

# FALLOUT WASTELAND WARFARE

# GEARS AND MODS

## BATTLE MODE ITEMS LIST

Made by the  
Community

# HIGH-TECH ITEMS

**GEN 1 SYNTH OVERRIDE**

When used during model's activation, up to 3 Gen 1 Synths within *Green* immediately perform a Quick Action.

After use

Cannot be equipped by / / /

**SYNTH BOOSTER**

Set-up: Place on this card.

During its activation, a may use up to 1 from this card via sharing to perform 1 Move action.

When all tokens removed,

Cannot be equipped by / / /

**PULSE SHIELD**

Set-up: Gain which are used solely versus damage.

Usable by and only.

**ROBOT REPAIR PATCH**

with to remove and add to affected model, then

Cannot be used if target model has or if either model is engaged.

**CREATURE PATCH**

with to remove and add to affected model, then

Cannot be used if target model has or if either model is engaged.

**DEATHCLAW CONTROL SCRAMBLER**

Any Deathclaw with a Domestication Unit which is activated when within *Red* of a model equipped with an active Deathclaw Control Scrambler, gains

1

**PHEROMONE EMITTER**

Presence for Creature Perks increased to

LoS not required for Creature Perk abilities.

2

Requires Creature Controller.

**POWER ARMOR PATCH**

with model to remove 1 from their and add to affected model.

Does not affect degraded

Cannot be used if target model has , or if either model is engaged.

Power Armor Patch cannot be used by model wearing

**STEALTH BOY**

To attack or engage model using Stealth Boy, first test PER -4:

- If attack: Resolve with skill dice set to X.
- If engage: Model remains still.

Resolve action. Also, all models ignore -4 penalty to the PER test during remainder of current player's turn.

To notice user's triggers requires successful PER -4 test.

Must be assigned to specific model. Cannot be shared. 2

**ZAPPER**

During its activation, an unengaged model with the Zapper may select 1 friendly within *Orange* and LoS and roll


- immediately resolves
- immediately resolves
- Opponent immediately resolves with the


after use.










## ADVANCED ITEMS

**NGR EMERGENCY RADIO**

Place  next to model using Radio.



At end of next round, select 1 model in LoS up to Red from model with  and resolve attack below on that target:



 5  1+   

Then  

Maximum use: 1 per round per force.  
Only useable by NCR model, or model with NCR Leader.

**ARMOR PIERCING AMMO**

Discard when performing a Shooting or Close Combat action to replace 1  with 1  prior to the dice roll.

 /  only.

(Maximum 3 Armor Piercing Ammo in entire force.)

**CAR SECURITY OVERRIDE**

 with a car which has the potential to explode.

If in Meltdown: Meltdown stopped and will never Meltdown.  
or  
If not in Meltdown: Meltdown triggered.



Discard card after use.



**CUSTOM AMMO**

At the start of the battle, add 3  /  /  (any mixture).

Model may use one token for one shot for any  / .


**HOLLOW POINT AMMO**



Discard when performing a Shooting or Close Combat action to replace 1  with 1  prior to the dice roll.

 /  only.

(Maximum 3 Hollow Point Ammo in entire force.)


**INCENDIARY AMMO**




Discard when performing a Shooting or Close Combat action to add  to the effects. No effect if attack misses.


 /  only.

(Maximum 3 Incendiary Ammo in entire force.)

**OVERCLOCKER**

Can only be used by model wearing  which is not degraded.


During activation, may EITHER Gain 1 or 2  on  and receive same number of .

Then .

**STUFFED MONKEY**

Place on battlefield (using counter token to represent it). All friendly models detect triggers that are Yellow in LoS from Stuffed Monkey no matter where models are on the battlefield.

Once placed, Stuffed Monkey can not be moved.

Can be destroyed:  2

**VERTIBIRD SIGNAL GRENADE**

Usable by Brotherhood of Steel model only.

The Signal Grenade calls in air support. To use,  (no scatter) and place  to show location. At end of next round, resolve the attack below on each unengaged enemy model in Red area around grenade which can be seen from above:

 5

 2+ 

Then  

**WEAPON REPAIR KIT**


Gain  


(Maximum 3 Weapon Repair Kits in entire force.)




## WASTELAND ITEMS



**ARTILLERY SMOKE GRENADE**

Usable by Survivor model only.

