

FALLOUT WASTELAND WARFARE

ROBOTS

BATTLE MODE FACTION LIST

Made by the
Community

BATTERED ASSAULTRON




STR	6
PER	6
END	8
CHA	2
INT	4
AGI	5
LUC	2

EQUIPPED: Assaultron Swipe and Battered Assaultron Head Laser.

At 0 , roll . If do not remove model but initiate self-destruct.

	1+1
	2
	X

BATTERED PROTECTRON




STR	8
PER	3
END	6
CHA	2
INT	1
AGI	1
LUC	2

EQUIPPED: Protectron Hand Laser.

When damage incurred and now below 50%, roll . If self-destruct initiated.

	1+1
	2
	X

BATTERED SENTRY BOT



STR	6
PER	5
END	10
CHA	2
INT	2
AGI	2
LUC	1


EQUIPPED: Missile Launcher and Empty Minigun.

At 0 , roll . If do not remove model but initiate self-destruct.

	1+1
	2
	X

CURIE

SURVIVOR / VAULT DWELLER




STR	3
PER	6
END	8
CHA	7
INT	9
AGI	4
LUC	2

EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Laser.

INFIRMARY ENGINEER: Can remove 2 from 1 model (not / /) within Yellow and LoS.

	2
	2
	X

CODSWORTH



STR	4
PER	8
END	6
CHA	5
INT	7
AGI	6
LUC	2


EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Flamer.

PURIFIED WATER: When activated, add to this card if none present. A friendly, non-robot model may use this via sharing to remove 1 .

	3
	2
	X

ED-E

SURVIVOR



STR	2
PER	8
END	5
CHA	3
INT	3
AGI	5
LUC	3

OBSERVER : Models can use Eyebot's LoS and Awareness for Charge and Triggers.

ENHANCED SENSORS : Penalty to attack or engage models with Stealth Boy is PER -2.

EQUIPPED: Eyebot Tesla Cannon.

	3
	2
	X

EYEBOT



STR	2
PER	8
END	5
CHA	1
INT	2
AGI	3
LUC	3

OBSERVER : Friendly models can use Eyebot's LoS for Charge and react to triggers which Eyebot is aware of.

EQUIPPED: Eyebot Laser.

	1
	1
	X

ASSAULTRON



STR	7
PER	8
END	10
CHA	2
INT	4
AGI	6
LUC	2


FAST: Can be made Ready for free.

EQUIPPED: Assaultron Head Laser and Assaultron Swipe.

At 0 , do not remove model but initiate self-destruct.

	2+1
	4
	X

MISS NANNY



STR	3
PER	6
END	6
CHA	6
INT	8
AGI	3
LUC	2


EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Laser.

FIELD MEDIC: Can remove 1 from 1 model (not / /) within Yellow and LoS.

	2
	1
	X



MR HANDY




STR 4
 PER 7
 END 6
 CHA 5
 INT 7
 AGI 5
 LUC 2

EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Flamer.

3
 1
 X

👁️ 🚫 🚫 🚫

MR GUTSY



STR 4
 PER 5
 END 8
 CHA 3
 INT 5
 AGI 7
 LUC 2


EQUIPPED: Up to any 3 weapons with Mr. Handy in their title.

EYE DAMAGE: After taking damage, self-destruct initiated. (once max.)

2+1
 3
 X

👁️ 🚫 🚫 🚫

POLICE PROTECTRON



STR 9
 PER 5
 END 8
 CHA 2
 INT 1
 AGI 2
 LUC 2

EQUIPPED: Hand Shock.


When damage incurred and now below 50%, roll self-destruct initiated.

SET-UP: Gain

4
 3
 X

👁️ 🚫 🚫 🚫

PROTECTRON FIRE BRIGADIER



STR 9
 PER 4
 END 8
 CHA 2
 INT 1
 AGI 1
 LUC 2

EQUIPPED: Hand Cryojet.

If any within 👁️: +2


When damage incurred and now below 50%, roll self-destruct initiated.

SET-UP: Gain

4
 3
 X

👁️ 🚫 🚫 🚫

PROTECTRON



STR 9
 PER 3
 END 7
 CHA 2
 INT 1
 AGI 1
 LUC 2


EQUIPPED: Protectron Hand Laser.

When damage incurred and now below 50%, roll self-destruct initiated.

