

FALLOUT WASTELAND WARFARE


RAIDERS

BATTLE MODE FACTION LIST

Made by the
Community

ACK ACK

RAIDER



STR	7
PER	5
END	7
CHA	5
INT	5
AGI	3
LUC	2

ROUSING: Remove from 1 other model within .

ABSORB RECOIL: For 1 treated as .

BULLET STORM : Non-unique models shooting in same turn after Ack Ack's gain and +2

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AVERY

RAIDER



STR	3
PER	8
END	6
CHA	4
INT	6
AGI	5
LUC	3

PURPOSE: Resistant to .

WEAK POINT: 1 treated as .

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BATTERED ASSAULTRON



STR	6
PER	6
END	8
CHA	2
INT	4
AGI	5
LUC	2


EQUIPPED: Assaultron Swipe and Battered Assaultron Head Laser.

At 0 , roll . If do not remove model but initiate self-destruct.

	1+1
	2
	X

VETERAN RAIDER

RAIDER



STR	6
PER	4
END	7
CHA	4
INT	4
AGI	7
LUC	4

MEAT SHIELD: If unengaged, 1 unengaged friendly model within Orange and LoS may take the damage from an attack (prior to armor roll) instead. Once per battle.

BUSHCRAFT: Use cooked effect of food.

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SCAVVER


RAIDER



STR	4
PER	7
END	5
CHA	3
INT	3
AGI	4
LUC	3

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BATTERED SENTRY BOT



STR	6
PER	5
END	10
CHA	2
INT	2
AGI	2
LUC	1

EQUIPPED: Missile Launcher and Empty Minigun.

At 0 , roll . If do not remove model but initiate self-destruct.

	1+1
	2
	X

DOG



STR	4
PER	7
END	5
CHA	3
INT	3
AGI	5
LUC	2

SENSES: Does not need LoS to a target to use Charge.

EQUIPPED: Dog bite.

	2
	2
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BEDLAM

RAIDER / FORGED



STR	4
PER	3
END	6
CHA	4
INT	6
AGI	5
LUC	4

TEAMWORK : When Activated, Bedlam may give 1 / up to 3 Friendly Ready models which do not have a / .

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MONGREL



STR	5
PER	6
END	5
CHA	2
INT	2
AGI	6
LUC	1

EQUIPPED: Mongrel Bite.

SENSES: Does not need LoS to a target to use Charge.

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	X



RAIDER

RAIDER




STR	3
PER	4
END	4
CHA	2
INT	3
AGI	5
LUC	2

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Cannot use  

PSYCHO



RAIDER



STR	3
PER	5
END	4
CHA	3
INT	2
AGI	7
LUC	2

LIGHT ARMORED: If this model has any armor value higher than 2, movements are one color shorter. Immunity (X) counts as armor 0 for the purposes of this rule.

URBAN: Automatically succeeds at first climb test during a climb.

Cannot use  

FORGED

RAIDER / FORGED




STR	3
PER	4
END	5
CHA	3
INT	3
AGI	4
LUC	2

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⚡	-
☢️	-

Cannot use   

SLAG

RAIDER / FORGED






STR	5
PER	5
END	7
CHA	6
INT	5
AGI	4
LUC	4

EQUIPPED: Pyromaniac Perk.

FAN THE FLAMES : Friendly models gain Pyromaniac Perk.

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Cannot use    

JAKE FINCH

SURVIVOR / RAIDER / FORGED



STR	4
PER	4
END	4
CHA	5
INT	5
AGI	6
LUC	2

EQUIPPED: Shishkebab

RELUCTANT RECRUIT: If Jake Finch is included in a Forged Force that includes both Jake Finch and Slag, remove Shishkebab from Jake Finch and assign to Slag.

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Cannot use  

SINJIN

RAIDER



STR	4
PER	8
END	7
CHA	6
INT	7
AGI	4
LUC	5

IMPROVISE: On activation, can Ready 1 Unready, non-unique, friendly model within  and LoS. Its actions are Quick Actions.

ASTUTE : +  for Danger card tests.

Any 1  gets Silenced mod fitted free.

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☢️	X

Cannot use    

SCAVVER OUTLAW

RAIDER




STR	4
PER	6
END	5
CHA	3
INT	5
AGI	4
LUC	3

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Cannot use   

PSYCHO OUTLAW



RAIDER



STR	3
PER	5
END	4
CHA	3
INT	4
AGI	6
LUC	2

LIGHT ARMORED: If this model has any armor value higher than 2, movements are one color shorter. Immunity (X) counts as armor 0 for the purposes of this rule.

URBAN: Automatically succeeds at first climb test during a climb.

