

Fallout™

MINIATURES



THE MINUTEMEN CORE BOX

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

THE MINUTEMEN CORE BOX INSTRUCTION BOOKLET

Lead Design Dom Westerland
Development Justin Talsma,
Dom Westerland,
Jess Gibbs
Writing Dom Westerland
Editing Robert Hebblethwaite,
Ben Maunder
Proofreading Georgina Siddle
Graphic Design Christoph Langum

Photographer Fátima Martín Pérez
Photo Retoucher Fátima Martín Pérez,
Amy Mei-Suan Leech
3D Design Colin Grayson
Miniature Painting Callum France
Studio Terrain Design Julian Jeratsch
Project Management Jamie MacKenzie
Production Management Peter Grochulski

MODIPIHUS ENTERTAINMENT

Chief Creative Officer Chris Birch
Chief Operations Officer Rita Birch
Managing Director Cameron Dicks
Head of Brand Samantha Webb
Head of Creative Services Jon Webb
Head of Product Development Blażej Kubacki
Senior Creative Manager Kieran Street
Logistics and Production Manager Peter Grochulski
Lead Art Director & Studio Coordinator Rocio Martín Pérez
Senior Art Director Ariel Orea
Senior Photographer Fátima Martín Pérez
Principal 3D Designer Jonny La Trobe-Lewis
Lead 3D Plastics Designer Colin Grayson
Lead 3D Resin Designer Joana Abbott
Senior 3D Plastics Designer Chris 'Chrispy' Peacey
Senior 3D Designers Ben de Bosdari,
Sean Bullough,
Domingo Díaz Fermin
3D Designer Jose Roig
Lead Studio Painter Callum France
Senior Studio Painter Rosie Williams
Studio Painter Amy Snuggs
Senior Studio Terrain Designer Julian Jeratsch
Principal Graphic Designer Michael E. Cross
Graphic Designers Jane Robertson,
Stephanie Toro,
Chris Webb,
Mark Whittington
Senior Audio & Video Producer Steve Daldry
Senior Development & Editorial Manager Bryce Johnston
Editorial Manager Robert Hebblethwaite
Line Editor Richard L Gale
Development Scheduler & Administrator Justin Talsma
Lead Game Designer Evie Moriarty
Games Designer (QA) Dom Westerland
Senior Game Designer (RPG) Nathan Dowdell
Game Designer Andy Douthwaite
Senior Game Writer Ben Maunder
Game Developer (Data Analysis) Jess Gibbs

Senior Project & Events Manager Daniel Lade
Senior Project & Process Manager Gavin Dady
Senior Project Manager Jamie MacKenzie
Project Managers Jim Johnson,
Haralampos Tsakiris
John Wilson
Senior Operations & Logistics Manager John Wilson
Factory Manager Martin Jones
Senior Production Operatives Drew Cox,
Warwick Voyzey
Lead Production Operatives Jake Pink,
Miles Turner
Production Operatives Thomas Bull,
Rebecca Cartwright,
Louis Hartley-Edwards,
Christopher Leigh,
Jake Skinner-Guy
Assembly Team Elaine Elizabeth Hughes,
Nichola Jones,
Michelle Richards
Tool Makers Luke Gill,
David Hextall,
Anthony Morris
Lloyd Gyan
Community Manager Sophie May
PR Manager Chloe MacInnes
Junior Social Video Producer Matt Timm
Translations and Publishing Manager Matt Vann-Hinton
Sales Account Manager Matthew Eglington,
Elizabeth Parr-Morley
Account Managers Shaun Hocking
Marketing Coordinator Shareef Dahroug
Marketing Manager Georgie Reeve
Marketing Assistant Chris Dann
Customer Support Team Leader Jagdeep Thiara
Customer Support Representative Stephanie Catala
Operations Assistant Apinya Ramakomud
Webstore Manager Valya Mkrtrchyan
Financial Analyst Ofelya Mnatsakanyan
Accounts Payable Manager
Accounts Receivable Specialist
& Finance Coordinator Hollie Shepperson

