

FALLOUT WASTELAND WARFARE

LEADER AND PERKS

BATTLE MODE ITEMS LIST

Made by the
Community

ACE OPERATOR

Model gains on all actions with a silenced weapon.

This Perk can only be used by an Operator model (or Sole Survivor in an Operator force).

ACTION BOY / GIRL

A model can not use this in addition to V.A.T.S. during an activation.

ADAMANTIUM SKELETON

Resistant to and

Each time a / would be gained, flip a

If the result shows , do not gain the condition.

ATTACK DOG

attacks get

Requires

BASHER

When using ranged weapon in Close Combat, ignore the extra armor rating it gives target. (-2 penalty to skill still applies.)

BIG LEAGUES

Re-roll 1 blank result on in attack with

BLITZ

One attack per activation can be made at Orange.

BLOODY MESS

When an enemy model is to be removed due to an attack by you, flip . If , the gruesome wound unnerves nearby enemies. Give up to 2 enemy models within Yellow and LoS of the model to be removed a which they discard after their next action (including reactions).

CHEMIST

The right-most column of a effect lasts one additional activation duration.

CHOSEN DISCIPLE

If this model eliminates an enemy model with an action it immediately gains one Quick Action Point.

This Perk can only be used by a Disciples model (or Sole Survivor in an Disciples force).

COLLABORATIVE

If engaged and a friendly successfully Shoots into the Close Combat, the shot affects the intended target (do not randomise).

CONCENTRATED FIRE

When shooting at a target which the model shot at with their previous action, +2 bonus to / /

Can be used a maximum of once per activation.

DEMOLITION EXPERT

Re-roll 1 blank result on in attack when using

ENTANGLE

When engaged, you may make an opposing model which is disengaging make an opposed Agt test.

If successful: Opposing model cannot disengage this turn and must choose a different action instead.

If opposing model successful: May disengage without giving away free attack.

May use once per activation

FIRE RESISTANT

Resistant to

GHOULISH

counts as healing.

GUNSLINGER

Re-roll 1 blank result on in attack with

HACKER

+2

If model has no skill, perk gives model 2.

HEAVY GUNNER

Re-roll 1 blank result on in attack with

HUNTSMAN

For any shot (before roll), can choose to replace damage caused by with:

/

Type of damage matches type usually dealt by weapon.

Can not be used with weapons.



IMPATIENT

Once per activation, may gain 1 to gain 1

IRRESPONSIBLE

May choose to take instead of gaining +4

LEAD BELLY

Ignore from consuming food and drink.

LIFE GIVER

+1

LIGHT STEP

When a would be activated due to movement by this model, flip . If mine not triggered by that specific movement.

LOCKSMITH

+2

If model has no skill, perk gives model 2.

LONE WANDERER

When no friendly models (excluding) within Presence:
 +1
 +1
 +1
 +1 for and
 +2

MOVING TARGET

If 2 actions (not Quick Actions) are spent moving and/or charging during an activation, place a on this card to show ranged attacks against you suffer a -2 penalty. Remove this token when the benefit ends. The benefit ends at the start of your next activation, if engaged at any time, at the start of performing a reaction, when suffering from Push Back, or when taking damage.

MYSTERIOUS STRANGER

If rolled during V.A.T.S. roll, Mysterious Stranger attacks your nearest unengaged enemy in LoS — your choice if tied.
 AUTO-HIT: Resolve 2+ on any model in Mysterious Stranger's LoS (engaged or not).
 (This attack is optional.)

MYSTERIOUS STRANGER II

If / rolled during V.A.T.S. roll, place Mysterious Stranger up to Red away.
 AUTO-HIT: Resolve 2+ on any model in Mysterious Stranger's LoS (engaged or not). Then remove Mysterious Stranger.
 Max. one Mysterious Stranger Perk per activation.
 REQUIRES: Mysterious Stranger Perk.

MYSTERIOUS STRANGER III

As Mysterious Stranger II but when Mysterious Stranger's model is placed:
 EITHER Immediately resolve Mysterious Stranger II attack or Place next to Mysterious Stranger and use a reaction with to attack later. Remove Mysterious Stranger after attack, or when affected by any damage.
 REQUIRES: Mysterious Stranger II Perk.

NINJA

If no-one has LoS to you (other than target), shots at long-range add 1

PACK ALPHA

Model gains +1 on all armor values.
 Model gains on all combat actions.
 This Perk can only be used by a Pack model (or Sole Survivor in a Pack force).

PACK LEADER

Model gains the Dog Handler ability. If a model already has , it affects one additional dog. This perk can be equipped multiple times.
 DOG HANDLER : can using PER. If dog handler model is Heroic, nearby also Heroic for their activation. This perk cannot be equipped by / /

PENETRATOR

When Shooting, ignore 1 item of cover.

PYROMANIAC

If an attack could have caused but did not do so, roll

QUICK THINKING

Gain

RIFLEMAN

Re-roll 1 blank result on in attack with

SHOTGUN DEVOTEE

No penalty for Quick Action shots using with 'Shotgun' in the title.


SNEAK


Movement and Melee attacks are not triggers outside one range ruler distance.