The Smoke Grenade calls in artillery support. To use,  (no scatter) to show location. At end of next round, resolve the attack below on all models in Red area around grenade which can be seen from above:

 5

 2+  

Then  

**SNAKEBITE TOURNIQUET**

Immune to 

 1

## PERSONAL ITEMS

**STAR PALADIN INSIGNIA**

to Battle Cry Tests.

**LYONS' INSIGNIA**

Crit+1

**THEO'S AMMO CASE**

Place 3 on this card. When a model with this item uses a Grenade, flip .  
If the result is a Luck icon, gain a grenade of the same type that was just used.

**PIPBOY**

Gain a at the beginning of each activation.

## STANDARD ITEMS

**ADMIN PASSWORD**

Use prior to test for an automatic success.  
Can be used by models with or without skill.

**ROPE**

to place

The marker creates a vertical rope line down to the first horizontal surface below (or Red distance, if shorter). Models can climb vertically up or down this line without climbing rolls. Once placed, rope can not be moved.

**FRAGILE BOBBY PIN**

+2 (or 2 if no skill).  
Gain  
After first success,

**FUSION CORE**

Can only be used by model wearing  
Place on this card.  
Model can remove up to 1 to gain 1 during their activation. When all tokens removed,

**FLASHLIGHT**

+2  
Always in effect.  
Do not after use.

**CLIMBING SPIKES**

Automatic success at Climbing.  
Always in effect.  
Do not after use.

**TEMPORARY PASSWORD**

+2 (or 2 if no skill).  
Gain  
After first success,


**FIRE EXTINGUISHER**


Removes  
Affects Orange area of effect up to Yellow away.  
Do not after use. Can be used up to once per round.

## ROBOT ITEMS

**MR HANDY FUEL**

Mr Handy, Miss Nanny and Mr Gutsy robots can use this card to

**EITHER** Add  to one attack of the Mr Handy Flamer or Take one free movement during their activation.

 after either use.

**ROBOBRAIN ARMS**

 Requires Robobrain Head.

During set-up, may equip up to 2 non-Robot  /  weapons, or 1 non-Robot  weapon.


May change non-Robot weapons during a battle. May not use Robot weapons, except robot-specific weapons. May not unequip Robobrain Arms.



**ROBOT REPAIR KIT**

 only

**THIRD-ARM CLAMP**

 May only be used by Mr. Handy, Codsworth, Mr Gutsy, Miss Nanny, or Automatron with Mr. Handy Torso.

In addition to its usual weapons, Robot may equip 1 additional non-Robot  /  /  weapon.

**SELF-DESTRUCT**

 When self-destruct initiated, Robot can only use movement actions for the 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.

## CREATURE ITEMS

**CHEMICAL COATING**

 only.

Resistant to  and 

**DEAD MAN'S SWITCH**

 only.

At 0  just before model is removed, resolve:

2  

**MIRELURK EGGS**

Whilst unengaged, place  up to Orange away in LoS.

From start of next round, when any model moves within Yellow of the token, replace token with Mirelurk Hatchlings. Hatchlings attack (or move to attack) the nearest non-Mirelurk model at end of each round.

**ASBESTOS LINING**

Immune to .  
Increases armor rating by 1.  
Must be attached to an armor card that sets armor values.

**BALLISTIC WEAVE**

Increases rating by 1.  
Must be attached to an armor ( 2) card that sets armor values.

**BIOCOMM MESH**

A chem's right-most column of effect lasts one additional activation duration.

**BRACED**

Can discard a to increase one armor rating by 2 for one armor roll.  
Must be attached to an armor card that sets armor values.

**CUSHIONED**

Falling damage resolved as if one color distance less.

**CUSTOM FITTED**

If a Move is a Quick Action, Move is one colour longer.  
Must be attached to an armor card that sets armor values.

**DISSIPATING**

Increases armor rating by 1.  
Must be attached to an armor card that sets armor values.

**HEADLAMP**

+2

**IMPROVED FLEXIBILITY**

+2

**LIGHTWEIGHT**

Model is not affected by difficult terrain.

**LEAD LINED**

Increases rating by 1.  
Must be attached to an armor ( 2) card that sets armor values.

**PADDED**

Increases and armor rating by 2 for area effect damage only.  
Must be attached to an armor ( 2) card that sets armor values.

**PNEUMATIC**

Immune to Push Back (unless willing).  
Resistant to and .  
Must be attached to an armor card that sets armor values.

**COUNTERWEIGHT**

STR requirement to use weapon is 1 lower.

