

Wastelanders

*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 "Battle for Nuka-World"** release.*

Crew Creation

All of the models in a Wastelanders 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	4	5

Classes

Protagonist (Champion, Leader)

S	P	E	C	I	A	L	♥
4	5	5	6	6	5	3	3

Perks

- **Inspirational** (Charisma)
- **Natural Leader** (Innate)
- **Take Me Home** (Innate)

Weapon Sets

- 10mm Pistol and Hunting Rifle (44)

Companion (Champion)

Each Specialist is either a Hunter, Medic or Trader. Choose one when purchasing the model, and use the relevant Weapon Sets and Perks.

S	P	E	C	I	A	L	♥
3	5	4	5	5	4	2	2

Perks

- **Take Me Home** (Innate)
- Choose one from the following; **Sniper** (Perception), **Scrapper** (Intelligence) or **Fortune Finder** (Luck).

Weapon Sets

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

- Sawn-Off Shotgun and Baseball Bat (23)
- Combat Shotgun and Hand Weapon (26)
- Assault Rifle (31)

Mercenary (Grunt)

S	P	E	C	I	A	L	♥
3	4	5	3	3	4	2	1

Perks

- **Take Me Home** (Innate)

Weapon Sets

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

- Combat Shotgun (17)
- Combat Shotgun and Hand Weapon (18)
- Assault Rifle (22)

Regular Joe (Grunt)

S	P	E	C	I	A	L	♥
3	4	3	3	4	3	1	1

Perks

- **Take Me Home** (Innate)

Weapon Sets

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

- Pipe Pistol (7)
 - 10mm Pistol (8)
 - Double-barrelled Shotgun (12)
 - Hunting Rifle (13)
-

Good Boy (Grunt)

No more than half of the Grunts in a Crew can be Good Boys.

S	P	E	C	I	A	L	♥
4	3	3	3	3	4	1	1

Perks

- **Beast** (Innate)
- **Sic 'Em** (Innate)
- **Take Me Home** (Innate)

Weapon Sets

- Claws & Jaws (7)

FACTION DETAILS

WASTELANDERS WEAPONS

Weapon	Type	Test	Traits	Critical Effect
Baseball Bat	Melee	3S	Wind up	Suppress (1)
Claws & Jaws	Melee	4S	Fast	Suppress (1)
Hand Weapon	Melee	3S	Fast	
10mm Pistol	Pistol (10")	3A	CQB, Fast	
Pipe Pistol	Pistol (8")	4A	CQB	
Assault Rifle	Rifle (20")	4P	Storm (1)	Maim
Combat Shotgun	(10")	4P	Storm (1)	Maim
Double-barrelled Shotgun	Rifle (12")	3P	Storm (2)	Maim
Hunting Rifle	Rifle (22")	3P	Aim (+1)	Pierce
Sawn-off Shotgun	Rifle (8")	4P	CQB, Storm (2)	Maim

NEW WEAPON MODIFICATIONS

Pipe Pistol

"Easy enough to make y'see? We can pull one of these together from almost any building in the Wasteland. Might not be the most reliable weapon out there, but boy am I glad to have one by my side."

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

"From the old posters I've seen around, it looks like these were more or less standard issue before all this, I can see why. They eat through bullets quicker than a Brahmin through slop, and kick like a bucking Radstag."

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

Double-barrelled Shotgun

"If you're looking for a reliable sidearm on the range, well, you can't do much better than a Double-barrel. Twice the buck for no extra work, keeps Raiders off as well as it does Radroaches"

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Rifle (12")	3P	Storm (2)	Maim		
	4P			4	+8
		Storm (3)		6	+8

WASTELANDERS PLOYS

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

I Don't Want To Set the World on Fire

Enact this Ploy when an enemy model completes a Get Moving action.

Nominate a piece of Terrain. Until the end of the round, when an enemy model moves within 3" of this Terrain, their controlling player makes an Evade Test (2A). If the model fails the test, it suffers 3 Damage.

Some Rain Must Fall

Enact this Ploy when a friendly model is Incapacitated by an enemy model.

Every friendly model may make an Open Fire or Brawl action without taking Fatigue against the enemy model that made the Action that Incapacitated the friendly model.

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.

Take Me Home

When this model suffers Harm, it may have another friendly model that is not at Harm Limit within 3" suffer the Harm instead.

WASTELANDERS QUEST LINES

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

Dear Hearts and Gentle People

Tier One Goals

Mark Progress When...	Target
A model in your Crew uses the Patch Up Action.	10
A Rare Chem is added to your Crew Roster.	2
Your purchase a Modification for a Pistol or Rifle.	3

Tier Two Goals

Mark Progress When...	Target
Your Crew takes the Barter Story Action.	6
A model in your Crew gains a Perception Perk.	4
Your Upgrade one of your models.	4
Your Crew Roster has at least 10 Parts.	1

Tier Three Goals

Mark Progress When...	Target
One of your models Incapacitates an Enemy Leader with a Ranged Attack.	10
Your Crew Roster has three doses of three different Chems.	1
A Champion recovers from Serious Injuries.	5
Your Crew reaches its Champion Limit.	1

My Home Town

Tier One Goals

Mark Progress When...	Target
You play a game as the Defender.	3
You have at least 50 Caps in your Stash.	1
You use a Wastelanders Ploy.	4

Tier Two Goals

Mark Progress When...	Target
You win a game on your Home Turf.	3
Your Crew Incapacitates an Enemy model.	10
A model in your Crew gains a Charisma Perk.	4
Your Crew takes the <i>Recruit</i> Story Action.	5

Tier Three Goals

Mark Progress When...	Target
You have at least 10 Control in the Location containing your Home Turf.	1
You win the <i>Stockpile Raid</i> scenario as the Defender.	3
A model in your Crew gains a Perception Perk.	4
An enemy model fails a Confusion Test.	10

Every Time That I Return

Tier One Goals

Mark Progress When...	Target
Your Crew earns at least 3 Experience Points in a single game.	3
You purchase a Weapon Modification.	3
Your Crew has at least 2 Scouts in three different locations.	1

Tier Two Goals

Mark Progress When...	Target
Your Crew has at least 3 Control in three different Locations.	1
You win a Scenario as the Attacker.	4
You Upgrade one of your Models.	5
Your Crew Incapacitates an Enemy model with a ranged attack.	10

Tier Three Goals

Mark Progress When...	Target
A model in your Crew chooses their Upgrade.	4
You choose to play the Ambush scenario as the Defender.	4
A model in your Crew has a statistic other than Luck or Health reach 9.	1

WASTELANDERS TRAINING TABLE

When purchasing Upgrades (see pg. 41 of the *Fallout Factions "Battle for Nuka-World"* rulebook) for models in a Wastelanders 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	Increase the model's Charisma by 1.	+8	+5
5	Increase the model's Intelligence by 1.	+8	+5
6	Increase the model's Agility by 1.	+10	+7
7-8	Choose one of the results above.		
9-10	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