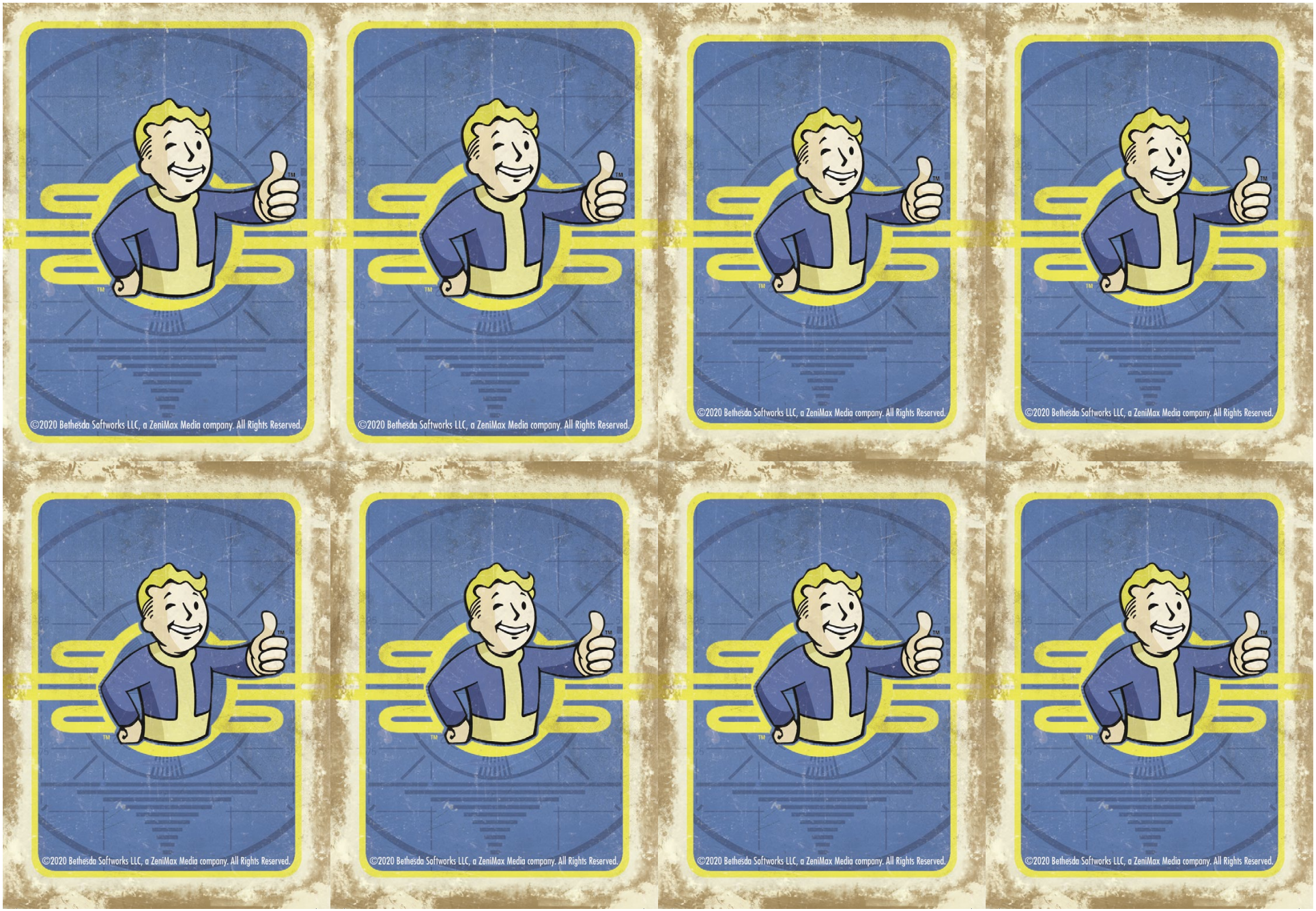
WAVE 5

UNIT CARDS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THE COURIER
SURVIVOR

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

SOCIABLE: + For Stranger card tests.
VERSATILE: Prior to a Skill Test, may spend up to 1 to gain 1 / /
EQUIPPED: Companion Perk.

	4
	4
	1

CENTURION
CAESAR'S LEGION

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

BY EXAMPLE: If friendly Legionary or Decanus within Centurion's + Thermic Lance used by the Centurion are additional to Unique limit.

	4
	4
	-

HOUND MASTER
CAESAR'S LEGION

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

SIC'EM : gain +1 STR
DOG HANDLER : Dogs gain using PER. If Hound Master is Heroic, 1 dog activated within Hound Master's can be Heroic during their activation. (Once per Hound Master activation)

	2
	1
	-

LEGATE LANIUS
CAESAR'S LEGION

STR	8
PER	6
END	9
CHA	7
INT	6
AGI	4
LUC	4

DOMINANT: When activated, select 1 model in LoS and to not use or benefit from abilities until Lanius is next activated.
BRUTAL: gain
ENRAGED: When damage suffered, gain Must be used on next attack.

	4
	3
	X

LEGION EXPLORER
CAESAR'S LEGION

STR	4
PER	6
END	6
CHA	6
INT	7
AGI	8
LUC	4

	1
	-
	-

LEGION MONGREL
CAESAR'S LEGION

STR	5
PER	6
END	5
CHA	2
INT	4
AGI	6
LUC	1

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

	1
	1
	X

LEGIONARY SCOUT
CAESAR'S LEGION

STR	3
PER	7
END	6
CHA	5
INT	4
AGI	7
LUC	2

	1
	-
	-

LUCIUS
CAESAR'S LEGION

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

UNHINDERED: Wearing / / : -2 AGI.
LEGION ASSAULT: If unengaged, may move *Orange* to engage prior to Close Combat action using weapon. Does not count as a Charge or give Charge Bonus.

	2+1
	2+1
	-

PRAETORIAN GUARD
CAESAR'S LEGION

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

HARDY: Each model starts with 4!

UNHINDERED: Wearing / / : -2 AGI.

LOOK OUT: If unengaged, may take weapon damage of friendly model within *Orange* and LoS (prior to armor roll). Once per activation.

	2
	2
	-

PRIME LEGIONARY
CAESAR'S LEGION

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

	1
	1
	-

RECRUIT LEGIONARY
CAESAR'S LEGION

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

	1
	1
	-

VETERAN DECANUS
CAESAR'S LEGION

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

	2
	2
	-

VEXILLARIUS
CAESAR'S LEGION

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

BANNER : Non-Unique models gain + dice for first Skill Test during their activation.

FOR CAESAR! : Caesar's Legion models immune to and Battle Cry, and Difficult Terrain counts as Normal Terrain.

	3
	3
	-

VULPES INCULTA
CAESAR'S LEGION

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

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

FEINT: When activated, may move Inculta's Ready token to an Unready model and activate them. Inculta remains Unready.

