

Fallout™

MINIATURES



SUPER MUTANTS CORE BOX

INSTRUCTION BOOKLET · MODE D'EMPLOI · MONTAGEANLEITUNG
MANUAL DE INSTRUCCIONES · LIBRETTO D'ISTRUZIONI

THE SUPER MUTANTS CORE BOX INSTRUCTION BOOKLET

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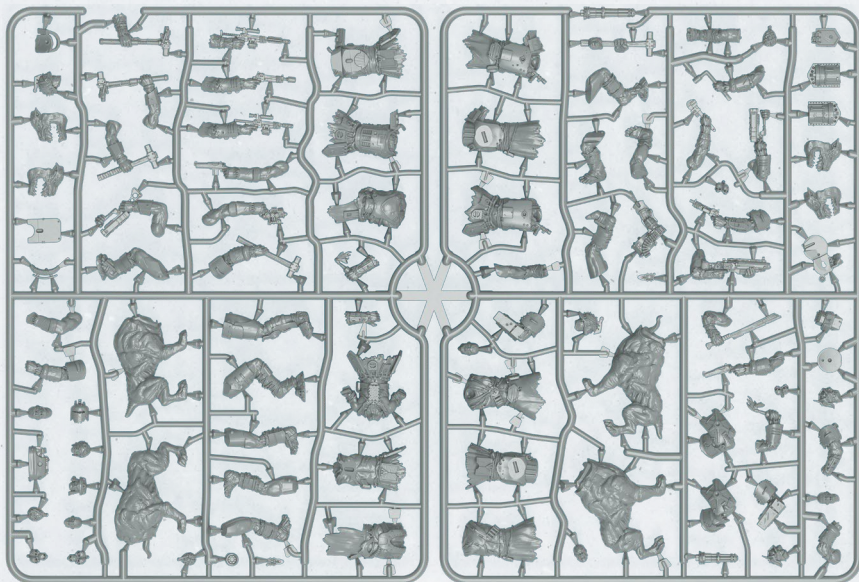
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x8 40mm Bases

READ ME FIRST!

The models in this box can be built in multiple ways. Please check the **Fallout: Wasteland Warfare** and/or **Fallout Factions: Core Rulebook** before you begin building.

EXPLANATION OF BUILD GUIDE SYMBOLS

I - Choose option **AA** - Paired options  - Complete  - Rotate  - Model within Starter List

ENG: Please read these instructions thoroughly before beginning assembly of your miniatures. We recommend removing each part from the frame using sharp plastic cutters or a hobby knife. Models should be assembled with plastic glue. This product should not be used by children under the age of 14 without adult supervision. This is not a toy. Choking hazard due to small parts. Plastic models supplied unpainted and unassembled.

FRE: Veuillez lire ce mode d'emploi avant d'assembler vos figurines. Nous vous recommandons d'utiliser un couteau de modélisme ou une lame pour plastiques aiguisée afin de retirer toutes les pièces de la grappe. Utilisez de la colle plastique pour assembler les figurines. Ce produit ne convient pas des enfants de moins de 14 ans sans supervision d'un adulte. Ceci n'est pas un jouet. Les pièces de petite taille représente un risque d'étouffement en cas d'ingestion. Figurines en plastique fournies non peintes et non assemblées.

GER: Lesen Sie bitte die Anweisungen sorgfältig, bevor Sie mit der Miniaturmontage beginnen. Wir empfehlen die Entfernung jedes Teils von ihrem Rahmen mit einem scharfen Kunststoffschneider oder einem Hobbymesser. Die Modelle sollten mit Kunststoffkleber montiert werden. Dieses Produkt sollte bei Kinder unter 14 Jahren unter Aufsicht eines Erwachsenen benutzt werden. Dies ist kein Spielzeug. Erstickungsgefahr durch verschluckbare Kleinteile. Die Kunststoffmodelle werden unbemalt und unmontiert geliefert.

SPA: Lea detenidamente las instrucciones antes de empezar a montar sus miniaturas. Recomendamos retirar cada pieza del armazón utilizando cutters afilados para plástico o cuchillos para manualidades. Los modelos deben ensamblarse con adhesivo para plástico. Este producto no debe ser utilizado por niños menores de 14 años sin la supervisión de un adulto. No es un juguete. Peligro de asfixia por la presencia de piezas pequeñas. Los modelos de plástico se suministran sin pintar y sin montar.

