WAVE 4
UNIT CARDS
**Enclave Trainee**

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

**Equipped:**
- If wearing Enclave Power Armor or Hellfire Armor, equip Tesla Coils.

**Anticipate:**
- Attacks +

**Mindful:**
- If not the target, model not included in Close Combat randomisation.

**Energetically Pierced:**
- Attacks +

**Breach:**
- Short-range Shoot actions ignore 1 piece of cover.

**Close Quarters:**
- Ignore penalty for ranged weapons in close combat.

---

**Enclave Soldier**

- **Enclave**
- **Str**: 5
- **Per**: 7
- **End**: 6
- **Cha**: 3
- **Int**: 3
- **Agi**: 4
- **Luc**: 3

**Equipped:**
- If wearing Enclave Power Armor or Hellfire Armor, equip Tesla Coils.

**Anticipate:**
- Attacks +

**Mindful:**
- If not the target, model not included in Close Combat randomisation.

**Energetically Pierced:**
- Attacks +

**Breach:**
- Short-range Shoot actions ignore 1 piece of cover.

**Close Quarters:**
- Ignore penalty for ranged weapons in close combat.

---

**Tesla Soldier**

- **Enclave**
- **Str**: 6
- **Per**: 5
- **End**: 7
- **Cha**: 4
- **Int**: 4
- **Agi**: 7
- **Luc**: 4

**Equipped:**
- If wearing Enclave Power Armor or Hellfire Armor, equip Tesla Coils.

**Anticipate:**
- Attacks +

**Mindful:**
- If not the target, model not included in Close Combat randomisation.

**Energetically Pierced:**
- Attacks +

**Breach:**
- Short-range Shoot actions ignore 1 piece of cover.

**Close Quarters:**
- Ignore penalty for ranged weapons in close combat.

---

**Hellfire Trooper**

- **Enclave**
- **Str**: 6
- **Per**: 7
- **End**: 6
- **Cha**: 3
- **Int**: 3
- **Agi**: 4
- **Luc**: 3

**Equipped:**
- If wearing Enclave Power Armor or Hellfire Armor, equip Tesla Coils.

**Anticipate:**
- Attacks +

**Mindful:**
- If not the target, model not included in Close Combat randomisation.

**Energetically Pierced:**
- Attacks +

**Breach:**
- Short-range Shoot actions ignore 1 piece of cover.

**Close Quarters:**
- Ignore penalty for ranged weapons in close combat.
**Mirelurk Hatchlings**

**Equipped:** Mirelurk Hatchlings Claw.

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<tr>
<th>Stat</th>
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**Mirelurk**

**Equipped:** Mirelurk Claw.

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**Mirelurk Hunter**

**Equipped:** Mirelurk Hunter Claw and Mirelurk Hunter Acid.

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<th>Stat</th>
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**Mirelurk Queen**

**Equipped:** Mirelurk Queen Claw and Brood.

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</table>

**Hard to Miss:** All ranged attacks at short range on Mirelurk Queen +

**Lorenzo Cabot**

**Telekinetic Nudge:** If scatter ends within Yellow and LoS, move it to Orange before effect.

**Telekinetic Shove:** As a Shoot action (Green range), move 1 model in any direction. Once per activation. Target test STR to negate.

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<tr>
<th>Stat</th>
<th>Str</th>
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**Equipped:** Mirelurk Queen Claw and Brood. See Mirelurk Queen Reference card for abilities.

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<tr>
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WAVE 3
UNIT CARDS
**Stealth Boy**: As Stealth Boy Item card but continuous. (Cannot be shared.)

**érope: Cleanroom Suit.**
THE MECHANIST

Equipped: Stealth Boy.

If leader, must equip Robot Controller
Leader, Robotics Expert Perk and any 3
Robot Perks for free.
**RAIDER**

- **Light Armored**: Movements are one color shorter if any equipped.
- **Urban**: Automatically succeeds at first climb test during a climb.

