

# 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, they 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, Flare Gun 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

SINJIN	
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, Power Fist, and/or Tire Iron
	Fragmentation Grenade and/or Molotov Cocktail
	Fragmentation Mine

\*Default item for this model – no additional cost



MODEL COSTS	
Ack Ack	98
Avery	85
Dog	90
Psycho	45
Psycho Outlaw	44
Raider	39
Raider Outlaw	39
Scavver	60
Scavver Outlaw	59
Sinjin	88
Veteran Raider	85

HEROIC AND LEADER COSTS	
Heroic	60
Beloved	16
Berserker	13
Blitzer	20
Bodyguard	16
Brawler	10
Bruiser	26
Commander	36
Creature Controller	7
Defender	39
Dweller	8
Fusilier	20
Gatherer	15
Grenadier	10
Hunter	10
Old Timer	11
Procurer	15
Robot Controller	7
Selfless	13
Stalker	12
Synth Expert	12
Tech	13
Tech Chief	17
Thief	7
Veteran	16
Warden	20
Wasteland Searcher	5
Wrestler	10

WEAPON COSTS	
Junk Jet	14
Minigun	23
Missile Launcher	41
Assault Rifle	8
Bolt-Action Pipe Rifle	10
Combat Rifle	14
Combat Shotgun	10
Double-Barrel Shotgun	17
Hunting Rifle	20
Pipe Rifle	11

WEAPON COSTS (CONTINUED)	
.44 Revolver	6
10mm Pistol	6
Bolt-Action Pipe Pistol	2
Flare Gun	5
Pipe Pistol	3
Baseball Bat	2
Board	8
Huge Club	21
Lead Pipe	12
Machete	2
Nail Board	2
Pipe Wrench	6
Power Fist	9
Sledgehammer	12
Tire Iron	12
Fragmentation Grenade	7
Molotov Cocktail	6
Fragmentation Mine	5

ARMOR COSTS	
Raider Power Armor	33

CHEM COSTS	
Addictol	10
Berry Mentats	16
Buffout	20
Bufftats	25
Calmex	20
Day Tripper	11
Fury	20
Jet	20
Med-X	16
Mentats	13
Mysterious Serum	20
Orange Mentats	20
Overdrive	20
Psycho	20
Rad-X	13
Radaway	20
Refreshing Beverage	52
Spark	18
Stimpak	38
Ultra Jet	25
X-111 Compound	30
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
Entangle	8
Finesse	15
Ghoulish	10
Gunslinger	7
Hacker	7
Heavy Gunner	16
Huntsman	10
Impatient	13
Lead Belly	7
Life Giver	7
Light Step	5
Locksmith	7
Lone Wanderer	33
Medic	7
Mend Robot	15
Moving Target	10
Mysterious Stranger I	10
Mysterious Stranger II	13
Mysterious Stranger III	3
Nerd Rage	13
Ninja	10
Nuclear Physicist	10
Pack Leader	26
Pain Train	3
Penetrator	15
Quick Thinking	4
Rad Resistant	5
Refractor	7
Rifle Man	13
Sneak	13
Steady Aim	10
Stun Resistant	13
Toughness	7

### Chems, Leader, and Perks 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.

