

Fallout®

MINIATURES

SPOOKTOBER! 2

RETURN OF THE GOLIATHS





Fallout

MINIATURES

SPOOKTOBER! 2

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SPOOKTOBER! 2: RETURN OF THE GOLIATHS

FALLOUT: MINIATURES RULES PACKET

Trick or treat! Welcome to the second annual **Fallout Miniatures Spooktober Rules Packet!** This rules packet is stuffed to the brim with seasonally terrifying new content for **Fallout: Factions!**

In this year's Packet you will find:

- Updated rules for **The Bigger They Are**, including a new Control Campaign Scenario and how to include the Wasteland's largest monsters in your **Fallout: Factions** Reach Campaigns.
- Five new **Goliaths** for **Fallout: Factions**, joined by an errata-compliant Super Mutant Behemoth.

- Seven new **Companions**, including the unnerving Robobrain and a collection of irradiated creatures!
- Lorenzo Cabot, Marcus, and Lily Bowen to join your games as **Legends of the Wasteland**.

The Wasteland is horrifying normally, but during this time of year, we urge you to be even more careful where you step!

And remember: don't eat glowing candy!



CAMPAIGN OR C.O.M.P.?

There are two main ways to play **Fallout: Factions**: either in an ongoing campaign with your friends, or the tournament framework outlined in the C.O.M.P. (Competition Organization and Management Protocols) Kit.

Campaign content cannot be used in C.O.M.P. play, whereas C.O.M.P. content can fit into your campaigns just fine. To highlight what parts of this book are for which style of play, look for the headers at the top of each section. These will inform you if those rules are for campaigns or tournaments.

THE BIGGER THEY ARE: RETURN OF THE GOLIATHS!

CAMPAIGN PLAY

Monsters are rife in the Wasteland. While a humble Mole Rat may inconvenience regular joes, they truly quake in their boots at the mention of the larger creatures at the top of the food chain. Sensible folks tend to give the lairs of these Goliaths a miss unless they should meet one face to larger, hungrier face.

Occasionally, foolhardy gangs are drawn by the promise of power or caps into conflict with a Fog Crawler, Behemoth, and the like. Such tales are hard to come by, as most do not live long enough to make the return journey...

HOW TO USE THE BIGGER THEY ARE...

The Bigger They Are... is a set of rules that allow crews to take on the biggest Goliaths the Wasteland has in **Fallout: Factions**.

A Goliath is a large creature that *Fallout* fans will recognise from the franchise, such as the Scorchbeast or the Grafton Monster. *The Bigger They Are...* is a modular multiplayer system that allows players to choose from multiple different Goliaths to slot into the game. It can be played as a one-off game or part of an ongoing campaign. It would certainly make an explosive conclusion to your fight for the Wasteland!

When using a Goliath, put a Game Sheet on the side of the board so they can track their information during the game. This Game Sheet can be found on page 20.

Unlike regular games of **Fallout: Factions**, fighting a Goliath is a three-player battle with the extra player controlling the mighty Wasteland Goliath. This third player could be someone new to the game, or someone from your ongoing campaign looking to dole out vengeance to their rivals!

*No. 1 Helpful Hint from
Vault Boy!*

The C.O.M.P. Kit can be found on our website at **Fallout: Factions Downloads**.



But Wait! There's More!

While the rules presented here are an updated version of those presented in the prior *Spooktober* packet, you can still use the Goliaths there in any of your campaigns. The Scenario from that packet is also perfect for your Reach Campaigns. The version of the Super Mutant Behemoth in this packet does replace the prior version, due to a small errata fix.



FIGHTING WASTELAND GOLIATHS IN CONTROL CAMPAIGNS

The Bigger They Are... can be slotted into a Control Campaign, as part of *Preparing to Play* on page 33 of the **Fallout: Factions Battle for Nuka-World** rulebook. Goliaths in Control Campaigns are fought in Goliath Scenarios. When rolling for a Scenario as part of *Step 3: Determine Scenario*, a Goliath Scenario can be chosen instead of *Skirmish* when scoring 5-7. Fighting a Goliath is no small feat! Before choosing these Scenarios, discuss it with your opponent and agree that you are both confident playing this Scenario.

FIGHTING WASTELAND GOLIATHS IN REACH CAMPAIGNS

The Bigger They Are... can be slotted into a Reach Campaign, as part of *Preparing to Play* on page 36 of the **Fallout: Factions Rulebook**. Goliaths in Reach Campaigns are fought in Goliath Objectives. Goliath Objectives are Exclusive Objectives. When rolling on the Wasteland Objectives Table (**Fallout: Factions Rulebook**, pg. 38), if a player rolls a 10, a Goliath Objective can be chosen instead of the original result rolled. Fighting a Goliath is no small feat! Before choosing these Objectives, discuss it with your opponent and agree that you are both confident playing this Objective!

