Fallout Factions

Errata - Q3 2026

Version 5 - New information will be marked in red. Decisions that have been reversed due to discussion with the community will be marked in red and struck through for this release. They will be removed in the subsequent release.

Fallout: Factions Battle for Nuka-World exclusive corrections can now be found in its own document on the *Fallout: Factions* Downloads page.

Thanks to the *Fallout: Factions* playtesters - Tom Bird, Fouad Boujaoude, Will Buser, Patrick Davis, William Davis, Chris Haughton-Prince, Tim Hladon, James M-C, Aaron Soboleski, Nate Terry, Alan Whitacre, Damon Williams

FACTION LIST CHANGES LOG

The Operators

- **Boss, Made Man and Scavver:** Change the '**Combat Rifle**' Weapon Set to the '***Calibrated Combat Rifle***'.
- **Weapons Table:** Change the '**Combat Rifle**' to '***Calibrated Combat Rifle***'.
- **That's Real Professional:** Any mention of '***Combat Rifle***' should read '***Calibrated Combat Rifle***'.

Brotherhood of Steel

- **Aspirant:** Change the Rating of the Combat Rifle Weapon Set from '***24***' to '***25***'. Change the Rating of the Laser Rifle Weapon Set from '***25***' to '***24***'.
- **Vertibird Drop:** The chosen model should be deployed when you '*...become the Active player* ***for the first time in Round*** *2...*' rather than when you '*...become the Active player* ***on Turn 2****...*'.
- **Brotherhood Recon Squad, Knight Journeyman:** Change the Rating of the Precision Combat Rifle Weapon Set from '***26***' to '***23***'. Change the Rating of the Hand Weapon & Precision Combat Rifle Weapon Set from '***28***' to '***25***'. Change the Rating of the Silenced 10mm Pistol & Hunting Rifle Weapon Set from '***30***' to '***27***'.

Super Mutants

- **Brute:** Change the Rating of the Laser Rifle Weapon Set from '***32***' to '***40***'.

Survivors

- **Security Guard:** Change the Rating of the Combat Rifle Weapon Set from '***27***' to '***25***'.
- **Some Rain Must Fall:** Change wording of the Ploy to '***Each Friendly model may take an* Open Fire *or* Brawl *Action without taking Fatigue. These Actions must be made to Target the Enemy model whose Action Incapacitated the Friendly model. If any other restrictions would not allow this model to be targeted by a Friendly model, then that Friendly model cannot take the Action.***'

Wasteland Raiders

- **The Forged Subfaction, Forged:** Change the Rating of the Assault Rifle Weapon Set from '***24***' to '***26***'. Change the Rating of the Combat Rifle Weapon Set from '***27***' to '***25***'.

Weapons

- **Alien Disintegrator:** Change the Traits on the first Modification to *'Aim (+1), **CQB**'*.
- **Automatic Handmade Rifle, Combat Rifle, Handmade Rifle, Plasma Pistol:** Remove '***Fast***' from the Traits section.
- **Calibrated Combat Rifle:** This weapon has the following information;

Calibrated Combat Rifle

"Efficiency and reliability in gun form, you'd never guess the Operators adore them. Nice bit o' range, and a lovely tendency to leave really big exit wounds."

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Rifle (24")	4P		Maim		
Rifle (30")				3	+9

	5P			3	+10
		Bladed		2	+3

- **Combat Rifle:** Add the '***Crackshot (1)***' Trait.
  Remove the '***Maim***' Critical Effect. Remove '***Fast***' from the Traits section of the third Modification. Add '***Crackshot (1)***' to the Traits section of the third modification. The Rating of this Modification changes from '***+6***' to '***+3***'. Add the following Modification option to the Combat Rifle;

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
		~~Crackshot (1)~~	Maim	5	+6

- **Electro Suppressor:** Change the Critical Effect on the Modification to '***Suppress (3)***, *Wind Up*'.
- **Missile Launcher:** Change the Test value from **5S** to **4S**. Change the '***Area (3")***' Trait to '***Area (2")***'. Add "~~***Area (2")***~~" to the Traits of the second Modification.
- **Synth Relay Grenade:** Remove the '***Suppress (1)***' Critical Effect.