4
 3
 X

👁️ 🚫 🚫 🚫

P.A.M. RAILROAD



STR 7
 PER 6
 END 8
 CHA 4
 INT 9
 AGI 4
 LUC 1

EQUIPPED: Assaulttron Swipe.

PREDICTIVE: If Unready when a non-friendly model within 👁️ is activated, P.A.M. can become Ready and activate before that other model.

2+1
 2+1
 X

👁️ 🚫 🚫 🚫

SECURITRON MK I



STR 7
 PER 5
 END 8
 CHA 1
 INT 3
 AGI 4
 LUC 1

EQUIPPED: Securitron Gatling Laser and Securitron SMG.

3
 3
 X

👁️ 🚫 🚫

SECURITRON MK II



STR 7
 PER 7
 END 9
 CHA 1
 INT 4
 AGI 5
 LUC 1


EQUIPPED: Up to any 2 weapons with 'Securitron' in the title.

AUTO-REPAIR: During activation and not engaged, may use 1 action (counts as Use Expertise) to remove 1 from self once.

2+1
 2+1
 X

👁️ 🚫 🚫

SENTRY BOT



STR 8
 PER 7
 END 13
 CHA 2
 INT 2
 AGI 2
 LUC 1

EQUIPPED: Missile Launcher and Minigun.

At 0, do not remove model but initiate self-destruct.

STABLE: May fire more than one per activation.

3+1
 2+1
 X

👁️ 🚫 🚫 🚫



ROBOBRAIN




STR	5
PER	6
END	8
CHA	5
INT	6
AGI	2
LUC	1

May equip Robobrain Mesmetron.
May equip Robobrain Laser.
May equip Robobrain Arms.



Shield	3
Lightning	2+1
Nuclear	X

Icons: Eye, No Hand, No Gun, No Bomb, No Fire

SENTRY BOT




STR	8
PER	7
END	13
CHA	2
INT	2
AGI	2
LUC	1

EQUIPPED: Missile Launcher and Minigun.
At 0 , do not remove model but initiate self-destruct.
STABLE: May fire more than one  per activation.





Shield	3+1
Lightning	2+1
Nuclear	X

Icons: Eye, No Hand, No Gun, No Bomb, No Fire

UTILITY PROTECTRON



STR	10
PER	3
END	9
CHA	2
INT	1
AGI	3
LUC	2

EQUIPPED: Hand Nail Gun.
When damage incurred and  now below 50%, roll  self-destruct initiated.
SET-UP: Gain  

Shield	4
Lightning	3
Nuclear	X

Icons: Eye, No Hand, No Gun, No Bomb, No Fire

THE MECHANIST



STR	3
PER	4
END	4
CHA	4
INT	7
AGI	6
LUC	4

EQUIPPED: Stealth Boy.
If Leader, must equip Robot Controller Leader, Robotics Expert Perk and any 3 Robot Perks for free.

Shield	1
Lightning	1
Nuclear	-

Icons: Eye, Gear, No Hand, No Gun, No Bomb, No Fire




ROBOT FACTION



1. Leader must be Robot Controller.
2. Apart from Leader, force may contain Robots only. (Robot units with a faction on their cards not matching the faction on the Leader's unit card may not be included.)
3. Leader may be equipped with Robot Perks.

©2019 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.

ROBOTS

1. Robots with no named faction count as the same faction as the player's Leader.
2. Robots can only use cards which show the , or specifically state can be used by Robots on the cards, or are equipped by the Unit's card.
3. Robots are immune to  and .
4. Damage can be removed from a Robot using a Robot Repair Kit.
5. A Robot may equip a total of 2 robot weapons, 2 robot mods and 1 non-weapon robot item.
6. If a Robot has weapons named on its Unit card, those are the only weapons it may equip.

©2019 Bethesda Softworks LLC, a ZeniMax Media company. All Rights Reserved.

SELF-DESTRUCT AND AI ROBOT

SELF-DESTRUCT
When self-destruct initiated, Robot can only use movement actions for remainder of battle. Initiating self-destruct is a trigger (LoS not required). At end of robot's next activation, it explodes with the following effect centred on the robot:

After explosion is resolved, remove model.

AI
If no  shown on robot's AI matrix, resolve  whenever  is required.