USING WASTELAND GOLIATHS

A Goliath and any additional models it brings are a crew that a third player should control. A Goliath's crew does not follow the limitations for Crew Creation. This crew cannot benefit from *The Leg-Up* or *Purchase Common Chems* steps when *Preparing to Play* in Control Campaigns. This crew also cannot benefit from *Step 8: Prepare Advantages of Preparing to Play* in Reach Campaigns. Models from a different crew are Enemy models to this crew.

A Goliath's crew cannot take the Initiative Token. Instead of taking their Turns in the regular manner, a Goliath's crew may declare that they are taking a Turn with one of their models instead of one of the other crews'. Once this Turn has been taken, the regular Turn Order resumes.

Example: Ren, Tom, and Jonno are playing a *Goliath Scenario* in their Control Campaign. Ren and Tom are using their regular crews, with Jonno playing the Goliath crew. Ren's crew has taken a Turn, with play alternating back to Tom's crew. Before Tom's crew takes a Turn, Jonno's Goliath crew decides to take a Turn. Once Jonno's Goliath crew finishes their Turn, play will alternate back to Tom's crew.

A Goliath's crew cannot enact Ploys, and models in that crew cannot take *Rummage* Actions.

GOLIATH PERKS

INNATE PERKS

Monstrous

This model's Harm Limit is 8, instead of 3. When this model is attacked, add one Bonus Die for every 2 Harm rather than each Harm. When a Critical Effect is triggered during an Attack Test against this model, the amount of Harm Suffered counts as being halved (rounding down). When Damage is inflicted on this model, use the table below rather than the one on page 22 of the **Fallout: Factions Rulebook**.

AMOUNT OF DAMAGE INFLICTED IS...	OUTCOME
... greater than the model's Endurance.	The model Suffers an Injury and 1 Harm.
... equal to or less than the model's Endurance.	The model Suffers 1 Harm.

Crop Dusting

This model may place a Radiation Token within 3" of itself at either the start or end of a *Get Moving* Action.

Disposable

This model does not cause Confusion Tests when removed from the Battlefield.



Entourage X (Model)

This Perk will list a numerical value in place of the X, along with the model's name. Use the value in place of the X. After placing this model on the Battlefield before a Scenario starts, place X (models) within 3" of this model.

Flight

This model is unaffected by the Proximity of Enemy models and can take the *Get Moving* Action while Engaged. This model doesn't count vertical movement towards its total allowed when climbing, and is always considered to have an Agility greater than the difference in elevation when dropping down from a Terrain Feature.

Howl

Models with this Perk gain the following Action:

- **Action: Howl (Unengaged Models):** The Active player chooses up to five Visible Enemy models. These models can be from the same crew or different crews. For each of these models, that model's player rolls 2 dice. If any score higher than that model's Intelligence, it Suffers 1 Fatigue.

Lure

When this model is chosen as the Active model, its controller may attempt to **Lure** an Enemy model that is Visible to it.

The opposing player rolls 2 dice. If any of them score higher than the Target model's Intelligence, the Active player may move the Target model up to 6" directly towards the Active model.

Spawn

When an Enemy model becomes Engaged with this model, resolve a *Brawl* Action with a Strength statistic of 3 and using the following Weapon Profile. The Test for this Action is Unlucky.

NAME	TYPE	TEST	TRAITS	CRITICAL EFFECT
Hatching Nibble	Melee	3S	-	-

Weak Point

When this model is the Target of an *Open Fire* Action that uses a Heavy Weapon, ignore the following effect from the *Monstrous* Perk for the duration of that *Open Fire* Action:

- "When this model is being attacked, add one Bonus Die for every 2 Harm rather than each Harm."

STRENGTH PERKS

Freight Train

This model can take the *Get Moving* Action while Engaged.

GOLIATH STAGES

A Goliath has two Stages: A and B. A Goliath will be at Stage A at the start of a Scenario. If a Goliath is Incapacitated while at Stage A, remove all Harm, Injuries, and Fatigue from the Goliath instead of removing it from play. The Goliath is now in Stage B. Once a Goliath is Incapacitated in Stage B, remove it from play as normal.

A Goliath will use the S.P.E.C.I.A.L. Profile, Critical Effects, Traits, and Perks associated with their current Stage. Some aspects, such as weapons and some Perks, will be used by both Stages.

You can record the different Stages of a Wasteland Goliath on separate Model Entries on the Game Sheet on page 20 if you wish.

WASTELAND GOLIATH PROFILES

ALBINO ANGLER (GOLIATH)



In some ways, radioactive fallout has seen wildlife regress to its earlier forms. Fish didn't have any appendages before the bombs dropped. Those limbs attached to the Albino Angler end in large, pointed claws, which it uses in sudden aquatic ambushes on its prey. Caution is advised when marching through the swamps of Appalachia when Albino Anglers are about. Avoid the lights... Avoid the floating lights...

