

WAVE 5

WEAPON CARDS



.357 MAGNUM REVOLVER

2

!3

+

2

.44 MAGNUM REVOLVER

2

!3

+

3

12.7MM PISTOL

1

!3

+

2

RANGER SEQUOIA

3

☆ / 7*

!3

+

3

1

ANTI-MATERIEL RIFLE

3

+

Min. Short Range: Orange

!2
Long only

+

3

+ 7*

COWBOY REPEATER

1

!3

+

2

HUNTING SHOTGUN

2

!4
Short only

+

4

MARKSMAN CARBINE

2

1

!4

+

3

SERVICE RIFLE

1

!3

+

2

SNIPER RIFLE

2

Min. Short Range: Orange

!3
Long only

+

3

TRAIL CARBINE

2

!3

+

3

BALLISTIC FIST

2

No follow-up

!3

+

2

7*

BLADE OF THE EAST

Requires Str 7+

!3

+ [Yellow Pentagon]

[Shield] 2

★ 7★

Sum strong armor and regular armor

Wielder gains 7★

FIRE AXE

!3

+ [Yellow Pentagon]

[Shield] 1

MACHETE GLADIUS

!3

+ [Yellow Pentagon]

[Shield] 2

MONGREL BITE

!3

+ [Yellow Pentagon]

[Shield] 3

SPEAR

!3

+ [Blue Pentagon]

[Shield] 2

THERMIC LANCE

Requires 6+

!3

+ [Blue Pentagon]

[Shield] 3

Sum strong armor and regular armor

INCENDIARY GRENADE

!3

+ [Yellow Pentagon]

[Shield] 1

1-2 3+

LIGHT MACHINE GUN

Requires Str 7+

!3

+ [Yellow Pentagon]

[Shield] 3

If no armor roll required: +

Sum strong armor and regular armor

INCINERATOR

!3

+ [Yellow Pentagon]

[Shield] 1

REBAR CLUB

Requires Str 7+

!3

+ [Yellow Pentagon]

[Shield] 3

Sum strong armor and regular armor

VERTIBIRD BLADE

Requires Str 7+

!3

+ [Blue Pentagon]

[Shield] 3

Sum strong armor and regular armor

ASSAULT CARBINE

!3

+ [Yellow Pentagon]

[Shield] 2

CENTAUR SPIT



CENTAUR LASH



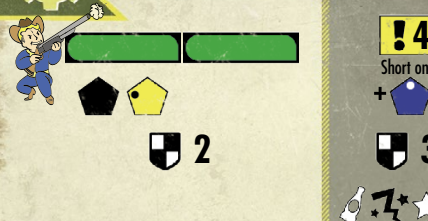
A LIGHT BURNING IN THE DARKNESS



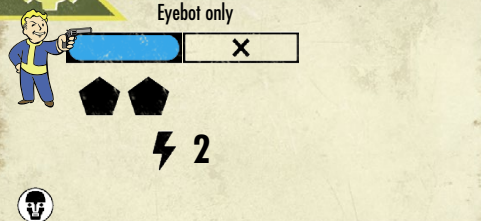
PLASMA DEFENDER



CARAVAN SHOTGUN



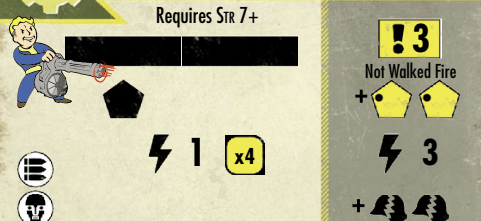
EYEBOT TESLA CANNON



MARCUS PUNCH



SECURITRON GATLING LASER



SECURITRON SMG



SECURITRON MISSILE LAUNCHER



SECURITRON GRENADE LAUNCHER



CATTLE PROD



THROWING SPEAR



DOG TAG FIST



TESLA CANNON



PULSE GUN



HUNTING REVOLVER



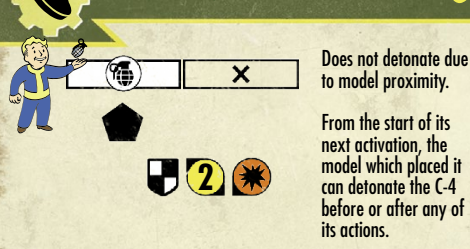
SAWED-OFF SHOTGUN



GRENADE LAUNCHER



C-4 PLASTIC EXPLOSIVE



LONG-FUSE DYNAMITE



HUNTING RIFLE



MACHETE



DOG BITE



MISSILE LAUNCHER

Icon of a character with a missile launcher.

