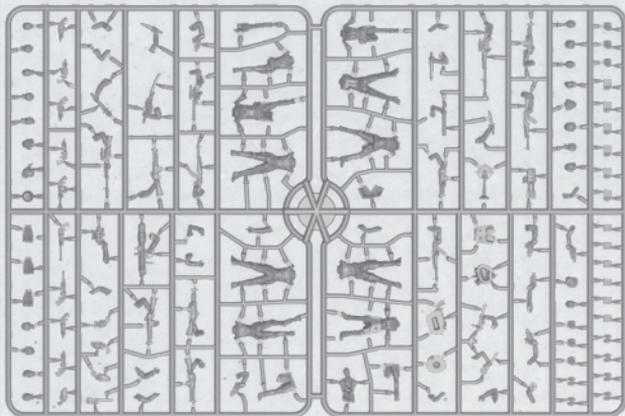




RAIDERS: THE OPERATORS

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

CONTENTS



30mm



x10

Permission to photocopy for personal use.

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.

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"CAPS, WE ALL WANT 'EM AND NO-ONE'S GOT ENOUGH OF 'EM. 'CEPT MAYBE THE OPERATORS. PRACTICAL LOT, PROBABLY THE MOST SANE ONES AROUND NUKA-WORLD, NOT TO SAY THAT THEY WOULDN'T SHOOT YOU AS SOON AS THEY LOOK AT YA', BUT ONLY IF THERE WAS SOMETHIN' IN IT FOR THEM... FANS OF SMART MOVES AND BRUTAL SHOOTOUTS, THE OPERATORS WEIGH UP THE COST OF EVERY BULLET AGAINST THE PROFIT OF KILLIN' THEIR TARGET. SMOOTH 'OPERATORS' ONE AND ALL, GOTTA ENVY HOW MUCH THEY'VE GOT THEIR STUFF TOGETHER, AND I RECKON IT'S JUST A COST/BENEFITS CHAT THAT THAT'S STOPPIN' THEM JUST WANDERIN' ONTO MAIN STREET WITH EVERY GUN THEY GOT."

CREW CREATION

All of the models in a Disciples 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

BOSS (CHAMPION, LEADER)

S	P	E	C	I	A	L	♥
5	6	5	5	6	5	3	3

Perks

- ★ **Natural Leader** (Innate)

Weapon Sets

- ★ Marksman's Handmade Rifle (44)
- ★ Combat Rifle (50)
- ★ Plasma Pistol and Shishkebab (51)

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.

MADE MAN (CHAMPION)

S	P	E	C	I	A	L	♥
4	6	4	4	5	4	2	2

Weapon Sets

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

- ★ Syringer (31)
- ★ Combat Rifle (33)
- ★ Combat Shotgun and Frag Grenades (38)
- ★ Missile Launcher (48)

PSYCHO (GRUNT)

S	P	E	C	I	A	L	♥
4	4	4	3	4	4	2	1

Weapon Sets

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

- ★ 10mm Pistol (15)
- ★ Combat Shotgun (17)
- ★ 10mm Pistol and Hand Weapon (21)
- ★ 10mm Pistol and Baseball Bat (22)

SCAVVER (GRUNT)

S	P	E	C	I	A	L	♥
3	4	4	4	5	3	2	1

Weapon Sets

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

- ★ Handmade Rifle (23)
- ★ Marksman's Handmade Rifle (24)
- ★ Combat 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	4	3	3	3	3	1	1

Weapon Sets

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

- ★ Baseball Bat (10)
- ★ 10mm Pistol and Hand Weapon (13)
- ★ Handmade Rifle (14)

OPERATORS WEAPONS

WEAPON	TYPE	TEST	TRAITS	EFFECT
Baseball Bat	Melee	3S	Wind Up	Suppress (1)
Hand Weapon	Melee	3S	Fast	
Shishkebab	Melee	4S		Ignite (2)
10mm Pistol	Pistol (10")	3A	CQB, Fast	
Plasma Pistol	Pistol (12")	4A	CQB, Fast	Meltdown
Combat Rifle	Rifle (24")	4P	Fast	Maim
Combat Shotgun	Rifle (10")	4P	Storm (1)	Maim
Handmade Rifle	Rifle (18")	4P	Fast	Suppress (2)
Marksman's Handmade Rifle	Rifle (30")	2P	Aim (+3)	Suppress (3)
Syringer	Rifle (16")	2P	Aim (+2)	Poison (3)
Missile Launcher	Heavy (26")	6S	Area (3"), Slow	Maim
Frag Grenades	Grenade (10")	3A	Area (1"), CQB	Suppress (2)