STATS			WEAPONS		
STAT	A	B	BOTH STAGES		
S	6	7	WEAPON	Huge Claws	Fog Spit
P	4	4		TYPE	Melee
E	6	6	TEST		5S
C	1	1		TRAITS	Fast
I	2	2	CRITICAL EFFECT		Maim
A	4	4			
L	1	2			
♥	3	3			

PERKS		
A	B	BOTH
		<ul style="list-style-type: none"> ■ Hardy (Innate) ■ Lure (Innate) ■ Monstrous (Innate, see page 5) ■ Rad Resistant (Endurance)

GRAFTON MONSTER (GOLIATH)



"Why, the Grafton Monster is our town's beloved mascot! Sure, children are encouraged to stay out of its reach, but while he may look like a headless brute, the Grafton Monster has a heart of gold. Let's hear it for the Grafton Monster!"

STATS			WEAPONS		
STAT	A	B	STAGE A	BOTH STAGES	
S	6	7	WEAPON	Oil Bomb	Huge Fists
P	1	1		TYPE	Heavy (8")
E	6	5	TEST		4S
C	1	1		TRAITS	Area (2")
I	1	1	CRITICAL EFFECT		Ignite (2)
A	2	2			
L	1	1			
♥	3	3			

PERKS		
A	B	BOTH
	<ul style="list-style-type: none"> ■ Charge (Strength) ■ Freight Train (Strength, see page 6) ■ Sprint (Agility) 	<ul style="list-style-type: none"> ■ Entourage 3 (Protectron) (Innate, see page 6) ■ Hardy (Innate) ■ Monstrous (Innate, see page 5) ■ Rad Resistant (Endurance)

PROTECTRON (GRUNT)

S	P	E	C	I	A	L	♥
4	5	5	0	1	2	1	2

WEAPON	TYPE	TEST	TRIAITS	CRITICAL EFFECT
Robot Bash*	Melee	4S		
Robot Lasers	Rifle (16")	4P		Suppress (1)

* These weapons cannot be modified.

Perks

- **Hardy** (Innate)
- **Machine** (Innate)
- **Programmed** (Innate)
- **Self Destruct** (Innate)

Weapon Sets

- Robot Lasers & Robot Bash



HERMIT CRAB (GOLIATH)



You wouldn't think a mutated, oversized crab would have many good hiding places, but a few witless Wastelanders have brushed up too close to a van they thought otherwise empty. While not speedy creatures, Hermit Crabs can squeeze their bulk into many discarded shells from pre-War America. One must wonder if the owners of the Lobster Family Grill Restaurant would appreciate the irony of a crustacean using one of their vehicles as a home...

STATS			WEAPONS	
STAT	A	B	BOTH STAGES	
S	5	5	WEAPON	Huge Crab Claws
P	2	2		TYPE
E	8	7	TEST	
C	1	1		TRAITS
I	1	1	CRITICAL EFFECT	
A	2	2		
L	1	2		
♥	4	4		

PERKS

A	B	BOTH
<ul style="list-style-type: none"> ■ Odd Anatomy (Endurance) ■ Ricochet (Luck) 	<ul style="list-style-type: none"> ■ Spawn (Innate, see page 6) ■ Toughness (Endurance) 	<ul style="list-style-type: none"> ■ Hardy (Innate) ■ Monstrous (Innate, see page 5) ■ Rad Resistant (Endurance) ■ Weak Point (Innate)

CRITICAL EFFECTS

- **Hide:** After resolving this Attack Test, this model does not count as being Wide Open for the rest of the Round.

TRAITS

- **Tandem:** This model can choose two Critical Effects when making an Attack Test, rather than one.

PRIME SHEEPSQUATCH (GOLIATH)



A Prime Sheepsquatch is the apex of its kind: curved horns for battering away foes, an ear-splitting howl to send its enemies scarping, and sharp quills that can be ejected from its flesh at such a speed that they can puncture Brahmin hide and armor alike. Several cryptid hunters before the War told tales of close calls with a Sheepsquatch, which could mean it predates the advent of nuclear annihilation.

STATS			WEAPONS		
STAT	A	B	BOTH STAGES		
S	8	7	WEAPON	Huge Sheepsquatch Claws	Poison Quills
P	3	3		TYPE	Ramming Headbutt
E	6	6	TEST		Melee
C	1	1		TRAITS	5S
I	1	1	CRITICAL EFFECT		Combo
A	5	4			Wind Up
L	1	1		Pushback (4)	Pierce, Poison (3)
♥	4	4		Maim	

PERKS

A	B	BOTH
	<ul style="list-style-type: none"> ■ Charge (Strength) ■ Freight Train (Strength, see page 6) 	<ul style="list-style-type: none"> ■ Hardy (Innate) ■ Howl (Innate, see page 6) ■ Monstrous (Innate, see page 5) ■ Rad Resistant (Endurance)

TRAITS

- **Combo:** After performing a *Brawl* Action with this weapon, if this model is still Engaged with an Enemy model, it may make a single additional *Brawl* Action against that Enemy model without Taking Fatigue. This additional *Brawl* Action can be taken in addition to any other *Brawl* Actions that this model made this Turn.
- **Pulse:** When making an *Attack* Action with this weapon, each model Engaged with the Active model counts as a Target model. Make a single Attack Test, to which no Bonus Dice can be applied. Then resolve the *Inflict Damage* step once for each Target model, in an order chosen by the Active player. If a rule adjusts the amount of Damage inflicted (for example, the *Ignite (X)* Critical Effect), this does not carry over between models. Do not resolve Confusion until Damage has been applied to all models.
- **Tandem:** This model can choose two Critical Effects when making an Attack Test, rather than one.

