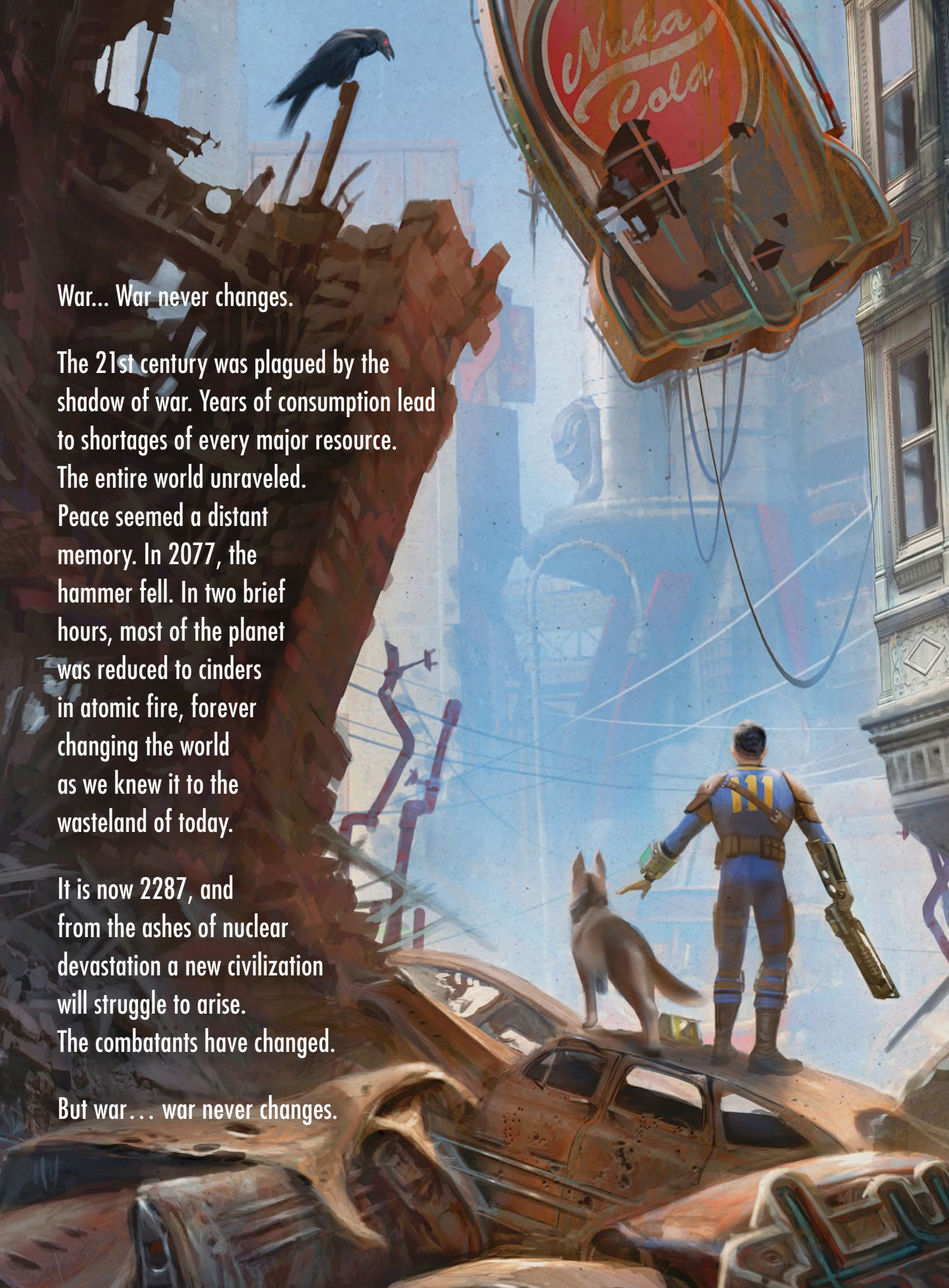

Fallout
WASTELAND WARFARE
Rules
OF PLAY
Your Complete Guide to
Battling in the Wasteland
by JAMES SHEAHAN
Bethesda
MODIPHIUS
ENTERTAINMENT



War... War never changes.

The 21st century was plagued by the shadow of war. Years of consumption lead to shortages of every major resource. The entire world unraveled. Peace seemed a distant memory. In 2077, the hammer fell. In two brief hours, most of the planet was reduced to cinders in atomic fire, forever changing the world as we knew it to the wasteland of today.

It is now 2287, and from the ashes of nuclear devastation a new civilization will struggle to arise. The combatants have changed.

But war… war never changes.



Fallout
WASTELAND WARFARE

VAULT DWELLERS

Designer	James Sheahan
Additional Material	Mark Latham, Jon Webb, James Barry, Federico Sohns
Line Development	James Barry
Editing	Richard L. Gale, James Barry, Chris Birch
Photography & Video	Salwa Azar, Steve Daldry
Graphic Design	Michal E. Cross, Stephanie Toro
Layout	Richard L. Gale
Sculpt Art Direction	Mischa Thomas, James Barry, Jon Webb
Lead 3D Artist	Jonny La Trobe-Lewis
Staff 3D Artists	Domingo Díaz Fermín, Alex Gargett, Chris Peacey
Freelance 3D Artists	Roy Gabriel, M. Mar García, Gael Goumon, Tobias Kornemann, Jamie Phipps, Ana Román Peña, Romeo Salbatecu, Luigi Terzi, Ben Wolseley-Charles
Painters	Ben "Brush Demon" Macintyre, Adam Huenecke, Jon Webb
Scenery	Dreamspirit Wargaming Studio
Development Team	Jon Webb, James Barry, Federico Sohns, Stefano Guerriero, Javier Angeriz-Caburrasi, Katya Thomas
Playtesters	Adam Brown, Costin Becheanu, Troels Rohde Hansen, Ian Henderson, Clive Oldfield, Christoph Krumm, Jeremy Wininger
Produced & Art Directed by	Chris Birch
Publishing Assistant and Social Media Manager	Salwa Azar
Production Manager	Steve Daldry
Community Support	Lloyd Gyan
Operations Manager	Garry Harper
Thanks to	Mike Kockis and his design team, all at Bethesda, Rita Birch, John Houlihan, Sam Webb, Rob Harris, and Giles Pritchard

MODIPHIUS™ ENTERTAINMENT

Modiphius Entertainment, 39 Harwood Road, London. SW6 4QP. United Kingdom

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Actual components may vary from those shown. Made in China.

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PLAYING IN THE WORLD OF FALLOUT

Welcome to ***Fallout: Wasteland Warfare***, a table-top wargame where you explore the world outside your protective vault, encounter strange peoples and creatures, and build up a motley crew to take on the Wasteland! It's a narrative gaming event, but it's also an in-depth hobby experience.

This rule set gives you an insight into the background, factions, and immersive wargaming in the world of ***Fallout***. Will you start a Settlement, investigate mysterious signals, and protect the innocent, as settlers and survivors? Will you turn feral, leading your Super Mutant horde against the squishy *Huuumansss*, filling your meat sacks with tender morsels? Are you set on protecting humanity from itself, harnessing and collecting technology to forge a better world with the Brotherhood of Steel? Or will you subvert and replace humanity with duplicate Synths, implementing your own shadowy agenda as the Institute?

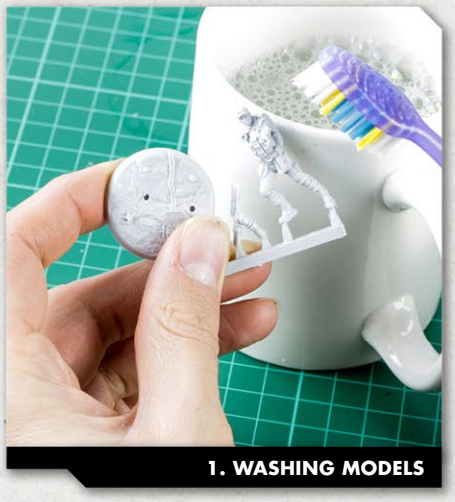
The blasted, post-apocalyptic landscape is yours to explore or exploit as you see fit, building your forces to take on all comers. This rich setting gives players the opportunity for a vast array of different game types and play styles, as well as collecting and modeling highly detailed, characterful miniatures from the ***Fallout*** universe. The hobby (and this book) covers everything from large-scale campaigns to solo play, competitive tournaments to weekend narratives fought between friends. There are also tips on painting and collecting, background information on your faction, and advanced rules for multiple play styles – all designed to help you explore and conquer the Wasteland!



THE BATTLE FOR THE DRUMLIN DINER

ASSEMBLING YOUR MODELS

Putting together your ***Fallout: Wasteland Warfare*** crew can seem daunting, but it couldn't be simpler. With a little careful attention, you can have a gorgeous-looking force ready to take on everything the Wasteland can throw at you. If you have purchased the starter set in plastic, your models are pre-assembled. If you have any of the other sets in resin, read on!



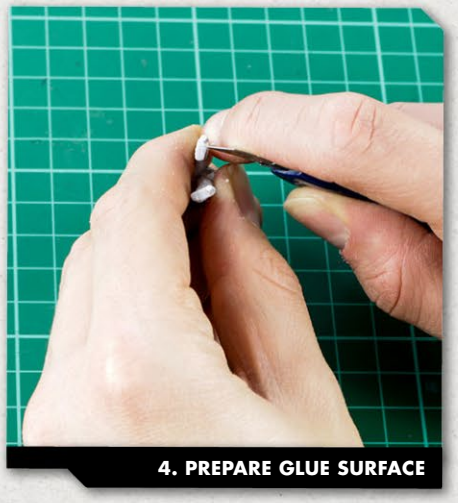
1. WASHING MODELS



2. REMOVING COMPONENTS



3. REMOVE MOLD LINE



4. PREPARE GLUE SURFACE



5. APPLY GLUE

ASSEMBLY FOR RESIN

1. **Wash sprues** in lukewarm water, with a small amount of dish soap. Allow to dry fully.
2. **Remove each piece** of the the model from the sprue using side clippers. Small, delicate pieces can be removed with a sharp scalpel instead.
3. **Remove mold line.** Each piece of the model will have a raised line that runs around it (the mold line formed when the two halves of the mold are pushed together). This needs to be removed. You can scrape and slice them off using a sharp scalpel blade, or alternatively file them off with a needle file or emery board. Resin dust can be hazardous, so ensure you wear a face mask while filing, dampen your tools to reduce dust, and fully clean up your working environment when done.
4. **Prepare glue surface.** Score each flat surface that will have glue applied in a hatched (criss-cross) pattern with a scalpel. This will increase the surface area for gluing and ensure a stronger join.
5. **Apply glue.** Apply a small amount of superglue (Cyanoacrylate glue) to each area to be joined. Immediately push the two parts together and hold until securely bonded. You have a moment or two to tweak your pose before the glue sets. Less is more with superglue, so use it sparingly to ensure a strong join.



ASSEMBLY FOR PVC

1. Wash miniatures in lukewarm water with a small amount of dish soap. Allow to dry.
2. If any components have become bent, gently heat with a hair dryer and bend back into alignment.
3. Using a sharp, clean scalpel, remove the mold line that runs around the model. This will need to be gently sliced away from the model.
4. If there are any remnants of the mold line, they can be removed using a very fine emery board.
5. If any components are loose or have fallen off the model, they can be glued back into place using superglue.

PAINTING YOUR MODELS

This guide will take you through four stages used to paint the example models shown. All the paint and brushes used were from **The Army Painter**. Feel free to experiment using your own color mixes.

1. Priming

The model is undercoated, or primed using a solid flat coat of a suitable color. This is done with Army Painter Spray Primers.

2. Basecoat

The base colors are applied to each area of a model. The basecoat should be neat and smooth, and is built up with several thin coats of paint. Use a medium brush (size 2) to speed up painting and ensure smooth coats.

3. Wash

Shading is added to models using Army Painter washes. These will run into the deeper recesses of a model and enhance the shadows of the model. Use your medium brush again, to keep this fast and smooth.

Highlight

Lighter-colored paint is applied to the edges and raised areas of a model to further accentuate the details of the sculpt. Use a sharp pointed small brush (size 1) to keep these crisp and tidy.

PRESTON GARVEY









1. Undercoat

- **Matt Black Primer**

2. Basecoat

- **Matt Black** *Gloves / boots*
- **Wolf Grey** *Trousers*
- **Dirt Spatter** *Skin*
- **Moon Dust** *Wires*
- **Electric Blue** *Scarf*
- **Dark Sky** *Shirt*
- **Monster Brown** *Coat*
- **Dark Stone** *Hat / straps / gun stock*
- **Gun Metal** *Gun / radio*
- **Army Green** *Gun details*
- **Banshee Brown** *Wrapping*
- **Dragon Red** *Laser beam*
- **Wasteland Soil** *Base*
- **Werewolf Fur** *Wood*

3. Wash

- **Strong Tone** *Skin / hat / belts / base*
- **Blue Tone** *Trousers / shirt / scarf*
- **Mid Brown** *Coat / bandages*
- **Dark Tone** *Gun*

4. Highlight

- **Fog Grey** *Trousers*
- **Dungeon Grey** *Boots / gloves*
- **Banshee Brown** *Coat*
- **Leather Brown** *Wood / hat / belts*
- **Ice Storm** *Scarf*
- **Combat Fatigues** *Gun details*
- **Ultramarine Blue** *Shirt*
- **Fur Brown** *Skin*
- **Plate Mail Metal** *Gun*
- **Mars Red** *Laser*
- **Bright Gold** *Buttons*

Warpaints, Quickshade Washes and the rest of The Army Painter product range are the intellectual property of The Army Painter ApS – learn more about The Army Painters range of products at www.TheArmyPainter.com

BROTHERHOOD OF STEEL PALADIN









1. Undercoat

- **Gun Metal Primer**

2. Basecoat

- **Plate Mail Metal** *Gun*
- **Matt Black** *Hoses / cables*
- **Ultramarine Blue** *Eye lens*
- **True Copper** *Armor details*
- **Angel Green** *Gun barrel*
- **Pure Red** *Gun detail*
- **Monster Brown** *Base*
- **Werewolf Fur** *Wood*

3. Wash

- **Dark Tone** *Model*
- **Strong Tone** *Base*

4. Highlight

- **Plate Mail Metal** *Armor*
- **Elf Green** *Laser barrel*
- **Mars Red** *Gun detail*
- **Electric Blue** *Eye lens*
- **Greedy Gold** *Armor details*
- **Daemonic Yellow** *Wires*
- **Banshee Brown** *Base*
- **Dry Rust** *Armor weathering*

SUPER MUTANT









1. Undercoat

- **Leather Brown**

2. Basecoat

- **Venom Wyrm** *Skin*
- **Plate Mail Metal** *Metal / gun*
- **Banshee Brown** *Ropes*
- **Werewolf Fur** *Base*

3. Wash

- **Strong Tone** *Whole model*

4. Highlight

- **Leather Brown** *Base*
- **Monster Brown** *Base*
- **Plate Mail Metal** *Armor / gun*
- **Commando Green** *Skin*
- **Desert Yellow** *Cloth*
- **Drake Tooth** *Ropes*
- **Pure Red** *Eyes*
- **Dark Tone** *Gun*
- **Dry Rust** *Armor weathering*

FULLY EQUIPPED

Included with your starter set are markers and tokens to help you track damage and mark objects on the battlefield, two sets of range rulers, a number of colored dice, and unit cards and miniatures to represent your force.

You will have noticed that there are many more cards than just unit cards. However, some of these are essential to the rules covered in *Rules of Play*. These types of card are shown in the right-hand column below.

Those in the left-hand column are primarily used for solo play and campaigns, and are explained in the *Campaign Handbook*. You won't need them for *Rules of Play*, so you can set them aside for now, if you wish.



MARKERS AND TOKENS – THESE WILL EACH BE EXPLAINED, BUT A SUMMARY MAY BE FOUND ON PAGE 54.



THE BLUE-BACKED UNIT CARDS DETAIL THE ABILITIES OF MODELS. TOGETHER WITH ITEM CARDS, THEY ARE THE CARDS YOU WILL USE MOST OFTEN.



ASIDE FROM UNIT CARDS, THE OTHER LARGE CARDS IN THE SET ARE REFERENCE CARDS FOR A MODEL'S FACTIONS, AND 'AI CARDS' USED IN SOLO PLAY.



ITEM CARDS DESCRIBE ALL THE OBJECTS YOU MAY UTILIZE IN THE GAME, FROM WEAPON CARDS TO POWER ARMOR, FOOD AND DRINK, CHEMS, AND MORE.



EVENT CARDS – COVERED IN THE *CAMPAIGN HANDBOOK* – UNLEASH THE WASTELAND'S UNPREDICTABLE NATURE.

PERKS AND BOOSTS GRANT EXPLORERS OF THE WASTELAND SPECIAL FEATS AND ABILITIES.



THE LEADER CARD ALLOWS A MODEL TO INFLUENCE THOSE AROUND THEM, WHILE A HEROIC MODEL GAINS QUICK ACTIONS AND A LITTLE BIT OF EXTRA LUCK!



EXPLORE CARDS OFFER INCENTIVE TO VENTURE OUT INTO THE WASTELAND, AND ARE PART OF THE GAME'S NARRATIVE DIMENSION ADDED BY THE *CAMPAIGN RULES*.



DANGER, STRANGER, AND CREATURE CARDS COMPRISE 'THE WASTELAND', A DECK OF RANDOM ENCOUNTERS.

SECTION 02

LEAVING THE VAULT



GETTING STARTED IN THE WASTELAND

Fallout: Wasteland Warfare is a tabletop wargame, but the Wasteland is not only about war. In addition to combat, exploring the ***Fallout*** setting involves asset acquisition and investigation, with several 'game modes' including a Solo/Co-op Mode, a narrative Settlement Mode, and a 2-player Mode. In this book, we concentrate on the rules necessary for the 2-player Mode, while others are covered in the *Campaign Handbook*.

If you are new to tabletop wargaming, you may prefer to begin with the *Getting Acclimated* booklet and return to *Rules of Play* afterwards. If you've already worked through that booklet's tutorials, or feel you don't need to, prepare for battle!

Your force, which will belong to one of the ***Fallout*** factions, is built from models and their related unit cards, using weapon cards and other item cards acquired along the way. During the game, players take turns, using **Actions** to move, fire weapons, attack in combat and interact with the Wasteland itself. Attacks and skill use are both resolved through **Skill Tests** made with dice rolls.

Skill Tests, along with the other mechanics of the game, will be explained in the following chapters. You'll start, as you might expect, with such things as measuring and movement, shooting and close combat, damage and armor. You'll then progress to skill use and scavenging, tactical matters such as terrain, cover and prepared actions, before bringing out the big guns for advanced weapons, critical attacks and power armor. And if the dice aren't being kind to you, the Luck section allows you to fudge some of your results just a little!

The game cards' many icons may seem daunting at first, but as you read through the chapters, icons and markers are highlighted in the margins for easy reference and identification, and you will be guided through the anatomy of the game cards.

Additionally, the chapters will prompt you to work through five new tutorial scenarios which use the full extent of the *Rules of Play*. These are located at the back of the *Campaign Booklet* to make it easy to keep the scenarios open in that book, in case you need to revisit the rules in this one.





NORA KEEPS THE SUPER MUTANTS AT BAY SO OTHER SURVIVORS CAN ESCAPE

FOWW 2PB-002-111 — SECTION 2.2

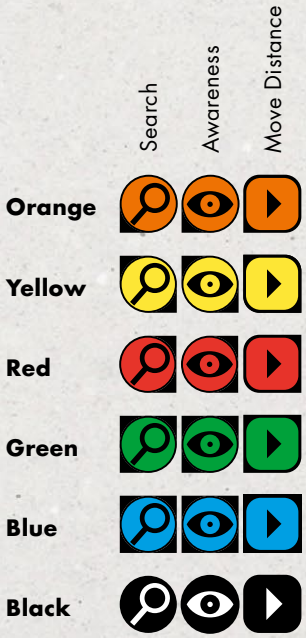
COLOR RANGES

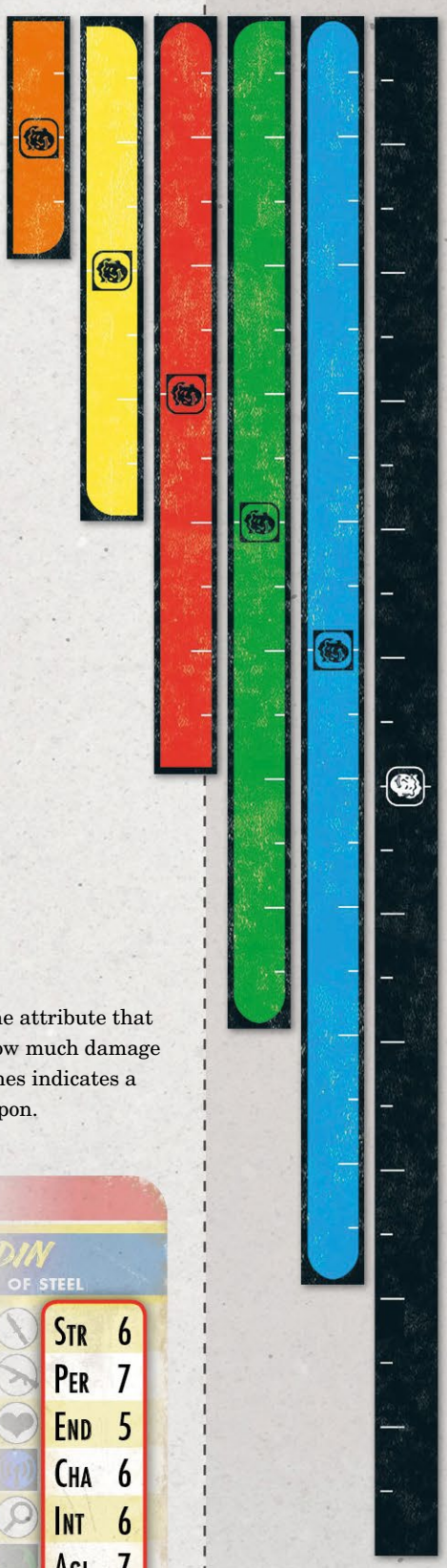
Fallout: Wasteland Warfare uses range rulers for all measurements. Any player can measure and/or pre-measure anything at any time. Icons on the unit cards, ranges on weapon cards, and other items are color-coded to show which color range ruler is required in each circumstance.

COLOR BLIND MARKERS

To assist color blind players, color icons have corner shapes unique to their colors, signifying the range ruler required: round icons have corners on the outside of the icons, as shown to the right.

To find the matching range ruler, look for the symbol with the same corners as shown on the icon (as a rule of thumb, from range Orange to range Blue, the more corners, the longer the distance). Sample icons, and the corresponding range rulers (shown at 70% size), are shown right.





FOWW 2PB-002-111 — SECTION 2.3

S.P.E.C.I.A.L. ATTRIBUTES

In the world of ***Fallout: Wasteland Warfare***, each model, from the distinguished Elder Maxson of the Brotherhood of Steel to the lowliest radroach, has a set of **attributes** and information on their **unit card**. These attributes – the initials of which spell out S.P.E.C.I.A.L. – indicate how good a model is at combat, how tough they are, and how well they interact with other models, objectives, and enemy models.

While the list below shows the most common uses for S.P.E.C.I.A.L. attributes, it represents a broad guide only. Different models, characters and factions in the games may use different attributes for **Skill Tests** (dice rolls to determine if a model succeeds at a task – see p.10). For example, while most models will use Perception for ranged combat, others may use Agility or even Strength instead.

Strength (STR)
Strength is most often used to show how good a model is at close combat, and how able they are with a Melee Weapon (a weapon specifically designed for close combat).

Perception (PER)
Perception is often used to show a model's ability with a Ranged Weapon. It also affects how easily they can detect dangers and react to enemy activity.