	1+1
	1+1
	-

1ST RECON SHARPSHOOTER
NCR

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

SPECIALITY: Sniper Rifle.

HOLD BREATH: Long-range : Ignore 1 piece of cover.

CAREFUL: Shooting into close combat always affects intended target.

	1
	1
	2

CHIEF HANLON
NCR

STR	4
PER	5
END	7
CHA	7
INT	8
AGI	5
LUC	4

FORWARD : NCR models gain

BRAVE : Use Hanlon's

ENERGIZE: When activated, place 2 here (total). When friendly model within & LoS activates, it may discard 1 to gain 1

	3
	3
	1

GENERAL LEE OLIVER
NCR

STR	4
PER	7
END	7
CHA	8
INT	7
AGI	7
LUC	4

TACTICAL: -2 to total models for Advantage, but +2 for remainder of battle if removed.

COMMAND: Once per activation, may spend 1 action for 1 unengaged friendly model within (CHA) to perform that action instead.

	3
	2
	1

LIEUTENANT GOROBETS
NCR

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

ORDERS: When activated can make 1 unready friendly NCR model within *Yellow* ready.

MORALE: Other NCR models get +1 (END)

	2
	2
	1

NCR CIVILIAN RANGER
NCR

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

CQB: When using a (PER) in Close Combat, use (AGI) skill and ignore penalty for ranged weapon.

	1
	1
	1

NCR HEAVY TROOPER
NCR

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

	2
	2
	1

NCR PATROL RANGER
NCR

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

	3
	3
	1

NCR TROOPER
NCR

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

	2
	2
	1

NCR TROOPER MP
NCR

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

	2
	2
	1

NCR VETERAN RANGER
NCR

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

PURPOSE: Resistant to (LUC)

WELL TRAVELLED: + (END) dice for Skill Tests on Danger and Creature cards.

Anti-Materiel Rifle and Ranger Sequoia used by Veteran Ranger are additional to Unique limit.

	4
	4
	1

THE BURNED MAN

STR	4
PER	5
END	9
CHA	7
INT	5
AGI	7
LUC	1

PISTOL WHIP: If armed with , Improvised Weapon + and
Immune to except stimpacks.

EQUIPPED: A Light Burning in the Darkness.

	3
	3
	1

LILY
NIGHTKIN

STR	7
PER	5
END	8
CHA	5
INT	5
AGI	6
LUC	4

LEO: Each time Lily is activated, player chooses whether Lily will be Unpredictable on or on prior to roll (instead of)
Assault Carbine: Add Silenced Mod for free.

	2
	2
	X

NIGHTKIN
NIGHTKIN

STR	5
PER	5
END	7
CHA	4
INT	5
AGI	6
LUC	2

	1
	1
	X

TABITHA
NIGHTKIN

STR	9
PER	4
END	10
CHA	6
INT	6
AGI	5
LUC	3

RELIABLY CRAZY: Does not use Nightkin's Unpredictable ability.

	2
	2
	X

MARCUS
SUPER MUTANT

STR	9
PER	5
END	10
CHA	4
INT	7
AGI	7
LUC	2

CONCERN: If a friendly model in and LoS is damaged by an attack, gain if none held.

LAST RESORT: Will not attack until Opposing faction has attacked in the battle.

EQUIPPED: Marcus Punch.

	3
	2
	X

ARCADE GANNON
SURVIVOR

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

BETTER HEALING: Any Limited Use Item that removes , removes 1 extra.

FIELD MEDIC: Once per activation, can remove 1 from non-robot model (not) in LoS and within *Yellow*.

	1
	1
	-

BOONE
SURVIVOR

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

SPECIALITY: Hunting Rifle.

HOLD BREATH: Long-range : Ignore 1 piece of cover.

HATRED: -2 penalty for Skill Tests if not attacking a Legion model if able to.

	2
	1
	2

CASS
SURVIVOR

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

SHOTGUN SURGEON: with 'Shotgun' in title +

WHISKEY ROSE: Ignore penalties from addiction.

	2
	2
	-

ED-E
SURVIVOR

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

OBSERVER : Models can use Eyebot's LoS and Awareness for Charge and Triggers.

ENHANCED SENSORS : Penalty to attack or engage models with Stealth Boy is PER -2.

EQUIPPED: Eyebot Tesla Cannon.

	3
	2
	X

RAUL
SURVIVOR

STR	3
PER	7
END	7
CHA	3
INT	5
AGI	5
LUC	1

OLD VAQUERO: When friendly model removed gain . Must be used on next attack.

	2
	2
	X

REX
SURVIVOR

STR	5
PER	7
END	6
CHA	3
INT	4
AGI	5
LUC	1

RATS: Attacks versus Mole Rats + .

KNOCKDOWN: Before roll, may replace 1 damage cause by Dog Bite with .

SHOW ME : of is one color larger.

	2
	1
	X

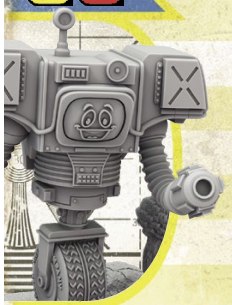
VERONICA
SURVIVOR / BROTHERHOOD OF STEEL

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

SCRIBE COUNTER: If a attack targeting Veronica hits but causes no damage, Veronica may immmediately perform a free Quick Action to attack that opponent using a weapon. Once per activation.

	2
	3
	-

SECURITRON MK I

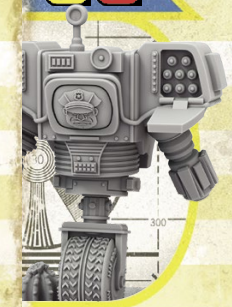


STR	7
PER	5
END	8
CHA	1
INT	3
AGI	4
LUC	1

EQUIPPED: Securitron Gatling Laser and Securitron SMG.