ITA: Leggere attentamente le istruzioni prima di assemblare le miniature. Raccomandiamo di rimuovere tutti i componenti dei modelli dal loro supporto usando un taglierino da plastica affilato o un coltellino da modellismo. Si consiglia di usare colla per plastica per assemblare i modelli. Questo prodotto non è adatto a bambini sotto i 14 anni senza la supervisione di un adulto. Questo non è un giocattolo. Contiene piccole parti che possono causare soffocamento. I modelli sono forniti smontati e non verniciati.

SUPER MUTANTS

"SUPER MUTANTS ARE THE RESULT OF VARIOUS GENETIC EXPERIMENTATIONS BY NEFARIOUS GROUPS ACROSS THE WASTELAND. ALTHOUGH THE REASONS BEHIND THESE RESEARCHES ARE VARIED, THEY ALL SHARE THE USE OF THE FORCED EVOLUTIONARY VIRUS. ALSO KNOWN AS FEV, THIS COMPOUND WARPS THE SUBJECT INTO A HULKING BRUTE WITH A HATRED FOR HUMANITY. WOE BETIDE THOSE WHO ASSUME THE MUSCLE OF A SUPER MUTANT SIGNIFIES A LACK OF INTELLIGENCE; EACH SUPER MUTANT POSSESSES AN ANIMAL CUNNING AND THE DESIRE TO USE IT."

CREW CREATION

All of the models in a Super Mutants crew must be chosen from this section.

CAPTIVE STORY ACTION: DEVOUR CAPTIVE

A Super Mutant crew may take the *Devour Captive* Story Action*, as described on pg. 62 of the **Fallout: Factions Rulebook**. Add this to your Story Sheet.

CREW LIMITS

This crew's Tier imposes a number of limits on it, as explained in the rules for creating a custom crew (pg. 29 of the **Fallout: Factions Rulebook**).

CREW LIMITS	TIER 1	TIER 2	TIER 3
Upgrade Limit per model	4	6	8
Champion Limit	2	3	4
Total Control Limit	2	4	6

MODEL CLASSES

MASTER (CHAMPION, LEADER)

S	P	E	C	I	A	L	♥
6	5	6	5	5	5	3	3

Perks

- **Burly** (Innate)
- **Natural Leader** (Innate)
- **Rad Resistant** (Endurance)

Weapon and Item Sets

- Plasma Pistol & Sledgehammer (46)
- Short Hunting Rifle & Super Sledge (48)



* If you intend to field the Super Mutants as part of a Starter Set Campaign, do not use this Story Action.

BRUTE (CHAMPION)

S	P	E	C	I	A	L	♥
6	5	6	5	4	5	2	2

Perks

- **Burly** (Innate)
- **Rad Resistant** (Endurance)

Weapon Sets

No more than two Brutes in a crew can have the same Weapon Set.

- Sledgehammer (37)
- Laser Rifle (40)
- Minigun (48)

SKIRMISHER (GRUNT)

S	P	E	C	I	A	L	♥
5	4	5	4	5	5	2	1

Perks

- **Burly** (Innate)
- **Rad Resistant** (Endurance)

Weapon Sets

No more than three Skirmishers in a crew can have the same Weapon Set.

- Automatic Pipe Rifle (28)
- Precision Pipe Rifle (30)
- Laser Rifle (33)
- Assault Rifle (33)

ENFORCER (GRUNT)

S	P	E	C	I	A	L	♥
5	3	5	3	5	4	2	1

Perks

- **Burly** (Innate)
- **Rad Resistant** (Endurance)

Weapon Sets

No more than three Enforcers in a crew can have the same Weapon Set.

- Pipe Pistol & Hand Weapon (17)
- Hand Weapon & Molotov Cocktails (25)
- Heavy Pipe Pistol & Sledgehammer (25)
- Molotov Cocktails & Super Sledge (26)
- Short Hunting Rifle & Molotov Cocktails (28)

HOUND (GRUNT)

You cannot recruit a Hound if half or more of your Grunts are already Hounds.

