

FALLOUT WASTELAND WARFARE


ENCLAVE

BATTLE MODE FACTION LIST

Made by the
Community

ARCADE GANNON

SURVIVOR



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

BETTER HEALING ✨: Any Limited Use Item that removes ☢️, removes 1 extra.
FIELD MEDIC ✨: Once per activation, can remove 1 ☢️ from non-robot model (not ☠️) in LoS and within Yellow.

☠️ -
☢️ -
☢️ -

👁️ ⚙️ ⚙️

ARMORED TRAINEE

ENCLAVE



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

HARDY ✨: Each model starts with ☠️.

☠️ -
☢️ -
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COLONEL AUTUMN

ENCLAVE



STR 3
PER 8
END 7
CHA 6
INT 6
AGI 5
LUC 3

MOTIVATING ✨: Gain V.A.T.S. ⚙️
PURPOSE ✨: Resistant to ⚡

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ED-E

SURVIVOR



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

OBSERVER ✨: Models can use Eyebot's LoS and Awareness for Charge and Triggers.
ENHANCED SENSORS ✨: Penalty to attack or engage models with Stealth Boy is PER -2.
EQUIPPED: Eyebot Testa Cannon.

☠️ 3
☢️ 2
☢️ X

👁️ ⚙️ ⚙️ ⚡ ⚡ ⚡

DOMESTICATED DEATHCLAW

ENCLAVE



STR 11
PER 6
END 10
CHA 2
INT 2
AGI 2
LUC 2


BARGE ✨: Can Move through smaller bases.
UNNERVING ✨: Skills used for skill tests which are not attacks on Deathclaw suffer -2 penalty.
CONTROLLED ✨: If party leader is removed from battlefield, Domesticated Deathclaw is considered an AI and all models are enemy models.
EQUIPPED: Deathclaw Swipe and Deathclaw Crush.

☠️ 3+1
☢️ 3+1
☢️ X

👁️ ⚙️ ⚡ ⚡ ⚡

TROOPER SCOUT

ENCLAVE



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

SNEAK ✨: Movement and ⚡ attacks are not triggers outside one range ruler distance.

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☢️ -
☢️ -

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EYEBOT

SURVIVOR



STR 2
PER 8
END 5
CHA 1
INT 2
AGI 3
LUC 3


OBSERVER ✨: Friendly models can use Eyebot's LoS for Charge and react to triggers which Eyebot is aware of.
EQUIPPED: Eyebot Laser.

☠️ 1
☢️ 1
☢️ X

👁️ ⚡ ⚡ ⚡

ASSAULTRON

ENCLAVE



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.

☠️ 2+1
☢️ 4
☢️ X

👁️ ⚡ ⚡ ⚡

LIEUTENANT

ENCLAVE



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

BRAVE ✨: Use Lieutenant's ⚡
SOLDIER ON ✨: Ignore one ☠️
MOVE OUT ✨: Gain ⚡
Count as wearing ⚡ for ⚡ abilities.

☠️ -
☢️ -
☢️ -

👁️ ⚙️ ⚡



ENCLAVE TRAINEE

ENCLAVE



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

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 -
 -

TESLA SOLDIER

ENCLAVE




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

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ANTICIPATE ✨: Attacks +
MINDFUL ✨: If not the target, model not included in Close Combat randomisation.
EQUIPPED: If wearing Enclave Power Armor or Hellfire Armor, equip Tesla Coils.

HELLFIRE TROOPER

ENCLAVE



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

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HARM ✨: Attacks +
CLOSE QUARTERS ✨: Ignore penalty for ranged weapons in close combat.

WARRANT OFFICER

ENCLAVE




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

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BRAVE ✨: Use Warrant Officer's
STEADY ✨: Use Expertise +
GET IT DONE ✨: Gain
 Count as wearing for abilities.

SENTRY BOT




STR 8
PER 7
END 13
CHA 2
INT 2
AGI 2
LUC 1

3+1
 2+1
 X

EQUIPPED: Missile Launcher and Minigun.
 At 0 , do not remove model but initiate self-destruct.
STABLE: May fire more than one per activation.

