WAVE 3
WEAPON CARDS
**SUBMACHINE GUN**
- Only affects 2 and 3
- 3

**PULSE MINE**
- 3

**POWER FIST**
- 3

**PLASMA PISTOL**
- 2

**KELLOGG'S PISTOL**
- 3

**INSTITUTE LASER PISTOL**
- 2

**FLARE GUN**
- Requires Str 7+

**FINAL JUDGEMENT**
- Not Walked Fire

**SYNTH RELAY GRENADE**
- SPECIAL RULES: Place 1 Gen 1 Synth with Institute Laser Pistol at point of impact after scatter. Gen 1 Synth is marked as Used.

**HEAVY LASER TURRET**
- Starts round with 5
**Putrid Glowing One Swipe**
- Putrid Glowing One only
- Then resolve 1

**Bloated Glowing One Swipe**
- Bloated Glowing One only
- Then resolve 2

**Mole Rat Bite**
- Mole Rat Only
- Then resolve 2

**Battered Assaultron Head Laser**
- Assaultron only
- Primed Weapon 2
- After each action (exc. shooting), add token if non-friendly in LoS; otherwise, remove a token.
- When primed, may use Shoot action to fire, then remove all tokens.

**Empty Minigun**
- Empty Minigun only
- Then resolve 2

**Glowing Radroach Swarm Bite**
- Glowing Radroach Swarm only
- Resolve 1 attack for every 3 of Glowing Radroach Swarm (round up)

**Weak Feral Ghoul Swipe**
- Weak Feral Ghoul only
- Then 1

**Young Deathclaw Swipe**
- Young Deathclaw only
- Then 2

**Young Deathclaw Crush**
- Young Deathclaw only
- Primed weapon 3
- After each action, add token if non-friendly in LoS.
- When primed, Close Combat action to use Crush (Skill Value: Deathclaw STR - Target's AGI), then remove all tokens.

**Bolt-action Pipe Pistol**
- Bolt-action Pipe Pistol
- Then 1

**Junk Jet**
- Junk Jet
- Then 2

**Railway Rifle**
- Railway Rifle
- Then 2
**Gauss Rifle Rules**

Add 1 when model performs Move or Charge (exc. Quick Actions). Max. total 2.

If model performs any task (inc. Quick Actions) requiring an action that is not Move or Charge, remove all.

Gauss Rifle can be fired with 0, 1 or 2 tokens. When fired, + for each token, then remove all.
WAVE 1
WEAPON CARDS
**BOARD**

- Type: Physical
- Damage: 2
- Any adjacent unit gains 1 armor up for 1 move.

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**Baton**

- Type: Physical
- Damage: 3
- Any adjacent unit gains 1 armor up for 1 move.

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**Pipe Wrench**

- Type: Physical
- Damage: 2
- Any adjacent unit gains 1 armor up for 1 move.

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**Ripper**

- Type: Physical
- Damage: 3
- Strength 7 bonus added to any adjacent unit.

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**Baseball Bat**

- Type: Physical
- Damage: 2
- Any adjacent unit gains 1 armor up for 1 move.

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**Machete**

- Type: Physical
- Damage: 2
- Any adjacent unit gains 1 armor up for 1 move.

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**Bottlecap Mine**

- Type: Explosive
- Atk: 1-2
- 3+ damage

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**Fragmentation Mine**

- Type: Explosive
- Atk: 1-2
- 3+ damage

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**Fragmentation Grenade**

- Type: Explosive
- Atk: 1-2
- 3+ damage

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**Baseball Grenade**

- Type: Explosive
- Atk: 2
- Only affects friendly units.

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**Pulse Grenade**

- Type: Explosive
- Atk: 2
- Only affects friendly units.

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**Fire Hydrant Bat**

- Type: Physical
- Damage: 3
- Requires Strength 10+ to use.
**Tire Iron**

- Starts round with: 2
- Primed Weapon: 2

**Machine Gun Turret MK1**

- Starts round with: 4
- Primed Weapon: 2

**Laser Turret**

- Starts round with: 4
- Primed Weapon: 2

**EyeBot Laser**

- Primed Weapon: 2

**Protectron Hand Laser**

- Primed Weapon: 2

**Feral Ghoul Swipe**

- Primed Weapon: 2

**Radscorpion Pincers & Sting**

- Primed Weapon: 2

**Radroach Swarm Bite**

- Primed Weapon: 2

**Assaultron Swipe**

- Primed Weapon: 2

**Assaultron Head Laser**

- Primed Weapon: 2

**Radroach Swarm Hand Laser**

- Primed Weapon: 2

**Improvised Weapon**

- Primed Weapon: 2