Three black pentagons, one yellow pentagon, one black pentagon, one yellow pentagon.

Shield icon with a yellow circle containing the number 2, a crosshair icon, and a star icon.

Icons for 1-2, 3-4, 5+, and a skull icon.

!3

+ one black pentagon, one yellow pentagon

Shield icon with a yellow circle containing the number 3

RIPPER

Icon of a character with a ripper.

Str 7+ bonus, one yellow pentagon, not one black pentagon

Shield icon with the number 2

!3

+ one yellow pentagon

Shield icon with the number 2

Add strong armor to regular armor.

SUPER SLEDGE

Icon of a character with a super sledge.

One yellow pentagon, one yellow pentagon, one blue pentagon

Shield icon with the number 3, a star icon, and a bomb icon

!3

+ one blue pentagon

Shield icon with the number 4, a bomb icon, and a star icon

NAIL BOARD

Icon of a character with a nail board.

One black pentagon, one yellow pentagon, one yellow pentagon

Shield icon with the number 1

!3

+ one blue pentagon

Shield icon with the number 2

Star icon, star icon, bomb icon, and star icon

POWER FIST

Icon of a character with a power fist.

Two black pentagons

Shield icon with the number 1, a bomb icon, and a star icon

!3

+ one yellow pentagon

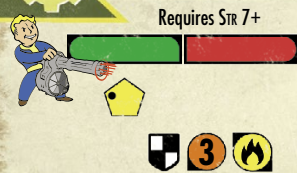
Shield icon with the number 2

WAVE 4

WEAPON CARDS



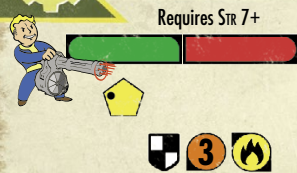
HEAVY INCINERATOR



!3



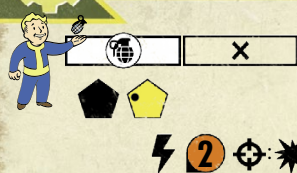
HEAVY INCINERATOR



!3



PLASMA GRENADE



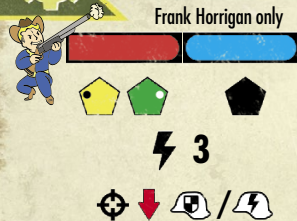
COLONEL AUTUMN'S 10MM PISTOL



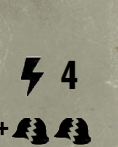
!3



HORRIGAN'S PLASMA GUN



!4



HORRIGAN'S KNIFE



!3



MIRELURK CLAW



!3



MIRELURK HUNTER CLAW



!3



MIRELURK HUNTER ACID



!3



MIRELURK QUEEN CLAW



!4



MIRELURK QUEEN ACID



!3



MIRELURK QUEEN BROOD



When Queen is activated and is to be turned, flip token and leave it whichever side is showing after the flip.

MIRELRK HATCHLINGS CLAW



Mirelurk Hatchlings only



1

Resolve 1 attack for every 2 of Mirelurk Hatchlings (round-up).

FOG CRAWLER CLAW



Fog Crawler only



2



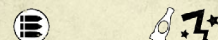
FOG CRAWLER GROUND POUND



Fog Crawler only



2



Does not target a specific model.

Effect centred on Fog Crawler.

Cover is ignored.

Fog Crawler is not affected by the effect.