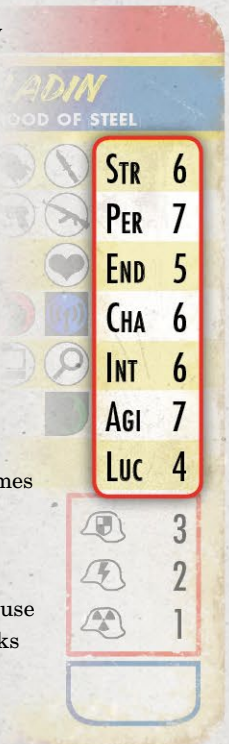
Endurance (END)
Endurance is most often used as the attribute that shows how tough a model is and how much damage it can take before dying. It sometimes indicates a model's ability with a Thrown Weapon.

Charisma (CHA)
Charisma is used for a variety of Skill Tests, and shows how charming, intimidating, or cunning a model is.

Intelligence (INT)
Intelligence is used for interacting with computer terminals, lockpicking and many other Skill Tests.

Agility (AGI)
Agility shows how nimble a model is. It is often used for Thrown Weapons, and sometimes for close combat or shooting.

Luck (LUC)
Especially heroic models may use Luck to make near-miss attacks hit, or dodge potentially fatal damage.



SKILL TESTS

During a game of ***Fallout: Wasteland Warfare***, players attempt activities such as shooting, lock-picking and close combat. When a player attempts an activity, the result is determined by a **Skill Test**: a player rolls the **Skill Dice** – a twenty-sided dice (or 'd20') with numbers and icons – usually accompanied by one or more **Effect Dice** – twelve-sided dice ('d12') which come in a variety of colors indicating different effects (see following page).

Every model's **unit card** includes 'S.P.E.C.I.A.L.' attributes, with scores for Strength, Perception, Endurance, Charisma, Intelligence, Agility and Luck. Next to these are icons representing skills that correspond with those attributes.

For a Skill Test to succeed, the result (after any modifications) must be ***equal to or lower than*** the **Skill Value** (the attribute number next to the icon).

Note: Sometimes a specific attribute will be tested rather than a skill – in these cases, the result of the Skill Test must be equal to or lower than the value of the relevant attribute.

Bonuses and penalties adjust the **Skill Value** that the player needs to roll equal to or less than. All modifiers – bonuses and penalties – are totaled before being applied to the skill being used. If the adjusted Skill Value is less than 1, the roll only succeeds if a ⚠ is rolled.



RIGHT: THIS BROTHERHOOD PALADIN HAS A RIFLE SKILL ICON NEXT TO A PERCEPTION VALUE OF 7, SO THE RIFLE SKILL VALUE IS ALSO 7. TO SUCCEED AT A SHOOTING ATTACK USING THEIR RIFLE SKILL, THEY NEED TO MAKE AN ADJUSTED SKILL ROLL OF 7 OR LOWER ON THE SKILL DICE.

BELOW: FALLOUT DICE INCLUDE A WHITE SKILL DICE. RED ARMOR DICE AND FOUR EFFECT DICE.



OPPOSED SKILL TEST

An **Opposed Skill Test** occurs when a model tries to beat something that resists, usually another model. To perform an Opposed Skill Test, all parties involved make rolls against the Skill Value(s) required. The highest *successful* result wins. Note: the winning roll *must* be a **success** even if the other parties involved do not have the requisite skill, or all fail their rolls. In case of a tie, use the highest Skill Value.

> ***Example:*** *A Paladin using a weapon with a comfort grip is firing at a target behind two items of cover. The Paladin receives a* ***+2 bonus*** *to their Skill Value for the comfort grip, but a* ***-4 penalty*** *for 2x cover (explained on page 17); therefore, a* ***total -2 modifier*** *is applied to the rifle* ***Skill Value of 7*** *for an* ***adjusted Skill Value of 5****. They need to make a Skill Roll of 5 or lower on the Skill Dice to be successful.*

Some dice results (especially from the green Accuracy Effect Dice) modify the Skill Dice roll. Minus numbers help achieve a lower (better) result, with this modified total compared to the adjusted Skill Value.



> ***Example:*** *The Paladin's* ***adjusted Skill Value is 5****. The Paladin rolls the Skill Dice plus* ***one Accuracy Effect Dice*** *(due to the weapon he uses). The* ***Skill Dice*** *shows a* ***6*** *and the Accuracy Effect Dice shows* ***-2****; thus, the* ***adjusted Skill Test result is 4*** *– below the adjusted skill and thus a success.*

If the Skill Test fails, *none* of the effect icons count apart from any **Action Point icons** on the Skill Dice which are available to be used (Action Points are discussed later, on p.40).

If a ✖ is rolled on the Skill Dice, the Skill Test is *always* a failure and cannot be adjusted by numerical bonuses.

Some unit cards have abilities called **Specialities**. A model which has a Speciality receives +2 on any Skill Values when using the relevant item or skill with which they have the Speciality.

If a model does not have a specific skill icon on their unit card, it cannot make a Skill Test of that type.

SKILL DICE ICONS			
ICON	ICON NAME	EFFECT	FULL DESCRIPTION
2 10	Numbered Face	The numerical result of the roll	The number faces – ranging from **2** to **10** – represent the unmodified result of the roll. To determine whether the result of a Skill Test is a success, any numerical modifiers from the Effect Dice are applied to this number, and the total is then compared to the **Skill Value** (see previous page).
	Action Point	Allows some models to perform Quick Actions	This result counts as a result of **1**. Additionally, it counts as **1 Action Point**; some models can use Action Points (**AP**) to carry out **Quick Actions** – extra minor activities – in addition to their main Actions. See 'Quick Actions', p.40.
	Critical Point	Allows some models to use powerful, critical weapon effects	This result counts as a result of **1**. Additionally, it counts as **1 Critical Point**; some models can use the Critical Effects of weapons, powerful attacks usable when enough Critical Points (**CP**) have been collected. Each Critical Point icon rolled gives that model 1 additional CP if their Skill Test is successful. See 'Critical Attacks', p.53.
X X	Fail	The Skill Test has not been successful	The **X** icon means the **Skill Test** has failed. As **X** is not a number, numerical bonuses cannot modify it into a success. In other words, it is an automatic fail. One **X** also bears an **Action Point** icon so, while an automatic fail, it does grant an Action Point.

DICE ICONS

Skill Dice

The **Skill Dice** is a white 20-sided dice with numbered results from 2 to 10, and other faces which bear icons as shown in the table above.

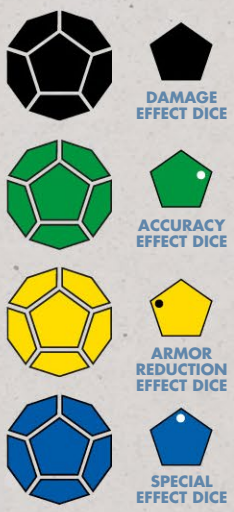
Effect Dice

In addition to the Skill Dice, **Effect Dice** are often rolled alongside the Skill Roll to determine extra effects. There are four types of Effect Dice, each with a different color. Which dice are rolled is usually determined by the weapon and the range of the target – melee, short or long (see p.16). Each Effect Dice is a twelve-sided dice with up to two icons on a face. Each color of dice represents a different type of effect:

- **Damage Effect Dice (black)**: primarily adds extra Damage Points.
- **Accuracy Effect Dice (green)**: primarily modifies the Skill Dice roll.
- **Armor Reduction Effect Dice (yellow)**: primarily reduces the effectiveness of the target's armor for that attack.
- **Special Effect Dice (blue)**: primarily helps to trigger weapon/equipment effects.

Maximum Effect Dice

A single Skill Test *cannot* contain more than 4 of the same color Effect Dice. Any dice over this limit go unused. For example, if a model's equipment and abilities total 5 black dice and 2 yellow dice, the Skill Test would consist of 4 black dice and 2 yellow dice, with the fifth black dice discarded before the roll.



TO HELP COLOR BLIND PLAYERS IDENTIFY WHICH DICE ARE BEING REFERENCED ON CARDS, THE ICONS FOR EFFECT DICE HAVE DOTS IN DIFFERING CORNERS.

EFFECT DICE ICONS			
ICON	NAME	EFFECT	FULL DESCRIPTION
	Extra Damage	Adds damage	These are used for weapon damage where each Extra Damage icon adds 1 to the total damage before armor is accounted for. See 'Damage', p.19.
	Reduce Armor	Reduces target's Armor Rating	Each Reduce Armor icon reduces the target's armor by 1, making damage from this attack more likely to get through. See 'Armor', p.21.
-1 -2 -3	Bonus to Skill	Increases chances of success from a Skill Dice roll	These bonuses modify the number rolled on the Skill Dice during a Skill Test, making success more likely. See 'Skill Tests', previous page.
	Special Effects	Allows use of special weapons, equipment, or abilities	These three special icons are mostly used to trigger specific effects written on weapon and equipment cards. These are used when they are rolled in order to use an effect or ability. See 'Special Effects, p.20.

UNITS AND MODELS

A player's forces are made up of **units**, each comprising one or more **models**.

Each unit has a **unit card** which details that unit's models. Whilst each model in a unit shares the same traits shown on their unit card, each model is resolved individually on the battlefield. All models in a unit are equipped the same, as shown by the item cards – including weapon cards – placed with the unit card. See page 32 for more on items.

UNIQUE UNITS



UNIQUE ICON

If a unit has the **Unique** icon in the top left corner of their unit card, it is known as a **Unique unit**. There can only be one model of each Unique unit in a player's force, although a player's force may contain multiple, different Unique units. Alternative versions of the same unit count as the same unit. For example, there are multiple versions of some cards such as Dogmeat and Dogmeat Loner. Both count as Dogmeat, so only one of those two could be included by a player in their force.





THE WASTELAND IS FULL OF COLORFUL CHARACTERS, EACH WITH THEIR OWN STORY

GAME STRUCTURE

OVERVIEW OF A ROUND

Each game is played over several **rounds**. During each round, players take **turns** to **Ready** and subsequently **Use** each of their models once. The players choose in which order their models activate.

1. Each turn, one player *must* make one of their models Ready. This Model must not previously have had a Readiness Marker showing *Ready* ( ) or *Used* ( ) applied to it.
2. The player then either:
   - A. Activates **none** of their Ready models
     or
   - B. Activates **all** of their Ready models (see 'Activating Models', below).

When all models on both sides have taken their Actions, the round is over and a new round begins in which every model must be activated again.

Advantage Marker

The player with the **Advantage Marker** (shown right) decides which player will take the first turn in a round. Players then alternate turns:

- Unless dictated otherwise by a scenario set-up, at the start of the first round, the Advantage Marker is given to the player with the fewest models, or allocated randomly if there is a tie.
- At the start of each subsequent round, the player with fewest models remaining receives the Advantage Marker.
- Excluding the first round, if both players have the same number of models at the start of a round, the player with the Advantage Marker passes it to their opponent before anything else.



ADVANTAGE MARKER

ACTIVATING MODELS

Models are always in one of three states of Readiness: **Unready**, **Ready**, or **Used**. All models start the round as Unready.

On their turn, a player places a **Readiness Marker** with the blue side ( ) up, next to any one of their *Unready* models, indicating that it is now *Ready*. The player must then either:

- A. **Use NONE of their Ready models** (which means their turn ends); or
- B. **Use ALL of their Ready models** (see below), even if this is just one model.

A player MUST choose Option B if all of their models now have Readiness Markers next to them (whether or)

Using Ready Models

If a player chooses to Use a Ready model they MUST Use ALL of their *Ready* models. As each of these models is Used, their Readiness Markers are turned to .

When Using multiple Ready models, a player Uses one model after another in any order they choose. The player must resolve the Use of each model fully before moving on to the next model. A model that has completed its activation *cannot* be activated again during the same turn even if it did not use all of its Actions (discussed on page 14).

If any models are still *Ready* when a player declares they have finished their turn, they are considered *Used* and their Readiness Markers are turned to .

When a player Uses multiple ready models, it does not matter if they are from the same or different units. Also, it does not matter if only some models of a unit are being Used, or if others in the same unit have already been Used.

If all of a player's models have been Used (that is, they all have Readiness Markers), the player takes no more turns in the current round; their opponent continues to take turns until all of their models have Readiness Markers also.



READY USED

READINESS MARKER ICONS

READINESS STATES

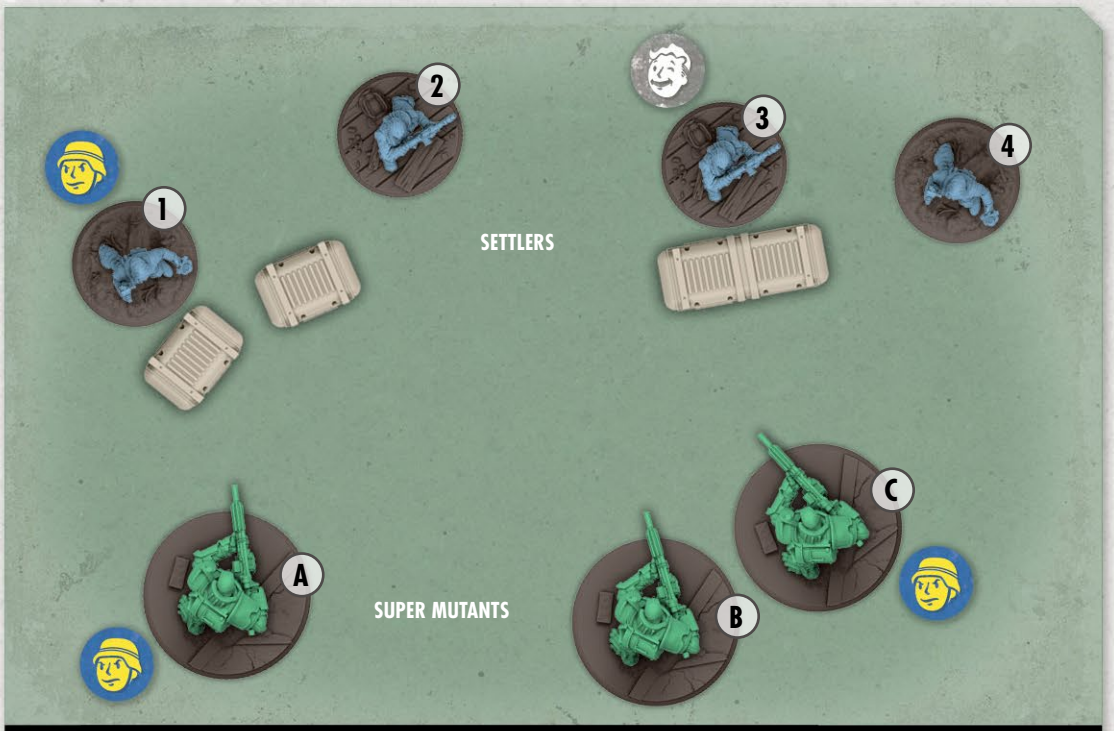
STATE	ICON	QUALITIES
Unready	None	If a model has not been made Ready or been Used yet this round, it has no Readiness Marker placed next to it.
Ready		When a model is made Ready, but has not yet been Used, it has a Readiness Marker placed next to it with the blue side showing. It must subsequently be Used this round.
Used		When a model has been Used, it's Readiness Marker is turned to the gray side. Once Used, a model cannot be made Ready or be Used again that round.

END OF A ROUND

When all of both players' models have gray Readiness Markers ( ), the round ends. All Readiness Markers are removed from all the models, and a new round begins.



READINESS MARKER ICONS



EXAMPLE OF ACTIVATIONS WITHIN A ROUND

EXAMPLE OF ACTIVATIONS WITHIN A ROUND

*If it is the **Settler** player's turn (see above), they must apply the Ready side of a Readiness Marker to a model without a Readiness Marker. As Settler 1 and 3 already have Readiness Markers (one Ready, one Used), the player must make **either Settler 2** or **Settler 4** Ready; afterwards, they can choose to activate all their Ready models (Settler 1 plus either 2 or 4 depending on which one they just made Ready), or they can choose not to activate any models for now.*

*If it is the **Super Mutant** player's turn, they **must** allocate Ready to **Super Mutant B** and then **must** activate their Ready models (**Super Mutant B** and **Super Mutant C**) because all of that player's models will have a Readiness Marker.*

ACTIONS

When Used, a model can perform up to **TWO main Actions**. These can be any mixture of those below – including performing the same Action twice – *plus* any specific Actions a model has access to due to their abilities or equipment. They may also execute **Quick Actions** (see p.40) by spending Action Points, often acquired through Effect Dice results.

The different Actions are listed in the table below, and will be introduced fully throughout this book.

A new Action cannot be started until a current Action is complete, i.e. a model cannot Shoot part-way through a Move Action.

During all Actions, models have no directional facing; they are treated as being able to see/hear/attack/move in any direction, unless blocked by other factors such as terrain.

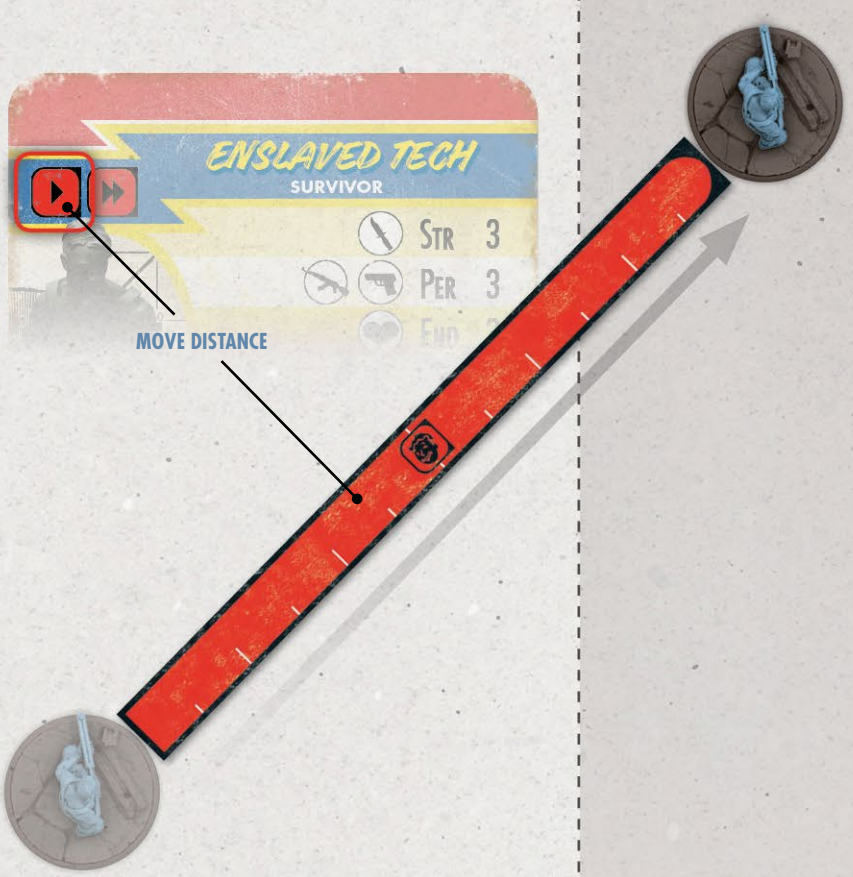
TYPES OF ACTION

ACTION	DESCRIPTION	SEE PAGE
Move	Moves the model	15
Shoot	Attack at range with a Pistol, Rifle, or Heavy Weapon	16
Charge	A potentially longer Move into base-to-base contact with a target	23
Close Combat	Attack a target with which the model is in base-to-base contact	24
Use Expertise	Use one of the Expertise skills: **Search**, **Computers**, **Lockpick**, and **Presence**	28
Prepare	Get ready to react to an opposing model's Action (or Quick Action)	41
Throw	Use a Thrown Weapon (i.e. grenade)	44

ACTION: MOVE

The **Move** Action allows the model to move up to its full **Move distance** – the length of the colored range ruler indicated in the top left of the model's card. This move is measured from the front of the original base position to the rear of the new base position (with front and rear being based on the direction being moved). To move the maximum distance in a straight line, place the relevant color range ruler against the model's base and move the model so it touches the other end (see diagram, right).

A model may choose not to move the full distance of a range ruler. The path of travel does not have to be a single straight line. However, the full distance along the path may not be more than the Move distance color.



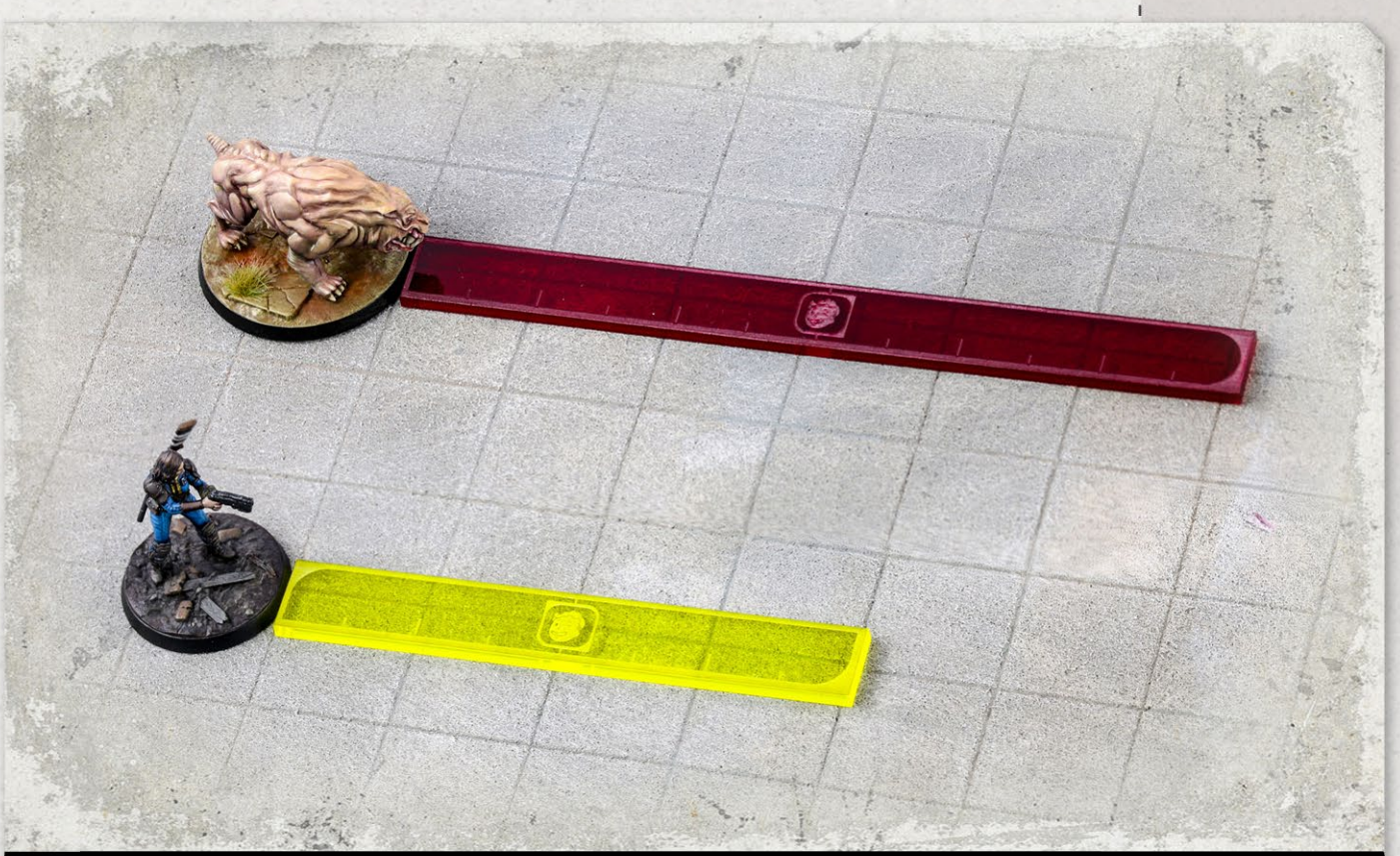
MOVING THROUGH DIFFICULT TERRAIN

Sometimes a model will pass through Difficult Terrain – marshy or rocky surfaces, or over obstacles that may be leaped – causing its movement rate to be impeded. In such cases, the model uses the next shortest color range ruler from their usual range ruler for that Move. See 'Terrain', page 37.