SPECIAL THANKS

The Bethesda design team: Michael Kochis, David Evans, Jessica Williams, Alan Nanes, Matt Daniels, Kurt Kuhlmann, Jon Paul Duvall, Jessica Daniels and Emil Pagliarulo

Modiphius Entertainment Ltd.
39 Harwood Rd,
London SW6 4QP, United Kingdom
info@modiphius.com
www.modiphius.net

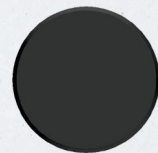
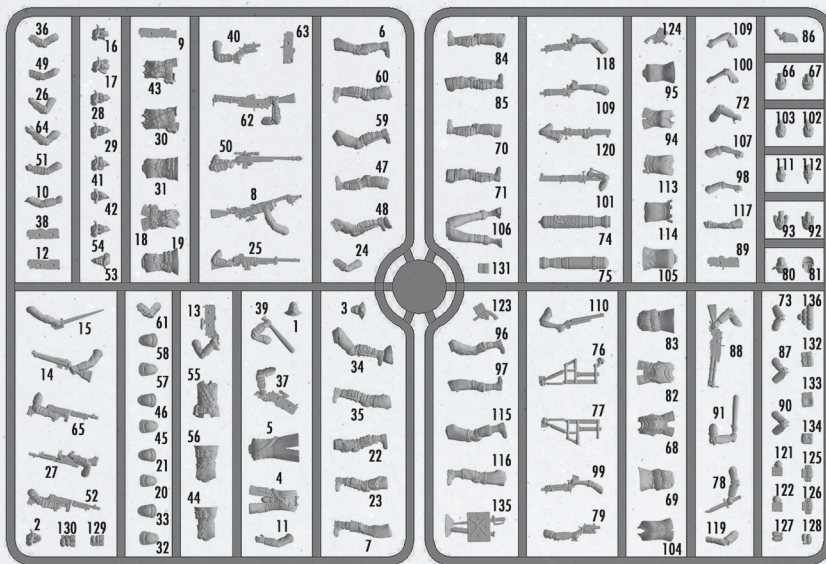
Modiphius Entertainment Product Number: MUH1620142

ISBN: 5060523347070

© 2026 ZeniMax, ZeniMax, Bethesda Game Studios, and Fallout are trademarks of the ZeniMax group of companies.
All rights reserved. The underlying game systems and mechanics are copyright works © 2026 of Modiphius Entertainment Ltd.
All rights reserved. "Modiphius"®, "2d20"™ and the Modiphius logos are trade marks or registered trade marks of Modiphius Entertainment Ltd. Any trademarked names are used in a fictional manner; no infringement is intended. This is a work of fiction.
Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context. Any unauthorised use of copyrighted material is illegal.

Manufactured by Altera Plastics, LLC
in China | Batch Number: 64279

EU representative: Modiphius Europe Ltd. Calle de Peñuelas 43, Local G y H, Madrid, Spain, 28005.
Tel: +34614367815 | safety@modiphius.com



x10 30mm 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 Battle for Boston** rules before you begin building.

EXPLANATION OF BUILD GUIDE SYMBOLS

 - Choose option  - 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.

THE MINUTEMEN

"BOSTON IS AN AREA SEEPED IN A RICH HISTORY, PART OF WHICH HAS INSPIRED THE MINUTEMEN. NOT TRAINED SOLDIERS, BUT RATHER A RALLIED CITIZEN MILITIA, THE MINUTEMEN TAKE THEIR NAME FROM THE PROMISE OF BEING ABLE TO RESPOND TO A CITIZEN'S CALL AT A MINUTE'S NOTICE. BELIEF IN THAT PROMISE WAS STAMPED OUT FOR GOOD IN OCTOBER 2287 WHEN THE TOWN OF QUINCY WAS SLAUGHTERED BY THE GUNNERS, A MASSACRE THAT THE MINUTEMEN WERE UNABLE TO PREVENT. ALL IS NOT LOST, HOWEVER, WORD SPEAKS OF TEAMS OF UNIFORMED VOLUNTEERS MARCHING OUT TO PROTECT THOSE IN NEED; THE CREAKY CRANK OF LASER MUSKETS CAN BE HEARD ONCE MORE..."

