WAVE 4
PERK CARDS
FIRE RESISTANT

Resistant to Fire

IRRESPONSIBLE

May choose to take Fire instead of gaining Energy.

COLLABORATIVE

If engaged and a friendly successfully Shoots into the Close Combat, the shot affects the intended target (do not randomise).

PYROMANIAC

If an attack could have caused Fire but did not do so, roll Fire but did not do so.

STRONG CONSTITUTION

Model is resistant to Fire.

PYROMANIAC

If an attack could have caused Fire but did not do so, roll Fire but did not do so.
WAVE 3

PERK CARDS
**ENTANGLE**
When engaged, you may make an opposing model which is disengaging make an opposed Aim test. If successful: Opposing model cannot disengage this turn and must choose a different action instead. If opposing model successful: May disengage without giving away free attack. May use once per activation.

**STUN RESISTANT**
Resistant to INT.

**IMPATIENT**
Once per activation, may gain 1 to gain 1.

**PENETRATOR**
When shooting, ignore 1 item of cover.

**NUCLEAR PHYSICIST**
Add 1 when using a weapon that deals damage.

**LIGHT STEP**
When a would be activated due to movement by this model, flip . If , mine not triggered by that specific movement.

**QUICK THINKING**
Gain INT.

**FINESSE**
At the start of battle, add 4 to this card. When gaining a Critical Point from a dice icon, model may choose to flip 1 on this card. If result shows , add the flipped to the weapon; if not, flipped token remains on this card.

**HACK ROBOT**
While engaged with non-friendly, Use Expertise to make Opposed Skill Test v Robot’s INT. (Items giving automatic success cannot be used.)
- Robot gains 2. Robot may not be hacked again.
WAVE 2

PERK CARDS
Mystical Stranger III
As Mystical Stranger II but when Mystical Stranger's model is placed:

- Either immediately resolve Mystical Stranger II attack or place next to Mystical Stranger and use a reaction with to attack later. Remove Mystical Stranger after attack, or when affected by any damage.

Requires: Mystical Stranger II Perk.

Moving Target
If 2 actions (not Quick Actions) are spent moving and/or charging during an activation, place on this card to show ranged attacks against you suffer a -2 penalty. Remove this token when the benefit ends.

The benefit ends at the start of your next activation, if engaged at any time, at the start of performing a reaction, when suffering from Push Back, or when taking damage.

Huntsman
For any shot (before roll), can choose to replace damage caused by:

- A / B / C / D

Type of damage matches type usually dealt by weapon.

- Can not be used with weapons.

Pack Leader
Model gains the Dog Handler ability. If a model already has it, it affects one additional dog. This perk can be equipped multiple times.

- Dog Handler #65:
  - in attack when using
  - If dog handler model is heroic, nearby also heroic for their activation.
  - This perk cannot be equipped by

Demolition Expert
Re-roll 1 blank result on in attack when using.

Lead Belly
Ignore from consuming food and drink.
WAVE 1
PERK CARDS
**Gun Nut - Heavy**

Allows a player to attach Mods which display 🎁, to Heavy weapons (maximum of one Mod per weapon card). The player requires the Mods to be able to attach them.

Player gets one free Weapons Workbench.

**Hacker**

If model has no 📚 skill, perk gives model 🎁:2.

**Concentrated Fire**

When shooting at a target which the model shot at with their previous action, 🎁:2 bonus to 🎁/ 🎁/ 🎁/ 🎁

Can be used a maximum of once per activation.

**Toughness**

+1

**Rad Resistant**

+1

**Ghoulish**

γ counts as healing.

**Medic**

Stimpaks remove 1 additional 🌟

RadAway removes 1 additional 🌟

**Chemist**

The right-most column of a 🍯 effect lasts one additional activation duration.

**Sneak**

Movement and Melee attacks are not triggers outside one range ruler distance.

**Action Boy/Girl**

A model can not use this in addition to V.A.T.S. during an activation.

**Rifleman**

Re-roll 1 blank result on 🎁 in attack with 🎁

**Life Giver**

❤️:1
**GUN NUT - RIFLE**  
Allows a player to attach Mods which display ⒱ to Rifle weapons (maximum of one Mod per weapon card).  
The player requires the Mods to be able to attach them.  
Player gets one free Weapons Workbench.

**GUN NUT - PISTOL**  
Allows a player to attach Mods which display ⒱ to Pistol weapons (maximum of one Mod per weapon card).  
The player requires the Mods to be able to attach them.  
Player gets one free Weapons Workbench.

**BLACKSMITH**  
Allows a player to attach Mods which display ⒱ to Melee weapons (maximum of one Mod per weapon card).  
The player requires the Mods to be able to attach them.  
Player gets one free Weapons Workbench.

**ARMORER**  
Allows a player to attach armor Mods to ⒱ (maximum of one Mod per armor card), as well as attach power armor Mods to ⒱ (maximum of one Mod per power armor card).  
The player requires the Mods to be able to attach them.  Player gets one free Armor Workbench (not a Power Armor Station).

**LOCAL LEADER**  
LOCAL LEADER: Allows some advanced structures to be built.  
LOCAL LEADER II: Requires: Local Leader.

**NERD RAGE**  
When on 1 or 2 ⒱ use to gain:  
+1 ⒱  
+1 strong armor rating  
+ ⒱ on ⒱ attacks.  
Usable once per battle.

**MYSTERIOUS STRANGER**  
If ⒱ rolled during V.A.T.S. roll, Mysterious Stranger attacks your nearest unengaged enemy in LoS — your choice if tied.  
AUTO-HIT: Resolve ⒱ 2 + ⒱  
(This attack is optional.)

**BIG LEAGUES**  
Re-roll 1 blank result on ⒱ in attack with ⒱  

target.

**STEADY AIM**  
Re-roll 1 ⒱ in attack with ⒱ / ⒱  

**REFRACTOR**  
+1 ⒱

**PAIN TRAIN**  
When using ranged weapon in Close Combat, ignore the extra armor rating it gives target.  
(-2 penalty to skill still applies.)

**BASHER**  
Whilst wearing ⒱ and performing Charge action:  
Instead of gaining Charge Bonus token(s), model can instead immediately roll 1 ⒱ and target resolves damage icons as physical damage (with the usual armour roll).  
This is part of the Charge action.
LOCKSMITH
If model has no skill, perk gives model 2.

NINJA
If no-one has LoS to you (other than target), shots at long-range add 1

BLITZ
One attack per activation can be made at Orange.

HEAVY GUNNER
Re-roll 1 blank result on in attack with

LONE WANDERER
When no friendly models (excluding ) within Presence:
+1
+1
+1
+1
-1

ATTACK DOG
Attack dogs get Requires

CHEM RESISTANT
Re-roll addiction roll (once per battle).

GUNSLINGER
Re-roll 1 blank result on in attack with