**LENGTHENED BARREL**

Short range is one color longer.  
Long range is one color shorter.

**SERRATED BAYONET**

When model is charged (and not already engaged), model that charged must resolve 1+ .



**ALIGNED SIGHTS**

Always hits intended target when firing into melee.

**ARMOUR PIERCING RECEIVER**

1 blank face of any 1 / counts as

**COMFORT GRIP**

+2 / at short range only.

**HAIR TRIGGER**

for attached weapon only.

**HARDENED RECEIVER**

1 blank face of any 1 / counts as

When attached to energy weapons, this mod is called Boosted Capacitor.

**LONG BARREL**

Increases short and long ranges each by one colour.

**MULTI-CALIBER**

Prior to Shooting roll, can discard any 2 effect dice (same or different colours) to add 1 / / (player's choice).

**RE-BORED**

After Shooting roll result and prior to armor roll, can be discarded to add

**REFLEX SIGHTS**

+2 / at long range only.

**SILENCED**

Firing the weapon does not cause triggers. Damage caused still causes trigger as usual.

**AUTOMATIC**

Handmade Rifle only.

Add

**BAYONET**

When model is charged (and not already engaged), model that charged must resolve 1+

**CLOSE QUARTERS**

Handmade Rifle only.

Ignore -2 penalty for close combat.

**HIGH CALIBER**

Handmade Rifle only.

Damage +1 at short range.

**MARKSMAN'S**

Handmade Rifle only.

Add at short and long range.

**POWERFUL**

Weapon gains +

Cannot be attached to a weapon that is already

**PRECISION**

Handmade Rifle only.

Short Range +2.

**SEMI-AUTO**

Handmade Rifle only.

**SNIPER**

Handmade Rifle only.

Long Range +2.

**TACTICAL**

Handmade Rifle only.

Ignore 1 piece of cover.



**BALANCED**

No penalty for using this weapon as a ranged weapon in close combat.

**ARM BREAKER**

Adds if weapon does not roll one already.

**HEAVY**

1 blank face of any 1 / counts as .

**JAGGED**

1 = instead.

**LIGHT**

for attached weapon only.

**MULTI-PURPOSE**

Prior to Close Combat roll, can discard any 2 effect dice (same or different colours) to add 1 / / (player's choice).

**REFINED**

Start of battle: Add to weapon.  
Any attack with this weapon versus Power Armor: Must discard 1 to add 1 to roll.

**SPIKED**

1 blank face of any 1 / counts as .

**STUN PACK**

If attack results in adding damage to model, adds:   
Adds if weapon does not roll one already.

**SUPERIOR MATERIALS**

+2

**TOXIC**

During set-up, place on this card.  
On first attack with this weapon, give target if damage is caused to model; otherwise, discard the .

**VENOMOUS**

When weapon causes damage, adds   
Adds if weapon does not roll one already.  
Discard after first time it poisons a model.

**ABRAXO PAINT**

Once during activation, allocate **(-2)** to one opposing model within **(15)** and LoS. If the model with this Mod is engaged, opposing model must be a model engaged with them. Remove token when this model is next activated.

A model cannot be affected by this effect and the 'Distracting' ability simultaneously.

**CORE ASSEMBLY**

When rolling V.A.T.S., **(1)** equals **(2)** too.

**BOOSTED SERVOS**

Str +1

**EMERGENCY PROTOCOLS**

If **(1)** of model wearing this power armor is 1 or 2 when activated, gain 1 **(2)**.

**EXPLOSIVE VENT**

After Falling or Jumping down from Yellow or greater, resolve **(1)** (excluding self)

**EXPLOSIVE SHIELDING**

Increases **(1)** and **(1)** armor rating by 1 for area effect damage only.

**HEADLAMP**

**(1)** +2  
**(1)** +2  
**(1)** is one color longer.

**HOT ROD SHARK PAINT**

Agi +1

**HYDRAULIC BRACERS**

+ **(1)** when using Improvised weapon.

**IMPACT EXCHANGER**

Immune to **(1)**\*

**JET PACK**

At the start of the battle, place **(1)** **(1)** **(1)** **(1)** on this card. When performing Move or Charge, discard 1 token to Move directly from start to end of movement without considering difficult and/or impassable terrain up to Yellow above base level at start of movement.

**MEDIC PUMP**

If **(1)** of model wearing this power armor is 1, 2 or 3 after an attack on it is resolved, automatically use 1 Stimpak. (Stimpak must be carried by model, not shared. Stimpak used is not included with this card.)