Blocking

Models *cannot* pass through opposing models (as defined by the width of their bases).

Models *can* pass through friendly models but cannot end their move with their bases overlapping.



HUMANS ARE OFTEN OUTPACED BY THE DENIZENS OF THE WASTELAND!

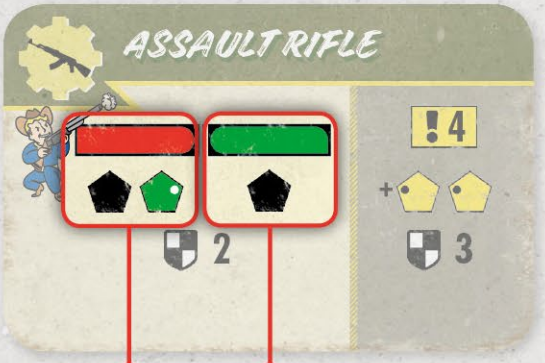
ACTION: SHOOT

A model can use an **Action** (or **Quick Action**, see p.40) to make an attack. Each weapon type has a skill icon in the top left of its weapon card; if the model has the skill to use this weapon, this icon also appears next to one of the model's attributes (see example, below). Attacks are resolved by making a Skill Test (see p.10) using that attribute's Value. Effect Dice gained from the weapon, equipment, abilities, or perks (see the *Campaign Handbook*, p.5) may modify the Skill Test result.



SKILL ICONS ARE SHOWN TOP LEFT ON WEAPON CARDS





> ***Example:*** *If the Sole Survivor wants to fire a plasma rifle (which has a Rifle icon on the weapon card), they will need a result of 7 or lower from their Skill Test for it to be a success.*

Making a shooting Action

To make a Shoot Action using a Ranged Weapon (Pistol, Rifle or Heavy Weapon):

1. The attacking model must have the **relevant skill**, *and*
2. The target must be within the weapon's **range**, *and*
3. The attacking model must have **Line of Sight** to the target.

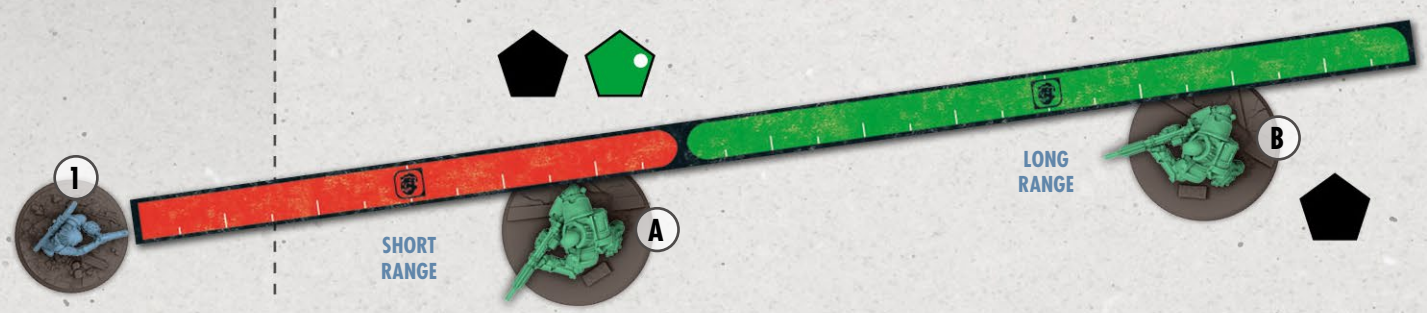
As well as models, a target of combat can be an object or specific point on the battlefield.

RANGE

Fallout: Wasteland Warfare uses only two ranges: **short** and **long**. Range is calculated using the colored **range rulers** indicated by the weapon card (below right), with short range on the left and long range on the right. When measuring weapon range, long range starts where short range ends, so to measure the full range of a weapon, simply place the two relevant range rulers together, end to end. Some weapons do not have a long range.

When a shooting player makes their Skill Roll, they add all the **Effect Dice** shown beneath the relevant target range on the weapon card. If a target's base falls within both short and long range, the attacker may choose which range to use.

> ***Example:*** *The **Sole Survivor** is armed with an assault rifle. When shooting at **Super Mutant A** (see below), the target will be at short range, so the player rolls the Skill Dice plus one Accuracy (green) Effect Dice and one Damage (black) Effect Dice. If the Sole Survivor fires at **Super Mutant B**, the target will be at long range, requiring the roll of the Skill Dice plus one Damage (black) Effect Dice.*



LINE OF SIGHT

An attacker has **Line of Sight** (**LoS**) if a straight line can be drawn (viewed from above) from ***any part*** of the attacking model's base to ***any part*** of the target model's base (or object, or point on the battlefield) without being blocked by objects designated as blocking LoS (see Helpful Hint #1, p.18). Normal-sized models do not block LoS, but may make it harder to hit your target (see below).

COVER

While Line of Sight helps determine whether shooting a target is even possible, **cover** indicates whether objects between shooter and target make a possible shot more difficult. To check for cover, a line is drawn (when viewed from above) from the ***center*** of the shooter's base to the ***center*** of the target's base. This is referred to as the **Line of Cover** (**LoC**).

- **Each object** that the Line of Cover fully passes through (enters and exits) places a temporary **-2 cover modifier** on the **Skill Value** of the attacker. Any cover which the shooter's base is touching is excluded.
- Any shot affected by cover also **increases the target's armor by 1**. This increase is only applied once (before the effect of the shot is resolved) no matter how many items of cover affect the shot.

*In **Example 1**, the crate does not block Line of Sight so the **Knight Patrol** can shoot. The Line of Cover goes through the building and the crate but the Knight Patrol ignores the building as its base touches it. The value of the Knight Patrol's weapon skill is modified by **-2** and the **Super Mutant**'s Armor Rating **increases by 1**. While they share LoS, any shot returned by the Super Mutant is resolved against a **-4 modification** of its weapon's Skill Value because of the crate and the building), but the Knight Patrol's **Armor Rating** still only **increases by 1**.*

Normal-sized models which are not friendly to the shooting model also give cover, determined by the location of their bases. Models on the shooter's own side do not give cover as they are working together.

*In **Example 2**, **Settler A** is shooting at **Knight Patrol 1** with Line of Sight, as Normal-sized models do not block LoS. **Settler B** is on the same side as Settler A, so **does not** count as cover (despite being along the LoS). If Knight Patrol 1 were to return fire, Settler B is not on the same side as Knight Patrol 1, so **does** count as cover.*

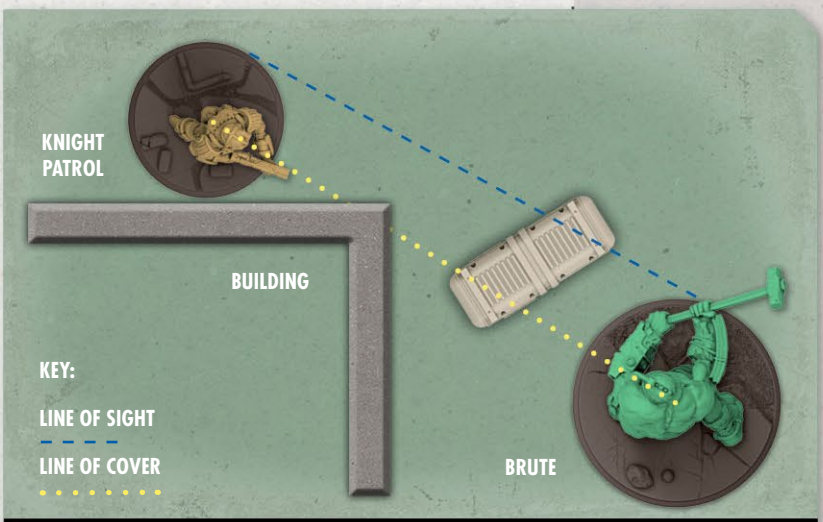
A Line of Cover must fully pass through (that is, enter *and* exit) an object to give the benefit of cover.

HUGE MODELS

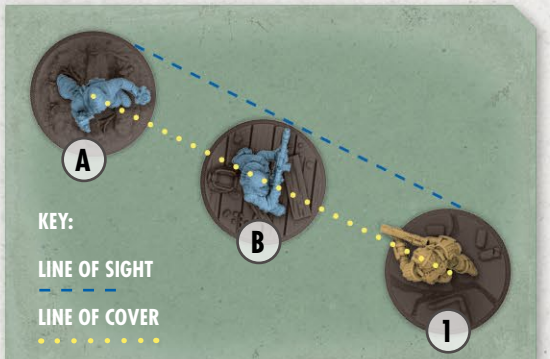
Models with bases of 60mm diameter or wider block Line of Sight for any smaller models (as well as impeding movement as usual). Additionally, Huge models count as cover for smaller models (excluding models engaged with the Huge model).

MODEL BASE SIZES

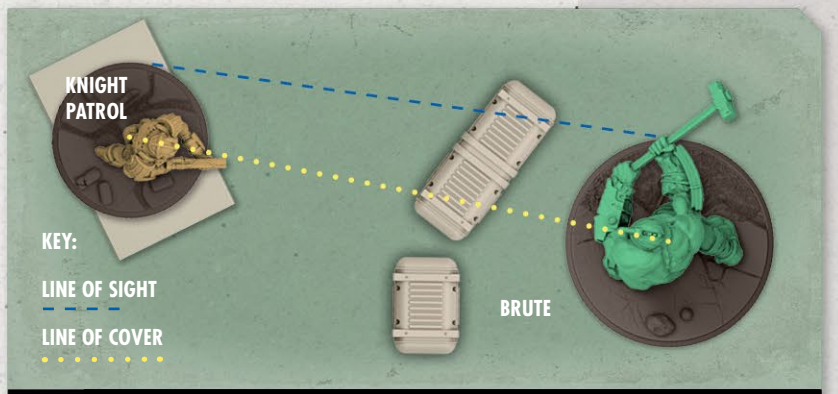
32mm = Normal
40mm = Large
60mm or wider = Huge



EXAMPLE 1: LINE OF SIGHT AND LINE OF COVER

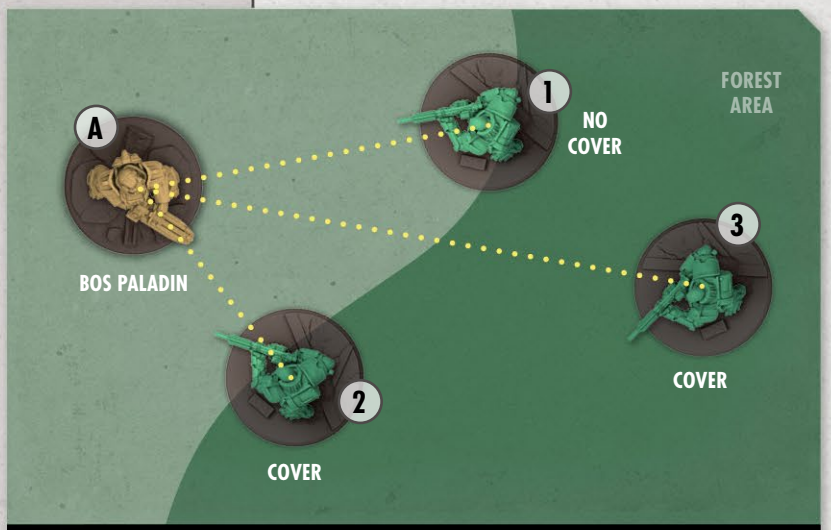


EXAMPLE 2: SHOOTING PAST FRIENDLY/NON-FRIENDLY MODELS



EXAMPLE 3: LINE OF COVER

*In **Example 3**, above, the Knight Patrol is standing on top of a desk, rather than standing behind it. As the Line of Cover enters but does not pass through the desk, it does not count as cover. The Line of Cover does, however, enter and exit the crate, so that does count as cover.*



EXAMPLE 4: LINE OF COVER IN AREA TERRAIN

Area Terrain

The only exception to the rule that a Line of Cover must enter and exit an object is when there is **Area Terrain**, such as a forest or cloud of smoke. To count towards cover, the Line of Cover needs *only enter* the Area Terrain.

*In **Example 4**, a Paladin is shooting at some Super Mutants. Even though **Super Mutant 1**'s base is partially within the forested area, the Line of Cover (always drawn center-to-center) does not enter the Area Terrain, so Super Mutant 1 gains no benefit of cover from the forested area. **Super Mutants 2** and **3** both gain cover, even though Super Mutant 2 is not much further within the forest than Super Mutant 1. As usual, because all the Super Mutants are touching the forest area, it would not count as cover if they were shooting at the Paladin.*



NORA GETS THE DROP ON A MUTANT HOUND

№ 1 HELPFUL HINT *from Vault Boy!*

DURING SET-UP, PLAYERS SHOULD AGREE EACH BATTLEFIELD OBJECT'S EFFECT ON LINE OF SIGHT AND COVER.

EFFECTS MAY CHANGE FROM DIFFERENT DIRECTIONS, AND MAY DEPEND ON MODEL SIZE, ELEVATION, ETC. E.G. A BEHEMOTH MAY SEE OVER SOME OBJECTS THAT BLOCK LINE OF SIGHT FOR SMALLER MODELS (AND COUNT AS COVER INSTEAD), BUT MAY NOT GAIN COVER FROM SMALL CRATES THAT GIVE COVER TO SMALLER MODELS.

TYPICAL COVER: CORVEGA SEDAN, NUKA-COLA MACHINE, HEAVY DUTY CONSOLE, PILE OF BOXES, LOW WALL, VAULT-TEC CONTAINERS, RADIOACTIVE BARRELS, PILE OF JUNK, AND BARRICADE.

EXAMPLES OF LINE OF SIGHT BLOCKING TERRAIN: HIGH WALLS, BUILDINGS, AND LARGE CONTAINERS.

Note that some very dense areas may actually block LoS. If that was the case above, the situation is the same for Super Mutants 1 and 2, but the Paladin lacks LoS to shoot at Super Mutant 3. What counts as cover, Area Terrain, and whether each Area Terrain blocks LoS must be defined during battlefield set-up.

ELEVATION ADVANTAGE

When shooting, a model whose base is **at least Orange distance above** another model's base is **Elevated**. Edges of terrain that lead to areas at least Orange lower are called **Significant Edges**.

Significant Edges block LoS to and from an Elevated model if the Elevated model is more than Orange away from that Significant Edge.

When shooting at an Elevated model, Significant Edges count as cover for an Elevated model if the Elevated model is within Orange of that Significant Edge.

When an Elevated model shoots, only cover within Orange of the target is counted.

As with huge models (see page 17), some terrain effects may be different for Elevated models, i.e. a wall that would block LoS at the same level may only act as cover against an Elevated model's shot.

DAMAGE

Each model has a **Health** icon next to one of the attributes on its unit card (see right), often Endurance, but not always. If the total damage they have taken in the game equals or exceeds this value, the model is removed from the battlefield. A model may have additional Health due to abilities or equipment.

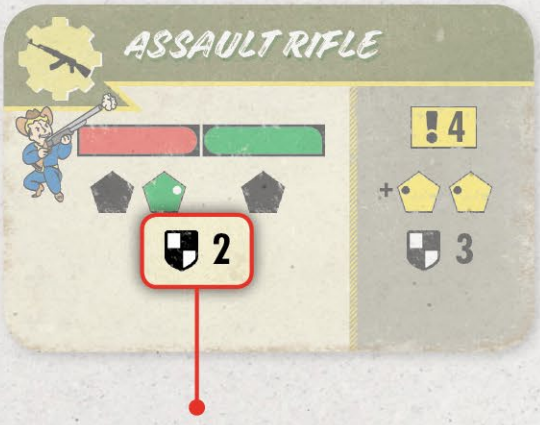


HEALTH ICON

TYPES OF DAMAGE

There are three types of damage in *Fallout*: **physical**, **energy** and **radiation**. Damage from a weapon is usually of a single type, but if more than one type of damage is caused, each is resolved individually using any relevant armor.

Each weapon card states the base damage a weapon does on the left side of the card. Next to this icon is the base damage of the weapon.



THIS ASSAULT RIFLE DOES A BASE DAMAGE OF 2 PHYSICAL DAMAGE

PHYSICAL DAMAGE ICON

ENERGY DAMAGE ICON

RADIATION DAMAGE ICON

APPLYING DAMAGE

The sequence for applying damage is as follows:

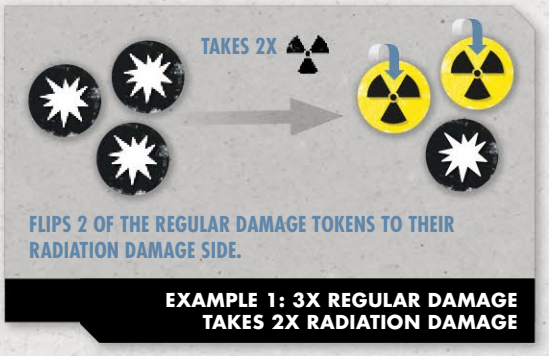
1. Check the base damage as shown on the weapon card (see above).
2. When resolving the attack, some icons rolled on Effect Dice may indicate additional damage, as well as other effects described on the weapon card. For example, each ✸ icon rolled on the **Damage (black) Effect Dice** usually adds 1 damage to the base damage of the weapon. See also 'Special Effects', p.20.
3. Armor and other effects may block some, or all, damage from taking effect (see 'Armor', p.21).
4. Each point of damage caused to a model which is not blocked is recorded by adding a **Damage Token** (see below) next to the model.

Damage Tokens are double-sided, showing a '**Regular Damage Token**' on one side (physical or energy damage) and a Radiation Damage Token on the other. Whichever side is showing, it represents one point of damage.

Recording Radiation Damage

When a model takes radiation damage, each point is recorded by turning over one of the model's Regular Damage Tokens to the radiation damage side (see **Example 1**).

If there are not enough Regular Damage Tokens to turn over, turn over as many Regular Damage Tokens as are available, then add one Radiation Damage Token for each additional point of radiation damage yet to be applied (see **Examples 2 and 3**).



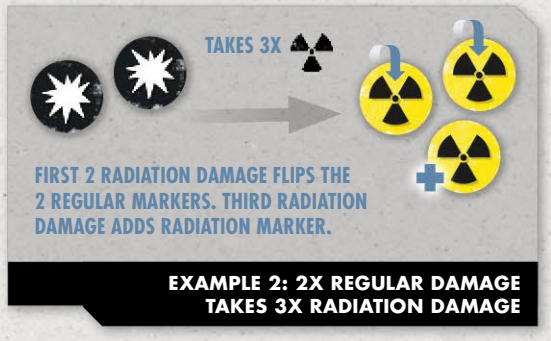
FLIPS 2 OF THE REGULAR DAMAGE TOKENS TO THEIR RADIATION DAMAGE SIDE.

EXAMPLE 1: 3X REGULAR DAMAGE TAKES 2X RADIATION DAMAGE

PHYSICAL/ ENERGY DAMAGE TOKEN

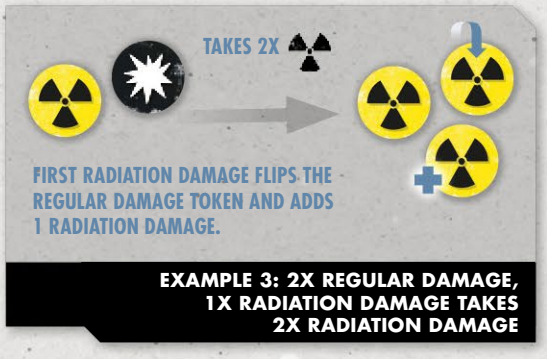
(AKA 'REGULAR' DAMAGE TOKEN)

RADIATION DAMAGE TOKEN



FIRST 2 RADIATION DAMAGE FLIPS THE 2 REGULAR MARKERS. THIRD RADIATION DAMAGE ADDS RADIATION MARKER.

EXAMPLE 2: 2X REGULAR DAMAGE TAKES 3X RADIATION DAMAGE



FIRST RADIATION DAMAGE FLIPS THE REGULAR DAMAGE TOKEN AND ADDS 1 RADIATION DAMAGE.

EXAMPLE 3: 2X REGULAR DAMAGE, 1X RADIATION DAMAGE TAKES 2X RADIATION DAMAGE



LUCK TOKEN

MODELS ELIMINATED DUE TO DAMAGE

After Damage Tokens have been added to a model, if the total number of Damage Tokens (regular plus radiation) is equal to or more than the model's Health, then the model is removed from play. This does not mean the model is 'dead', but it can take no further part in the battle.

ELIMINATED WHEN READY

If a model that is Ready but not yet Used (see p.13) is eliminated from play, take a Luck Token from the supply and flip it. If it lands Luck side up, the model gets a single free Quick Action (see p.40) and then must be removed.

SPECIAL EFFECTS



NUKA COLA BOTTLE ICON



BLAST ICON



STAR ICON

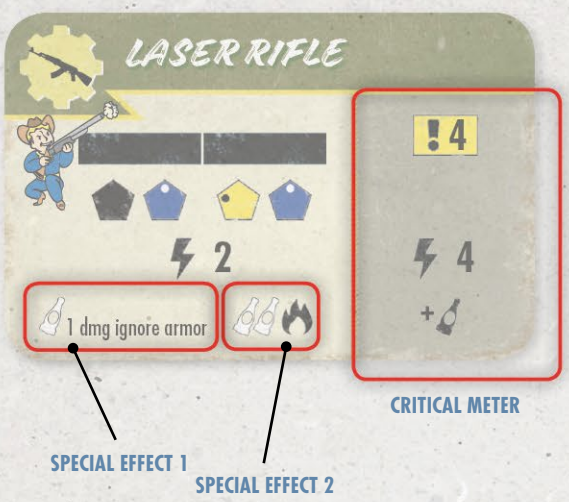
Some weapon cards include Special Effects activated by spending the matching icon results (found primarily on the blue **Special Effect Dice**) shown next to them. Symbols shown in white on the lower level of weapon cards are the requirements; those in black are the outcome. These outcomes often indicate **conditions**, as detailed on page 48.

- Each dice result can only be used once.
- Some Special Effects require spending multiple results. For example, ignoring a particular armor may cost 2 Nuka Cola Bottle results.
- Special Effect icons that are not used during an attack are discarded and never carry over from one attack to the next, and cannot be transferred to other models or weapons.
- You can use the Special Effect of a weapon or item multiple times in a models activation.

  Example: *On the Laser Rifle card (above right),* ***Special Effect 1*** *costs 1 Nuka Cola Bottle result to activate and* ***Special Effect 2*** *costs 2 Nuka Cola Bottle results to activate. If a player rolls two Nuka Cola Bottles and uses one to activate effect A, they then no longer have enough to activate effect B, yet could activate A again with their one remaining Nuka Cola Bottle.*

- While some Special Effects can be used multiple times during the same attack, some are limited in the number of times they can be used per attack. Such limits are shown by a circled number after the icons required. If there is no number, there is no limit. See below:

SAMPLE SPECIAL EFFECT ACTIVATIONS	
ICONS	REQUIREMENTS AND LIMITS
	Requires 1 Blast icon. No limit per attack.
	Requires Nuka Cola Bottle icons. No limit per attack.
	Requires 1 Nuka Cola Bottle icon and 1 Star icon. No limit per attack.
	Requires 1 Nuka Cola Bottle icon. Can be used a maximum of three times per attack only.
	Requires 2 Star icons for each use. Can be used a maximum of once per attack only.



Special Effects and Criticals

Special Effect descriptions may appear inside or outside the **Critical Meter** section of the weapon card. Special Effects detailed outside the Critical Meter section of the card can be used with any attack, while those shown inside the Critical Meter can only be used during a **Critical Attack** (see 'Critical Attacks', p.53).