CREW CREATION

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

CREW LIMITS

The crew's Tier imposes a number of limits on it, as explained in the rules for creating a custom crew (pg. 34 in *Fallout: Factions Battle for Boston*).

CREW LIMITS	TIER 1	TIER 2	TIER 3
Upgrade Limit per model	4	6	8
Champion Limit	3	4	5
Total Control Limit	5	10	15

MODEL CLASSES

COLONEL (CHAMPION, LEADER)

S	P	E	C	I	A	L	♥
4	6	5	5	6	5	3	3

Perks

- **Natural Leader** (Innate)
- **Covering Fire** (Innate)

Weapon and Item Sets

- Short Hunting Rifle & Revolutionary Sword (39)
- Scoped Laser Musket (42)
- Focused Laser Musket (45)



LIEUTENANT (CHAMPION)

S	P	E	C	I	A	L	♥
4	5	4	4	5	4	2	2

Perks

- **Covering Fire** (Innate)

Weapon Sets

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

- Pipe Revolver & Baseball Bat (30)
- Submachine Gun (31)
- Scoped Laser Musket (34)
- Combat Rifle (35)

BREACHER (GRUNT)

S	P	E	C	I	A	L	♥
4	3	4	3	4	4	2	1

Perks

- **Covering Fire** (Innate)

Weapon Sets

No more than three Breachers in a crew can have the same Weapon Set containing a Pipe Revolver. Additionally, no more than two Breachers in a crew can have a Broadsider.

- Pipe Revolver & Hand Weapon (18)
- Pipe Revolver & Baseball Bat (20)
- Broadsider (30)

RIFLEMAN (GRUNT)

S	P	E	C	I	A	L	♥
3	4	4	4	4	3	2	1

Perks

- **Covering Fire** (Innate)

Weapon Sets

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

- Submachine Gun (17)
- Laser Musket (20)
- Hardened Sniper Rifle (25)

MILITIA (GRUNT)

No more than half of the Grunts in a Minutemen crew can be Militia.

S	P	E	C	I	A	L	♥
3	4	3	3	3	3	1	1

Perks

- **Covering Fire** (Innate)

Weapon Sets

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

- Pipe Pistol (10)
- Pipe Rifle (14)
- Double-barrelled Shotgun (14)



MINUTEMEN WEAPONS

WEAPON	TYPE	TEST	TRAITS	CRITICAL EFFECT
Baseball Bat	Melee	3S	Wind Up	Suppress (1)
Hand Weapon	Melee	3S	Fast	—
Revolutionary Sword	Melee	4S	Duel	Pierce
Pipe Pistol	Pistol (8")	4A	CQB	—
Pipe Revolver	Pistol (12")	3A	Aim (+1), CQB	Pierce
Combat Rifle	Rifle (24")	4P	—	Maim
Double-barrelled Shotgun	Rifle (12")	3P	Storm (2)	Maim
Focused Laser Musket	Rifle (15")	5P	—	Pierce
Hardened Sniper Rifle	Rifle (36")	2P	Aim (+3)	Showstopper
Laser Musket	Rifle (15")	4P	—	Pierce
Pipe Rifle	Rifle (20")	3P	Aim (+1)	Suppress (1)
Scoped Laser Musket	Rifle (22")	4P	—	Pierce
Short Hunting Rifle	Rifle (14")	3P	—	Pierce
Submachine Gun	Rifle (8")	2P	Fast, Storm (3)	—
Broadsider	Heavy (36")	5S	Beam, CQB, Slow	Maim



MINUTEMEN PLOYS

MORTAR BOMBARDMENT

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

Choose a Target point on the Battlefield. All models (from either crew) within 3” of that point suffer 1 Harm. If this causes Excess Harm, the model suffers an Injury.

RAPID RESPONSE

You may enact this Ploy at the start of the game, before the start of the first Turn.

In the first Round of the game, models in your crew move 3”, rather than 2”, when moving as part of the Covering Fire rule.

