Counts as Normal size.
EQUIPPED: Radroach Swarm Bite.

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.
**DOGS**

1. Dogs can only use cards which show the icon, or specifically state can be used by Dogs on the cards, or are equipped by the Unit's card.

   One exception is that, via Sharing, Dogs may use and Stimpaks carried by friendly models which are not.

2. If a Dog has weapons named on its Unit card, those are the only weapons it may equip.

3. Dogs cannot gain or skills.

**ACTIONS**

- Move
- Charge
- Close Combat
- Shoot
- Throw
- Expertise
- Prepare

**MOVEMENT**

- Charge
- Attack
- Expertise
- Prepare

**TRIGGERS**

- Any action
- Friendly attacked
- Movements
- Attacks

All require LoS, except attack.

**CREATURE FACTION**

1. Creatures can only use cards which show the icon, or specifically state can be used by Creatures on the cards, or are equipped by the Unit's card.

2. If a Creature has weapons named on its Unit card, those are the only weapons it may equip.

3. In addition to its weapons, a Creature may equip a total of 2 creature mods and 1 non-weapon creature item.

4. Creatures cannot gain or skills.

**FRONT 1**

1. Leader must be Creature Controller.

2. Apart from Leader, force may contain Creatures only. (Creature units with a faction on their cards not matching the faction on the Leader's unit card may not be included.)

3. Leader may be equipped with Creature Perks.

4. Whilst Unengaged, Creature Controller may apply Stimpaks to Creatures within Yellow and LoS.
MYSTERIOUS STRANGER II

As Mysterious Stranger II but when Mysterious Stranger's model is placed:

EITHER Immediately resolve Mysterious Stranger II attack
OR Place next to Mysterious Stranger and use a reaction with

REQUIRES: Mysterious Stranger II Perk.

Mysterious Stranger attacks your nearest (Your choice if tied).

AUTO-HIT: Resolve

This attack is optional.

Mysterious Stranger

If rolled during VATS roll, Mysterious Stranger attacks your nearest (Your choice if tied).

AUTO-HIT: Resolve

Mysterious Stranger

If rolled during VATS roll, place Mysterious Stranger up to Red away.

AUTO-HIT: Resolve on any model in Mysterious Stranger's LoS (engaged or not). Then remove Mysterious Stranger.

Max. one Mysterious Stranger Perk per activation.

REQUIRES: Mysterious Stranger Perk.
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.

Ballistic Weave

Increases rating by 1.
Must be attached to an armor card that sets armor values.

Dissipating

Increases armor rating by 1.
Must be attached to an armor card that sets armor values.

Lead Lined

Increases rating by 1.
Must be attached to an armor card that sets armor values.

Improved Flexibility

+2

Headlamp

+2

Biocomm Mesh

A chem’s right-most column of effect lasts one additional activation duration.

Lightweight

Model is not affected by difficult terrain.

Padded

Increases and armor rating by 2 for area effect damage only.
Must be attached to an armor card that sets armor values.

Cushioned

Falling damage resolved as if one color distance less.
ROBOTS
1. Robots with no named faction count as the same faction as the player’s Leader.
2. Robots can only use cards which show the 🤖 icon, or specifically stated can be used by Robots on the cards, or are equipped by the Unit’s card.
3. Robots are immune to ☠ and ☠️.
4. Damage can be removed from a Robot using a Robot Repair Kit.
5. A Robot may equip a total of 2 robot weapons, 2 robot mods and 1 non-weapon robot item.
6. If a Robot has weapons named on its Unit card, those are the only weapons it may equip.

SELF-DESTRUCT
When self-destruct initiated, Robot can only use movement actions for remainder of battle. Initiating self-destruct is a trigger (LoS not required). At end of robot’s next activation, it explodes with the following effect centred on the robot:

AI
If no ☀️ shown on robot’s AI matrix, resolve ☀️ whenever ☀️ is required.