The laser rifle (above) has two Special Effects:

1. When fired, the model can use one Nuka Cola Bottle icon (which are on the blue dice) for 1 damage to ignore armor, *and*
2. The model can use two Nuka Cola Bottle results to set the target alight.

All attacks with this laser rifle can potentially use the Special Effects.

If an effect says 'If target takes damage', the effect happens if there is damage to be added *after* any armor roll. This includes damage a model takes that is placed on other items, such as Power Armor.



ARMOR

If a model hit with an attack or other potentially damaging effect has armor that matches the type of damage done, it makes an armor roll to see if the armor has blocked any of the damage.

Each model has an **Armor Rating** for each type of damage – physical, energy, and radiation. Most Armor Ratings are shown as a single number, which is the maximum damage that it can block.

To check if – and how much – damage has been blocked, the red 12-sided **Armor Dice** is rolled, resulting in a number between 1 and 4.

- If the number rolled is **equal to or lower than** the relevant Armor Rating (e.g. matching physical Armor Rating to physical damage), the damage is reduced by the number rolled.
- If the number rolled is **greater than** the Armor Rating, no damage is blocked.

***For example**, a Brotherhood Knight with **Armor Ratings** of **physical 2 / energy 2** is hit by an attack doing **3 physical damage**. The Knight rolls the Armor Dice and gets a **1**, so **1 point of damage** is blocked and the Knight takes **2 points of damage**. If the armor roll had been 3 or 4, no damage would have been blocked and the Knight would take all 3 damage.*



THE RED ARMOR DICE REVEALS IF AND HOW MUCH DAMAGE IS NEGATED BY ARMOR

A model's Armor Ratings are derived from one card which sets their values (often their own unit card) *plus* up to one card of each card type that modifies those values. A model can set which cards it is using for its Armor Ratings at the start of its activation.

Strong Armor

If an Armor Rating shows two numbers separated by a '**+**' (e.g. '**3+1**'), the second number is a '**Strong Armor bonus**'. This is a fixed amount of damage that the armor will *always* block, *in addition* to the armor roll indicated by the first number.

***Example**: A Paladin wearing Power Armor with a physical **Armor Rating** of **3+1** is hit by an attack dealing **3 physical damage**. The Paladin rolls a **2** so the armor blocks **2+1**, making a total of **3 damage blocked**. Had the roll been a 4, the armor would have blocked 0+1 for a total of 1 damage blocked.*



THIS POWER ARMOR HAS A PHYSICAL ARMOR RATING OF 3+1

ARMOR BOOST TOKENS

Some armor temporarily offers extra protection – whether physical protection, energy dissipation, radiation resistance, etc. – which can wear down. **Armor Boost Tokens** are used to record and track this – these tokens have an Armor Boost icon on one side and two Armor Boost icons on the other.

Each Armor Boost icon that a model possesses adds one **Strong Armor** bonus (see above) to the Armor Rating shown on a model's card. Each time a model with Armor Boost icons is hit by an attack, one Armor Boost icon is discarded after the attack is resolved (regardless of whether damage is caused).

***Example:** A Raider has an Armor Rating of **3 physical / 2 energy**, and a token showing the **+2 Armor Boost** icon. Hit by an attack that would cause energy damage, the Raider resolves the armor as if it had a rating of **2+2**, after which the Armor Boost Token is turned to the single-icon side. Hit again, but by a physical damage attack, the armor is resolved as a rating of **3+1**, with the remaining Armor Boost icon then discarded.*



TWO SIDES OF THE ARMOR BOOST TOKEN

Armor Boost icons are additional to other Strong Armor bonuses a model may have, but cannot be applied to other sources of armor for a model, such as Power Armor.

***For example**, a **+1 Armor Boost** icon applied to a model whose card shows an **Armor Rating of 2+1** resolves their armor as **2+2**, but a model wearing Power Armor would gain nothing.*



LOWEST ICON

WHERE THE LOWEST ICON APPEARS ON A CARD, USE THE LOWEST OF THE ARMOR VALUES SHOWN.

ARMOR REDUCTION ICONS

Some icons on the Effect Dice can cause damage which includes **Armor Reduction**. For each Armor Reduction icon, one point of the target's Armor Rating is ignored when making the armor roll. Armor Reduction affects all armor types equally. If the Armor Rating is reduced to zero or lower, it is treated as zero (and no armor roll is necessary).

Armor Reduction icons *do not* affect an armor's **Strong Armor** bonus (see above).

***Example:** a Brotherhood Knight with physical Armor Rating of **3+1** is hit by an attack that includes **2 Armor Reduction icons**, reducing it to **1+1**. If the Knight's original physical Armor Rating had been 1+1, 2 Armor Reduction icons would have reduced it to 0+1 for this attack.*

Armor Reduction icons only reduce an Armor Rating for the attack during which they are caused.

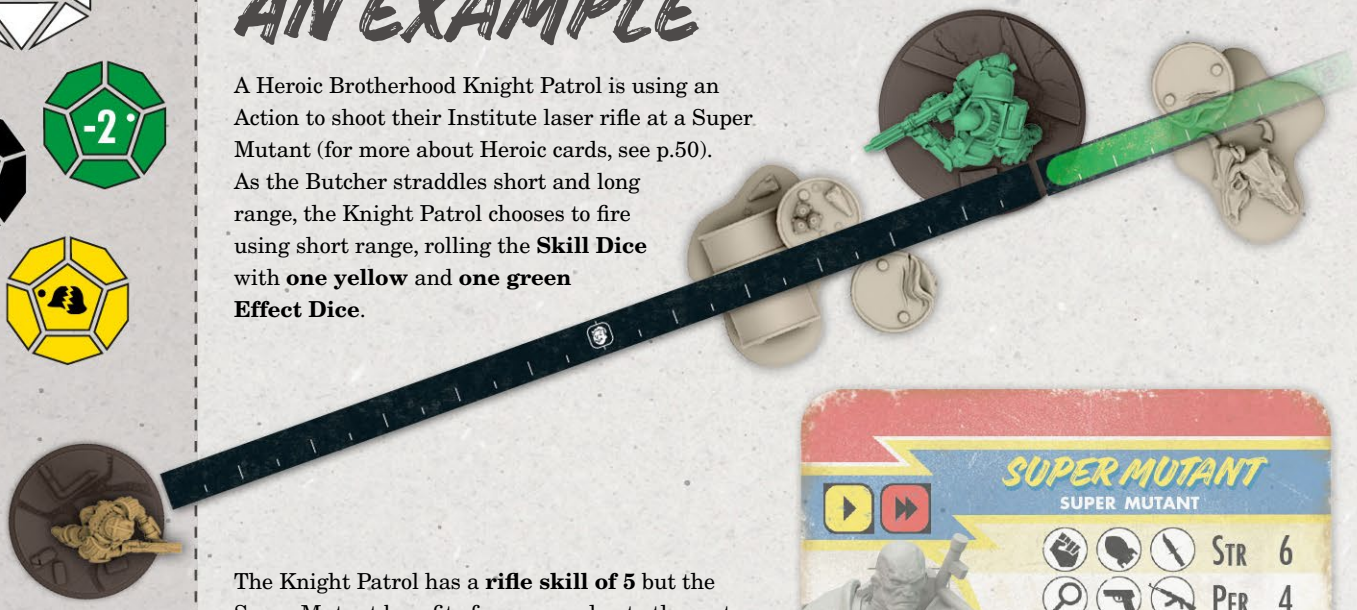


ARMOR REDUCTION ICON

COMBAT, DAMAGE AND ARMOR: AN EXAMPLE



A Heroic Brotherhood Knight Patrol is using an Action to shoot their Institute laser rifle at a Super Mutant (for more about Heroic cards, see p.50). As the Butcher straddles short and long range, the Knight Patrol chooses to fire using short range, rolling the **Skill Dice** with **one yellow** and **one green Effect Dice**.



The Knight Patrol has a **rifle skill of 5** but the Super Mutant benefits from cover due to the crate (**-2 modifier to Skill Value**), so the Knight Patrol's adjusted **Skill Value is 3**, temporarily.







The Knight Patrol rolls a **4** on the **Skill Dice**. The **Effect Dice** for the Institute laser rifle at short range results in a **-2 modifier to the Skill Roll**, **1 extra damage**, and **1 Armor Reduction**.

The -2 modifier makes the Skill Dice result **2**, equal to or less than the Knight Patrol's adjusted skill of 3: a hit!

The Institute laser rifle deals **1 energy damage** as standard. However, the black Damage Dice added **1 damage** for a **total of 2 energy damage**. The Super Mutant has an energy Armor Rating of 1 plus 1 due to having cover. However, the yellow Armor Reduction dice shows **1 Armor Reduction** icons so this Armor Rating is **reduced to 1** when resolving this shot.

The Super Mutant rolls **2** on the armor dice; as this is not equal to or below the adjusted rating, their armor does not block any of the damage. The Super Mutant suffers all **2 energy damage**.

ACTION: CHARGE

Models may charge to enter into base-to-base contact, earning the option to add a bonus in an ensuing Close Combat attack, (including Battle Cry if they have access to that ability – see page 36).

As well as a Move distance, each model has a **Charge distance**. To use this for movement, the following three requirements must *all* be fulfilled:

1. The Charging model **must move into base-to-base contact** with an opposing model.
2. A model **cannot start a Charge from base-to-base contact** with an opposing model.
3. At the start of a Charge, the model **must have Line of Sight** to the opposing model with which it will enter base-to-base contact.



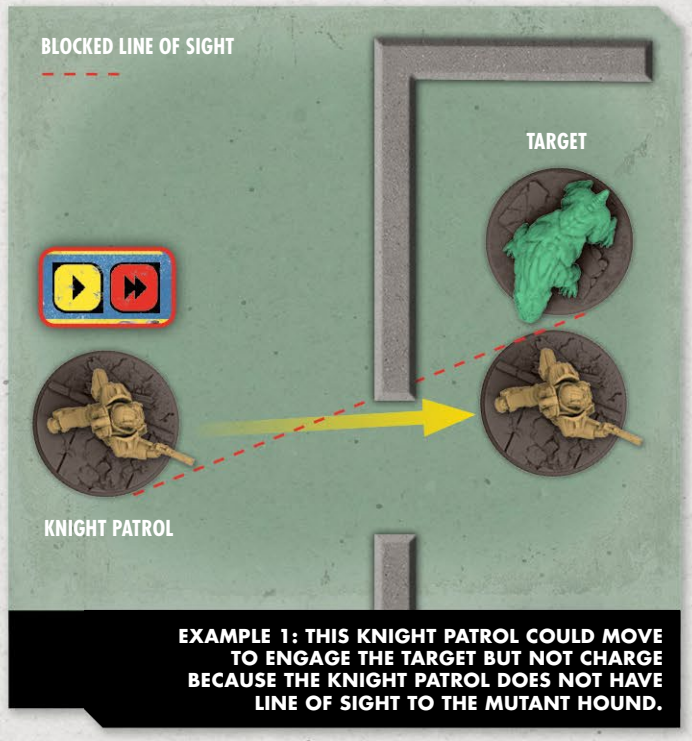
A model's Charge movement ends as soon as it enters base-to-base contact with an opposing model. When a model completes a Charge, they either place a **Charge Bonus Marker** (choosing **black** or **green**) next to the Charging model or they can choose to use Battle Cry instead if they have that ability.

CHARGE BONUS

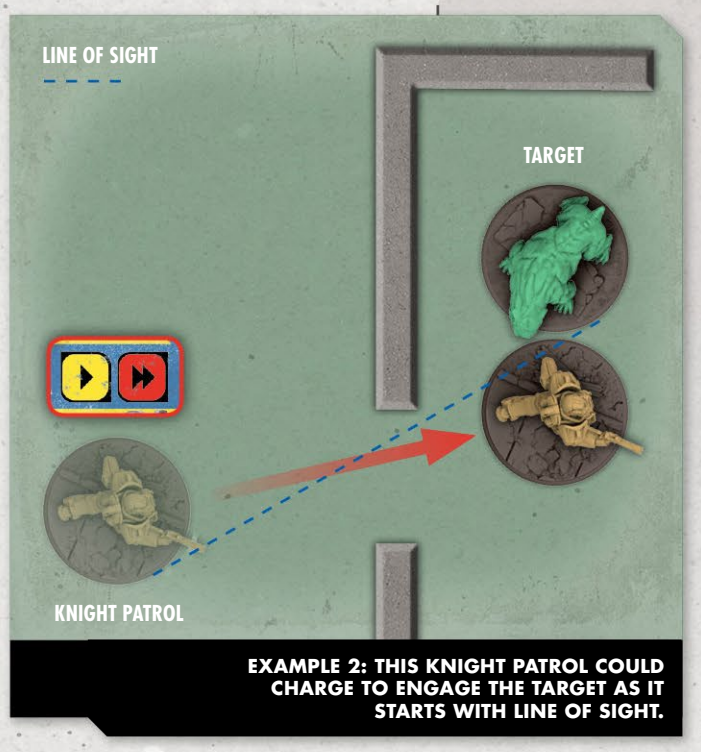
A model with Charge Bonus Marker(s) adds dice of the matching color(s) to their Skill Roll if they perform a Close Combat attack against the model they charged to earn the bonus. A green marker adds a green dice and a black marker adds a black dice.

If a model with Charge Bonus Marker(s) performs any Action (including Quick Actions) other than a Close Combat attack against the same model they charged to earn the bonus, the Charge Bonus Marker(s) are discarded without effect.


CHARGE BONUS MARKERS



EXAMPLE 1: THIS KNIGHT PATROL COULD MOVE TO ENGAGE THE TARGET BUT NOT CHARGE BECAUSE THE KNIGHT PATROL DOES NOT HAVE LINE OF SIGHT TO THE MUTANT HOUND.



EXAMPLE 2: THIS KNIGHT PATROL COULD CHARGE TO ENGAGE THE TARGET AS IT STARTS WITH LINE OF SIGHT.

ACTION: CLOSE COMBAT

When a model is in base-to-base contact with an opposing model (i.e. with bases touching), they are said to be **engaged**. Once engaged, that model's attacks can only be **Close Combat** attacks. These can only be directed at opposing models with which they are engaged.

Resolving the Skill Roll

Each weapon type has a skill icon in the top left of its weapon card (see left). If the model has the skill to use this weapon, this icon also appears next to one of the model's attributes. Attacks are resolved by making a Skill Test (see p.10) using that attribute's Value. Any Effect Dice gained from the weapon, equipment, abilities, or Perks (see *Campaign Handbook*, p.5) modify the Skill Dice roll.



SKILL ICONS ARE SHOWN TOP LEFT ON WEAPON CARDS

Close Combat Strength Bonus

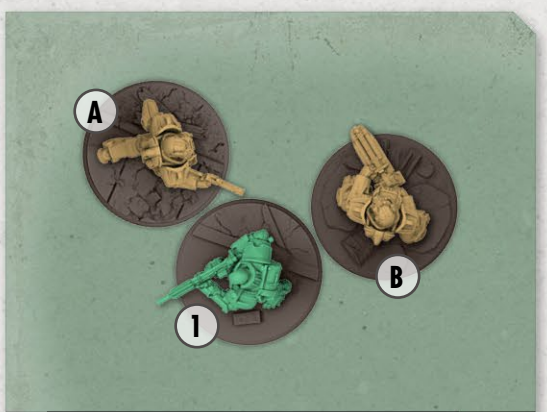
Any model with a **total STR of 7 or more** which uses a melee weapon in close combat adds **1 bonus Damage (black) Effect Dice** to that melee weapon attack.

Super Mutant Close Combat Attacks

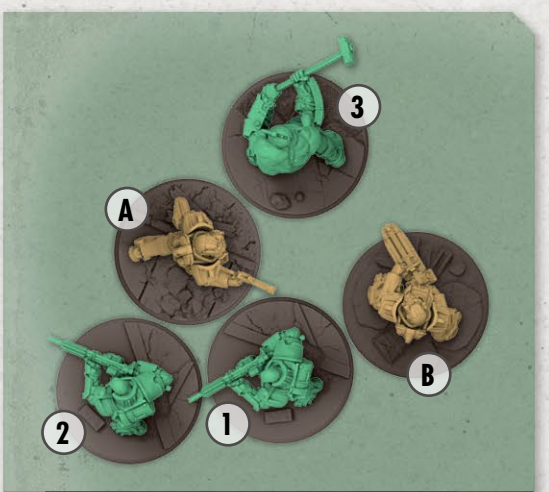
Super Mutants making a Close Combat attack with a pistol or rifle weapon may use their Melee skill for the Skill Roll (not the relevant weapon skill), although the penalties for using a ranged weapon in Close Combat (see box, right) still apply.

OUTNUMBERED MODELS IN CLOSE COMBAT

A model which is engaged with multiple opposing Models is 'outnumbered'. Any Close Combat attacks against a model which is outnumbered receive **1 bonus Accuracy (green) Effect Dice.** See below:



EXAMPLE 1: SUPER MUTANT 1 IS OUTNUMBERED BY THE BROTHERHOOD OF STEEL MODELS SO ANY CLOSE COMBAT ATTACKS AGAINST SUPER MUTANT 1 RECEIVE A BONUS GREEN (ACCURACY) EFFECT DICE.



EXAMPLE 2: SUPER MUTANTS 2 AND 3 ENGAGE TOO. BROTHERHOOD OF STEEL A AND SUPER MUTANT 1 ARE OUTNUMBERED: ANY CLOSE COMBAT ATTACKS AGAINST THEM RECEIVE A BONUS GREEN EFFECT DICE.

HELPFUL HINT from Vault Boy!



№ 3

NO MELEE WEAPON? DON'T PANIC! UNLESS SPECIFIED ON THEIR UNIT CARD, ALL UNITS HAVE A MELEE WEAPON. THIS DOES NOT REQUIRE A CARD AND HAS IMPROVISED WEAPON STATISTICS AS SHOWN BELOW. THIS MELEE WEAPON CAN NEVER BE DISCARDED OR LOST.



USING RANGED WEAPONS IN CLOSE COMBAT

A model can use a Ranged Weapon (Rifle, Pistol, Heavy Weapon) or Thrown Weapon for a Close Combat attack, but the attack is made as if one piece of cover affected the shot: a -2 Skill Value penalty and the target's Armor Rating is increased by 1.

If a weapon has a minimum short range greater than zero, it cannot be used for a Close Combat attack.

MOVEMENT WHEN ENGAGED

Close Combat is not a static affair. After performing a Close Combat attack, a model is allowed a special bonus movement, but only if it does not break engagement with any models with which it is engaged. This is called a **Slide** and must follow the requirements of a Movement; for example, it cannot end overlapping another base. As the Slide does not break engagement, it does not result in any free attacks. A Slide can move a model into engagement with a model it was not already engaged with.

The Slide is part of a Close Combat attack so any Triggers (see p.42) based on the Close Combat occur *after* the Slide has finished.

Withdrawing from Being Engaged

A model which is engaged with an enemy model can Move out of base-to-base contact (although it may not Charge – see p.23). However, each model with which they break engagement also gets an immediate and free Quick Action attack on them, as long as they are not engaged with any other models themselves (such a Quick Action suffering the usual -2 Skill Value modifier; see p.40).

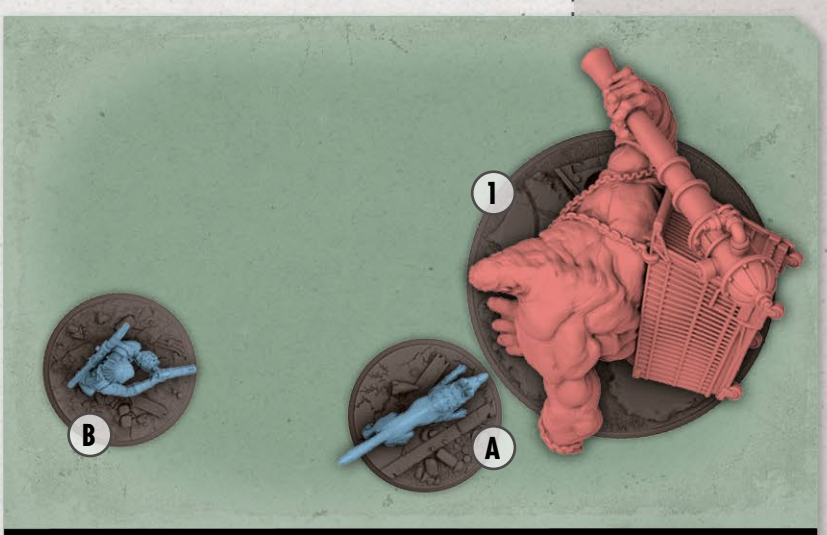
The free attacks are made after the player has committed to the model moving out of engagement and before the model executes its move.

CLOSE COMBAT FOLLOWING A CHARGE

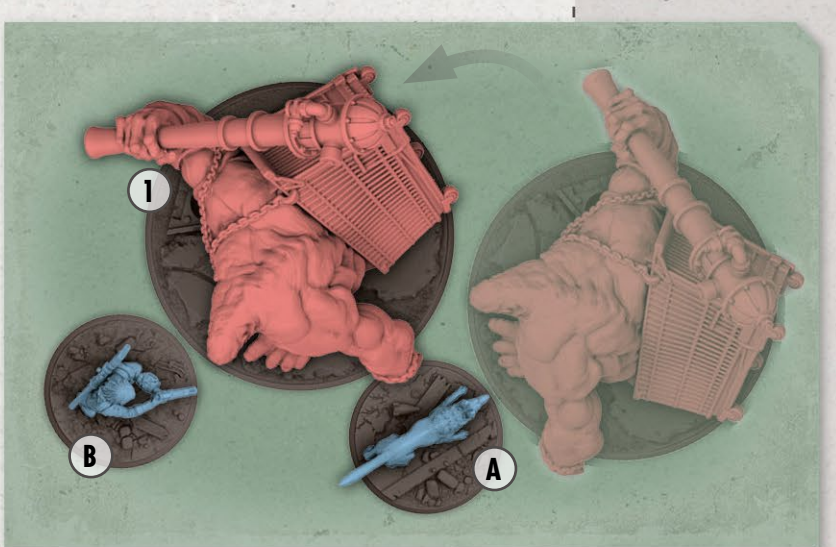
If a model making a Close Combat attack has a single **Charge Bonus Marker** next to it (see 'Charge Bonus', page 23) and the target is the model that was Charged to get the bonus, **one black** *or* **one green Effect Dice** is added to the attack roll depending on the color of the Charge Bonus Marker. If a model making a Close Combat attack has TWO Charge Bonus Markers next to it and it performs a Close Combat attack against the model which it Charged, one black *and* one green dice are added to the attack roll. Any Charge Bonus Markers are then discarded.

STUNNED WHILE ENGAGED

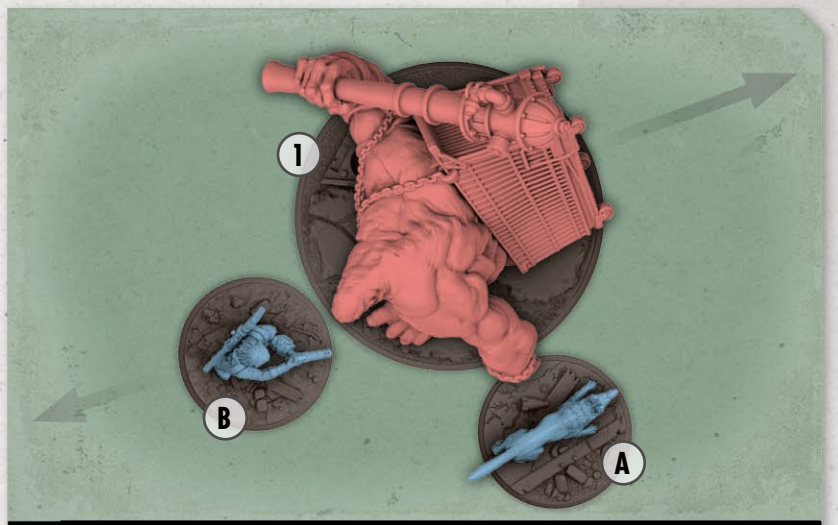
Models engaged with Stunned models (see Stunned', p.48) can perform Close Combat attacks on the Stunned models, gaining a +2 modifier to their Skill Value for the attack. Stunned engaged models do not get the usual free attack on an engaged model which withdraws from engagement (see 'Withdrawing from Being Engaged', above).



