WAVE 3
REFERENCE CARDS
The rules below apply to any model which is a Synth as shown by the Synth icon on their Unit card.

1. Synths cannot be Heroic or equipped with Perks.
2. Synths cannot use items or
3. Except for items which remove damage from a Robot, Synths cannot use cards which show the icon, or state can be used by Robots on the cards.
4. Synths may use cards which show the icon.
5. Synths are immune to and
6. Effects that describe they affect also affect Synths.

Any conflicting rules/exceptions on cards supersede these rules. Note that Synths do not follow the rules for Robots.

SYNTHS

ROBOT FACTION

1. Leader must be Robot Controller.
2. Apart from Leader, force may contain Robots only. (Robot units with a faction on their cards not matching the faction on the Leader’s unit card may not be included.)
3. Leader may be equipped with Robot Perks.

AUTOMATRONS

An Automatron must consist of at least a Head, Torso and Legs. Automatrons are ( ).

Automatron AI
Use AI card that matches Automaton’s Head. If Method is and model has no ranged weapon, use Method instead.
WAVE 2
REFERENCE CARDS
**Dogs**

1. Dogs can only use cards which show the 🐶 icon, or specifically state can be used by Dogs on the cards, or are equipped by the Unit's card.

   One exception is that, via Sharing, Dogs may use 🐶 and Stimpaks carried by friendly models which are not 🐶 or 🐶!

2. If a Dog has weapons named on its Unit card, those are the only weapons it may equip.

3. Dogs cannot gain 🎃 or 🌬 skills.

**Actions**

- Move
- Charge
- Close Combat
- Shoot
- Throw
- Expertise
- Prepare

**Movement**

- PREPARE

**Attack**

- Attacker

**Expertise**

- Expertise

**Prepare**

- Prepare

**Triggers**

- Any action
- Friendly attacked
- Movements
- Attacks

All require LoS, except attack.

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**Creatures**

1. Creatures can only use cards which show the 🐶 icon, or specifically state can be used by Creatures on the cards, or are equipped by the Unit's card.

2. If a Creature has weapons named on its Unit card, those are the only weapons it may equip.

3. In addition to its weapons, a Creature may equip a total of 2 creature mods and 1 non-weapon creature item.

4. Creatures cannot gain 🎃 or 🌬 skills.

**Actions**

- Move
- Charge
- Close Combat
- Shoot
- Throw
- Expertise
- Prepare

**Movement**

- PREPARE

**Attack**

- Attacker

**Expertise**

- Expertise

**Prepare**

- Prepare

**Triggers**

- Any action
- Friendly attacked
- Movements
- Attacks

All require LoS, except attack.

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**Robot Faction**

1. Leader must be Robot Controller.

2. Apart from Leader, force may contain Robots only. (Robot units with a faction on their cards not matching the faction on the Leader’s unit card may not be included.)

3. Leader may be equipped with Robot Perks.

**Actions**

- Move
- Charge
- Close Combat
- Shoot
- Throw
- Expertise
- Prepare

**Movement**

- PREPARE

**Attack**

- Attacker

**Expertise**

- Expertise

**Prepare**

- Prepare

**Triggers**

- Any action
- Friendly attacked
- Movements
- Attacks

All require LoS, except attack.

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**Raider Faction**

1. Leader must be Creature Controller.

2. Apart from Leader, force may contain Creatures only. (Creature units with a faction on their cards not matching the faction on the Leader’s unit card may not be included.)

3. Leader may be equipped with Creature Perks.

4. Whilst Unengaged, Creature Controller may apply Stimpaks to Creatures within Yellow and LoS.

**Actions**

- Move
- Charge
- Close Combat
- Shoot
- Throw
- Expertise
- Prepare

**Movement**

- PREPARE

**Attack**

- Attacker

**Expertise**

- Expertise

**Prepare**

- Prepare

**Triggers**

- Any action
- Friendly attacked
- Movements
- Attacks

All require LoS, except attack.

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**AI Raider**

- When using with area effect, models will prefer to aim at a point so the area effect hits the target they have selected plus as many additional enemies as possible (and centred on the target if possible).

- If Careful, area effects that include friendlies are not valid targets.
WAVE 1
REFERENCE CARDS
1. Survivor models each start with (in addition to any they may normally receive):
- Unique Units receive 2 per model.
- Non-unique Units receive 1 per model.

BROTHERHOOD OF STEEL

Brotherhood forces can not contain Super Mutant units which are not unique.

SUPER MUTANTS

1. Use for skill roll when using ranged weapon in Close Combat.
2. Can not wear
3. Immune to
4. Food counts as cooked when eaten.
**ROBOTS**

1. Robots with no named faction count as the same faction as the player’s Leader.
2. Robots can only use cards which show the icon, or specifically stated can be used by Robots on the cards, or are equipped by the Unit’s card.
3. Robots are immune to 🏃 and 🏃.
4. Damage can be removed from a Robot using a Robot Repair Kit.
5. A Robot may equip a total of 2 robot weapons, 2 robot mods and 1 non-weapon robot item.
6. If a Robot has weapons named on its Unit card, those are the only weapons it may equip.

**SELF-DESTRUCT AND AI**

Robot

**SELF-DESTROY**

When self-destruct initiated, Robot can only use movement actions for remainder of battle. Initiating self-destruct is a trigger (LoS not required). At end of robot’s next activation, it explodes with the following effect centred on the robot:

After explosion is resolved, remove model.

**AI**

If no 🏃 shown on robot’s AI matrix, resolve 🏃 whenever 🏃 is required.

**CARS:**

**PART 1**

Cars which are not burned-out scrap have the following:

- 5
- 2
- 1

**DAMAGE**

Each time a car suffers damage (after armor roll), from any source, check to see what happens to it depending on whether it is in Meltdown or not:

- **NOT IN MELTDOWN**
  - Roll 🌟. If roll is equal to or lower than the amount of damage the car has suffered, the car explodes immediately.
  - Place 🔥 on car to show this. Then perform a Detonation check.

- **IN MELTDOWN**
  - Perform a Detonation check. At the end of a round, a car in Meltdown explodes.

**PART 2**

DETONATION CHECK

Roll 🌟. If roll is equal to or lower than the total amount of damage the car has suffered, the car explodes immediately.

**EXPLOSION**

- Up to Orange from car
- If touching car

Then, reduce car’s 🌟 to 0.

**OTHER**

- A car entering Meltdown is a Trigger for Reactions up to one range ruler length away.
- Cars that reach 0 Health without exploding will never explode.
- Cars on 0 Health remain on the battlefield.

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**RADIOACTIVE TERRAIN**

**DURING SET-UP**

Unless specified by the scenario, agree with your opponent if the radioactive barrels and spills will have radioactive properties or not. If they do, use the Radiation Damage effects below during the battle.

**RADIATION DAMAGE**

At the start of a model’s activation, roll 1 🌟 for each radioactive barrel and/or spill within Yellow and with LoS. Then resolve 🌟 damage equal to the total number of 🌟 shown.

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**ACTIONS**

- Move
- Charge
- Close Combat
- Shoot
- Throw
- Expertise
- Prepare

**MOVEMENT**

- 🏃
- 🏃
- 🏃
- 🏃

**ATTACK**

- 🏃
- 🏃
- 🏃

**EXPERTISE**

- 🏃
- 🏃

**PREPARE**

- 🏃

**TRIGGERS**

- Any action
- Friendly attacked
- Movements
- Attacks

All require LoS, except attack.