When initially released, every starter box and expansion contained cards. From July 2019, products containing models no longer come with cards and, instead, all cards for each wave of releases are available as a separate deck covering all the models in that wave plus more. (The cards that accompanied the separate expansions pre-July 2019 are listed in a separate document.)

### 2-PLAYER STARTER SET

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<th>BOOST</th>
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<th>EXPLORE</th>
<th>QUEST</th>
<th>UNIT &amp; AI</th>
<th>WEAPON</th>
</tr>
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<tbody>
<tr>
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<td>What's That?</td>
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<td>Hunting Rifle</td>
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<tr>
<td>Defensive Positioning</td>
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<td>Flying Ant Swarm</td>
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<tr>
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<td>Nuka-Cherry</td>
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<tr>
<td>Spurred into Action</td>
<td>Mutant Hound Meat</td>
<td>Unexpected Presence</td>
<td>BOUNTY</td>
<td>Aspirant Goddard</td>
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<tr>
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<tr>
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<tr>
<td>Saw It Coming</td>
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<td>Lucky Bounce</td>
<td>Stealth Boy</td>
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<td>Tougher Than It Looks</td>
<td>Caps Stash</td>
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<td>In Synch</td>
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### CHEM

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<th>MOD</th>
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<th>STRANGER</th>
<th>REFERENCE</th>
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<tr>
<td>Psycho</td>
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<td>Mentats</td>
<td>Stun Pack</td>
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<td>Armorer</td>
<td>Responses (Move and Fall Back)</td>
<td>AI Responses (Target Priorities) /</td>
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<td>Local Leader</td>
<td>AI Responses (Objective and Defend)</td>
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### CREATURE

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<tr>
<td>Mole Rat Tunnel</td>
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<td>REVENGE: Part 1</td>
<td>Wandering Merchant</td>
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<td>Radroach Nest</td>
<td>Flying Ant Swarm</td>
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<td>Opportunist Mongrel</td>
<td>A Hidden Observer</td>
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<td>Unbearable Heat</td>
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<td>Quiet</td>
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### Deck: Settlement Deck

#### Boost
- Powerful Attack
- Piercing Attack
- Accurate Attack
- Defensive Positioning
- Called Shot
- Very Special
- More Damaging
- A Bit Special
- That Was Lucky
- Indomitable
- Delayed Event
- Tread Lightly
- Battle Aware
- Go Now
- Anticipated
-Gifted Climber
- Courage
- Slip Free
- Dig Deep
- Patch Repair
- Extra Use
- Knew I Would Need it
- Rousing Words
- Jury Rig

#### Equipment
- Ice Cold Gwinnett Ale
- Rum
- Fire Extinguisher
- Fusion Core
- Hazmat Suit
- Flashlight
- Climbing Spikes
- Unscented Letter
- Hand-written Note
- Camouflage
- Freefall Leg Armor
- Sturdy Combat Armor
- Admin Password
- Atom Cats Jacket and Jeans
- Fresh Melon
- Brahmia Meat
- Blotchy Meat
- Squirrel Stew
- Cap Stash
- Giddyup Buttercup
- Caps Stash
- Hot Plate
- Jangles the Moon
- Monkey
- Vault-Tec Lunchbox

#### Explore
- Fallon’s Department Store
- Enemy Camp Discovered
- Pharmacy
- Milton General Hospital
- Fens Subway Station
- Beantown Brewery
- Abandoned Refinery
- Quincy Police Station
- Fire Department
- Campsite Leftovers
- Silent Witnesses
- Cunningham’s Diner
- Miners’ Camp
- Damaged Weaponry
- Custom Workbench
- New Settlement
- Regent Elementary
- Thicker Plating
- Ballistic Weave
- Headlamp

#### Leader
- Tech
- Veteran
- Old Timer
- Bodyguard
- Dweller

#### Mod
- Reflex Sights
- Bayonet
- Spiked
- Superior Materials
- Thicker Plating
- Ballistic Weave
- Headlamp

#### Perk
- Gun Nut (Heavy)
- Hacker
- Concentrated Fire
- Toughness
- Rad Resistant
- Ghoulish
- Medic
- Chemist
- Sneak
- Action Boy