SCORCHBEAST (GOLIATH)



Humanity was almost brought low by a second calamity after October 23rd 2077. Emerging from Enclave laboratories deep under the earth, the Scorched Plague turned those struck by it into mindless, growth-covered drones. At the head of this swarm were the Scorchbeasts — bats twisted by science into flying behemoths that can blot out the sun. The brave inhabitants of Appalachia banded together to face the scorched threat, but such camaraderie can only hold back the Scorchbeasts for a time.

STATS			WEAPONS		
STAT	A	B	BOTH STAGES		
S	7	8	WEAPON	Wing Swipe	Sonic Assault
P	3	3		TYPE	Melee
E	7	7	TEST		5S
C	1	1		TRAITS	Wind Up
I	1	1	CRITICAL EFFECT		
A	4	5			
L	2	2			
♥	4	4			

PERKS		
A	B	BOTH
<ul style="list-style-type: none"> Flight (Innate, see page 6) 	<ul style="list-style-type: none"> Unending Stamina (Endurance) 	<ul style="list-style-type: none"> Crop Dusting (Innate, see page 5) Entourage 6 (Scorched) (Innate, see page 6) Hardy (Innate) Monstrous (Innate, see page 5) Rad Resistant (Endurance)

TRAITS

- Beam:** When making an attack with this weapon, the Active player nominates a Target point on the Battlefield instead of a Target model. This must be a Visible point on the Battlefield surface, or on a Terrain Feature. Draw a straight line from the Active model to that point. Each model that this line crosses counts as a Target model.

Make a single Attack Test, for which no Bonus Dice can be applied. Then resolve the *Inflct Damage* step once for each Target model, in an order chosen by the Active player. If a rule adjusts the amount of Damage inflicted (for example, the *Ignite (X) Critical Effect*), this does not carry over between models. Do not resolve Confusion until Damage has been applied to all models.

SCORCHED (GRUNT)

S	P	E	C	I	A	L	♥
4	4	4	2	2	3	1	1

WEAPON	TYPE	TEST	TRIAITS	CRITICAL EFFECT
Baseball Bat	Melee	3S	Wind Up	Suppress (1)
Hand Weapon	Melee	3S	Fast	
Machete	Melee	4S		Maim
Pipe Pistol	Pistol (8")	4A	CQB	
Hunting Rifle	Rifle (22")	3P	Aim (+1)	Pierce

These weapons cannot be modified.

Perks

- Disposable (Innate, see page 5)
- Hardy (Innate)
- Rad Resistant (Endurance)
- Sic 'Em (Innate)

Weapon Sets

No more than three Scorched in a crew can have the same Weapon Set.

- Hand Weapon
- Baseball Bat
- Machete
- Hand Weapon & Pipe Pistol
- Hunting Rifle



SUPER MUTANT BEHEMOTH (GOLIATH)



Nobody is sure how the regular garden variety Super Mutant becomes a Behemoth, or, indeed, if the Behemoth is an altogether separate offshoot created by the Forced Evolutionary Virus. Towering above its kin, these lumbering foes are armed with huge clubs topped with a fire hydrant and a collection of heavy rocks stored in a shopping trolley attached to its back. It is unlikely that scholars will find out how Behemoths came into being, as Super Mutants are not inclined to discuss the matter — and pretty much everyone who ever encounters one runs in the opposite direction as quickly as their legs will carry them.

STATS			WEAPONS	
STAT	A	B	BOTH STAGES	
S	8	8	WEAPON	Fire Hydrant Club
P	2	1		Rough Landing
E	6	7	TYPE	Melee
C	1	1	TEST	4S
I	1	1	TRAITS	5S
A	4	5		CQB, Pick Up
L	1	1	CRITICAL EFFECT	Maim
♥	4	4		

PERKS		
A	B	BOTH
	<ul style="list-style-type: none"> ■ Basher (Strength) ■ Freight Train (Strength, see page 6) 	<ul style="list-style-type: none"> ■ Hardy (Innate) ■ Monstrous (Innate, see page 5) ■ Rad Resistant (Endurance) ■ Wide Swings (Strength)

TRAITS

- **Pick Up:** In order to make an *Attack Action* with this weapon, the Active player nominates an Enemy model or Search Token within 1". A model can use a weapon with this Trait for *Open Fire Actions* while Engaged. At the start of the *Inflict Damage* step, place the nominated Enemy model or Search Token within 1" of the Target. If an Enemy model was nominated, it Suffers 1 Fatigue. This weapon cannot be used if an Enemy model or Search Token is not nominated.

