

# FALLOUT WASTELAND WARFARE

## *SUPER MUTANTS*

### BATTLE MODE FACTION LIST

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### AVIATOR

SUPER MUTANT



STR 7  
PER 4  
END 8  
CHA 4  
INT 4  
AGI 5  
LUC 3

EQUIPPED: Aviator Cap at no extra cost.

Icons: [Shield] -, [Lightning] -, [Nuclear] X

Skills: [Eye] [Gear]

### BRUTE

SUPER MUTANT




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

Icons: [Shield] -, [Lightning] -, [Nuclear] X

Skills: [Eye] [Gear]

### BEHEMOTH

SUPER MUTANT



STR 13  
PER 3  
END 16  
CHA 2  
INT 1  
AGI 1  
LUC 2


REACH: [Shield] weapons have range Orange.  
BARGE: Can move through smaller non-friendly bases.  
UNNERVING [Star]: -2 penalty for all Skill Tests which are not attacks on Behemoth.  
SPECIALITY: Fire Hydrant bat.

Icons: [Shield] 3+1, [Lightning] 2+1, [Nuclear] X

Skills: [Eye] [Gear] [No Fire Hydrant]

### CENTAUR

SUPER MUTANT



STR 6  
PER 6  
END 9  
CHA 1  
INT 1  
AGI 3  
LUC 1

QUIET: Does not cause Triggers outside one range ruler distance.  
EQUIPPED: Centaur Lash and Centaur Spit.

Icons: [Shield] -, [Lightning] -, [Nuclear] X

Skills: [Eye] [Gear] [No Fire Hydrant] [No Trigger]

### ENSLAVED TECH

SURVIVOR



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

FREE: If faction is Survivor, replace this card's title with Free Tech: +1 End and +1 [Shield].  
GENIUS: Never locked out of [Computer].  
BACK-UP: If friendly model within Presence, [Target] rolls get + [Shield].

Icons: [Shield] -, [Lightning] -, [Nuclear] -

Skills: [Eye] [Gear]

### FAWKES

SURVIVOR / SUPER MUTANT



STR 8  
PER 4  
END 9  
CHA 5  
INT 3  
AGI 5  
LUC 4

LUCKY: Once per round, if Fawkes would take damage that would reduce his [Heart] to 0, flip a [Coin]. If lucky, Fawkes remains on the battlefield with 1 [Heart].

Icons: [Shield] -, [Lightning] -, [Nuclear] X

Skills: [Eye] [Gear] [No Fire Hydrant]

### HAMMER

SUPER MUTANT



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

ORDERS: When activated, can make 1 Unready friendly model within Yellow Ready.  
SPECIALITY: Super Sledge.  
HAMMER TIME: Can choose [Shield] for Charge bonus instead of [Shield] / [Shield].

Icons: [Shield] -, [Lightning] -, [Nuclear] X

Skills: [Eye] [Gear]

### LILY

NIGHTKIN



STR 7  
PER 5  
END 8  
CHA 5  
INT 5  
AGI 6  
LUC 4

LEO: Each time Lily is activated, player chooses whether Lily will be Unpredictable on [Target] or on [Target] prior to roll (instead of [Star]).  
Assault Carbine: Add Silenced Mod for free.

Icons: [Shield] -, [Lightning] -, [Nuclear] X

Skills: [Eye] [Gear] [No Fire Hydrant]

### MARCUS

SUPER MUTANT



STR 9  
PER 5  
END 10  
CHA 4  
INT 7  
AGI 7  
LUC 2

CONCERN: If a friendly model in [Target] and LoS is damaged by an attack, gain [Shield] if none held.  
LAST RESORT: Will not attack until Opposing faction has attacked in the battle.  
EQUIPPED: Marcus Punch.

Icons: [Shield] -, [Lightning] -, [Nuclear] X

Skills: [Eye] [Gear] [No Fire Hydrant]



### MUTANT HOUND

SUPER MUTANT



STR 6  
PER 7  
END 5  
CHA 2  
INT 2  
AGI 7  
LUC 1

SENSES: Does not need LoS to a target to use Charge.  
EQUIPPED: Hound bite.  
LEAP: Can climb but can not end movement mid-climb.