Legends

- **Bottle and Cappy, All Fizzed Up:** Remove '***Fast***' Trait from the Splattercannon. Remove the '***Four Leaf Clover***' Perk.
- **The Ghoul:** Perception and Agility Statistic values have been decreased from **6** to **5**. Remove '***Fast***' and add '***One & Done***' to the Traits section of The Ghoul's Rifle. Remove the '***Bloody Mess***' Perk.
- **John Hancock:** The first sentence should read as follows; *'Friendly Grunt models within this model's Control Area gain the following* ***benefit***'. Remove the second bullet point from the '***...For the People***' Perk.
- **King of the Park:** Add the following to the start of The King of the Castle Perk; '***A crew containing this model may use additional Ploys whilst it is on the Battlefield.***'

The King of the Castle Perk should refer to the *'Fallout: Factions **Folio**'* rather than the *'Fallout: Factions **- Battle for Nuka-World Starter Set.**'*

- **Mags Black:** Remove '***Fast***' Trait from the Suppressing Handmade Rifle.
- **Mason:** Remove '***Fast***' Trait from the Heavy Combat Shotgun.
- **Nisha:** Remove '***Fast***' Trait from the Plasma Pistol.
- **Overboss Colter:** Remove '***Fast***' Trait from the Powerful Combat Rifle.
- **Fist:** Change Rating from '***72***' to '***85***'.

Companions

- **Bloatfly:** Add the '***CQB***' Trait to this model's Bloatfly Larvae.
- **Nukatron:** Change Rating of the Security Unit Weapon Set from '***30***' to '***32***'.

Weapon Traits

- **Crackshot (X):** At the end of the *Inflict Damage* step during an Attack Action with this weapon, the attacking model can Take Fatigue to have the Target Suffer X Harm. This cannot cause Excess Harm.
- **Reinforcements (X-Y):** Add the following after the first sentence of this Trait; '***Each model placed in this way Takes 2 Fatigue.***'

Perks

- **Strong Back:** Add the following to the end of the text for this Perk; '***Only** Find a Chem **or** Find Caps and Parts **can be chosen for this** **Rummage Action.***'
- **Hobble:** The text for this Perk should read *'Enemy models Damaged by this model during a Ranged Attack, with a Weapon without the **Area (X")** Trait, cannot be activated in the following Turn, unless all other models in the Enemy crew are Exhausted **or have also been affected by the Hobble Perk**.'*
- **Penetrator:** This Perk should trigger *'...against a Target model with an Endurance score of **6** or more...'* rather

than *'...against a Target model with an Endurance score of **5** or more...'*.

- **Stonewall:** Replace the text for this Perk with the following; *'**A model Engaged with a model with this perk cannot use the** **Back Off** **Action.**'*
- **Selfless:** Add the following to the end of the text for this Perk; *'**This Bonus Die is added even if the Attack would not normally be able to gain Bonus Dice. If a model has the** Stealth Boy **Perk, it cannot take this Perk.**'*
- **Animal Friend:** Add the *'Outsider **(Innate)**'* Perk to the Dog's Perks.
- **Cap Collector:** Add the following to the end of the text for this Perk; *'**If a model has the** Scrapper **Perk, it cannot take this Perk.**'*
- **Scrapper:** Add the following to the end of the text for this Perk; *'**If a model has the** Cap Collector **Perk, it cannot take this Perk.**'*
- **Sprint:** The text for this Perk should read *'When this model **makes** a* Get Moving *Action **or moves during a Movement Order**, it may move an extra 2".'*
- **Lend Luck:** The text for this Perk should read *'Attacks **without the** **Area (X")** **Trait** made by Friendly models against Enemy Targets within 3" of this model, may use this model's Luck statistic when creating a Dice Pool, instead of their own Luck.'*
- **Lucky Charm:** The text for this Perk should read *'When this model's controller uses a Ploy **when this model is on the Battlefield, if this model's crew** has no Ploy Tokens, they may make a* **Luck Test (4L)**. *If Passed, the crew gains 1 Ploy Token.'*
- **Four Leaf Clover:** The text for this Perk should read *'During the* **Fortune Smiles** *Step of a S.P.E.C.I.A.L. Test, this model rolls 2 Standard Dice for **a single** Luck Die remaining in the Pool, instead of one. Each other Luck Die in the Pool rolls a Standard Die as normal.'*
- **All the Toys:** The second sentence of this Perk should read *'This model **can gain** Automatron**, Companion and Innate** Perks**, but it cannot gain** regular Perks.'*
- **Beast:** The text for this Perk should read *'This model cannot be a crew's Leader and never gains Perks**, other than the** **Outsider** **Perk.'***