S	P	E	C	I	A	L	♥
4	2	4	3	3	5	1	1

Perks

- **Beast** (Innate)
- **Burly** (Innate)
- **Sic' Em** (Innate)
- **Rad Resistant** (Endurance)

Weapon Sets

- Claws & Jaws (10)



SUPER MUTANT WEAPONS

WEAPON	TYPE	TEST	TRAITS	CRITICAL EFFECT
Claws & Jaws*	Melee	4S	Fast	Suppress (1)
Hand Weapon	Melee	3S	Fast	—
Sledgehammer	Melee	4S	Unwieldy (5), Wind Up	Maim
Super Sledge	Melee	6S	Unwieldy (6)	Maim
Heavy Pipe Pistol	Pistol (8")	4A	CQB	Pierce
Pipe Pistol	Pistol (8")	4A	CQB	—
Plasma Pistol	Pistol (12")	4A	CQB	Meltdown
Assault Rifle	Rifle (20")	4P	Storm (1)	Maim
Automatic Pipe Rifle	Rifle (16")	3P	Aim (+1), Storm (1)	Suppress (2)
Laser Rifle	Rifle (18")	4P	—	Ignite (1)
Precision Pipe Rifle	Rifle (20")	3P	Aim (+2)	Pierce
Short Hunting Rifle	Rifle (14")	3P	—	Pierce
Minigun	Heavy (14")	4S	Slow, Storm (3)	Pierce
Molotov Cocktails*	Grenade (8")	2A	Area (2"), CQB	Ignite (2)

* This weapon cannot be Modified.

SUPER MUTANT PLOYS

In addition to the Ploys listed on pg. 27 in the *Fallout: Factions Core Rulebook*, a Super Mutant crew can choose from the following Ploys.

SURGING ADVANCE

You may enact this Ploy at the start of any Round except the first.

Each Unengaged model in your crew may be moved up to 4". During this move, no model can move into the Proximity of an Enemy model.

THE NEXT STAGE

You may enact this Ploy at the start of your Turn.

You may Recover 1 Harm on each of your models. Until the start of the next Round, increase each of your models Endurance by 1.

SUPER MUTANT TRAINING TABLE

When purchasing Upgrades (pg. 58 in the *Fallout: Factions Rulebook*) for models in a Super Mutant crew, use the following table.

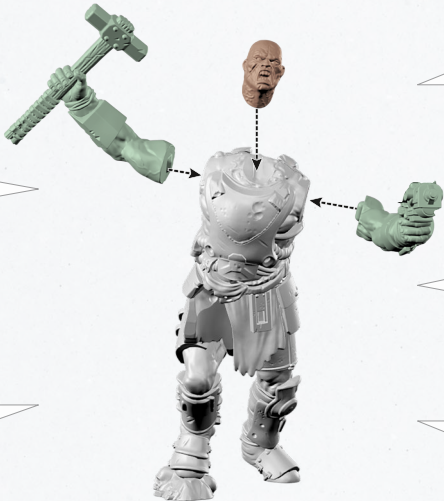
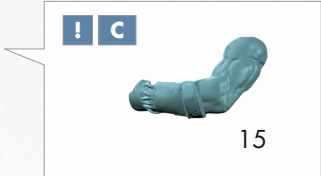
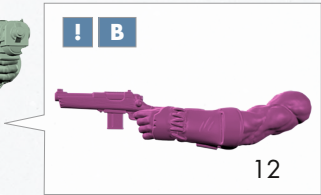
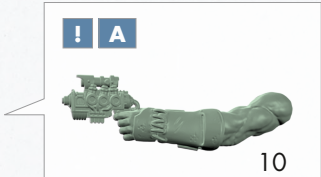
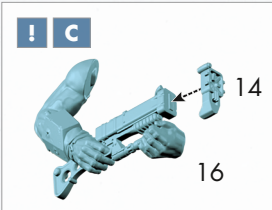
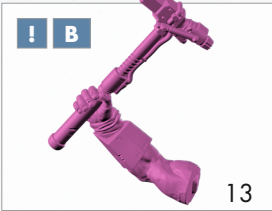
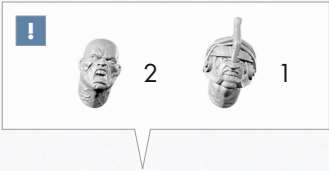
SCORE	UPGRADE	RATING INCREASE	
		CHAMPION	GRUNT
1-2	Increase the model's Strength by 1.	+10	+7
3	Increase the model's Perception by 1.	+10	+7
4-5	Increase the model's Endurance by 1.	+15	+9
6	Increase the model's Charisma by 1.	+8	+5
7	Increase the model's Intelligence by 1.	+8	+5
8	Increase the model's Agility by 1.	+10	+7
9	Choose one of the results above.	—	—
10	Choose one: • Increase the model's Luck by 1. • Increase the model's Health by 1.	+15 +20	+9 +12