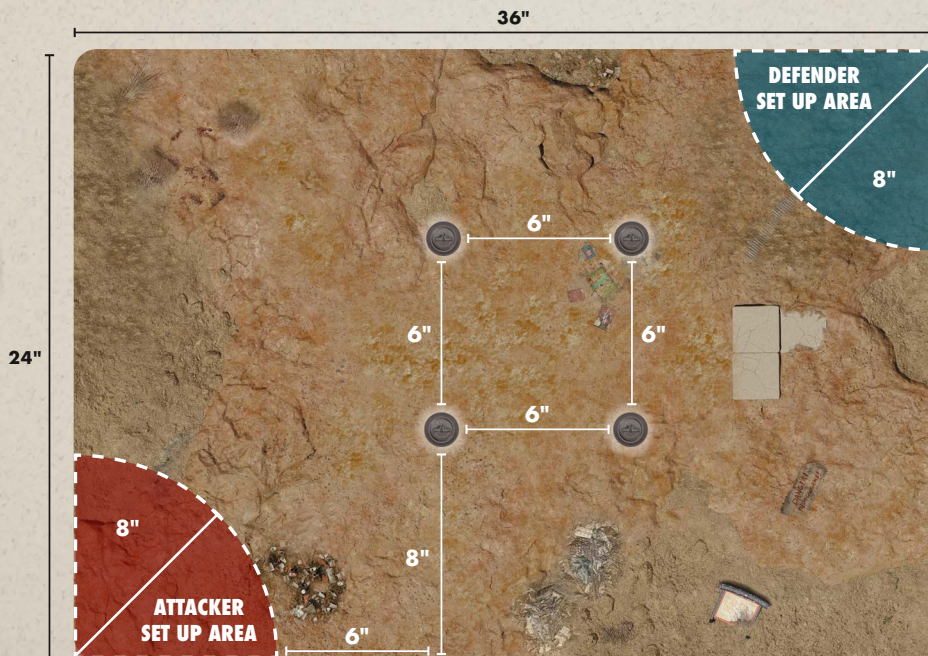


GOLIATH SCENARIO: THE BIG SCORE

CONTROL CAMPAIGN



THE **ATTACKER** STARTS WITH THE INITIATIVE TOKEN



THE GAME LASTS FOR **4** ROUNDS

OVERVIEW

The player who chose this Scenario is the **Attacker**, and the other is the **Defender**. A third player will be required to take control of a **Goliath**. In this Scenario, both the Attacker and Defender are trying to claim as much loot as possible from the lair of a wounded Goliath!

ORIENTATION

Once Terrain has been set up, the players Roll Off. The winner chooses one corner as the **Defender Setup Area**. The opposite corner is the **Attacker Setup Area**.

OBJECTIVE TOKENS

After the Setup Areas have been decided, place four Objective Tokens on the Battlefield, as shown on the map above.

SEARCH TOKENS

The players take turns placing a Search Token on the Battlefield, starting with the Defender, until five Tokens have been placed.

A player must not place a Search Token within 4" of either Setup Area or another Search Token.

STARTING POSITIONS

The Attacker then sets up all of their models wholly within the Attacker Setup Area, then takes the Initiative Token. Then, the Defender sets up all of their models wholly within the Defender Setup Area. The third player then places a Goliath of their choice in the center of the Battlefield.

SPECIAL RULES

GET THE GOODS!

If a model from either the Attacker or Defender's crew is within 1" of an Objective Token at the start of a *Get Moving* Action, the Active player can declare that they will carry the Objective. Once the *Move* Action has been completed, move the Objective Token from its original position until it is in contact with the model's Base.

The Token should be in contact with the part of the model's Base that is closest to where the Token was previously situated. This represents the loot being carried or dragged behind the model.

Models from the Goliath's crew cannot move the Objective Tokens in this manner.

Retrieving the Objective

If a model from either the Attacker or Defender's crew ends an Action in their Setup Area, and the model is carrying an Objective Token, the model and Objective Token are removed from play (this does not count as the model being Incapacitated). The Objective has been retrieved, and the model's controller gains 2 points.

BIG GUY DON'T LOOK SO GOOD...

The Goliath starts this Scenario in Stage B. Once a Goliath is Incapacitated in Stage B, remove it from play as normal.

YOU'RE JUST PISSING IT OFF!

Whenever the Goliath Suffers an Injury due to an Enemy model's Action or Perk, or a Ploy used by an Enemy crew, and is not Incapacitated, it Recovers 1 Fatigue.

DOWN IT GOES!

When the Goliath is Incapacitated, place any remaining Objective Tokens that are not on the Battlefield or have been removed from play in Base contact with it before removing it from the Battlefield.

Special Ploy: It's Raining Caps!

You may enact this Ploy before choosing an Active model at the start of a Turn when the Goliath and four or fewer Objective Tokens are on the Battlefield.

Place two Objective Tokens within 3" of the Goliath.

SCENARIO DETAILS

The game lasts for four Rounds, or until a crew Retreats.

SCENARIO POINTS

- Each crew scores 2 points for each Objective Token retrieved.
- If a crew Retreats, the other crew scores 3 points.
- The crew that has scored the most points at the end of the game is the winner.