- **Glowing:** The text for this Perk should read *'**This model is considered to be a Radiation Token for the purpose of reducing Endurance only.** Unlike Radiation Tokens, this model can be moved. It is not ignored entirely for the purposes of Visibility and Movement.'*
- **Outsider:** Add the following to the end of the second paragraph of this Perk; *'**If this model has the Leader Class, it does not count towards the number of Leaders your crew can have. A model can gain this Perk even if it would otherwise not be able to gain Perks.**"*
- **Programmed:** The second sentence for this Perk should read *'It also cannot gain Perks **(other than the** **Outsider Perk)** or Experience'* rather than *'It also cannot gain Perks or Experience.'*
- **Stealth Boy:** The text for this Perk should read *'This model may not be Targeted by Ranged Attacks **without the** **Area (X") Trait** unless it is within the Perception range of the attacking model. **If this model has the** Selfless **Perk, it cannot take this Perk.**'*
- **V.A.T.S.:** The second sentence of this Perk should read *'During the **Fortune Smiles** step, if your declared number matches the number of Hits left in the Pool…'* rather than *'During the **Remove Duds** step, if your declared number matches the number of Hits left in the Pool…'*.
- **Stabilized Joints:** The text for this Perk should read *'**When this model drops down from Terrain, its move does not end if the difference in elevation is greater than the model's Agility statistic in inches.**'* The Parts Cost of this Armor Perk is *'**3**'* rather than *'**4**'*. The Rating Increase of this Armor Perk is *'**6**'* rather than *'**8**'*.

ERRATA LOG

Fallout Miniatures Hollywood Heroes

- Remove the '***Hiring Models***' and '***Trading Bonus Ploys***' sections (see 'Control Campaigns' FAQ for more information).
- The rules text for the '*Pushback (X)*' Critical Effect should read '***At the end of the Inflict Damage step, the opposing player rolls X dice. For each one that scores higher than the Target model's Strength, the Target is moved 1" directly away from the Active model. If the Target model cannot move this full distance, it moves as far as it can.***'
- The rules text for the '*Tranquilize (X)*' Critical Effect should read '***At the end of the Inflict Damage step, the opposing player rolls X dice. For each one that scores higher than the Target models Endurance, it suffers one Harm, with Excess Harm causing an Injury. Should this Injury Incapacitate the Target model, do not roll for it during the Treat the Wounded step of the Story Phase, it instead gains the Clean Bill of Health result.***'
- Under 'New Innate Perks', remove the '***The One & Only***' and '***Wasteland Wanderer***' Perks.
- Remove the '***The One & Only***' and '***Wasteland Wanderer***' Perks from Lucy, CX404 and Maximus.

Raiders - The Disciples

- The Waster should have P, E, C, I and A Statistic values of **3**. Their L Statistic value is **1**.

Spooktober Pack

- **p.22:** On the Super Mutant Behemoth, add the following after the first sentence under '*Pick Up*' - '***A model can use a Weapon with this Trait for Open Fire Actions whilst Engaged.***'

Rulebook

Playing a Game

- **p.9:** On the 'Playing the Game' diagram, the arrow marked '***Yes***' leading out of the box marked 'Has the

other Player Passed?' should connect to the box that says '***Does the Active player want to Pass?***' rather than the box marked '***Does the Active player want to Retreat?***'.

- **p.17:** In the first paragraph under 'Example One' for '*S.P.E.C.I.A.L. Test Examples*', the Pool Size for Brick's Test should be '***6** dice*' rather than '***4** dice*'.
- **p.22:**
    - Add the following after 'Measuring Distances'; '***Within and Wholly Within - Sometimes the rules will tell you to check whether a model is "within" a distance of another model, point, or Terrain Feature. As long as any part of the model or its Base, or any part of the Terrain Feature, is within this distance, it is considered to be "within". Other times the rules will tell you something should or must be "wholly within". All parts of a model and its Base, or all parts of the Terrain Feature, must be within this distance for it to be considered "wholly within".***
    - After the first paragraph on this page for 'Oddball Cases', add the following; '***Models whose Bases are at different heights can still be Engaged, as long as the elevated model's Base is no higher than the uppermost point of the lower model (ignoring any protruding elements).***'
- **p.20:** Under 'Visibility', the first sentence of the second paragraph should read; '*One model can see another if you can trace an imaginary line from **the head** of one model to any part of the other model*' rather than '*One model can see another if you can trace an imaginary line from **any part** of one model to any part of the other model*'.
- **p.21:** Under 'Wide Open and Obscured', '*A model is Obscured if any part of it is hidden by any part of another model from the same crew*' should read '*A model is Obscured if any part of it is hidden by any part of another model from the same crew**~~, or a Terrain Feature~~. A model's Base is ignored when determining if a model is Obscured, as are weapons, equipment, and protruding pieces of clothing.***'
- **p.22:**