1  
1  
X

### MUTANT HOUND FIEND

SUPER MUTANT



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

SENSES: Does not need LoS to a target to use Charge.  
EQUIPPED: Hound bite.  
LEAP: Can climb but can not end movement mid-climb.

1  
1  
X

### MASTER

SUPER MUTANT



STR 9  
PER 4  
END 9  
CHA 2  
INT 5  
AGI 4  
LUC 3

-  
-  
X

### NIGHTKIN

NIGHTKIN




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

-  
-  
X

### RAUL

SURVIVOR



STR 3  
PER 7  
END 7  
CHA 3  
INT 5  
AGI 5  
LUC 1

OLD VAQUERO: When friendly model removed gain . Must be used on next attack.

-  
-  
X

### OVERLORD

SUPER MUTANT



STR 9  
PER 5  
END 11  
CHA 2  
INT 5  
AGI 3  
LUC 2

FEROCITY : Once per activation, 1 other Super Mutant in close combat may swap 1 / / for 1 .

PURPOSE: Resistant to .

INCITE : Other Super Mutants activated same turn as Overlord Charge 1 color longer. (Not or )

-  
-  
X

### TABITHA

NIGHTKIN



STR 9  
PER 4  
END 10  
CHA 6  
INT 6  
AGI 5  
LUC 3

RELIABLY CRAZY: Does not use Nightkin's Unpredictable ability.

-  
-  
X

### WEAK BEHEMOTH

SUPER MUTANT



STR 12  
PER 3  
END 12  
CHA 2  
INT 1  
AGI 1  
LUC 2

REACH: weapons have range Orange.  
BARGE: Can move through smaller non-friendly bases.  
UNNERVING : -2 penalty for all skill rolls which are not attacks on Weak Behemoth.

2 + 1  
3  
X

### SKIRMISHER

SUPER MUTANT



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

-  
-  
X



### STRONG SUPER MUTANT



STR	7
PER	4
END	8
CHA	4
INT	5
AGI	5
LUC	2


Set up: If Leader's faction is not a Survivor, add

PRECISE : Outnumbered bonus can be instead of

EQUIPPED: Entangle Perk.

	-
	-
	X

### SUICIDER SUPER MUTANT



STR	7
PER	5
END	8
CHA	3
INT	2
AGI	3
LUC	2

When within *Orange* of opposing model, can detonate Suicider Mini Nuke (remove Suicider). After taking damage: roll . Instant detonation. If removed by critical, no detonation and drops Suicider Mini Nuke.

EQUIPPED: One Suicider Mini Nuke only.

	-
	-
	X


### SUPER MUTANT SUPER MUTANT



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

	-
	-
	X

### SWAN I SUPER MUTANT



STR	13
PER	5
END	7
CHA	2
INT	2
AGI	3
LUC	2


BOAT CHARGE: When engaging due to Swan Charge. Target Tests END. Fail: Gain

PURPOSE: Resistant to Stun

EQUIPPED: Ship Anchor, Behemoth Rock Throw, Ship Anchor Slam

	3+1
	3+1
	X

### SWAN II SUPER MUTANT




STR	12
PER	3
END	9
CHA	2
INT	3
AGI	5
LUC	2

SWAN BOAT SHIELD: Ranged weapon attacks must add 1 additional amount of cover.

EQUIPPED: Ship Anchor, Behemoth Rock Throw, Ship Anchor Sweep, Swan Grab.

	5
	4
	X

### FIST SUPER MUTANT




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

TAUNT : -2 penalty for all non-friendly Shooting if Fist is not the target.

CLIMBER: +2 AGI for climb tests. First Climb roll of a climb automatically succeeds.

	-
	-
	X

### SUPER MUTANTS



Units which show 'Super Mutant' under their Unit name:

- Use for Skill Test when using ranged weapon in Close Combat.
- Can not wear
- Immune to
- Food counts as cooked when eaten.

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### NIGHTKIN

All Nightkin are Super Mutants and follow all the rules on the Super Mutant Type Card.

