

# FALLOUT WASTELAND WARFARE

# WEAPONS

## BATTLE MODE ITEMS LIST

Made by the  
Community

## HIGH-TECH ITEMS

**GAMMA GUN**

!3

+ [Yellow Chip] [Green Chip] [Yellow Chip]

⚡ 3      ⚡ 4

**INSTITUTE LASER PISTOL**

!2

+ [Black Chip] [Yellow Chip] [Green Chip]

⚡ 1      ⚡ 2

**LASER PISTOL**

!2

+ [Yellow Chip] [Green Chip]

⚡ 2      ⚡ 3

**PENETRATING LASER PISTOL**

!2

+ [Yellow Chip] [Green Chip]

⚡ 2      ⚡ 3

**PLASMA DEFENDER**

!3

+ [Black Chip] [Yellow Chip]

⚡ 2      ⚡ 2

🎯 ↓ 🛡️ / 🛡️

**PLASMA PISTOL**

!2

+ [Black Chip] [Yellow Chip]

⚡ 2      ⚡ 2

🎯 ↓ 🛡️ / 🛡️

**PROTECTRON'S GAZE**

!4

Short only

+ [Blue Chip]

⚡ 4

🛡️ 🛡️

**PULSE GUN**

Only hits 🛡️ & non-degraded 🛡️

!2

+ [Black Chip] [Yellow Chip]

⚡ 2      ⚡ 2

🔋

## ADVANCED ITEMS

**.357 MAGNUM REVOLVER**

!3

+ [Black Chip] [Yellow Chip]

🛡️ 2      🛡️ 2

**.44 MAGNUM REVOLVER**

!3

+ [Black Chip] [Yellow Chip]

🛡️ 2      🛡️ 3

**.44 REVOLVER**

!3

+ [Yellow Chip]

🛡️ 2      🛡️ 3

**10MM PISTOL**

!2

+ [Black Chip] [Yellow Chip]

🛡️ 2      🛡️ 2

**12.7MM PISTOL**

!3

+ [Yellow Chip]

🛡️ 1      🛡️ 2

**HUNTING REVOLVER**

!2

+ [Green Chip] [Green Chip]

🛡️ 2      🛡️ 2

🔋

**RANGER SEQUOIA**

!3

+ [Black Chip] [Yellow Chip]

🛡️ 3      🛡️ 3

★ 🛡️ / 🔋

**SCOPED .44 MAGNUM**

!3

+ [Black Chip] [Yellow Chip] [Green Chip]

🛡️ 2      🛡️ 3

🔋

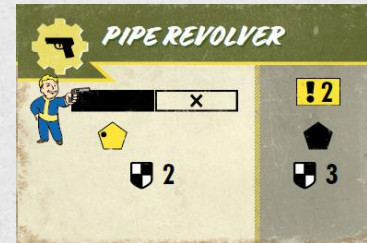
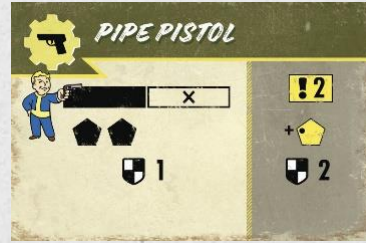
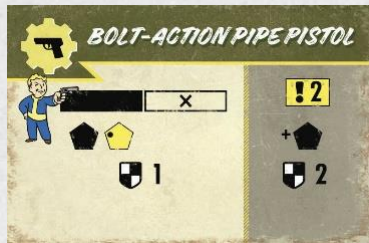
**WESTERN REVOLVER**

!3

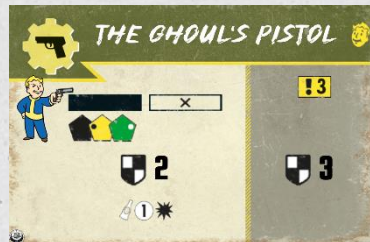
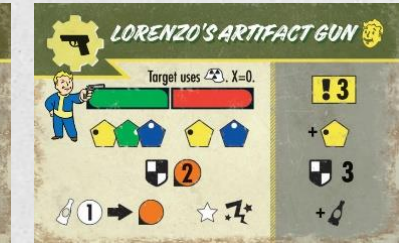
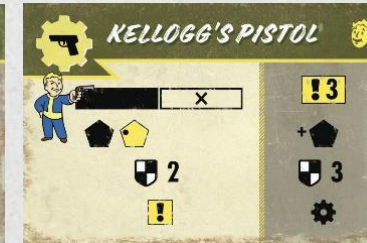
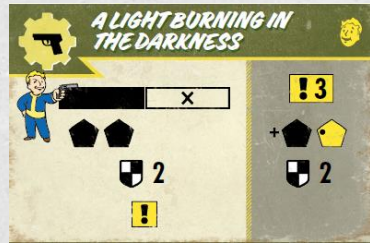
+ [Black Chip] [Yellow Chip]