 **STEADY AIM**


Re-roll 1  in attack with  / 

 **STRONG CONSTITUTION**


Model is resistant to 

 **STUN RESISTANT**

Resistant to 

 **TRAVEL LIGHT V2**

The model's Move distance is one distance longer. This has no effect if the model's Armor Rating is 3 or higher.



BELOVED

FORTUNATE ✨: If Leader can use Luck, model may use the Leader's Luck as if they had the ability.

INSPIRATIONAL: When Leader removed due to an attack by an opposing model, up to 4 friendly models in LoS and Leader's may immediately perform 1 Quick Action.

BERSERKER

CHAAARGE ✨: =

HARDENED: At the start of the battle add 1

BODYGUARD

CRACK SHOT: +

DEFIANT ✨: When at 1 or 2 , S.P.E.C.I.A.L. attributes all +1. Does not increase

BRAWLER

DIRTY FIGHTER: +

CHARMING: **CHA** +2

BRUISER

FIRE SUPPORT: Long-range +

VENGEFUL ✨: Before being removed, perform 1 non-movement Quick Action.

BLITZER

PRECISE ✨: Models activated during same turn as Leader receive + for

SWIFT: Once per battle, after determining Advantage Marker, take the Advantage Marker.

CO-ORDINATOR

SURGE: When Leader activated, but before Leader performs their actions, other models within immediately perform a free **Orange Move** action (but cannot use it to engage). Once per battle.

RUSH ✨: Models gain

DEFENDER

REACTIVE ✨: When Leader is activated, add so there are 2 tokens on this card. A friendly model may take 1 from this card during their activation and add it to their model. Leader can not use Reaction tokens from this card themselves.

ALERT: +1 and +1

DWELLER

PREPARED: Instead of using an action (not quick action), this Leader can place a counter on this card instead. During activation, a token on this card can be discarded to perform an additional action. Only one token can be present on this card at any time.

FUSILIER

HIP SHOOT: Short Range +

INSPIRING ✨: Once per round, one friendly model may use one of the S.P.E.C.I.A.L. attributes of this model to replace the matching attribute of their own during their activation.

GATHERER

HOARDER ✨: If Leader unengaged, models may use Leader's

WEATHERED: +2

GRENADIER

BOMBARDIER ✨: Models activated during same turn as Leader, +

KICK IT AWAY: If unengaged and the final location of a attack is within **Orange**, may by **Orange** before damage is resolved.

HUNTER

MARKSMAN: Long-range +

KEEN EYES ✨: Increase awareness color by one step.

PROCURER

SECURITY EXPERT ✨: If Leader unengaged, models may use Leader's

CATCH: Can share at **Red** instead of **Yellow**.

SYNTH EXPERT

CALIBRATED ✨: without , gain

NETWORK ✨: may use LoS and Awareness of other Synths within Leader's aura for Charge and Triggers.

SELFLESS

HELPFUL ✨: **INT** +1

LOOK OUT!: If unengaged, may take weapon damage suffered by friendly model within **Orange** and LoS (prior to armor roll). Once between activations.

SKIPPER

TEAMWORK: If 3 or more other models within and LoS will be activated in same turn as Leader, Leader gains

TEAM SPIRIT: When friendly model within Leader's is removed, Leader gains one of

STALKER

SILENT FIGHTER: +

SHADOW ✨: The Move of models activated during the same turn as the Leader which start out of enemy LoS is one color longer than usual. Does not affect Charge.

TACTICIAN

TACTICAL: Models up to **Orange** from Leader do not count towards total models when determining Advantage.

VIGILANT: Enemy models block LoS for other enemy models when drawing LoS to this Leader.

TECH CHIEF

ADMINISTRATOR ✨: If Leader unengaged, models may use Leader's

R&D: During set-up, draw 2 Mods and attach one to any matching, un-modded piece of equipment. Discard the other.



TECH

HACKER : +

INGENUOUS: LUC +3

THIEF

LOCKSMITH : +

CONCEALED: Movement does not cause triggers.

VETERAN

TOUGH: +2

WAR CRY: +2

WARDEN

DISTRACTION : A friendly model that disengages does not cause free attack by enemy. (One model per round).

RESILIENT : When to be added, flip and discard if Stunned icon is not face-up.

WASTELAND SEARCHER

FORAGER : +

PERSISTENT: When drawing Item cards on the battlefield, draw 1 extra and then 1 extra than normal.

COMMANDER

ENCOURAGING: When Leader is activated, add so there are 2 tokens on this card. Discard 1 token to give 1 to a friendly model within during their activation. Leader can not use the AP from this card themselves.

HOLD FAST : +2

HEROIC

COMMAND: ACT

When Creature Controller activates, may 1 Unready within and LoS or may multiple Unready within and LoS but each gains . Requires Creature Controller Leader.

COMMAND: ATTACK

: Gain . Requires Creature Controller Leader.

COMMAND: COUNTER

When a within and LoS is aware of a Trigger, may Test PER. If successful, the may immediately perform a Reaction. Success or fail, the then gains . May be used once per Creature Controller activation. Cannot be used by with . Requires Creature Controller Leader.