    - Under 'Confusion' add the following to the end of the last paragraph; '***Some instances (such as Attacks with the* Area (X") Trait, *may cause a model's player to make multiple Confusion Tests. In these cases, each Confusion Test must be resolved before moving on to the next one. A model can be affected by multiple Confusion Tests in one Turn.***'
    - Under 'Harm', add the following to the end of the third paragraph; '***Harm is not removed from a model when they suffer an Injury.***'
- **p.23:**
    - Under 'Passing', add the following to the start of the second paragraph - '***The first player to Pass takes the Initiative Token (or keeps it, if they already have it).***'
    - Under 'Passing', add the following after the first sentence of the second paragraph - '***Note that this does not count as the second player Passing, so they do not take the Initiative Token.***'
- **p.26:** Under 'Action: Rummage', *'The Active player chooses a Search Token* ***within 1"*** *of the Active model and rolls two dice'* should read *'The Active player chooses a Search Token* ***within 1" (both vertically and horizontally)*** *of the Active model and rolls two dice'*.

Preparing to Play

- **p.44:** Under 'Rounds' on 'Ascension', *'An* Ascension *game lasts six Rounds'* should read *'An* Ascension *game lasts six Rounds****, unless one of the two Story Outcomes (right) have not been reached. If this is the case, additional Rounds are played until a Round ends where one of the Story Outcomes has been reached.***'
- **p.46:** Under 'Special Rules' for 'Assault', add the following to the end of the paragraph; '***This Confusion Test is made instead of the regular Confusion Test for when a model is Incapacitated.***'
- **p.47-48:** Under 'Scavenge Chems, Scavenge Caps, Scavenge Parts' and 'Search for a Vault Key', *'Add two Search Tokens to the Deployment Pool****, for a total of four***' should read *'Add two Search Tokens to the Deployment Pool.'*

- **p.49:**
    - In 'Starting Positions' for the 'Duel' Objective, add the following after the instructions for Deploying models - '***No models can be moved at this point by any means, such as Scout: Repositioning.***'
    - In 'Starting Positions' for the 'Duel' Objective, *'After each model has been deployed, all non-Duellist models* ***Suffer*** *2 Fatigue'* should read *'After each model has been deployed, all non-Duellist models* ***Take*** *2 Fatigue'*.
- **p.50:** On the profile for the Security Turret under '4: Security Turrets', change the Luck statistic from '***0***' to '***1***'.
- **p.51:** Under 'Special Rules' on the 'Barren' Hazard, *'...****Ranged Attack*** *Action...'* should refer to the *'...****Open Fire*** *Action...'*.
- **p.54:** On the Vault Table, add the following to the end of the text for the 'Peaceful Traders' result; '***Super Mutants crews must re-roll this result.***'

The Story Phase

- **p.54:** The Vault Dweller has a Rating of **25** for the purpose of any rules that check the Rating value of a model.
- **p.61:** In the last paragraph under 'Story Action: Negotiate Release', *'...if Terms cannot be agreed, gain 2 XP and the Capturing Crew* ***must make*** *the* Captive *Story* ***Action,*** *though doing so does not cost them a Story Action*' should read *'...if Terms cannot be agreed, gain 2 XP and the Capturing Crew* ***makes*** *the* Captive *Story* ***Action (providing that the Captive was not taken in the last game),*** *though doing so does not cost them a Story Action*'.
- **p.63:** On the Redeem Table, add the following to the effect of each 'Rehabilitation' result; '***If the Test is Failed, the model remains a Captive.***'

Appendix

- **p.84:** Under the Tier One Goals for 'Ours By Right', change the Target of 'You build a Facility' from '***2***' to '***1***'.
- **p.88:** Under the Tier Three Goals for 'It's Party Time', *'You use a* ***Raiders*** *Ploy'* should read *'You use a* ***Wasteland Raiders*** *Ploy'*.

- **p.95:** Remove '***5S***' from the 'Test' column of the Ripper's modification.
- **p.96:** Remove the second modification for the Crusader Pistol.
- **p.98:** Under the Hunting Rifle, remove '***Aim (+1)***' from the Traits of the first modification. Add '***Aim (+1)***' to Traits of the row above.
- **p.99:** Add the following between the 'Pipe Bolt-Action Rifle' and 'Precision Pipe Rifle';



PRECISION HUNTING RIFLE

"They say a hunter's only as good as their rifle… well, if that's true, anyone who struts around with one o' these beauties wants you to know that they're one heck of a hunter."

