

SUPER MUTANT FORCE LIST

VERSION 2.0

The **Super Mutants** see themselves as lords of the wastes, and inheritors of civilization. Their leaders charge into the fray, hacking the enemy apart with powerful bludgeoning weapons, or provide covering fire from their heavy weapons and advanced rifles they have taken from their foes bloody hands.

Teams of lighter armed Mutants advance, laying down fire from their rifles before closing to finish the dazed survivors with board and pipe as packs of ferocious Mutant Hounds harry the enemy flanks and attack isolated stragglers.



AVIATOR

May be...	Heroic
Does carry...	Aviator Cap*
May carry...	Assault Rifle, Bolt-Action Pipe Rifle, Combat Shotgun, Hunting Rifle, and/or Pipe Rifle
	Bolt-Action Pipe Pistol and/or Pipe Pistol
	Baseball Bat, Board, Lead Pipe, Nail Board, and/or Sledgehammer
	Molotov Cocktail

BEHEMOTH

May carry...	Fire Hydrant Bat
	Behemoth Rock Throw

BRUTE

May be...	Heroic
May carry...	Gatling Laser, Minigun, and/or Missile Launcher
	Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Laser Rifle, Pipe Rifle, and/or Plasma Rifle
	Bolt-Action Pipe Pistol, Laser Pistol and/or Pipe Pistol
	Baseball Bat, Huge Club, Nail Board, Sledgehammer, and/or Super Sledge
	Molotov Cocktail

ENSLAVED TECH

May carry	Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, and/or Pipe Rifle
	Bolt-Action Pipe Pistol and/or Pipe Pistol
	Baseball Bat, Board, Lead Pipe, and/or Nail Board
	Bottlecap Mine and/or Fragmentation Mine

HAMMER

May be...	Heroic
May carry...	Missile Launcher
	Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Laser Rifle, Pipe Rifle, and/or Plasma Rifle
	Bolt-Action Pipe Pistol, Laser Pistol and/or Pipe Pistol
	Baseball Bat, Huge Club, Nail Board, Sledgehammer, and/or Super Sledge
	Molotov Cocktail

MASTER

May be...	Heroic
May carry...	Gatling Laser, Minigun and/or Missile Launcher
	Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Gauss Rifle, Laser Rifle, Pipe Rifle, and/or Plasma Rifle
	Bolt-Action Pipe Pistol, Laser Pistol and/or Pipe Pistol
	Baseball Bat, Huge Club, Nail Board, Sledgehammer, and/or Super Sledge
	Molotov Cocktail

MUTANT HOUND / MUTANT HOUND FIEND

Always has...	Hound Bite*
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SUICIDER

Does carry...	Suicider Mini Nuke*
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SUPER MUTANT

May be...	Heroic
May carry...	Assault Rifle, Bolt-Action Pipe Rifle, Hunting Rifle, and/or Pipe Rifle
	Bolt-Action Pipe Pistol, and/or Pipe Pistol
	Baseball Bat, Board, Lead Pipe, Nail Board, and/or Sledgehammer
	Molotov Cocktail

*Default item for this model – no additional cost



MODEL COSTS	
Aviator	67
Behemoth	245
Brute	81
Enslaved Tech	33
Hammer	105
Master	95
Mutant Hound	63
Mutant Hound Fiend	63
Suicider	55
Super Mutant	40

WEAPON COSTS	
Gatling Laser	30
Minigun	30
Missile Launcher	35
Assault Rifle	8
Bolt-Action Pipe Rifle	10
Combat Rifle	14
Combat Shotgun	10
Gauss Rifle	47
Hunting Rifle	20
Laser Rifle	30
Pipe Rifle	11
Plasma Rifle	24
Bolt-Action Pipe Pistol	2
Laser Pistol	7
Pipe Pistol	3
Baseball Bat	2
Board	9
Fire Hydrant Bat	38
Huge Club	19
Lead Pipe	12
Nail Board	2
Sledgehammer	12
Super Sledge	30
Bottlecap Mine	20
Fragmentation Mine	10
Behemoth Rock Throw	5
Molotov Cocktail	6

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
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
Attack Dog	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
Pack Leader	26
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.