🛡️ 2      🛡️ 3

## WASTELAND ITEMS



## PERSONAL ITEMS



# HIGH-TECH ITEMS

**ANTI-MATERIEL RIFLE** !2

Long only

3 + 3

Min. Short Range: Orange

**GAUSS RIFLE** !4

Primed Weapon: 0-2

3 + 4

Each adds + \*

**TESLA RIFLE** !3

2

2

2 Repeat effect on further target within Yellow and LoS.

**INSTITUTE LASER RIFLE** !2

1

2

**LASER RIFLE** !4

2

4

1 dmg ignore armor.

**PLASMA RIFLE** !4

2

3

**GAUSS RIFLE RULES**

Add 1 when model performs Move or Charge (exc. Quick Actions). Max. total 2.

If model performs any task (inc. Quick Actions) requiring an action that is not Move or Charge, remove all .

Gauss Rifle can be fired with 0, 1 or 2 tokens. When fired, + \* for each token, then remove all .

# ADVANCED ITEMS

**ASSAULT CARBINE** !3

1

2

**ASSAULT RIFLE** !4

2

3

**CARAVAN SHOTGUN** !4

2

3

7+ \* \*

**CHINESE ASSAULT RIFLE** !4

2

3

**COMBAT RIFLE** !3

2

3

**COMBAT SHOTGUN** !4

Short only

2

4

**COWBOY REPEATER** !3

1

2

**DOUBLE-BARREL SHOTGUN** !2

Short only

3

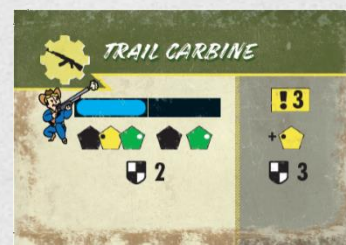
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**GRENADE LAUNCHER** !3

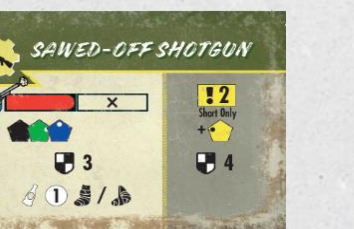
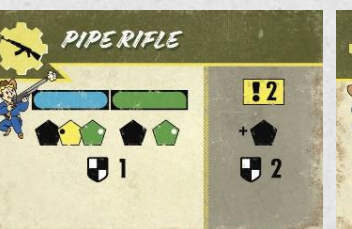
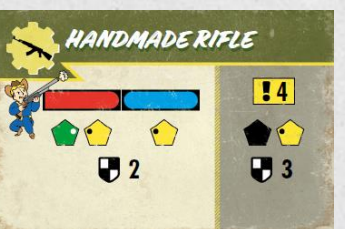
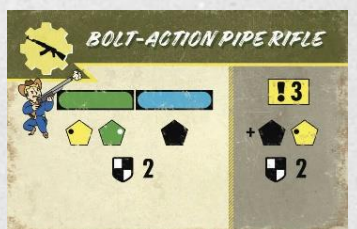
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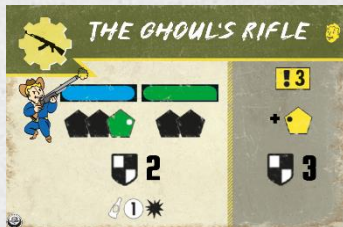
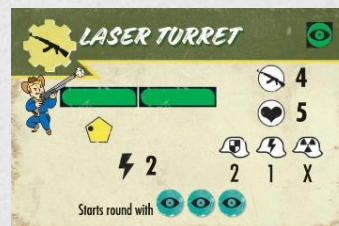
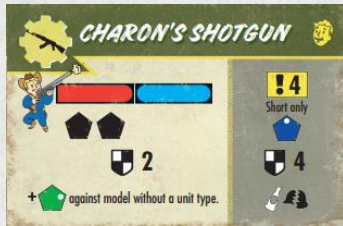
## ADVANCED ITEMS



