



## RAIDERS: THE PACK

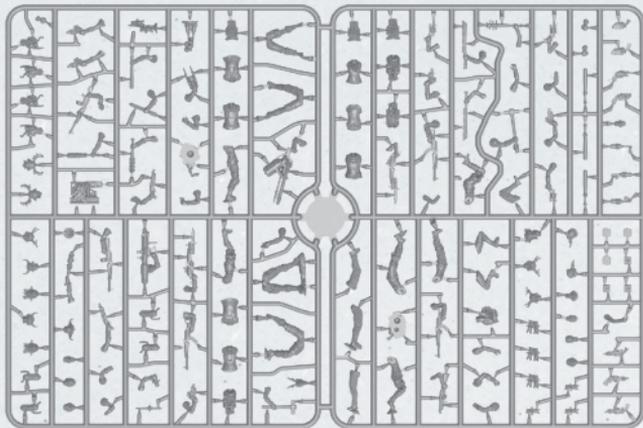
INSTRUCTION BOOKLET · MODE D'EMPLOI · MONTAGEANLEITUNG  
MANUAL DE INSTRUCCIONES · LIBRETTO D'ISTRUZIONI

Bethesda®



MÖDIPHIUS®  
ENTERTAINMENT

## CONTENTS



30mm



x10

**ENG:** Please read the instructions thoroughly before beginning assembly of your miniatures. We recommend removing each part from the frame using sharp plastic cutters or a hobby knife. Models should be assembled with plastic glue. This product should not be used by children under the age of 14 without adult supervision. This is not a toy. Choking hazard due to small parts. Plastic models supplied unpainted and unassembled.

**FRÉ:** Veuillez lire ce mode d'emploi avant d'assembler vos figurines. Nous vous recommandons d'utiliser un couteau de modélisme ou une lame pour plastiques aiguisée afin de retirer toutes les pièces de la grappe. Utilisez de la colle plastique pour assembler les figurines. Ce produit ne convient pas des enfants de moins de 14 ans sans supervision d'un adulte. Ceci n'est pas un jouet. Les pièces de petite taille représente un risque d'étouffement en cas d'ingestion. Figurines en plastique fournies non peintes et non assemblées.

**GER:** Lesen Sie bitte die Anweisungen sorgfältig, bevor Sie mit der Miniaturmontage beginnen. Wir empfehlen die Entfernung jedes Teils von ihrem Rahmen mit einem scharfen Kunststoffschneider oder einem Hobbymesser. Die Modelle sollten mit Kunststoffkleber montiert werden. Dieses Produkt sollte bei Kinder unter 14 Jahren unter Aufsicht eines Erwachsenen benutzt werden. Dies ist kein Spielzeug. Erstickungsgefahr durch verschluckbare Kleinteile. Die Kunststoffmodelle werden unbemalt und unmontiert geliefert.

### EXPLANATION OF SYMBOLS



- Choose the option you want



- Stage complete

**SPA:** Lea detenidamente las instrucciones antes de empezar a montar sus miniaturas. Recomendamos retirar cada pieza del armazón utilizando cutters afilados para plástico o cuchillos para manualidades. Los modelos deben ensamblarse con adhesivo para plástico. Este producto no debe ser utilizado por niños menores de 14 años sin la supervisión de un adulto. No es un juguete. Peligro de asfixia por la presencia de piezas pequeñas. Los modelos de plástico se suministran sin pintar y sin montar.

**ITA:** Leggere attentamente le istruzioni prima di assemblare le miniature. Raccomandiamo di rimuovere tutti i componenti dei modelli dal loro supporto usando un taglierino da plastica affilato o un coltellino da modellismo. Si consiglia di usare colla per plastica per assemblare i modelli. Questo prodotto non è adatto a bambini sotto i 14 anni senza la supervisione di un adulto. Questo non è un giocattolo. Contiene piccole parti che possono causare soffocamento. I modelli sono forniti smontati e non verniciati.