SHISHKEBAB



2



3



2



CHINESE OFFICER'S SWORD



2

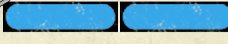


3



2

MACHINEGUN TURRET MK III



2

Starts round with

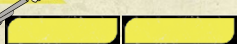
5

5

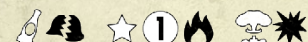


3 2 X

FLAMER



2



3



2

STUN GRENADE



0



All models in effect area Test End:

X 1

LORENZO'S ARTIFACT GUN



Target uses X=0.



2



3



3



FAT MAN



4



Always scatters.
Discard after one use.
Minimum range Yellow.

BLOODIED BOARD



2

If wielder's is 1 or 2, +

3



2

BLOODIED PIPE WRENCH



2


If wielder's is 1 or 2, +

2



2

CRIPPLING BOLT-ACTION PIPE RIFLE




Barrel: 1 green, 1 blue
 Ammo: 1 yellow, 1 green, 1 blue, 1 black, 1 blue

Shield 2
 Star, Shell

!3
 + 1 black, 1 yellow
 Shield 2

CRIPPLING TIRE IRON




Ammo: 1 yellow, 1 green, 1 blue

Shield 2
 Star, Shell

!2
 + 1 yellow
 Shield 2

DEADEYE GAMMA GUN




Barrel: 1 green, 1 red
 Ammo: 1 yellow, 1 green, 1 yellow, 1 green

Radiation 3
 Radiation 4

!3
 + 1 yellow
 Radiation 4

DEADEYE INSTITUTE LASER RIFLE




Barrel: 1 black, 1 green
 Ammo: 1 black, 1 yellow, 1 green, 1 black, 1 green, 1 green

Lightning 1
 Lightning 2

!2
 + 1 black
 Lightning 2

EXPLOSIVE 10MM PISTOL




Barrel: 1 blue, 1 black with X
 Ammo: 1 black, 1 green, 1 blue

Shield 2
 Star, Bomb

!2
 + 1 black, 1 yellow
 Shield 2

★ Damage has Bomb area effect.

EXPLOSIVE COMBAT RIFLE




Barrel: 1 green, 1 black
 Ammo: 1 black, 1 yellow, 1 blue, 1 yellow, 1 green, 1 blue

Shield 2
 Shield 3

!3
 + 1 black
 Shield 3

★ Damage has Bomb area effect.

FREEZING COMBAT SHOTGUN




Barrel: 1 red, 1 blue
 Ammo: 1 black, 1 black, 1 blue, 1 blue

Shield 2
 Star, Snowflake

!4
 Short only
 + 1 black, 1 blue
 Shield 4
 Bomb, Shell

FREEZING JUNK JET




Barrel: 1 green, 1 green
 Ammo: 1 black, 1 green, 1 blue, 1 black, 1 green, 1 blue