	3
	3
	X

SECURITRON MK II



STR	7
PER	7
END	9
CHA	1
INT	4
AGI	5
LUC	1

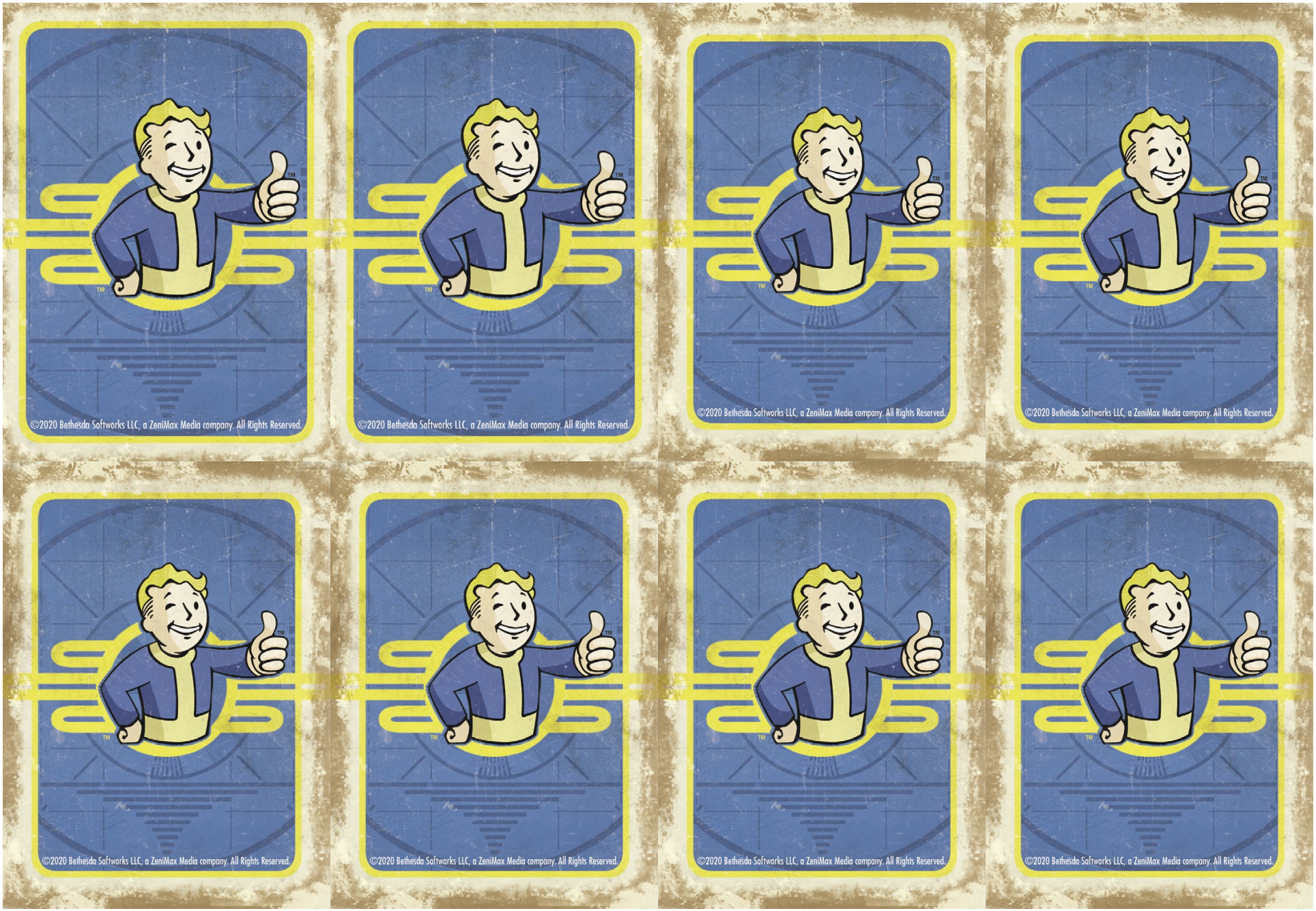
EQUIPPED: Up to any 2 weapons with 'Securitron' in the title.

AUTO-REPAIR: During activation and not engaged, may use 1 action (counts as Use Expertise) to remove 1 from self once.

	2+1
	2+1
	X

WAVE 4

UNIT CARDS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ENCLAVE TRAINEE

ENCLAVE

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

	2
	1
	-

ENCLAVE SOLDIER

ENCLAVE

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

PIERCE: Attacks +

BREACH: Short-range Shoot actions ignore 1 piece of cover.

	2
	2
	-

ENCLAVE SOLDIER

ENCLAVE

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

PIERCE: Attacks +

BREACH: Short-range Shoot actions ignore 1 piece of cover.

	2
	2
	-

ENCLAVE SOLDIER

ENCLAVE

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

PIERCE: Attacks +

BREACH: Short-range Shoot actions ignore 1 piece of cover.

	2
	2
	-

TESLA SOLDIER

ENCLAVE

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

ANTICIPATE: Attacks +

MINDFUL: If not the target, model not included in Close Combat randomisation.

EQUIPPED: If wearing Enclave Power Armor or Hellfire Armor, equip Tesla Coils.

	3
	2
	-

TESLA SOLDIER

ENCLAVE

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

ANTICIPATE: Attacks +

MINDFUL: If not the target, model not included in Close Combat randomisation.

EQUIPPED: If wearing Enclave Power Armor or Hellfire Armor, equip Tesla Coils.

	3
	2
	-

HELLFIRE TROOPER

ENCLAVE

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

HARM: Attacks +

CLOSE QUARTERS: Ignore penalty for ranged weapons in close combat.

	3
	2
	-

HELLFIRE TROOPER

ENCLAVE

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

HARM: Attacks +

CLOSE QUARTERS: Ignore penalty for ranged weapons in close combat.

	3
	2
	-

LIEUTENANT
ENCLAVE

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

BRAVE: Use Lieutenant's
SOLDIER ON: Ignore one -2
MOVE OUT: Gain
Count as wearing for abilities.

	2
	2
	1

WARRANT OFFICER
ENCLAVE

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

BRAVE: Use Warrant Officer's
STEADY: Use Expertise +
GET IT DONE: Gain
Count as wearing for abilities.

	3
	1
	1

SCIENCE SPECIALIST
ENCLAVE

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

GENIUS: Never locked out of
LEARNED: Unengaged models +1 INT.

	2
	1
	4

COLONEL AUTUMN
ENCLAVE

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

MOTIVATING: Gain V.A.T.S.
PURPOSE: Resistant to

	3
	3
	1

FRANK HORRIGAN I
ENCLAVE

STR	8
PER	8
END	5
CHA	6
INT	5
AGI	5
LUC	1

UNNERVING: -2 penalty for all Skill Tests which are not attacks on Frank Horrigan I.
ENRAGED: When damage suffered, gain 1 / . Must be used on the next attack.
Also see Frank Horrigan Reference Card.

	6
	6
	X

FRANK HORRIGAN II
ENCLAVE

STR	10
PER	8
END	6
CHA	6
INT	4
AGI	4
LUC	2

FERVID: Resistant to all conditions.
BOOM: When first activated, gain
IMPAIR: Before shot, may replace 3 with 0+
Also see Frank Horrigan Reference Card.

	4
	4
	X

FRANK HORRIGAN III
ENCLAVE

STR	12
PER	5
END	4
CHA	6
INT	3
AGI	3
LUC	3

UNYIELDING: Immune to all conditions.
VIOLENT: attacks +
UNPREDICTABLE: On activation:
Also see Frank Horrigan Reference Card.