*"TO THE PACK SURVIVAL OF THE FITTEST, AIN'T JUST A SAYIN' IT'S A DEFININ' TRAIT - THE BIGGEST, BADDEST, MOST NUTSO PSYCHO RULES THE PACK. A BIG BRAIN AIN'T GOT MUCH USE THERE, BUT A BIG SWINGIN' ARM CERTAINLY HELPS POP A SLEDGEHAMMER THROUGH THE HEAD OF THE COMPETITION! THE ALPHA LEADS THE WAY, MAKES THE CALLS, AND GETS THE OVERWHELMIN' JOY OF SMACKIN' CONTENDERS BACK TO THE GROUND WHENEVER THEY POP UP. EVERYONE ELSE JUST FOLLOWS THEIR LEAD, CHARGIN' INTO WHATEVER SCRAPS THEY CAN FIND, FLINGIN' EXPLOSIVE TEDDY BEARS, WAVIN' PAINT SPLATTERED-RIFLES AND BLOOD-SOAKED BATS. IT'S A SIMPLE LIFE, FULL O' ALL THE VIOLENCE THEY CAN CAUSE. LUCKY LADS."*

## CREW CREATION

All of the models in a Pack crew must be chosen from this section.

## CREW LIMITS

The crew's Tier imposes a number of limits on it, as explained in the rules for creating a custom crew (Pg. 33).

CREW LIMITS	TIER 1	TIER 2	TIER 3
Upgrade Limit per model	3	5	7
Total Control Limit	5	10	15
Champion Limit	3	4	5

## ALPHA (CHAMPION, LEADER)

S	P	E	C	I	A	L	♥
5	5	5	6	6	5	3	3

### Perks

- ★ **Natural Leader** (Innate)

### Weapon Sets

- ★ Sawn-off Shotgun (35)
- ★ 10mm Pistol and Deathclaw Gauntlet (42)
- ★ Automatic Handmade Rifle and Baseball Bat (48)

## READ ME FIRST!

The models in this box can be built in multiple ways. Please read the **Fallout: Factions** or **Wasteland Warfare** rules before building.

## TOP DOG (CHAMPION)

S	P	E	C	I	A	L	♥
5	4	4	5	4	5	2	2

### Weapon Sets

No more than two Veterans in a crew can have the same Weapon Set.

- ★ 10mm Pistol and Baseball Bat (23)
- ★ Handmade Rifle and Baseball Bat (25)
- ★ Sledgehammer and Predator Grenades (33)
- ★ Flamer (36)

## PSYCHO (GRUNT)

S	P	E	C	I	A	L	♥
4	3	4	4	3	5	2	1

### Weapon Sets

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

- ★ Sledgehammer (14)
- ★ Light Handmade Rifle (18)
- ★ Pipe Revolver and Baseball Bat (23)
- ★ 10mm Pistol and Hand Weapon (23)
- ★ 10mm Pistol and Baseball Bat (24)

## SCAVVER (GRUNT)

S	P	E	C	I	A	L	♥
4	4	4	3	4	4	2	1

### Weapon Sets

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

- ★ Sawn-off Shotgun (18)
- ★ Handmade Rifle (23)
- ★ Automatic Handmade Rifle (27)

## WASTER (GRUNT)

No more than half of the Grunts in a crew can be Wasters.

S	P	E	C	I	A	L	♥
3	3	3	4	3	3	1	1

### Weapon Sets

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

- ★ Pipe Revolver (12)
- ★ 10mm Pistol (13)
- ★ Pipe Revolver and Hand Weapon (14)
- ★ Light Handmade Rifle (16)

# PACK WEAPONS

WEAPON	TYPE	TEST	TRAITS	EFFECT
Baseball Bat	Melee	3S	Wind Up	Suppress (1)
Deathclaw Gauntlet	Melee	5S	Wind Up	Pierce
Hand Weapon	Melee	3S	Fast	
Sledgehammer	Melee	4S	Unwieldy (5), Wind Up	Maim
10mm Pistol	Pistol (10")	3A	CQB, Fast	
Pipe Revolver	Pistol (12")	3A	Aim (+1), CQB	Pierce
Sawn-off Shotgun	Rifle (8")	4P	CQB, Storm (2)	Maim
Light Handmade Rifle	Rifle (12")	3P	Bladed, Fast	Suppress (1)
Handmade Rifle	Rifle (18")	4P	Fast	Suppress (2)
Automatic Handmade Rifle	Rifle (14")	3P	Fast, Storm (2)	Suppress (2)
Flamer	Heavy (6")	4S	Area (2"), CQB	Ignite (3)
Predator Grenades	Grenade (8")	4A	Area (3"), CQB	Maim





# VETERAN

## RAIDER, THE PACK

### SPECIALTIES

Wary: for Creature tests

### SKILLS

		<b>S</b> ir	6
		<b>P</b> er	6
		<b>E</b> nd	7
		<b>C</b> ha	4
		<b>I</b> nt	4
		<b>A</b> gi	5
		<b>L</b> uc	3

A: 108, B: 108  
CAPS

### MOVE



### AWARENESS QUICK ACTIONS



### ABILITIES

### GEAR

Choice of:  
Weapon Loadout A or  
Weapon Loadout B

### ARMOR

Heavy Raider Armor

Weapon Loadout A	Type	Short Range	Long Range	Damage	Effects	Crit
10mm Pistol			X			+
Baseball Bat						+
Weapon Loadout B	Type	Short Range	Long Range	Damage	Effects	Crit
Sledgehammer						+



# TORMENTOR

## RAIDER, THE PACK

### SPECIALTIES

Astrute: for danger tests.

