WAVE 3
UNIT CARDS
PATROLLER

INSTITUTE

STR 5
Per 7
End 8
Cha 1
Int 4
Agi 6
Luc 1

1
1
X

STEALTH BOY: As Stealth Boy Item card but continuous. (Cannot be shared.)

TROOPER

INSTITUTE

STR 6
Per 5
End 9
Cha 1
Int 5
Agi 6
Luc 1

2
1
X

SCIENTIST

EQUIPPED: Cleanroom Suit.

INSTITUTE

STR 2
Per 5
End 8
Cha 3
Int 8
Agi 2
Luc 4

1
1
-
THE MECHANIST

STR 3
Per 4
End 4
Cha 4
Int 7
Agi 6
Luk 4

Equipped: Stealth Boy.
If Leader, must equip Robot Controller.
Leader, Robotics Expert Perk and any 3
Robot Perks for free.
WAVE 2
UNIT CARDS
**Raiders and Outlaws**

**Light Armored:** Movements are one color shorter if any equipped.

**Urban:** Automatically succeeds at first climb test during a climb.

**Cannot use**

**Raiders**

- **Raiders**
  - **Str** 3
  - **Per** 4
  - **End** 4
  - **Cha** 2
  - **Int** 3
  - **Agi** 5
  - **Luc** 2

**Raiders Outlaw**

- **Raiders Outlaw**
  - **Str** 3
  - **Per** 4
  - **End** 4
  - **Cha** 2
  - **Int** 3
  - **Agi** 4
  - **Luc** 2

**Scavvers**

- **Scavver**
  - **Str** 3
  - **Per** 4
  - **End** 4
  - **Cha** 2
  - **Int** 3
  - **Agi** 4
  - **Luc** 2

**Scavver Outlaw**

- **Scavver Outlaw**
  - **Str** 4
  - **Per** 7
  - **End** 5
  - **Cha** 3
  - **Int** 3
  - **Agi** 4
  - **Luc** 3

**Psychos**

- **Psycho**
  - **Str** 3
  - **Per** 5
  - **End** 4
  - **Cha** 3
  - **Int** 2
  - **Agi** 7
  - **Luc** 2

**Psycho Outlaw**

- **Psycho Outlaw**
  - **Str** 3
  - **Per** 5
  - **End** 4
  - **Cha** 3
  - **Int** 2
  - **Agi** 7
  - **Luc** 2

**Veterans**

- **Veteran Raider**
  - **Str** 6
  - **Per** 4
  - **End** 7
  - **Cha** 4
  - **Int** 4
  - **Agi** 6
  - **Luc** 2

**Veteran Outlaw**

- **Veteran Outlaw**
  - **Str** 6
  - **Per** 4
  - **End** 7
  - **Cha** 4
  - **Int** 4
  - **Agi** 6
  - **Luc** 2

**Weak Feral Ghoul**

- **Weak Feral Ghoul**
  - **Str** 3
  - **Per** 2
  - **End** 4
  - **Cha** 1
  - **Int** 2
  - **Agi** 4
  - **Luc** 1

**Meat Shield:** If unengaged, 1 unengaged friendly model within Orange and LoS may take the damage from an attack (prior to armor roll) instead. Once per battle.

**Bushcraft:** Use cooked effect of food.

**Radiation Healing:** Each point of removes 1

**EQUIPPED:** Weak Feral Ghoul Swipe.
WAVE 1
UNIT CARDS
**Alien Blaster**

**EQUIPPED:** Alien Blaster

**SUPER MUTANT 3**

**Orders:** When activated, can make 1 Unready friendly model within Yellow Ready.

**SPECIALTY:** Super Sledge.

**HAMMER TIME:** Can choose for Charge bonus instead of weapons have range Orange.

**REACH:** Barge: Can move through smaller non-friendly bases.

**UNNERVING:** -2 penalty for all skill rolls which are not attacks on Behemoth.

**SPECIALITY:** Fire Hydrant bat.

**Aviator Cap at no extra cost.**

**Brute**

**EQUIPPED:** Aviator Cap at no extra cost.

**SUPER MUTANT 3**

**SENSES:** Does not need LoS to a target to use Charge.

**EQUIPPED:** Hound bite.

**LEAP:** Can climb but cannot end movement mid-climb.

**Mutant Hound Fiend**

**SENSES:** Does not need LoS to a target to use Charge.

**EQUIPPED:** Hound bite.

**LEAP:** Can climb but cannot end movement mid-climb.
### Suicider

**Super Mutant**

<table>
<thead>
<tr>
<th>STR</th>
<th>PER</th>
<th>END</th>
<th>CHA</th>
<th>INT</th>
<th>AGI</th>
<th>LUC</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>5</td>
<td>8</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

**Description:**
- When within Orange of opposing model, can detonate Suicider Mini Nuke (remove Suicider).
- After taking damage: roll 1.
  - Instant detonation. If removed by critical, no detonation and drops Suicider Mini Nuke.

