

FALLOUT WASTELAND WARFARE

NUKA-WORLD GANGS RAIDERS

BATTLE MODE FACTION LIST

Made by the
Community

BUTCHER

RAIDER / OPERATORS



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

CO-ORDINATION: ✖ Other Operator Models get +2.

Shield	-
Lightning	-
Radiation	-

Skills:

MAGS

RAIDER / OPERATORS



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

ANTICIPATE: ✖ Attacks + .
BREACH: ✖ Short range shoot actions ignore one piece of cover.

Shield	-
Lightning	-
Radiation	-

Skills:

LIZZIE

RAIDER / OPERATORS



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

CHEMIST: Flip when using the last of any carried chems. If lucky then do not discard the Chem. Once per round.

Shield	-
Lightning	-
Radiation	-

Skills:

PILLAGER

RAIDER / OPERATORS



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

Shield	-
Lightning	-
Radiation	-

Skills:

SCAVVER

RAIDER / OPERATORS



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

Shield	-
Lightning	-
Radiation	-

Skills:

SURVIVALIST

RAIDER / OPERATORS



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

Shield	-
Lightning	-
Radiation	-

Skills:

TORMENTOR

RAIDER / OPERATORS



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

QUICK RELOAD: Once per round, may test LUC.
success: Flip to on one .

Shield	-
Lightning	-
Radiation	-

Skills:

WASTER

RAIDER / OPERATORS



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

Shield	-
Lightning	-
Radiation	-

Skills:

WILLIAM

RAIDER / OPERATORS



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

LOOK OUT: If unengaged, may take weapon damage suffered by friendly model within Orange and LoS (prior to armor roll). Once per round.

Shield	-
Lightning	-
Radiation	-

Skills:



VETERAN

RAIDER / OPERATORS



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

HOLD BREATH: Long Range Ignore one piece of cover.

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BUTCHER

RAIDER / THE PACK



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

PURPOSE: Resistant to .

TAUNT: -2 penalty for shooting if Butcher is not the target.

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MASON

RAIDER / THE PACK



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

ENERGIZE: When this model is activated, gain two . When another friendly model within and LoS is activated they can discard one to gain . Discard all at end of round.

SIC 'EM: Gain +1 STR.

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HOUND

RAIDER / THE PACK



STR	4
PER	7
END	6
CHA	3
INT	3
AGI	5
LUC	2

SENSES: Does not need LoS to a target to use Charge.

EQUIPPED: Dog bite.

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PILLAGER

RAIDER / THE PACK



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

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SCAVVER

RAIDER / THE PACK



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

LIGHT ARMORED: If this model has any armor value higher than 2, movements are one color shorter.

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SURVIVALIST

RAIDER / THE PACK



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

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TORMENTOR

RAIDER / THE PACK



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

ASTUTE: for Danger tests.

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WASTER

RAIDER / THE PACK



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

LIGHT ARMORED: If this model has any armor value higher than 2, movements are one color shorter.

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VETERAN

RAIDER / THE PACK



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

WARY: for Creature tests.

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DIXIE

RAIDER / DISCIPLES



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

UNNERVING: Skills used for skills tests which are not attacks on Dixie suffer -2 penalty.

WEAK SPOT: 1 blank face is treated as .

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BUTCHER

RAIDER / DISCIPLES



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

WEAK SPOT: 1 blank face is treated as .

ASSASSIN: Any one gets silenced mod for free.

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NISHA

RAIDER / DISCIPLES



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

HIT AND RUN: May break engagement without causing a free attack.

EVASIVE: -2 to hit at long range.

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PILLAGER

RAIDER / DISCIPLES



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

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SAVOY

RAIDER / DISCIPLES



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

PURPOSE: Resistant to .

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SCAVVER

RAIDER / DISCIPLES



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

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SURVIVALIST

RAIDER / DISCIPLES



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

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TORMENTOR

RAIDER / DISCIPLES



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

BRUTAL: Gain .

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WASTER

RAIDER / DISCIPLES



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

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VETERAN

RAIDER / DISCIPLES



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

VERSATILE: Prior to a Skill Test, may spend up to one to gain 1 bonus.

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N.I.R.A.

RAIDER / DISCIPLES



STR	6
PER	3
END	7
CHA	4
INT	2
AGI	1
LUC	2

PARK GUIDE: Adds +2 to search tests.
TAKE A FLYER: Once per game, per player Gain Park Map.
EQUIPPED: Robot Swipe.

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COLTER

RAIDER



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

CHEATER: This model does not suffer the -2 modifiers to quick action skill tests and uses their standard color range rules for quick action movement.
TAUNT: -2 penalty for shooting if Colter is not the target.
EQUIPPED: Overboss Power Armor.

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GAGE

RAIDER



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

BATTLE EXPERIENCE: during turn where Gage activated, swap one for one .
TACTICAN: Not counted when calculating advantage marker.
EQUIPPED: Gage's Outfit.

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SHANK

RAIDER




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

WELL TRAVELLED: for Skill Tests on Danger and Creature tests.