SUPER MUTANT STARTER LIST*

MODEL (CLASS)	WEAPON SET	RATING
Master (Champion)	Short Hunting Rifle & Super Sledge	48
Brute (Champion)	Minigun	48
Skirmisher (Grunt)	Assault Rifle	33
Skirmisher (Grunt)	Laser Rifle	33
Enforcer (Grunt)	Heavy Pipe Pistol & Sledgehammer	25
Enforcer (Grunt)	Molotov Cocktails & Super Sledge	26
Hound (Grunt)	Claws and Jaws	10
Hound (Grunt)	Claws and Jaws	10
	Chems: Psycho x1 & Stimpak x1	15
Total Rating (Reputation)		248

*Models marked with  in the Build Guides make up this list.

BUILD GUIDE: MASTER/BRUTE





Master with a Sledgehammer
& Plasma Pistol

Master with a Super Sledge
& Short Hunting Rifle

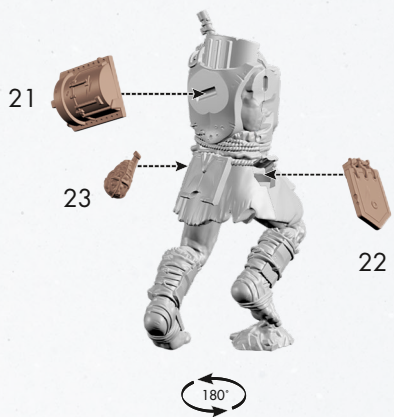
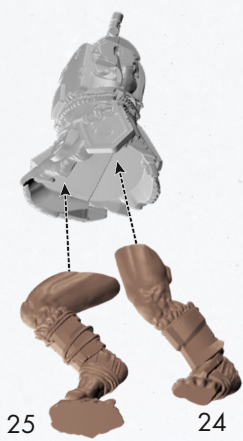
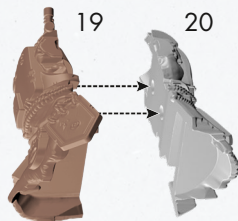


Brute with a Laser Rifle



40mm

BUILD GUIDE: BRUTE



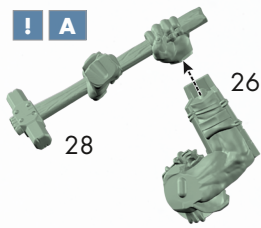
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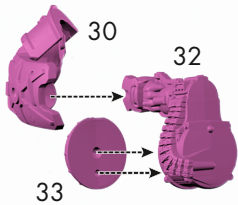
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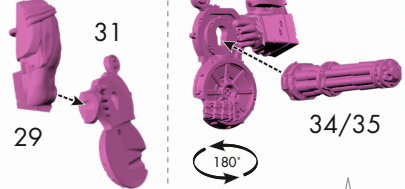
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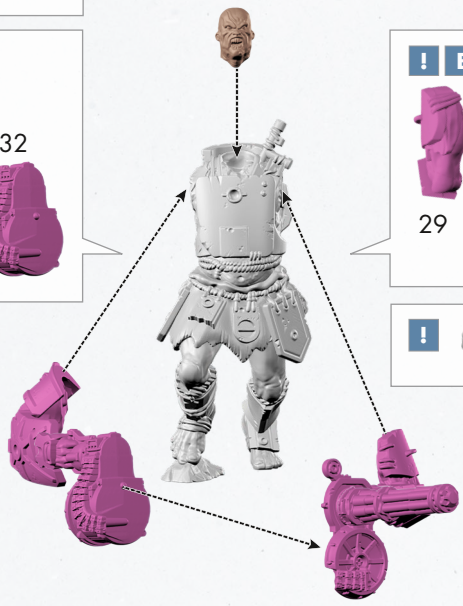
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Sledgehammer