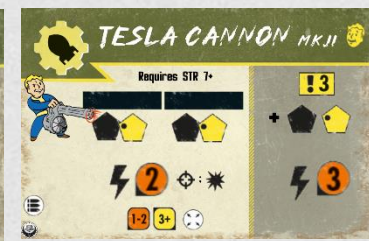
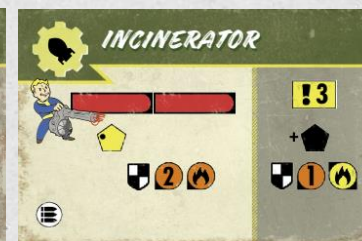
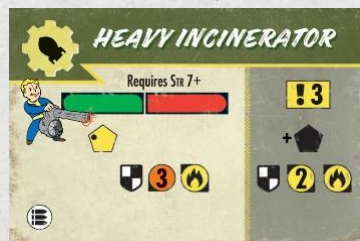
## WASTELAND ITEMS



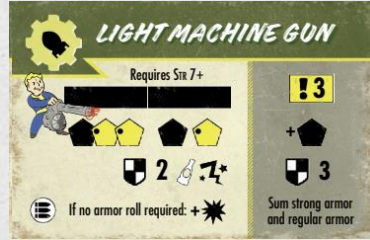
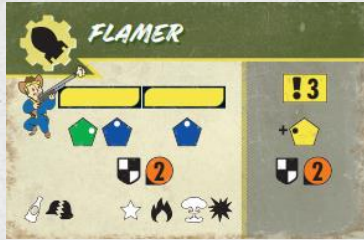
## PERSONAL ITEMS



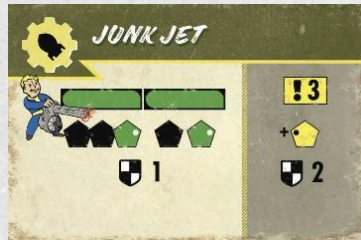
## HIGH-TECH ITEMS



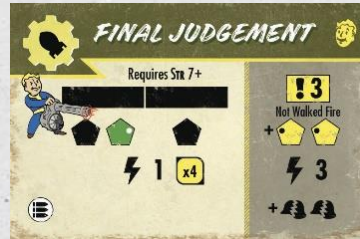
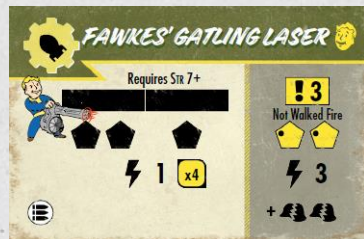
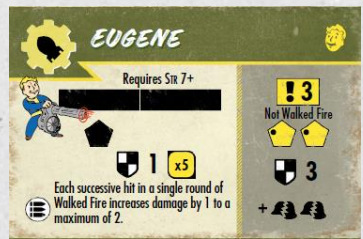
## ADVANCED ITEMS



## WASTELAND ITEMS



## PERSONAL ITEMS



## HIGH-TECH ITEMS

**BALLISTIC FIST**

Cost: 3 (2 black, 1 blue)

Benefit: +2 (2 black)

Effect: No follow-up

**INCENDIARY SUPER SLEDGE**

Cost: 3 (2 yellow, 1 blue)

Benefit: +3 (1 black)

Effect: Ignites, Burns, Ignites

**IRRADIATED SLEDGEHAMMER**

Cost: 3 (2 yellow, 1 blue)

Benefit: +2 (1 black)

Effect: Then resolve 1 (radiation)

**POWER FIST**

Cost: 3 (2 black, 1 yellow)

Benefit: +1 (1 black)

Effect: +2 (1 black)

**STUN BATON**

Cost: 2 (1 black, 1 green, 1 blue)

Benefit: +2 (1 black)

Effect: Stun 2 (if none: 1)

**SUPER SLEDGE**

Cost: 3 (2 yellow, 1 blue)

Benefit: +3 (1 black)

Effect: Ignites, Burns

## ADVANCED ITEMS

**BATON**

Cost: 3 (2 green, 1 yellow)

Benefit: +2 (1 black)

**CHARON'S COMBAT KNIFE**

Cost: 3 (1 blue)

Benefit: +2 (1 black)

Effect: 1 dmg ignores armor, against models without a unit type.

**CHINESE OFFICER'S SWORD**

Cost: 3 (1 green)

Benefit: +2 (1 black)

Effect: +2 (1 yellow)

**COMBAT KNIFE**

Cost: 3 (1 blue)

Benefit: +2 (1 black)

Effect: +3 (1 black, 1 blue)

Effect: 1 dmg ignores armor.