BUTCHER

RAIDER, OPERATOR

SPECIALTIES

Co-Ordination: Other Operator Models get +2

SKILLS

S	r	P	e	r	C	h
6	6	7	6	6	5	4

A: 113 B: 149
CIPS

MOVE



AWARENESS QUICK ACTIONS



ABILITIES

GEAR

Choice of:
Weapon Loadout A or
Weapon Loadout B

ARMOR

Heavy Operator Armor

Weapon Loadout A		Type	Short Range	Long Range	Damage	Effects	Crit
Combat Rifle							
Improvised Weapon							
Weapon Loadout B		Type	Short Range	Long Range	Damage	Effects	Crit
Plasma Pistol							
Shishikebab							

TORMENTOR

RAIDER, OPERATOR

SPECIALTIES

Quick Reload: Once per round, may test LUC. Success: Flip  to  on one 

SKILLS

		Str	5
		Per	5
		End	6
		Cha	5
		Int	6
		Agi	4
		Luc	4
			3
			4
			-

A: 113. B: 149
CAPS

MOVE



AWARENESS QUICK ACTIONS



ABILITIES

GEAR

Choice of:
Weapon Loadout A or
Weapon Loadout B

ARMOR

Operator Armor

Weapon Loadout A	Type	Short Range	Long Range	Damage	Effects	Crit
Combat Rifle		 	 	 2		 13 +  3
Improvised Weapon				 1		
Weapon Loadout B	Type	Short Range	Long Range	Damage	Effects	Crit
Missile Launcher		 		 2	  12  3  5	 13 +  3
Improvised Weapon				 1		

PILLAGER

RAIDER, OPERATOR

SPECIALTIES

SKILLS



A: 95. B: 86
COPS

Str 4
Per 5
End 5
Cha 4
Int 5
Agi 4
Luc 3

ARMOR

Heavy Raider Armor

MOVE



AWARENESS QUICK ACTIONS



ABILITIES

GEAR

Choice of:
Weapon Loadout A or
Weapon Loadout B

Weapon Loadout A

10mm Pistol

Pipe Wrench

Weapon Loadout B
Baseball Bat

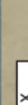
Type



Short Range



Long Range



Damage



Effects



Crit



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WASTER

RAIDER, OPERATOR

SPECIALTIES

SKILLS

	S tr	3
	P er	4
	E nd	4
	C ha	4
	I nt	4
	A gi	3
	L uc	3
		2
		2
		-

ARMOR

Sturdy Raider Armor

MOVE



AWARENESS QUICK ACTIONS



ABILITIES

GEAR

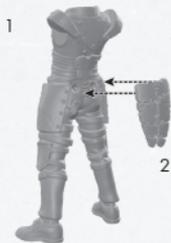
Choice of:
Weapon Loadout A or
Weapon Loadout B

A: 45 B: 49
CAPS

Weapon Loadout A		Type	Short Range	Long Range	Damage	Effects	Crit
10mm Pistol				<input type="checkbox"/>	2		+ 2
Improvised Weapon				<input type="checkbox"/>	1		
Weapon Loadout B		Type	Short Range	Long Range	Damage	Effects	Crit
Handmade Rifle					2		+ 3
Improvised Weapon				<input type="checkbox"/>	1		



BUTCHER/BOSS



3

6

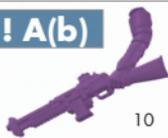
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! A(a)



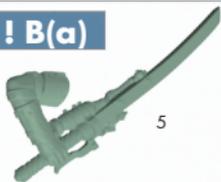
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! A(b)



10

! B(a)