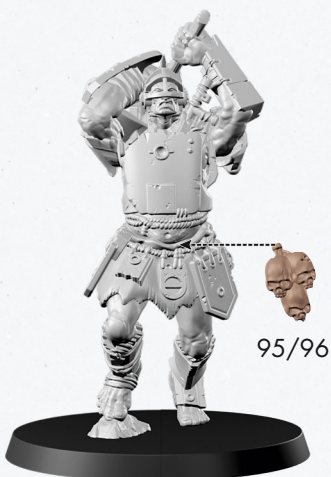
Minigun



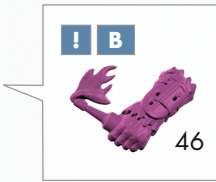
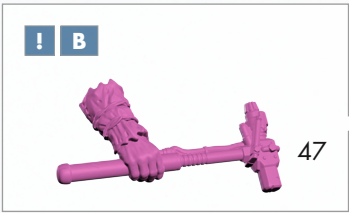
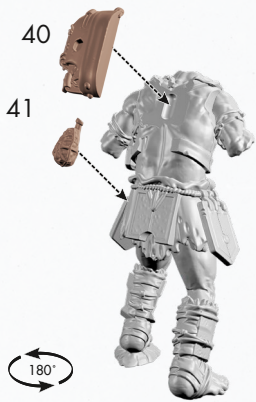
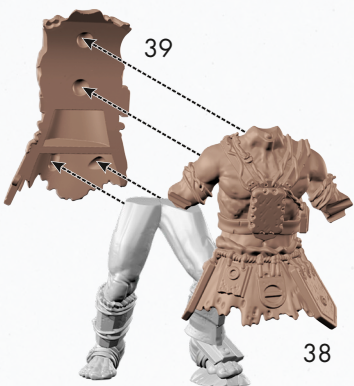
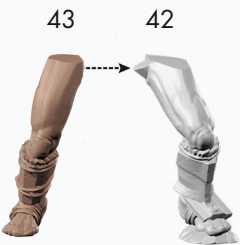
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BRUTE ACCESSORIES



BUILD GUIDE: SKIRMISHER/ENFORCER A



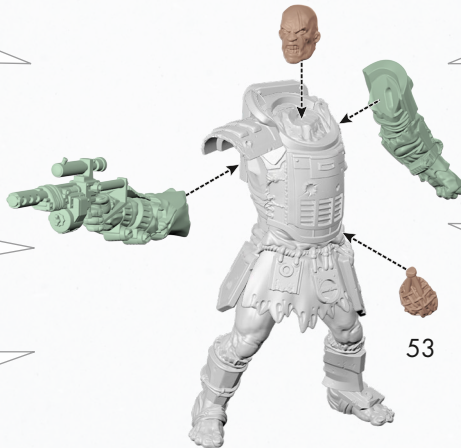
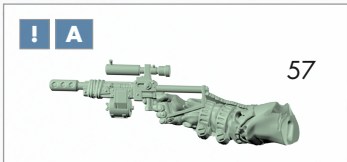
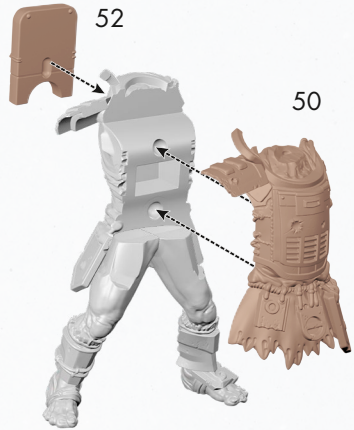
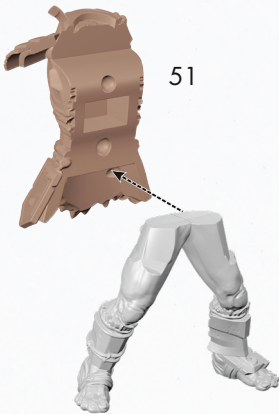
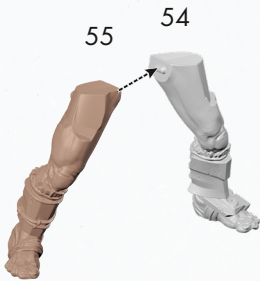
Precision Pipe Rifle