#### Quest
- USS Constitution: Part 1
- USS Constitution: Part 2
- Escort the Witness: Part 1
- Escort the Witness: Part 2a
- Escort the Witness: Part 2b

#### Weapon
- Fragmentation Mine
- Cryo Grenade
- Gamma Gun
- Institute Laser Rifle
- Combat Shotgun
- Ripper
- Pulse Grenade

#### Chem
- Rad-X
- X-Cell
- Overdrive
- Mysterious
- Serum
- Addictol
- Berry Mentats
- Day Tripper

#### Power Armor
- Power Armor Frame
- T-45
- T-51
### RAIDERS CARD PACK (WAVE 2)

**BOOST**
- Aim for the Gap
- Enhanced Accuracy
- Amplified Effect
- Instant Luck
- Quick Load
- I Don’t Think So
- Fortunate Deflection
- Special Skills
- Covered
- Sudden Movement
- Sneak Attack
- Next!

**CHEM**
- Orange Mentats
- Fury
- Overdrive
- Med-X
- Rad-X

**CREATURE**
- Digging Dog
- Playful Mongrel
- Glowing Bloatfly
- Injured Putrid Glowing One
- Dead Bloated Glowing One
- Protective Mole Rat
- Scratching Sounds

**DANGER**
- Good Fortune
- Doubts
- Loose Rubble
- Disturbed Wildlife
- Clockwork Trap
- Glowing One Corpse
- Abhorrent Smell

**EQUIPMENT**
- Sturdy Metal Armour
- Heavy Raider Armor
- Protector’s Right Arm Guard
- Spiked Muzzle
- Baseball Cap
- Assault Gas Mask
- Brotherhood of Steel Hood
- Red Flight Helmet
- Moonshine
- Wine
- Mole Rat Meat 3-R Sugar Bombs
- Radscorpion Meat
- Cave Fungus
- Rope
- Binoculars
- Undamaged Camera
- Mary’s Locket

**EVENT**
- Damp Air
- Blustery Wind
- Boom!
- A Predator’s Roar
- Rugged Rubble
- Mole Rat Tunnel
- Lucky Find
- Lost Supplies

**EXPLORER**
- Mongrel Showdown
- Abandoned Mine
- Experimental Chem Station
- Laying Traps
- Glowing One Gauntlet
- Infested Barn
- Crushed Vertibird
- Physical Trainer

**LEADER**
- Stalker
- Grenadier
- Selfless Creature Controller
- Robot Controller

**MOD**
- Silenced
- Heavy
- Spiked
- Refined
- BioComm Mesh
- Padded
- Cushioned
- Core Assembly

**PERK**
- Mysterious Stranger II
- Mysterious Stranger III
- Pack Leader
- Bloody Mess
- Huntsman
- Demolition Expert
- Lead Belly
- Moving Target

**POWER ARMOR**
- Raider
- X-01

**QUEST**
- ARTIFICIAL INSANITY: Part 1
- ARTIFICIAL INSANITY: Part 2
- ARTIFICIAL INSANITY: Part 3
- MISPLACED SECRETS
- RADIO INTERFERENCE
- THE STAND-IN
- THE INSIDER
- TALES OF THE LURKER
- PEST REMOVAL
- ENEMY OF MY ENEMY
- CAPTURING MEMORIES

**REFERENCE**
- Robots / Self-Destruct and AI
- Raiders / Raider AI
- Creature Faction / Creatures
- Robot Faction / General Reference
- Dogs / General Reference

**STRANGER**
- Scared Trader
- Artillerist
- Entomologist
- Informer

**UNIT & AI**
- Ack Ack
- Assaultron
- Aver
- Battered Assaultron
- Battered Protectron
- Battered Sentry Bot
- Bloated Glowing One
- Dogmeat Guard Dog
- Feral Ghoul
- Glowing Radroach Swarm
- Mole Rat
- Protectron
- Psycho
- Psycho Outlaw
- Putrid Glowing One
- Radroach Swarm
- Raider
- Raider Outlaw
- Scavver
- Scavver Outlaw
- Sentry Bot
- Sinjin

