' under their Unit name:

When an NCR model with a token is the target of a Shoot action, the NCR model may discard the token to add 1 piece of cover against the Shoot action. This can be declared after the attacking Skill Test is rolled (similar to using Luck to Dodge). Cannot be used at same time as using Luck to Dodge.

©2020 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.

BACK

ACTIONS	
Move	RIFLE  SEARCH
Charge	PISTOL  LOCKPICK
Close Combat	HEAVY WEAPON  COMPUTER
Shoot	THROW  PRESENCE
Throw	MELEE  AWARENESS
Expertise	HEALTH  BATTLE CRY
Prepare	
MOVEMENT	TRIGGERS
MOVEMENT	Any action
ATTACK	Friendly attacked
EXPERTISE	Movements
PREPARE	Attacks
	All require LoS, except attack.



## CAESAR'S LEGION

Units which show 'Caesar's Legion' under their Unit name:

1. Cannot wear

2. Cannot use


ACTIONS	
Move	RIFLE  SEARCH
Charge	PISTOL  LOCKPICK
Close Combat	HEAVY WEAPON  COMPUTER
Shoot	THROW  PRESENCE
Throw	MELEE  AWARENESS
Expertise	HEALTH  BATTLE CRY
Prepare	
MOVEMENT	TRIGGERS
MOVEMENT	Any action
ATTACK	Friendly attacked
EXPERTISE	Movements
PREPARE	Attacks
	All require LoS, except attack.





*WAVE 4*  
**REFERENCE CARDS**

FRONT

## ENCLAVE TRAINING

Models with the  icon have Enclave Training.

Aura abilities with the  icon next to their name are only active when a model is wearing Enclave Power Armor or Hellfire Armor AND another model with Enclave Training wearing either Enclave Power Armor or Hellfire Armor is within .



Aura abilities with the  icon next to their name only affect models with Enclave Training and wearing either Enclave Power Armor or Hellfire Armor.




Note that a model cannot be simultaneously affected by the same ability from multiple sources.

©2020 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.




BACK

## AI ENCLAVE

Models with  will prioritise performing their response, but prefer to end activation so other Enclave models are within their .

Using area effect weapon: Models prefer to aim at a point so the area effect hits the selected target plus as many additional enemies as possible (centred on the target if possible). If Careful, area effects that include friendlies are not valid targets. If Method is  and using , perform Throw (instead of Shoot), and use  Method instead if nothing to throw.


When using items that cause damage around a model, models prefer to affect as few friendlies as possible first, and then as many enemies as possible.





**D:** Using  Method, Defend nearest model with most  within ; if none,  $\emptyset$ .

FRONT

## MIRELURK QUEEN



**UNNERVING** : -2 penalty for all skill rolls which are not attacks on Mirelurk Queen.

**RADIOACTIVE:** End of activation:    

**BARGE:** Can move through smaller bases.

**HARD TO MISS:** All ranged attacks at short range on Mirelurk Queen, + .



©2020 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.

BACK

## LORENZO CABOT



**TELEKINETIC NUDGE:** If the effect of an Item with scatter ends within Yellow and LoS, it may be moved up to Orange within LoS (choose the direction) before the effect is resolved.

**TELEKINETIC SHOVE:** As an action,   1 model which is within Green and LoS. Maximum once per activation. Target may test STR to negate the effect. The movement of the effected model is a Trigger. A force may not contain Lorenzo Cabot as well as Lorenzo's Artifact Gun.

## FRANK HERRIGAN



**BARGE:** Can move through smaller bases.

Cannot use , , , , , , ,  or .

**EQUIPPED:** Herrigan's Plasma Gun and Herrigan's Knife.

©2020 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.

## LEGENDARY UNITS

Legendary Units consist of multiple Unit cards which are used sequentially by name. A player can include all, some or just one, of these Unit cards in their force. If multiple cards for a Legendary Unit are included, only one Legendary Unit card is used for that Unit at a time and always the Legendary Unit card with the lowest number.

When a Legendary Unit model would be removed and the force contains a further Legendary Unit card for that model, do not remove the model, remove all its damage tokens, and replace the Unit card with the next one.

The cards are changed as soon as enough damage is accumulated so any additional damage is carried over to the new card regardless of any change in armor value. When a card is changed, all conditions and tokens (except for damage) remain, and Luck tokens are adjusted so the total matches the new card's LUC value.

*WAVE 3*  
**REFERENCE CARDS**



FRONT

BACK

FRONT

BACK



## SYNTHS



The rules below apply to any model which is a Synth as shown by the Synth icon on their Unit card.

1. Synths cannot be Heroic or equipped with Perks.
2. Synths cannot use or .
3. Except for items which remove damage from a Robot, Synths cannot use cards which show the icon, or state can be used by Robots on the cards.
4. Synths may use cards which show the icon.
5. Synths are immune to and .
6. Effects that describe they affect also affect Synths.

Any conflicting rules/exceptions on cards supersede these rules.

Note that Synths do not follow the rules for Robots .

### ACTIONS

Move

Charge

Close Combat

Shoot

Throw

Expertise

Prepare

MOVEMENT

ATTACK

EXPERTISE

PREPARE

	RIFLE		SEARCH
	PISTOL		LOCKPICK
	HEAVY WEAPON		COMPUTER
	THROW		PRESENCE
	MELEE		AWARENESS
	HEALTH		BATTLE CRY

### TRIGGERS

- Any action
- Friendly attacked
- Movements
- Attacks

All require LoS, except attack.