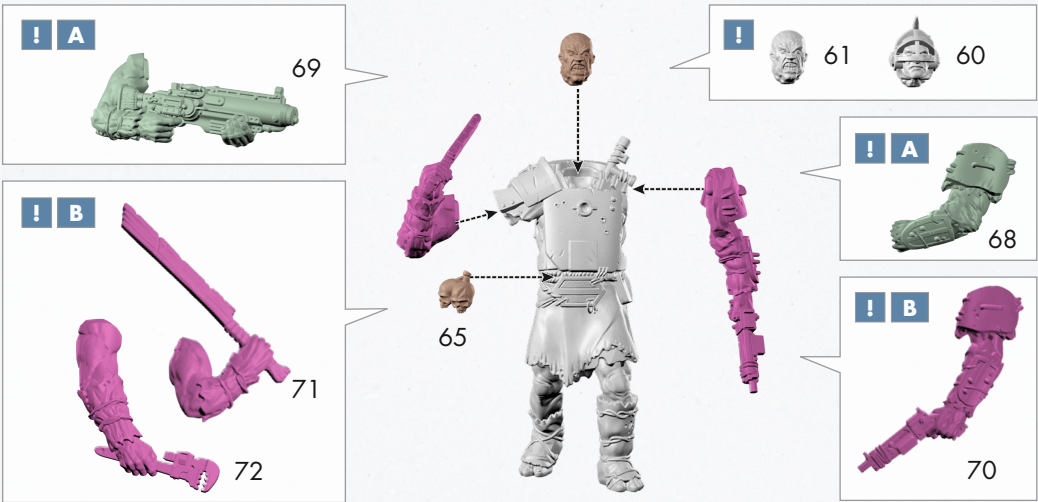
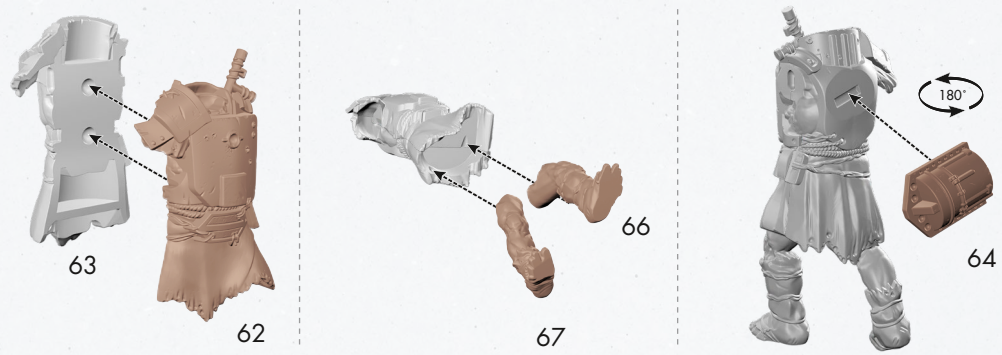
Super Sledge & Molotov Cocktails

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BUILD GUIDE: SKIRMISHER/ENFORCER B