PROWL: Nightkin models benefit from the effects listed on the Stealth Boy item card during Rounds 1 and 2. This effect ends immediately if the Nightkin model makes an attack. Prowl does not require a Stealth Boy.

UNPREDICTABLE: When activated, roll . If any , model gains the following during their activation:

+2 STR +1 +1

This model may not use the Prepare action, and must use an action to attack or engage an opposing model if possible.

If result was rolled, gain after activation.


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### CREATURES

- 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.
- If a Creature has weapons named on its Unit card, those are the only weapons it may equip.
- In addition to its weapons, a Creature may equip a total of 2 creature mods and 1 non-weapon creature item.
- Creatures cannot gain or skills.



**GHOULS**




The rules below apply to any model which is a Ghoul, as shown by the Ghoul icon on their Unit Card.

- Each Point of radiation received removes 1 Stamina.
- Every non-creature Ghoul has the Lead Belly Perk equipped.
- Ghouls are immune to radiation.

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**DOGS**



- Dogs can only use cards which show the dog icon, or specifically state can be used by Dogs on the cards, or are equipped by the Unit's card.  
One exception is that, via Sharing, Dogs may use Stimpaks carried by friendly models which are not dog or dog.
- If a Dog has weapons named on its Unit card, those are the only weapons it may equip.
- Dogs cannot gain lock or computer skills.

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**SWAN**




**UNNERVING**: -2 penalty for all Skill Tests which are not attacks on Swan.

**BARGE**: Can move through smaller bases.

**HARD TO MISS**: All ranged attacks at short range on Swan, +1.

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# MOJAVE SUPERMUTANTS

UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Brute	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items , Standard Items		77
Centaur	Creature Items	Does carry: Centaur Spit and Centaur Lash	65
Enslaved Tech	Upgrades, Wasteland Items, Usable Items, Standard Items		32
Lily	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items , Standard Items		101
Marcus	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items , Standard Items	Does carry: Marcus Punch	95
Master	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items , Standard Items		87
Nightkin	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items , Standard Items		75
Overlord	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items , Standard Items	May carry: Super Mutant Overlord Armor	119
Skirmisher	Upgrades, Wasteland Items, Usable Items, Super Mutant Items, Standard Items		40
Super Mutant	Upgrades, Wasteland Items, Usable Items, Super Mutant Items, Standard Items		40
Tabitha	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items , Standard Items		117
Raul (May be selected in a force containing Tabitha)	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		62
Suicider	Upgrades, Usable Items, Super Mutant Items, Standard Items	Does carry: Suicider Mini Nuke	52



WASTELAND ITEMS		
Armor	Armored Pads	4
Armor	Gecko-Backed Metal Armor	11
Clothes	Red Flight Helmet	3
Melee	Assaultron Blade	4
Melee	Baseball Bat	3
Melee	Board	8
Melee	Cattle Prod	7
Melee	Dog Tag Fist	2
Melee	Deathclaw Gauntlet	15
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
Melee	Vertibird Blade	22
Mine	Bottlecap Mine	10
Pistol	Bolt-Action Pipe Pistol	1
Pistol	Flare Gun	5
Pistol	Pipe Pistol	2
Pistol	Pipe Revolver	4
Rifle	Bolt-Action Pipe Rifle	11
Rifle	Pipe Rifle	7
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

ADVANCED ITEMS		
Armor	Combat Armor	9
Armor	Light Army Helmet	2
Armor	Sturdy Combat Armor	22
Armor	Sturdy Leather Armor	15
Armor	Sturdy Metal Armor	15
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	.357 Magnum Revolver	8
Pistol	.44 Magnum Revolver	8
Pistol	.44 Revolver	6
Pistol	10mm Pistol	6
Pistol	12.7MM Pistol	4
Pistol	Hunting Revolver	7
Rifle	Assault Carbine	8
Rifle	Assault Rifle	9
Rifle	Caravan Shotgun	9
Rifle	Combat Rifle	16
Rifle	Combat Shotgun	9
Rifle	Cowboy Repeater	8
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	Marksman Carbine	14
Rifle	Sniper Rifle	25
Rifle	Submachine Gun	10
Rifle	Trail Carbine	23
Thrown Weapon	Fragmentation Grenade	6
Thrown Weapon	Incendiary Grenade	7
Thrown Weapon	Nuka Quantum Grenade	18