	3
	3
	X

FOG CRAWLER

STR	9
PER	7
END	13
CHA	3
INT	4
AGI	6
LUC	4

UNNERVING: -2 penalty for all skill rolls which are not attacks on Fog Crawler.
EQUIPPED: Fog Crawler Claw and Fog Crawler Ground Pound.

	3+1
	4
	X

MIRELURK HATCHLINGS

STR 1
PER 2
END 3
CHA 1
INT 1
AGI 4
LUC 1

EQUIPPED: Mirelurk Hatchlings Claw.

	-
	-
	X

MIRELURK

STR 5
PER 3
END 6
CHA 1
INT 2
AGI 3
LUC 1

EQUIPPED: Mirelurk Claw.

	2+1
	3
	X

MIRELURK HUNTER

STR 7
PER 6
END 11
CHA 2
INT 2
AGI 5
LUC 3

EQUIPPED: Mirelurk Hunter Claw and Mirelurk Hunter Acid.

	2+1
	2+1
	X

MIRELURK QUEEN

STR 12
PER 3
END 14
CHA 4
INT 3
AGI 4
LUC 2

HARD TO MISS: All ranged attacks at short range on Mirelurk Queen +
EQUIPPED: Mirelurk Queen Claw and Brood. See Mirelurk Queen Reference card for abilities.

	3+1
	3+1
	X

LORENZO CABOT

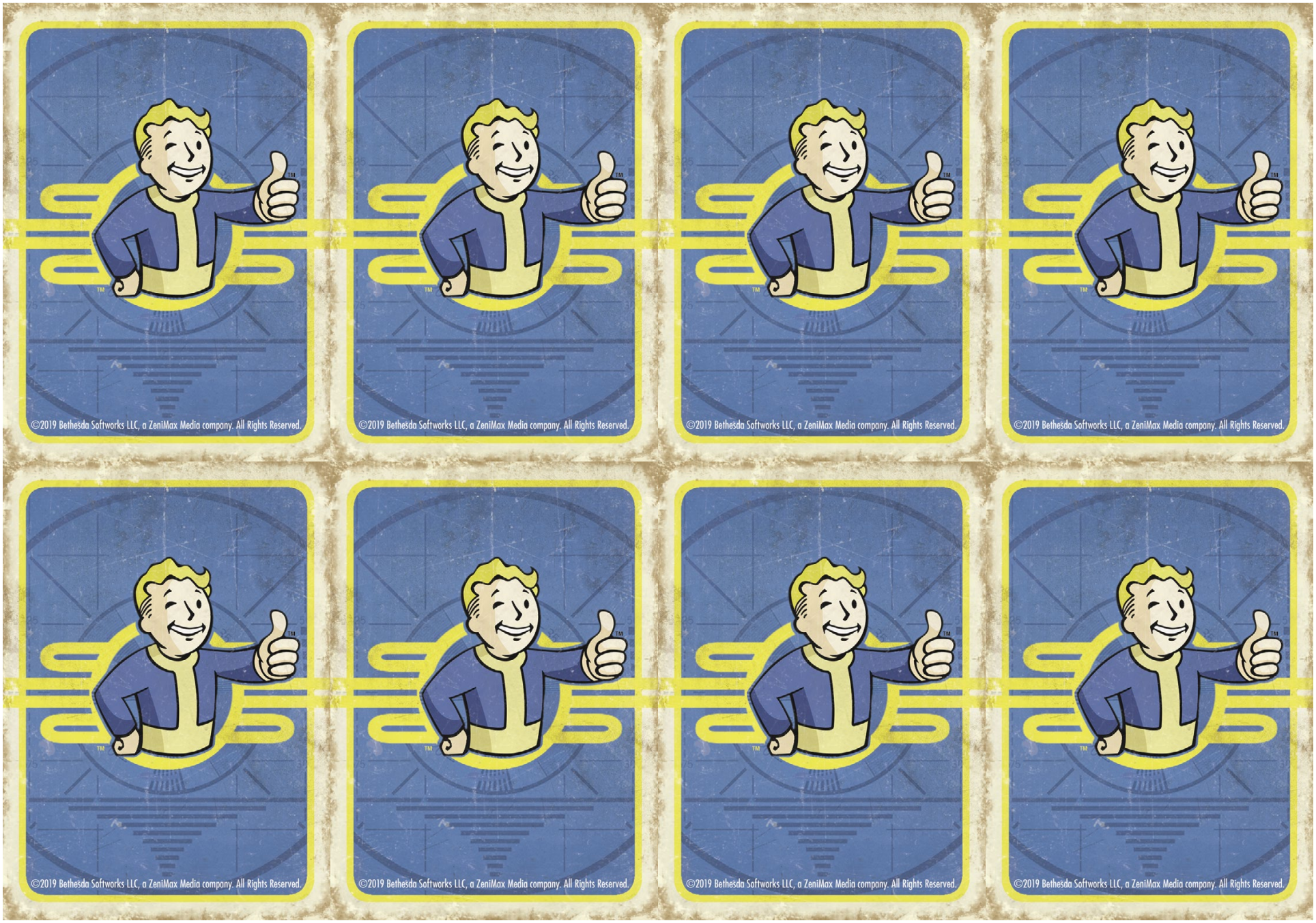
STR 8
PER 4
END 10
CHA 8
INT 9
AGI 3
LUC 7

TELEKINETIC NUDGE: If scatter ends within *Yellow* and LoS, move it to *Orange* before effect.
TELEKINETIC SHOVE: As a Shoot action (Green range), 1 model in any direction. Once per activation. Target test STR to negate.

	2
	2
	-

WAVE 3

UNIT CARDS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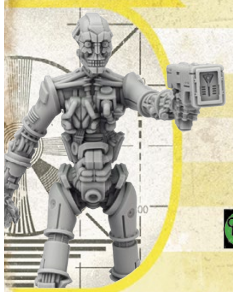
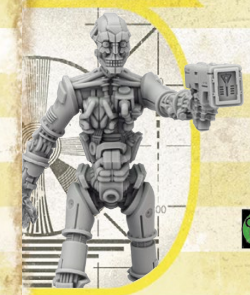
GEN 1 SYNTH
INSTITUTE



STR	3
PER	4
END	5
CHA	1
INT	2
AGI	4
LUC	1

	1
	1
	X

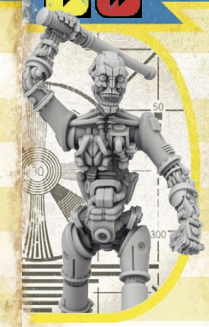
GEN 1 SYNTH
INSTITUTE



STR	3
PER	4
END	5
CHA	1
INT	2
AGI	4
LUC	1

	1
	1
	X

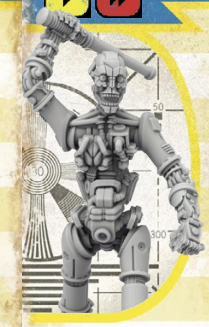
BATTERED GEN 1 SYNTH
INSTITUTE



STR	3
PER	4
END	4
CHA	1
INT	2
AGI	3
LUC	1

	1
	1
	X

BATTERED GEN 1 SYNTH
INSTITUTE



STR	3
PER	4
END	4
CHA	1
INT	2
AGI	3
LUC	1

	1
	1
	X

PATROLLER
INSTITUTE

STR	5
PER	7
END	8
CHA	1
INT	4
AGI	6
LUC	1

	1
	-
	X

TROOPER
INSTITUTE

STR	6
PER	5
END	9
CHA	1
INT	5
AGI	6
LUC	1

	2
	1
	X

COURSER
INSTITUTE

STR	5
PER	8
END	6
CHA	4
INT	5
AGI	7
LUC	1

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

	2
	1
	1

SCIENTIST
INSTITUTE

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

EQUIPPED: Cleanroom Suit.