ENCLAVE SOLDIER

ENCLAVE



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

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PIERCE ✨: Attacks +
BREACH ✨: Short-range Shoot actions ignore 1 piece of cover.

SCIENCE SPECIALIST

ENCLAVE



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

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GENIUS: Never locked out of
LEARNED ✨: Unengaged models +1 INT.



FRANK HORRIGAN I

ENCLAVE



STR	8
PER	8
END	5
CHA	6
INT	5
AGI	5
LUC	1

UNNERVING: -2 penalty for all Skill Tests which are not attacks on Frank Horrigan I.


ENRAGED: When damage suffered, gain 1 / . Must be used on the next attack.

Also see Frank Horrigan Reference Card.

	6
	6
	X

FRANK HORRIGAN II

ENCLAVE



STR	10
PER	8
END	6
CHA	6
INT	4
AGI	4
LUC	2

FERVID: Resistant to all conditions.

BOOM: When first activated, gain .


IMPAIR: Before shot, may replace 3 with 0+.

Also see Frank Horrigan Reference Card.

	4
	4
	X

FRANK HORRIGAN III

ENCLAVE



STR	12
PER	5
END	4
CHA	6
INT	3
AGI	3
LUC	3

UNYIELDING: Immune to all conditions.

VIOLENT: attacks + .

UNPREDICTABLE: On activation: .

Also see Frank Horrigan Reference Card.

	3
	3
	X

CREATURES

1. Creatures can only use cards which show the icon, or specifically state can be used by Creatures on the cards, or are equipped by the Unit's card.
2. If a Creature has weapons named on its Unit card, those are the only weapons it may equip.
3. In addition to its weapons, a Creature may equip a total of 2 creature mods and 1 non-weapon creature item.
4. Creatures cannot gain or skills.

ENCLAVE TRAINING

Models with the icon have Enclave Training.

Aura abilities with the icon next to their name are only active when a model is wearing Enclave Power Armor or Hellfire Armor AND another model with Enclave Training wearing either Enclave Power Armor or Hellfire Armor is within .

Aura abilities with the icon next to their name only affect models with Enclave Training and wearing either Enclave Power Armor or Hellfire Armor.

Note that a model cannot be simultaneously affected by the same ability from multiple sources.

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FRANK HORRIGAN



BARGE: Can move through smaller bases.

Cannot use , , , , , .

EQUIPPED: Horrigan's Plasma Gun and Horrigan's Knife.

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ROBOTS

1. Robots with no named faction count as the same faction as the player's Leader.
2. Robots can only use cards which show the icon, or specifically state can be used by Robots on the cards, or are equipped by the Unit's card.
3. Robots are immune to and .
4. Damage can be removed from a Robot using a Robot Repair Kit.
5. A Robot may equip a total of 2 robot weapons, 2 robot mods and 1 non-weapon robot item.
6. If a Robot has weapons named on its Unit card, those are the only weapons it may equip.