Cannot use  

RAIDER OUTLAW

RAIDER






STR	3
PER	4
END	4
CHA	2
INT	5
AGI	4
LUC	2


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






Cannot use   







BATTERED PROTECTRON 




 






	STR	8
  	PER	3
	END	6
	CHA	2
	INT	1
	AGI	1
	LUC	2

EQUIPPED: Protectron Hand Laser.

When damage incurred and  now below 50%, roll . If   self-destruct initiated.

	1+1
	2
	X

UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Ack Ack	Upgrades, Wasteland Items, Advanced Items, Usable Items, Power Armor, Standard Items		80
Avery	Upgrades, Wasteland Items, Advanced Items, Usable Items, Power Armor, Standard Items		70
Dog	Dog items	Does carry: Dog Bite	74
Psycho	Upgrades, Wasteland Items, Usable Items, Standard Items		40
Psycho Outlaw	Upgrades, Wasteland Items, Usable Items, Standard Items		41
Raider	Upgrades, Wasteland Items, Usable Items, Power Armor, Standard Items		36
Raider Outlaw	Upgrades, Wasteland Items, Usable Items, Power Armor, Standard Items		34
Scavver	Upgrades, Wasteland Items, Advanced Items, Usable Items, Power Armor, Standard Items		57
Scavver Outlaw	Upgrades, Wasteland Items, Advanced Items, Usable Items, Power Armor, Standard Items		50
Sinjin	Upgrades, Wasteland Items, Advanced Items, Usable Items, Power Armor, Standard Items		85
Veteran Raider	Upgrades, Wasteland Items, Advanced Items, Usable Items, Power Armor, Standard Items		69
Slag	Upgrades, Wasteland Items, Advanced Items, Hightech Items, Usable Items, Power Armor, Standard Items	Does carry: Shishkebab, Pyromaniac Perk; May carry: Slags Power Armor	105
Bedlam	Upgrades, Wasteland Items, Advanced Items, Hightech Items, Usable Items, Power Armor, Standard Items		56
Forged	Upgrades, usable items, Wasteland Items, Advanced Items, Standard Items		36
Jake Finch	Upgrades, usable items, Wasteland Items, Advanced Items, Standard Items	Does carry: Shishkebab	63
Mongrel	Creature Items, Dog items	Does carry: Mongrel Bite	63
Battered Assaultron	Robot Items	Does carry: Assaultron Swipe, Battered Assaultron Head Laser	120
Battered Protectron	Robot Items	Does carry: Protectron Hand Laser	40
Battered Sentry Bot	Robot Items	Does carry: Missile Launcher, Empty Minigun	148





RAIDERS



1. For Raider-faction models, the final round of an active chem lasts one additional round.
2. Raider-faction models do not need LoS to a target to use Charge when charging to engage a model which is already engaged with a friendly Raider faction model.

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ROBOTS



1. Robots with no named faction count as the same faction as the player's Leader.
2. Robots can only use cards which show the icon, or specifically state can be used by Robots on the cards, or are equipped by the Unit's card.
3. Robots are immune to and .
4. Damage can be removed from a Robot using a Robot Repair Kit.
5. A Robot may equip a total of 2 robot weapons, 2 robot mods and 1 non-weapon robot item.
6. If a Robot has weapons named on its Unit card, those are the only weapons it may equip.

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FORGED



Forged are a sub-faction of the Raiders faction. In addition to the Raiders Faction Special Rules, they gain the following Special Rule:

Forged sub-faction Units gain SPECIALTY: Weapons that inflict Physical Damage whose non-Critical Special Effects can cause .

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DOGS



1. Dogs can only use cards which show the icon, or specifically state can be used by Dogs on the cards, or are equipped by the Unit's card.

One exception is that, via Sharing, Dogs may use and Stimpaks carried by friendly models which are not or .

2. If a Dog has weapons named on its Unit card, those are the only weapons it may equip.
3. Dogs cannot gain or skills.

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GHOULS



The rules below apply to any model which is a Ghoul, as shown by the Ghoul icon on their Unit Card.

1. Each Point of received removes 1 .
2. Every non-creature Ghoul has the Lead Belly Perk equipped.
3. Ghouls are immune to .

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CREATURES



1. Creatures can only use cards which show the icon, or specifically state can be used by Creatures on the cards, or are equipped by the Unit's card.
2. If a Creature has weapons named on its Unit card, those are the only weapons it may equip.
3. In addition to its weapons, a Creature may equip a total of 2 creature mods and 1 non-weapon creature item.
4. Creatures cannot gain or skills.