### SKILLS

	<b>Str</b>	7
	<b>Per</b>	5
	<b>End</b>	7
	<b>Cha</b>	4
	<b>Int</b>	4
	<b>Agi</b>	5
	<b>Luc</b>	3
		3
		3
		1

A: 108. B: 116  
CAPS

### MOVE



### AWARENESS



### QUICK ACTIONS



### ABILITIES

### GEAR

Choice of:  
Weapon Loadout A or  
Weapon Loadout B

### ARMOR

Pack Armour

Weapon Loadout A		Type	Short Range	Long Range	Damage	Effects	Crit
Handmade Rifle							<b>!4</b> +
Baseball Bat							<b>!2</b> +
Weapon Loadout B		Type	Short Range	Long Range	Damage	Effects	Crit
Flamer							<b>!3</b> +
Improvised Weapon							



# PILLAGER

RAIDER, THE PACK

## SPECIALTIES

## SKILLS

6 **S**tr  
 4 **P**er  
 6 **E**nd  
 4 **C**ha  
 3 **I**nt  
 4 **A**gi  
 3 **L**uc

**A: 74** **B: 67**  
**CAPS**

## MOVE

## AWARENESS QUICK ACTIONS

## ABILITIES

## GEAR

Choice of:  
Weapon Loadout A or  
Weapon Loadout B

## ARMOR

Sturdy Raider Armor

Weapon Loadout A	Type	Short Range	Long Range	Damage	Effects	Crit
10mm Pistol			<input type="checkbox"/> X	2	2	+   2
Board				2	3	+   2
Weapon Loadout B	Type	Short Range	Long Range	Damage	Effects	Crit
Sledgehammer				2	3	+   3





# WASTER

## RAIDER, THE PACK

### SPECIALTIES

**Light Armored:** If this model has any armor value higher than 2, movements are one colour shorter.

### SKILLS

4 **S**ir  
 4 **P**er  
 5 **E**nd  
 3 **C**ha  
 3 **I**nt  
 4 **A**gi  
 2 **L**uc  
 1  
 1  
 -

A: 42. B: 48  
CAPS

### MOVE



### AWARENESS QUICK ACTIONS



### ABILITIES

### GEAR

ARMOR  
Light Raider Armor

Choice of:  
Weapon Loadout A or  
Weapon Loadout B

Weapon Loadout A	Type	Short Range	Long Range	Damage	Effects	Crit
Pipe Revolver			<input type="text" value="x"/>	2	2	+
Improvised Weapon				1		
Weapon Loadout B	Type	Short Range	Long Range	Damage	Effects	Crit
Handmade Rifle				2	4	+



48732-A-S2-10/P33M

# SCAVNER

## RAIDER, THE PACK

### SPECIALTIES

**Light Armored:** If this model has any armor value higher than 2, movements are one colour shorter.

### SKILLS



5

S

P

E

C

I

A

L

1

1

-

A: 48. B: 58

CAPS

### MOVE



### AWARENESS



### QUICK ACTIONS

### ABILITIES

### GEAR

### ARMOR

Light Raider Armor

Choice of:  
Weapon Loadout A or  
Weapon Loadout B

Weapon Loadout A		Type	Short Range	Long Range	Damage	Effects	Crit
10mm Pistol				X			+   2
Improvised Weapon							
Weapon Loadout B		Type	Short Range	Long Range	Damage	Effects	Crit
Pipe Revolver				X			+
Board							+

# BUTCHER/ALPHA



! A(a)



! A(b)



! B(a)



! B(b)



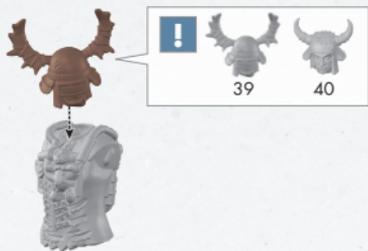
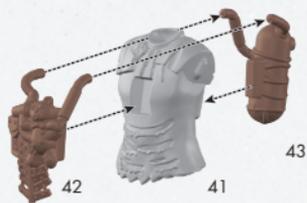
! C(a)