**Equipped:** One Suicider Mini Nuke only.

---

### Eyebot

**Observer**

<table>
<thead>
<tr>
<th>STR</th>
<th>PER</th>
<th>END</th>
<th>CHA</th>
<th>INT</th>
<th>AGI</th>
<th>LUC</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>8</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

**Description:**
- Friendly models can use Eyebot’s LoS for Charge and react to triggers which Eyebot is aware of.

**Equipped:** Eyebot Laser.

---

### Mr. Handy

**F ast**

<table>
<thead>
<tr>
<th>STR</th>
<th>PER</th>
<th>END</th>
<th>CHA</th>
<th>INT</th>
<th>AGI</th>
<th>LUC</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>7</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

**Description:**
- Can be made Ready for free.
- Equipped: Assaulttron Head Laser and Assaulttron Swipe.
  - At 0 <', do not remove model but initiate self-destruct.

**Equipped:** Mr. Handy Buzzsaw and Mr. Handy Flamer.

---

### Protectron

**Protectron Hand Laser**

<table>
<thead>
<tr>
<th>STR</th>
<th>PER</th>
<th>END</th>
<th>CHA</th>
<th>INT</th>
<th>AGI</th>
<th>LUC</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>3</td>
<td>7</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>3</td>
</tr>
</tbody>
</table>

**Description:**
- When damage incurred and now below 50%, roll 1 and self-destruct initiated.

**Equipped:** Protectron Hand Laser.

---

### Sentry Bot

**Missile Launcher and Minigun**

<table>
<thead>
<tr>
<th>STR</th>
<th>PER</th>
<th>END</th>
<th>CHA</th>
<th>INT</th>
<th>AGI</th>
<th>LUC</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>7</td>
<td>13</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

**Description:**
- At 0 1, do not remove model but initiate self-destruct.
- Stable: May fire more than one <’ per activation.

**Equipped:** Missle Launcher and Minigun.

---

### Codsworth

**Purified Water**

<table>
<thead>
<tr>
<th>STR</th>
<th>PER</th>
<th>END</th>
<th>CHA</th>
<th>INT</th>
<th>AGI</th>
<th>LUC</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>8</td>
<td>6</td>
<td>5</td>
<td>7</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

**Description:**
- When activated, add 1 to this card if none present. A friendly, non-robot model may use this via sharing to remove 1.
<table>
<thead>
<tr>
<th>Card Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sole Survivor</td>
<td>Dog Handler: Dogs can use PER. If Sole Survivor is Heroic, nearby dogs at the start of their activation are also Heroic during their activation.</td>
</tr>
<tr>
<td>Sole Survivor Day One</td>
<td>Dog Handler: Dogs can use PER. If Sole Survivor is Heroic, nearby dogs at the start of their activation are also Heroic during their activation.</td>
</tr>
<tr>
<td>Settler</td>
<td>Sense: Does not need LoS to a target to use Charge. Equipped: Dog bite.</td>
</tr>
<tr>
<td>Enslaved Tech</td>
<td>Free: If faction is Survivor, replace this card's title with Free Tech: +1 End and +1 LUC. Genius: Never locked out of BACK-UP: If friendly model within Presence, rolls get +1.</td>
</tr>
<tr>
<td>Dogmeat</td>
<td>Distraction: Once during activation, allocate to one opposing model within 8y. If Piper is engaged, must be a model engaged with Piper. Remove token when Piper next activated.</td>
</tr>
<tr>
<td>Cait</td>
<td>Locksmith: +2 (models with no equipment get +1). Chem Knowledge: During set-up, choose 1 equipped and get 1 free use. Habit: Must have active INT, if available.</td>
</tr>
<tr>
<td>Piper</td>
<td>Energy Shield: +1.</td>
</tr>
<tr>
<td>XG-88 Courser</td>
<td>Stealth Boy: As Stealth Boy Item card but continuous. (Can not be shared).</td>
</tr>
</tbody>
</table>
**Minuteman**

**Trained:** When Readying one Minuteman model, can Ready another Unready Minuteman within co-ordination. Other Minuteman models get +2 (max +2).

**Alert:** If an Unready Nuka-Girl is within 90° of a model being made Ready, Nuka-Girl can be made Ready too.

**Acrobatic:** Once per battle, can test Agi. Ignore all damage from a single attack.

**Feral Ghoul**

**Radiation Healing:** Each point of radiation removes 1 equipped: Feral Ghoul Swipe.

**Radscorpion**

**Burrow:** Charge is not a normal movement or a trigger. Place Radscorpion anywhere within Charge distance so it engages enemy model.

**Senses:** Does not need LoS to a target to use Charge.

**Equipped:** Radscorpion Fingers & Sting.

**Radroach Swarm**

Counts as Normal size.

**Equipped:** Radroach Swarm Bite.

**Nuka-Girl**

Survivor

**Alert:** If an Unready Nuka-Girl is within 90° of a model being made Ready, Nuka-Girl can be made Ready too.

**Acrobatic:** Once per battle, can test Agi. Ignore all damage from a single attack.

**Senses:** Does not need LoS to a target to use Charge.

**Equipped:** Radroach Swarm Bite.

**Field Scribe**

**Brotherhood of Steel**

**Burrow:** Can move through smaller non-friendly bases.

**Unnerving:** -1 Skills used for skill tests which are not attacks on Deathclaw suffer -2 penalty.

**Equipped:** Deathclaw Swipe and Deathclaw Crush.

**Deathclaw**

**Barge:** Can move through smaller non-friendly bases.

**Unnerving:** -1 Skills used for skill tests which are not attacks on Deathclaw suffer -2 penalty.

**Equipped:** Deathclaw Swipe and Deathclaw Crush.

**Counts as Normal size.**

**Equipped:** Radroach Swarm Bite.