

FALLOUT WASTELAND WARFARE


SURVIVIORS

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.

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ARLEN GLASS

SURVIVOR / THE SLOG




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

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	X

BOONE

SURVIVOR



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

SPECIALTY: Hunting Rifle.

HOLD BREATH: Long-range : Ignore 1 piece of cover.

HATRED: -2 penalty for Skill Tests if not attacking a Legion model if able to.

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BUTCH

SURVIVOR / VAULT DWELLER



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

EQUIPPED: Pipboy, Switchblade

TUNNEL SNAKES RULE!: Switchblades equipped to this character gain +1 to damage on the card.

WOUNDING: Butch may add an extra to melee attack rolls as if he had STR 7+.

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BRICK

SURVIVOR



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

EQUIPPED: Eugene, Perk - Bloody Mess.

STURDY: May ignore STR requirements on .

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BUTCHER

SURVIVOR




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

FIELD MEDIC: Can remove 1 from 1 model (not) within Yellow and LoS.

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CASS

SURVIVOR



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

SHOTGUN SURGEON: with 'Shotgun' in title +

WHISKEY ROSE: Ignore penalties from addiction.

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CAIT

SURVIVOR



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

LOCKSMITH: +2 (models with no get 2).


CHEM KNOWLEDGE: During set-up, choose 1 equipped and get 1 free use.

HABIT: Must have active , if available.

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CODSWORTH

SURVIVOR



STR	4
PER	8
END	6
CHA	5
INT	7
AGI	6
LUC	2

EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Flamer.

PURIFIED WATER: When activated, add to this card if none present. A friendly, non-robot model may use this via sharing to remove 1 .

	3
	2
	X



CITO
SURVIVOR




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

ANIMAL FRIEND: Can chose to automatically pass or fail Skill Tests for Creature tests.
BRAVE: Use Cito's Battlecry Resist
COSTUMED: Cannot use Armor or Clothing items exc. Wildman Rags.
EQUIPPED: Wildman Rags.

Skills: -, -, -

Abilities:

CURIE
SURVIVOR / VAULT DWELLER



STR 3
PER 6
END 8
CHA 7
INT 9
AGI 4
LUC 2

EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Laser.
INFIRMARY ENGINEER: Can remove 2 from 1 model (not / /) within Yellow and LoS.

Skills: 2, 2, X

Abilities:

DONOVAN
SURVIVOR



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

EQUIPPED: Robot Repair Kit, Power Armor Patch.

Skills: -, -, -

Abilities:

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
GENIUS: Never locked out of
BACK-UP: If friendly model within Presence, rolls get +

Skills: -, -, -

Abilities:

DEIDRE
SURVIVOR / THE SLOG



STR 5
PER 4
END 7
CHA 3
INT 5
AGI 6
LUC 2

HANDYMAN: Friendly models gain +2
ASTUTE: Friendly models gain + for Danger card tests.

Skills: -, -, X

Abilities:

DOG



STR 4
PER 7
END 5
CHA 3
INT 3
AGI 5
LUC 2

SENSES: Does not need LoS to a target to use Charge.
EQUIPPED: Dog bite.

Skills: 2, 2, -

Abilities:

DOGMEAT
SURVIVOR



STR 5
PER 8
END 5
CHA 3
INT 4
AGI 6
LUC 2

SENSES: Does not need LoS to a target to use Charge.
EQUIPPED: Dog bite.

Skills: 2, 2, -

Abilities:

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 Tesla Cannon.

Skills: 3, 2, X

Abilities:

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 to 0, flip a . If lucky, Fawkes remains on the battlefield with 1 .

Skills: -, -, X

Abilities:



GHOOUL

SURVIVOR / THE SLOG




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

STR	-
PER	-
END	X

Cannot use or Items exc.