MINUTEMEN TRAINING TABLE

When purchasing Upgrades (pg. 46 in the *Fallout: Factions Battle for Boston Rulebook*) for models in a Minutemen crew, use the following table.

SCORE	UPGRADE	RATING INCREASE	
		CHAMPION	GRUNT
1	Increase the model’s Strength by 1.	+10	+7
2-3	Increase the model’s Perception by 1.	+10	+7
4	Increase the model’s Endurance by 1.	+15	+9
5-6	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



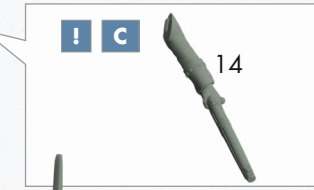
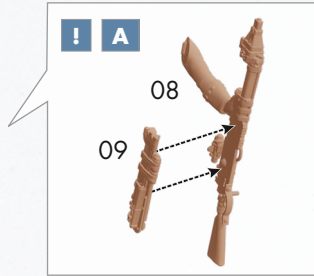
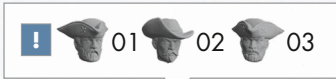
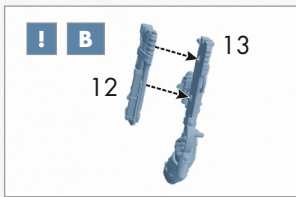
MINUTEMEN STARTER LIST*

MODEL (CLASS)	WEAPON SET	RATING
Colonel (Leader, Champion)	Short Hunting Rifle & Revolutionary Sword	39
Lieutenant (Champion)	Combat Rifle	35
Lieutenant (Champion)	Scoped Laser Musket	34
Breacher (Grunt)	Broadsider	30
Breacher (Grunt)	Pipe Revolver & Baseball Bat	20
Rifleman (Grunt)	Hardened Sniper Rifle	25
Rifleman (Grunt)	Laser Musket	20
2x Militia (Grunt)	Pipe Rifle	28
Militia (Grunt)	Double-barrelled Shotgun	14
Total Rating (Reputation)		245

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



BUILD GUIDE: COLONEL



Focused Laser Musket



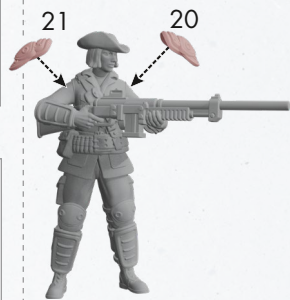
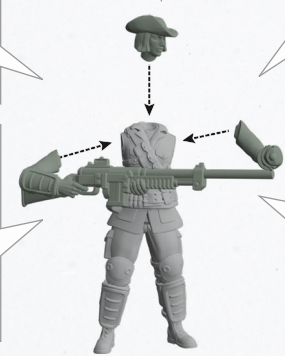
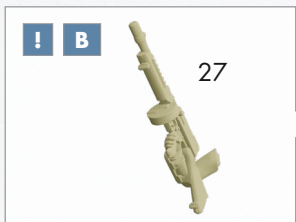
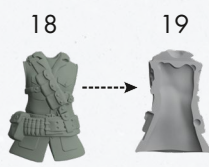
Scoped Laser Musket



Short Hunting Rifle & Revolutionary Sword



BUILD GUIDE: LIEUTENANT A



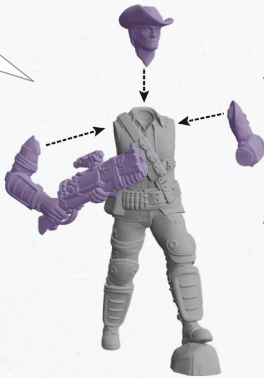
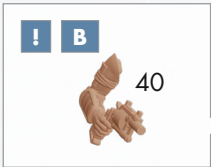
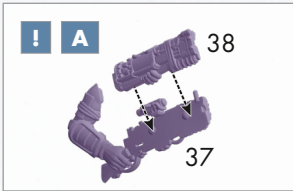
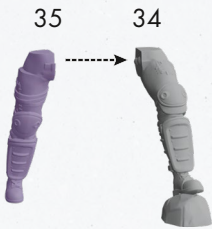
Combat Rifle



