

Wasteland Raiders

Get You By Lists allow players that already have some Fallout:Wasteland Warfare miniatures to use those miniatures in Fallout Factions. They are not complete lists like those found in the full Fallout Factions Nuka-World release.

Crew Creation

All of the models in a Wasteland Raiders 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.31 of the *Fallout Factions "Battle for Nuka-World"* rulebook).

	Tier 1	Tier 2	Tier 3
Upgrade Limit per Model	3	5	7
Total Control Limit	5	10	15
Champion Limit	3	5	5
Grunts Per Champion	6	7	8

Classes

Butcher (Champion, Leader)

Butchers come in Power Armor.

S	P	E	C	I	A	L	♥
5	5	5	5	5	5	3	4

Perks

- **Natural Leader** (Innate)
- **Burly** (Innate)
- **Rad Resistant** (Innate)
- **Hardy** (Innate)
- **Personal Stash** (Innate)

Weapon Sets

- Assault Rifle (46)

Veteran (Champion)

S	P	E	C	I	A	L	♥
4	4	4	4	4	4	2	2

Weapon Sets

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

- Hand Weapon (23)
- Hunting Rifle (39)
- Minigun (47)

Scavver (Grunt)

S	P	E	C	I	A	L	♥
3	4	3	3	3	3	2	1

Weapon Sets

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

- Short Hunting Rifle (10)
 - Sawn-off Shotgun (13)
 - Pipe Rifle (12)
 - Automatic Pipe Rifle (14)
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Psycho (Grunt)

S	P	E	C	I	A	L	♥
4	3	3	3	3	4	2	1

Weapon Sets

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

- Hand Weapon (8)
- Pipe Revolver & Hand Weapon (11)
- Pipe Pistol & Machete (14)

Waster (Grunt)

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

S	P	E	C	I	A	L	♥
3	3	3	3	3	3	1	1

Weapon Sets

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

- Stripped Pipe Rifle (9)
 - Pipe Pistol & Molotovs (14)
 - Pipe Pistol & Hand Weapon (16)
 - Molotov Cocktails & Hand Weapon (11)
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FACTION DETAILS

WASTELAND RAIDERS WEAPONS

Weapon	Type	Test	Traits	Critical Effect
Hand Weapon	Melee	3S	Fast	
Machete	Melee	4S		Maim
Pipe Pistol	Pistol (8")	4A	CQB	
Pipe Revolver	Pistol (12")	3A	Aim (+1), CQB	Pierce
Assault Rifle	Rifle (20")	4P	Storm (1)	Maim
Automatic Pipe Rifle	Rifle (16")	3P	Aim (+1), Storm (1)	Suppress (2)
Hunting Rifle	Rifle (22")	3P	Aim (+1)	Pierce
Pipe Rifle	Rifle (20")	3P	Aim (+1)	Suppress (1)
Sawn-off Shotgun	Rifle (8")	4P	CQB, Storm (2)	Maim
Short Hunting Rifle	Rifle (14")	3P		Pierce
Stripped Pipe Rifle	Rifle (12")	3P		Suppress (1)
Minigun	Heavy (14")	4S	Slow, Storm (3)	Pierce
Molotov Cocktails	Grenade (8")	2A	Area (2"), CQB	Ignite (2)

NEW WEAPON MODIFICATIONS

Pipe Pistol

"A tube on top of a handle. Cheap to maintain and you can upgrade it to suit yer mood - as long as your mood is splatting a guy's brains across a wall."

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Pistol (8")	4A	CQB			
Pistol (12")				2	+3
		Aim (+1)		2	+3
			Suppress (1)	2	+3

Assault Rifle

"You can find these things everywhere. They must've been real popular before the bombs dropped. Recoil'll send ya' flying if you don't have a good grip though."

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Rifle (20")	4P	Storm (1)	Maim		
	5P			3	+8
		Fast, Storm (1)		5	+12

Automatic Pipe Rifle

"Just yer humble Pipe Rifle but it fires bullets quicker. Imagine what you could do if your gun shot quicker. Go home early. Take some Chems. Shoot the poor bastard next to the one you just shot. Possibilities are endless."

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Rifle (16")	3P	Aim (+1), Storm (1)	Suppress (2)		
Rifle (20")				2	+5
	4P			4	+8

Minigun

"Nothing mini about this gun. It's frikkin massive! What? Whadda you mean it's called a Minigun due to the barrel size? Smartass. Stay there a minute and let me try it on you and see if you're so smart in several small pieces."

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Heavy (14")	4S	Slow, Storm (3)	Pierce		
		For each Attack, choose: Area (1") or Storm (3)		5	+12

Pipe Rifle

"Good to see the spirit of American industry's still going strong, ain't it? You can make these at home from any old junk you have lying around. Just be careful - you use the wrong trash and it might be you the gun takes out instead!"