**PSYCHO OUTLAW**

- **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.

**VETERAN RAIDER**

- **Radiation Healing**: Each point of removes 1.
- **Equipped**: Weak Feral Ghoul Swipe.

**SCAVVER OUTLAW**

- **Weak Feral Ghoul**

**SCAVVER**

- **EQUIPPED**: Weak Feral Ghoul Swipe.
**Glowing Radroach Swarm**

- **Str**: 1
- **Per**: 4
- **End**: 6
- **Cha**: 1
- **Int**: 1
- **Agi**: 4
- **Luc**: 1

Counts as Normal Sized

Equipped: Glowing Radroach Swarm Bite.

When removed, place [X]. Any model within 1 [X] at the end of its activation suffers 1 [X]. Remove token at the end of round.

- **RADIATION HEALING**: Each point of [X] removes [X].
- **RADIATION BURST**: (Does not heal self):
  - End of activation: [X]

Equipped: Bloated Glowing One Swipe.

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

Equipped: Young Deathclaw Swipe and Crush.

**Putrid Glowing One**

- **Str**: 7
- **Per**: 3
- **End**: 13
- **Cha**: 1
- **Int**: 2
- **Agi**: 2
- **Luc**: 1

Equipped: Putrid Glowing One Swipe.

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

Senses: Does not need LoS to use Charge.

Equipped: Mole Rat Bite.

**Mole Rat**

- **Str**: 3
- **Per**: 2
- **End**: 2
- **Cha**: 1
- **Int**: 1
- **Agi**: 5
- **Luc**: 1

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

Equipped: Young Deathclaw Swipe and Crush.

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Equipped: Young Deathclaw Swipe and Crush.

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

Equipped: Young Deathclaw Swipe and Crush.
WAVE 1
UNIT CARDS
**SUPER MUTANT**

**BEHEMOTH**

- **Reach:** Weapons have range Orange.
- **Barge:** Can move through smaller non-friendly bases.
- **Unnerving:** -2 penalty for all Skill Tests which are not attacks on Behemoth.
- **Speciality:** Fire Hydrant bat.

**HAMMER**

- **Orders:** When activated, can make 1 Unready friendly model within Yellow Ready.
- **Speciality:** Super Sledge.
- **Hammer Time:** Can choose \( \) for Charge bonus instead of \( \) / \( \).

**MASTER**

- **Senses:** Does not need LoS to a target to use Charge.
- **Equipped:** Hound bite.

**BASE**

- **Equipped:** Aviator Cap at no extra cost.

**LEAP**

- **Can climb but can not end movement mid-climb.**
**SUICIDER**

**SUPER MUTANT**

When within Orange of opposing model, can detonate Suicider Mini Nuke (remove Suicider).

**ASSAULTRON**

**COWSHERE**

FAST: Can be made Ready for free.

**EYEBOT**

**MR HANDY**

**PROTECTRON**

**SENTRY BOT**

**CODSWORTH**

EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Flamer.

PURIFIED WATER: When activated, add to this card if none present. A friendly, non-robot model may use this via sharing to remove 1

**CODSWORTH**

**MR HANDY**

At 0 , do not remove model but initiate self-destruct.

**PROTECTRON**

When damage incurred and now below 50%, roll self-destruct initiated.

**SENTRY BOT**

Equipped: Missile Launcher and Minigun.

At 0 , do not remove model but initiate self-destruct.

**SUICIDER**

**SUPER MUTANT**

After taking damage: roll :

Instant detonation. If removed by critical, no detonation and drops Suicider Mini Nuke.