**SWITCHBLADE**

Cost: 2 (1 blue)

Benefit: +1 (1 black)

Effect: +2 (1 black, 1 blue)

Effect: 1 dmg ignores armor.

**INCENDIARY BATON**

Cost: 3 (2 green, 1 blue)

Benefit: +2 (1 black)

Effect: Ignites, Burns

**RELENTLESS CHINESE OFFICER'S SWORD**

Cost: 3 (1 green)

Benefit: +2 (1 black)

Effect: +2 (1 yellow)

Effect: +2 (1 black)

Effect: +2 (1 gear)

**RIPPER**

Cost: 3 (1 yellow, 1 black)

Benefit: +2 (1 black)

Effect: +2 (1 yellow)

Effect: Add strong armor to regular armor.

**THERMIG LANCE**

Cost: 3 (3 yellow)

Benefit: +3 (1 black)

Effect: +3 (1 black, 1 blue)

Effect: Sum strong armor and regular armor

# WASTELAND ITEMS

**ASSAULTRON BLADE**

Requires Sml 1

!3

+ 1

2

**BASEBALL BAT**

Requires Sml 1

!2

+ 1

2

2

2

2

**BLADE OF THE EAST**

Requires Sml 7+

!3

+ 1

2

2

2

2

Sum strong armor and regular armor

Wielder gains 2

**BOARD**

Requires Sml 1

!3

+ 1

2

2

**CATTLE PROD**

Requires Sml 1

!2

+ 1

1

1

1

**DEATHCLAW GAUNLET**

Requires Sml 2

!3

+ 2

2

2

**COMMIE WHACKER**

Requires Sml 1

!3

+ 1

1

1

1

**DISCIPLES BLADE**

Requires Sml 2

!3

+ 2

2

2

2

**DOG TAG FIST**

No Mods allowed

!2

+ 1

1

2

2

If no armor roll required: +

**FIRE AXE**

Requires Sml 1

!3

+ 1

1

1

1

**HUGE CLUB**

Requires Sml 7+

!4

+ 2

3

3

3

**IMPROVISED WEAPON**

Requires Sml 1

!3

+ 1

1

1

1

**LEAD PIPE**

Requires Sml 2

!3

+ 1

3

3

3

**MACHETE**

Requires Sml 1

!3

+ 1

2

2

**MACHETE GLADIUS**

Requires Sml 1

!3

+ 1

2

2

2

**NAIL BOARD**

Requires Sml 1

!3

+ 1

2

2

2

**PENETRATING LEAD PIPE**

Requires Sml 2

!3

+ 1

3

3

3

**PIPE WRENCH**

Requires Sml 2

!2

+ 1

2

2

**REBAR CLUB**

Requires Sml 7+

!3

+ 1

3

3

3

Sum strong armor and regular armor

**SHISHKEBAB**

Requires Sml 1

!3

+ 1

2

2

2

2

## WASTELAND ITEMS

**SLEDGEHAMMER**

2

!3

+3

7+

**SPEAR**

1

!3

+2

1 2

**TIRE IRON**

2

!2

+2

**VERTIBIRD BLADE**

Requires Str 7+

2

!3

+3

2

Sum strong armor and regular armor

## PERSONAL ITEMS

**GROGNAK'S AXE**

1

!3

+1

1

**GROGNAK'S SWORD**

2

!4

+2

2

1 2 3

**HORRIGAN'S KNIFE**

Frank Horrigan only

3

!3

+4

4

7+ 1 2 3 4

**MARCUS PUNCH**

Marcus Only

2

!3

+3

3

7+ 1 2 3

**MOLE RAT REPELLENT STICK**

1

!2

+2

2

If this weapon hits a Mole Rat or Rabid Mole Rat but does not kill it, that model is removed from play at the end of the round.

**TESSA'S FIST**

2

!3

+2

2

1 2

**SWORD OF WONDERS**

2

!3

+2

2

1 dmg ignore armor.

**POWER ARMOR FIST**

1

!3

+2

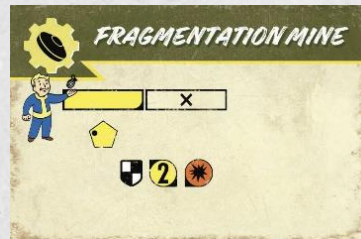
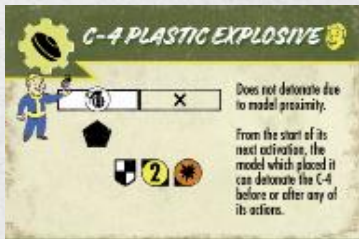
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## HIGH-TECH ITEMS



## ADVANCED ITEMS



## WASTELAND ITEMS



# ROBOT ITEMS

**ASSAULTRON HEAD LASER**

Assaultron only.  
Primed Weapon: 2

After each action (exc. shooting), add token if non-friendly in LoS; otherwise remove a token.