GROGNAK



STR	9
PER	5
END	8
CHA	6
INT	3
AGI	7
LUC	8

STR	2
PER	2
END	-

EQUIPPED: Grognaq's Sword and Axe.
MASTER OF MELEE: Armor ratings versus add +1 strong armor.
FOLLOWER OF FATE: Gain 1 when attack removes a model.
 Cannot use or Items exc.

HOLLY

SURVIVOR / THE SLOG



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

STR	-
PER	-
END	-
CHA	X

TARBERRY TRADER: At the beginning of the game, add 3 to this card. Friendly Survivor Models may use these via sharing to remove , then gain .

JAKE FINCH

SURVIVOR / RAIDER / FORGED



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

STR	-
PER	-
END	-

EQUIPPED: Shishkebab
RELUCTANT RECRUIT: If Jake Finch is included in a Forged Force that includes both Jake Finch and Slag, remove Shishkebab from Jake Finch and assign to Slag.

JONES

SURVIVOR / THE SLOG



STR	6
PER	3
END	7
CHA	2
INT	3
AGI	5
LUC	2

STR	-
PER	-
END	X

LONE WANDERER

BROTHERHOOD OF STEEL / SURVIVOR




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

STR	-
PER	-
END	-

EQUIPPED: T-45 Power Armor
DOG HANDLER: Dogs can using PER. If Sole Survivor is Heroic, nearby dogs at the start of their activation are also Heroic during their activation.

LORENZO CABOT



STR	8
PER	4
END	10
CHA	8
INT	9
AGI	3
LUC	7

STR	2
PER	2
END	-

TELEKINETIC NUDGE: If scatter ends within Yellow and LoS, move it to Orange before effect.
TELEKINETIC SHOVE: As a Shoot action (Green range), 1 model in any direction. Once per activation. Target test STR to negate. Do not move into base contact after completion.

LUCAS SIMMS

SURVIVOR



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

STR	-
PER	-
END	-

EQUIPPED: Sheriff's Outfit.
OBSERVER: Once per game, Lucas Simms may give himself a at the end of an activation.

MAMA MURPHY

SURVIVOR



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

STR	-
PER	-
END	-

FORESIGHT: See Foresight card. Has 3 points to spend during set-up. Starts battle with 2 chems. Starts each activation with 2 points (or 4 if chem is active).



MINUTEMAN

MINUTEMEN



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

TRAINED: When Ready'ing one Minuteman model, can Ready another Unready Minuteman within (10').

CO-ORDINATION: Other Minuteman models get +2 (max +2).

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Icons: 🎮 🎮 🎮 🎮 🎮 🎮 🎮 🎮

MOIRA BROWN

SURVIVOR



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

EQUIPPED: Mole Rat Repellent Stick, 2 x Fragmentation Mines


WASTELAND SURVIVAL GUIDE: May reroll or discard and redraw a result from the Wasteland once per activation.

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MR HANDY

MINUTEMEN



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


EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Flamer.

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⚡	1
☢	X

Icons: 🎮 🎮 🎮 🎮 🎮 🎮 🎮 🎮

NICK VALENTINE

SURVIVOR



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

INTUITION: Can use Luck (using Valentine's Luck tokens).

FORTUNATE: Can spend 🍀 to re-draw 1 Danger/Creature/Stranger card.

INVESTIGATE: Other models gain 🕒

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☢	X

Icons: 🎮 🎮 🎮 🎮 🎮 🎮 🎮 🎮

NUKA-GIRL

SURVIVOR



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

ALERT: If an Unready Nuka-Girl is within 10' of a model being made Ready, Nuka-Girl can be made Ready too.

ACROBATIC: Once per battle, can test AGI. 🟢 Ignore all damage from a single attack.

☢	1
⚡	3
☢	2

Icons: 🎮 🎮 🎮 🎮 🎮 🎮 🎮 🎮

PIPER

SURVIVOR



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

DISTRACTING: Once during activation, allocate 2 to one opposing model within (10'). If Piper is engaged, must be a model engaged with Piper. Remove token when Piper next activated.