COMMAND: FIND

: without gain based on INT. with gain +2. Requires Creature Controller Leader.

COMMAND: GUIDED STRIKE

: gain +2 versus targets to which the Creature Controller has LoS. Requires Creature Controller Leader.

COMMAND: HEEL

Any Creatures within and LoS may immediately perform a Quick Action to Move directly towards Creature Controller (moving shortest route around impassable terrain if necessary). May be used once per Creature Controller activation. Requires Creature Controller Leader.

COMMAND: IMPETUOUS

: When activated, it can gain and . Requires Creature Controller Leader.

COMMAND: PACK ASSAULT

: Outnumbered bonus for when engaged in close combat with other friendly can be instead of . Requires Creature Controller Leader.

COMMAND: PACK ATTACK

Creature Controller may perform a Use Expertise action for any number of engaged within and LoS to immediately perform a Close Combat Quick Action and then the gains . May be used once per Creature Controller activation. Requires Creature Controller Leader.

COMMAND: PROTECT

One unengaged, friendly within and LoS of the Creature Controller may take the damage from an attack (prior to armor roll) instead of the damage affecting a target in LoS and up to Orange away. May be used once per battle. Requires Creature Controller Leader.

COMMAND: SCATTER

Any Creatures within and LoS may immediately perform a Quick Action to Move directly away from Creature Controller (moving shortest route around impassable terrain if necessary). May be used once per Creature Controller activation. Requires Creature Controller Leader.

COMMAND: SPEED

: Gain . Requires Creature Controller Leader.

COMMAND: TAKE IT

: may gain instead of . Requires Creature Controller Leader.

CREATURE CONTROLLER

The Leader is not considered a Creature but their faction is 'Creature'. Leader may equip Creature Perks. Creature Controller may not be equipped by . HOLD : gain . OBSERVER : Friendly can use Controller's LoS and Awareness when assessing requirements for a Charge and/or Triggers.

WILD

only. When activated, roll : . and discard at start of this Creature's next activation. If a Wild Creature has V.A.T.S., roll for V.A.T.S. and Wild separately.



PROGRAM: ACT

When Robot Controller activates, may one Unready (👤) within (👤) (👤)

Requires Robot Controller Leader.

PROGRAM: AGGRESSIVE

👤: (👤) Gain (👤) based on STR.

Requires Robot Controller Leader.

PROGRAM: ATTACK

👤: (👤) Gain (👤)

Requires Robot Controller Leader.

PROGRAM: COORDINATED

👤: Outnumbered bonus for (👤) when engaged in close combat with other friendly (👤) can be (👤) instead of (👤)

Requires Robot Controller Leader.

PROGRAM: HACK

👤: (👤) Gain (👤) +2 OR Gain (👤) based on INT.

Requires Robot Controller Leader.

PROGRAM: INTERCEPT

One unengaged, friendly (👤) within (👤) of the Robot Controller may take the damage from an attack (prior to armor roll) instead of the damage affecting a target in LoS and up to Orange away from the Robot.

May be used once per battle.

Requires Robot Controller Leader.

PROGRAM: PICK

👤: (👤) Gain (👤) +2 OR Gain (👤) based on AGI.

Requires Robot Controller Leader.

PROGRAM: RETURN

Any Robots within (👤) may immediately perform a Quick Action to Move towards Robot Controller via shortest route.

May be used once per Robot Controller activation.

Requires Robot Controller Leader.

PROGRAM: SPEED

👤: (👤) Gain (👤)

Requires Robot Controller Leader.

PROGRAM: SPREAD

Any Robots within (👤) may immediately perform a Quick Action to Move directly away from Robot Controller via shortest route.

May be used once per Robot Controller activation.

Requires Robot Controller Leader.

PROGRAM: SYNCHRONIZED

Robot Controller may perform a Use Expertise action for any engaged (👤) within (👤) to immediately perform a Close Combat Quick Action and then the (👤) gains (👤)

May be used once per Robot Controller activation.

Can affect multiple robots.

Requires Robot Controller Leader.

PROGRAM: VOLLEY

Robot Controller may perform a Use Expertise action for any unengaged (👤) within (👤) to immediately perform a Shoot Quick Action and then the (👤) gains (👤)

May be used once per Robot Controller activation.

Can affect multiple robots.

Requires Robot Controller Leader.

CLUNKY

Automatron (👤) only.

When activated, roll (👤)

👤: (👤) and discard at start of this Robot's next activation.

If a Clunky Robot has V.A.T.S., roll for V.A.T.S. and Clunky separately.

ROBOT CONTROLLER

The Leader is not considered a Robot but their faction is 'Robot'. Leader may equip Robot Perks.

Robot Controller may not be equipped by (👤) (👤) (👤)

HOLD: 👤: (👤) gain (👤)

OBSERVER: 👤: Friendly (👤) can use Controller's LoS and Awareness when assessing requirements for a Charge and/or Triggers.

MEND ROBOT

When unengaged, Robot Controller may (👤) with (👤) and perform a Use Expertise action to remove 1 (👤) from an unengaged (👤)

May be used once per Robot Controller activation.

Requires Robot Controller Leader.