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THE DISCIPLES SUB FACTION



- DON'T GET CAUGHT:** A Disciples model eliminates an enemy model while out of LoS of any other enemy model, they make make an immediate .
- Disciples models cannot wear Power Armor.
- FAVORED WEAPONS:** A Disciples model armed with the following weapon(s) adds to actions and quick actions made with that weapon.
 - Automatic Handmade Rifle
 - Disciples Blade

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THE PACK SUB FACTION



- PACK HUNTERS:** A Pack model gains both and if they complete a charge engaging an enemy model that is already engaged by another friendly Pack model.
(The model does not have to only pick one bonus dice for the next attack).
- The Pack models cannot wear Power Armor.
- FAVORED WEAPONS:** A Pack model armed with the following weapon(s) adds to actions and quick actions made with that weapon.
 - Automatic Handmade Rifle
 - Baseball Bat

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THE OPERATORS SUB FACTION



- BULLIES:** If there are two or more friendly Operator models within of each other they gain .
- Operator models cannot wear Power Armor.
- FAVORED WEAPONS:** An Operators model armed with the following weapon(s) adds to actions and quick actions made with that weapon.
 - Sniper Handmade Rifle
 - Persuasion Grenades

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UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Colter	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items, Power Armor	Does carry: Overboss Power Armor	152
Gage	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Gage's Outfit	78
Shank	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		39
Sierra	Upgrades, Wasteland Items, Usable Items, Standard Items		33
Mags	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		109
Lizzie	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		25
William	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		62
Operators Waster	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		31
Operators Scavver	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		30
Operators Survivalist	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		48
Operators Pillager	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		57
Operators Veteran	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		67
Operators Tormentor	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		63
Operators Butcher	Upgrades, Wasteland Items, Advanced Items, Hightech items, Usable Items, Standard Items		112
Mason	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		132
Hound	Dog Items	Does carry: Dog Bite	79
Pack Waster	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		35
Pack Scavver	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		35
Pack Survivalist	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		47
Pack Pillager	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		48
Pack Veteran	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		73
Pack Tormentor	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		67
Pack Butcher	Upgrades, Wasteland Items, Advanced Items, Hightech items, Usable Items, Standard Items		122



Dixie	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		87
Nisha	Upgrades, Wasteland Items, Advanced Items, Hightech items, Usable Items, Standard Items		115
Savoy	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		77
Disciples Waster	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		39
Disciples Scavver	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		42
Disciples Survivalist	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		65
Disciples Pillager	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		62
Disciples Veteran	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		82
Disciples Tormentor	Upgrades, Wasteland Items, Advanced Items, Hightech items, Usable Items, Standard Items		80
Disciples Butcher	Upgrades, Wasteland Items, Advanced Items, Hightech items, Usable Items, Standard Items		113
Sole Survivor	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items	May take: Items marked with *, Overboss Power Armor	89
Sole Survivor Tech	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items	May take: Items marked with *, Overboss Power Armor	88
Nira	Robot Items	Does carry: Robot Swipe	42



WASTELAND ITEMS		
Armor	Armored Pads	4
Armor	Heavy Raider Armor	22
Armor	Raider Armor Light	3
Armor	Raider Armor Sturdy	9
Armor	Disciples Armor	22
Armor	Disciples Armor Heavy	34
Armor	Operators Armor	28
Armor	Operators Armor Heavy	38
Armor	Pack Armor	22
Armor	Pack Armor Heavy	34
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
Heavy Weapon	Junk Jet	10
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	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	11
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

Thrown Weapon	Persuasion Grenade	5
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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	Disciples Blade	de
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	Hunting Revolver	7
Pistol	Thirst Zapper Cola	2
Pistol	Western Revolver	5
Rifle	Assault Rifle	9
Rifle	Combat Rifle	16
Rifle	Combat Shotgun	9
Rifle	Double-Barrel Shotgun	15
Rifle	Grenade Launcher	35
Rifle	Handmade Rifle	10
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		
Gear	Creature Patch	8
Gear	* Pipboy	21
Heavy Weapons	* Fat Man	30
Heavy Weapons	* Gatling Laser	27
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	Plasma Pistol	6
Pistol	* Penetrating Laser Pistol	8
Pistol	* Protectron's Gaze	7
Pistol	* Pulse Gun	11
Rifle	* Gauss Rifle	42
Rifle	* Laser Rifle	21
Rifle	Plasma Rifle	16
Rifle	* Tesla Rifle	16

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	Aligned Sights	12
Mod	Arm Breaker	4
Mod	Armor Piercing Receiver	5
Mod	Asbestos Lining	13
Mod	Automatic	
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	Handmade Rifle Sniper	10
Mod	Handmade Rifle Tactical	15
Mod	Handmade Rifle Semi-auto	6
Mod	Handmade Rifle Precision	10
Mod	Handmade Rifle High Caliber	8
Mod	Handmade Rifle Marksman's	5
Mod	Handmade Rifle Close Quarters	7
Mod	Handmade Rifle Automatic	14
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	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 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	Tesla Coils (Power Armor)	7
Mod	Thicker Plating	8
Mod	Toxic	5
Mod	V.A.T.S. Matrix Overlay	8
Mod	Venomous	3
Perk	Ace Operator	9
Perk	Action Boy / Girl	5
Perk	Adamantion Skeleton	8
Perk	Attack Dog	7
Perk	Basher	5
Perk	Big Leagues	5
Perk	Blitz	5
Perk	Bloody Mess	3
Perk	Chemist	6
Perk	Collaborative	15
Perk	Companion	10
Perk	Concentrated Fire	5

Perk	Chosen Disciple	7
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 Alpha	28
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
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	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	Raider Power Armor	34
* Armor	* T-45 Power Armor	44
* Armor	* T-51 Power Armor	60
* Armor	* T-60 Power Armor	82
* Armor	* X-01 Power Armor	102

DOG ITEMS

Armor	Chain Dog Collar	14
Clothes	Dog Bandana	4
Clothes	Spiked Muzzle	3

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	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

PERSONAL ITEMS

Armor	Gage's Outfit	15
Armor	Overboss Power Armor	51