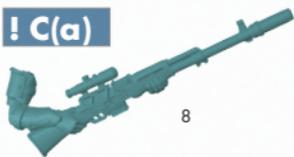
5

! A(b)



4

! C(a)



8

! C(b)

7



FACTIONS PSYCHO



31

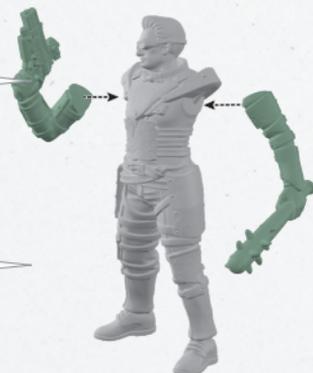


34

! A(a)



33



! A(b)



32

! B(a)



36

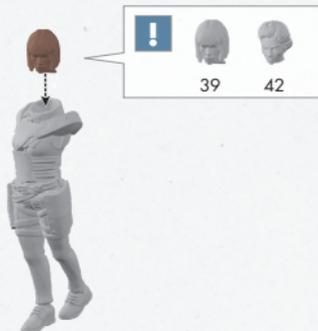
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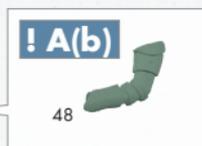
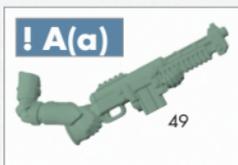
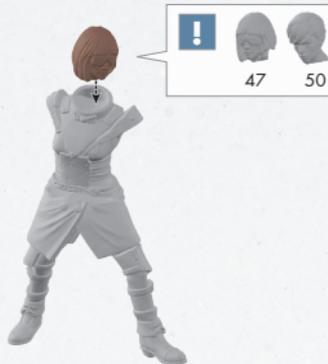
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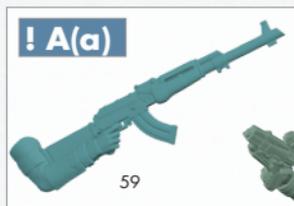
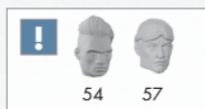
WASTER/SCAVER 1



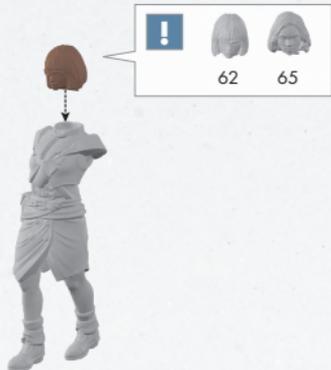
FACTIONS SCAVER 1



SURVIVALIST/SCAVER 2



PILLAGER/PSYCHO 2



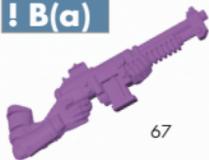
! A(a)



! A(b)



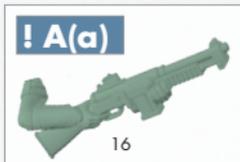
! B(a)



! B(b)



TORMENTOR/MADE MAN 1



VETERAN/MADE MAN 2

21



22



23

26

! A(a)



25



! A(b)

24



! B(a)



28

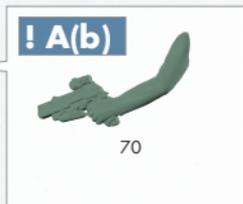
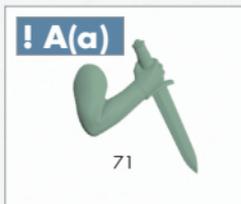
! B(b)



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WASTER/WASTER 2



SCAVER/WASTER 3

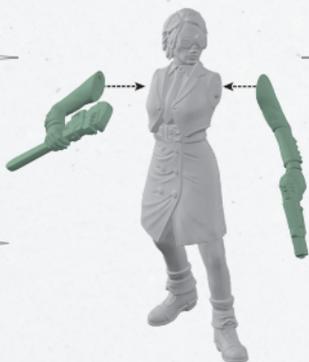


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! A(a)



! A(b)



! A(a)



! B(b)



BASE TOPPERS AND ACCESSORIES



102



103



104



105



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