NEWSHOUND: 🕒+2

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PRESTON GARVEY

SURVIVOR / MINUTEMEN



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

SPECIALTY: Laser Musket gets Long Barrel mod fitted free.

CAREFUL: When 🎯 into close combat always affects intended target.

BRAVE: Use Preston's Battletcry resist.

MORALE: Minuteman get +1 ❤️

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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.

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Icons: 🎮 🎮 🎮 🎮 🎮 🎮 🎮 🎮

REILLY

SURVIVOR



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

REVENGE (SUPER MUTANT): Friendly models gain 1 🟢 symbol to all attacks against Super Mutants.

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REX

SURVIVOR

RATS: Attacks versus Mole Rats + .
KNOCKDOWN: Before roll, may replace 1 damage cause by Dog Bite with .
SHOW ME: of is one color larger.

	2
	1
	X

ROSA MEITNER

SURVIVOR

EQUIPPED: Holy Water x 2.

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OSWALD THE OUTRAGEOUS

SURVIVOR

TAUNT: -2 penalty for all non friendly shooting if Oswald is not the target.
RADIATION BURST: End of activation .
COSTUMED: Cannot use Armor or Clothing items exc. Magician's Costume.
EQUIPPED: Magician's Costume.

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STURGES

SURVIVOR

HANDYMAN: +2 .
MODDER: Set-up: Draw 3 mods, keep 2 and attach each to a friendly un-modded weapon.
SPECIALTY: 44 Revolver.

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SCAVENGER

SURVIVOR

	2
	1
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SETTLER

SURVIVOR

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SOLE SURVIVOR TECH

SURVIVOR

DOG HANDLER: : Dogs can using PER. If Sole Survivor is Heroic, nearby dogs also Heroic during their activation.
PARTNER: Can be included in a force containing one other Sole Survivor.
TECH SAVVY: : Models get 2.

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STRONG

SUPER MUTANT

Set up: If Leader's faction is not a Survivor, add .
PRECISE: : Outnumbered bonus can be instead of .
EQUIPPED: Entangle Perk.

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THEO

SURVIVOR

TACTICIAN: Not counted when calculating Advantage Marker.

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VAULT DWELLER

VAULT DWELLER



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


WARY: + for Creature card tests.

STR	-
PER	-
END	-
CHA	-
INT	-
AGI	-
LUC	-

Icons: Eye, Gear, Wrench

VAULT SECURITY OFFICER

VAULT DWELLER



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

SPECIALITY: Baton

VAULT PROTECTOR: Immune to Battle Cry if model with Vault Dweller faction on card (not self) within (C)

STR	-
PER	-
END	-
CHA	-
INT	-
AGI	-
LUC	-

Icons: Eye, Gear, Wrench

X6-88 COURSER

SURVIVOR



STR 5
PER 7
END 7
CHA 4
INT 5
AGI 7
LUC 1

STEALTH BOY: As Stealth Boy Item card but continuous. (Can not be shared)

ENERGY SHIELD: +1

STR	-
PER	-
END	-
CHA	-
INT	-
AGI	-
LUC	X

Icons: Eye, Gear, Wrench, Shield

CHARON

SURVIVOR



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


PACIFY: Ghoul unit types and creatures with Ghoul in their name must roll INT before attacking Charon. On a fail, they lose the attack.

STR	-
PER	-
END	-
CHA	-
INT	-
AGI	-
LUC	X

Icons: Eye, Gear, Wrench, Skull

THE BURNED MAN

SURVIVOR



STR 4
PER 5
END 9
CHA 7
INT 5
AGI 7
LUC 1

PISTOL WHIP: If armed with Weapon + Improvised

Immune to except stimpacks.

EQUIPPED: A Light Burning in the Darkness.

STR	-
PER	-
END	-
CHA	-
INT	-
AGI	-
LUC	-

Icons: Eye, Gear, Wrench, Fire

THE COURIER

SURVIVOR



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

SOCIABLE: + For Stranger card tests.