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Rifle (20")	3P	Aim (+1)	Suppress (1)		
Rifle (24")				3	+6
	4P			3	+6

Stripped Pipe Rifle

"Listen. If yer desperate, a coward, a bit tired and have no swinging arm to speak of, this gun'll do you just fine. It's just like a Pipe Rifle just... you know, less."

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Rifle (12")	3P		Suppress (1)		
Rifle (16")				2	+3
		Aim (+1)		2	+3

WASTELAND RAIDERS PLOYS

A Wasteland Raiders Crew can choose from the Ploys here in addition to those listed on pg. 26 of the *Fallout Factions "Battle for Nuka-World"* rulebook

In Moderation

Enact this Ploy when a friendly model chooses to Find a Chem when making a Rummage Action.

Add a dose of Rare Chems to the Crew's Roster regardless of the result of the dice.

Oh Yeah!

Enact this Ploy at the start of any of your Turns. As an additional cost, remove either a Chem or Rare Chem from your stash.

Choose one of your Exhausted Grunts. Remove all Fatigue from it. Add 3 Bonus Dice to all Attack Tests this model makes. At the end of the round, remove this model from play.

Innate Perks

Some Perks are not tied to a S.P.E.C.I.A.L. Statistic; instead, they are **Innate**. If a model has an Innate Perk, this will be noted in its Faction List entry. An Inherent Perk cannot be removed from a model, and a model cannot gain an Innate Perk that it did not start with.

Burly

This model's Harm Limit is 4 instead of 3.

Hardy

This model cannot suffer Fatigue.

Personal Stash

This model reduces the cost of Common Chems when purchasing Chems before a game and during play when any Friendly model makes a Rummage Action by 3 Caps.

WASTELAND RAIDER QUEST LINES

Choose one of the following three Quest Lines when creating a new Crew.

Ours For The Taking

Tier One Goals

Mark Progress When...	Target
You choose the <i>Ambush</i> scenario.	3
One of your models gains an Intelligence Perk.	2
Your Crew has at least 2 Scouts in three different locations.	1

Tier Two Goals

Mark Progress When...	Target
You win a scenario as the Attacker.	4
Play a game where your opponent has Leg Up.	2
Your Crew has at least 3 Control in three different locations.	1
A model in your Crew takes the <i>Rummage</i> action.	10

Tier Three Goals

Mark Progress When...	Target
You have at least 100 Caps in your Stash.	1
You win a game on your Home Turf.	5
Your Crew has at least 10 Control in any location.	1

It's Party Time!

Tier One Goals

Mark Progress When...	Target
Your Crew earns an Experience Point through <i>Failing Forward</i> .	5
A model in the crew uses a Chem.	8
You choose the <i>Stockpile Raid</i> scenario.	3

Tier Two Goals

Mark Progress When...	Target
Your Crew spends a Scouting Point on <i>Stashed Goods</i> .	6
Your Crew purchases Common Chems.	5
Retrieve a Target Objective from the <i>Stockpile Raid</i> scenario.	4
One of your models adds a dose of Rare Chems to their roster.	3

Tier Three Goals

Mark Progress When...	Target
You use a Wasteland Raiders ploy.	8
Your Crew takes the <i>Barter</i> Story Action.	6
Your Crew uses a Rare Chem.	10
You play a game on your Home Turf.	4

Make Them Fear Us!

Tier One Goals

Mark Progress When...	Target
You win a game.	1
You Upgrade a model.	5
One of your models Incapacitates an Enemy model	10

Tier Two Goals

Mark Progress When...	Target
Your Crew earns an Experience Point through <i>Location Domination</i> .	2
Your Crew takes the <i>Recruit</i> Story Action.	5
Your purchase a weapon Modification worth at least 3 Parts.	3
A model in your Crew gains a Charisma Perk.	4

Tier Three Goals

Mark Progress When...	Target
An Enemy model fails a Confusion Test.	10
Your Crew achieves <i>Proving Your Mettle</i> in the <i>Rumble</i> Scenario.	3
A model in your Crew has a statistic other than Luck or Health reach 9.	1

WASTELAND RAIDER TRAINING TABLE

When purchasing Upgrades (see pg. 41 of the *Fallout Factions "Battle for Nuka-World"* rulebook) for models in a Wasteland Raiders crew, use the following table.

Score	Upgrade	Rating Increase	
		Champion	Grunt
1	Increase the model's Strength by 1.	+10	+7
2	Increase the model's Perception by 1.	+10	+7
3	Increase the model's Endurance by 1.	+15	+9
4-5	Increase the model's Charisma by 1.	+8	+5
6-7	Increase the model's Intelligence by 1.	+8	+5
8	Increase the model's Agility by 1.	+10	+7
9	Choose one of the results above.		
10	Choose one: <ul style="list-style-type: none"> Increase the model's Luck by 1. Increase the model's Health by 1. 	+15 +20	+9 +12