MOJAVE ROBOTS

UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Battered Protectron	Robot Items	Does carry: Protectron Hand Laser	40
Battered Sentry Bot	Robot Items	Does carry: Missile Launcher, Empty Minigun	148
ED-E	Robot Items	Does carry: Eyebot Tesla Canon	67
Eyebot	Robot Items	Does carry: Eyebot Laser	47
Mr Gutsy	Robot Items	Does carry up to three (costs already included): Mr. Handy Buzz Saw, Mr. Handy Buzz Blade, Mr. Handy Flamer, Mr. Handy Laser, Mr. Handy Plasma Pistol, Mr. Handy SMG	115
Mr Handy	Robot Items	Does carry: Mr Handy Flamer, Mr Handy Buzzsaw	82
Protectron	Robot Items	Does carry: Protectron Hand Laser	63
Robobrain	Robot Items	Does carry: Robobrain Mesmetron, Robobrain Arms, Robobrain laser	85
Securitron MK I	Robot Items	Does carry: Securiton Gatling Laser, Securiton SMG	115
Securitron MK II	Robot Items	Does carry up to two (costs already included): Securiton Gatling Laser, Securiton SMG, Securiton Grenade launcher, Securiton Missile launcher	211
Sentry Bot	Robot Items	Does carry: Missile Launcher, Minigun	261
Robot Controller (any model)	(see models entry), Robot controller upgrades		



ROBOT ITEMS		
Clothes	Triggerman Bowler	5
Clothes	Bowler Hat	3
Gear	Mr Handy Fuel	2
Gear	Robobrain Arms	5
Gear	Robot Repair Kit	20
Gear	Third-Arm Clamp	4
Heroic	Clunky	0.2
Mod	Damage Self-Destruction	4
Mod	Hacking Module	5
Mod	Lockpick Module	5
Mod	Noxious Armor	14
Mod	Processor Overcharger	2
Mod	Radiation Coils	5
Mod	Recon Sensors	3
Mod	Regeneration Field	8
Mod	Resistance Field	14
Mod	Sensor Array (Robots)	18
Mod	Serrated Bodywork	3
Mod	Servo Boost	4
Mod	Stealth Field	8
Mod	Sub-Routine: Bash	5
Mod	Sub-Routine: Carnage	9
Mod	Sub-Routine: Combat Analysis	10
Mod	Sub-Routine:	8

ROBOT WEAPONS		
Mod	Sub-Routine: Emergency	3
Mod	Sub-Routine: Pause	7
Mod	Sub-Routine: Quick	4
Mod	Sub-Routine: Remote	11
Mod	Terminal Self-Destruction	25
Mod	Tesla Coils (Robots)	2
Mod	Welded Plate	4

ROBOT WEAPONS		
Heavy Weapon	Securitron Gatling Laser	20
Heavy Weapon	Securitron Missile Launcher	46
Melee	Empty Minigun	14
Melee	Hand Saw Blade	6
Melee	Hand Shock	25
Melee	Hand Vice Grip	3
Melee	Mr Handy Buzzsaw	6
Melee	Mr Handy Buzz Blade	7
Melee	Robot Swipe 1	4
Pistol	Eyebot Laser	4
Pistol	Eyebot Tesla Cannon	12
Pistol	Hand Cryojet	10
Pistol	Hand Gamma Gun	15
Pistol	Hand Lightning Gun	4

Pistol	Hand Nail Gun	7
Pistol	Mr Handy Flamer	10
Pistol	Mr Handy Plasma Pistol	6
Pistol	Mr Handy Laser	7
Pistol	Protectron Hand Laser	10
Pistol	Robobrain Mesmetron	15
Rifle	Mr Handy SMG	10
Rifle	Robobrain Laser	7
Rifle	Securitron Grenade Launcher	35
Rifle	Securitron SMG	10

ROBOT CONTROLLER UPGRADE		
Perk	Program: Act	13
Perk	Program: Aggressive	8
Perk	Program: Attack	16
Perk	Program: Co-ordinated	2
Perk	Program: Hack	8
Perk	Program: Intercept	4
Perk	Program: Pick	8
Perk	Program: Return	10
Perk	Program: Speed	14
Perk	Program: Spread	12
Perk	Program: Synchronized	11
Perk	Program: Volley	16



