WAVE 4
EQUIPMENT CARDS
**Roasted Mirelurk Meat**
- Cooked: Roasted Mirelurk Meat
- When activated, gain 1

**Fried Fog Crawler Meat**
- Cooked: Fried Fog Crawler Meat
- Immune to 2

**Mirelurk Queen Steak**
- Cooked: Mirelurk Queen Steak
- END 2

**Deathclaw Unit**
- Deathclaw only.
- Deathclaw gains:
  - PER +1
  - END -2
  - LUC +1
- Allows a force to contain a Deathclaw.
- Deathclaw cannot interact with Searchables.

**Custom Ammo**
- At the start of the battle, add 3 (any mixture).
- Model may use one token for one shot for any.

**Domestication Unit**
- Whilst unengaged, place up to Orange away in LoS.
- From start of next round, when any model moves... with Mirelurk Hatchlings.
- Hatchlings attack (or move to attack) the nearest non-Mirelurk model at end of each round.

**Industrial Solvent**
- 38

**Enclave Officer’s Hat**
- +1

**Magnifying Visor**
- Per -1
- +2

**Commando Chest Piece**
- Gain VATS.
- If model already has VATS, only make a single roll and AP can only be gained from one of the sources.
**Asbestos Lining**

Immune to 
Increases \(\text{armor rating by 1.} \)

Must be attached to an armor card that sets armor values.

**Pneumatic**

Immune to Push Back (unless willing).
Resistant to \(\) and \(\)

Must be attached to an armor card that sets armor values.

**Lengthened Barrel**

Short range is one color longer.
Long range is one color shorter.

**Toxic**

During set-up, place \(\) on this card.

On first attack with this weapon, give target \(\) if damage is caused to model; otherwise, discard the \(\).
WAVE 3
EQUIPMENT CARDS
**OVERCLOCKER**

Can only be used by model wearing which is not degraded.

During activation, may EITHER Gain 1 or 2 on and receive same number of

Then

**MICROSCOPE**

22

**MECHANIST ARMOR AND HELMET**

CHA +2

Int +1

Cannot equip

Cannot be worn by Super Mutants.

**CLEANROOM SUIT**

+2 End

0

0

2+1

**HEAVY SYNTH ARMOR**

4

4

0

**BLADED HELMET**

Super Mutants only.

When using Charge Bonus: +

**LEG GUARDS**

Super Mutants only.

Gain

Gain V.A.T.S.

If model has multiple V.A.T.S., only one V.A.T.S. roll can be made each activation.

**SHOULDER RAGS**

Super Mutants only.

Gain

**TRICORN HAT**

CHA +1

Distance of is one greater.

**INSTITUTE LAB COAT**

Int +1

**INSTITUTE DIVISION HEAD COAT**

Pen +1

End -1

Int +1

**AIRSHIP CAPTAIN’S HAT**

CHA +1

Int +1
Battered Fedora

Luc +2
Gain 2

Beer
WAVE 2
EQUIPMENT CARDS
### Red Flight Helmet
Gain 1

### Sturdy Metal Armor
- **Ingame:** 3
- **Ingame:** 2

### Brotherhood of Steel Hood
Gain 1

### Assault Gas Mask
Gain 1

### Baseball Cap
Gain 1

### Heavy Raider Armor
- **Ingame:** 3
- **Ingame:** 2

### Protector’s Right Arm Guard

### Spiked Muzzle
- **Ingame:** 2

### Radscorpion Meat
**Uncooked:**
- **Ingame:** 3

**Cooked:** Radscorpion Steak
- **Ingame:** 2

### Sugar Bombs
- **Ingame:** 3
- **Ingame:** 2

### Cave Fungus
- **Ingame:** 3

### 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.

Increases range by one color.

Versus damage from Super Mutants only:
- **Ingame:** 2
- **Ingame:** 1
- **Ingame:** 1

Only treated as 1.

**Ingame:** 3

**Ingame:** 2

**Ingame:** 1

Sugar Bombs can be added to a Sugar Bomb socket to create Sugar Bombs, which can then be used to add Red to targets.

