

FALLOUT WASTELAND WARFARE


RAILROAD

BATTLE MODE FACTION LIST

Made by the
Community

DR. CARRINGTON

RAILROAD



STR 4
PER 3
END 5
CHA 6
INT 7
AGI 3
LUC 4

BATTLE MEDIC: Once per activation, can remove 1 / / / / from an unengaged model in LoS and within Yellow. (Not or)

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DESDEMONA

RAILROAD



STR 4
 PER 6
END 7
 CHA 7
 INT 6
 AGI 5
LUC 3

MORALE : Other friendly models get +1
MOTIVATING : Gain V.A.T.S.

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SOLE SURVIVOR

SURVIVOR



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

DOG HANDLER : Dogs can using PER. If Sole Survivor is Heroic, nearby dogs at the start of their activation are also Heroic during their activation.

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P.A.M.

RAILROAD



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

EQUIPPED: Assaultron 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

RAILROAD HEAVY

RAILROAD



STR 6
 PER 6
END 5
 CHA 3
INT 4
 AGI 4
LUC 2

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DEACON

RAILROAD



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

SPECIALITY: Hunting Rifle (plus Huntsman Perk for free).
CAREFUL: Shooting into close combat always affects intended target.

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GLORY

RAILROAD



STR 7
 PER 5
END 6
 CHA 3
INT 4
 AGI 3
LUC 1

RELUCTANT: -2 penalty on attacks on
QUICK RELOAD: Once per round, may test LUC. Success: Flip to on one

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SOLE SURVIVOR TECH

SURVIVOR



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

DOG HANDLER : Dogs can using PER. If Sole Survivor is Heroic, nearby dogs also Heroic during their activation.
PARTNER: Can be included in a force containing one other Sole Survivor.
TECH SAVVY : Models get 2.

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TINKER TOM

RAILROAD



STR 3
 PER 5
END 6
 CHA 3
INT 8
 AGI 2
LUC 4

MODDER: Set-up: Draw 3 mods, keep 2 and attach each to a friendly, un-modded weapon.
TINKERER : + for and
GENIUS: Never locked out of

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DRUMMER BOY
RAILROAD



STR 3
PER 4
END 3
CHA 6
INT 5
AGI 7
LUC 3

ZIG ZAG: Range attacks at Drummer Boy must add 1 additional amount of cover.

NEW ORDERS: Once per activation, may move the of a friendly model within to an Unready friendly model within .

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MISTER TIMS
RAILROAD



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

ROUSING: Remove from 1 other model within .

CLOSE QUARTERS: Ignore penalty for range weapon in close combat.

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RAILROAD



1. If your force contains only Railroad faction Units, during set-up after placing all onto the battlefield, you may secretly look at up to 3 on the battlefield over Black distance from your deployment zone.
2. Railroad faction Units have Specialty: Railway Rifle.
3. Railroad faction Units can never be included in forces that contain Units from the Institute Faction.

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UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Desdemona	Upgrades, usable items, Wasteland Items, Advanced Items, Hightech items, Standard items		97
Dr. Carrington	Upgrades, usable items, Wasteland Items, Advanced Items, Hightech items, Standard items		57
Drummer Boy	Upgrades, usable items, Wasteland Items, Advanced Items, Hightech items, Standard items		63
Mister Tims	Upgrades, usable items, Wasteland Items, Advanced Items, Hightech items, Standard items		72
Tinker Tom	Upgrades, usable items, Wasteland Items, Advanced Items, Hightech items, Standard items		55
Glory	Upgrades, usable items, Wasteland Items, Advanced Items, Hightech items, Standard items		65
Deacon	Upgrades, usable items, Wasteland Items, Advanced Items, Hightech items, Standard items	Does carry: huntsman perk	75
Railroad Heavy	Upgrades, usable items, Wasteland Items, Advanced Items, Hightech items, Standard items		53
P.A.M	Robot Items	Does carry: Assaultron Swipe	100
Sole Survivor	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items	May take: Items marked with *	89
Sole Survivor Tech	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items	May take: Items marked with *	89