DEATHCLAW
DEATHCLAW SWIPE AND DEATHCLAW CRUSH

MUTANT HOUND FIEND
HOUND BITE

AI RESPONSES
TARGET PRIORITIES

AI RESPONSES
OBJECTIVE AND DEFEND

OBJECTIVE
Perform relevant response that matches Objective but with X as the only Subject/Target.
- Defeat X
- Protect X
- Go to X
- Use X

DEFEND
Assess target as if model at Subject’s position. Perform A using only that target. If this would result in target not being attacked or engaged during activation, Move towards Subject instead.
- CAREFUL: If Subject engaged with target, model will use Close Combat instead of Ranged.

ENGAGED
Not Engaged
Most remaining Health
Least remaining Health
Used
Engaged
Ready
Not Ready

IMPORTANCE
Highest maximum Health
Most damage taken
Most remaining Health
Lowest armor
Least penalties / Greatest bonus

SPENT
Ready ☑️
Not Ready
Stop ☐️

CAREFUL
Most damage taken
Most remaining Health

CHOICE
Shortest Move
Most remaining Health
Least remaining Health

CENTRE EFFECT
Center attack on Subject.
Defeat X
Go to X
Use X

NEAREST
For movement: Fewest Moves required
For shooting: Shortest shot

WEAKST
Least remaining Health

LARGEST
Highest maximum Health

VULNERABLE
Lowest armor

BEST CHANCE
Least penalties / Greatest bonus

PREPARED
Ready ☑️
Not Ready
Stop ☐️

Capable of enemy objective ☑️

SLOWEST
Shortest Move

FASTEST
Longest Charge

HOUND BITE
1: Nearest
2: Wounded
3: Nearest
4: Most remaining Health

1: Nearest
"A Nuka-Cola Corporation field office used to be located around here. I believe a cooler in there has ingredients that could help me figure out how to make my own Nuka-Cola, but some creatures have nested on top of it."

Make your own Nuka-Cola? Harris didn’t seem crazy so maybe there was something to her idea.

TheSecretElixir:Part 1

Set-Up: Place a Searchable Black from two battlefield edges – this is the expected location of the cooler. Draw a Creature card and test Lightning Storm.
VAULT 111 JUMPSUIT
+1
+1
Not usable by Super Mutants

ROAD GOGGLES
INT +1

OVERDRIVE
MELEE
+1
-1
-1

MULTI-CALIBER
Prior to Shooting roll, can discard any 2 effect dice (same or different colours) to add 1 (player's choice).

HEAVY
1 blank face of any 1/1 counts as
**Radroach Swarm Bite**

Radroach Swarm Only

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

**Radscorpion Pincers & Sting**

Radscorpion Only

If damage caused: +

**Hound Bite**

Mutant Hounds only

**Deathclaw Crush**

Deathclaw only

Primed weapon: 3

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 AGI), then remove all tokens.

**Dog Bite**

Dogs only

**Stun Baton**

(If none: )

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

**Eyebot Laser**

Eyebot only

**Eyebot Laser**

Eyebot only
**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 cannot end movement mid-climb.

**Alien**

**Super Mutant**

STR 3

Per 8

End 3

Cha 3

Int 8

Agi 5

Luc 7

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

Equipped: Hound bite.

Leap: Can climb but cannot end movement mid-climb.

**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 cannot end movement mid-climb.

**Feral Ghoul**

**Super Mutant**

STR 1

Per 1

End 1

Cha 1

Int 2

Agi 4

Luc 1

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

Equipped: Hound bite.

Leap: Can climb but cannot end movement mid-climb.

**Radscorpion**

**Super Mutant**

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.

**Dogmeat Scout**

**Survivor**

STR 4

Per 8

End 5

Cha 3

Int 4

Agi 6

Luc 2

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

Observer or: 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.

**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.

**Radiation Healing**: Each point of radiation heals 1.

**Feral Ghoul**

**Super Mutant**

STR 1

Per 1

End 1

Cha 1

Int 2

Agi 4

Luc 1

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

Equipped: Hound bite.

Leap: Can climb but cannot end movement mid-climb.