STORY OUTCOMES

For each Objective Token that was retrieved, the crew can roll for *Find Caps and Parts* as if they had taken a *Rummage* Action.

The crew that won gains 1 Control in this game's Location.



GOLIATH OBJECTIVE: BIG PROBLEM

REACH CAMPAIGN



Your crew isn't sure what that thing is, but it doesn't look friendly...

EXCLUSIVE OBJECTIVE

If a game already has an Exclusive Objective, a second one cannot be chosen. During *Step 6: Set Up the Battlefield*, do not place any Major Terrain Features within 6" of the center of the Battlefield.

STARTING POSITIONS

During *Step 9: Starting Positions*, short Battlefield edges are chosen for Setup Areas, rather than corners of the Battlefield. These Setup Areas extend 8" from the short Battlefield edge. After both Attacker and Defender have been Deployed, the third player places a Goliath of their choice in the center of the Battlefield.

SPECIAL RULES

Both non-Goliath crews may use the following Ploy:

Special Ploy: Something Made It Mad!

You may enact this Ploy before choosing an Active model at the start of a Turn.

An Exhausted Goliath Recovers all Fatigue.

STORY OUTCOME

- A crew gains 2XP if it causes the Goliath to enter Stage B.
- A crew gains 5XP if it Incapacitates the Goliath while it is in Stage B.

The crew with the most XP is the winner.

GOLIATH OBJECTIVE: FEED THE BEAST

REACH CAMPAIGN



It's big. It's hungry. You think you have an idea.

EXCLUSIVE OBJECTIVE

During *Step 9: Starting Positions*, short Battlefield edges are chosen for Setup Areas, rather than corners of the Battlefield. These Setup Areas extend 8" from the short Battlefield edge. After both Attacker and Defender have been Deployed, the third player places a Goliath of their choice in the center of the Battlefield.

STARTING POSITIONS

During *Step 9: Starting Positions*, short Battlefield edges are chosen for Setup Areas, rather than corners of the Battlefield. These Setup Areas extend 8" from the short Battlefield edge. After both Attacker and Defender have been Deployed, the third player places a Goliath of their choice in the center of the Battlefield.

SPECIAL RULES

The Attacker and Defender should note down each time a model from their crew is Incapacitated within 3" of the Goliath. During *Step 2: Treat the Wounded* of the Story Phase, their player should roll two dice and pick the lowest when rolling on the Aftermath Table (**Fallout: Factions Rulebook**, pg. 55).

Whenever the Goliath Suffers an Injury due to an Action or Perk of an Enemy model, or a Ploy used by an Enemy crew, and is not Incapacitated, it Recovers 1 Fatigue.

STORY OUTCOME

- A crew gains 1XP for each Enemy Champion model that is Incapacitated within 3" of the Goliath.
- A crew gains 1XP if it causes the Goliath to enter Stage B.
- A crew gains 1XP if it Incapacitates the Goliath while it is in Stage B.

The crew with the most XP is the winner.

COMPANIONS

C.O.M.P & CAMPAIGN PLAY



“People just like pets, you know. A robot is a friend you never have to feed. A critter is a pal who never complains if you blow the brains out of a guy who looks at you funny — they may even enjoy it! So what if the pet glows a putrid shade of green, is covered in mushrooms, or is controlled by the brain of a pre-War convict? They definitely don’t ask as many dumb questions as you, buddy.”

YOUR NEW BEST FRIENDS

Unlike a standard Perk, which can be taken when gaining a Perk or an Innate Perk, which a model has upon hiring, a **Companion Perk** is taken and paid for when Hiring a new Champion.

When creating a crew or taking the *Recruit Story* Action, any Champions added to your crew can take one Companion Perk. No Champion may have more than one Companion Perk.

Each Perk adds a new model to your crew, with its own Profile, Perks, and weapons, which operates like any other model under your control in-game. Companion models are ignored during the *Treat the Wounded* step of the Story Phase, even if they were Incapacitated during the prior game.

It’s assumed that their owner either cares enough about them to heal or fix them up, or cares so little about them that a replacement is always around the corner.

When making an Intelligence Test for a Companion, you can choose to use the Intelligence value of the corresponding Champion with the Companion Perk instead, provided that the Champion is currently on the Battlefield.

If the Champion with the Companion Perk is marked Absent, their Companion is also marked Absent. The Companion will not participate in this Story Phase, or the next game. If the Champion with the Companion Perk is removed from a crew for any reason, so is their Companion.

Roboteer and **Creature Tamer** are Companion Perks, a new Perk type that can be acquired by any model of Champion Class (including Leaders) when recruiting them, or creating a new crew. It has no requirement beyond the model being a Champion; instead, it increases the rating of the model taking the Perk. In addition, any number of Champions in a crew may take these Perks, so long as you can afford the Rating of the new and chosen Companion.

ROBOTEER (COMPANION)

When recruiting a Champion, it may gain this Perk at no cost.