* - item is accessible only by special permission
[x] - items limit per army



WASTELAND ITEMS		
Armor	Armored Pads	4
Clothes	Baseball Cap	5
Clothes	Battered Fedora	5
* Clothes	* Cappy Glasses	8
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
Melee	Assaultron Blade	4
Melee	Baseball Bat	3
Melee	Board	8
Melee	Cattle Prod	7
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
Mine	Bottlecap Mine	10
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
Thrown Weapon	Baseball Grenade	5
Thrown Weapon	Long-Fuse Dynamite	3
Thrown Weapon	Molotov Cocktail	4
* Pistol	* Acid Soaker	35

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	Camouflage	22
Clothes	Magnifying Visor	5
Clothes	Military Fatigues	7
Clothes	Vault 111 Jumpsuit	9
Gear	Armor Piercing Ammo	1

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	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	Ripper	6
Melee	Switchblade	2
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 Rifle	9
Rifle	Chinese Assault Rifle	19
Rifle	Combat Rifle	16
Rifle	Combat Shotgun	9
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	25
Rifle	Machine Gun Turret Mk1	17
Rifle	Sniper Rifle	25
Rifle	Submachine Gun	10
Thrown Weapon	Fragmentation Grenade	6
Thrown Weapon	Incendiary Grenade	7
Thrown Weapon	Nuka Quantum Grenade	18

HIGH-TECH ITEMS		
* Armor	* Cleanroom Suit	18
* Armor	* Environmental Suit	6
Armor	Heavy Combat Armor	34
*Clothes	* Robotic Bits	7
Gear	Power Armor Patch	5
Gear	Pulse Shield	8
Gear	Robot Repair Patch	8

* Gear	* Stealth Boy	22
* Gear	* Zapper	8
* Gear	* Pipboy	21
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
* Pistol	* Laser Pistol	7
*Pistol	* Penetrating Laser Pistol	8
*Pistol	* Plasma Pistol	6
*Pistol	* Protectron's Gaze	7
*Pistol	* Pulse Gun	11
Rifle	Gauss Rifle	42
* Rifle	* Laser Rifle	21
Rifle	Laser Turret	20
Rifle	Heavy Laser Turret	33
* Rifle	* Plasma Rifle	16
* Rifle	* Tesla Rifle	16
Thrown Weapon	Cryo Grenade	6
Thrown Weapon	Plasma Grenade	7
Thrown Weapon	Pulse Grenade	3
Thrown 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	Defender	33
Leader	Dweller	8
Leader	Fusilier	12
Leader	Gatherer	12
Leader	Grenadier	4
Leader	Hunter	10
Leader	Procurer	10
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	Abraxo Paint	12
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	Hot Rod Shark Paint	6
Mod	Hydraulic Bracers	3
Mod	Impact Exchanger	9
Mod	Improved Flexibility	2
Mod	Internal Database	3
Mod	Jagged	6
Mod	Jet Pack	8
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	Nuka-Cola Paint Job	5
Mod	Nuka-Cola Quantum Paint Job	15
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 Armour)	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	Tesla Coils (Power Armour)	7
Mod	Thicker Plating	8
Mod	Toxic	5
Mod	V.A.T.S. Matrix Overlay	8
Mod	Venomous	3
Mod	Vim! Refresh Paint	18
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	Ghoulish	10
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	7
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	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
Chem	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	Cotton Candy Bites	7
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

POWER ARMOR

Armor	Power Armor Frame	16
Armor	T-45 Power Armor	44
Armor	T-51 Power Armor	60
Armor	T-60 Power Armor	82
Armor	X-01 Power Armor	102

ROBOT ITEMS

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	Tesla Coils (Robots)	2
Mod	Welded Plate	4
Mod	Damage Self-Destruct	ct
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
Clothes	Triggerman Bowler	5

