FOWW FLB-001-111

BROTHERHOOD OF STEEL FORCE LIST

VERSION 2.0

The **Brotherhood of Steel** view themselves as the true future of humanity, seeing technology as both a blessing and a curse. The Brotherhood husband high tech weapons and armor from the past to cautiously build a new future.

Walking tanks backed up by skilled engineers and technicians, they go into battle with powerful long ranged attacks, armored against everything the wastes can throw at them.

ASPIRANT GODDARD	
May be...	Heroic
Does wear...	T-60 Power Armor
May carry...	Assault Rifle, Combat Rifle, Combat Shotgun, and/or Laser Rifle
	10mm Pistol and/or Laser Pistol
	Baton, Machete and/or Ripper
	Fragmentation Grenades

EYEBOT	
Does carry...	Eyebot Laser*

FIELD SCRIBE	
May be...	Heroic
May carry	10mm Pistol and/or Laser Pistol
	Bottlecap Mine or Fragmentation Mine

LANCER	
May be...	Heroic
May carry...	Laser Rifle and/or a Plasma Rifle

KNIGHT	
May be...	Heroic
May wear...	T-45, T-51, or T-60 Power Armor
May carry...	Gatling Laser, Minigun and/or a Missile Launcher
	Assault Rifle, Combat Rifle, Combat Shotgun, Laser Rifle, and/or Plasma Rifle
	10mm Pistol and/or Laser Pistol
	Baton, Machete, and/or Ripper
	Cryo Grenades, Fragmentation Grenades, and/or Pulse Grenades

KNIGHT CAPTAIN CADE	
May be...	Heroic
May wear...	T-45, T-51, or T-60 Power Armor
May carry...	Gatling Laser, Minigun, and/or Missile Launcher
	Assault Rifle, Combat Rifle, Combat Shotgun, Laser Rifle, and/or Plasma Rifle
	10mm Pistol and/or Laser Pistol
	Baton, Ripper and/or a Machete
	Cryo Grenades, Fragmentation Grenades, and/or Pulse Grenades

KNIGHT PATROL	
May be...	Heroic
May carry...	Assault Rifle, Combat Rifle, Combat Shotgun, and/or Laser Rifle
	Machete
	Fragmentation Grenades

KNIGHT PATROL BLADE	
May be...	Heroic
May carry...	10mm Pistol, Laser Pistol
	Baton, Machete, and/or Ripper
	Fragmentation Mine
	Fragmentation Grenades

PALADIN	
May be...	Heroic
May wear...	T-45, T-51, or T-60 Power Armor
May carry...	Gatling Laser, Minigun and/or a Missile Launcher
	Assault Rifle, Combat Rifle, Combat Shotgun, Gauss Rifle, Laser Rifle, and/or Plasma Rifle
	10mm Pistol and/or Laser Pistol
	Baton, Machete, and/or Ripper
	Cryo Grenades, Fragmentation Grenades, and/or Pulse Grenades

PALADIN DANSE	
May be...	Heroic
May wear...	T-60 Power Armor
May carry...	Gatling Laser, Minigun, and/or Missile Launcher
	Assault Rifle, Combat Rifle, Combat Shotgun, Laser Rifle, and/or Plasma Rifle
	10mm Pistol and/or Laser Pistol
	Baton, Machete, and/or Ripper
	Cryo Grenades, Fragmentation Grenades, and/or Pulse Grenades

*Default item for this model – no additional cost

Fallout WASTELAND WARFARE

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MODEL COSTS	
Aspirant Goddard	105
Eyebot	59
Field Scribe	43
Knight	65
Knight-Captain Cade	114
Knight Patrol	49
Knight Patrol (Blade)	45
Lancer	60
Paladin	90
Paladin Danse	128

WEAPON COSTS	
Gatling Laser	30
Minigun	30
Missile Launcher	35
Assault Rifle	8
Combat Rifle	14
Combat Shotgun	10
Gauss Rifle	47
Laser Rifle	30
Plasma Rifle	24
10mm Pistol	6
Laser Pistol	7
Baton	8
Machete	2
Ripper	7
Bottlecap Mine	20
Fragmentation Mine	10
Cryo Grenade	7
Fragmentation Grenade	7
Pulse Grenade	5

ARMOR COSTS	
T-45 Power Armor	36
T-51 Power Armor	54
T-60 Power Armor	72

HEROIC AND LEADER COSTS	
Heroic	60
Berserker	13
Blitzer	20
Bodyguard	16
Brawler	10
Bruiser	26
Commander	36
Creature Contoller	7
Defender	39
Dweller	8
Fusilier	20
Grenadier	10
Hunter	10
Old Timer	11
Robot Contoller	7
Selfless	13
Stalker	12
Tech	13
Thief	7
Veteran	16
Warden	20
Wasteland Searcher	5
Wrestler	10

CHEM COSTS	
Addictol	10
Berry Mentats	16
Buffout	20
Calmex	20
Day Tripper	11
Fury	20
Jet	20
Med-X	16
Mentats	13
Mysterious Serum	20
Orange Mentats	20
Overdrive	20
Psycho (Chem)	20
Radaway	20
Rad-X	13
Refreshing Beverage	52
Stimpack	38
X-Cell	24

PERK COSTS	
Action Boy / Girl	10
Basher	10
Big Leagues	16
Blitz	7
Bloody Mess	8
Chem Resistant	10
Chemist	10
Concentrated Fire	12
Demolition Expert	5
Gunslinger	7
Hacker	7
Heavy Gunner	16
Huntsman	10
Lead Belly	7
Life Giver	7
Locksmith	7
Lone Wanderer	33
Medic	7
Moving Target	10
Mysterious Stranger	10
Mysterious Stranger II	13
Mysterious Stranger III	3
Nerd Rage	13
Ninja	10
Pain Train	3
Rad Resistant	5
Refractor	7
Rifle Man	13
Sneak	13
Steady Aim	10
Toughness	7

Chems, Leader, and Mods cards

One model in your force must be selected as the Leader. This model may be given one Leader card. Add the Leader card caps cost to the Leader's caps cost.

Any model in your force may be given one or more Perks. Add the Perk card caps cost to the model's caps cost.

Any model in your force may be given one or more Chems. Add the Chem card caps cost to the model's caps cost.

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