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Rifle (24")	3P	Aim (+2)	Pierce		
Rifle (30")				3	+4
	4P			4	+8
		Aim (+3)		4	+10

- **p.103:** On the Rare Chems Table, replace the Effect for Hydra to the following; '***During the Story Phase, when rolling on the Serious Injury Table, you may spend a dose of Hydra to Re-Roll a result. You can spend up to three doses of Hydra this way for each model you roll for on the Serious Injury Table. This does allow dice to be Re-Rolled multiple times but you cannot use the result of a previously Re-Rolled dice if you use multiple doses.***'
- **p.105:** Under the Rifleman Perk, remove '…***(to a maximum of 3)***…' from the second sentence.
- **p.107:** The Sprint Perk should apply to models that use the '…Get Moving *Action* ***or moves during a Movement Order***…' rather than just models that use the '…Get Moving *Action*….'.

Think some errata is missing or wrong? Use this form to report the error.

Crew Folio

Contents

- **p.2:** In the page references for page 55, '***Gunners Ploys***' should read '***Gunners Resource Points***'.

Subfactions

- **p.19:** Under 'Brotherhood Outcasts', the Weapon Sets for the Knight should be in this order; '***Combat Shotgun (47), Shishkebab (56), Plasma Rifle (63)***'.
- **p.22:** The Rating of the Nightkin's Incinerator Weapon Set is missing a closing bracket.

Gangs of the Wasteland

- **p.58:** Under 'Tier One Goals' for 'Take the High Ground', the first Goal should read '***Your crew earns at least 4 XP in a single game***' rather than '***Your crew has at least 2 Scouting Points in three different Locations***'. The Target for this Goal should be '***3***' rather than '***1***'.
- **p.66:** Under 'Tier Three Goals' for 'Heralds of Ill Omen', the second Goal should read '***You win a game on the opposing crew's Home Turf***' rather than '***Your crew gains the most XP from a game on the opposing crew's Home Turf***'.
- **p.79:** Under 'Tier Three Goals' for 'In Atom's Glow', the second Goal should read '***You win a game on the opposing crew's Home Turf***' rather than '***Your crew gains the most XP from a game on the opposing crew's Home Turf***'.
- **p.94:** Under 'Tier One Goals' for 'An Age of Robots', the third Goal should read '***You play a game as the Defender***' rather than '***You take the*** **Expand** ***Story Action***'.

Weapons of the Wasteland

- **p117:** Remove the second modification for the Crusader Pistol.
- **p.118:** Change the Traits on the Laser Pistol's second Modification to *'CQB,* ***Fast***'.
- **p.126:** Add the following after the 'Gatling Laser';

HAND CRYOJET

Family dinner going up in flames? A smoky accident at an all-American summer BBQ? No need to fear — the new Protectron Hand Cryojet will deep-freeze your problems in no time at all!

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Heavy (6")	3S	Area (2"), CQB, Slow	Suppress (1)		
Heavy (10")				4	+8
			Suppress (2)	4	+8

- **p.127:** '~~***Storm (3)***~~' should be the last Trait on the Modification for the Minigun, rather than the first.

Perks

- **p.138:** Add the following to the end of the first sentence in the 'Offerings' Perk, '***This option cannot be chosen if the model did not take Take Fatigue for this* Rummage *Action***'. Add the following to the end of the bullet point in the 'Offerings' Perk; '***This additional option can be chosen if a Scenario or Objective would normally prevent the Rummage Action and in these instances, the Search Token is not removed.***'

Battle for Boston

Building Blocks

- **p.23:** Under 'Confusion' add the following to the end of the last paragraph; '***Some instances (such as Attacks with the* Area (X") Trait, *may cause a model's player to make multiple Confusion Tests. In these cases, each Confusion Test must be resolved before moving on to the next one. A model can be affected by multiple Confusion Tests in one Turn.***'
- **p.28:** Under 'Action: Rummage', *'The Active player chooses a Search Token* ***within 1"*** *of the Active model and rolls two dice'* should read *'The Active player chooses a Search Token* ***within 1" (both vertically and horizontally)*** *of the Active model and rolls two dice'*.

Scenarios

- **p.52:** The second sentence in the second paragraph under 'Grab 'em!' should read *'...the start of a* Get

Moving *Action, the Active* ***model*** *can declare…'* rather than *'…the start of a* Get Moving *Action, the Active* ***player*** *can declare…'*.

- **p.57:** In Scenario Points, players should compare *'…the total* ***remaining Health*** *scores of all their models that are within 3" of an Objective Token'* rather than *'…the total* ***Health*** *scores of all their models that are within 3" of an Objective Token'*.