When primed, immediately Shoot (no action required), then remove all tokens.

⚡ 3

!3

+ ⬡

🛡️ 2

🛡️ 2

**ASSAULTRON SWIPE**

⚡ 2

!3

+ ⬡

🛡️ 2

🛡️ 2

**BATTERED ASSAULTRON HEAD LASER**

Assaultron only.  
Primed Weapon: 2

After each action (exc. shooting), add token if non-friendly in LoS; otherwise, remove a token.

When primed, may use Shoot action to fire, then remove all tokens.

⚡ 3

!3

+ ⬡

🛡️ 2

🛡️ 3

**EMPTY MINIGUN**

⚡ 2

!3

+ ⬡

🛡️ 2

🛡️ 3

**EYEBOT TESLA CANNON**

Eyebot only

⚡ 2

!3

+ ⬡

🛡️ 2

🛡️ 2

**EYEBOT LASER**

Eyebot only

⚡ 1

!3

+ ⬡

🛡️ 2

🛡️ 2

**HAND CRYOJET**

⚡ 2

!3

+ ⬡

⚡ 2

🛡️ 2

🛡️ 2

🧊 ⚡ ⚡

**HAND GAMMA GUN**

⚡ 3

!3

+ ⬡

⚡ 4

🛡️ 2

🛡️ 4

☢️ 3

**HAND LIGHTNING GUN**

⚡ 1

!3

+ ⬡

⚡ 2

🛡️ 2

🛡️ 2

⚡ 2 Repeat effect on further target within Yellow and LoS.

**HAND NAIL GUN**

⚡ 2

!3

+ ⬡

🛡️ 3

🛡️ 3

🔪 ⚡

**HAND SAW BLADE**

⚡ 2

!3

+ ⬡

🛡️ 2

🛡️ 2

🔪 ⚡

**HAND SHOCK**

⚡ 2

!3

+ ⬡

⚡ 2

🛡️ 2

🛡️ 2

⚡ ⚡

**HAND VICE GRIP**

⚡ 1

!2

+ ⬡

🛡️ 2

🛡️ 2

**MR HANDY BUZZSAW**

⚡ 2

!3

+ ⬡

🛡️ 2

🛡️ 2

**MR HANDY BUZZ BLADE**

⚡ 2

!2

+ ⬡

🛡️ 2

🛡️ 2

⚡ 2

**MR HANDY FLAMER**

⚡ 2

!3

+ ⬡

⚡ 2

🛡️ 2

🛡️ 2

🔪 ⚡ ⚡

**MR HANDY LASER**

⚡ 2

!2

+ ⬡

⚡ 3

🛡️ 2

🛡️ 3

**MR HANDY PLASMA PISTOL**

⚡ 2

!2

+ ⬡

⚡ 2

🛡️ 2

🛡️ 2

☢️ ⚡ ⚡

**MR HANDY SMG**

⚡ 2

!3

+ ⬡

🛡️ 3

🛡️ 3

🔪 ⚡

**MORTAR LAUNCHER**

Requires Str 7+

Weapon cannot be fired at targets in short range

⚡ 2

!3

+ ⬡

🛡️ 2

🛡️ 2

☢️ ⚡ ⚡

1-2 3-4 5+







# CREATURE ITEMS

**GLOWING BLOATFLY LARVA**

Glowing Bloatfly only

1

If damage caused: Resolve 1

**GLOWING BLOODBUG BLOOD SPRAY**

Glowing Bloodbug only  
Finned insects: 1

After Melee attack: Last is causes damage, gain if none held. When Finned, may use Shooting action to perform the attack; then remove the tokens.