	-
	-
	-

ENGINEER
INSTITUTE

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

REPAIRS: Can perform Use Expertise action to ⇄ with a Synth model to either apply Robot Repair Kit or make INT test to remove 1

EQUIPPED: Cleanroom Suit.

	1
	-
	-

CONRAD KELLOGG
INSTITUTE

STR	4
PER	7
END	7
CHA	4
INT	6
AGI	5
LUC	2

CYBERNETIC PAIN INHIBITOR: After taking damage, take 1 / token if none currently held. Must use token on next attack.

CYBERNETIC LIMB: +2 Climb.

EQUIPPED: Kellogg's Pistol.

	3
	2
	-

A-2018
INSTITUTE

STR	7
PER	5
END	9
CHA	1
INT	5
AGI	6
LUC	2

QUICK RELOAD: Once per round, may test LUC. Success: Flip to on 1

	3
	2
	X

Z2-47
INSTITUTE

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

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

	2
	1
	1

KNIGHT TECH
BROTHERHOOD OF STEEL

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

HARDY: Each model starts with

	2
	2
	-

FIELD SCRIBE SHIELD
BROTHERHOOD OF STEEL

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

POWER ARMOR REPAIR: Once per activation, can perform Use Expertise action to ⇄ with friendly model to remove 1 from their power armor and add to affected model. Does not affect degraded power armor.

	1
	1
	-

ELDER MAXSON
BROTHERHOOD OF STEEL

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

COMMAND: Once per activation, may spend 1 action for 1 unengaged friendly model within to perform that action instead.

BRAVE : Use Maxson's

When wearing T-60f, equip Elder Paint.

	3
	3
	1

LANCER-CAPTAIN KELLS
BROTHERHOOD OF STEEL

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

TEAMWORK : When activated, Kells may give 1 / to up to 3 Ready models which do not have a /

EQUIPPED: Airship Captain's Hat at no extra cost.

	3
	2
	-

SKIRMISHER
SUPER MUTANT

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

	2
	1
	X

OVERLORD
SUPER MUTANT

STR	9
PER	5
END	11
CHA	2
INT	5
AGI	3
LUC	2

FEROCITY: Once per activation, 1 Super Mutant in close combat may swap 1 / for 1

PURPOSE: Resistant to

INCITE: Super Mutants activated same turn as Overlord Charge 1 color longer. (Not or)

	2+1
	3
	X

FIST
SUPER MUTANT

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

TAUNT: -2 penalty for all non-friendly Shooting if Fist is not the target.

CLIMBER: +2 AGI for climb tests. First Climb roll of a climb automatically succeeds.

	3
	1
	X

HANCOCK
SURVIVOR

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

ON THREE: First model activated after Hancock (in same turn) gets +2 on their first Skill Test during their activation.

SOCIABLE: + for Stranger card tests.

ENCOURAGING: Other models gain

	1
	2
	X

NICK VALENTINE
SURVIVOR

STR	4
PER	7
END	6
CHA	5
INT	8
AGI	4
LUC	7

INTUITION: Can use Luck (using Valentine's Luck tokens).

FORTUNATE: Can spend to re-draw 1 Danger/Creature/Stranger card.

INVESTIGATE: Other models gain

	3
	1
	X

STRONG
SUPER MUTANT

STR	7
PER	4
END	8
CHA	4
INT	5
AGI	5
LUC	2

Set up: If Leader's faction is not a Survivor, add

PRECISE: Outnumbered bonus can be instead of

EQUIPPED: Entangle Perk.

	2
	1
	X

VAULT DWELLER
VAULT DWELLER

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

WARY: + for Creature card tests.