**EYEBOT**

**MR HANDY**

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

**PROTECTRON**

**SENTRY BOT**

**SUICIDER**

**SUPER MUTANT**

**ASSAULTRON**

**COWSHERE**

Equipped: One Suicider Mini Nuke only.
**BrötHerHOOD OF steeL**

**ASPIRANT GODDARD**
- **Str**: 5
- **Per**: 3
- **End**: 4
- **Cha**: 5
- **Int**: 4
- **Agi**: 3
- **Luc**: 1

**Knight**
- **Str**: 5
- **Per**: 6
- **End**: 5
- **Cha**: 5
- **Int**: 5
- **Agi**: 6
- **Luc**: 2

**Knight-Captain Cade**
- **Str**: 4
- **Per**: 6
- **End**: 5
- **Cha**: 6
- **Int**: 7
- **Agi**: 5
- **Luc**: 3

**Knight Patrol**
- **Str**: 4
- **Per**: 5
- **End**: 4
- **Cha**: 4
- **Int**: 4
- **Agi**: 5
- **Luc**: 1

**Knight Patrol (Blade)**

**Lancer**
- **Str**: 5
- **Per**: 4
- **End**: 4
- **Cha**: 4
- **Int**: 4
- **Agi**: 5
- **Luc**: 1

**Paladin**
- **Str**: 6
- **Per**: 7
- **End**: 5
- **Cha**: 6
- **Int**: 6
- **Agi**: 5
- **Luc**: 2

**Paladin Danse**
- **Str**: 6
- **Per**: 8
- **End**: 6
- **Cha**: 7
- **Int**: 6
- **Agi**: 7
- **Luc**: 4

---

**Field Medic**
- **Can remove 1** from non-robot model (not Power Armor) in LoS and within Yellow.

**Battle Experience**
- **During turn when Cade activated, swap 1 for 1**.

---

**Armour Knowledge**
- **1 blank face treated as ** on it.

**Orders**
- **When activated, can make 1 unready friendly model within Yellow ready.**
**Sole Survivor**

*Str* 5  *Per* 7  *End* 4  *Cha* 5  *Int* 5  *Agi* 7  *Luc* 4

**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.

**SOLE SURVIVOR DAY ONE**

*Str* 4  *Per* 5  *End* 4  *Cha* 5  *Int* 5  *Agi* 6  *Luc* 4

**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.

**SETTLE**

*Str* 3  *Per* 6  *End* 4  *Cha* 4  *Int* 4  *Agi* 4  *Luc* 3

**LOCKSMITH**

*Str* 3  *Per* 3  *End* 3  *Cha* 3  *Int* 8  *Agi* 5  *Luc* 3

**NEWSHOUND**

*Str* 5  *Per* 7  *End* 7  *Cha* 4  *Int* 5  *Agi* 7  *Luc* 1

**Piper**

*Str* 3  *Per* 5  *End* 4  *Cha* 5  *Int* 6  *Agi* 6  *Luc* 3

**STeALTH BOY**

*Str* 5  *Per* 7  *End* 7  *Cha* 4  *Int* 5  *Agi* 7  *Luc* 1

**X6-88 COURSER**

*Str* 3  *Per* 6  *End* 4  *Cha* 4  *Int* 4  *Agi* 4  *Luc* 3

**FREE**:
- If faction is Survivor, replace this card's title with Free Tech: +1 End and +1

**GENIUS**:
- Never locked out of

**BACK UP**:
- If friendly model within Presence, rolls get +

**STEALTH BOY**

As Stealth Boy Item card but continuous. (Can not be shared)

**ENERGY SHIELD**

+1

**DISTRACTING**:
- Once during activation, allocate to one opposing model within.
- If Piper is engaged, must be a model engaged with Piper. Remove token when Piper next activated.

**NEWSPHOUND**

+2
**Dog**

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

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

**Equipped**: Dog bite.

**Dog Handler**: +2

**Observer**: Friendly models can use Dogmeat Scout’s LoS for Charge and react to triggers which Dogmeat Scout is aware of.

**Leaps**: Can not end movement mid-climb.

**Survivor**

**Dogmeat Scout**

- **Str**: 4
- **Per**: 8
- **End**: 5
- **Cha**: 3
- **Int**: 4
- **Agi**: 6
- **Luc**: 2

**Senses**: Does not need LoS to Charge.

**Foresight**: See Foresight card. Has 3 points to spend during set-up. Starts battle with 2 chems. Starts each activation with 2 points (or 4 if chem is active).