Cave Fungus can be added to a Cave Fungus socket to create Cave Fungus, which can then be used to add Red to targets.
MARY'S LOCKET

Can look at Investigation Markers at yellow plus Yellow

Mole Rat Meat

UNCOOKED:

COOKED: Mole Rat Chunks

Cooker: Mole Rat Chunks

Gain: ☀️

BINOCLURS

UNDAMAGED CAMERA

M  A  R  Y'S  L  O  C  K  E  T

50

Can look at Investigation Markers at yellow plus Yellow

BINOCLURS

UNDAMAGED CAMERA

50

Can look at Investigation Markers at yellow plus Yellow

Mole Rat Meat

UNCOOKED:

COOKED: Mole Rat Chunks

Cooker: Mole Rat Chunks

Gain: ☀️

M  A  R  Y'S  L  O  C  K  E  T

50

Can look at Investigation Markers at yellow plus Yellow

BINOCLURS

UNDAMAGED CAMERA

50

Can look at Investigation Markers at yellow plus Yellow

Mole Rat Meat

UNCOOKED:

COOKED: Mole Rat Chunks

Cooker: Mole Rat Chunks

Gain: ☀️
WAVE 1
EQUIPMENT CARDS
**DOG BANDANA**

- only
- End +1

**EYEGLASSES**

- P⇒ +1

**DIRTY POSTMAN UNIFORM**

- End +1
- Cm ⇒ +1

**COMBAT ARMOR**

- 2

**MILITARY FATIGUES**

- Age +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**

- Luc +2

**STURDY COMBAT ARMOR**

- 3
- 3
## Squirrel On A Stick

**UNCOOKED:**

- Gain: 2

**COOKED:**

- Crispy Squirrel Bits

## Squirrel Bits

**UNCOOKED:**

- Gain: 2

**COOKED:**

- Crispy Squirrel Bits

## Yao Guai Rib Meat

**UNCOOKED:**

- Gain: 2

**COOKED:**

- Yao Guai Ribs

## Mole Rat Meat

**UNCOOKED:**

- Gain: 2

**COOKED:**

- Mole Rat Chunks

## Deathclaw Meat

**UNCOOKED:**

- Gain: 2

**COOKED:**

- Deathclaw Steak

## Radscorpion Egg Omelet

**UNCOOKED:**

- Gain: 2

**COOKED:**

- Radscorpion Egg Omelet

## Grilled Radroach

**UNCOOKED:**

- Gain: 2

**COOKED:**

- Grilled Radroach

## Iguana On A Stick

**UNCOOKED:**

- Gain: 2

**COOKED:**

- Stuffed Iguana

## Cram

**UNCOOKED:**

- Gain: 2

**COOKED:**

- Cram

## 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.

## 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

## 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:

- 5
- 2
- Then C

____

**Cures all addictions.**

- Virtually 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.
Draw an Item card. Along with the item, you find an unsent letter from a father to his daughter telling that he buried a copper bar nearby in case of difficult times.

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

A note reads: Radroaches got into the box. I moved this stash to the other nearby. Flip and move this Red in that direction (or add a Blue from current model if this card was not drawn due to a Searchable).

Perfom a successful test on the newly positioned box to draw 2 Items. Only you can Search it.

A note reads: Mr Handy, Miss Nanny and Mr Gutsy robots can use this card to either Add to one attack of the Mr Handy Flamer or Take one free movement during their activation. Do not after either use.

Model can remove up to 1 to gain 1 during their activation. When all tokens removed, discard card after use.

The Smoke Grenade calls in artillery support. To use, (no scatter) to show location. At end of next round, resolve the attack below on all models in Red area around grenade which can be seen from above:

5
2+
Then

Mr Handy, Miss Nanny and Mr Gutsy robots can use this card to

This card is not assigned to a unit and remains in play for duration of battle.

Any turrets you deploy will not attack your models. Neutral or enemy turrets are unaffected.

If in Meltdown: Meltdown stopped and will never Meltdown.

If not in Meltdown: Meltdown triggered.

Can only be used by model wearing on this card.

Use prior to test for an automatic success. Can be used by models with or without skill.

Use prior to test for an automatic success. Can be used by models with or without skill.

Automatic success at Climbing.

Always in effect.

Do not after use.

Can only be used by model wearing on this card.

Automatic success at Climbing.

Always in effect.

Do not after use.

Can only be used by model wearing on this card.
**FIRE EXTINGUISHER**

Removes 🔥

Affects Orange area of effect up to Yellow away.

Do not 🚫 after use. Can be used up to once per round.