WAVE 4
REFERENCE CARDS
Models with the icon have Enclave Training.

Models with the icon will prioritise performing their response, but prefer to end activation so other Enclave models are within their.

A model cannot be simultaneously affected by the same ability from multiple sources.

When a Legendary Unit model would be removed and the force contains a further Legendary Unit card for that Unit, do not remove the model, remove all its damage tokens, and replace the Unit card with the next one.

The cards are changed as soon as enough damage is accumulated so any additional damage is carried over to the new card regardless of any change in armor value. When a card is changed, all conditions and tokens (except for damage) remain, and Luck tokens are adjusted so the total matches the new card’s LUC value.
WAVE 3
REFERENCE CARDS
**SYNTHS**

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 * 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.

Note that Synths do not follow the rules for Robots ( ).

**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.

<table>
<thead>
<tr>
<th>AUTOMATRON AI</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use AI card that matches Automatron’s Head. If Method is and model has no ranged weapon, use Method instead.</td>
</tr>
</tbody>
</table>
WAVE 2
REFERENCE CARDS
### Robots

1. Leader must be the Robot Controller.
2. Robot units on a friendly faction card may move, charge, or attack the leader on their card. (Get Up is not available and cannot be used.)
3. Leader may only be engaged by Robots on the leader's card and any friendly Robots.
4. Leader may be equipped with a friendly Robot faction model.
5. Leader may only use robots with the same faction as the leader on their card.

### Dogs

1. Dogs can only use cards which show the icon, or specifically state can be used by Dogs on the cards.
2. If a Dog has weapons listed in its Unit card, those are the only weapons they may equip. One creature is locked in targeting. Dogs may use any creature weapon, with weapons on their cards.
3. Dogs cannot gain or skills.

### Raiders

1. When using with area effect, models will prefer to aim for a point so the area effect hits the target they want (and centred on the target if possible).
2. If Careful, area effects that include friendlies are not valid targets.
3. Leader must be the Raider Controller.
4. Leader may be equipped with Raider Perks.
5. Leader may only use cards which show the icon, or specifically state can be used by Raiders on the cards.
6. Leader may use Charge when charging to engage a model which is already engaged with a friendly Raider faction.
7. Leader may only use weapons on the leader's card and any friendly Raiders.

### Creatures

1. Creatures can only use cards which show the icon, or specifically state can be used by Creatures on the cards.
2. In addition to its weapons, a creature may equip up to 2 creature mods and 1 non-weapon creature item.
3. Creatures can only use weapons listed in its Unit card, or can be equipped by the Unit card. Creatures cannot gain or skills.

### Actions

<table>
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<tr>
<th>Movement</th>
<th>Close Combat</th>
<th>Move</th>
<th>Charge</th>
<th>Prepare</th>
<th>Expertise</th>
<th>Throw</th>
<th>Search</th>
<th>Lockpick</th>
<th>Computer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any action</td>
<td>Friendly attacked</td>
<td>Any action</td>
<td>Any action</td>
<td>Any action</td>
<td>Any action</td>
<td>Any action</td>
<td>Any action</td>
<td>Any action</td>
<td>Any action</td>
</tr>
</tbody>
</table>

Attacks

All require LoS, except attack.

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WAVE 1
REFERENCE CARDS
Units which show ‘Survivor’ under their Unit name:
1. During Force Set-up, each Unique model receives 1 in addition to any they may normally receive.
   - Unique Units receive 2
   - Non-unique Units receive 1

Unique Units receive 2
Non-unique Units receive 1 per model.

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

Mama Murphy starts each of her activations with 2 foresight points, or 4 foresight points if she has an active chem. (Unused foresight points from any previous activation are lost.) Mama Murphy can perform any of the abilities below before or after any model’s action. Each ability costs 1 foresight point to use.

- Look at top card of Event deck when not a
- A Reaction by any friendly model can be resolved at start of the trigger action instead of the end.
- If friendly model rolls an result during a Skill Test, it can take the action back (with no effect) and perform a different action instead (not the same action with a new roll).

Units which show ‘Super Mutant’ under their Unit name:
1. Use for Skill Test 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 state 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, these are the only weapons it may equip.

Self-Destruct
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.

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.

Cars:

Part 1

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

- Damage can be removed from a Robot using a Robot Repair Kit.
- A Robot may equip a total of 2 robot weapons, 2 robot mods and 1 non-weapon robot item.
- If a Robot has weapons named on its Unit card, these are the only weapons it may equip.

Self-Destruct
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.

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

- 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.

Cars:

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.

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.

Actions
Move
Charge
Close Combat
Shoot
Throw
Expertise
Prepare