VERSATILE: Prior to a Skill Test, may spend up to 1 to gain 1 / or to a Skill Test.

EQUIPPED: Companion Perk.

STR	-
PER	-
END	-
CHA	-
INT	-
AGI	-
LUC	-

Icons: Eye, Gear, Wrench, Clover

WISEMAN

SURVIVOR / THE SLOG



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

INTUITION: Friendly models can use Luck (using Wiseman's Luck tokens).


STR	-
PER	-
END	-
CHA	-
INT	-
AGI	-
LUC	X

Icons: Eye, Gear, Wrench, Clover

"You are my World"
- Hank MacLean, Overlord of Vault 33 -
Gorman Wasteland Warriors Facebook Group

LUCY MACLEAN

SURVIVOR



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

EQUIPPED: Lucy's Tranquilizer Pistol, Vault 33 jumpsuit.

CKEY CKEY: Once per turn, if Lucy fails a skill test, she gains +2 to her skill value on her next skill test.

STR	1
PER	1
END	-
CHA	-
INT	-
AGI	-
LUC	-

Icons: Eye, Gear, Wrench, Skull

"Where is my fuckin' family?"
- The Ghoul controlling Hank MacLean -
Gorman Wasteland Warriors Facebook Group

THE GHOUL

SURVIVOR



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

EQUIPPED: The Ghoul's Outfit, The Ghoul's Pistol, The Ghoul's Rifle, Bloody Mess Perk

BULLET FOR EVERY OCCASION: Once per turn, this model may add or to a Shoot Action.

GUN SURGEON: No penalties for Quick Action shots.

STR	2
PER	3
END	-
CHA	X
INT	-
AGI	-
LUC	-

Icons: Eye, Gear, Wrench, Skull, Star



German Weisteller We'ford Facebook Group

CX404 SURVIVOR



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

EQUIPPED: Dog Bite

QUICK SNACK: When this model removes an enemy model from play

SENSES: Does not need Line of Sight to a target to use Charge.

👁️	2
⚡	2
☢️	-

👁️ 🗨️ 🚫 ⚠️

DOGMEAT GUARD DOG SURVIVOR



STR	5
PER	7
END	4
CHA	3
INT	4
AGI	5
LUC	2

SENSES: Does not need LoS to use Charge.

EQUIPPED: Dog bite.

LOOK OUT!: If unengaged, may take weapon damage suffered by friendly model within Orange and LoS (prior to amor roll). Once between activations.

👁️	3
⚡	3
☢️	1


👁️ 🗨️ 🚫 ⚠️

ROBOTS

- Robots with no named faction count as the same faction as the player's Leader.
- 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.
- Robots are immune to 💧 and ☢️
- Damage can be removed from a Robot using a Robot Repair Kit.
- A Robot may equip a total of 2 robot weapons, 2 robot mods and 1 non-weapon robot item.
- If a Robot has weapons named on its Unit card, those are the only weapons it may equip.

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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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MAMA MURPHY: FORESIGHT SET-UP



Mama Murphy gets 3 foresight points to spend on the following:

- 2 foresight points: Set-up after opponent.
- 1 foresight point: Look at random 3 opponent's Boost cards.
- 1 foresight point: Look at 2 🗨️ and/or 🚫 after set-up complete.

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MAMA MURPHY: FORESIGHT DURING BATTLE

Mama Murphy starts each of her activations with 2 foresight points, or 4 foresight points if she has an active chem. (Unused foresight points from any previous activation are lost.)

Mama Murphy can perform any of the abilities below before or after any model's action. Each ability costs 1 foresight point to use.

- Look at top card of Event deck when not a 🗨️
- A Reaction by any friendly model can be resolved at start of the trigger action instead of the end.
- If friendly model rolls an ⚠️ result during a Skill Test, it can take the action back (with no effect) and perform a different action instead (not the same action with a new roll).