If a model gains this Perk, you may choose one Companion from the **Robot Companions** list to add to your Crew Roster. The Rating of the selected Companion is added to this Champion's Rating.

This Perk may only be taken once per model.

Roboteer Weapons

WEAPON	TYPE	TEST	TRIATS	CRITICAL EFFECT
Robot Bash*	Melee	4S		
Mesmetron*	Pistol (10")	2A	CQB, Non-lethal	Suppress (3)
Robot Lasers	Rifle (16")	4P		Suppress (1)

* These weapons cannot be modified.

CREATURE TAMER (COMPANION)

When recruiting a Champion, it may gain this Perk at no cost.

If a model gains this Perk, you may choose one Companion from the **Creature Companions** list to add to your Crew Roster. The Rating of the selected Companion is added to this Champion's Rating.

This Perk may only be taken once per model.

Creature Tamer Weapons

WEAPON	TYPE	TEST	TRIATS	CRITICAL EFFECT
Bloatfly Larvae	Pistol (10")	2A	Fast	
Bloodbug Proboscis	Melee	4S		Poison (2)
Dirt Throw	Heavy (6")	4S	Area (1"), CQB	Suppress (2)
Megasloth Claws	Melee	5S		Pierce, Poison (2)
Radtoad Tongue	Melee	3S	Grasp (5")	Poison (1)
Yao Guai Claws & Jaws	Melee	5S		Maim, Pushback (2)

These weapons cannot be modified.

But Wait! There's More!

Looking for your favorite *Fallout* critter or bucket of bolts to add to your games, but can't find it here? Try looking at the Companion supplement for *Fallout: Factions* on the Modiphius website.



ROBOT COMPANION

In this section, you will find the model entry for the curious Robobrain. Remember that when using this entry in combination with the **Roboteer** Perk, the Rating of the weapon chosen is added to the Rating of the model with the Perk when hiring them.

ROBOBRAIN (COMPANION, GRUNT)

S	P	E	C	I	A	L	♥
4	4	5	4	5	4	1	2

Perks

- **Hardy** (Innate)
- **Machine** (Innate, see page 18)

Weapon Sets

- Robot Bash & Robot Lasers (30)
- Robot Bash & Mesmetron (32)

CREATURE COMPANIONS

In this section, you will find the model entries for a selection of the creatures surviving in the Wasteland. Remember, when using these entries in combination with the **Creature Tamer** Perk, the Rating of the weapon selection chosen is added to the Rating of the model with the Perk when hiring them.

GLOWING BLOATFLY (COMPANION, GRUNT)

S	P	E	C	I	A	L	♥
2	3	3	1	1	3	1	1

Perks

- **Beast** (Innate)
- **Disposable** (Innate, see page 18)
- **Flight** (Innate, see page 18)
- **Rad Burst** (Innate, see page 18)
- **Rad Resistant** (Endurance)
- **Swarm** (Innate, see page 18)

Weapon Sets

- Bloatfly Larvae (9)

GLOWING BLOODBUG (COMPANION, GRUNT)

S	P	E	C	I	A	L	♥
4	2	4	1	1	3	1	1

Perks

- **Beast** (Innate)
- **Disposable** (Innate, see page 18)
- **Flight** (Innate, see page 18)
- **Glowing** (Innate, see page 18)
- **Rad Resistant** (Endurance)

Weapon Sets

- Bloodbug Proboscis (15)

GLOWING RADTOAD (COMPANION, GRUNT)

S	P	E	C	I	A	L	♥
5	3	4	1	1	3	1	1

Perks

- **Beast** (Innate)
- **Rad Burst** (Innate, see page 18)
- **Rad Resistant** (Endurance)

Weapon Sets

- Radtoad Tongue (17)

GLOWING YAO GUAI (COMPANION, GRUNT)

S	P	E	C	I	A	L	♥
8	3	7	1	1	4	1	3

Perks

- **Beast** (Innate)
- **Burly** (Innate)
- **Freight Train** (Strength, see page 18)
- **Glowing** (Innate, see page 18)
- **Hardy** (Innate)
- **Rad Resistant** (Endurance)

Weapon Sets

- Yao Guai Claws & Jaws (80)

MEGASLOTH (COMPANION, GRUNT)

S	P	E	C	I	A	L	♥
6	3	5	1	1	1	1	3

Perks

- **Beast** (Innate)
- **Burly** (Innate)
- **Hardy** (Innate)
- **Rad Resistant** (Endurance)
- **Ponderous** (Innate, see page 18)
- **Wide Swings** (Strength)

Weapon Sets

- Megasloth Claws & Dirt Throw (39)

RADTOAD (COMPANION, GRUNT)

S	P	E	C	I	A	L	♥
4	3	3	1	1	3	1	1

Perks

- **Beast** (Innate)
- **Rad Resistant** (Endurance)
- **Swarm** (Innate, see page 18)

Weapon Sets

- Radtoad Tongue (9)



NEW RULES

TRAITS

Grasp (X")

When making *Brawl* Actions, models with this weapon can choose a Target model within X". This must be an Enemy model that is Visible to it. Once a Target model is chosen, place it in Base contact with this model.