**WEAPON**
- Assault Rifle
- Assaultron Head Laser
- Assaultron Swipe
- Battered Assaultron Head Laser
- Bloated Glowing One Swipe
- Bolt-Action Pipe Pistol (x2)
- Bolt-Action Pipe Rifle
- Combat Shotgun (x2)
- Dog Bite
- Empty Minigun
- Feral Ghoul Swipe
- Fragmentation Grenade
- Fragmentation Mine
- Gauss Rifle
- Gauss Rifle (Rules)
- Glowing Radroach Swarm Bite
- Hunting Rifle
- Junk Jet
- Lead Pipe
- Machete
- Minigun (x2)
- Missile Launcher
- Mole Rat Bite
- Molotov Cocktail
- Nail Board
- Pipe Rifle
- Pipe Wrench
- Protectron Hand Laser
- Putrid Glowing One Swipe
- Radroach Swarm Bite
- Railway Rifle
- Weak Feral Ghoul Swipe
- Young Deathclaw Crush
- Young Deathclaw Swipe
# INSTITUTE CARD PACK (WAVE 3)

## CHEM
- X-111 Compound
- Ultra Jet
- Spark
- Bufftats

## CREATURE
- Flightless Bloafly
- Disturbed Nest
- Possessive Mongrel
- Hungry Brahmin
- Passive Bloodbug

## EVENT
- Overcast
- Heavy Rain
- Heat Haze
- Sun Glare
- Blasts of Wind
- Synths
- Great War Minefield
- Misted Identity

## EXPLORIE
- Synth Patrol
- The Helpful Scribe
- Field Testing
- Weather Observatory
- Shooting Range
- Gray Team
- Minefield Clearance
- Armor Shop
- Super Mutant Camp
- Rusty Trailer

## EQUIPMENT
- Battered Fedora
- Airship Captain’s Hat
- Institute Lab Coat
- Institute Division Head Coat
- Cleanroom Suit
- Heavy Synth Armor
- Tricorn Hat
- Bladed Helmet
- Leg Guards
- Shoulder Rags
- Beer
- Tato and Water
- Stealth Boy
- Fusion Core
- Heavy Weapon Mount
- Fragile Bobby Pin
- Temporary Password
- Stethoscope
- Pulse Shield
- Synth Booster
- Gen 1 Synth Override
- Power Armor Patch (x2)
- Overclocker
- Microscope

## DANGER
- No Direction
- Under Pressure
- Snagged
- Instant Synth
- Final Blow

## HEROIC
- Heroic

## LEADER
- Tech Chief
- Procurer
- Gatherer
- Beloved
- Synth Expert

## MOD
- Braced
- Custom Fitted
- Sensor Array
- V.A.T.S. Matrix Overlay
- Internal Database
- Recon Sensors
- Targeting HUD
- Headlamp
- Medic Pump
- Reactive Plates
- Tesla Coils
- Jet Pack
- Rusty Knuckles
- Hydraulic Bracers
- Tesla Bracers
- Optimized Servos
- Explosive Vent
- Explosive Shielding
- Hair Trigger
- Powerful
- Light
- Jagged
- Aligned Sights
- Counterweight
- Serrated Bayonet
- Elder Paint
- Impact Exchanger
- Vim! Refresh Paint
- Abraxo Paint
- Profession
- Skill
-Legendary

## PERK
- Nuclear Physicist
- Light Step
- Entangle
- Impatient
- Stun Resistant
- Quick Thinking
- Finesse
- Penetrator
- Hack Robot

## POWER ARMOR
- Power Armor Frame
- T-51
- T-51
- T-60
- T-60f
- Gen 1 Synth (x2)
- T-60
- T-60f

## QUEST
- NICK VALENTINE: Part 1
- NICK VALENTINE: Part 2
- NICK VALENTINE: Part 3
- GUERRILLA IN THE MIDST: Part 1
- GUERRILLA IN THE MIDST: Part 2
- GIDDYUP BUTTUCUP: Part 1