## ROBOTFACTION



1. Leader must be Robot Controller.
2. Apart from Leader, force may contain Robots only. (Robot 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 Robot Perks.



## AUTOMATRONS

An Automatron must consist of at least a Head, Torso and Legs.

Automatrons are .

### AUTOMATRON AI

Use AI card that matches Automatron's Head.

If Method is and model has no ranged weapon, use Method instead.

*WAVE 2*  
**REFERENCE CARDS**

## 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	
	PISTOL	
	HEAVY WEAPON	
	THROW	
	MELEE	
	HEALTH	

### MOVEMENT



### 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.

©2019 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.

©2019 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.

## ROBOT FACTION



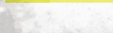
1. Leader must be Robot Controller.
2. Apart from Leader, force may contain Robots only. (Robot units with a faction on their cards not matching the faction on the Leader's unit card may not be included.)
3. Leader may be equipped with Robot Perks.

### ACTIONS

Move  
Charge  
Close Combat  
Shoot  
Throw  
Expertise  
Prepare

	RIFLE	
	PISTOL	
	HEAVY WEAPON	
	THROW	
	MELEE	
	HEALTH	

### MOVEMENT



### TRIGGERS

- Any action
- Friendly attacked
- Movements
- Attacks

All require LoS, except attack.

## RAIDERS



1. For Raider-faction models, the final round of an active chem lasts one additional round.
2. Raider-faction models do not need LoS to a target to use Charge when charging to engage a model which is already engaged with a friendly Raider faction model.

## AI RAIDER

When using with area effect, models will prefer to aim at a point so the area effect hits the target they have selected plus as many additional enemies as possible (and centred on the target if possible).

If Careful, area effects that include friendlies are not valid targets.

©2019 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.

©2019 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.



*WAVE 1*  
**REFERENCE CARDS**

## SURVIVORS



Units which show 'Survivor' under their Unit name:

1. During Force Set-up, each Unique model receives 1

in addition to any they may normally receive.

- Unique Units receive 2 .
- Non-unique Units receive 1 per model.

### 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.

## MAMA MURPHY: FORESIGHT SET-UP



Mama Murphy gets 3 foresight points to spend on the following:

- 2 foresight points: Set-up after opponent.
- 1 foresight point: Look at random 3 opponent's Boost cards.
- 1 foresight point: Look at 2 and/or .

## MAMA MURPHY: FORESIGHT DURING BATTLE

Mama Murphy starts each of her activations with 2 foresight points, or 4 foresight points if she has an active chem. (Unused foresight points from any previous activation are lost.)

Mama Murphy can perform any of the abilities below before or after any model's action. Each ability costs 1 foresight point to use.

- Look at top card of Event deck when not a .
- A Reaction by any friendly model can be resolved at start of the trigger action instead of the end.
- If friendly model rolls an result during a Skill Test, it can take the action back (with no effect) and perform a different action instead (not the same action with a new roll).

## BROTHERHOOD OF STEEL FACTION



Brotherhood forces can not contain Super Mutant units which are not unique.

### 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.

## SUPER MUTANTS



Units which show 'Super Mutant' under their Unit name:

- Use for Skill Test when using ranged weapon in Close Combat.
- Can not wear .
- Immune to .
- Food counts as cooked when eaten.

### 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.



## 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.

## 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:



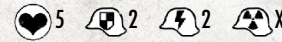
After explosion is resolved, remove model.

### AI

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

## CARS: PART 1


Cars which are not burned-out scrap have the following:




### DAMAGE

Each time a car suffers damage (after its armor roll) from any source, check to see what happens to it depending on whether it is in Meltdown or not:

### NOT IN MELTDOWN

Roll . If roll is equal to or lower than the amount of damage the car just suffered, car is now in Meltdown.

Place  on car to show this. Then perform a Detonation check.


### IN MELTDOWN

Perform a Detonation check.

At the end of a round, a car in Meltdown explodes.


## CARS: PART 2

### DETONATION CHECK

Roll . If roll is equal to or lower than the *total* amount of damage the car has suffered, the car explodes immediately.

### EXPLOSION



Then, reduce car's  to 0.

### OTHER




- A car entering Meltdown is a Trigger for Reactions up to one range ruler length away.
- Cars that reach 0 Health without exploding will never explode.
- Cars on 0 Health remain on the battlefield.







## RADIOACTIVE TERRAIN

### DURING SET-UP

Unless specified by the scenario, agree with your opponent if the radioactive barrels and spills will have radioactive properties or not. If they do, use the Radiation Damage effects below during the battle.

### RADIATION DAMAGE

At the start of a model's activation, roll 1  for each radioactive barrel and/or spill within *Yellow* and with LoS. Then resolve  damage equal to the total number of  shown.

ACTIONS	
Move	 RIFLE  SEARCH
Charge	 PISTOL  LOCKPICK
Close Combat	 HEAVY WEAPON  COMPUTER
Shoot	 THROW  PRESENCE
Throw	 MELEE  AWARENESS
Expertise	 HEALTH  BATTLE CRY
Prepare	
MOVEMENT	TRIGGERS
 MOVEMENT	<ul style="list-style-type: none"> <li>■ Any action</li> <li>■ Friendly attacked</li> </ul>
 ATTACK	<ul style="list-style-type: none"> <li>■ Movements</li> <li>■ Attacks</li> </ul>
 EXPERTISE	All require LoS, except attack.
 PREPARE	