	1
	1
	-

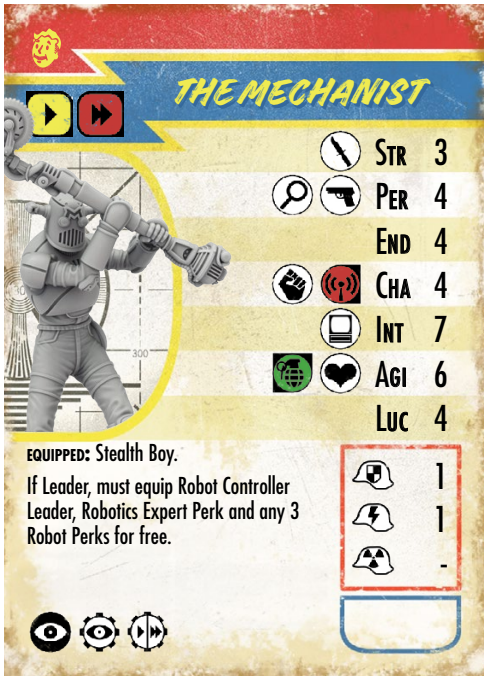
VAULT SECURITY OFFICER
VAULT DWELLER

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

SPECIALITY: Baton

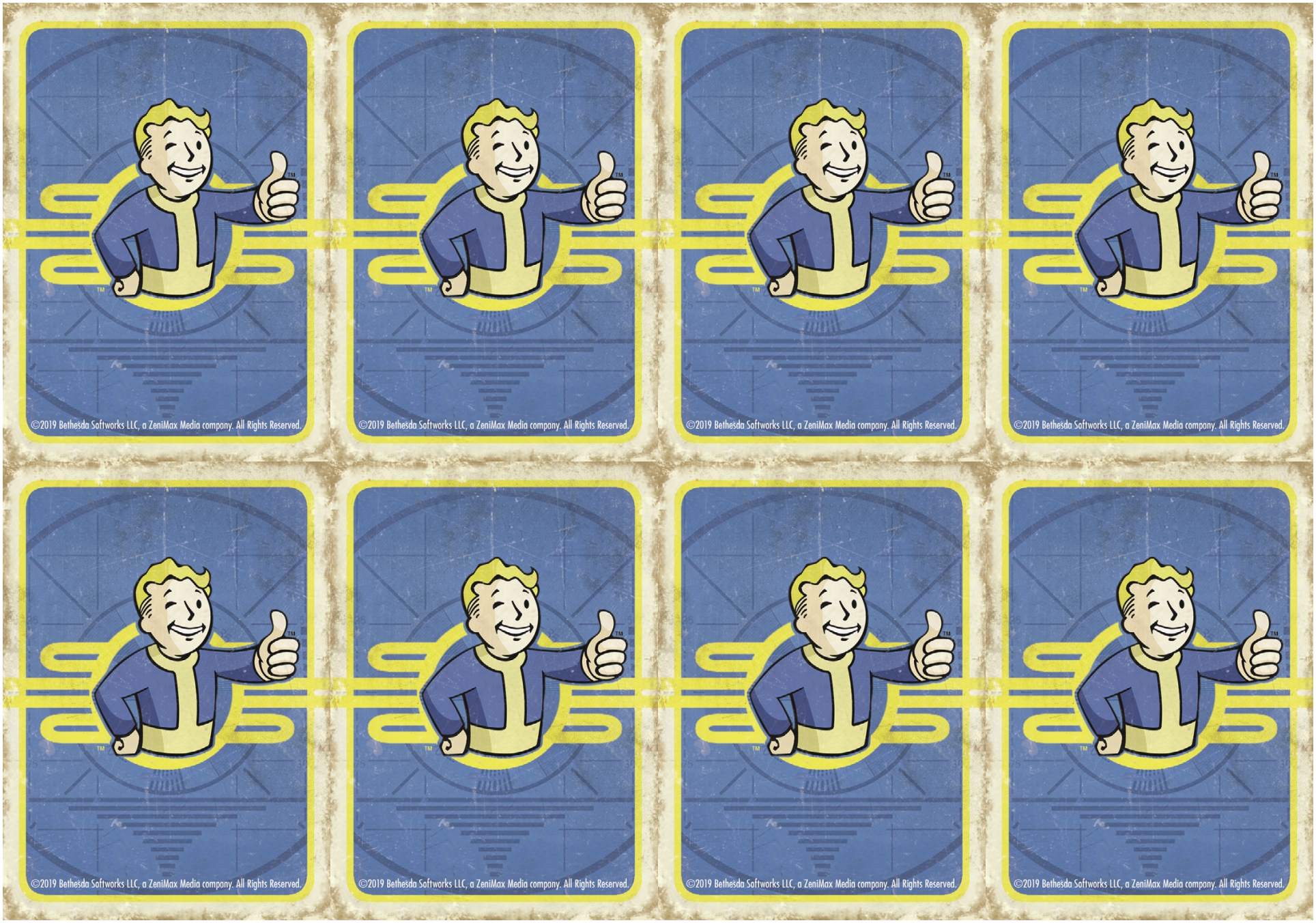
VAULT PROTECTOR: Immune to Battle Cry if model with Vault Dweller faction on card (not self) within

	2
	1
	-


THE MECHANIST
STR 3
PER 4
END 4
CHA 4
INT 7
AGI 6
LUC 4
EQUIPPED: Stealth Boy.
If Leader, must equip Robot Controller Leader, Robotics Expert Perk and any 3 Robot Perks for free.
1
1
-

WAVE 2

UNIT CARDS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ACK ACK
RAIDER

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

ROUSING: Remove from 1 other model within
ABSORB RECOIL: For , 1 treated as -1
BULLET STORM: Non-unique models shooting in same turn after Ack Ack's gain and +2

	3
	3
	-

AVERY
RAIDER

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

PURPOSE: Resistant to
WEAK POINT: 1 treated as

	3
	3
	-

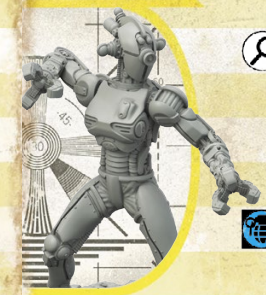
SINJIN
RAIDER

STR	4
PER	8
END	7
CHA	6
INT	7
AGI	4
LUC	5

IMPROVISE: On activation, can Ready 1 Unready, non-unique, friendly model within and LoS. Its actions are Quick Actions.
ASTUTE: + for Danger card tests.
Any 1 gets Silenced mod fitted free.

	3
	3
	X

BATTERED ASSAULTRON



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

EQUIPPED: Assaultron Swipe and Battered Assaultron Head Laser.
At 0 , roll . If do not remove model but initiate self-destruct.

	1+1
	2
	X

BATTERED PROTECTRON

STR	8
PER	3
END	6
CHA	2
INT	1
AGI	1
LUC	2

EQUIPPED: Protectron Hand Laser.
When damage incurred and now below 50%, roll . If self-destruct initiated.

	1+1
	2
	X

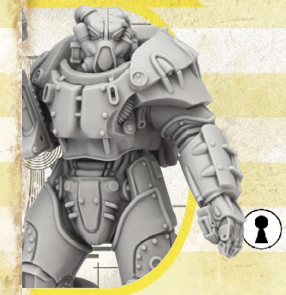
BATTERED SENTRY BOT

STR	6
PER	5
END	10
CHA	2
INT	2
AGI	2
LUC	1

EQUIPPED: Missile Launcher and Empty Minigun.
At 0 , roll . If do not remove model but initiate self-destruct.

	1+1
	2
	X

SOLE SURVIVOR TECH
SURVIVOR



STR	4
PER	4
END	6
CHA	6
INT	8
AGI	6
LUC	4

DOG HANDLER: Dogs can using PER. If Sole Survivor is Heroic, nearby dogs also Heroic during their activation.
PARTNER: Can be included in a force containing one other Sole Survivor.
TECH SAVVY: Models get 2.

	2
	2
	2

DOGMEAT GUARD DOG
SURVIVOR

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

SENSES: Does not need LoS to use Charge.
EQUIPPED: Dog bite.
LOOK OUT!: If unengaged, may take weapon damage suffered by friendly model within *Orange* and LoS (prior to amor roll). Once between activations.

	3
	3
	1

RAIDER
RAIDER

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

	2
	2
	-

RAIDER OUTLAW
RAIDER

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

	2
	1
	-

SCAVVER
RAIDER

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

	2
	2
	-

SCAVVER OUTLAW
RAIDER

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

	2
	2
	-

PSYCHO
RAIDER

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

LIGHT ARMORED: Movements are one color shorter if any / equipped.

URBAN: Automatically succeeds at first climb test during a climb.

Cannot use

	2
	1
	-

PSYCHO OUTLAW
RAIDER

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

LIGHT ARMORED: Movements are one color shorter if any / equipped.

URBAN: Automatically succeeds at first climb test during a climb.