HIGH-TECH ITEMS		
Gear	Stealth Boy	22
Gear	Zaper	8
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	Pulse Mine	4
Pistol	Laser Pistol	7
Pistol	Penetrating Laser Pistol	8
Pistol	Plasma Defender	12
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
Heroic	Heroic Unpredictable 1.15	
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	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	7
Mod	Barbed	3
Mod	Bayonet	2
Mod	Biocom Mesh	6
Mod	Braced	5
Mod	Comfort Grip	10
Mod	Counterweight	5
Mod	Cushioned	1
Mod	Custom Fitted	5
Mod	Dissipating	7
Mod	Hair Trigger	6
Mod	Hardened Receiver	9
Mod	Headlamp	3
Mod	Heavy	6
Mod	Improved Flexibility	2
Mod	Jagged	6
Mod	Lengthened Barrel	4
Mod	Light	6
Mod	Lightweight	3
Mod	Long Barrel	4
Mod	Muffled	5
Mod	Multi-Calibre	3
Mod	Multi-Purpose	3
Mod	Padded	6
Mod	Pneumatic	6
Mod	Powerful	12
Mod	Re-Bored	8
Mod	Recoil Compensator	7
Mod	Refined	2
Mod	Reflex Sights	10
Mod	Serrated Bayonet	3
Mod	Silenced	2
Mod	Spiked	3
Mod	Stun Pack	3
Mod	Superior Materials	10
Mod	Toxic	5
Mod	Venomous	3
Perk	Action Boy / Girl	5
Perk	Adamantium 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 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	Bighorner Steak	8

Food	Caravan Lunch	16
Food	Cave Fungus	8
Food	Cram	12
Food	Fog Crawler Meat	28
Food	Fresh Melon	10
Food	Gecko Kebab	16
Food	Honey Mesquite Pod	5
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	Yao Guai Rib Meat	24

SUPER MUTANTS ITEMS		
Armor	Bladed Helmet	4
Armor	Chains	2
Armor	Heavy Gauntlets	5
Armor	Rock's Bladed Helm	18
Armor	Light Armor	4
Armor	Cowl Armor	8
Armor	Heavy Armor	12
Armor	Body Armor	19
Clothes	Leg Guards	7
Clothes	Shoulder Rags	6
Melee	Huge Club	21
Melee	Rebar Club	18

PERSONAL ITEMS		
Melee	Marcus Punch	0
Thrown Weapons	Suicider Mini Nuke	30
Armor	Overlord Armor	51



# CAPITAL WASTELAND SUPERMUTANTS

UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Behemoth		Does carry: Fire Hydrant Bat Behemoth Rock Throw	235
Brute	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items , Standard Items		77
Centaur	Creature Items	Does carry: Centaur Spit and Centaur Lash	65
Enslaved Tech	Upgrades, Wasteland Items, Usable Items, Standard Items		32
Master	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items , Standard Items		87
Overlord	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items , Standard Items	May carry: Super Mutant Overlord Armor	119
Skirmisher	Upgrades, Wasteland Items, Usable Items, Super Mutant Items, Standard Items		40
Suicider	Upgrades, Usable Items, Super Mutant Items, Standard Items	Does carry: Suicider Mini Nuke	52
Super Mutant	Upgrades, Wasteland Items, Usable Items, Super Mutant Items, Standard Items		40
Weak Behemoth		Does carry: Fire Hydrant Bat, Weak Behemoth Rock Throw	150
Fawkes	Upgrades, High Tech Items, Advanced Items, Usable Items, Super Mutant Items, Standard Items	May carry: Fawkes gatling laser	104



WASTELAND ITEMS		
Armor	Armored Pads	4
Armor	Gecko-Backed Metal Armor	11
Clothes	Red Flight Helmet	3
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
Melee	Vertibird Blade	22
Mine	Bottlecap Mine	10
Pistol	Bolt-Action Pipe Pistol	1
Pistol	Flare Gun	5
Pistol	Pipe Pistol	2
Pistol	Pipe Revolver	4
Rifle	Bolt-Action Pipe Rifle	11
Rifle	Pipe Rifle	7
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