COMMONWEALTH ROBOTS

UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Assaultron	Robot Items	Does carry: Assaultron Head Laser, Assaultron Swipe	249
Battered Assaultron	Robot Items	Does carry: Assaultron Swipe, Battered Assaultron Head Laser	120
Battered Protectron	Robot Items	Does carry: Protectron Hand Laser	40
Battered Sentry Bot	Robot Items	Does carry: Missile Launcher, Empty Minigun	148
Codsworth	Robot Items	Does carry: Mr Handy Flamer, Mr Handy Buzzsaw	90
Curie	Robot Items	Does carry: Mr. Handy Buzzsaw and Mr. Handy Laser	88
Eyebot	Robot Items	Does carry: Eyebot Laser	47
Miss Nanny	Robot Items	Does carry: Mr. Handy Buzzsaw and Mr. Handy Laser	67
Mr Gutsy	Robot Items	Does carry up to three (costs already included): Mr. Handy Buzz Saw, Mr. Handy Buzz Blade, Mr. Handy Flamer, Mr. Handy Laser, Mr. Handy Plasma Pistol, Mr. Handy SMG	115
Mr Handy	Robot Items	Does carry: Mr Handy Flamer, Mr Handy Buzzsaw	82
P.A.M	Robot Items	Does carry: Assaultron Swipe	100
Police Protectron	Robot Items	Does carry: Hand Shock	73
Protectron	Robot Items	Does carry: Protectron Hand Laser	63
Protectron Fire Brigadier	Robot Items	Does carry: Hand Cyrojet	70
Robobrain	Robot Items	Does carry: Robobrain Mesmetron, Robobrain Arms, Robobrain laser	85
Sentry Bot	Robot Items	Does carry: Missile Launcher, Minigun	261
The Mechanist	Upgrades, Wasteland Items, Advanced Items, High Tech Items, Robot Items, Usable Items, Standard Items	Does carry: Stealth Boy	78
Utility Protectron	Robot Items	Does carry: Hand Nail Gun	80
Nira	Robot Items	Does carry: Robot Swipe	54
Nukatron	Robot Items	Does carry: Nukatron Cola Dispenser, Robot Swipe	59
Nukatron Guardian	Robot Items	Does carry: Nukatron Quantum Cola Dispenser, Robot Swipe	93
Mr Frothy Server	Robot Items	Does carry: Top Up Nuka Cola Sprayer, Robot Swipe	78
Mr Frothy Dispenser	Robot Items	Does carry: Nuka Cola Sprayer, Robot Swipe	67
Space Sentry	Robot Items	Does carry: 2x Space Laser, Robot Swipe	270
Space Sentry Annihilator	Robot Items	Does carry: Space Laser, Missile	481



		Launcher, Mortar Launcher, Robot Swipe	
Mr Frothy Dispenser	Robot Items	Does carry: Top Up Nuka Cola Sprayer, Robot Swipe	67



WASTELAND ITEMS		
Armor	Armored Pads	4
Clothes	Baseball Cap	5
Clothes	Battered Fedora	5
Clothes	Dirty Postman Uniform	6
Clothes	Patched Three-Piece Suit	8
Clothes	Red Flight Helmet	3
Clothes	Road Goggles	5
Clothes	Sea Captain's Hat	4
Clothes	Tricorn Hat	5
Heavy Weapon	Junk Jet	10
Melee	Assaultron Blade	4
Melee	Baseball Bat	3
Melee	Board	8
Melee	Commie Whacker	4
Melee	Deathclaw Gauntlet	15
Melee	Dog Tag Fist	2
Melee	Fire Axe	7
Melee	Lead Pipe	9
Melee	Machete	3
Melee	Mr Handy Buzz Blade	7
Melee	Nail Board	3
Melee	Penetrating Lead Pipe	13
Melee	Pipe Wrench	6
Melee	Shishkebab	15
Melee	Sledgehammer	12
Melee	Spear	6
Melee	Tire Iron	12
Melee	Cattle Prod	7
Melee	Bottlecap Mine	10
Pistol	Acid Soaker	35
Pistol	Bolt-Action Pipe Pistol	1
Pistol	Flare Gun	5
Pistol	Pipe Pistol	2
Pistol	Pipe Revolver	4
Rifle	Bolt-Action Pipe Rifle	11
Rifle	Pipe Rifle	7
Rifle	Railway Rifle	15
Rifle	Sawed-Off Shotgun	13
Throw Weapon	Baseball Grenade	5
Throw Weapon	Long-Fuse Dynamite	3
Throw Weapon	Molotov Cocktail	4