Cannot use

	1
	1
	-

VETERAN RAIDER
RAIDER

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

MEAT SHIELD: If unengaged, 1 unengaged friendly model within *Orange* and LoS may take the damage from an attack (prior to armor roll) instead. Once per battle.

BUSHCRAFT: Use cooked effect of food.

	3
	3
	1

WEAK FERAL GHOUL

STR	3
PER	2
END	4
CHA	1
INT	2
AGI	4
LUC	1

RADIATION HEALING: Each point of removes 1

EQUIPPED: Weak Feral Ghoul Swipe.

	1
	2
	X

GLOWING RADROACH SWARM

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

Counts as Normal Sized

EQUIPPED: Glowing Radroach Swarm Bite.

When removed, place ☢. Any model within ● at the end of its activation suffers 1 ☢

Remove token at the end of round.

	1
	1
☢	X

BLOATED GLOWING ONE

STR	7
PER	3
END	13
CHA	1
INT	2
AGI	2
LUC	1

RADIATION HEALING: Each point of ☢ removes ✹

RADIATION BURST (Does not heal self): End of activation ⬟ 1 ☢

EQUIPPED: Bloated Glowing One Swipe.

	2+1
	3+1
☢	X

PUTRID GLOWING ONE

STR	7
PER	4
END	11
CHA	1
INT	2
AGI	4
LUC	1

RADIATION HEALING: Each point of ☢ removes ✹

RADIATION BURST (Does not heal self): End of activation ⬟ 1 ☢

EQUIPPED: Putrid Glowing One Swipe.

	2+1
	3+1
☢	X

MOLE RAT

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

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.

	1
	1
☢	X

YOUNG DEATHCLAW

STR	9
PER	4
END	8
CHA	2
INT	1
AGI	2
LUC	1

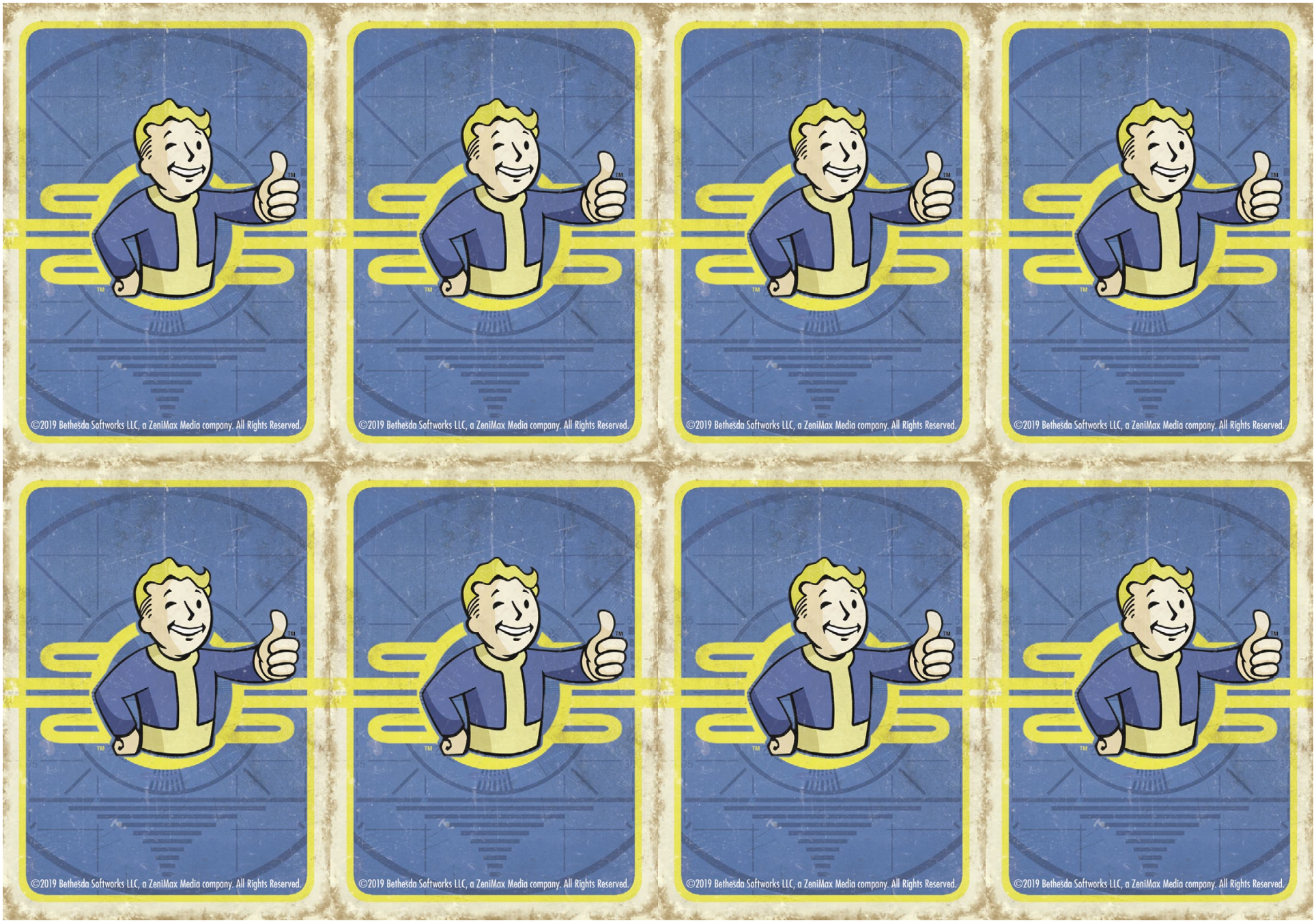
BARGE: Can move through smaller non-friendly bases.

EQUIPPED: Young Deathclaw Swipe and Crush.

	3
	3
☢	X

WAVE 1

UNIT CARDS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ALIEN

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

EQUIPPED: Alien Blaster

	2
	3
	X

AVIATOR
SUPER MUTANT

STR	7
PER	4
END	8
CHA	4
INT	4
AGI	5
LUC	3

EQUIPPED: Aviator Cap at no extra cost.

	2
	1
	X

BEHEMOTH
SUPER MUTANT

STR	13
PER	3
END	16
CHA	2
INT	1
AGI	1
LUC	2

REACH: weapons have range Orange.
BARGE: Can move through smaller non-friendly bases.
UNNERVING: -2 penalty for all Skill Tests which are not attacks on Behemoth.
SPECIALITY: Fire Hydrant bat.

	3+1
	2+1
	X

BRUTE
SUPER MUTANT

STR	8
PER	3
END	8
CHA	3
INT	3
AGI	4
LUC	3

	2
	2
	X

HAMMER
SUPER MUTANT

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

ORDERS: When activated, can make 1 Unready friendly model within *Yellow* Ready.
SPECIALITY: Super Sledge.
HAMMER TIME: Can choose for Charge bonus instead of /

	3
	2
	X

MASTER
SUPER MUTANT

STR	9
PER	4
END	9
CHA	2
INT	5
AGI	4
LUC	3

	3
	2
	X

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.

