

# RAIDER FORCE LIST

Not all of the people of the Wasteland seek to rebuild civilisation. The Raiders are the selfish, desperate or outright dangerous dregs of humanity. Rather than build and grow, they steal and destroy. Rather than defend their fellow man, then seek to oppress and control them. Armed with whatever weapons and gear they can lay their hands on, and often hopped up on home distilled chems, the Raiders swarm their enemies and leave nothing of worth behind once the dust settles.



| ACK ACK      |  |
|--------------|--|
| May be...    | Heroic   |
| May carry... | Junk Jet, Minigun, and/or Missile Launcher   |
|              | Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Hunting Rifle, and/or Pipe Rifle |
|              | .44 Revolver, Bolt-Action Pipe Pistol, and/or Pipe Pistol  |
|              | Baseball Bat, Board, Lead Pipe, Machete, Nail Board, Pipe Wrench, and/or Tire Iron   |
|              | Fragmentation Grenade and/or Molotov Cocktail  |
|              | Fragmentation Mine   |

| AVERY        |  |
|--------------|--|
| May be...    | Heroic   |
| May carry... | Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Hunting Rifle, and/or Pipe Rifle |
|              | Baseball Bat, Board, Lead Pipe, Machete, Nail Board, Pipe Wrench, and/or Tire Iron   |
|              | Fragmentation Grenade and/or Molotov Cocktail  |
|              | Fragmentation Mine   |

| DOG           |           |
|---------------|-----------|
| Always has... | Dog Bite* |

| PSYCHO/PSYCHO OUTLAW |  |
|----------------------|--|
| May be...            | Heroic   |
| May carry...         | .44 Revolver, Bolt-Action Pipe Pistol, and/or Pipe Pistol                          |
|                      | Baseball Bat, Board, Lead Pipe, Machete, Nail Board, Pipe Wrench, and/or Tire Iron |
|                      | Molotov Cocktail   |

| RAIDER/RAIDER OUTLAW |  |
|----------------------|--|
| May be...            | Heroic   |
| May carry...         | Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Hunting Rifle, and/or Pipe Rifle |
|                      | .44 Revolver, Bolt-Action Pipe Pistol, and/or Pipe Pistol  |
|                      | Baseball Bat, Board, Lead Pipe, Machete, Nail Board, Pipe Wrench, and/or Tire Iron   |
|                      | Molotov Cocktail   |

| SCAVVER/SCAVVER OUTLAW |  |
|------------------------|--|
| May be...              | Heroic   |
| May carry...           | Junk Jet   |
|                        | Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Hunting Rifle, and/or Pipe Rifle |
|                        | .44 Revolver, Bolt-Action Pipe Pistol, and/or Pipe Pistol  |
|                        | Baseball Bat, Board, Lead Pipe, Machete, Nail Board, Pipe Wrench, and/or Tire Iron   |
|                        | Molotov Cocktail   |

| SIN JIN      |  |
|--------------|--|
| May be...    | Heroic   |
| May carry... | Junk Jet and/or Minigun  |
|              | .44 Revolver, Bolt-Action Pipe Pistol, and/or Pipe Pistol                          |
|              | Baseball Bat, Board, Lead Pipe, Machete, Nail Board, Pipe Wrench, and/or Tire Iron |
|              | Fragmentation Grenade and/or Molotov Cocktail                                      |
|              | Fragmentation Mine   |

| VETERAN RAIDER |  |
|----------------|--|
| May be...      | Heroic   |
| May wear...    | Raider Power Armor   |
| May carry...   | Junk Jet, Minigun, and/or Missile Launcher   |
|                | Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Hunting Rifle, and/or Pipe Rifle |
|                | .44 Revolver, Bolt-Action Pipe Pistol, and/or Pipe Pistol  |
|                | Baseball Bat, Board, Deathclaw Gauntlet, Huge Club, Lead Pipe, Machete, Nail Board, Pipe Wrench and/or Tire Iron             |
|                | Fragmentation Grenade and/or Molotov Cocktail  |
|                | Fragmentation Mine   |

\*Default item for this model – no additional cost



| MODEL COSTS    |     |
|----------------|-----|
| Ack Ack        | 120 |
| Avery          | 110 |
| Dog            | 90  |
| Psycho         | 48  |
| Psycho Outlaw  | 49  |
| Raider         | 41  |
| Raider Outlaw  | 42  |
| Scavver        | 63  |
| Scavver Outlaw | 62  |
| Sin Jin        | 80  |
| Veteran Raider | 85  |

| WEAPON COSTS            |    |
|-------------------------|----|
| Junk Jet                | 14 |
| Minigun                 | 30 |
| Missile Launcher        | 35 |
| Assault Rifle           | 8  |
| Bolt-Action Pipe Rifle  | 10 |
| Combat Rifle            | 14 |
| Combat Shotgun          | 10 |
| Double-Barrel Shotgun   | 17 |
| Hunting Rifle           | 20 |
| Pipe Rifle              | 11 |
| .44 Revolver            | 6  |
| Bolt-Action Pipe Pistol | 2  |
| Pipe Pistol             | 3  |
| Baseball Bat            | 2  |
| Board                   | 9  |
| Deathclaw Gauntlet      | 15 |
| Huge Club               | 21 |
| Lead Pipe               | 12 |
| Machete                 | 2  |
| Nail Board              | 2  |
| Pipe Wrench             | 7  |
| Tire Iron               | 12 |
| Fragmentation Mine      | 10 |
| Fragmentation Grenade   | 7  |
| Molotov Cocktail        | 6  |

| ARMOR COSTS        |    |
|--------------------|----|
| Raider Power Armor | 33 |

| 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 |
| Rad-X               | 13 |
| Radaway             | 20 |
| 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  |
| Ghoulish                | 10 |
| 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 |
| 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.