Shield 1
 Star, Snowflake

!3
 + 1 yellow
 Shield 2

FREEZING MACHETE




Ammo: 1 black, 1 green, 1 blue

Shield 1
 Star, Snowflake

!3
 + 1 black
 Shield 2

HUNTER'S 10MM PISTOL



Barrel: 1 blue, 1 black with X
 Ammo: 1 black, 1 green

Shield 2
 + 1 black versus ⚡

!2
 + 1 black, 1 yellow
 Shield 2

HUNTER'S BASEBALL BAT




Ammo: 1 black, 1 yellow

Shield 1
 Star, Bomb, Shell, ⚡

!2
 + 1 blue
 Shield 2

+ 1 black versus ⚡

HUNTER'S HUNTING RIFLE



Barrel: 1 blue, 1 black
 Ammo: 1 yellow, 1 yellow, 1 green, 1 green

Shield 2
 + 1 black versus ⚡

!3
 Long only
 Shield 4

INCENDIARY ASSAULT RIFLE

!4

+ 2

2

★ 🔥

INCENDIARY BATON

!3

+ 2

2

★ 🔥

IRRADIATED BOLT-ACTION PIPE PISTOL

!2

+ 2

1

Then resolve ☢️ 1

IRRADIATED PIPE RIFLE

!2

+ 2

1

Then resolve ☢️ 1

IRRADIATED SLEDGEHAMMER

!3

+ 3

2

Then resolve ☢️ 1

JUNKIE'S BOLT-ACTION PIPE RIFLE

!3

+ 2

2

If ☠️ : + ☠️

JUNKIE'S NAIL BOARD

!3

+ 2

1

If ☠️ : + ☠️

KNEECAPPER .44 REVOLVER

!3

+ 3

2

★ 🦶

KNEECAPPER LASER MUSKET

!3

+ 3

2

★ 🦶

PENETRATING LASER PISTOL

!2

+ 3

2

⚡

PENETRATING LEAD PIPE

!3

+ 3

2

★ 🦶 ☢️ 1 🦶

PLASMA INFUSED ASSAULTRON BLADE


!3

+ 2

1

★ Damage is ⚡

PLASMA INFUSED BOLT-ACTION PIPE PISTOL




Damage is ⚡

!2

+ [Yellow Pentagon]

1 2

PLASMA INFUSED COMBAT SHOTGUN



Short only


Damage is ⚡

!4

[Red Bar] [Blue Bar]

2 4

POISONER'S PIPE PISTOL




!2

+ [Yellow Pentagon]

1 2

POISONER'S RIPPER



Str 7+ bonus [Yellow Pentagon] not [Black Pentagon]

!3


+ [Yellow Pentagon]

2 2

☄️ ⚡

Add strong armor to regular armor.

RELENTLESS CHINESE OFFICER'S SWORD




!3

+ [Yellow Pentagon]

2 2

+ [Gear]

RELENTLESS LASER RIFLE




!4

⚡ 2

⚡ 4

+ [Gun] + [Gear]

STAGGERING INSTITUTE LASER PISTOL



!2


+ [Yellow Pentagon]

⚡ 1

⚡ 2

★ 7*

STAGGERING PIPE RIFLE




!2

+ [Yellow Pentagon]

1 2

★ 7*

STAGGERING TIRE IRON




!2

+ [Yellow Pentagon]

2 2

★ 7*

TROUBLESHOOTER'S COMBAT RIFLE



!3

+ [Yellow Pentagon]

2 3

+ [Yellow Pentagon] versus [Gun]

TROUBLESHOOTER'S NAIL BOARD




!3

+ [Blue Pentagon]

1 2

+ [Yellow Pentagon] versus [Gun]

TROUBLESHOOTER'S PIPE WRENCH



!2

+ [Yellow Pentagon]

2 2

+ [Yellow Pentagon] versus [Gun]



WOUNDING LASER PISTOL




⚡ 2

If damage caused:  



WOUNDING MACHETE



!2

+ 

⚡ 3

 **1**

If damage caused:  

!3

+ 

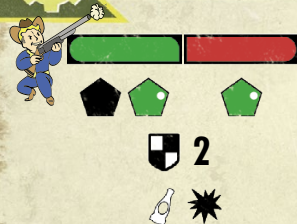
 **2**

If damage caused:  