ADVANCED ITEMS		
Armor	Light Army Helmet	2
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
Rifle	Assault Carbine	8
Rifle	Assault Rifle	9
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
Rifle	Chinese Assault Rifle	19
Thrown Weapon	Fragmentation Grenade	6
Thrown Weapon	Incendiary Grenade	7
Thrown Weapon	Nuka Quantum Grenade	18

HIGH-TECH ITEMS		
Gear	Stealth Boy	22
Gear	Zapper	8
Heavy Weapon	Fat Man	30
Heavy Weapon	Gatling Laser	27
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	Pulse Mine	4
Pistol	Laser Pistol	7
Pistol	Penetrating Laser Pistol	8
Pistol	Plasma Pistol	6
Pistol	Pulse Gun	11
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	Stun Grenade	4

STANDARD ITEMS		
Weapon		
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	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	Braced	5
Mod	Comfort Grip	10
Mod	Counterweight	5
Mod	Cushioned	1
Mod	Custom Fitted	5
Mod	Dissipating	6
Mod	Hair Trigger	6
Mod	Hardened Receiver	9
Mod	Headlamp	3
Mod	Heavy	6



Mod	Improved Flexibility	2
Mod	Jagged	6
Mod	Lengthened Barrel	4
Mod	Light	6
Mod	Lightweight	3
Mod	Long Barrel	4
Mod	Muffled	5
Mod	Multi-Calibre	3
Mod	Multi-Purpose	3
Mod	Padded	6
Mod	Pneumatic	6
Mod	Powerful	12
Mod	Re-Bored	8
Mod	Recoil Compensator	7
Mod	Refined	2
Mod	Reflex Sights	10
Mod	Serrated Bayonet	3
Mod	Silenced	2
Mod	Spiked	3
Mod	Stun Pack	3
Mod	Superior Materials	10
Mod	Toxic	5
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 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
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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	Fog Crawler Meat	28
Food	Fresh Melon	10
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	Radstag Meat	24
Food	Squirrel on a Stick	15
Food	Yao Guai Rib Meat	24

SUPER MUTANTS ITEMS		
Armor	Bladed Helmet	4
Armor	Chains	2
Armor	Heavy Gauntlets	5
Armor	Rock's Bladed Helm	18
Armor	Light Armor	4
Armor	Cowl Armor	8
Armor	Heavy Armor	12

Armor	Body Armor	19
Clothes	Aviator Cap	21
Clothes	Leg Guards	7
Clothes	Shoulder Rags	6
Melee	Huge Club	21
Melee	Rebar Club	18

PERSONAL ITEMS		
Heavy Weapon	Fawke's Gatling Laser	45
Melee	Fire Hydrant Bat	0
Thrown Weapon	Suicider Mini Nuke	30
Thrown Weapon	Behemoth Rock Throw	0
Thrown Weapon	Weak Behemoth Rock Throw	0
Armor	Overlord Armor	51



# COMMONWEALTH SUPERMUTANTS

UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Aviator	Upgrades, Wasteland Items, Advanced Items, Usable Items, Super Mutant Items, Standard Items	Does carry: Aviator Cap	89
Behemoth		Does carry: Fire Hydrant Bat Behemoth Rock Throw	235
Brute	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items, Standard Items		77
Centaur	Creature Items	Does carry: Centaur Spit and Centaur Lash	65
Enslaved Tech	Upgrades, Wasteland Items, Usable Items, Standard Items		32
Fist	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items, Standard Items	May take: Fist's Armor	72
Hammer	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items, Standard Items		73
Master	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items, Standard Items		87
Mutant Hound	Dog Items	Does carry: Hound Bite	63
Mutant Hound Fiend	Dog Items	Does carry: Hound Bite	71
Overlord	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items, Standard Items	May carry: Super Mutant Overlord Armor	119
Skirmisher	Upgrades, Wasteland Items, Usable Items, Super Mutant Items, Standard Items		40
Strong	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Super Mutant Items, Standard Items	Does carry: Entangle Perk	80
Suicider	Upgrades, Usable Items, Super Mutant Items, Standard Items	Does carry: Suicider Mini Nuke	52
Super Mutant	Upgrades, Wasteland Items, Usable Items, Super Mutant Items, Standard Items		40
Weak Behemoth		Does carry: Fire Hydrant Bat, Weak Behemoth Rock Throw	150
Swan I		Does carry: Ship Anchor, Behemoth Rock Throw, Ship Anchor Slam	211
Swan II		Does carry: Ship Anchor, Behemoth Rock Throw, Ship Anchor Sweep, Swan Grab	228/86*

\*Use x/ cost value for any first phase of multiphase unit and /x value for following phases.