WASTELAND ITEMS		
Armor	Armored Pads	4
Armor	Heavy Raider Armor	22
Armor	Raider Armor Light	3
Armor	Raider Armor Sturdy	9
Clothes	Baseball Cap	5
Clothes	Battered Fedora	5
Clothes	Dirty Postman Uniform	6
Clothes	Patched Three-Piece Suit	8
Clothes	Red Flight Helmet	3
Clothes	Road Goggles	5
Clothes	Sea Captain's Hat	4
Clothes	Tricorn Hat	5
Heavy Weapon	Junk Jet	10
Melee	Assaultron Blade	4
Melee	Baseball Bat	3
Melee	Board	8
Melee	Commie Whacker	4
Melee	Cattle Prod	7
Melee	Deathclaw Gauntlet	15
Melee	Dog Tag Fist	2
Melee	Fire Axe	7
Melee	Lead Pipe	9
Melee	Machete	3
Melee	Mr Handy Buzz Blade	7
Melee	Nail Board	3
Melee	Penetrating Lead Pipe	13
Melee	Pipe Wrench	6
Melee	Shishkebab	15
Melee	Sledgehammer	12
Melee	Spear	6
Melee	Tire Iron	12
Mine	Bottlecap Mine	10
Pistol	Bolt-Action Pipe Pistol	1
Pistol	Flare Gun	5
Pistol	Pipe Pistol	2
Pistol	Pipe Revolver	4
Rifle	Bolt-Action Pipe Rifle	11
Rifle	Pipe Rifle	7
Rifle	Railway Rifle	15
Rifle	Sawed-Off Shotgun	13
Thrown Weapon	Baseball Grenade	5
Thrown Weapon	Long-Fuse Dynamite	3
Thrown Weapon	Molotov Cocktail	4

ADVANCED ITEMS		
Armor	Light Army Helmet	2

Armor	Freefall Leg Armor	5
Armor	Combat Armor	9
Armor	Sturdy Combat Armor	22
Armor	Sturdy Leather Armor	15
Armor	Sturdy Metal Armor	15
Clothes	Camouflage	22
Clothes	Magnifying Visor	5
Clothes	Military Fatigues	7
Gear	Armor Piercing Ammo	1
Gear	Car Security Override	1
Gear	Custom Ammo	10
Gear	Hollow Point Ammo	2
Gear	Incendiary Ammo	3
Gear	Overclocker	8
Gear	Stuffed Monkey	5
Gear	Weapon Repair Kit	4
Heavy Weapon	Light Machine Gun	20
Heavy Weapon	Minigun	18
Heavy Weapon	Missile Launcher	46
Heavy Weapon	Flamer	14
Melee	Baton	10
Melee	Chinese Officer's Sword	7
Melee	Combat Knife	9
Melee	Incendiary Baton	13
Melee	Relentless Chinese Officer's Sword	9
Melee	Ripper	6
Melee	Switchblade	2
Mine	C4 Plastic Explosive	10
Mine	Fragmentation Mine	5
Pistol	.44 Revolver	6
Pistol	10mm Pistol	6
Pistol	Thirst Zapper Cola	2
Pistol	Western Revolver	5
Rifle	Assault Rifle	9
Rifle	Chinese Assault Rifle	19
Rifle	Combat Rifle	16
Rifle	Combat Shotgun	9
Rifle	Double-Barrel Shotgun	15
Rifle	Grenade Launcher	35
Rifle	Hunting Rifle	18
Rifle	Hunting Shotgun	9
Rifle	Incendiary Assault Rifle	14
Rifle	Machine Gun Turret MK III	25

Rifle	Machine Gun Turret Mk1	17
Rifle	Sniper Rifle	25
Rifle	Submachine Gun	10
Thrown Weapon	Fragmentation Grenade	6
Thrown Weapon	Incendiary Grenade	7
Thrown Weapon	Nuka Quantum Grenade	18

HIGH-TECH ITEMS		
Clothes	Robotic Bits	7
Gear	Creature Patch	8
Gear	Power Armor Patch	5
Gear	Robot Repair Patch	8
Heavy Weapon	Fat Man	30
Melee	Ballistic Fist	16
Melee	Power Fist	6
Melee	Stun Baton	25
Melee	Super Sledge	30
Melee	Incendary Super Sledge	33
Mine	Pulse Mine	4
Pistol	Laser Pistol	7
Pistol	Plasma Pistol	6
Rifle	Laser Turret	20
Rifle	Heavy Laser Turret	33
Thrown Weapon	Cryo Grenade	6
Thrown Weapon	Stun Grenade	4