Target gains: (small) and (medium)

**GLOWING BLOODBUG PROBOSCIS**

Glowing Bloodbug only

!3

2

If damage caused:

**GLOWING RADROACH SWARM BITE**

Glowing Radroach Swarm only

2

Resolve 1 attack for every 3 of Glowing Radroach Swarm (round up)

**GLOWING STINGWING STING**

Glowing Stingwing only

!3

1

If damage caused:

**GLOWING YAO GUAI SWIPE**

Glowing Yao Guai only

!3

2

3

**HOUND BITE**

Mutant Hounds only

!3

2

3

**Matriarch Swipe**

Deathclaw Matriarch only

!3

2

**Mirelurk Claw**

Mirelurk only

!3

1

2

**Mirelurk King Claws**

Mirelurk King only

!3

2

3

**Mirelurk King Sonic Scream**

Mirelurk King only

!3

2

3

**Mirelurk Hatchlings Claw**

Mirelurk Hatchlings only

!3

1

Resolve 1 attack for every 2 of Mirelurk Hatchlings (round-up).

**Mirelurk Hunter Acid**

Mirelurk Hunter only

!3

1

1

**Mirelurk Hunter Claw**

Mirelurk Hunter only

!3

2

3

**Mirelurk Queen Acid**

Mirelurk Queen only

!3

1

1

**Mirelurk Queen Brood**

Mirelurk Queen only

When Queen is activated and is to be turned, flip token and leave it whichever side is showing after the flip.

Effect: Add 1 Mirelurk Hatchlings. All Hatchlings activate immediately before Queen and attack (or move to attack) their nearest opposing model.

**Mirelurk Queen Claw**

Mirelurk Queen only

!4

3

4

**Mole Rat Bite**

Mole Rat Only

!2

1

1

**Mongrel Bite**

Mongrel only

!3

2

3

**Putrid Glowing One Swipe**

Putrid Glowing One only

!3

2

2

Then resolve 1



# CREATURE ITEMS

**RABID MOLE RAT BITE**

Rabid Mole Rat only

!2

1

If damage caused: ☆

**RADROACH SWARM BITE**

Radroach Swarm Only

!3

1

Resolve 1 attack for every 2 of Radroach Swarm (round up).

**RADSCORPION PINCERS & STING**

Radscorpion Only

!3

2

3

If damage caused: ☠

**RADSTAG DOE GORE**

Radstag Doe only

!3

2

2

If damage caused: ➡

**RADSTAG GORE**

Radstag only

!3

2

2

If damage caused: ➡

**SOFTSHELL MIRELRUK CLAW**

Softshell Mirelurk only

!3

1

2

☠

**STINGWING STING**

Stingwing only

!3

1

2

If damaged caused: ☠

**SHIP ANCHOR**

Requires STR 10+

!3

3

3

☠

**SHIP ANCHOR SLAM**

Swan only

!2

Does not affect Swan. In addition to being a regular weapon, attack has range Orange. Use skill but resolve as a Shooting attack. While engaged, Swan may use this to attack a model not engaged with.

**SHIP ANCHOR SWEEP**

Swan only

Primed: 3

!3

Effect: All models within Yellow gain physical damage (no armor roll) and ➡

Each time Swan is hit by an attack add ☠.

**SWAN GRAB**

Swan only

!3

As a Close Combat action, grab 1 model engaged with Swan with smaller base size. Test Skill Value: Swan STR - Target AGI. Success: Swan gains ☠ then Throw target model. Red and ☠. Target gains ☠ and ☠.

**WEAK BEHEMOTH ROCK THROW**

Weak Behemoth only

!2

3

3

If damage caused: ☠

**WEAK FERAL GHOUL SWIPE**

Weak Feral Ghoul only

!3

2

then ☠ 1

**YOUNG DEATHCLAW CRUSH**

Young Deathclaw only

Primed weapon: 3

!3

3

Then ☠ and throw target ➡

After each action, add token if non-friendly in LoS. When primed, Close Combat action to use Crush (Skill Value: Deathclaw STR - Target's AGI), then remove all tokens.

**YOUNG DEATHCLAW SWIPE**

Young Deathclaw only

!3

2

☠ ☠ ➡

**YOUNG FOG CRAWLER CLAW**

Young Fog Crawler only

!4

2

3

☠ ☠ ☠ ➡

**YAO GUAI SWIPE**

Yao Guai only

!3

2

3

☠ ☠ ☠

**YOUNG MIRELRUK QUEEN ACID**

Young Mirelurk Queen only

!3

1

1

☠ ☠ ☠

**YOUNG MIRELRUK QUEEN CLAW**

Young Mirelurk Queen only

!4

3

4

☠ ☠ ☠ ➡

**YOUNG RADSCORPION PINCERS & STING**

Young Radscorpion only

!3

2

3

If damage caused: ☠



# CREATURE ITEMS