## STRANGER
- Bushmaster
- The Seer
- Moonshiner
- Ex-Institute Engineer
- Vault Dweller

## WEAPON
- 10mm Pistol
- Assault Rifle
- Baton (x3)
- Combat Shotgun
- Final Judgement
- Flare Gun
- Fragmentation Grenade
- Gamma Gun
- Gatling Laser
- Heavy Laser Turret
- Institute Laser Pistol (x4)
- Institute Laser Rifle (x2)
- Kellogg’s Pistol
- Laser Pistol
- Laser Rifle (x3)
- Minigun (x2)
- Missile Launcher
- Nail Board
- Pipe Pistol
- Pipe Wrench
- Plasma Pistol
- Power Fist
- Pulse Grenade
- Pulse Mine
- Ripper
- Submachine Gun
- Super Sledge
- Synth Relay Grenade (x2)
# Automatron Deck (Wave 3)

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<th>MOD</th>
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<th>UNIT</th>
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<td>Robotics Expert</td>
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<td>Assaultron Blade</td>
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<td>Mr Handy</td>
<td>Lockpick Module</td>
<td>Program: Attack</td>
<td>Assaultron Torso</td>
<td>Assaultron Head Laser</td>
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<tr>
<td>Protectron</td>
<td>Sensor Array</td>
<td>Program: Speed</td>
<td>Assaultron Legs</td>
<td>Assaultron Swipe</td>
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<td>Robobrain</td>
<td>Recon Sensors</td>
<td>Program: Hack</td>
<td>Mr Handy Head</td>
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<tr>
<td>Sentry Bot</td>
<td>Radiation Coils</td>
<td>Program: Pick</td>
<td>Mr Handy Torso</td>
<td>Hand Gamma Gun</td>
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<tr>
<td>The Mechanist</td>
<td>Tesla Coils</td>
<td>Program: Aggressive</td>
<td>Mr Handy Legs</td>
<td>Hand Lightning Gun</td>
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<td>Clunky</td>
<td>Resistance Field</td>
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<td>Protectron Head</td>
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<td>Welded Plate</td>
<td>Program: Return</td>
<td>Protectron Torso</td>
<td>Hand Saw Blade</td>
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<td>Servo Boost</td>
<td>Program: Spread</td>
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<td>Terminal Self-Destruct</td>
<td>Program: Synchronized</td>
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<td>CLUNKY</td>
<td>Damage Self-Destruct</td>
<td>Program: Volley</td>
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<td>Minigun</td>
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<td>Processor Overcharger</td>
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<td>Equipment</td>
<td>Sub-Routine: Quick</td>
<td>Program: Intercept</td>
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<td>Mechanist Armor and Helmet</td>
<td>Sub-Routine: Combative</td>
<td>Mend Robot</td>
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<td>Protectron’s Gaze</td>
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<td>Third-Arm Clamp</td>
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<td>Sub-Routine: Serrated Bodywork</td>
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ENCLAVE DECK (WAVE 4)

**AI**
- Enclave Trainee
- Enclave Soldier
- Enclave Lieutenant
- Science Specialist
- Hellfire Trooper
- Tesla Soldier
- Enclave Warrant Officer
- Colonel Autumn
- Frank Horrigan
- Mirelurk
- Mirelurk Hunter
- Mirelurk Queen
- Mirelurk Hatchlings
- Fog Crawler
- Lorenzo Cabot
- Radscorpion
- Behemoth
- Nuka Girl

**HEROIC**
- Heroic (x2)

**LEADER**
- Co-Ordinator
- Tactician
- Skipper

**MOD**
- Asbestos Lining
- Lengthened Barrel
- Pneumatic
- Toxic
- Tesla Coil (x2)

**PERK**
- Irresponsible
- Fire Resistant
- Pyromaniac
- Collaborative
- Strong Constitution
- Fire Resistant
- Pyromaniac
- Collaborative
- Strong Constitution