EXAMPLE 1: A BEHEMOTH (1) MAKES A CLOSE COMBAT ATTACK AGAINST DOGMEAT



EXAMPLE 2: THE BEHEMOTH THEN SLIDES TO MOVE AROUND DOGMEAT (A) WHILST MAINTAINING BASE-TO-BASE CONTACT. DOGMEAT DOES NOT GET A FREE ATTACK BECAUSE THE BEHEMOTH DID NOT WITHDRAW FROM THEIR ENGAGEMENT.



EXAMPLE 3: IF THE BEHEMOTH LEAVES THE ENGAGEMENT, BOTH DOGMEAT AND THE SOLE SURVIVOR (B) GET A FREE MELEE ATTACK. IF THE SOLE SURVIVOR LEAVES THE ENGAGEMENT, THE BEHEMOTH DOES NOT GET A FREE ATTACK AS IT IS STILL ENGAGED WITH DOGMEAT.

SHOOTING INTO ENGAGED MODELS

A model can shoot at a specific model which is engaged with other models, but with little control over which engaged model will be hit. The attacker determines their target as usual (which can be a friendly model) and rolls the attack as normal with a +2 modifier to their Skill Value (because of the increased target size of the general melee). A failure is a miss, as usual. With a success, decide on any special effects and then determine which of the engaged models has been hit, as follows:

1. The numbers 1-4 are allocated to models in the melee, starting with the target model as number 1. The numbers 2-4 are then allocated to any other models in the melee which are both

   (1) in **base-to-base contact with the target** *and*
   (2) in the **attacker's LoS**.

   If all models have been assigned a number before all four numbers are allocated, a new circuit of number allocation occurs, again starting with the target.

2. Once the numbers 1-4 are assigned, roll the red Armor Dice – the number rolled determines which model has the effect of the attack applied to it.

The same system is used for any area effect or thrown weapon (see p.44) that targets an engaged model. In those cases, if it hits, the model selected by the dice is where the effect is centered. If it misses, any scatter is applied from the intended target.

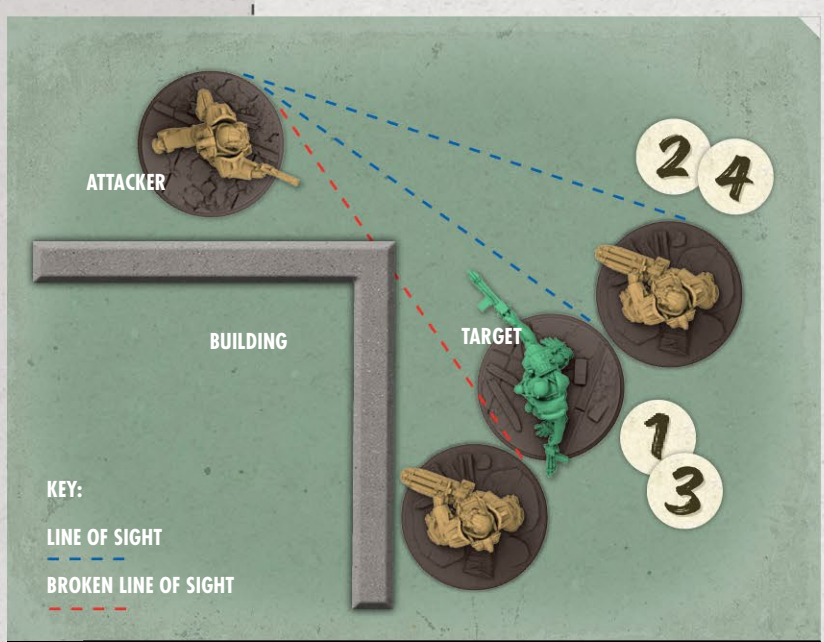


DIAGRAM 1. WITH TWO MODELS, THE TARGET IS ASSIGNED 1 AND 3, AND THE OTHER MODEL 2 AND 4.



DIAGRAM 2. WITH THREE MODELS, THE TARGET IS ASSIGNED 1, THE OTHER MODELS 2 AND 3, LOOPING BACK TO THE TARGET FOR 4.





EXAMPLE OF LINE OF SIGHT WHEN SHOOTING INTO ENGAGED MODELS: THE ATTACKER DOES NOT HAVE LINE OF SIGHT TO ONE OF THE MODELS THAT IS IN BASE-TO-BASE CONTACT WITH THE TARGET (DUE TO THE BUILDING); THEREFORE, THE NUMBERS ARE ALLOCATED TO THE TARGET AND THE OTHER MODEL (AS THE ATTACKER HAS LINE OF SIGHT TO BOTH OF THOSE).

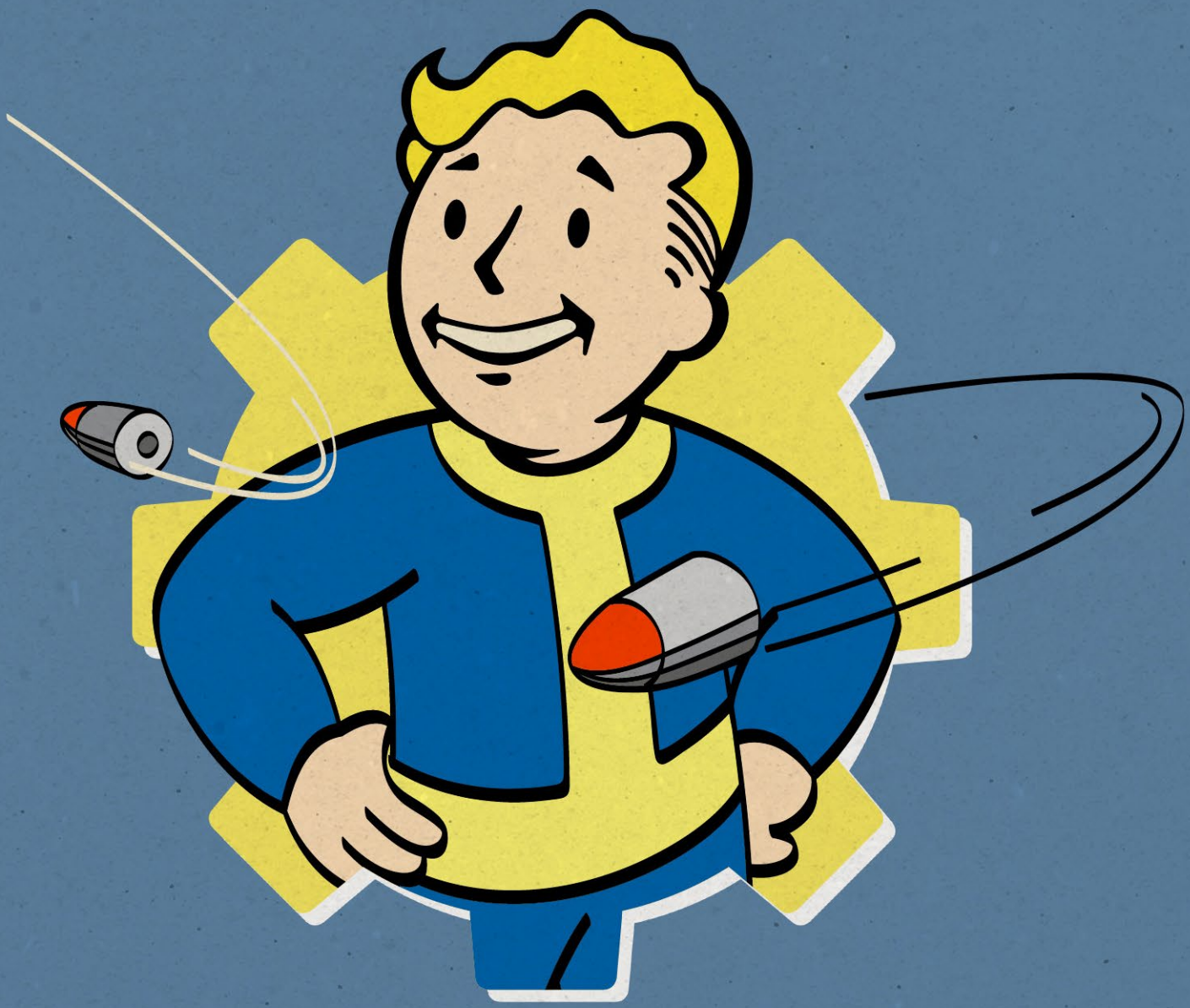


№ 4 HELPFUL HINT *from Vault Boy!*

SHOOTING TO HIT A BRAWL IS EASY. HOWEVER, SHOOTING TO HIT THE RIGHT PERSON IN A BRAWL IS MORE LUCK THAN JUDGEMENT. SOMETIMES THOUGH, THE RISK IS WORTH IT IN ORDER TO ACHIEVE YOUR OBJECTIVE. IF IT WORKS, YOU'LL BE THE TALK OF THE REGION; IF NOT, BETTER GET YOUR APOLOGY READY!

SECTION 03

SEARCHING THE WASTELAND



ACTION: USE EXPERTISE



COMPUTER SKILL ICON



LOCKPICK SKILL ICON



SEARCH SKILL ICON



PRESENCE SKILL ICON



INTERACT ICON

Achieving objectives in ***Fallout: Wasteland Warfare*** sometimes requires more than raw combat prowess. **Expertise** is the group name for the skills **Search**, **Computers**, **Lockpick**, and **Presence**. The **Use Expertise Action** allows a model to use one of these skills, if they have the appropriate skill icon.

Most **Expertise Skill Tests** require a model to be able to **Interact** with something. A model can Interact with an object if they are in base-to-base contact with it and they are not engaged.

Skill: Computers

This skill may be used to hack terminals or open safes with which the model is Interacting. If the Computers Skill Roll is an **X**, the terminal is locked for the remainder of the current player's turn, during which no other Use Computers attempts can be made on that terminal.

Skill: Lockpick

When a model Interacts with them, the Lockpick skill may be used to open lockboxes to gain items, or open locked doors.

Skill: Search

Search may be used to find objects or notice recent tracks, etc, when the model is Interacting with them.

Skill: Presence

Presence may be used to inspire or intimidate others, using abilities detailed on their unit cards. To Use the Presence skill:

1. A model must not be engaged, *and*
2. The target must be within the color of the model's Presence icon.



TECH EXPERTS WITH AN EYEBOT HACK INTO A VAULT WHILE A BROTHERHOOD PALADIN STANDS GUARD

SCAVENGING

Depending on the scenario, the battlefield may have some items to be discovered, retrieved, avoided, etc. It may be a hunt for a Deathclaw's nest, an attempt to access the few working computer terminals, or just searching for food, chems and weapons to use or sell inside locked cabinets, Nuka Cola Machines, Vault-Tec supply cases, piles of waste, or even booby-trapped desks. These are represented by **Investigation Markers** and **Searchables Markers** which are defined by the scenario.

INVESTIGATION MARKERS

Investigation Markers represent items that need to be seen by a model from a distance to understand what they are. These may be obvious just by seeing them (for example, Deathclaw tracks, a dropped backpack containing medical samples, a wrecked car, a breach in compound walls). Some may require closer inspection (such as determining in which direction tracks lead, or what's inside a backpack or filing cabinet) – see 'Searchables', p.30.

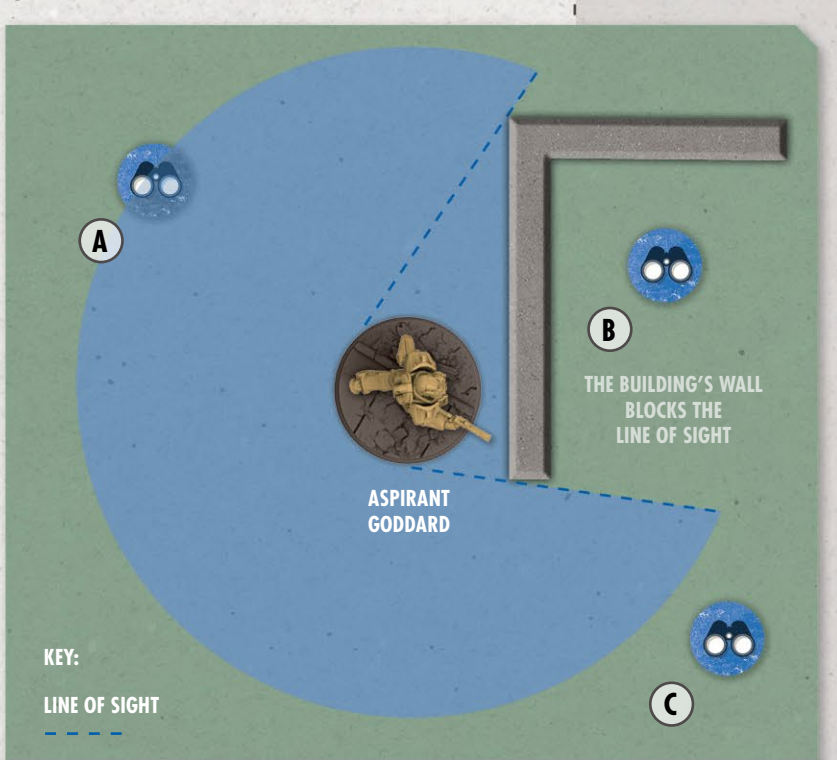



INVESTIGATION MARKER

When added to the battlefield (often at the start of a battle), Investigation Markers are placed face-down on the battlefield. A player can look at any face-down Investigation Marker(s) which are both:

A. wholly or partly within the Awareness range, *and*
B. within Line of Sight of any of their models (regardless of the models' activation).

> ***Example:*** *There are three Investigation Markers near Aspirant Goddard, who has* ***Blue Awareness****. Aspirant Goddard's position allows its owning player to look at* ***Investigation Marker A*** *because it is within the Blue range and the model has Line of Sight to the marker. The model's position does not allow the player to look at* ***Investigation Marker B*** *because it* ***does not have LoS*** *to the marker, or at* ***Investigation Marker C*** *because it is* ***outside the Blue range****.*



EXAMPLE OF RANGE FOR INVESTIGATION MARKERS

A player can look at any number of Investigation Markers that fulfill the requirements (above) at any time (even when it is not their turn) apart from during a movement by one of their own models – so models must be at the start or end of a movement when judging which Investigation Markers are within range.

No roll or Action is required to look at an Investigation Marker.

Unless directed otherwise, the player looks at the Investigation Marker(s) without showing the other player, then returns the Marker(s) to a face-down position in the same location. A player can look at any Investigation Marker they have already viewed even if they no longer fulfill the requirements.

The underside of the Marker shows one of the icons shown in the table (right).

INVESTIGATION MARKER UNDERSIDES

NAME	ICON	DESCRIPTION
Number		**Numbers** represent various items defined in the scenario, such as a computer terminal, the body of a Deathclaw, part of the prototype Synth, Mirelurk tracks.
Blank		**Blank** means there is nothing here.
Searchable		This marker represents a **Searchable** (see p.30) and inspecting it can result in gaining an item or something of value. While a player's model is in base-to-base contact with this Investigation Marker, they may reveal and replace the Investigation Marker with a **Searchable Marker** (face-down).

SEARCHABLES



SEARCHABLE MARKER (BACK)

Searchable Markers represent objects that must be examined close-up to understand what they are, and may be closed containers that need opening, such as a Vault-Tec supply case.

When added to the battlefield (often at the start of a battle), Searchable Markers are placed face-down according to the scenario set-up. These can be a mix of specific objects for the scenario (e.g. the keys to the doors, the Brotherhood's plans, the missing Deathclaw egg) as well as general salvage that litters the Wasteland.

A player can look at a Searchable Marker if the model they are currently activating is unengaged and in base-to-base contact with the Searchable Marker, before or after each of that model's Actions (but *not* during an Action, i.e. not part-way through a movement). It does not require an Action to look at a Searchable Marker. In most cases, the player can choose whether to interact with the Searchable – if the player does not want to (or cannot) interact with the marker, they put it back face-down. However, if the underside of the Searchable has a red (or half-red) background, then the player has no choice but to interact with it immediately.

When a player interacts with a Searchable Marker, they reveal it and the icons on the underside explain any actions required and what the outcomes are. Some Searchables simply give an immediate benefit (e.g. draw an Item), but some Searchables require a Use Expertise Action first, before any rewards/penalties. For example, the suitcase needs lockpicking successfully to get the item inside, or the pile of refuse needs searching successfully to find the item within it. A model must perform a Use Expertise Action to carry out any relevant test:

- ✓ Indicates a successful test.
- ✗ Indicates a failed test. No red cross indicates nothing happens if the test is failed.

When a Searchable Marker has been fully resolved and all benefits taken, discard the marker.

SEARCHABLE MARKER UNDERSIDES

NAME	ICON	DESCRIPTION
Letters		Letters represent various items determined by the scenario, such as a key, the antidote, a delivery schedule showing the location of the captured villagers.
Blank		Blanks mean there is nothing here
Item		An item is there for taking without any skills or tests. Draw an Item card from **The Wasteland** (see p.31).



MAMA MURPHY RETRIEVES CERTAIN 'ITEMS'...



EVEN THE BROTHERHOOD CAN BITE OFF MORE THAN THEY CAN CHEW WHEN SEARCHING FOR LOOT!

Found Items

When an Item is found, draw an **Item card** from **The Wasteland** (see below), and choose either to:

- keep the Item and place it with that model's unit card, or
- leave the Item.

If left, place the card face-down somewhere off the battlefield without revealing it, so long as it is possible to tell which Searchable Marker it now relates to. Any model interacting later with that Searchable Marker uses the same drawn Item card.

Found Items kept during a battle are held by, and can be used by, the specific model that kept the Item. If the model that takes an Item is part of a unit containing multiple-models, the Item is only held by the specific model that found it. **Limited Use Items** found during battle can be shared with nearby models as usual (see page 32).

THE WASTELAND

The Wasteland is an area next to the battlefield where several decks of cards are located. Unless directed otherwise by the scenario, create The Wasteland during set-up by placing all unused **Item**, **Danger**, **Creature** and **Stranger Cards** in separate decks and shuffle each separately. The **Event Card** deck is also part of The Wasteland (see the *Campaign Handbook*, page 4).

Drawing and Resolving Cards

When a card is to be drawn during a battle, it is drawn from the decks in The Wasteland. If a card requires a Skill Test, such as testing AGI or making a Lockpick test, this does not require an Action.

SEARCHABLE MARKER UNDERSIDES

ICON	DESCRIPTION
	The model must perform a Use Expertise Action to make a Lockpick Skill Test. **Success:** Draw an Item card. **Failure:** Remains locked, but can be re-attempted.
	As 'Lockpick Required' (above) but requires a Search Skill Test instead of Lockpick.
	As 'Lockpick Required' (above) but requires a Computers Skill Test instead of Lockpick.
	The Model can tell that this object is locked but it is also trapped. A successful Lockpick Skill Roll will gain the item without triggering the trap. **Fail:** Draw a Danger card from The Wasteland (see below) Then, **Success or Fail**: Draw an Item card. A model can choose not to Use Expertise and leave the lock alone.
	The Model must draw and resolve a Danger card from The Wasteland. After resolving it, draw an item.
	The Model must draw and resolve a Danger card from The Wasteland. There is no other effect and no item.

Adding a Stranger to the Battlefield

To add a Stranger to the Battlefield, add a blank or numbered Searchable Marker face-down. When a player Interacts with the marker, they draw a Stranger card, Once the Stranger card is drawn, the same card is used for that Stranger (i.e. a different one may not be drawn).

ITEMS

Each unit can have one or more items assigned to them, such as weapons, gear, chems, food, drink, etc. and these cards are placed with their unit card. Every model in a unit is equipped with, or has access to, the same items.

ITEM TYPES

TYPE	ICON	DESCRIPTION	LIMITED USE
Alcohol		Alcohol can have many varied benefits, but can also result in negative effects of addiction after use. See 'Addiction' p.34.	
Armor		Armor offers protection against harm. A model's Armor Ratings are derived from one card that sets armor values (which may be their own unit card) *plus* up to one card that alters those values. A model can set which cards it is using for its Armor Ratings at the start of its activation. See 'Armor' p.21.	
Chems		Chems can have powerful mind- and body-altering effects, but can also result in negative effects of addiction after use. See 'Addiction' p.34.	
Clothing		Clothing can increase attribute values and offer extra abilities. A model may equip up to one clothing Item.	
Food and Drink		Food and Drink items can heal damage, increase stats, increase resistances, and more. When cooked, some food and drink has increased effects and removes the harmful radiation gained from exposure to the Wasteland. A model may use the cooked effect on a card if the card was equipped by a model in their force at the start of the battle. Super Mutants may always use the cooked effect.	
Gear		The Wasteland is full of weird and useful items which can vary, from a Stealth Boy that temporarily renders the wearer practically invisible, to Stuffed Monkey toys which can be used to warn of enemy activity.	
Junk		Many Wastelanders survive by scavenging junk and selling it for Caps. Junk serves no other use than its value in Caps, which be used to expand your Settlement. See the *Campaign Handbook*: 'Settlements' – p.18.	
Mods		Mods are modifications to Weapons, Armor and Power Armor which improve their capabilities. Up to one Mod card can be attached to an item which is of the same type, i.e. Rifles can only be fitted with Mods showing the Rifle weapon type icon. Mods cannot be fitted or changed during a battle.	
Power Armor		Power Armor is amongst the toughest protection in the wastelands. A model may equip up to one Power Armor Item. See 'Power Armor' p.45.	
Weapons	(Various)	The main offensive power on the battlefield.	Grenades and Mines

LIMITED USE ITEMS

Some Items are discarded after use and these are called **Limited Use Items**. A unit can be equipped with multiple copies of the same Limited Use Item using one card and placing Counting Tokens on the card equal to the additional number equipped, i.e. two Stimpak cards can be represented by 1 Stimpak card and a single Counting Token.



COUNTING TOKEN

A model may use up to one Limited Use Item each Action (or Quick Action).

Any exceptions are described on the relevant cards.

A model has access to any Limited Use Items its unit is equipped with, and/or any Limited Use Item possessed by any unengaged friendly model within Presence range and Line of Sight, as if they were equipped with it themselves. This is called **sharing** because models on the same side in ***Fallout: Wasteland Warfare*** work together regardless of which unit they belong to ('*Hey, Nate! Throw me a stimpak!*'). Using a Limited Use Item via sharing does not transfer the item's card to the unit using it.

*In the example (right), **Aspirant Goddard** is equipped with a stimpak. **Knight Patrol A** is within **Red range** and **LoS**, and is **not engaged** so could use the stimpak. However, Knight Patrols B, C or D could not use the stimpak as they are (B) not within LoS, (C) beyond Red, and (D) engaged.*

USING ITEMS

Items can be used by any model which has access to them immediately before or after the model performs any Action (so it can even be before or after a Reaction – see 'Prepare', p.41).

When made active, item effects have three types of duration – **Instant**, **Fixed** and **Diminishing**, as shown in the table below. Fixed Effect duration items can be identified by the **Fixed Effects Duration icon**, Diminishing duration items can be identified by the columns and rows showing their effects over time, and all other Items are Instant duration, so take place immediately.

When an item's effect ends, discard its card (or discard one of its Counting Tokens instead). If the item shows the **Addictive icon**, check for addiction (see 'Addiction', page 34).