**Observer**: Friendly models can use Dogmeat Scout’s LoS for Charge and react to triggers which Dogmeat Scout is aware of.

**Equipped**: Dog bite.

**Leaps**: Can not end movement mid-climb.

**Survivor**

**Mama Murphy**

- **Str**: 3
- **Per**: 3
- **End**: 4
- **Cha**: 7
- **Int**: 5
- **Agi**: 7
- **Luc**: 6

**Foresight**: See Foresight card. Has 3 points to spend during set-up. Starts battle with 2 chems. Starts each activation with 2 points (or 4 if chem is active).

**Survivor**

**Scavenger**

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

**Survivor**

**Sole Survivor / Loner**

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

**Dog Handler**: +2

**Unarmed**: Improvised Weapon

**Observer**: Friendly models can use Dogmeat Scout’s LoS for Charge and react to triggers which Dogmeat Scout is aware of.

**Leaps**: Can not end movement mid-climb.

**Survivor**

**Preston Garvey**

- **Str**: 5
- **Per**: 6
- **End**: 7
- **Cha**: 7
- **Int**: 5
- **Agi**: 4
- **Luc**: 4

**Specialty**: Laser Musket gets Long Barrel mod fitted free.

**Careful**: When in close combat always affects intended target.

**Brave**: Use Preston’s Battlecry resist.

**Morale**: Minuteman get +1

**Survivor / Minutemen**

**Sturges**

- **Str**: 6
- **Per**: 4
- **End**: 7
- **Cha**: 4
- **Int**: 8
- **Agi**: 4
- **Luc**: 2

**Handyman**: +2

**Modeled**: Set-up: Draw 3 mods, keep 2 and attach each to a friendly un-modded weapon.

**Specialty**: 44 Revolver.

**Survivor / Minutemen**

**Ronnie Shaw**

- **Str**: 3
- **Per**: 7
- **End**: 6
- **Cha**: 4
- **Int**: 4
- **Agi**: 7
- **Luc**: 2

**Unarmed**: Improvised Weapon

**Specialty**: 44 Revolver.

**Tactician**: Not counted when calculating Advantage marker.
### Minutemen

**Str** 4  
**Per** 5  
**End** 4  
**Cha** 4  
**Int** 4  
**Agi** 5  
**Luc** 2

**Trained:** When Readying one Minuteman model, can Read another Unready Minuteman within 10ft.

**Co-ordination:** Other Minuteman models get +2 (max +2).

### Nuka-Girl

**Str** 3  
**Per** 7  
**End** 5  
**Cha** 8  
**Int** 6  
**Agi** 8  
**Luc** 5

**Alert:** If an Unready Nuka-Girl is within 10ft 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.

### Field Scribe

**Str** 3  
**Per** 4  
**End** 4  
**Cha** 3  
**Int** 7  
**Agi** 6  
**Luc** 2

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

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

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

### Feral Ghoul

**Str** 6  
**Per** 2  
**End** 4  
**Cha** 1  
**Int** 2  
**Agi** 4  
**Luc** 1

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

**Equipped:** Feral Ghoul Swipe.

### Radscorpion

**Str** 6  
**Per** 7  
**End** 6  
**Cha** 3  
**Int** 1  
**Agi** 4  
**Luc** 4

**Burrows:** 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 Pincers & Sting.

### Deathclaw

**Str** 11  
**Per** 5  
**End** 12  
**Cha** 2  
**Int** 2  
**Agi** 2  
**Luc** 1

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

### Radroach Swarm

**Str** 1  
**Per** 4  
**End** 4  
**Cha** 1  
**Int** 1  
**Agi** 3  
**Luc** 1

**Counts as Normal size.**

**Equipped:** Radroach Swarm Bite.