Submachine Gun



BUILD GUIDE: LIEUTENANT B



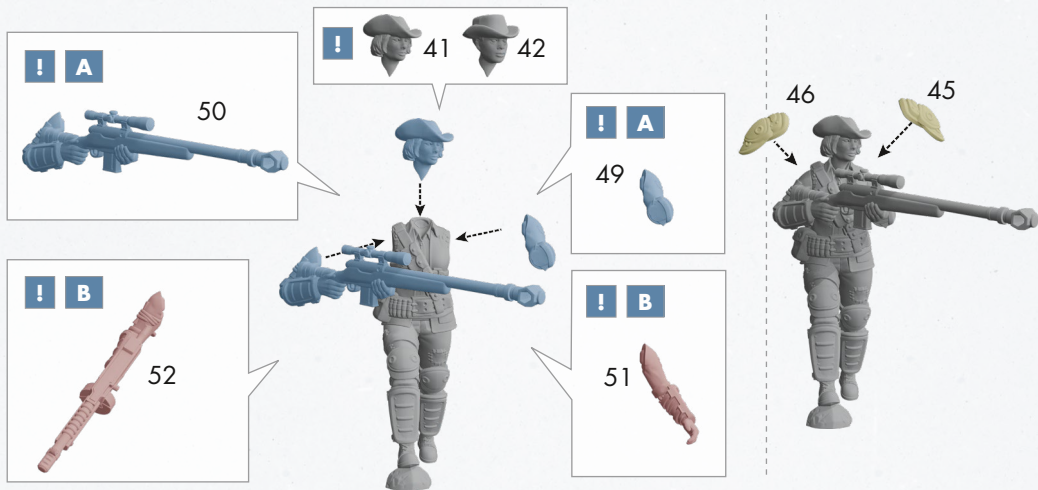
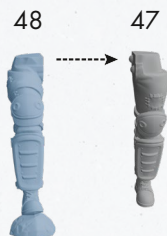
Scoped Laser Musket



Pipe Revolver & Baseball Bat



BUILD GUIDE: RIFLEMAN A



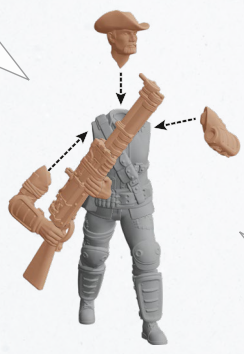
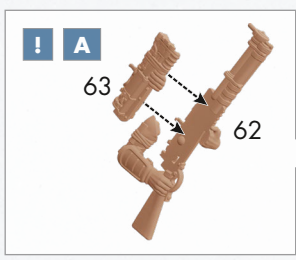
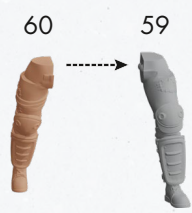
Hardened Sniper Rifle



Submachine Gun



BUILD GUIDE: RIFLEMAN B



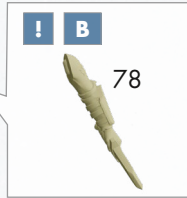
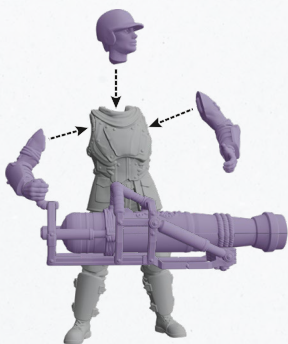
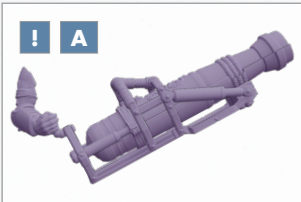
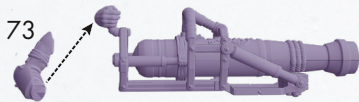
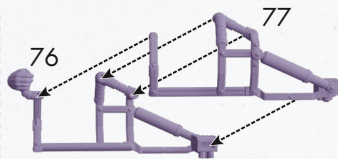
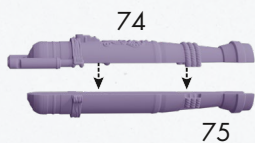
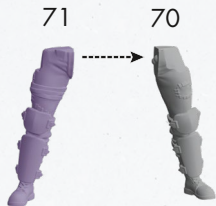
Laser Musket