WASTELAND ITEMS		
Armor	Armored Pads	4
Armor	Gecko-Backed Metal Armor	11
Clothes	Red Flight Helmet	3
Melee	Assaultron Blade	4
Melee	Baseball Bat	3
Melee	Board	8
Melee	Cattle Prod	7
Melee	Dog Tag Fist	2
Melee	Deathclaw Gauntlet	15
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
Melee	Vertibird Blade	22
Mine	Bottlecap Mine	10
Pistol	Bolt-Action Pipe Pistol	1
Pistol	Flare Gun	5
Pistol	Pipe Pistol	2
Pistol	Pipe Revolver	4
Rifle	Bolt-Action Pipe Rifle	11
Rifle	Pipe Rifle	7
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

ADVANCED ITEMS		
Armor	Light Army Helmet	2
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
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		
Gear	Stealth Boy	22
Gear	Zapper	8
Heavy Weapon	Fat Man	30
Heavy Weapon	Gatling Laser	27
Heavy Weapon	Tesla Cannon mk II	35
Melee	Ballistic Fist	16
Melee	Power Fist	6
Melee	Stun Baton	25
Melee	Super Sledge	30
Melee	Incendiary Super Sledge	33
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	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	7
Mod	Barbed	3
Mod	Bayonet	2
Mod	Biocom Mesh	6
Mod	Braced	5
Mod	Comfort Grip	10
Mod	Counterweight	5
Mod	Cushioned	1
Mod	Custom Fitted	5
Mod	Dissipating	7
Mod	Hair Trigger	6
Mod	Hardened Receiver	9
Mod	Headlamp	3
Mod	Heavy	6



Mod	Improved Flexibility	2
Mod	Jagged	6
Mod	Lengthened Barrel	4
Mod	Light	6
Mod	Lightweight	3
Mod	Long Barrel	4
Mod	Muffled	5
Mod	Multi-Calibre	3
Mod	Multi-Purpose	3
Mod	Padded	6
Mod	Pneumatic	6
Mod	Powerful	12
Mod	Re-Bored	8
Mod	Recoil Compensator	7
Mod	Refined	2
Mod	Reflex Sights	10
Mod	Serrated Bayonet	3
Mod	Silenced	2
Mod	Spiked	3
Mod	Stun Pack	3
Mod	Superior Materials	10
Mod	Toxic	5
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 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	Fog Crawler Meat	28
Food	Fresh Melon	10
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	Yao Guai Rib Meat	24

#### DOG ITEMS

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

#### SUPER MUTANTS ITEMS

Armor	Bladed Helmet	4
Armor	Chains	2
Armor	Heavy Gauntlets	5
Armor	Rock's Bladed Helm	18
Armor	Chains/Chest Harness	4
Armor	Cowl Armor	8
Armor	Light Armor	4
Armor	Heavy Armor	12
Armor	Body Armor	19
Clothes	Aviator Cap	21
Clothes	Leg Guards	7
Clothes	Shoulder Rags	6
Melee	Huge Club	21
Melee	Rebar Club	18

#### PERSONAL ITEMS

Armor	Fist Armor	17
Armor	Overlord Armor	51
Melee	Fire Hydrant Bat	38
Melee	Ship Anchor	34
Melee	Ship Anchor Slam	0
Melee	Ship Anchor Sweep	0
Melee	Swan Grab	0
Thrown Weapon	Suicider Mini Nuke	30
Thrown Weapon	Behemoth Rock Throw	0
Thrown Weapon	Weak Behemoth Rock Throw	0