Non-lethal

This weapon can never inflict an Injury with an attack, whether via Damage, or through Excess Harm.

STRENGTH PERKS

Freight Train

This model can take the *Get Moving* Action while Engaged.

INNATE PERKS

Disposable

This model does not cause Confusion Tests when removed from the Battlefield.

Flight

This model is unaffected by the Proximity of Enemy models and can take the *Get Moving* Action while Engaged. This model doesn't count vertical movement towards its total allowed when climbing, and is always considered to have an Agility greater than the difference in elevation when dropping down from a Terrain Feature.

Glowing

This model is considered to be a Radiation Token with the usual effects measured from the edge of its Base. Unlike Radiation Tokens, this model can be moved. It is not ignored entirely for the purposes of Visibility and Movement.

Machine

This model always passes any Confusion Test that it is required to make. When this model is Incapacitated, it does not trigger Confusion Tests for other models. In addition, Chems cannot be used on this model, and it is unaffected by the *Poison (X)* and *Tranquilize (X)* Critical Effects. This model is unaffected by Radiation Tokens.

Ponderous

This model cannot give or be given Movement Orders or Hurry.

Rad Burst

When this model is Incapacitated, before it is removed from play, it makes a Melee Attack centered on itself with the following stats:

WEAPON	TYPE	TEST	TRIATS	CRITICAL EFFECT
Rad Burst	Melee	4S	Area (2"), Irradiate	Maim

Swarm

When this model is taken as a Companion, you may add up to three models to your crew, instead of one, adding the Rating of each individual Companion to your Champion's Rating.




LEGENDS OF THE WASTELAND

C.O.M.P & CAMPAIGN PLAY

Legends of the Wasteland are named characters from the *Fallout* universe that you can bring into your games. Acting as special guest stars, you can use their unique blends of skills and Perks (which may not be available anywhere else!) to further your crew's domination of the Wasteland!

But Wait! There's More!

The three Legends presented here aren't the only famed individuals you can add to your games of *Fallout: Factions*! You can find more across the entire *Fallout: Factions* range of products — from the *Fallout: Factions Rulebook* to online rules packets and beyond!



LEGENDS IN CONTROL CAMPAIGNS

As of the Summer 2025 *Fallout: Factions* errata, the use of Legends of the Wasteland within Control Campaigns has been streamlined to bring the mechanic closer to the game's current state.

Each player can hire a single model from the *Legends* section of a *Fallout: Factions* product at the start of the *Purchase Common Chems* step. To hire a Legend, a player reduces their crew's Caps Stash by the model's Hiring Fee. Then they add the model's Profile to an empty row of their Roster.

A player can reduce the cost of hiring a model by trading in any number of Bonus Ploys for the upcoming game. For each Bonus Ploy they trade in, the model's Hiring Fee is reduced by 50, to a minimum of 0. Legends do not affect Crew Limits and are always removed from a Crew's Roster at the start of the next Story Phase.

Legends in C.O.M.P + Reach Campaign Play

Looking for how to bring your favorite *Fallout* character into a mode of play not mentioned here? How to use Legends of the Wasteland in tournament play is covered in the C.O.M.P. Kit (available on the Modiphius website), while the *Fallout: Factions Rulebook* covers how to use Legends in Reach Campaigns.



LORENZO CABOT (CHAMPION, HIRING FEE: 56)

Behind enough robotic firepower to drop an entire Raider gang, the Cabot household harbors a secret. The inside of their plush mansion looks a little too clean, and they are a little too unaffected by the current state of the world. The answer to this riddle lies at the bottom of Parsons State Insane Asylum. Lorenzo Cabot wears a strange crown on his head and possesses abilities that fit better in a tall tale than reality.

S	P	E	C	I	A	L	♥
5	5	5	6	6	4	2	1

WEAPON	TYPE	TEST	TRIATS	CRITICAL EFFECT
Psychic Powers	Heavy (10")	2S	CQB	Haul (3), Pushback (3)

Critical Effects

- **Haul (X):** At the end of the *Inflict Damage* step, the Active player rolls X dice. For each one that scores equal to or lower than the Active model's Strength, the Target is moved 1" directly towards the Active model. If the Target model cannot move this full distance, it moves as far as possible.

Perks

- **Immortal** (Endurance)
- **Mind Control** (Innate): This model can make *Open Fire* Actions using weapons carried by an Enemy model within its Control Area. Visibility is checked from the Enemy model with the weapon used by this model. During this *Open Fire* Action, this model uses its own Luck statistic and the appropriate Test statistic value from the Enemy model. Weapons with the *One & Done* Trait cannot be used via this Perk.
- **Mysterious Serum** (Innate): This model never Suffers an Injury from Excess Harm, even if another rule would say it does. This model is not Incapacitated unless the number of Injury boxes marked equals or exceeds their Health, and they have Harm equal to their Harm Limit.
- **Point Blank** (Innate): This model can take the *Open Fire* Action while Engaged.