WAVE 3

WEAPON CARDS

SUBMACHINE GUN



!3

+

3

2



PULSE MINE



Only affects and non degraded



2

POWER FIST



1

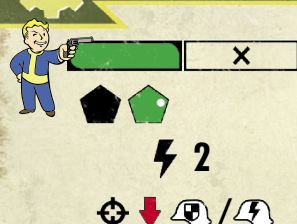


!3

+

2

PLASMA PISTOL



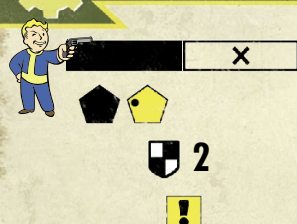
!2

+

2



KELLOGG'S PISTOL



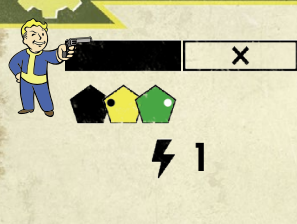
!3

+

3



INSTITUTE LASER PISTOL



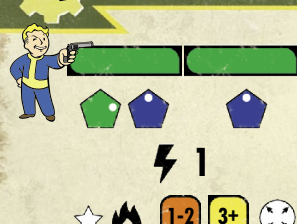
!2

+

2

1

FLARE GUN



!2

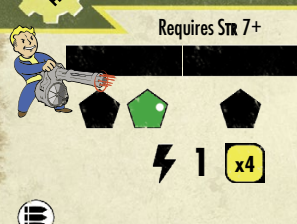
+

2

1



FINAL JUDGEMENT



Requires STR 7+

!3

Not Walked Fire

+

3

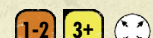


1

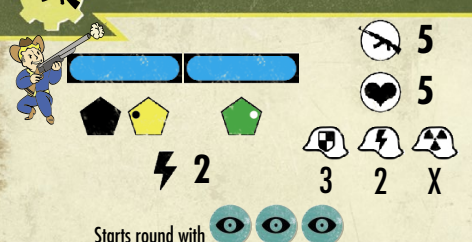
SYNTH RELAY GRENADE



SPECIAL RULES
Place 1 Gen 1 Synth with Institute Laser Pistol at point of impact after scatter. Gen 1 Synth is marked as Used.



HEAVY LASER TURRET



5

5

3 2 X

2

Starts round with

WAVE 2

WEAPON CARDS



PUTRID GLOWING ONE SWIPE

Putrid Glowing One only

Then resolve 1

!3

+

2

BLOATED GLOWING ONE SWIPE

Bloated Glowing One only

Then resolve 2

!3

+

2

MOLE RAT BITE

Mole Rat Only

Resolve 1 attack for every 3 of Glowing Radroach Swarm (round up)

!2

+

1

BATTERED ASSAULTRON HEAD LASER

Assaultron only. Primed Weapon: 2

After each action (exc. shooting), add token if non-friendly in LoS; otherwise, remove a token.

When primed, may use Shoot action to fire, then remove all tokens.

3

EMPTY MINIGUN

Empty Minigun only

!3

+

3

GLOWING RADROACH SWARM BITE

Glowing Radroach Swarm only

Resolve 1 attack for every 3 of Glowing Radroach Swarm (round up)

2

WEAK FERAL GHOUL SWIPE

Weak Feral Ghoul only

2 then 1

YOUNG DEATHCLAW SWIPE

Young Deathclaw only

2

YOUNG DEATHCLAW CRUSH

Young Deathclaw only. Primed weapon: 3

When primed, Close Combat action to use Crush (Skill Value: Deathclaw Str - Target's Agt), then remove all tokens.

Then and throw target

3

BOLT-ACTION PIPE PISTOL

Bolt-Action Pipe Pistol only

!2

+

2

1

JUNK JET

Junk Jet only

!3

+

2

1

RAILWAY RIFLE

Railway Rifle only

!3

+

2

2



PIPERIFLE



1

!2



2



NAIL BOARD



1

!3



2



GAUSS RIFLE



Primed Weapon: 0-2



3

!4





4



Each  adds + 



GAUSS RIFLE RULES

Add 1  when model performs Move or Charge (exc. Quick Actions). Max. total 2.

If model performs any task (inc. Quick Actions) requiring an action that is not Move or Charge, remove all .

Gauss Rifle can be fired with 0, 1 or 2 tokens. When fired, +  for each token, then remove all .