BUILD GUIDE: SKIRMISHER/ENFORCER C



Assault Rifle

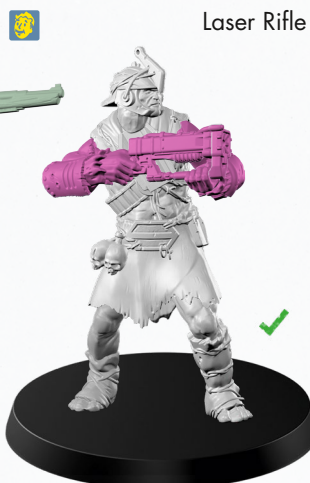
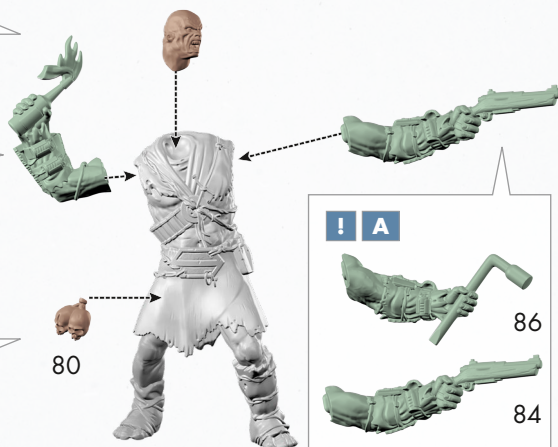
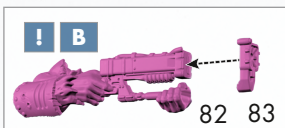
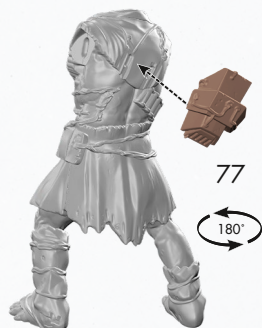
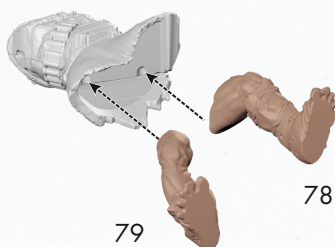
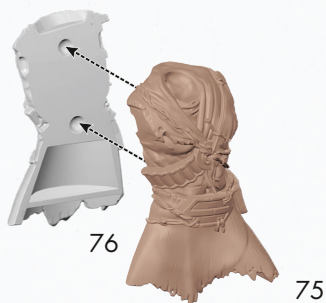


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Hand Weapon & Pipe Pistol

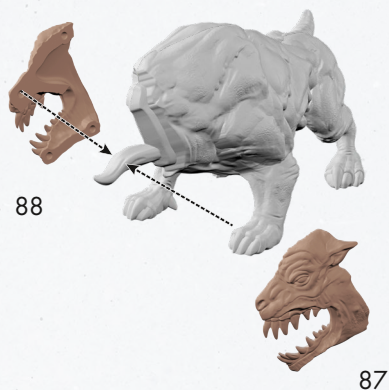
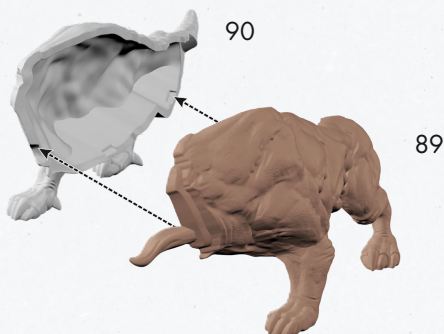


BUILD GUIDE: SKIRMISHER/ENFORCER D

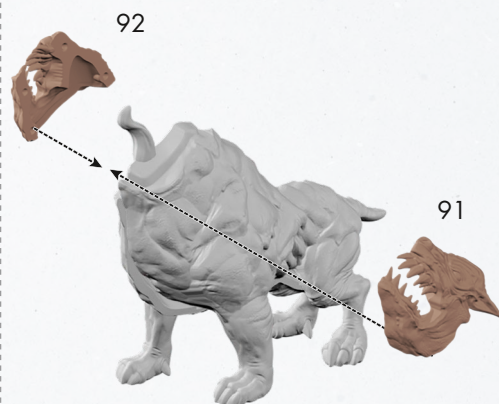
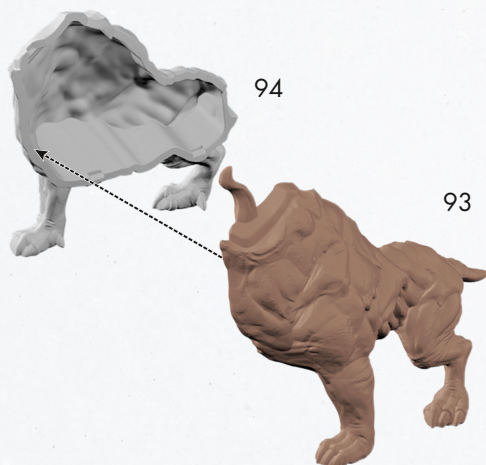


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BUILD GUIDE: HOUND A



BUILD GUIDE: HOUND B



Hound A with Claws and Jaws



40mm



Hound B with Claws and Jaws



40mm