Fixed Effects

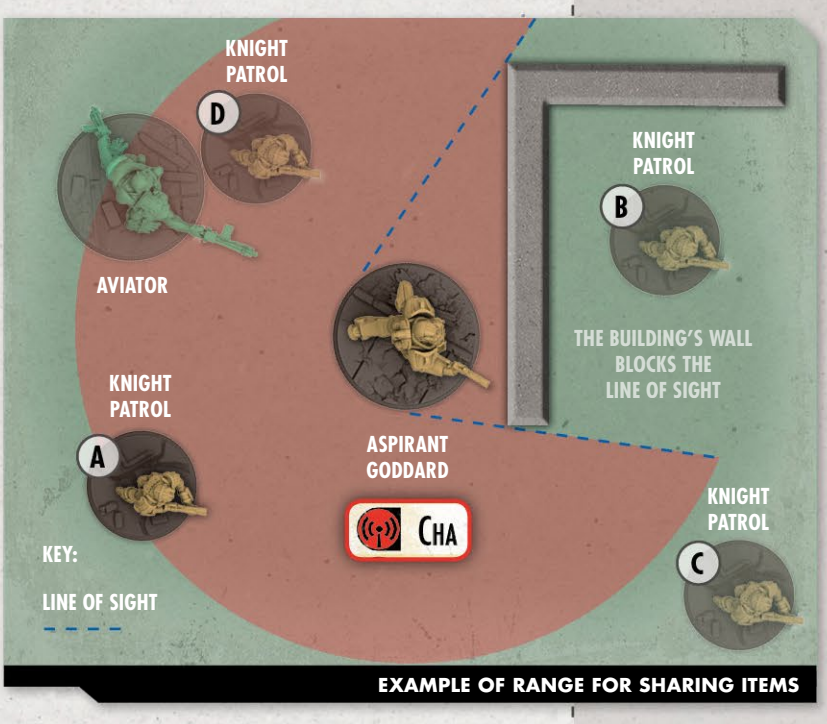
When activating a fixed effect item, place Counting Tokens on its card equal to the number next to the Fixed Effects Duration icon to show its duration. If zero, add no Counting Token – it will last until the model's next activation.

As soon as a model is activated, update each of its active fixed effect cards by discarding any cards with no duration Counting Tokens first, then reducing the number of duration Counting Tokens on each remaining card by 1.

Diminishing Effects

Some items have diminishing effects which last for several turns but change as time progresses. These can only be used by single-model units. When made active, the effect of the items starts and the card is placed underneath the unit's card protruding to the right so that all green columns with dots at the bottom are showing. Bonuses and penalties that affect S.P.E.C.I.A.L. stats are cumulative, so should be added together by reading across the extended column to give the new adjusted value of the stat. Some benefits provided other effects (i.e. +1 AP).

OPERATIONAL DURATION FOR ITEMS	
EFFECT	**DESCRIPTION**
Instant	The effect takes place **immediately** with **no on-going effect** (for example, a Stimpak heals regular damage and then is discarded).
Fixed	The effect starts and then **lasts for a period of time** with the **same effect**.
Diminishing	The effect starts and then **lasts for a period of time** with the **diminishing effect**.



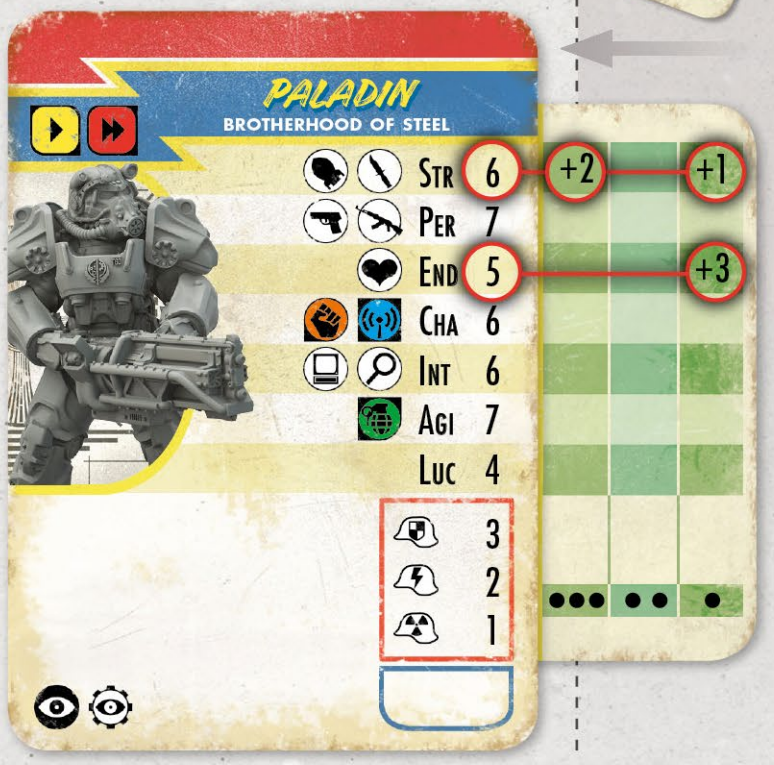
EXAMPLE OF RANGE FOR SHARING ITEMS


FIXED EFFECTS DURATION ICON

*In the example below, a Paladin takes some Buffout. The initial effect is **+3 STR** and **+3 END**, giving them **STR 9** and **END 8**.*

The duration an item lasts for is tracked by sliding the item card under the unit card by one step as soon as the model is activated. If a column containing a modifier becomes covered by the







unit card after sliding beneath it, then the benefit/penalty is no longer in effect, reflecting the reducing influence of the item over time.

> ***Example:*** *When the Paladin is next activated, the card slides one step under, which means the +2 STR benefit has gone, but the* ***+1 STR****, and* ***+3 END*** *remain, leaving the Paladin with* ***STR 7*** *and* ***END 8****.*
>
> *When the Paladin is activated during the turn after that, the Item card slides beneath the unit card one step further.*
>
> *When the Paladin is activated during the turn after that, the Item card will slide entirely underneath the unit card and all effects will end.*

A unit may only have one item with a diminishing effect in progress at any time. For example, a unit with an operational Buffout chem would not be able to make another item operational with a diminishing effect until the effect of the Buffout chem had completely finished. However, the model could still use items that have instant effects or fixed effects whilst a diminishing effect is in progress. A unit cannot choose to end a diminishing effect early.





ADDICTIVE ICON



ADDICTION

Some substances such as chems and alcohol have an addictive downside after use. When the effect of an item card with the **Addictive icon** ends, a Special Effect Dice is rolled. If the result matches the icon shown next to the Addicted face, the model has become addicted; instead of discarding the card, the card is turned 180 degrees and slid under the unit card, with the red section showing the effects of this addiction. These effects remain until the addiction is cured (by various items in a similar way to a stimpak); the effects do not degrade over time. If the dice result did not match the icon on the card, the item is discarded and there is no addiction effect. Note that the result that shows both a bottle and a star is resolved as if it was just a star.

> ***Example:*** *The Buffout effect ends so the Paladin rolls a Special Effect dice. The result is a star, so the Paladin suffers the addiction effects which result in* ***STR 5*** *and* ***END 4****.*



REGULAR DAMAGE TOKEN

RADIATION DAMAGE TOKEN



HEALING ITEMS

Healing Regular Damage

When a model uses an item to heal regular (physical and energy) damage, a number of Damage Tokens are removed, as directed by the item card. If the healing effect on a model would remove more Regular Damage Tokens than there are next to a model, the excess is ignored. Radiation Damage Tokens are not affected by healing regular damage.

Healing Radiation Damage

When a model uses an item to heal radiation damage, a number of Radiation Damage Tokens are flipped over to the regular damage side. If the healing effect would flip over more Radiation Damage Tokens than there are on the unit card, the excess is ignored. Regular Damage Tokens are not affected by healing radiation damage.

SECTION 04

READY FOR ACTION



BATTLE CRY



BATTLE CRY SKILL ICON (ORANGE RANGE)



RESIST BATTLE CRY ICON



BATTLE CRY IMMUNITY ICON

During a Charge Action, some units can use the Battle Cry skill to attempt to intimidate enemies.

- A **colored Battle Cry skill icon** shows a unit has the Battle Cry skill (and also has the **Resist Battle Cry** skill). The color of the icon shows the distance a successful Battle Cry may **push back** a defender, as described below.
- A **white Battle Cry skill icon** shows a unit whose models have *only* the Resist Battle Cry skill.
- Some units, though they have neither Battle Cry nor Resist Battle Cry icons, may still be immune to Battle Cry themselves, showing the **Battle Cry Immunity icon** on their cards.

To perform a Battle Cry, after moving your model into base-to-base contact, resolve an Opposed Skill Test (see page 10): charger's Battle Cry skill versus defender's Resist Battle Cry skill. The highest successful result wins. If tied, the charger wins.

If the charger wins the Battle Cry Test, they receive the following bonuses:

1. The Charge does not count as a Trigger for the defender, so the defender cannot use a Reaction in response to that Charge (see 'Reactions to a Charge', p.41).
2. The charger receives **one Black** *and* **one Green Charge Bonus Markers**.
3. After engaging the defender, the charger may perform a **Push Back** on them, up to a distance equal to the color of the charger's Battle Cry icon (see 'Push Back', below).



CHARGE BONUS MARKERS

If the defender wins the Battle Cry Test, the charger gains no benefits, plus the defender may immediately use a **Reaction** to move their model out of engagement with the charger without giving the charger a free attack (see 'Reactions', page 41).



PUSH BACK ICON



Note: Battle Cry is part of the Charge Action so any triggers are resolved *after* the Battle Cry is resolved (including any Push Back).

Battle Cry Example:

A Brute declares they are charging a Lancer, using their Battle Cry skill. The Brute Charges into base-to-base contact with the Lancer and chooses a black Charge Bonus Marker. To resolve the Battle Cry Test, the Brute rolls the Skill Dice and needs to ***roll their Battle Cry Value of 8 or less*** *(the same as their STR) to be successful, and* ***rolls a 2****.*

The Lancer has ***Resist Battle Cry****, so rolls the Skill Dice,* ***needing to roll 3 or less*** *(the same as their CHA stat) to be successful, and* ***rolls a 1****.* ***Both models have successful rolls*** *but the* ***Brute's result is highest*** *so it is successful and it gain the benefits. (The Lancer has a Reaction Marker, but cannot use it in response to the Charge due to the successful Battle Cry – see p.36).*

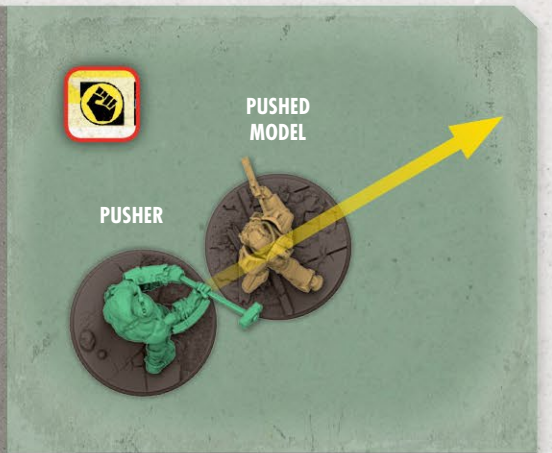
If the Lancer had rolled a 3, they would have resisted, the Brute would have received no bonuses, and removed the Black Charge Bonus Marker too. Also, the Lancer could then have used their Reaction Marker in response to the Charge as normal to either attack the Brute or to move out of being engaged without it resulting in the usual free attack.

PUSH BACK

Push Back is a special movement which can be used when an ability or effect specifies it. The pushing model can move the target model a maximum distance equal to the Push Back color (usually their Battle Cry icon) for each Push Back. A model affected by a Push Back is moved in a direct line away from the pushing model (drawn center-to-center between Models).

The pusher may move their model with the target so that they remain in base-to-base contact. Push Back movement stops if either model comes into contact with any another model or scenery that is cover or blocks movement. Push Back does not allow a free attack on a model being pushed out of base-to-base contact.

If the Push Back is part of an attack, any damage from the attack is resolved before the Push Back.



BATTLE CRY EXAMPLE: A BRUTE CHARGES

TERRAIN

Pieces of terrain and scenery can be classified as **Normal**, **Difficult**, **Impassable** and/or **Climbable** (as well as whether they block Line of Sight and/or count as cover – see page 17).

Normal Terrain

There are no restrictions, bonuses or penalties for movement across Normal Terrain.

Difficult Terrain

A model whose base will pass over any amount of Difficult Terrain during its movement uses one color range ruler shorter for their Movement than their usual Movement distance. Difficult Terrain can be rocky or unstable surfaces, items that can be leaped like barriers, desks, etc.

> ***Example:*** *A Mutant Hound has a blue Charge distance. It charges over the rubble of a fallen building (Difficult Terrain), so its Charge distance is resolved with the green range ruler.*

Some models are unaffected by Difficult Terrain and Move and/or Charge over it as they would over Normal Terrain. This is indicated by the **Unimpeded icon**, right.

Impassable Terrain

Unless otherwise agreed, no model can move through Impassable Terrain.

№ 5 HELPFUL HINT *from Vault Boy!*



DURING SET-UP, PLAYERS SHOULD AGREE THE EFFECTS OF THE TERRAIN:

- DIFFICULT
- IMPASSABLE
- CLIMBABLE

THE EFFECTS MAY BE DIFFERENT DEPENDING ON MODELS: A DEATHCLAW MIGHT CONSIDER SOME WATER OR A SMALL PILE OF CRATES AS NORMAL TERRAIN WHICH SMALLER MODELS WOULD CONSIDER DIFFICULT TERRAIN.

TYPICAL DIFFICULT TERRAIN: LADDERS, RUBBLE, MUD, SHALLOW WATER, ROAD BARRIER.

TYPICAL IMPASSABLE TERRAIN: BRICK WALL, CHAINLINK FENCE, BURNING RUBBISH PILE.

TYPICAL CLIMBABLE TERRAIN: VERTICAL WALLS OF A BUILDING, ROUGH CLIFF FACE.

Examples*: Deep water might be impassible to a Sentry Bot, whereas Mr Handy could float over it. An open furnace or spiked pit would be impassible to humans, creatures and robots alike.*



UNIMPEDED ICON



DOWNED BROTHERHOOD LANCERS TAKE COVER



AN OPTIMISTIC SUPER MUTANT LEAPS FROM HEIGHT

CLIMBING AND FALLING

Climbable Terrain

Any Movement that includes climbing up or down a climbable surface counts as moving over Difficult Terrain. However, at the start of any climb's vertical movement, the climbing model must make an **AGI Test**. If successful, the model climbs up/down the surface as if traversing Difficult Terrain. If the test fails, the model falls to the ground (calculating falling damage from their start position – see below), and their Move Action ends.

Models Mid-Climb

Remove the model from the battlefield and record where their base would have been when their Movement Action (Move or Charge) ended; that model starts its next Movement from there (remembering to make a new AGI Test). A model that is mid-climb cannot attack or Use Expertise (see p.28). A model that is mid-climb can still be attacked by ranged weapons and can be engaged by non-friendly models if the attacking model's base is within Orange range (above or below) the target's base. Place the model back on the battlefield when it is no longer climbing.



INABILITY TO CLIMB ICON

Jumping Down

Instead of climbing down, models can jump down vertically, which results in suffering Falling Damage (see following page), but is resolved as if from one color range ruler in height less. Jumping down from up to Orange distance incurs no damage. The jump down counts as a Move but the model will always complete their jump even if their Move distance does not cover the full distance required.

№ 6 HELPFUL HINT *from Vault Boy!*



HIGH UP AND SHORT ON TIME? JUMPING DOWN CAN BE DANGEROUS, BUT IS THE FASTEST WAY DOWN – AND BETTER THAN FALLING, SHOULD YOU SLIP AS YOU START YOUR CLIMB DOWN! IT CAN EVEN BE A QUICK ESCAPE FROM AN OPPONENT, ESPECIALLY IF YOU KNOW YOU CAN SURVIVE THE FALL WHILE THEY MAY NOT. JUST REMEMBER TO BEND THE KNEES AND ROLL AS YOU LAND!

Inability to climb

Units showing the **Inability to Climb** icon (right) cannot climb or use ladders.

Falling Damage

The amount of falling damage taken by a model is based on the distance fallen plus a roll on the black dice. Measure from the start point of the model's Movement to the point of impact and use the Falling Damage table on the opposite page.

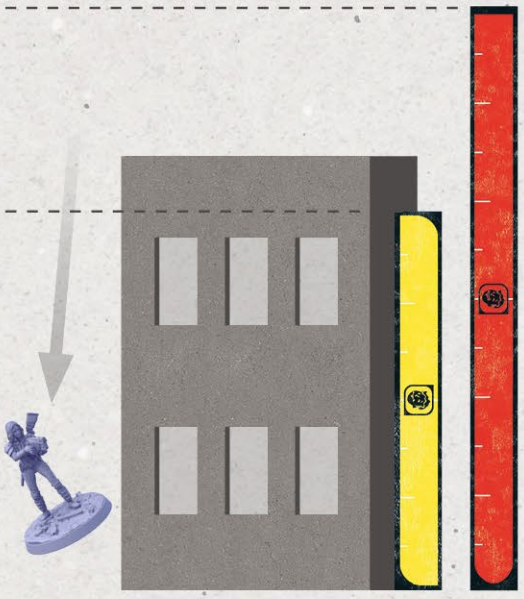
If a model suffers any damage (after an armor roll) from falling, that Movement Action ends where they land. If they are undamaged and still have remaining movement (after the distance of the fall), they may keep moving.

FALLING DAMAGE	
DISTANCE UP TO	DAMAGE
	+2
	+4
	+6
	+8
	+10
> Black	Remove model from Battlefield

Each **Damage icon** (✸) rolled on the black dice while calculating falling damage equals **+1 damage**.

Each **Nuka-Cola Bottle** icon (🍾) rolled on the black dice while calculating falling damage equals **-1 Armor Reduction**.

All other icons are ignored.



Example: *The Sole Survivor falls from a rooftop which is higher than the yellow range ruler but within the red range ruler. The player rolls 1 black dice (getting **1 ✸ icon**) and **adds 4** to the damage result making a **total of 5 damage**.*

*The Sole Survivor has **physical armor 3** and **rolls 2 on the Armor Dice**, leaving a **total of 3 damage**. More than a scratch, but not too bad for falling over two stories.*

Models in Power Armor

Models in Power Armor ignore ALL falling damage, including falling from heights that remove the model – in this case the model is not removed.

✸ 1 DAMAGE ICON = +1 DAMAGE WHEN ROLLING FALLING DAMAGE

🍾 1 NUKA-COLA = -1 ARMOR REDUCTION WHEN ROLLING FALLING DAMAGE

EDGE OF THE BATTLEFIELD

A model is deemed to have left the battlefield when any part of their base moves over the edge, even part-way through a movement. Models can use their own movement (or the effect of a friendly model) to leave the battlefield willingly. Unless the scenario dictates otherwise, models that do so are treated as if they were eliminated for points scoring, but as if they survived the battle in all other respects.

When *any part* of a model's base would be forced over the edge of the battlefield by the effect of a *non-friendly* model (such as during a Push Back (see p.36), the edge of the battlefield is treated as a hard edge, so models cannot be forced to leave the battlefield. However, each time any part of a model's base would have been forced over the edge by a non-friendly action, the model suffers **1 regular damage** (with no Armor Roll to prevent it).

A model cannot choose to leave the battlefield when forced by a non-friendly model.



DOGMEAT ABOUT TO TAKE DAMAGE FROM PUSHBACK

QUICK ACTIONS

Quick Actions are bursts of activity a model may perform *in addition* to regular Actions, but at a penalty. Quick Actions are mostly used when:

- models spend **Action Points** (see below), or
- when making a Reaction to a Trigger, thus performing Actions during an opposing player's turn, (see 'Prepare Action', p.41).

When a model performs a Quick Action, it is resolved the same way as the Action of the same name, but with a penalty depending on the Action:

- Quick Actions that require a **Skill Test** suffer a **-2 modifier to the Skill Value**.
- Quick Actions that require **Movement** use a range ruler one color shorter than usual.

Additionally, any Action Points generated during a Quick Action are ignored, whether from the dice or any other source.

As with regular Actions, a model can only perform a specific Quick Action if they have the relevant skill.

ACTION POINTS

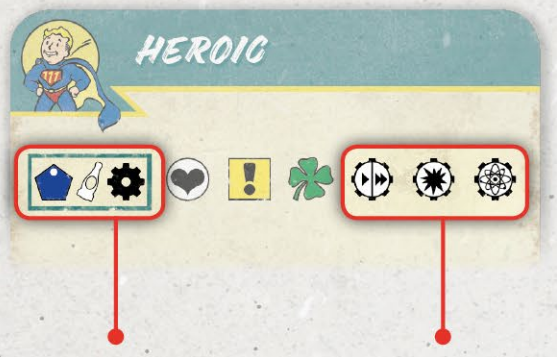
Action Points (**APs**) allow some models to perform Quick Actions. Models can spend APs on any **Action Point Use icons** they have on their cards. Primarily, the Action Point Use icons are found on Heroic Cards (see, p.50), but sometimes appear on unit cards or other cards.

Gaining APs

A model may gain APs from abilities, perks (see the *Campaign Handbook*, p.5), and Items, as well as from dice results during their activation's Skill Tests. For example, the **Cog icons** on the Skill Dice give **1 AP.** Note that APs cannot be gained during Quick Actions. APs are specific to each individual model and *cannot* be transferred between models even within the same unit.

V.A.T.S.

Heroic Cards give a unit the **V.A.T.S.** (Vault-Tec Assisted Targeting System) ability which can generate APs for a model each turn. When the model of a unit with a V.A.T.S. ability is Used, roll a **Special (blue) Effect Dice** and gain **1 AP for each rolled Nuka-Cola Bottle**. This roll is separate to any Test during the model's activation.



A MODEL WITH THIS V.A.T.S. ABILITY GAINS 1 AP FOR EACH NUKA COLA BOTTLE ICON ROLLED ON 1 SPECIAL (BLUE) EFFECT DICE.

THIS HEROIC CARD ALLOWS A MODEL TO PERFORM QUICK ACTIONS TO MOVE OR CHARGE, MAKE ATTACKS, OR USE EXPERTISE.

Using APs

A model with APs can spend them to perform Quick Actions during its activation in addition to its regular Actions. A model's cards may show one or more Action Point Use icons on its unit card and/or equipment and ability cards. The Action Point Use icons are shown in the table, below left:

It costs 1 AP to perform the Quick Action associated with one of the Action Point Use icons on the model's cards. Each Action Point Use icon can only be used once during a model's activation.

> ***For example**, a model with 2 APs and only 1 Movement Action Point Use icon could spend 1 AP on a Quick Action Movement but not 2 APs to perform two Quick Action Movements.*

If more than one model in a unit has APs to use, the Action Point Use icons used by one model do not affect those other models in the same unit may use.

Unused Action Points

Any APs remaining at the end of a model's activation are discarded. As a result, APs cannot be carried over, transferred, or kept.

ACTION POINT USE ICONS

ICON	NAME	USAGE
	Movement	Allows a model to perform a Movement (Quick Action): Move or Charge
	Attack	Allows a model to perform an Attack (Quick Action): Shoot, Close combat, Thrown or Heavy Weapon
	Expertise	Allows a model to perform a Use Expertise (Quick Action): Computers, Lockpick, Search or Presence
	Prepare	Allows a model to Prepare

ACTION: PREPARE

As an Action, a player may **Prepare**, allowing a model to make a **Reaction** in response to something an opposing model may do (the '**Trigger**', see p.42) during one of their opponent's turns.

A Reaction is an immediate Quick Action (see p.40) chosen by the reacting model's player at the time of a Trigger.

Awareness of any Action except Prepare by a model on the opposing side can be that Trigger, as would the model or any allied models being hit by an attack.

A model that performs a Prepare Action has a **Reaction Marker** placed next to them (it may never Prepare more than one Reaction, so will never have more than one Reaction Marker).

If a model uses an Action to Prepare and then performs other Actions during their activation, the Reaction Marker is not lost; Prepare does not need to be the last Action a model takes during its activation.

A model can only Prepare using an Action Point (see p.40) if they have the **Prepare Action Point Use icon**.



REACTION MARKER



PREPARE ACTION POINT USE ICON

REACTIONS

If a model has a Reaction Marker next to it, and is aware of a Trigger (see page 42) it may use a Reaction.