Weapons of the Commonwealth

- **p.88:** Add the *'****Wind Up****'* Trait to the Modification for the Stun Baton. Cut *the '****Maim, Suppress (1)****'* Critical Effects.
- **p.89:** The Traits on the second Modification for the Laser Pistol should read *'****CQB, Fast****' rather than '****Fast, CQB****'*.
- **p.94:** The Type on the third Modification for the Broadsider should read *'****Heavy (12")****'* rather than *'****~~Heavy (36")~~****, Heavy (12")'*

FAQ LOG

Playing a Game

- **Q:** Proximity is ignored whilst models are Engaged. Does this mean that Enemy models could stop moving closer to an Engaged Enemy model than normal? What would happen to the model that stopped if the Engaged Enemy model regained their Proximity?

  A: Yes, this means that Enemy models could finish moving closer than 1" away from an Engaged Enemy model. If Proximity was regained by a previously Engaged model, the previously Engaged model would be moved to Engage the other model.
- **Q:** Can a model finish a move on the base of another model?

  A: No.
- **Q:** Can a model move through the base of an Enemy model?

  A: A model never move through an Enemy model's base, even if they have no Proximity.
- **Q:** Some rules require a model to move directly either towards or away from another model, Search Token or a point on the Battlefield. How does moving directly differ from other forms of moving?

  A: If a model is required to move directly towards or away from something, it must do so in a straight line using another model, Search Token or a point on the Battlefield as a starting point. When asked to move a model directly, take this straight line from the middle of the other model, Search Token or a point on the Battlefield. The actual distance measured is still taken from the edge of the models or Search Token as normal.
- **Q:** Can a model drop down from terrain in a manner where it would move further than it could normally?

  A: Yes.
- **Q:** Are climbing and dropping down the same?

  A: Climbing and dropping down are two different forms of movement. Dropping down is not a form of climbing, therefore you ignore the vertical distance when dropping down. Therefore you could theoretically move

further than normal by dropping down in the middle of a move.

- **Q:** Who moves my models when they move outside of my own Turns?

  A: It depends who is controlling the model that initiated the effect that moved the model. If it was an Enemy model (e.g. an *Open Fire* Action with the Pushback (X) Critical Effect), the player controlling that model would move your model. If it was a Friendly model, you would move your model.

- **Q:** Some rules, like *Area (X")*, require a Target point on the Battlefield to be Visible. What is a Target point on the Battlefield?

  A: A Target point can be either anywhere on the flat surface of the playspace or anywhere on a Terrain piece. Parts of a model or their Base cannot be chosen as a Target point.

- **Q:** How do Wide Open and Obscured interact?

  A: They effectively don't. Wide Open and Obscured are two different states that can be applied based on certain visibility conditions. Being Obscured is not the opposite of being Wide Open. There are, in effect, three states of visibility: Wide Open, normal visibility, and Obscured.

  A model being Obscured only matters for the fact that another model in the same crew can block the shot.

  If a model makes a ranged attack against an enemy model that is engaged with a friendly model that is in the way, the target will not be Obscured by that model (they're not from the same crew) but will also not be Wide Open.

- **Q:** Is a model within its own Control Area?

  A: Yes. This means certain Perks like Power of Prayer and Spotter will affect the model with the Perk itself. Others like Sermons will not though, so read each Perk carefully.

- **Q:** The rules for Control Area only mention when Friendly models are inside of a Control Area. When are Enemy models counted as being within a Control Area?

  A: An Enemy model is only ever considered to be within the Control Area of a model from an opposing crew when a special rule or Perk (such as Intimidation) would

require the model to be within the Control Area in order for that special rule or Perk to function. Otherwise, only Friendly models can be within a Control Area.

- **Q:** A model can't make the same Action more than once each Turn, but can it make the same Action more than once in a Round, on different Turns?

  A: Yes. For example, let's say there is a model looking to get across the Battlefield. A model could make a *Get Moving* Action once in a Turn and then use their other Action immediately to do something else. The model could also make one *Get Moving* Action, wait for another Turn and then make a second *Get Moving* Action.
- **Q:** Does the move granted via a Movement Order count as a *Get Moving* Action?

  A: No. It is a bonus within a *Get Moving* Action, rather than further examples of the action itself.
- **Q:** Can I choose which models in a Movement Order are declared as Hurrying?

  A: No. You cannot choose individual models in a Movement Order to Hurry. All models in a Movement Order must Hurry.
- **Q:** Can an Engaged Enemy model be the Target of a Ranged Attack?

  A: Providing that the Target is Visible to the Active model, yes.
- **Q:** Would I alter the Pool Size for an Attack Test as part of a Ranged Attack where the Target is Engaged?

