WAVE 4
WEAPON CARDS
**EFFECT:** Add 1 Mirelurk Hatchlings.

All Hatchlings activate immediately before Queen and attack (or move to attack) their nearest opposing model.

When Queen is activated and is to be turned, flip token and leave it whichever side is showing after the flip.
Mirelurk Hatchlings Claw

Mirelurk Hatchlings only

1
Resolve 1 attack for every 2️⃣ of Mirelurk Hatchlings (round-up).

FOG CRAWLER CLAW

Fog Crawler only

1
2
3
4

FOG CRAWLER GROUND POUND

Fog Crawler only

Does not target a specific model.
Effect centred on Fog Crawler.
Cover is ignored.
Fog Crawler is not affected by the effect.

SHISHKEBAB

2
2

CHINESE OFFICER'S SWORD

3

MACHINEGUN TURRET MK III

5

FLAMER

3

STUN GRENADE

3

All models in effect area Test End:

LORENZO'S ARTIFACT GUN

3

FAT MAN

Always scatters.
Discard after one use.
Minimum range Yellow.

BLOODIED BOARD

3

If wielder's ⚜️ is 1 or 2, +

BLOODIED PIPE WRENCH

2

If wielder's ⚜️ is 1 or 2, +
<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Damage</th>
<th>Area Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crippling Bolt-Action Pipe Rifle</td>
<td>▲ ▲</td>
<td></td>
</tr>
<tr>
<td>Crippling Tire Iron</td>
<td>▲ ▲ ▲</td>
<td></td>
</tr>
<tr>
<td>Deadeye Gamma Gun</td>
<td>▲ ▲ ▲</td>
<td></td>
</tr>
<tr>
<td>Deadeye Institute Laser Rifle</td>
<td>▲ ▲ ▲</td>
<td></td>
</tr>
<tr>
<td>Explosive 10mm Pistol</td>
<td>▲ ▲ ▲</td>
<td></td>
</tr>
<tr>
<td>Explosive Combat Rifle</td>
<td>▲ ▲ ▲</td>
<td></td>
</tr>
<tr>
<td>Freezing Combat Shotgun</td>
<td>▲ ▲ ▲ ▲</td>
<td>Star only</td>
</tr>
<tr>
<td>Freezing Junk Jet</td>
<td>▲ ▲ ▲ ▲</td>
<td></td>
</tr>
<tr>
<td>Freezing Machete</td>
<td>▲ ▲ ▲ ▲</td>
<td></td>
</tr>
<tr>
<td>Hunter's 10mm Pistol</td>
<td>▲ ▲ ▲</td>
<td></td>
</tr>
<tr>
<td>Hunter's Baseball Bat</td>
<td>▲ ▲ ▲</td>
<td></td>
</tr>
<tr>
<td>Hunter's Hunting Rifle</td>
<td>▲ ▲ ▲</td>
<td></td>
</tr>
</tbody>
</table>

*Note: Damage values and area effect variations are depicted in the image.*
Damage is
WAVE 3
WEAPON CARDS
**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**

- Requires Str 7+
- 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.

**FLARE GUN**

- Requires Str 7+
- Not Walked Fire

**FINAL JUDGEMENT**

- Requires Str 7+
- Not Walked Fire

**HEAVY LASER TURRET**

- Starts round with

**PULSE MINE**

- Only affects sand non degraded

**POWER FIST**

- Requires Str 7+

**PLASMA PISTOL**

- Requires Str 7+

**KELLOGG’S PISTOL**

- Requires Str 7+

**INSTITUTE LASER PISTOL**

- Requires Str 7+
WAVE 2
WEAPON CARDS
Then resolve 1

Putrid Glowing One

Putrid Glowing only

Then resolve 2

Bloated Glowing One

Bloated Glowing One only

Then resolve 1

Mole Rat

Mole Rat Only

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.

Assaultron

Assaultron only.

Primed Weapon: 2

After each action, add token if non-friendly in LoS; otherwise, remove a token.

When primed, may use Shoot action to fire, then remove all tokens.

Weak Feral Ghoul

Weak Feral Ghoul only

Then resolve 1

Young Deathclaw

Young Deathclaw only

Primed weapon: 3

Then and throw target

For every 3 of the Glowing Radroach Swarm (round up)

Glowing Radroach

Glowing Radroach Swarm only

Resolve 1 attack

Glowing Radroach Swarm only

When primed, Close Combat action to use Crush (Skill Value: Deathclaw STR - Target's AGI), then remove all tokens.

Bolt-Action Pipe Pistol

Primed Weapon: 1

Bolt-Action Pipe Pistol

Primed Weapon: 3

Junk Jet

Primed Weapon: 1

Railway Rifle

Primed Weapon: 3
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
GATLING LASER
Requires Sn 7+
3
1+3
Not Walked Fire
1
3+5
+ 2

MINIGUN
Requires Sn 7+
3
1+3
Not Walked Fire
1
3+5
+ 2

MISSILE LAUNCHER
3
1+3
+ 2

LASER RIFLE
4
2
1 ding ignore armor

PLASMA RIFLE
4
2

HUNTING RIFLE
3
2
Long only

DOUBLE-BARREL SHOTGUN
2
3
Short only

INSTITUTE LASER RIFLE
2
1

COMBAT RIFLE
3
2

LASER MUSKET
3
2

BOLT-ACTION PIPE RIFLE
3
2

COMBAT SHOTGUN
4
2
Short only
Add strong armor to regular armor.

If model takes damage:

Only affects and non degraded

Requires Sn 10+
**Huge Club**
Requires Sn 7+

**Lead Pipe**

**Behemoth Rock Throw**
Behemoth only

**Molotov Cocktail**

**Cryo Grenade**

**Deathclaw Swipe**
Deathclaw only

**Deathclaw Crush**
Deathclaw only
Primed weapon: 3

**Dog Bite**
Dogs only

**Hound Bite**
Mutant Hounds only

**Mr Handy Buzzsaw**

**Mr Handy Flamer**

**Suicider Mini Nuke**
Can not be shared. Suicider only
**TIRE IRON**

- Strength: 2
- Agility: 2

**MACHINE GUN TURRET MK1**

- Strength: 4
- Agility: 5

**LASER TURRET**

- Strength: 4
- Agility: 5

**EYEBOT LASER**

- Eyebot only

**PROTECTRON HAND LASER**

- Strength: 2
- Agility: 2

**FERAL GHOUL SWIPE**

- Feral Ghoul only

**RADSCORPION PINCERS & STING**

- Radscorpion Only

**RADROACH SWARM BITE**

- Radroach Swarm Only

**ASSAULTRON HEAD LASER**

- Assaultron only

**ASSAULTRON SWIPE**

- Assaultron only

**IMPROVISED WEAPON**

- Strength: 1

---

Starts round with

- Energy: 4

After each action (exc. shooting), add token if non-friendly in LoS; otherwise remove a token.

When primed, immediately Shoot (no action required), then remove all tokens.

Resolve 1 attack for every 2 of Radroach Swarm (round up).