**NUKA-COLA PAINT JOB**

T-51 Power Armor Only.  
Agi +2

**NUKA-COLA QUANTUM PAINT JOB**

X-01 Power Armor Only.  
At the start of activation gain **(1)**.

**OPTIMIZED SERVOS**

When using a Quick Action to Move, Move is one color longer.

**REACTIVE PLATES**

After damage taken from a Close Combat attack (even if blocked by armor), resolve **(1)** on attacker.

**RECON SENSORS**

+ **(1)** for long-range **(1)** / **(1)** only.

**RUSTY KNUCKLES**

+ **(1)** when using Improvised weapon.

**TARGETING HUD**



+ **(1)** for **(1)** / **(1)** only.

**TESLA BRACERS**

Improvised weapon attacks deal **(1)** instead of **(1)**




**TESLA COILS**

At the end of model's activation, resolve   Excluding the model equipped with this Mod, all models (not just opposing models) are affected.

**THICKER PLATING**

Power Armor's END +1

**V.A.T.S. MATRIX OVERLAY**

When using a Quick Action to Attack, + 

**VIM! REFRESH PAINT**

Gain   

Can only be used with T-60 or T-60F 

**ELDER PAINT**

+1 

**INTERNAL DATABASE**

+1  +2

No -2 penalty for Quick Action Shooting.



**SENSOR ARRAY**

+1 




# ROBOT ITEMS


**SUBROUTINE: QUICK**

Gain  

**SUBROUTINE: REMOTE**

If Unready, model can be made  for free when Leader activates.

**TERMINAL SELF-DESTRUCT**

On reaching zero , do not remove model and then initiate self-destruct.  
Requires Sentry Bot Torso or Assaultron Torso.

**TESLA COILS**

End of activation:    

**WELDED PLATE**

Set-up: Gain  

# CREATURE ITEMS

**CONDITIONING: ACTIVE**

When activated, make V.A.T.S. roll:

Huge models may only use if shown as Equipped.

**CONDITIONING: ADRENALINE**

When on 1 or 2 , Move color becomes same as Charge color.

**CONDITIONING: ANKLE BITER**

⊘ gain

**CONDITIONING: ARM BREAKER**

⊘ gain

**CONDITIONING: CHAMPION**

Gain

**CONDITIONING: CHANCER**

Gain   
 Luc +3

**CONDITIONING: CHIEF**

When Chief has damage equal to or less than half of its starting , other models of same Unit increase armour rating by 1.

**CONDITIONING: CRAFTY**

Model does not cause triggers beyond one ruler length (excluding damage caused by model.)  
 Huge models may only use if shown as Equipped.

**CONDITIONING: DASH**

Use when model is activated to gain:  
 + +

At end of activation, gains

**CONDITIONING: FAST**

Gain

**CONDITIONING: FEROCIOUS**

Opposing models must succeed at a CHA test to move into the area up to Orange from this . If test is failed, the model must either gain OR treat the area as impassable terrain for remainder of its activation. Does not affect models moving to engage this or on models already within the area. Requires STR 4

**CONDITIONING: HAYMAKER**

When attacking using , may gain for the attack. Target model may discard a prior to the roll to remove this bonus (instead its usual effect).  
 After attack, model using Haymaker gains   
 Huge models may only use if shown as Equipped.

**CONDITIONING: HIT AND RUN**

Once per activation, after using a Charge Bonus, can immediately Move Orange for free without giving away a free attack.  
 Cannot use Hit and Run if model uses Slide.

**CONDITIONING: INDEPENDENT**

If Unready, model can be made for free when Leader activates.  
 May not be used by Huge models.

**CONDITIONING: LEAN**

Set-up: Gains equal to divided by 4 (round-up).  
 Move is one color longer.

**CONDITIONING: RAGE**

At one moment during its activation, may gain 1 or 2

When activation ends, gain equal to number of received, then

**CONDITIONING: SAVAGE**

When an opposing model is to be removed due to an attack by this model, each opposing model within Yellow and LoS of the model to be removed Tests   
 ✗ Gain which they discard after their next action or reaction.  
 Does not affect

**CONDITIONING: SNIFFER**

Gain based on IWT or +2

**CONDITIONING: STUNNING**

⊘ gain

**CONDITIONING: VICIOUS**

Gain



## CREATURE ITEMS