  A: No, the Pool Size would not be impacted purely based on the Target being Engaged. Other factors would alter the Pool Size as normal.
- **Q:** Can a model use multiple Chems in one Turn?

  A: Yes.
- **Q:** Where on my Crew Roster should I mark Rare Chems?

  A: Rare Chems should be marked in the spare boxes beneath the Common Chems, marking the boxes as normal.
- **Q:** I have a game where the outcome requires a winner but winning isn't defined. How should I define the winner in these instances?

  A: The winner would be whoever earns the most XP in total.

Getting Started

- **Q:** Do Leaders count towards a crew's Champion Limit?

  A: Yes because they are Champions.

Quest Lines

- **Q:** Does XP earned during the Story Phase (such as via *Achievement Unlocked*) count towards Quest Goals that require a certain amount of XP to be earned in one go?

  A: No because this XP is earned outside of the game during the Story Phase.

- **Q:** I have a Quest Goal that requires a model in my crew to pass a Confusion Test, like in the Super Mutant Quest Line 'Ours By Right'. If a model automatically passes Confusion Tests (such as via the *Natural Leader* Innate Perk), can I mark a Progress box for this Quest Goal?

  A: Yes.

Story Actions

- **Q:** A model in my crew has increased a statistic through a means other than an Upgrade from the *Crew Training* Story Action. Should I increase the model's Rating?

  A: Unless otherwise stated, only statistics increased via rolling on a crew's Training Table increase a model's Rating.

- **Q:** Some Weapon Modifications contain elements with a line through them, also known as a strikethrough. How would the strikethroughs on these Weapon Modifications work if I were to apply a Modification that attempted to add the struckthrough element back to the weapon?

  A: The effect of a strikethrough persists across future Weapon Modifications. If you would attempt to Modify a weapon that had a Modification with a strikethrough on it with a new Modification that would reapply the struckthrough element, the new Modification cannot be applied.

Campaigns

- **Q:** Do Absent models count towards a crew's Reputation?

A: Absent models still count towards the Reputation of their crew. The only exception is if they are taken Captive in a Reach Campaign. In this case, adjust your crew's Reputation accordingly until or if the Captive is returned.

Control Campaigns

- **Q:** How can I hire Legends of the Wasteland for my crew during a Control Campaign, like the one in the *Battle for Nuka-World*?

  A: Each player can hire a single model from a 'Legends' section of a *Fallout Factions* product at the start of the Purchase Common Chems Step. To hire a Legend, a player reduces their Crew's Caps Stash by the model's Hiring Fee. Then they add the model's Profile to an empty row of their Roster. A player can reduce the cost of hiring a model by trading in any number of Bonus Ploys for the upcoming game. For each Bonus Ploy they trade in, the model's Hiring Fee is reduced by 50, to a minimum of 0. Legends have no effect on Crew Limits and are always removed from a Crew's Roster at the start of the Story Phase.

Reach Campaigns

- **Q:** A Nomadic crew has taken one of my models Captive. Can I choose a Rescue Objective in an attempt to get them back?

  A: No because Nomadic crews do not have a Home Turf. You would need to use the *Negotiate Release* Story Action instead.

- **Q:** I am playing the Ambush Objective as the Defender. All of my models must be placed at least 6" away from each other. There is no room left on the Battlefield to place any models but I still have models left to place. What should I do?

  A: Choose a Battlefield edge and deploy any remaining models within 6" of that edge. These models can be placed within 6" of other models.

- **Q:** I have a game containing the Scavenge Caps and Scavenge Parts Objectives. How do the Special Rules for these two Objectives work together?

A: After deciding to **Find Caps and Parts**, you would decide to either find Caps or Parts.

- **Q:** I have taken a model with a Companion Captive. Have I taken the Companion itself Captive too?

  A: Yes. Despite being physically separate models, a model and its Companion count as one model for the purpose of negotiating release, results on tables that will cause the model to join your crew and any other non-Battlefield rule.
- **Q:** I have a game containing the Duel Exclusive Objective. My Duellist Incapacitated the other Duellist but was then Incapacitated later in the game. Can I still use the free *Crew Training* rewarded by this Objective's Story Outcome?

  A: Yes.
- **Q:** Do I lose Reach whenever I become Nomadic?

  A: No, only when you are forced to do so such as retreating from a Raid.
- **Q:** In the Brotherhood of Steel Quest Line 'Protect Humanity From Itself', when would I check for progression towards completing the Goal for having 6 Facilities on my Home Turf?

  A: At the end of the Story Phase.

Weapons

- **Q:** Towards the end of most ***Fallout: Factions*** publications, there are a selection of Weapon Modifications for each weapon. Do these Modifications need to be taken in the order they are presented in?