STANDARD ITEMS		
Gear	Rope	2
Gear	Fragile Bobby Pin	4
Gear	Fusion Core	9
Gear	Flashlight	3
Gear	Climbing Spikes	5
Gear	Fire Extinguisher	4
Gear	Snakebite Tourniquet	2
Gear	Temporary Password	4
Clothes	Wasteland Outfit	3
Clothes	Eyeglasses	7

UPGRADES		
Heroic	Heroic	48
Leader	Beloved	16
Leader	Berserker	8
Leader	Blitzer	8
Leader	Bodyguard	12
Leader	Brawler	7
Leader	Bruiser	11
Leader	Commander	18



Leader	Co-Ordinator	18
Leader	Defender	33
Leader	Dweller	8
Leader	Fusilier	12
Leader	Gatherer	12
Leader	Grenadier	4
Leader	Hunter	10
Leader	Procurer	10
Leader	Selfless	5
Leader	Skipper	15
Leader	Stalker	8
Leader	Tactician	13
Leader	Tech	9
Leader	Tech Chief	17
Leader	Thief	12
Leader	Veteran	8
Leader	Warden	11
Leader	Wasteland Searcher	5
Mod	Abraxo Paint	12
Mod	Aligned Sights	12
Mod	Arm Breaker	4
Mod	Armor Piercing Receiver	5
Mod	Asbestos Lining	13
Mod	Balanced	9
Mod	Ballistic Weave	6
Mod	Barbed	3
Mod	Bayonet	2
Mod	Biocom Mesh	6
Mod	Boosted Servos	6
Mod	Braced	5
Mod	Comfort Grip	10
Mod	Core Assembly	3
Mod	Counterweight	5
Mod	Cushioned	1
Mod	Custom Fitted	5
Mod	Dissipating	6
Mod	Emergency Protocols	6
Mod	Explosive Shielding	4
Mod	Explosive Vent	6
Mod	Hair Trigger	6
Mod	Hardened Receiver	9
Mod	Headlamp	3
Mod	Headlamp (Power Armour)	8
Mod	Heavy	6
Mod	Hydraulic Bracers	3
Mod	Impact Exchanger	9
Mod	Improved Flexibility	2
Mod	Internal Database	3
Mod	Jagged	6
Mod	Jet Pack	8
Mod	Lengthened Barrel	4
Mod	Light	6
Mod	Lightweight	3
Mod	Long Barrel	4
Mod	Medic Pump	10
Mod	Muffled	5
Mod	Multi-Calibre	3
Mod	Multi-Purpose	3
Mod	Optimized Servos	5

Mod	Padded	6
Mod	Pneumatic	6
Mod	Powerful	12
Mod	Reactive Plates	9
Mod	Re-Bored	8
Mod	Recoil Compensator	7
Mod	Recon Sensors	4
Mod	Refined	2
Mod	Reflex Sights	10
Mod	Rusty Knuckles	2
Mod	Sensor Array (Power Armor)	12
Mod	Serrated Bayonet	3
Mod	Silenced	2
Mod	Spiked	3
Mod	Stun Pack	3
Mod	Superior Materials	10
Mod	Targeting HUD	10
Mod	Tesla Bracers	2
Mod	Tesla Coils (Power Armor)	7
Mod	Thicker Plating	8
Mod	Toxic	5
Mod	V.A.T.S. Matrix Overlay	8
Mod	Venomous	3
Perk	Action Boy / Girl	5
Perk	Adamantion Skeleton	8
Perk	Attack Dog	7
Perk	Basher	5
Perk	Big Leagues	5
Perk	Blitz	5
Perk	Chemist	6
Perk	Collaborative	15
Perk	Companion	10
Perk	Concentrated Fire	5
Perk	Demolition Expert	5
Perk	Fire Resistant	7
Perk	Ghoulish	10
Perk	Gunslinger	5
Perk	Hack Robot	5
Perk	Hacker	4
Perk	Heavy Gunner	3
Perk	Hit the Deck	3
Perk	Huntsman	7
Perk	Impatient	6
Perk	Irresponsible	10
Perk	Lead Belly	5
Perk	Life Giver	7
Perk	Light Step	5
Perk	Locksmith	4
Perk	Lone Wanderer	22
Perk	Mend Robot	5
Perk	Moving Target	6
Perk	Mysterious Stranger	4
Perk	Mysterious Stranger II	13
Perk	Mysterious Stranger III	3
Perk	Ninja	6
Perk	Pack Leader	23

Perk	Penetrator	15
Perk	Pyromaniac	10
Perk	Quick Thinking	2
Perk	Rifleman	5
Perk	Shotgun devotee	6
Perk	Sneak	5
Perk	Steady Aim	8
Perk	Strong Constitution	5
Perk	Stun Resistant	13
Perk	Travel Light v2	7
Perk	Weapon Handling	5