ADVANCED ITEMS		
Armor	Light Army Helmet	2
Armor	Freefall Leg Armor	5
Armor	Combat Armor	9
Armor	Sturdy Combat Armor	22
Armor	Sturdy Leather Armor	15
Armor	Sturdy Metal Armor	15
Clothes	Magnifying Visor	5
Clothes	Military Fatigues	7
Clothes	Vault 111 jumpsuit	9

Gear	Armor Piercing Ammo	1
Gear	Artillery Smoke Grenade	4
Gear	Car Security Override	1
Gear	Custom Ammo	10
Gear	Hollow Point Ammo	2
Gear	Incendiary Ammo	3
Gear	Overclocker	8
Gear	Stuffed Monkey	5
Gear	Weapon Repair Kit	4
Heavy Weapon	Broadsider	31
Heavy Weapon	Flamer	14
Heavy Weapon	Light Machine Gun	20
Heavy Weapon	Minigun	18
Heavy Weapon	Missile Launcher	46
Melee	Baton	10
Melee	Chinese Officer's Sword	7
Melee	Combat Knife	9
Melee	Incendiary Baton	13
Melee	Relentless Chinese Officer's Sword	9
Melee	Switchblade	2
Melee	Ripper	6
Mine	C4 Plastic Explosive	10
Mine	Fragmentation Mine	5
Pistol	.44 Revolver	6
Pistol	10mm Pistol	6
Pistol	Thirst Zapper Cola	2
Pistol	Western Revolver	5
Rifle	Assault Carbine	8
Rifle	Assault Rifle	9
Rifle	Chinese Assault Rifle	19
Rifle	Combat Rifle	16
Rifle	Combat Shotgun	9
Rifle	Laser Musket	13
Rifle	Double-Barrel Shotgun	15
Rifle	Grenade Launcher	35
Rifle	Hunting Rifle	18
Rifle	Hunting Shotgun	9
Rifle	Incendiary Assault Rifle	14
Rifle	Machine Gun Turret MK III	15
Rifle	Machine Gun Turret Mk1	10
Rifle	Sniper Rifle	25
Rifle	Submachine Gun	10
Throw Weapon	Fragmentation Grenade	6
Throw Weapon	Incendiary Grenade	7
Throw Weapon	Nuka Quantum Grenade	18

HIGH-TECH ITEMS		
Armor	Environmental Suit	6
Armor	Heavy Combat Armor	34
Clothes	Robotic Bits	7
Gear	Creature Patch	8
Gear	Power Armor Patch	5
Gear	Pulse Shield	8
Gear	Robot Repair Patch	8
Gear	Stealth Boy	22
Gear	Zapper	8
* Gear	* Pipboy	18
Heavy Weapon	Fat Man	30
Heavy Weapon	Gatling Laser	27
Heavy Weapon	Tesla Cannon mk II [1]	35
Melee	Ballistic Fist	16
Melee	Power Fist	6
Melee	Stun Baton	25
Melee	Super Sledge	30
Melee	Incendary Super Sledge	33
Mine	Pulse Mine	4
Rifle	Laser Pistol	7
Rifle	Penetrating Laser Pistol	8
Rifle	Plasma Pistol	6
Rifle	Protectron's Gaze	7
Rifle	Pulse Gun	11
Rifle	Gauss Rifle	42
Rifle	Laser Rifle	21
Rifle	Laser Turret	10
Rifle	Heavy Laser Turret	20
Rifle	Plasma Rifle	16
Rifle	Tesla Rifle	16
Throw Weapon	Cryo Grenade	6
Throw Weapon	Plasma Grenade	7
Throw Weapon	Pulse Grenade	3
Throw Weapon	Stun Grenade	4

STANDARD ITEMS		
Gear	Rope	2
Gear	Fragile Bobby Pin	4
Gear	Fusion Core	9
Gear	Flashlight	3
Gear	Climbing Spikes	5
Gear	Fire Extinguisher	4
Gear	Snakebite Tourniquet	2
Gear	Temporary Password	4
Clothes	Wasteland Outfit	3
Clothes	Eyeglasses	7