  A: No. Modifications can be taken in any order.

Critical Effects

- **Q:** One of my models has successfully triggered the *Maim* Critical Effect during an Attack Action against a Target that has reached their Harm Limit. Would the additional Harm generated from *Maim* be applied to the Target?

  A: No because the Target has reached its Harm Limit which makes it Excess Harm. Excess Harm normally does not cause any additional effects to be triggered, unless

a rule specifically calls it out such as the third entry on the damage table.

- **Q:** Excess Harm can be caused by Critical Effects like *Poison (X)* and *Tranquilize (X)*. If multiple Harm is considered Excess Harm in one of these instances, can these Critical Effects cause multiple Injuries?

  A: Yes.
- **Q:** Do Critical Effects, like *Poison (X)* or *Suppress (X)* count as S.P.E.C.I.A.L. Tests for the purpose of earning 1 Experience from a Failing Forwards?

  A: No. Failing Forward only counts on S.P.E.C.I.A.L. Tests, which Poison and Suppress are not.

Chems

- **Q:** Can I spend multiple doses of Chems at the same time?

  A: Yes.
- **Q:** Does Psycho add Bonus Dice to the Attack Test of Ranged Attacks and Melee Attacks?

  A: Yes.

Perks

- **Q:** Can a model have the same Perk multiple times?

  A: No. Each model can only have each Perk once.
- **Q:** A model has the Penetrator Perk and triggers the *Pierce* Critical Effect. Could both of these happen during an Attack and reduce an Enemy model's Endurance statistic by 2?

  A: Yes, providing that all the criteria for the Perk and the Critical Effect have been met.
- **Q:** A model with the Penetrator Perk has triggered the *Poison (X)* Critical Effect during an Attack. Would the Target use their normal Endurance score or the reduced Endurance score imposed by the Perk (if it is applicable)?

  A: They would use the reduced Endurance score because Penetrator applies for the entire duration of an Attack.

- **Q:** A model with the Toughness Perk would be Incapacitated by an Attack. The Attack has the *Meltdown* Critical Effect. How would I resolve this Attack?

  A: Timing is the important thing here. Checking for a model being Incapacitated happens during the *Inflict Damage* step, whereas *Meltdown* triggers at the end of the same step. You would check for the Toughness Perk at the point that the model would be Incapacitated normally by the Attack. This is because Toughness checks for the first time in a Game that a model would be Incapacitated. Should the model Pass the Toughness Test, the *Inflict Damage* step would end. As the step has ended, this would trigger *Meltdown*.
- **Q:** One of my models is making a Ranged Attack. One of the potential Targets has both the Stealth Boy and Bullet Magnet Perks. This potential Target is the closest Enemy model to my model but it is also outside of that model's Perception range. How would I resolve the situation caused by this combination of Perks?

  A: The Stealth Boy Innate Perk would take precedent. Your model would be outside of the Perception range of the model with the two Perks, therefore the Bullet Magnet Perk would not apply. This means the Active model should choose a different Target for the Attack.
- **Q:** The Swarm Perk allows me to take multiple Companions when I would normally purchase only one. If I were to purchase multiple Companions through Swarm, would each of those models count individually towards Crew Limits?

  A: Yes.
- **Q:** A model with the Mind Control Perk is making an *Open Fire* Action with a Junk Jet being used by an Enemy model. Can the model using the Mind Control Perk use the *Creative Projectiles* Trait to alter the Junk Jet's Weapon Profile?

  A: No because the model with Mind Control is using the weapon belonging to the Enemy model but they are not the model's controller. Only the model's controller can subtract Parts via the *Creative Projectiles* Trait.
- **Q:** How does the Mind Control Perk work with weapons that have the *Slow* Trait? Is the model with the *Slow* weapon unable to fire it again in the current Round?

A: The model with the Mind Control Perk would be using the *Slow* Weapon, rather than the model that normally has it. Therefore, the model with the weapon would be able to use it again in the current Round. However, the model with the Mind Control Perk would be unable to use the weapon again due to the effect of the *Slow* Trait.

- **Q:** Does using the Uranium Fever Action granted by the Kaboom! Perk break the rules of the Duel Objective?

  A: No because it is not an Attack Action.
- **Q:** Bottle and Cappy, All Fizzed have no Harm Limit due to an Innate Perk. What happens when they are affected by the Uranium Fever Action?

  A: They would Suffer 4 Harm.
- **Q:** Can models added to a crew via a Companion Perk be Upgraded?

  A: No.

Think some errata is missing or wrong? Use this form to report the error.