All Reactions are Quick Actions with the usual options and restrictions available to the model as if they were taking an Action, but with the usual Quick Action penalty (page 40).

Note: Reactions are declared and its Quick Action resolved *after* the Action that provided the Trigger is resolved, but *before* the next Action (see 'Reaction Timing', page 42).

Reactions that are Attacks

If a Reaction is an attack (Close Combat, Shoot, Throw), the attack can ONLY target the model that caused the Trigger, with the usual LoS conditions applying after the Trigger Action has completed.

Reactions When Engaged

If a model is in base-to-base contact with one or more enemy models, that model can only use their Reaction to:

A. **Respond to Triggers** caused by an enemy with which they are engaged, *or*

B. **Move**, if they take damage from any source (not just from models with which they are in base-to-base contact).

Reactions to a Charge

A model that Reacts to being Charged by using a Ranged Weapon to shoot at the Charging model does not suffer the usual penalties for using a Ranged Weapon in Close Combat – they enjoyed a moment extra within which to time their shot. This lasts for that Reaction only and any further attacks whilst engaged will incur the penalties for using a Ranged Weapon in Close Combat as usual.

Note that a Charge paired with a successful Battle Cry does not provide a Trigger for a Reaction to a Charge, as the target of the Charge is considered momentarily intimidated (see 'Battle Cry', p.36).

Limits to Reactions

A model can only have one Reaction Marker next to it at any time. In rare exceptions when a model is allowed to make multiple Reactions, a model can only perform one Reaction *for each Trigger* they are aware of, i.e. a model can perform a Reaction to move after being aware of a valid Trigger, but cannot then immediately use another Reaction to shoot until aware of another Trigger.

Resetting Reaction Markers

When a model is activated, its Reaction Marker is discarded. This means Reaction Markers are not removed from models automatically at the end of a round – only at the start of a model's activation.

After a Reaction

When a Reaction is complete, the Reaction Marker next to the model is removed (apart from one exception – see 'Action Points During Reactions', below).



REMOVE REACTION ICON

Action Points During Reactions

A model does not gain APs generated during a Reaction, because a Reaction is a Quick Action.



№ 7 HELPFUL HINT *from Vault Boy!*

WAITING FOR THAT RIGHT MOMENT CAN HAVE ADVANTAGES. USE PREPARE TO WAIT UNTIL A BETTER TARGET STEPS INTO RANGE, OR MAYBE JUST DETER UNWANTED GUESTS FROM COMING ANY NEARER. USE YOUR REACTION TO MOVE OUT OF SIGHT AFTER THAT RAIDER MOVES INTO VIEW, OR HACK THE COMPUTER AS THE DEATHCLAW CLOSES IN.

TRIGGERS

Triggers are Actions that can prompt enemy models to make a Reaction (see above), if they are aware of it. For example, a model close enough to see an opposing model move or shoot can choose to use their Reaction Marker to perform a Quick Action to shoot at that model, pursue them, run away, etc.

What Qualifies as a Trigger?

Except for Prepare, **awareness of any Action** by a model on the opposing side would count as a Trigger. A model being hit by an attack (whether it does damage or not) is also a Trigger.

Occasionally, special events during a game may also act as a Trigger – these will be described in the scenario details.

Being Aware of a Trigger

To be aware of a Trigger, a model needs to have **Line of Sight** to the Trigger AND be **close enough** to the Action. The maximum distance within which a model is aware of a Trigger depends on (a) the Action, and (b) the color of the Awareness icon on the lower left of the Prepared model's unit card.



THIS BRUTE'S AWARENESS RANGE IS GREEEN

№ 8 HELPFUL HINT from Vault Boy!

IF IT'S NOT PEOPLE SHOOTING AT YOU TO STEAL YOUR STUFF, IT'S PEOPLE *WAITING* TO SHOOT AT YOU AND STEAL YOUR STUFF. BE AWARE OF THE TRIGGERS YOU CAUSE, BECAUSE THE ENEMY MAY BE POISED AND READY TO REACT TO THEM. SEEING YOU MOVE, OR HEARING YOUR GUNFIRE, CAN BE JUST THE PROMPT THEY NEED TO LOCKPICK THE GATE OR DISAPPEAR INTO THE DISTANCE BEFORE YOU CAN BLOCK THEIR ESCAPE.

> ***For example**, when measuring range for Awareness, a model in the unit shown below would use the **green range ruler** indicated by the icon in the bottom left of the card.*

At up to one range ruler length away, a Trigger is any Action (except Prepare) or any allied model (including themselves) being hit by an attack. The only Triggers a model can be aware of at up to two range ruler lengths away are movements and attacks.

Multiple Perceptions of a Single Trigger

When multiple models are aware of the same Trigger, the player that owns those models must declare (and commit to) any Reactions they wish to perform before resolving any of them, and then must resolve all (and only) the ones declared in the order they wish.

REACTION TIMING

If a player wants to use a model's Reaction, the Reaction is resolved after the opponent's Triggering Action has been completed and before the next opponent Action (by the same model, or by a different model) is started. Any part of that Action can be a Trigger (even during the Action) but the Reaction is not assessed and resolved until the Triggering Action is complete. For example, if a Triggering model moves out of the reacting model's Line of Sight before they can react, the reacting model may subsequently use a Move Quick Action to re-establish LoS, but will be unable to target the Triggering model with a Shoot Quick Action.

TRIGGER ACTIONS BY RANGE

ONE LENGTH	TWO LENGTHS
Any Activity (except Prepare)	Movement
Friendly model hit by an attack	Attack



SECTION 05

THE TOOLS OF WAR



ACTION: THROW



THROW SKILL ICON



THROWN WEAPON CARDS SHOW A WHITE RANGE BAR BEARING THE THROWN SKILL ICON ON IT



SCATTER ICON

A model may use the throw action if they have the throw skill icon.

Range

The range of Thrown Weapons is based on the color of the **Throw Skill icon** of the model throwing it. To reflect this, Thrown Weapon cards show a white range bar bearing the Throw Skill icon on it.

Target, Line of Sight, and Cover

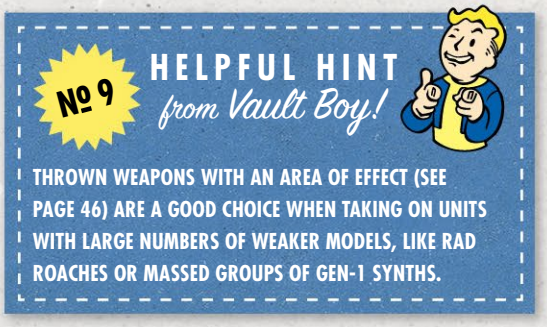
The targets, LoS and cover for a Thrown Weapon are determined in the same way as shooting (see page 16).

Throw Skill Roll

To launch a Thrown Weapon, the player performs a **Throw Skill Test**. Any cover that benefits the target (model or fixed point) is determined in the same way as with shooting (see page 16).

Thrown Weapon Scatter

If the Throw Skill Test is failed on a Thrown Weapon with the **Scatter icon**, a scatter occurs before their effect is resolved. See 'Scatter' p.47.





THE THROW SKILL ICON OF THE SUPER MUTANT AVIATOR IS SHOWN BLUE, INDICATING THAT IT USES THE BLUE RANGE RULER.

Using Thrown Weapons When Engaged

If a model is engaged and uses a Thrown Weapon, they must make a Skill Test to throw the weapon as usual, but can only target models with which they are engaged.

Thrown Weapons and Criticals

Thrown Weapons do not use Criticals (see page 53), so any Critical icons rolled when using a Thrown Weapon are ignored.



GRIME THE MUTANT PREPARES A MOLOTOV...

POWER ARMOR

Power Armor is incredibly effective, usually providing good amounts of armor, a **Strong Armor** bonus (see page 21), and often other benefits such as increased Strength or Action Points.

Power Armor can only be used by single-model units. A unit with Power Armor places the **Power Armor** card underneath the unit card so that its undamaged (green) side protrudes to the right (see **Example 1**), with attribute lines aligned to show the benefits. The Power Armor's Armor Ratings are shown at the bottom of the card. Items that increase Armor Ratings cannot be added to Power Armor.

A model wearing Power Armor only gets one armor roll when hit, regardless of any armor worn beneath it. Before a model wearing Power Armor makes an armor roll, the player can choose to use the Armor Ratings shown on the model's Power Armor card, instead of the model's usual Armor Ratings.

Note: The Armor Ratings of Power Armor cannot be increased by equipment other than Power Armor mods. Also, Power Armor be only be repaired by items that specifically state they affect Power Armor.



***Example 1**: A Paladin is wearing T-60 power armor that offers +3 STR and +4 END bonuses. The model has a total of STR 9 and END 9. However, the Armor Ratings* do not *stack.*

DAMAGE TO POWER ARMOR

When damage is applied to a model wearing undamaged Power Armor, **Damage Tokens** are placed beside the Power Armor card until the total Damage Tokens equal the armor's END bonus. (Note that it does not matter what attribute the model wearing the Power Armor uses for Health.)

> *In **Example 1**, the first 4 Damage Tokens will be applied to the Power Armor card before any are placed on the model.*

When the total Damage Tokens on the armor card equal the armor's END bonus, the Power Armor is categorized as **degraded**: its card is rotated from its green side to its yellow side to show the new benefits. Any remaining damage is then applied. Even when degraded, Power Armor continues to give benefits such as increased strength, negating falling damage, and other effects as shown on its card.

> *In **Example 2**, a Paladin with T-60 Power Armor has **3 Damage Tokens** on their Power Armor card. With an **END bonus of +4**, the Power Armor is not yet degraded. Then the Paladin takes **2 more damage**. The first Damage Token is added to the Power Armor card which now has **4 Damage Tokens**, equalling the **END bonus**: the Power Armor is now **degraded**. The player rotates the card 180 degrees to show its degraded side. It still gives **+3 STR**, but there is no more END bonus and the Armor Ratings are lower (although still better than the Paladin's unit card). The second of the 2 Damage Tokens is added to the unit card.*





A FOURTH DAMAGE TOKEN EQUALS THE ENDURANCE BONUS OF THE GREEN SIDE OF THE POWER ARMOR CARD. IT IS NOW ROTATED TO THE YELLOW SIDE.

Falling Damage and Power Armor

Power Armor always negates ALL damage from falling (including jumping).

ADVANCED WEAPONS

MINES



MINE MARKER

An unengaged model can use a Move Action to place a mine up to Orange from the model. Note: the model cannot move anywhere during this Action, but such a Move Action is a Trigger, and can be a Reaction to a Trigger (see pp.41-42). A Mine Marker is placed on the battlefield to show the center of the mine's proximity trigger area – an area around the marker equal to the color of the short-range bar on the mine's weapon card.

Mines become active at the start of the next turn of the player which dropped it. An active mine is triggered only by models not on the side that dropped it, either when:

- Such a model ends any Action within the proximity trigger area, or
- When the base of such a model enters, or moves within, the proximity trigger area, in a case when their Action would otherwise end back outside the proximity trigger area. The movement is paused to resolve the damage before it is completed.

Blast Radius

The diameter of the damage blast from a triggered mine is an area effect (see below) shown on the mine's weapon and centered on the mine's marker.

AREA EFFECT WEAPON DAMAGE



THE COLORED CIRCLE INDICATES THAT THIS IS AN AREA EFFECT WEAPON AND THAT THE DIAMETER OF THAT AREA IS YELLOW.

The color of the damage value on the weapon card not only indicates that it is an area effect weapon, but shows the diameter of the effect centered on the target. Damage from an area effect weapon is applied to every model (friendly or not) whose base is *partially or wholly* caught in the area of the effect. Every model's damage is resolved individually, and each gets its own armor roll (if they have any relevant armor).

Objects that offer cover between the center of the area of effect and an affected model either block the effect if they block Line of Sight, or count as cover by increasing the model's Armor Rating by 1.



YELLOW DIAMETER AREA EFFECT

HEAVY WEAPONS



HEAVY WEAPON ICON

Firing Heavy Weapons uses a different skill icon to shooting Pistols and Rifles. If a unit card does not show a Heavy Weapon icon, that unit cannot use Heavy Weapons.

A Heavy Weapon can only be fired if currently **loaded** (see 'Slow Firing Weapons', below).

SLOW FIRING WEAPONS



SLOW FIRING ICON

Some weapons can only be fired once between the activation of the model wielding the weapon and the start of their next activation. These weapons are marked with the **Slow Firing icon** at the top of their weapon card. At the start of a battle, place a **Slow Firing Marker** on the weapon's card showing the 'Loaded' side.

The weapon can only be used when the 'Loaded' side of the Slow Firing Marker is showing. After the weapon is used, the Slow Firing Marker is flipped to show the 'Empty' side. When a model equipped with a Slow Firing weapon is activated, turn the Slow Firing Marker to the 'Loaded' side (if not showing already). Slow Firing weapons can only be equipped by single-model units.



LOADED EMPTY

SLOW FIRING MARKER ICONS

UNIQUE WEAPONS

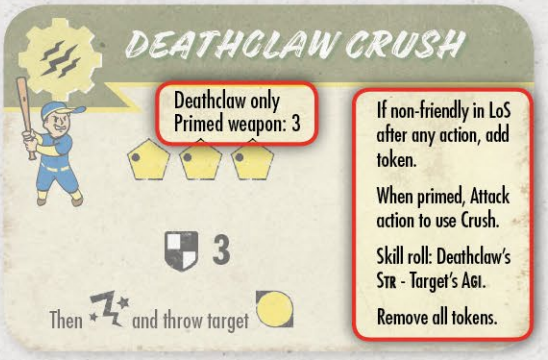
Some weapons are also Unique: there can be only one of each such weapon in a player's force.

Only single-model units can equip themselves with such weapons.

PRIMED WEAPONS

Some weapons need priming before use. These **Primed Weapons** can only be used once they have acquired a requisite number of tokens (e.g. a '*Primed 3' weapon* requires 3 tokens before it can be used). Use Counting Tokens to track this, placing them next to the model whose weapon is being primed.

The circumstances in which these weapons gain tokens – as well as the procedure for their activation – are detailed on the weapon or relevant unit card. Note that while their activation may be detailed in the Critical Meter area of a weapon card, Primed Weapon attacks are *not* Critical Attacks.





COUNTING TOKENS

WALKED FIRE

Weapons with the **Walked Fire** ability fire multiple shots each time a Shoot Action is used to fire them. Each shot is resolved with a separate Skill Test. After a shot is resolved, the target of the next shot can be the same target or any viable target within the color shown on the weapon card (remember that a target can also be a point on the battlefield). Cover and LoS are calculated for each shot as usual.

Walked Fire weapons can gain a **maximum of 1 Critical Point** during each Shoot Action, and can gain a maximum of 1 AP during each Shoot Action (excluding Quick Actions).

A shot that hits a target gains **one additional Armor Reduction icon** for each *successive* hit by the weapon on the same target (during the same Action). This effect is cumulative. Therefore, this effect resets if a shot misses or changes target.

All shots fired are Triggers but all Reactions take place after the entire Shoot Action or Quick Action is completed (as usual) and a model can only respond to one of the Triggers.



WALKED FIRE ICON

THE WALKED FIRE ICON ABOVE SHOWS THAT THE WEAPON FIRES 5 TIMES, WITH A MAXIMUM DISTANCE BETWEEN TARGETS OF YELLOW.

SCATTER

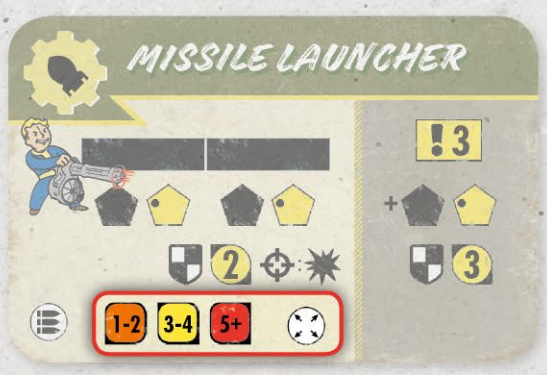
When a Shoot or Throw Action Skill Test fails while using a weapon whose card shows the **Scatter icon**, its Skill Dice result will determine if it deviates from the intended target to a new location.

When the effect of a weapon needs scatter to be calculated, two factors are applied to the intended target location before resolving damage:

1. the **distance** from the intended target, *and*
2. the **direction** from the intended target.

Scatter Distance

The distance of the scatter is based on the **amount by which the modified Skill Dice result failed**. The weapon card shows the distance of the scatter based on this margin (see below).



> ***For example,*** *if an attack with the Missile Launcher failed by a margin of 3 or 4, it would scatter Yellow distance.*

If an **X** is rolled, the scatter distance used is the largest scatter distance shown on the weapon card.

Scatter Direction

The direction in which the scatter goes is random. To determine the direction, take the **Scatter Token** (the same token as the Advantage Marker) and physically flip it onto the battlefield – the direction of the scatter is shown by the arrow. Alternatively, use a directional spinner, dice or other randomizer.

Scatter Collisions with Obstacles

If it does not have a **Grenade icon**, check a straight line from the firer to the new target location. If this line passes through an obstacle, the effect is resolved where the line contacts the obstacle.



SCATTER ICON



SCATTER TOKEN/ ADVANTAGE MARKER



GRENADE ICON



TARGET ICON

WHEN THE TARGET ICON IS SHOWN ON A WEAPON CARD, THE EFFECT APPLIES TO ONLY ONE TARGET.

MULTIPLE EFFECTS

If a weapon shows multiple effects, these are accumulated and the combined effect resolved. For example, the Missile Launcher causes 2 damage to all models in a yellow area but also an additional damage to the target; therefore, the target would resolve 3 damage plus any icons from effect dice.

CONDITIONS

A model can be subject to one or more conditions, usually as a result of weapon effects. A model cannot have two of the same conditions at the same time.


FROZEN ICON


FROZEN MARKER

FROZEN

When a model is Frozen, place a **Frozen Marker** next to it as a reminder. A model which is Frozen can perform Actions as normal except that while they are Frozen:

- All Skill Values suffer a -2 modifier.
- All movement is one color shorter.
- The model cannot use a Prepare Action.

Remove the Frozen Marker at the end of the model's activation. An On Fire condition (see below) replaces any existing Frozen condition.


INJURE ARM ICON



-2 MARKER

INJURED ARM

A model with an Injured Arm suffers a -2 modifier to all Skill Values, and should have a **-2 Marker** placed next to it. The use of a Stimpak (or Robot Repair Kit for Robots) can remove this condition.


INJURED LEG ICON


SLOW MARKER

INJURED LEG

A model with an Injured Leg suffers the slow condition and should have a **Slow Marker** placed next to it. The use of a Stimpak (or Robot Repair Kit for Robots) can remove this condition.


FIRE ICON


ON FIRE MARKER

ON FIRE

When a model is set On Fire, place an **On Fire Marker** next to it. A model which is On Fire can perform Actions as normal. However, if a model is On Fire at the start of its activation:

1. Add 1 regular damage to the model (no armor roll), *then*
2. Flip a Luck Token from the supply. If it lands Luck side up, the fire goes out – remove the On Fire Marker; otherwise, the condition remains.

A model which is On Fire can use a Move Action (or Quick Action, if able) to attempt to put the fire out. Attempting this requires an **AGI Test**: if successful, the fire goes out and the On Fire Marker is removed. Note: the model cannot move anywhere during this Action, but such a Move Action is a Trigger, and can be a Reaction to a Trigger (see pp.41-42). A Frozen condition (see above) replaces any existing On Fire condition.


POISON ICON


POISONED MARKER

POISONED

When a model is Poisoned, place a **Poisoned Marker** next to it as a reminder. If a model is Poisoned at the start of its activation, add 1 regular damage to the model (no armor roll).

A model which is Poisoned can perform Actions as normal.

A model which is Poisoned can use an item that cures poison to remove the condition. Robots, and some creatures, are immune to poison.


SLOW ICON


SLOW MARKER

SLOW

Models can become slow due to various conditions, such as an injured leg.. When a model gains the slow condition, place a **Slow Marker** next to it. When slow, all of a model's Movements are at one color shorter. This effect occurs before any other movement distance changes are applied such as when using a Quick Action for Move or Charge or when moving over Difficult Terrain. A movement cannot be shorter than Orange.


STUN ICON


STUNNED MARKER

STUNNED

When a model is Stunned, place a **Stunned Marker** next to it. A model with the Stunned condition can perform no Action other than to use a Move Action (or Quick Action, if able) to remove the Stunned Marker. Note that the model spends this Action to shake off the condition, and cannot actually move anywhere during such an Action. However, such a Move Action is a trigger, and can be a Reaction to a trigger.

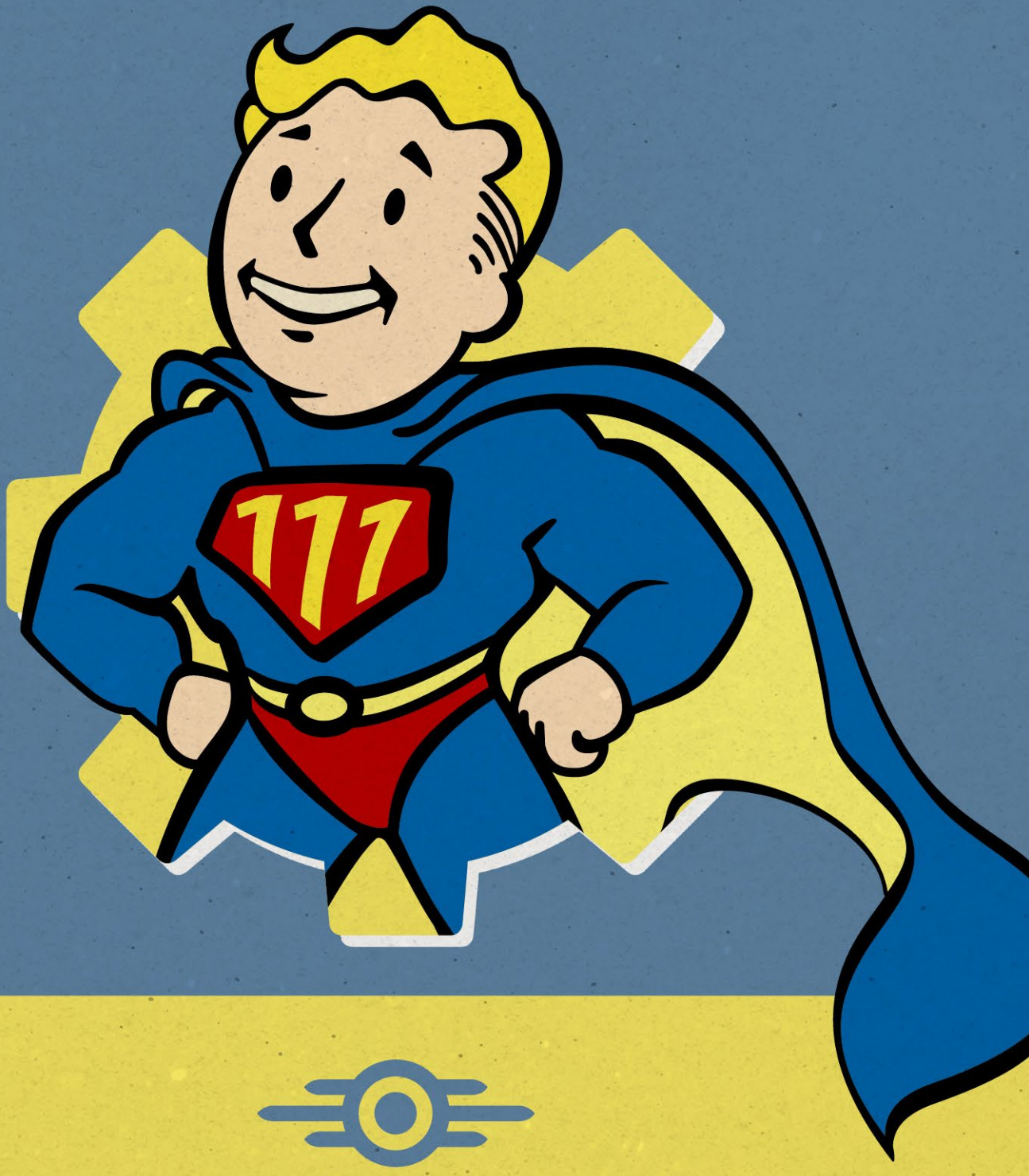
Stunned models do not block movement of opposing models, but models may not finish their movement if their base overlaps the base of the Stunned model.