UPGRADES		
Heroic	Heroic	48
Leader	Beloved	16



Leader	Berserker	8
Leader	Blitzer	8
Leader	Bodyguard	12
Leader	Brawler	7
Leader	Bruiser	11
Leader	Commander	18
Leader	Co-Ordinator	18
Leader	Creature Controller	5
Leader	Defender	33
Leader	Dweller	8
Leader	Fusilier	12
Leader	Gatherer	12
Leader	Grenadier	4
Leader	Hunter	10
Leader	Procurer	10
Leader	Robot Controller	5
Leader	Selfless	5
Leader	Skipper	15
Leader	Stalker	8
Leader	Tactician	13
Leader	Tech	9
Leader	Tech Chief	17
Leader	Thief	12
Leader	Veteran	8
Leader	Warden	11
Leader	Wasteland Searcher	5
Mod	Aligned Sights	12
Mod	Arm Breaker	4
Mod	Armor Piercing Receiver	5
Mod	Asbestos Lining	13
Mod	Balanced	9
Mod	Ballistic Weave	6
Mod	Barbed	3
Mod	Bayonet	2
Mod	Biocom Mesh	6
Mod	Boosted Servos	6
Mod	Braced	5
Mod	Comfort Grip	10
Mod	Core Assembly	3
Mod	Counterweight	5
Mod	Cushioned	1
Mod	Custom Fitted	5
Mod	Dissipating	6
Mod	Emergency Protocols	6
Mod	Explosive Shielding	4
Mod	Explosive Vent	6
Mod	Hair Trigger	6
Mod	Hardened Receiver	9
Mod	Headlamp	3
Mod	Headlamp (Power Armour)	8
Mod	Heavy	6
Mod	Hydraulic Bracers	3
Mod	Impact Exchanger	9
Mod	Improved Flexibility	2
Mod	Internal Database	3
Mod	Jagged	6
Mod	Lengthened Barrel	4
Mod	Light	6
Mod	Lightweight	3
Mod	Long Barrel	4

Mod	Medic Pump	10
Mod	Muffled	5
Mod	Multi-Calibre	3
Mod	Multi-Purpose	3
Mod	Optimized Servos	5
Mod	Padded	6
Mod	Pneumatic	6
Mod	Powerful	12
Mod	Reactive Plates	9
Mod	Re-Bored	8
Mod	Recoil Compensator	7
Mod	Recon Sensors	4
Mod	Refined	2
Mod	Reflex Sights	10
Mod	Rusty Knuckles	2
Mod	Sensor Array (Power Armor)	12
Mod	Serrated Bayonet	3
Mod	Silenced	2
Mod	Spiked	3
Mod	Stun Pack	3
Mod	Superior Materials	10
Mod	Targeting HUD	10
Mod	Tesla Bracers	2
Mod	Thicker Plating	8
Mod	Toxic	5
Mod	Venomous	3
Perk	Action Boy / Girl	5
Perk	Adamantion Skeleton	8
Perk	Attack Dog	7
Perk	Basher	5
Perk	Big Leagues	5
Perk	Blitz	5
Perk	Chemist	6
Perk	Collaborative	15
Perk	Companion	10
Perk	Concentrated Fire	5
Perk	Demolition Expert	5
Perk	Fire Resistant	7
Perk	Gunslinger	5
Perk	Hacker	4
Perk	Heavy Gunner	3
Perk	Hit the Deck	3
Perk	Huntsman	7
Perk	Impatient	6
Perk	Irresponsible	10
Perk	Lead Belly	5
Perk	Life Giver	5
Perk	Light Step	5
Perk	Locksmith	4
Perk	Lone Wanderer	22
Perk	Mend Robot	5
Perk	Moving Target	6
Perk	Mysterious Stranger	4
Perk	Mysterious Stranger II	13
Perk	Mysterious Stranger III	3
Perk	Ninja	6
Perk	Pack Leader	23
Perk	Penetrator	15
Perk	Pyromaniac	10

Perk	Quick Thinking	2
Perk	Rifleman	5
Perk	Shotgun devotee	6
Perk	Sneak	5
Perk	Steady Aim	8
Perk	Strong Constitution	5
Perk	Stun Resistant	13
Perk	Travel Light v2	7
Perk	Weapon Handling	5

