WAVE 3
EQUIPMENT CARDS
VERSUS DAMAGE FROM SUPER MUTANTS ONLY:

**SUGAR BOMBS**
- 3
- 2
- 1

**CAVE FUNGUS**
- 2
- 1
- 1

**ROPE**
- The marker creates a vertical rope line down to the first horizontal surface below (or Red distance, if shorter).
- Models can climb vertically up or down this line without climbing rolls.
- Once placed, rope cannot be moved.

**RADSCORPION MEAT**
- **UNCOOKED:**
- **COOKED:** Radscorpion Steak

**PROTECTOR'S RIGHT ARM GUARD**
- +1
- +1
- +1

**ASSAULT GAS MASK**
- +1
- +2

**BASEBALL CAP**
- +2

**HEAVY RAIDER ARMOR**
- +1

**RED FLIGHT HELMET**
- Gain 1

**STURDY METAL ARMOR**
- Gain 1

**BROTHERHOOD OF STEEL HOOD**
- Gain 1

**SPiked MUZZLe**
- 1

**CAVE FUNGUS**
- +1

**ROPE**
- to place

**RADSCORPION MEAT**
- **UNCOOKED:**
- **COOKED:** Radscorpion Steak

**PROTECTOR'S RIGHT ARM GUARD**
- Versus damage from Super Mutants only:
- +1
- +1
- +1

**ASSAULT GAS MASK**
- +1
- +2

**BASEBALL CAP**
- +2

**HEAVY RAIDER ARMOR**
- +1

**RED FLIGHT HELMET**
- Gain 1

**STURDY METAL ARMOR**
- Gain 1

**BROTHERHOOD OF STEEL HOOD**
- Gain 1
MARY’S LOCKET

50

BINOCULARS

Can look at Investigation Markers at plus Yellow

UNDAMAGED CAMERA

18

MOLE RAT MEAT

UNCOOKED:

then add

COOKED: Mole Rat Chunks

Gain: 

MOON

WEE
WAVE 1
EQUIPMENT CARDS
DAMAGED HAZMAT SUIT

Super Mutants only:
+1
+1
Per +2

STURDY LEATHER ARMOR

Super Mutants only:
+1
+1
Per +2

AVIATOR CAP

Patched Three-Piece Suit

Per +1
Cha +1

ARMY HELMET

+2

SEA CAPTAIN'S HAT

End +1

HEAVY GAUNTLETS

Super Mutants only:
+2

CHAIN DOG COLLAR

Not usable by Super Mutants

ARMORED PADS

Gain

CHAIRNS

Per +1

ROBOTIC BITS

VAULT 111 JUMPSUIT

+1
+1

Not usable by Super Mutants
**DOG BANDANA**
- **only**
- **End +1**

**EYEGLASSES**
- **Pen +1**

**DIRTY POSTMAN UNIFORM**
- **End +1**
- **Cam +1**

**COMBAT ARMOR**
- **2**
- **2**

**MILITARY FATIGUES**
- **Arm +1**

**HAZMAT SUIT**
- **4+1**

**ROAD GOGGLES**
- **Int +1**

**BOWLER HAT**
- **only**
- **End +1**

**CAMOUFLAGE**
- **Does not cause triggers beyond one ruler length.**
- **LoS can only be drawn to a model wearing camouflage if within observing model's Awareness (one ruler).**

**FREEFALL LEG ARMOR**
- **No damage from falling or jumping down.**

**ATOM CATS JACKET AND JEANS**
- **Luck +2**

**STURDY COMBAT ARMOR**
- **3**
- **3**
**Squirrel On A Stick**

**UNCOOKED:**

Then add 🌟🌟🌟🌟 then add 🌟🌟🌟🌟

**COOKED:** Crispy Squirrel Bits

**Squirrel Bits**

**UNCOOKED:**

Then add 🌟🌟🌟🌟 then add 🌟🌟🌟🌟

**COOKED:** Crispy Squirrel Bits

**Yao Guai Rib Meat**

**UNCOOKED:**

Then add 🌟🌟🌟🌟 then add 🌟🌟🌟🌟

**COOKED:** Yao Guai Ribs

**Mole Rat Meat**

**UNCOOKED:**

Then add 🌟🌟🌟🌟 then add 🌟🌟🌟🌟

**COOKED:** Mole Rat Chunks

**Deathclaw Meat**

**UNCOOKED:**

Then add 🌟🌟🌟🌟 then add 🌟🌟🌟🌟

**COOKED:** Deathclaw Steak

**Radscorpion Egg**

**UNCOOKED:**

Then add 🌟🌟🌟🌟 then add 🌟🌟🌟🌟

**COOKED:** Radscorpion Egg Omelet

**Cures all addictions.**

**Radroach Meat**

**UNCOOKED:**

Then add 🌟🌟🌟🌟 then add 🌟🌟🌟🌟

**COOKED:** Grilled Radroach

**Iguana On A Stick**

**UNCOOKED:**

Then add 🌟🌟🌟🌟 then add 🌟🌟🌟🌟

**COOKED:**

**Stuffed Monkey**

Place on battlefield (using counter token to represent it).
All friendly models detect triggers that are Yellow in LoS from Stuffed Monkey no matter where models are on the battlefield.
Once placed, Stuffed Monkey can not be moved.
Can be destroyed: 2

**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.

**Vertibird Signal Grenade**

Usable by Brotherhood of Steel model only.
The Signal Grenade calls in air support. To use, (no scatter) and place to show location. At end of next round, resolve the attack below on each unengaged enemy model in Red area around grenade which can be seen from above:

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.
A note reads: Radroaches got into the box. I moved this stash to the other nearby.

Perform a successful test for an automatic success.

If one of your models successfully performs a task to open a during this battle, you also find the copper bar worth 100. Then, discard card after use.

Automatic success at Climbing. Always in effect.

A note reads: Radroaches got into the box. I moved this stash to the other nearby.

Flip and move this Blue in that direction (or add a Blue from current model if this card was not drawn due to a Searchable).

Perform a successful test on the newly positioned to draw 2 Items. Only you can Search it.
FIRE EXTINGUISHER

Removes 🔥
Affects Orange area of effect up to Yellow away.
Do not use after use. Can be used up to once per round.