	1
	1
	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.

	1
	1
	X

SUICIDER
SUPER MUTANT

STR	7
PER	5
END	8
CHA	3
INT	2
AGI	3
LUC	2

When within *Orange* of opposing model, can detonate Suicider Mini Nuke (remove Suicider). After taking damage: roll : Instant detonation. If removed by critical, no detonation and drops Suicider Mini Nuke.

EQUIPPED: One Suicider Mini Nuke only.

	1
	1
	X

SUPER MUTANT
SUPER MUTANT

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

	1
	1
	X

ASSAULTRON

STR	7
PER	8
END	10
CHA	2
INT	4
AGI	6
LUC	2

FAST: Can be made Ready for free.

EQUIPPED: Assaultron Head Laser and Assaultron Swipe.

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

	2+1
	4
	X

CODSWORTH

STR	4
PER	8
END	6
CHA	5
INT	7
AGI	6
LUC	2

EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Flamer.

PURIFIED WATER: When activated, add to this card if none present. A friendly, non-robot model may use this via sharing to remove 1

	3
	2
	X

EYEBOT

STR	2
PER	8
END	5
CHA	1
INT	2
AGI	3
LUC	3

OBSERVER : Friendly models can use Eyebot's LoS for Charge and react to triggers which Eyebot is aware of.

EQUIPPED: Eyebot Laser.

	1
	1
	X

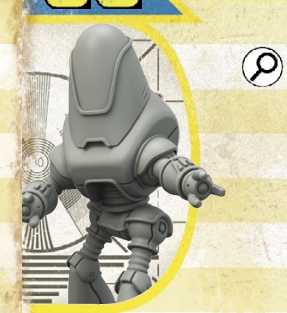
MR HANDY

STR	4
PER	7
END	6
CHA	5
INT	7
AGI	5
LUC	2

EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Flamer.

	3
	1
	X

PROTECTRON



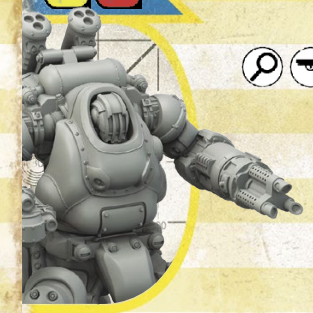
STR	9
PER	3
END	7
CHA	2
INT	1
AGI	1
LUC	2

EQUIPPED: Protectron Hand Laser.

When damage incurred and now below 50%, roll self-destruct initiated.

	4
	3
	X

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

ASPIRANT GODDARD
BROTHERHOOD OF STEEL

STR	5
PER	3
END	4
CHA	5
INT	4
AGI	3
LUC	1

EQUIPPED: T-60

	2
	1
	-

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
	-

KNIGHT-CAPTAIN CADE
BROTHERHOOD OF STEEL

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

FIELD MEDIC: Can remove 1 from non-robot model (not Power Armor) in LoS and within *Yellow*.

BATTLE EXPERIENCE: During turn when Cade activated, swap 1 / / for 1

	3
	3
	1

KNIGHT PATROL
BROTHERHOOD OF STEEL

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

	2
	1
	-

KNIGHT PATROL (BLADE)
BROTHERHOOD OF STEEL

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

	2
	1
	-

LANCER
BROTHERHOOD OF STEEL

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

	2
	1
	-

PALADIN
BROTHERHOOD OF STEEL

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

	3
	2
	1

PALADIN DANSE
BROTHERHOOD OF STEEL

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

ARMOR KNOWLEDGE: 1 blank face treated as with on it.

ORDERS: When activated, can make 1 unready friendly model within *Yellow* ready.

	4
	3
	1

SOLE SURVIVOR
SURVIVOR

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

DOG HANDLER : Dogs can using PER. If Sole Survivor is Heroic, nearby dogs at the start of their activation are also Heroic during their activation.

	3
	3
	1

SOLE SURVIVOR DAY ONE
SURVIVOR

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

DOG HANDLER : Dogs can using PER. If Sole Survivor is Heroic, nearby dogs at the start of their activation are also Heroic during their activation.

	3
	3
	1

SETTLER
SURVIVOR

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

	1
	1
	-

ENSLAVED TECH
SURVIVOR

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

FREE: If faction is Survivor, replace this card's title with Free Tech: +1 END and +1

GENIUS: Never locked out of

BACK-UP: If friendly model within Presence, rolls get +

	1
	1
	-

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.

	2
	2
	-

CAIT
SURVIVOR

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

LOCKSMITH : +2 (models with no get 2).

CHEM KNOWLEDGE: During set-up, choose 1 equipped and get 1 free use.

HABIT: Must have active , if available.

	3
	1
	-

PIPER
SURVIVOR

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

DISTRACTING: Once during activation, allocate -2 to one opposing model within If Piper is engaged, must be a model engaged with Piper. Remove token when Piper next activated.

NEWSHOUND : +2

	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

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
	-

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.

	2
	2
	-

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
	-

SCAVENGER
SURVIVOR

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

	2
	1
	-

SOLE SURVIVOR LONER
SURVIVOR

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

DOG HANDLER: can using PER. If Sole Survivor is Heroic, also Heroic for their activation.

LONER: Receives Lone Wanderer perk for free.

PARTNER: Can be included in a force containing one other Sole Survivor.

	3
	3
	1

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: Minuteman get +1

	3
	3
	1

STURGES
SURVIVOR

STR	6
PER	4
END	7
CHA	4
INT	8
AGI	4
LUC	2

HANDYMAN: +2

MODDER: Set-up: Draw 3 mods, keep 2 and attach each to a friendly un-modded weapon.

SPECIALITY: 44 Revolver.

	2
	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
	-

MINUTEMAN
MINUTEMEN

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

TRAINED: When Readying one Minuteman model, can Ready another Unready Minuteman within

CO-ORDINATION: Other Minuteman models get +2 (max +2).

	2
	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

FIELD SCRIBE
BROTHERHOOD OF STEEL

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

	1
	1
	-

DEATHCLAW

STR	11
PER	5
END	12
CHA	2
INT	2
AGI	2
LUC	1

BARGE: Can move through smaller non-friendly bases.

UNNERVING: Skills used for skill tests which are not attacks on Deathclaw suffer -2 penalty.

EQUIPPED: Deathclaw Swipe and Deathclaw Crush.

	3+1
	3+1
	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.

	1
	2
	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.

	3
	2
	X

RADROACH SWARM

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

Counts as Normal size.

EQUIPPED: Radroach Swarm Bite.

	1
	1
	X