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UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Arcade Gannon	Upgrades, High Tech Items, Advanced Items, Usable Items, Power Armour, Standard Items		51
Assaultron	Robot Items	Does carry: Assaultron Head Laser, Assaultron Swipe	249
Colonel Autumn	Upgrades, High Tech Items, Usable Items, Power Armor, Standard Items	May carry: Colonel Autumn's 10mm Pistol	95
ED-E	Robot Items	Does carry: Eyebot Tesla Canon	67
Enclave Soldier	Upgrades, High Tech Items, Usable Items, Power Armor, Standard Items	May carry: Ripper	87
Enclave Trainee	Upgrades, High Tech Items, Advanced Items, Usable Items, Power Armor, Standard Items		28
Eyebot	Robot Items	Does carry: Eyebot Laser	47
Frank Horrigan I		Does carry: Horrigan's Knife, Horrigan's Plasma Gun	210
Frank Horrigan II		Does carry: Horrigan's Knife, Horrigan's Plasma Gun	200/90*
Frank Horrigan III		Does carry: Horrigan's Knife, Horrigan's Plasma Gun	100/50*
Hellfire Trooper	Upgrades, High Tech Items, Usable Items, Power Armor, Standard Items	May carry: Ripper	100
Lieutenant	Upgrades, High Tech Items, Usable Items, Power Armor, Standard Items		57
Science Specialist	Upgrades, High Tech Items, Usable Items, Standard Items		40
Sentry Bot	Robot Items	Does carry: Missile Launcher, Minigun	261
Tesla Soldier	Upgrades, High Tech Items, Usable Items, Power Armor, Standard Items	Does carry: Tesla Coils. May carry: Ripper	93
Warrant Officer	Upgrades, High Tech Items, Usable Items, Power Armor, Standard Items		59
Armored Trainee	Upgrades, High Tech Items, Advanced Items, Usable Items, Power Armor, Standard Items		32
Trooper Scout	Upgrades, High Tech Items, Advanced Items, Usable Items, Standard Items		60
Domesticated Deathclaw	Creature Items	Does carry: Deathclaw Swipe, Deathclaw Crush	230
*Use x/ cost value for any first phase of multiphase unit and /x value for following phases. [x] - items limit per army			



ADVANCED ITEMS		
Armor	Light Army Helmet	2
Armor	Freefall Leg Armor	5
Armor	Combat Armor	9
Armor	Sturdy Metal Armor	15
Armor	Sturdy Combat Armor	22
Armor	Sturdy Leather Armor	15
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	Switchblade	2
Melee	Ripper	6
Mine	C4 Plastic Explosive	10
Mine	Fragmentation Mine	5
Pistol	.44 Revolver	6
Pistol	10mm Pistol	6
Pistol	Scoped 44. Magnum	10
Rifle	Assault Rifle	9
Rifle	Combat Rifle	16
Rifle	Combat Shotgun	9
Rifle	Chinese Assault Rifle	19
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

HIGH-TECH ITEMS		
Armor	Environmental Suit	6
Armor	Heavy Combat Armor	34
Armor	Enclave Scout Armor	12
Clothes	Enclave Officer's Hat	5

Gear	Creature Patch	8
Gear	Deathclaw Control Scrambler	10
Gear	Pheromone Emitter	8
Gear	Pheromone Mask	12
Gear	Power Armor Patch	5
Gear	Pulse Shield	8
Gear	Robot Repair Patch	8
Gear	Stealth Boy	22
Gear	Zaper	8
Heavy Weapon	Heavy Incinerator	30
Heavy Weapon	Fat Man	30
Heavy Weapon	Gatling Laser	27
Heavy Weapon	Incinerator	12
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	Mine Pulse Mine	4
Pistol	Laser Pistol	7
Pistol	Penetrating Laser Pistol	8
Pistol	Plasma Pistol	6
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	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	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
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	Cram	12
Food	Gum Drops	2
Food	Nuka-Cherry	20
Food	Nuka-Cola	15
Food	Nuka-Cola Wild	18
Food	Sugar Bombs	7

POWER ARMOR

Armor	Enclave Power Armor	49
Armor	Hellfire Armor	60
Armor	Power Armor Frame	16

Armor	T-51 Power Armor	60
Armor	X-01 Power Armor	102

ROBOT ITEMS

Gear	Robot Repair Kit	20
Heroic	Heroic Clunky	0.2
Mod	Damage Self-Destruction	4
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	Terminal Self-Destruction	25
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

CREATURE ITEMS

Armor	Corrugated Plates	4
Armor	Spiked Harness	5
Armor	Tesla Coil Harness	5
Clothes	Limb Braces	8
Gear	Chemical Coating	8
Gear	Dead Man's Switch	5
Gear	Domestication Unit	12
Heroic	Heroic Wild -	0.2

PERSONAL ITEMS

Pistol	Colonel Autumn's 10mm Pistol	10
Melee	Hoffigan's Knife	0
Rifle	Horrigan's Plasma Gun	0