! C(b)

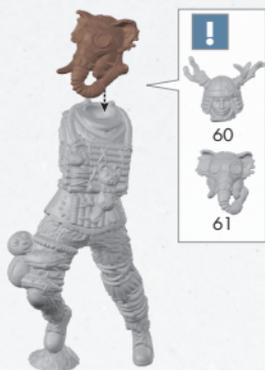
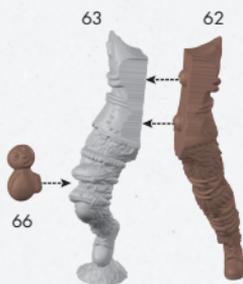


# SURVIVALIST/SCAVVER 1

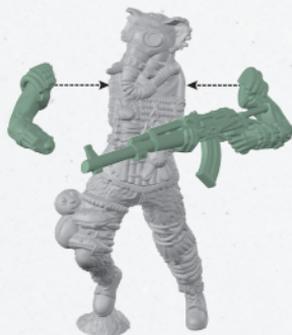




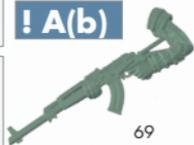
## SURVIVALIST/PSYCHO 2



! A(a)



! A(b)



! B(a)



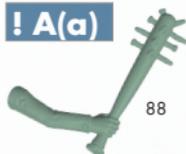
! B(b)



# SCAVVER/SURVIVALIST



**! A(a)**



**! B(a)**



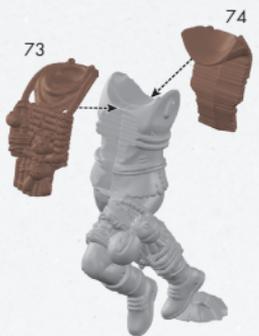
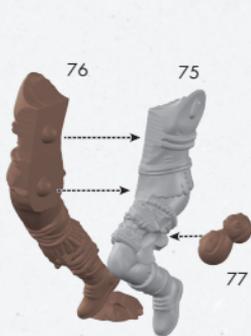
**! A(b)**



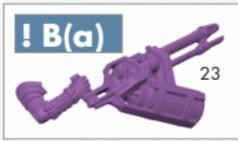
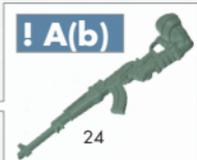
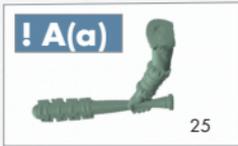
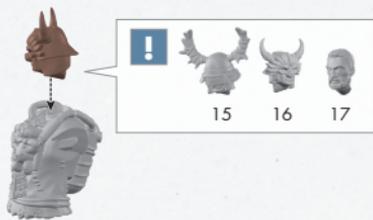
**! B(b)**



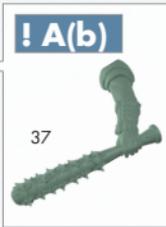
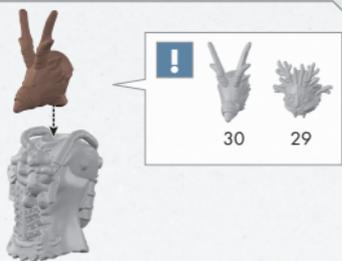
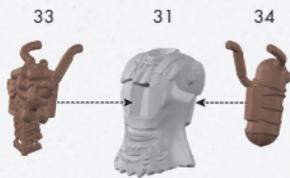
# PSYCHO/PILLAGER



# TORMENTOR/TOP DOG



# VETERAN/TOP DOG



# WASTER 1

95



93



91

92



! A(a)



97



! A(b)



96

! B(a)



99

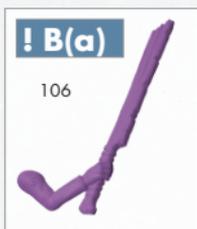
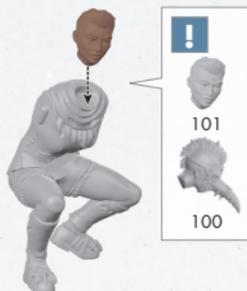
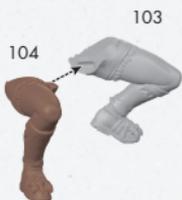
! B(b)



98



# WASTER 2/SCAVVER



## BASE TOPPERS AND ACCESSORIES



126



127



128



129



130



131



109



110



111



112



113



114



115



116



117



120



121



122



123



124



125



118



119

