

FALLOUT WASTELAND WARFARE

GUNNERS

BATTLE MODE FACTION LIST

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LIEUTENANT CLINT

GUNNER



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

EQUIPPED: Laser Rifle with Enrage Mod.
VETERAN - Other Gunner Faction models get +1. This ability is not active when within of Tessa.

Shield	-
Lightning	-
Nuclear	-

Skills:

GUNNER CONSCRIPT

GUNNER



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

SCRAMBLE: Gain and

Shield	-
Lightning	-
Nuclear	-

Skills:

GUNNER SERGEANT

GUNNER



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


EXPERIENCE: Add / / to not already in weapon's effect.
SUPPRESSING FIRE - Gain

Shield	-
Lightning	-
Nuclear	-

Skills:

MR GUTSY

GUNNER



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, -2 (once max.)

Shield	2+1
Lightning	3
Nuclear	X

Skills:

TESSA

GUNNER



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


EQUIPPED: Tessa's Armor and Tessa's Fist.
HIT AND RUN - Tessa and other Gunner Faction models may break engagement without causing free attack. This ability is not active when within of Lieutenant Clint.

Shield	-
Lightning	-
Nuclear	-

Skills:

GUNNER COMMANDER

GUNNER



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

SPECIALITY: Ripper.
TACTICIAN: Other Gunners within not counted when calculating Advantage.

Shield	-
Lightning	-
Nuclear	-

Skills:

ASSAULTRON

GUNNER



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.

Shield	2+1
Lightning	4
Nuclear	X

Skills:

SERGEANT BAKER

GUNNER



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

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

Shield	-
Lightning	-
Nuclear	-

Skills:

GUNNER PRIVATE

GUNNER



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


ATTENTION: Ignore -2 during Reactions.
ON THE DOUBLE: Gain when activated.

Shield	-
Lightning	-
Nuclear	-


Skills:











UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Gunner Conscript	Upgrades, usable items, Advanced Items, High Tech items , Standard Items		33
Gunner Private	Upgrades, usable items, Advanced Items, High Tech items , Standard Items		46
Gunner Sergeant	Upgrades, usable items, Advanced Items, High Tech items , Standard Items		60
Gunner Commander	Upgrades, usable items, Advanced Items, High Tech items,Power Armor, Standard Items		74
Sergeant Baker	Upgrades, usable items, Advanced Items, High Tech items , Standard Items		71
Tessa	Upgrades, usable items, Advanced Items, High Tech items,Power Armor, Standard Items	Does carry: Tessa's Fist, Tessa's Armor	115
Lieutenant Clint	Upgrades, usable items, Advanced Items, High Tech items,Power Armor, Standard Items	Does carry: Laser Rifle, Enrage mod	123
Assaultron	Robot Items	Does carry: Assaultron Head Laser, Assaultron Swipe	249
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	90



GUNNERS



1. The following rules apply to all Units with the  icon:
 A Gunner's rank is indicated by the number of stars (0-3) next to their Gunner icon. More stars means higher rank. Abilities on a Unit Card with the  icon next to their name are only active when the model is within the  and LoS of a higher rank  model.
2. In addition to abilities shown on Gunner faction Unit Cards, all Gunner faction Units have the following special rules:
 -  **RUTHLESS:** Gunner gains 1  when it removes a non-friendly model.
 -  **ORDERS:** When activated, can make 1 Unready lower-rank Gunner model within *Yellow Ready*. (Maximum once per turn.)
3. Gunners faction Units cannot use  or  weapons with the word 'Pipe' in their title.

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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
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	Hunting Revolver	7
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	Environmental Suit	6
Armor	Heavy Combat Armor	34
Gear	Power Armor Patch	5
Gear	Pulse Shield	8
Gear	Robot Repair Patch	8
Gear	Stealth Boy	22
Gear	Zapper	8
Heavy Weapon	Fat Man	30
Heavy Weapon	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	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
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	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	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	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	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	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
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	Radroach Meat	10
Food	Squirrel on a Stick	15
Food	Sugar Bombs	7
Food	Yao Guai Rib Meat	24

POWER ARMOR		
Armor	T-45 Power Armor	44
Armor	T-51 Power Armor	60
Armor	Power Armor Frame	16

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

PERSONAL ITEMS		
Armor	Tessa's Armor	30
Melee	Tessa's Fist	12