WAVE 1


WEAPON CARDS



GATLING LASER

Requires STR 7+





⚡ 1 x5



!3
Not Walked Fire

+  

⚡ 3

+  

MINIGUN

Requires STR 7+





🛡️ 1 x5






!3
Not Walked Fire



+  



🛡️ 3

+  

MISSILE LAUNCHER

🛡️ 2  




 1-2 3-4 5+ 

!3



+  


🛡️ 3

LASER RIFLE


⚡ 2

 1 dmg ignore armor 






!4





⚡ 4


+ 

PLASMA RIFLE



⚡ 2

   / 






!4


⚡ 3

+  

HUNTING RIFLE




🛡️ 2







!3
Long only

🛡️ 4

DOUBLE-BARREL SHOTGUN

🛡️ 3




!2
Short only

+ 


🛡️ 4

  / 


INSTITUTE LASER RIFLE

⚡ 1






!2


+ 

⚡ 2

COMBAT RIFLE

🛡️ 2






!3


+ 

🛡️ 3

LASER MUSKET

⚡ 2






!3


+ 

⚡ 3

BOLT-ACTION PIPE RIFLE

🛡️ 2






!3


+  

🛡️ 2

COMBAT SHOTGUN

🛡️ 2



!4
Short only

+ 

🛡️ 4

ASSAULTRIFLE



2

!4



3

GAMMA GUN



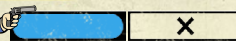
3

!3



4

LASER PISTOL



2

!2



3

.44 REVOLVER



2

!3



3

10MM PISTOL



2

!2

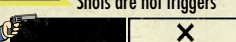


2

ALIEN BLASTER



Shots are not triggers



2

!2

3

PIPE PISTOL



1

!2



2

THIRST ZAPPER COLA



2

!3



2

STUN BATON



2

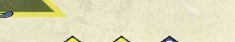
!2



2

(If none: 7*)

SUPER SLEDGE



3



!3



4



DEATHCLAW GAUNLET



2

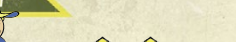
!3



2



SLEDGEHAMMER



2

!3



3



BOARD



2

!3



2

BATON



2

!3



2

PIPE WRENCH



2

!2



2

RIPPER



Str 7+ bonus not



2

!3



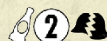
2

Add strong armor to regular armor.

BASEBALL BAT



1



!2



2



MACHETE



1

!3



2

BOTTLECAP MINE



3

If model takes damage:

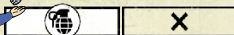


FRAGMENTATION MINE



2

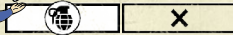
FRAGMENTATION GRENADE



2

1-2 3+

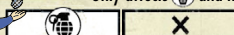
BASEBALL GRENADE



2

1-2 3+

PULSE GRENADE



2

1-2 3+

FIRE HYDRANT BAT



Requires Str 10+



!3

3



2

HUGE CLUB

Requires Str 7+




2

1 → 4

3

LEAD PIPE




2

3

1

BEHEMOTH ROCK THROW

Behemoth only



3

2

If damage caused: 4

MOLOTOV COCKTAIL



2

1-2 3+

CRYO GRENADE



2

1-2 3+

If model takes damage: 4

DEATHCLAW SWIPE

Deathclaw only




2

4

DEATHCLAW CRUSH

Deathclaw only
Primed weapon: 3



3

Then 4 and throw target

After each action, add token if non-friendly in LoS.
When primed, Close Combat action to use Crush.
(Skill roll: Deathclaw's Str - Target's Aet), then remove all tokens.

DOG BITE

Dogs only



2

2

HOUND BITE


Mutant Hounds only



2

3

MR HANDY BUZZSAW




2

3

2

MR HANDY FLAMER




2

3

2

SUICIDER MINI NUKE

Can not be shared. Suicider only



4

3

TIRE IRON

2

!2

+

2

MACHINE GUN TURRET MK1

2

4

5

2 1 X

Starts round with

LASER TURRET

2

4

5

2 1 X

Starts round with

EYEBOT LASER

Eyebot only

1

PROTECTRON HAND LASER

2

!3

+

2

FERAL GHOUL SWIPE

Feral Ghoul only

2 then 1

RADSCORPION PINCERS & STING

Radscorpion Only

2

If damage caused:

!3

+

3

+

RADROACH SWARM BITE

1

Resolve 1 attack for every 2 of Radroach Swarm (round up).

ASSAULTRON HEAD LASER

Assaultron only. Primed Weapon: 2

3

After each action (exc. shooting), add token if non-friendly in LoS; otherwise remove a token.

When primed, immediately Shoot (no action required), then remove all tokens.

ASSAULTRON SWIPE

2

!3

+

2

IMPROVISED WEAPON

1