Submachine Gun



BUILD GUIDE: BREACHER A



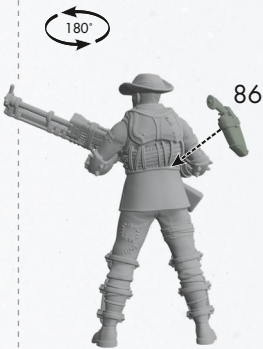
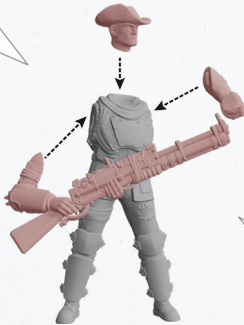
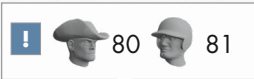
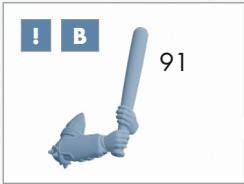
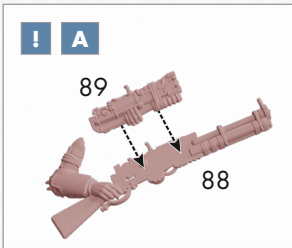
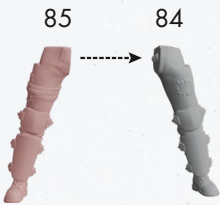
Broadsider



Pipe Revolver & Hand Weapon



BUILD GUIDE: BREACHER B/RIFLEMAN C



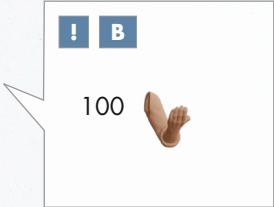
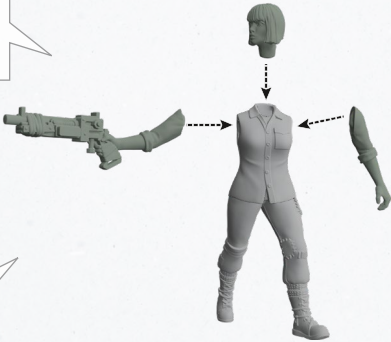
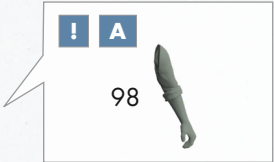
Laser Musket



Pipe Revolver & Baseball Bat



BUILD GUIDE: MILITIA A

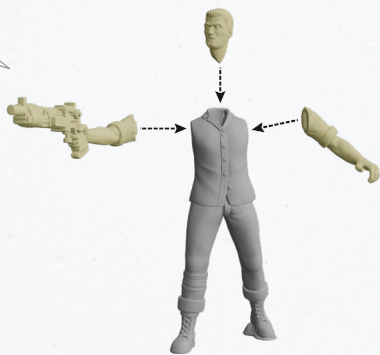
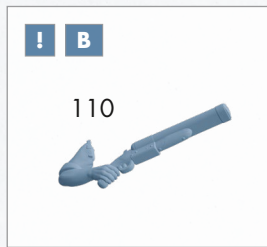
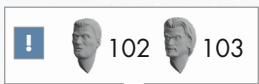
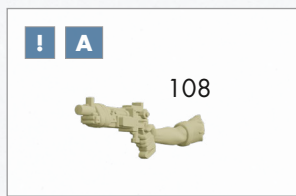


Pipe Pistol 

Pipe Rifle



BUILD GUIDE: MILITIA B



Pipe Pistol 



Double-barrelled Shotgun



BUILD GUIDE: MILITIA C

113



114



116



115



! A



118

!



111



112

! A



117

! B



120

! B



119



Pipe Pistol



Pipe Rifle



BASE TOPPERS AND ACCESSORIES