**UNIT**
- Enclave Trainee
- Enclave Soldier (x3)
- Enclave Lieutenant
- Science Specialist
- Hellfire Trooper
- Tesla Soldier
- Tesla Soldier
- Enclave Warrant Officer
- Colonel Autumn
- Frank Horrigan I
- Frank Horrigan III
- Frank Horrigan III
- Mirelurk
- Mirelurk Queen
- Mirelurk Hunter
- Mirelurk Queen Acid
- Mirelurk Queen Brood
- Mirelurk Hatchlings
- Fog Crawler
- Ground Pound
- Shishkebab
- Chinese Officer’s Sword
- Machinegun Turret Mk III
- Flamer
- Stun Grenade
- Lorenzo’s Artifact Gun
- Fat Man
- Bloodied Board
- Bloodied Pipe Wrench
- Crippling Bolt-Action Pipe Rifle
- Crippling Fire Iron
- Deadeye Gamma Gun
- Deadeye Institute Laser Rifle
- Explosive 10mm Pistol
- Explosive Combat Rifle
- Freezing Combat Shotgun
- Freezing Junk Jet
- Freezing Machete
- Hunter’s 10mm Pistol
- Hunter’s Basebal Bat
- Hunter’s Hunting Rifle
- Incendiary Assault Rifle
- Incendiary Baton
- Irradiated Bolt-Action Pipe Pistol
- Irradiated Pipe Rifle
- Irradiated Sledgehammer

**WEAPON**
- Heavy Incinerator (x2)
- Plasma Grenade

**BOOST**
- Authoritative
- Extinguish
- Inspired Thought
- Move On

**CHEM**
- Psychobuff
- Anti-Venom Balm

**EQUIPMENT**
- Environmental Suit
- Commando Chest Piece
- Enclave Officer’s Hat
- Magnifying Visor
- Custom Ammo
- Domestication Unit
- Mirelurk Eggs
- Dirty Wastelander
- Industrial Solvent
- Mirelurk Meat
- Queen Mirelurk Meat
- Fog Crawler Meat

**POWER ARMOUR**
- Enclave Power Armour (x5)
- Hellfire Armour (x2)
- T-45 Power Armor (x3)

**QUEST**
- THE MISSING TROOPER: Part 1
- THE MISSING TROOPER: Part 2
- THE MISSING TROOPER: Part 3

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### DENIZENS DECK (WAVE 4)

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### EQUIPMENT
- Creature Patch
- Pheromone Emitter
- Pheromone Mask
- Zapper
- Deathclaw Control
- Scrambler
- Dead Man’s Switch
- Chemical Coating
- Spiked Harness
- Corrugated Plates
- Limb Braces
- Tesla Coil Harness
- Mirelurk Carapace

### LEADER
- Creature Controller

### MOD
- Conditioning: Fast
- Conditioning: Vicious
- Conditioning: Wily
- Conditioning: Champion
- Conditioning: Chancer
- Conditioning: Sniffer
- Conditioning: Arm Breaker
- Conditioning: Ankle Biter
- Conditioning: Stunning
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- Conditioning: Crafty
- Conditioning: Haymaker
- Conditioning: Lean
- Conditioning: Ferocious
- Conditioning: Vigilant
- Conditioning: Savage
- Conditioning: Rage
- Conditioning: Hit and Run

### PERK
- Creature Trainer
- Command: Attack
- Command: Speed
- Command: Counter
- Command: Find
- Command: Heel
- Command: Scatter
- Command: Act
- Command: Protect
- Command: Impetuous
- Command: Guided Strike
- Command: Pack Attack
- Command: Pack Assault
- Command: Take It
- Animal Friend
- Animal Friend II
- Animal Friend III

### WEAPON
- Rabid Mole Rat Bite
- Weak Behemoth Rock Throw
- Softshell Mirelurk Claw
- Young Fog Crawler Claw
- Fog Crawler Ground Pound
- Young Radscorpion Pincers and Sting
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- Young Mirelurk Queen Acid
- Mirelurk Queen Brood
- Matriarch Swipe
- Deathclaw Trample
- Deathclaw Roar
- Deathclaw Head Butt
- Deathclaw Tail Sweep
- Fire Hydrant Bat

### WILD
- Wild