USABLE ITEMS

Alcohol	Atomic Cocktail	2
Alcohol	Beer	9
Alcohol	Bourbon	8
Alcohol	Dirty Wastelander	6
Alcohol	Ice Cold Gwinette Ale	6
Alcohol	Moonshine	3
Alcohol	Nuka-Cola Dark	7
Alcohol	Rum	4
Alcohol	Vodka	8
Alcohol	Whiskey	4
Alcohol	Wine	5
Chem	Addictol	3
Chem	Anti-Venom Balm	9
Chem	Berry Mentats	13
Chem	Buffout	13
Chem	Bufftats	17
Chem	Calmex	16
Chem	Day Tripper	11
Chem	Doctors Bag	12
Chem	Fury	8
Chem	Healing Powder	10
Chem	Jet	12
Chem	Med-X	10
Chem	Mentats	9
Chem	Mysterious Serum	25
Chem	Orange Mentats	13
Chem	Overdrive	10
Chem	Psycho (chem)	10
Chem	Psychobuff	19
Chem	Radaway	10
Chem	Rad-X	5
Chem	Rebound	8
Chem	Refreshing Beverage	40
Chem	Spark	8
Chem	Steady	6
Chem	Stimpack	26
Chem	Ultra Jet	16
Food	Caravan Lunch	16
Food	Cave Fungus	8
Food	Cram	12
Food	Fog Crawler Meat	28
Food	Fresh Melon	10
Food	Gecko Kebab	16
Food	Gum Drops	2
Food	Honey Mesquite Pod	5
Food	Iguana Bits	20
Food	Iguana On A Stick	15



Food	Mirelurk Meat	24
Food	Mole Rat Meat	24
Food	Nuka-Cherry	20
Food	Nuka-Cola	15
Food	Nuka-Cola Wild	18
Food	Radscorpion Meat	24
Food	Squirrel on a Stick	15
Food	Sugar Bombs	7
Food	Yao Guai Rib Meat	24

POWER ARMOR

Armor	Raider Power Armor	34
Armor	Power Armor Frame	16

DOG ITEMS

Armor	Chain Dog Collar	14
Clothes	Dog Bandana	4
Clothes	Spiked Muzzle	3

ROBOT ITEMS

Gear	Robot Repair Kit	20
Heroic	Heroic Clunky -	0.2
Mod	Damage Self-Destruction	4
Mod	Hacking Module	5
Mod	Lockpick Module	5
Mod	Noxious Armor	14
Mod	Processor Overcharger	2
Mod	Radiation Coils	5
Mod	Recon Sensors	3
Mod	Regeneration Field	8
Mod	Resistance Field	14
Mod	Sensor Array (Robots)	18
Mod	Serrated Bodywork	3
Mod	Servo Boost	4
Mod	Stealth Field	8
Mod	Terminal Self-Destruction	25
Mod	Tesla Coils (Robots)	2
Mod	Welded Plate	4
Mod	Sub-Routine: Bash	5
Mod	Sub-Routine: Carnage	9
Mod	Sub-Routine: Combat Analysis	10
Mod	Sub-Routine: Combative	8
Mod	Sub-Routine: Emergency	3
Mod	Sub-Routine: Pause	7
Mod	Sub-Routine: Quick	4
Mod	Sub-Routine: Remote	11

Clothes	Triggerman Bowler	5
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PERSONAL ITEMS

Armor	Slags Power Armor	44
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CREATURE ITEMS

Heroic	Heroic Wild -	0.2
Mod	Conditioning: Active	5
Mod	Conditioning: Adrenaline	3
Mod	Conditioning: Ankle Biter	8
Mod	Conditioning: Arm Breaker	12
Mod	Conditioning: Champion	10
Mod	Conditioning: Chancer	12
Mod	Conditioning: Chief	15
Mod	Conditioning: Crafty	5
Mod	Conditioning: Dash	9
Mod	Conditioning: Fast	4
Mod	Conditioning: Ferocious	3
Mod	Conditioning: Haymaker	12
Mod	Conditioning: Hit and Run	8
Mod	Conditioning: Independent	11
Mod	Conditioning: Lean	3
Mod	Conditioning: Rage	2
Mod	Conditioning: Savage	8
Mod	Conditioning: Sniffer	5
Mod	Conditioning: Stunning	12
Mod	Conditioning: Vicious	8
Mod	Conditioning: Vigilant	5
Mod	Conditioning: Wily	7