USABLE ITEMS		
Alcohol	Atomic Cocktail	2
Alcohol	Beer	9
Alcohol	Bourbon	8
Alcohol	Dirty Wastelander	6
Alcohol	Ice Cold Gwinette Ale	6
Alcohol	Moonshine	3
Alcohol	Nuka-Cola Dark	7
Alcohol	Rum	4
Alcohol	Vodka	8
Alcohol	Whiskey	4
Alcohol	Wine	5
Alcohol	Addictol	3
Chem	Anti-Venom Balm	9
Chem	Berry Mentats	13
Chem	Buffout	13
Chem	Bufftats	17
Chem	Calmex	16
Chem	Day Tripper	11
Chem	Doctors Bag	12
Chem	Fury	8
Chem	Healing Powder	10
Chem	Jet	12
Chem	Med-X	10
Chem	Mentats	9
Chem	Mysterious Serum	25
Chem	Orange Mentats	13
Chem	Overdrive	10
Chem	Psycho (chem)	10
Chem	Psychobuff	19
Chem	Radaway	10
Chem	Rad-X	5
Chem	Rebound	8
Chem	Refreshing Beverage	40
Chem	Spark	8
Chem	Steady	6
Chem	Stimpack	26
Chem	Ultra Jet	16
Food	Caravan Lunch	16
Food	Cave Fungus	8
Food	Cram	12
Food	Fog Crawler Meat	28
Food	Fresh Melon	10
Food	Gum Drops	2
Food	Iguana Bits	20
Food	Iguana On A Stick	15
Food	Mirelurk Meat	24
Food	Mole Rat Meat	24
Food	Nuka-Cherry	20
Food	Nuka-Cola	15
Food	Nuka-Cola Wild	18



Food	Radscorpion Meat	24
Food	Squirrel on a Stick	15
Food	Sugar Bombs	7
Food	Yao Guai Rib Meat	24

ROBOT ITEMS		
Clothes	Triggerman Bowler	5
Clothes	Bowler Hat	3
Gear	Mr Handy Fuel	2
Gear	Robobrain Arms	5
Gear	Robot Repair Patch	8
Gear	Third-Arm Clamp	4
Heroic	Clunky	0.2
Mod	Damage Self-Destruction	4
Mod	Hacking Module	5
Mod	Lockpick Module	5
Mod	Noxious Armor	14
Mod	Processor Overcharger	2
Mod	Radiation Coils	5
Mod	Recon Sensors	3
Mod	Regeneration Field	8
Mod	Resistance Field	14
Mod	Sensor Array (Robots)	18
Mod	Serrated Bodywork	3
Mod	Servo Boost	4
Mod	Stealth Field	8
Mod	Sub-Routine: Bash	5
Mod	Sub-Routine: Carnage	9
Mod	Sub-Routine: Combat Analysis	10
Mod	Sub-Routine: Combative	8
Mod	Sub-Routine: Emergency	3
Mod	Sub-Routine: Pause	7
Mod	Sub-Routine: Quick	4
Mod	Sub-Routine: Remote	11
Mod	Terminal Self-Destruction	25
Mod	Tesla Coils (Robots)	2
Mod	Welded Plate	4

ROBOT WEAPON		
Heavy Weapon	Space Laser	20
Heavy Weapon	Mortar Launcher	43
Melee	Assaultron Swipe	12
Melee	Empty Minigun	14
Melee	Hand Saw Blade	6
Melee	Hand Shock	25
Melee	Hand Vice Grip	3
Melee	Mr Handy Buzzsaw	6
Melee	Mr Handy Buzz Blade	7
Pistol	Eyebot Laser	4
Pistol	Eyebot Tesla Cannon	12
Pistol	Hand Cryojet	10

Pistol	Hand Gamma Gun	15
Pistol	Hand Lightning Gun	4
Pistol	Hand Nail Gun	7
Pistol	Mr Handy Flamer	10
Pistol	Mr Handy Plasma Pistol	6
Pistol	Mr Handy Laser	7
Pistol	Nuka Cola Sprayer	8
Pistol	Nukatron Cola Dispenser	4
Pistol	Nukatron Quantum Cola Dispenser	15
Pistol	Top Up Nuka Cola Sprayer	12
Pistol	Protectron Hand Laser	10
Pistol	Robobrain Mesmetron	15
Rifle	Assaultron Head Laser	40
Rifle	Battered Assaultron Head Laser	30
Rifle	Mr Handy SMG	10
Rifle	Robobrain Laser	7

ROBOT CONTROLLER UPGRADE		
Perk	Program: Act	13
Perk	Program: Aggressive	8
Perk	Program: Attack	16
Perk	Program: Co-ordinated	2
Perk	Program: Hack	8
Perk	Program: Intercept	4
Perk	Program: Pick	8
Perk	Program: Return	10
Perk	Program: Speed	14
Perk	Program: Spread	12
Perk	Program: Synchronized	11
Perk	Program: Volley	16

PERSONAL ITEMS		
Armor	Mechanist Armor and Helmet	52