See also 'Stunned while Engaged', page 25.



SECTION 06

WASTELAND HEROES



ADVANCED UNITS AND MODELS

LEADERS



LEADER CARD ICON

Each side in a battle has one single-model unit which acts as its **Leader**. When a player selects their units, weapons, equipment, etc. for a battle, the player picks one of the **Leader cards** and allocates it to one single-model unit. If the player's force has no single-model unit, they cannot have a Leader. If the leader card has an icon in the top-right, it can only be allocated to units of the matching faction.

Each Leader card grants various bonuses/abilities. Some of the bonuses/abilities only apply to the unit to which the Leader card is attached.

Some Leader Abilities benefit other models on the same side. However, they only benefit models of the same faction as the Leader. For example, a Brotherhood Leader has an ability that improves the Search skill of models on that Leader's side, but it only benefits Brotherhood models, even if that Leader's side contains models from other factions.



THE SOLE SURVVOR IS MADE A LEADER BY PLACING A LEADER CARD ABOVE THE UNIT CARD.

THIS IS THE RANGE UP TO WHICH ANY AURA ABILITIES HAVE EFFECT.

AURA ABILITIES AND EFFECTS



AURA ABILITY ICON

Some abilities are described as Aura abilities shown by the Aura ability icon after their name. A model's Aura abilities affect all eligible models up to the model's Presence skill range away from the model.

HEROIC UNITS



HEROIC CARD ICON

A single-model unit can be a **Heroic** version of the unit, giving the model in the unit special advantages such as Criticals, Luck and additional Action Point use icons. To show a model is the Heroic version, the Heroic Card is placed behind the unit card, protruding from the top (as with the Leader card shown above) with the icons on the Heroic Card visible.

The standard Heroic Card adds the following to the unit to which it is attached:



V.A.T.S.
GENERATES ACTION POINTS WHEN A HEROIC MODEL IS USED (SEE 'ACTION POINTS', P.40).

HEALTH
THE HEALTH VALUE OF A HEROIC MODEL IS INCREASED BY 1.

CRITICALS
A HEROIC MODEL CAN GAIN AND USE CRITICAL POINTS TO USE THE POWERFUL, CRITICAL EFFECT OF WEAPONS (SEE 'CRITICALS', P.53).

LUCK
A HEROIC MODEL CAN USE LUCK (SEE LUCK, P.52).

ACTION POINT USE
A HEROIC MODEL CAN SPEND ACTION POINTS TO PERFORM THESE QUICK ACTIONS IN ADDITION TO THEIR USUAL TWO ACTIONS PER ROUND (SEE 'ACTION POINTS', P.40).

FACTIONS

In ***Fallout: Wasteland Warfare***, forces belong to lone, allied, and rival groups, such as Super Mutants and Survivors. Factions have special rules as shown on their faction reference card which can be found in each faction's core box or can be downloaded from ***www.modiphius.com/fallout***. A neutral unit (a unit without a specific faction) such as the robot Mr Handy counts as the Leader's faction.

A player's faction is determined by their Leader's faction.

TYPES

Some models might belong to a unit type with specific rules (see table, right). Each type has an icon to identify it. Types are separate to factions.

UNIT TYPES: GENERAL RULES

TYPE	ICON	SPECIAL RULES
Robots		Robots can not use Power Armor. Robots are immune to Poison. Robots cannot use Food & Drink, Alcohol, or Chems. Robots can have damage removed using a Robot Repair Kit.
Creatures		Creatures cannot use Power Armor. Creatures cannot use Food and Drink, Alcohol, or Chems
Dogs		Dogs count as the same faction as the player's Leader.


ROBOT TYPE ICON


CREATURE TYPE ICON


DOG TYPE ICON


DOG HANDLER ICON

DOG AND DOG HANDLER

Dogs

Dogs count as the same faction as the player's Leader.

Dog Handler

Dog Handler is an aura ability (see 'Leader', p.50) that some units possess. Any Dog that starts their activation within the aura of a model (of the same faction) with the Dog Handler ability has two benefits during their activation:

1. The Dog model may use the **Search** skill, based on its own PER.
2. If the Dog Handler model is **Heroic** (see previous page) then the dog model is Heroic too.

Note that these benefits only last for the Dog model's activation, and do not affect the Dog's Reaction, if it has one; it is not necessary to track whether a Dog was Heroic during its activation.

At the start of a battle, place **Luck Tokens** (see following page) on the Dog Unit card equal to the unit's LUC. These tokens can only be used when a Dog is Heroic, and the pool it starts with does not increase even if further Dogs in the unit (or the same Dog) become Heroic later in the battle.

When a Dog is Heroic, Critical Points (see page 53) are added to relevant weapon cards as usual, but the Critical Effect of a fully-charged weapon can only be used by a Dog while it is Heroic.

TURRETS AND FIXED DEFENSES

Turrets are automated defences whose details are shown on their weapon card. Turrets have the following additional rules (unless otherwise stated on the card, or in a scenario):

- Unlike models, turrets can have multiple Reaction Markers. Turrets start each round with the the total number of Reaction Markers shown on their weapon card, regardless of any remaining from the previous round.
- Turrets use a Reaction to shoot using the skill shown on their card. (A turret can only use one Reaction Marker per Trigger as usual.)
- Turrets are aware of all Triggers at a range of two Awareness lengths.
- Turrets react to every Trigger they are aware of regardless of faction.
- All Actions (including Prepare) are Triggers for turrets. Plus, any Action (*not* Quick Action) that a model does not use is a Trigger. Being hit by an attack is not a Trigger for turrets.
- A turret engaged with a model cannot target models with which it is not engaged, as usual. However, a turret will react to any Triggers it is aware of including those by models with which it is not engaged – in this case, the turret will react by shooting at one of the models with which it is engaged (randomise which if multiple).
- If engaged, a turret receives the negatives for using a Ranged Weapon in Close Combat as usual.
- Turrets are not units, so never count as units for the purposes of scenario Objectives and cannot interact with Objectives (see *Campaign Handbook*, p.9).
- Turrets are immobile and, once placed, cannot move or be moved by any means (including Push Back, etc).
- By default, turrets have 360-degree awareness, but some turrets may have limits to the arc in which they are aware of triggers.


REACTION MARKER

LUCK



LUCK ICON



TWO SIDES OF THE LUCK TOKEN

During game set-up, units that can use Luck receive **Luck Tokens** equal to their LUC stat and these are placed beside the relevant unit's card. Primarily, the Luck icon is found on **Heroic cards**, but may also be found on some unit or ability cards. A unit with multiple Luck icons gets no extra benefit.

Luck allows units with a **Luck icon** on any of their cards to improve their fate. Luck Tokens can be used for several different effects depending upon the situation, including **Accurate** to shift a near-miss to success, **Dodge** to avoid a hit, **Tough** to reduce damage, and **Extra Critical** for bonus CPs. While Luck Tokens do not grant re-rolls, they can shift a borderline result in your favor!

When a Luck Token is used, it is taken from the unit's card and flipped onto the battlefield, resulting in either the blank side (a failure) or Luck icon facing up (a success). A player using a Luck Token must declare what it is being used for before flipping it. Once used, a Luck Token is discarded. A model may never have more Luck Tokens than its LUC.



Using Multiple Luck Tokens

A unit may use multiple Luck Tokens but may not use more than one to attempt to modify the same result. For example, one Luck Token can be used to **Dodge** against an attacking Skill Test, and if that fails, the same unit can spend a second Luck Token to try to **Tough** it out and modify the damage sustained. But they may not use two Luck Tokens against the same Skill Test result or damage calculation.

ACCURATE: LUCK WHEN ROLLING A SKILL ROLL

After an unsuccessful Skill Test has been rolled for a model, its player declares if they are going to use a Luck Token. Only one Luck Token can be used on any one test. If the result is a Luck icon, the Skill Dice result receives a -2 modifier, perhaps changing a narrow failure to a success. Note that Luck cannot be used if the original test was already successful – i.e. Luck cannot make a test even more successful. Also, the **X** result on the Skill Dice is not a number so cannot be altered by Luck.

DODGE: LUCK WHEN HIT BY AN ATTACK

After a successful attack has been rolled (and even if Luck was used to make it succeed), yet *before* damage is calculated, the player whose model was attacked can declare if the target model will use a Luck Token. Success means the attacker's roll receives a +2 modifier. As a result, Luck can make a successful attack miss. Criticals automatically set the Skill Dice to 1 and Luck cannot change this.

Note that Luck cannot be used by the attacker after a target has successfully used Luck to make an attack miss, even if Luck was not already used by the attacker.

TOUGH: LUCK WHEN TAKING DAMAGE

A Luck Token can be flipped by a model which is about to have damage applied due to any cause – this is done after the damage is fully calculated, after armor, but before being applied. If a Luck icon is revealed, the damage is reduced by 1.

EXTRA CRITICAL: LUCK TO GENERATE CRITICAL POINTS WHEN ATTACKING

A Luck Token can be flipped by a model which has just made a successful attack (after factoring in any Luck used by the attacker and/or target). If a Luck icon is revealed, 1 CP is added to the weapon used (in addition to any CPs the attack roll generated, and regardless if any actual damage was caused).

CRITICAL ATTACKS

Some weapons can be used to launch powerful attacks called **Critical Attacks**, instead of their standard attack. Models with a **Critical icon** on their unit, ability or Heroic card gain and use **Critical Points** (**CPs**) in order to use their weapon's Critical Attack.

A unit with multiple Critical icons gets no extra benefit. The details of any Critical Effect (if it has one) are shown in a box on the right of the weapon card, called the '**Critical Meter**'.

GAINING CRITICAL POINTS

There are two ways a weapon can acquire the CP Tokens necessary to unleash a Critical Effect:

- When a model who (1) has a card showing a Critical icon *and* (2) uses a weapon showing a Critical Meter successfully hits a non-friendly model with an attack (regardless of damage caused), 1 CP token is placed next to the weapon card that was used.
- Each Critical icon (⚠) rolled on a dice also adds 1 CP token.

Note: hits on friendly models or non-models, e.g. terrain, do not generate any CPs.

If the number of CP tokens the weapon has accumulated equals the weapon's Critical Rating as shown on its card, the Critical Meter is 'fully-charged'. When fully-charged, no further CPs can be placed on the Critical Meter and additional CPs are ignored.

CRITICAL ATTACKS

If a weapon's Critical Meter is already fully-charged at the start of an attack made with that weapon, the player can choose to use that weapon's Critical Attack instead of the weapon's standard attack. A player can also choose not to use the Critical Effect, leaving the Critical Meter fully-charged until the Critical Effect is used. Note: a weapon which becomes fully-charged because of CPs gained from an attack roll *cannot* use its Critical Effect during that current attack.

A player declares a Critical Attack using a weapon which has a fully-charged Critical Meter and rolls the relevant Effect Dice shown on the card. However, the Skill Dice is not rolled and is considered to be an automatic success regardless of other effects or modifiers. No CPs are gained when using the Critical Attack.

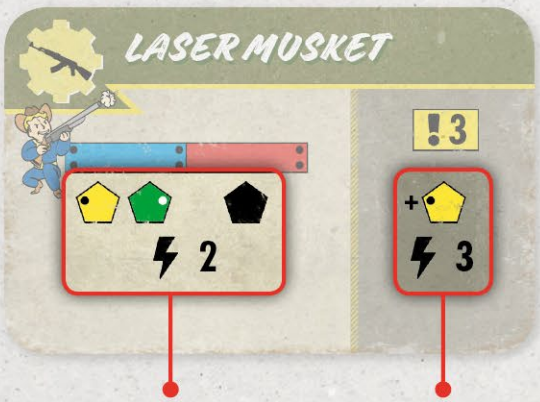
Instead of the standard effect caused by a weapon, the effect described in the Critical Meter area is caused. The Critical Meter area shows new values or additional effects on top of the standard effects.

> ***In the example*** *in the sidebar, the weapon's base damage of 2 physical is replaced with* ***3 physical****, and* ***1 yellow Armor Reduction Effect Dice is added*** *to the standard amount (which varies depending on the range).*

Note that a Critical Attack must still meet all the other usual requirements of an attack, such as Line of Sight, range, etc. – a Critical Attack is an automatic hit, but only if it is at least possible to hit the target. Also, some Critical Attacks can only be used in certain situations, i.e. only at long range, and these restrictions are described in the Critical area of the weapon card.

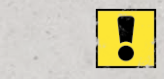
Immediately after a weapon's Critical Attack has been resolved, CP tokens are removed from the weapon card equal to the weapon's Critical Rating – in most cases, this will be all of them – and the weapon can begin charging anew.

If a Critical Attack is used to shoot at an engaged target Model – automatically hitting the engagement – the actual Model affected by the Critical Attack is assessed as usual – see 'Shooting into Engaged Models', p.26.



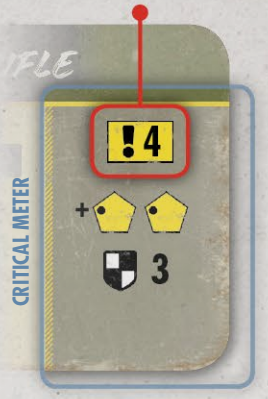
THIS WEAPON'S STANDARD DAMAGE IS 2 ENERGY DAMAGE, PLUS THE EFFECT DICE DEPENDING ON THE RANGE.

THIS WEAPON'S CRITICAL ATTACK DOES 3 ENERGY DAMAGE (INSTEAD OF THE STANDARD 2), AND ADDS 1 YELLOW DICE TO THE USUAL EFFECT DICE. THEREFORE AT SHORT RANGE THE DAMAGE WOULD BE 3 ENERGY PLUS 2 YELLOW AND 1 GREEN DICE.



CRITICAL ICON

CRITICAL RATING





CRITICAL POINT TOKEN



THIS WEAPON'S CRITICAL ATTACK CAUSES 4 PHYSICAL DAMAGE BUT DOES NOT ADD ANY EXTRA EFFECT DICE. ALSO, THE CRITICAL ATTACK CAN ONLY BE USED AT LONG RANGE.



SUMMARY OF MARKERS



Regular Damage
Placed next to models to record physical / energy damage. Available in denominations of 1 (shown), 2, and 5.



Radiation Damage
Placed next to models to record damage from radiation.



Critical Point
Placed on weapon cards when Critical Points are gained. When enough Critical Points are on a weapon card, the weapon's powerful Critical Attack can be used.



Reaction Marker
Placed next to models which can react when they perceive Actions by enemy models. These Reactions take place during the opposing player's turn.



Bonus Dice (Black)
This marker is primarily used when a Charge results in a bonus dice. (see Charge, p.23)



Bonus Dice (Green)
This marker is primarily used when a Charge results in a bonus dice. (see Charge, p.23)



Bonus Dice (Yellow)
Model receives a bonus yellow dice.



Luck Token
Luck Tokens are physically flipped when Luck is used to determine the outcome of some effects and situations. The clover icon indicates success; the flip side shows failure.



Advantage Marker
Placed next to the player with Advantage. Also physically flipped to determine direction of scatter.



Armor Boost Tokens
Placed on a unit card, each token increases the unit's 'Strong Armor' value by 1, but one token is discarded each time the unit is hit (regardless of damage).



Counting Token
Track anything that needs counting: Action Points, number of uses, number of rounds.



-2 Penalty Token
This penalty token indicates the model's Skill Values are modified by -2 for Skill Tests, due to an injured arm.



Mine
Denotes a mine's location on the battlefield. See p.46.



Readiness Marker
Placed blue-and-yellow side up to show if a model is Ready (so it can be activated then or thereafter). Before a model is made ready, it requires no Readiness Marker next to it. The gray-and-white flip side of the marker shows when the model is Used so it cannot be activated again during the current round.



Slow Firing
Some weapons can only be fired once per round. The Loaded side (gold) of this token shows the weapon can be fired. When fired, flip the token to Empty (gray) and cannot be fired until turned back to loaded.



Fire
A Fire Token indicates a model is On Fire, and is flipped to see if a fire goes out or continues.



Poison
A Poisoned model takes damage each round.



Stunned
A Stunned model must use an Action to shake off their Stunned condition before taking any other actions.



Slow
A Slow model's Movements are at one distance shorter than normal.



Frozen
Frozen lasts until the end of a model's activation.



Lock
Placed on the battlefield to show a locked object.



Computer
Placed on the battlefield to show a computer terminal.



AI
Placed on the battlefield during solo or co-operative games to identify the AI models. See the *Campaign Handbook*, p.8. The dust cloud marker is not used in the two-player set but will be utilized by additional rules to be released later.



Investigation Marker
Placed on the battlefield, Investigation Markers represent items that need to be seen by a model from a distance to understand what they are. They are usually scenario objectives. Investigation Markers within Awareness range of a model can be viewed, and the flip side of an Investigation Marker features either a Blank, Number or Toolbox (Searchable) icon. See 'Investigation Markers', p.29.





Searchables
Placed on the battlefield, these markers represent items that need close examination to know what they are, for example, a filing cabinet, a locked suitcase, a booby-trapped desk. See 'Searchables', p.30.



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QUICK REFERENCE


DAMAGE EFFECT DICE


ACCURACY EFFECT DICE


ARMOR REDUCTION EFFECT DICE

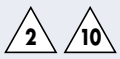

SPECIAL EFFECT DICE





SKILL DICE

SKILL DICE ICONS (P.11)

ICON	ICON NAME	EFFECT
	Numbered Face	The numerical result of the roll
	Action Point	Allows some models to perform Quick Actions (see p.40)
	Critical Point	Allows some models to use powerful, Critical Attacks (see p.53)
	Fail	The Skill Test has not been successful

EFFECT DICE ICONS (P.11)

ICON	NAME	EFFECT
	Extra Damage	Adds damage. See 'Damage', p.19.
	Reduce Armor	Reduces target's Armor Rating See 'Armor', p.21.
-1 -2 -3	Bonus to Skill	Increases chances of success from a Skill Dice roll. See 'Skill Tests', p.10.
	Special Effects	Allows use of special weapons, equipment, or abilities. See 'Special Effects', p.20.

OPERATIONAL DURATION FOR ITEMS (P.33)

EFFECT	DESCRIPTION
Instant	The effect takes place **immediately** with **no on-going effect** (for example, a Stimpak heals regular damage and then is discarded).
Fixed	The effect starts and then **lasts for a period of time** with the **same effect**.
Diminishing	The effect starts and then **lasts for a period of time** with the **diminishing effect**.

ITEM TYPES (P.32)

TYPE	ICON	DESCRIPTION	LIMITED USE
Alcohol		Alcohol can have many varied benefits, but can also result in negative effects of addiction after use. See 'Addiction' p.34.	
Armor		Armor offers protection against harm. A model's Armor Ratings are derived from one card that sets armor values (which may be their own unit card) *plus* up to one card that alters those values. A model can set which cards it is using for its Armor Ratings at the start of its activation. See 'Armor' p.21.	
Chems		Chems can have powerful mind- and body-altering effects, but can also result in negative effects of addiction after use. See 'Addiction' p.34.	
Clothing		Clothing can increase attribute values and offer extra abilities. A model may equip up to one clothing Item.	
Food and Drink		Food and Drink items can heal damage, increase stats, increase resistances, and more. When cooked, some food and drink has increased effects and removes the harmful radiation gained from exposure to the Wasteland. A model may use the cooked effect on a card if the card was equipped by a model in their force at the start of the battle. Super Mutants may always use the cooked effect.	
Gear		The Wasteland is full of weird and useful items which can vary, from a Stealth Boy that temporarily renders the wearer practically invisible, to Stuffed Monkey toys which can be used to warn of enemy activity.	
Junk		Many Wastelanders survive by scavenging junk and selling it for Caps. Junk serves no other use than its value in Caps, which be used to expand your Settlement. See the *Campaign Handbook*: 'Settlements' – p.18.	
Mods		Mods are modifications to Weapons, Armor and Power Armor which improve their capabilities. Up to one Mod card can be attached to an item which is of the same type, i.e. Rifles can only be fitted with Mods showing the Rifle weapon type icon. Mods cannot be fitted or changed during a battle.	
Power Armor		Power Armor is amongst the toughest protection in the wastelands. A model may equip up to one Power Armor Item. See 'Power Armor' p.45.	
Weapons	(Various)	The main offensive power on the battlefield.	Grenades and Mines

QUICK REFERENCE

PREPARE ACTIONS: TRIGGER ACTIONS BY RANGE (P.42)

ONE LENGTH	TWO LENGTHS
Any Action (except Prepare)	Movement
Friendly model hit by an attack	Attack

INVESTIGATION MARKER UNDERSIDES (P.29)

NAME	ICON	DESCRIPTION
Number		**Numbers** represent various items defined in the scenario, such as a computer terminal, the body of a Deathclaw, part of the prototype Synth, Mirelurk tracks.
Blank		**Blank** means there is nothing here.
Searchable		This marker represents a **Searchable** (see p.30) and inspecting it can result in gaining an item or something of value. While a player's model is in base-to-base contact with this Investigation Marker, they may reveal and replace the Investigation Marker with a **Searchable Marker** (face-down).

SEARCHABLE MARKER UNDERSIDES (P.30)

NAME	ICON	DESCRIPTION
Letters		Letters represent various items determined by the scenario, such as a key, the antidote, a delivery schedule showing the location of the captured villagers.
Blank		Blanks mean there is nothing here
Item		An item is there for taking without any skills or tests. Draw an Item card from **The Wasteland** (see p.31).

SEARCHABLE MARKER UNDERSIDES (P.31)

ICON	DESCRIPTION
	The model must perform a Use Expertise Action: Lockpick Skill Test. **Success:** Draw an item card. **Failure:** Remains locked, but can be re-attempted.
	As 'Lockpick Required' (above) but requires a Search Skill Test instead of Lockpick.
	As 'Lockpick Required' (above) but requires a Computers Skill Test instead of Lockpick.
	The Model can tell that this object is locked but it is also trapped. A successful Lockpick Skill Roll will gain the item without triggering the trap. **Fail:** Draw a Danger card from **The Wasteland** (see p.31) Then, **Success or Fail**: Draw an Item card. A Model can choose not to Use Expertise and leave the lock alone.
	The Model must draw and resolve a Danger card from The Wasteland. After resolving it, draw an item.
	The Model must draw and resolve a Danger card from The Wasteland. There is no other effect and no item.

FALLING DAMAGE (P.45)

DISTANCE UP TO	DAMAGE
	+2
	+4
	+6
	+8
	+10
> Black	Remove model from Battlefield

Each **Damage icon** ( ) rolled on the black dice while calculating falling damage equals **+1 damage**.

Each **Nuka-Cola Bottle** icon ( ) rolled on the black dice while calculating falling damage equals **-1 Armor Reduction**.

All other icons are ignored.

UNIT TYPES: GENERAL RULES (P.51)

TYPE	ICON	SPECIAL RULES
Robots		Robots can not use Power Armor. Robots are immune to Poison. Robots cannot use Food & Drink, Alcohol, or Chems. Robots can have damage removed using a Robot Repair Kit.
Creatures		Creatures cannot use Power Armor. Creatures cannot use Food and Drink, Alcohol, or Chems
Dogs		Dogs count as the same faction as the player's Leader.

ACTION POINT USE ICONS (P.40)

ICON	NAME	USAGE
	Movement	Allows a model to perform a Movement (Quick Action): Move or Charge
	Attack	Allows a model to perform an Attack (Quick Action): Shoot, Close combat, Thrown or Heavy Weapon
	Expertise	Allows a model to perform a Use Expertise (Quick Action): Computers, Lockpick, Search or Presence
	Prepare	Allows a model to Prepare