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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 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 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, they are free not enslaved: +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 8

LUC 2



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

EQUIPPED: Dog bite only.



2



2



-





MUTANT HOUND

SUPER MUTANT



STR 6

PER 7



END 6



CHA 2

INT 2

AGI 7

LUC 1



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

EQUIPPED: Mutant Hound bite only.

LEAP: Can climb but can not end movement mid-climb.



1



1



X



SUPER MUTANT

SUPER MUTANT



STR 7



PER 4



END 6



CHA 3

INT 3



AGI 5

LUC 3



1



1



X



BRUTE

SUPER MUTANT



STR 8



PER 3



END 8

CHA 3

INT 3



AGI 4

LUC 3



2



2



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





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





ASPIRANT GODDARD

BROTHERHOOD OF STEEL



STR 5



PER 3



END 4



CHA 5



INT 4



AGI 3

LUC 1

EQUIPPED: T-60 



2



1



-





FACTION *SURVIVORS*



1. Survivor models each start with  (in addition to any they may normally receive):

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

2. Can have up to two Sole Survivors with different names in same force.

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 requires LoS, except attack.



FACTION

SUPER MUTANTS



1. Use  for skill roll when using ranged weapon in Close Combat.
2. Can not wear 
3. Immune to 
4. Food counts as cooked when eaten.



ITEM

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HUNTING RIFLE



2

!3

Long only



4



10MM PISTOL





DOG BITE



Dogs only



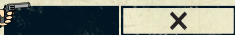


BASEBALL BAT





PIPE PISTOL





ASSAULT RIFLE



2

!4

+



3



SLEDGEHAMMER





COMBAT SHOTGUN



Short only





BOLT-ACTION PIPE RIFLE



2

!3

+



2



BOARD





HOUND BITE



Mutant Hounds only



2



+



3



DEATHCLAW SWIPE



Deathclaw only



2





DEATHCLAW CRUSH



Deathclaw only
Primed weapon:3



Then  and throw target 

If non-friendly in LoS
after any action, add
token.

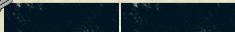
When primed, Attack
action to use Crush.

Skill roll: Deathclaw's
STR - Target's AGI.

Remove all tokens.



LASER RIFLE



1 dmg ignore armor

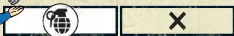


!4





FRAGMENTATION GRENADE





MISSILE LAUNCHER



+





COMBAT RIFLE



2

!3



3



LASER PISTOL



⚡ 2

!2



⚡ 3



.44 REVOLVER





PLASMA RIFLE



!4





PIPE WRENCH





ITEM

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NUKA-COLA



then add



Gain 



NUKA-CHERRY



then add



Gain





IGUANA BITS



then add



COOKED: Iguana soup





MUTANT HOUND MEAT

UNCOOKED:



then add



COOKED: Mutant Hound chops



then





BLOOD PACK





STEALTH BOY

To attack or engage model using Stealth Boy, first test PER -4:

- ✗ If attack: Resolve with skill dice set to X.
If engage: Model remains still.
- ✓ Resolve action. Also, all models ignore -4 penalty to the PER test during remainder of current player's turn.

To notice user's triggers requires successful PER -4 test.

Must be assigned to specific model. Can not be shared.





DAMAGED HAZMAT SUIT





STURDY LEATHER ARMOR



2



3



-



AVIATOR CAP

Super Mutants only:



+1



+1

PER +2



PATCHED THREE-PIECE SUIT

PER +1

CHA +1



STIMPAK





RADAWAY





COMFORT GRIP



+2  /  at short range only.



HARDENED RECEIVER



1 blank face of any 1  /  /  counts as 

*When attached to energy weapons, this mod is called
Boosted Capacitor.*



STUN PACK



If attack results in adding damage to model, adds:



Adds  if weapon does not roll one already.



DISSIPATING



Increases  armor ratings by 1.

Must be attached to an armor card that sets armor values.



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BOURBON



		+1
	+1	
		-1
● ● ●	● ●	●



psycho



MELEE ONLY





7-



131





MENTATS



+1	+1	
	+1	+1
● ● ●	● ●	●



BUFFOUT



+2

+1

+3





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4



3



3



T-60 POWER ARMOR

+3

+4

3+



3+1



3+1



4+1



LEADER

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BRAWLER

DIRTY FIGHTER:



+



CHARMING:

CHA

+2



HUNTER

MARKSMAN: Long-range



+



KEEN EYES : Increase awareness color by one step.





WASTELAND SEARCHER

FORAGER :



PERSISTENT: When drawing Item cards on the battlefield, draw 1 extra and then  1 extra than normal.



WARDEN

DISTRACTION ☀️☀️: A friendly model that disengages does not cause free attack by enemy. (One model per round).

RESILIENT ☀️: When ⚡️ to be added, flip ⚡️ and discard if Stunned icon is not face-up.



HEROIC

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HEROIC