THE SLOG



The Slog is a sub-faction of the Survivors faction. In addition to the Survivors Faction Special Rules, they gain the following Special Rule:

The Slog sub-faction Units each gain a free Tarberry card after being deployed onto the battlefield.

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DOGS


- Dogs can only use cards which show the 🐾 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 🗨️ and Stimpaks carried by friendly models which are not 🐾 or 🗨️

- If a Dog has weapons named on its Unit card, those are the only weapons it may equip.
- Dogs cannot gain 🗨️ or 🗨️ skills.

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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 ☢️ received removes 1 🗨️.
- Every non-creature Ghoul has the Lead Belly Perk equipped.
- Ghouls are immune to ☢️.


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HANCOCK
SURVIVOR



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

ON THREE : First model activated after Hancock (in same turn) gets +2 on their first Skill Test during their activation.

SOCIABLE : +  for Stranger card tests.

ENCOURAGING : Other models gain 

	1
	2
	X



MOJAVE SURVIVORS

UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Arcade Gannon	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items		51
Boone	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		100
Cass	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		57
Dog	Dog Items	Does carry: Dog Bite	74
ED-E	Robot Items	Does carry: Eyebot Tesla Canon	67
Enslaved Tech	Upgrades, Wasteland Items, , Advanced Items , Usable Items, Standard Items		36
Grognak	Upgrades, Wasteland Items, Usable Items, Standard Items	Does carry: Grognak's Sword and Axe	150
Nuka-Girl	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	May carry: Thirst Zapper Cola	97
Raul	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		62
Rex	Dog Items	Does carry: Dog Bite	74
Scavenger	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		39
Settler	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		40
The Burned Man	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: A Light Burning in the Darkness	92
The Courier	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items, vault tec items	Does carry: Companion Perk; May take: Items marked with *	80
Vault Dweller	Upgrades, Advanced Items, Usable Items, Standard Items	May carry: Pipboy	26
Vault-Security Officer	Upgrades, Advanced Items, Usable Items, Standard Items	May carry: Pipboy	42
Veronica	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items		52
Ghoul	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		31
Lucy Maclean	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Lucy's Tranquilizer Pistol, Vault 33 Jumpsuit	64
The Ghoul	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Ghoul's Outfit, Ghoul's Rifle and Ghoul's Pistol, Bloody Mess Perk	161
CX404	Dog Items	Does carry: Dog Bite	105

* - item is accessible only by special permission
[x] - items limit per army



WASTELAND ITEMS		
Armor	Armored Pads	4
Armor	Gecko-Backed Metal Armor	11
Clothes	Baseball Cap	5
Clothes	Battered Fedora	5
Clothes	Dirty Postman Uniform	6
Clothes	Patched Three-Piece Suit	8
Clothes	Red Flight Helmet	3
Clothes	Road Goggles	5
Clothes	Tricorn Hat	5
Melee	Assaultron Blade	4
Melee	Baseball Bat	3
Melee	Board	8
Melee	Cattle Prod	7
Melee	Deathclaw Gauntlet	15
Melee	Dog Tag Fist	2
Melee	Fire Axe	7
Melee	Irradiated Sledgehammer	14
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
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	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	.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
Pistol	Pistol Scoped 44. Magnum	10
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		
Armor	Environmental Suit	6
Armor	Heavy Combat Armor	34
Clothes	Robotic Bits	7
Gear	Creature Patch	8
Gear	Power Armor Patch	5
Gear	Stealth Boy	22

Gear	Zaper	8
* Gear	* Pipboy	21
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	Incendiary 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	Anti-Materiel Rifle	37
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	Creature Controller	5
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	Robot Controller	5
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	Abraxo Paint	12
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	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	7
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	Nuka-Cola Paint Job	5
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 Armour)	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 Armour)	7
Mod	Thicker Plating	8
Mod	Toxic	5
Mod	V.A.T.S. Matrix Overlay	8
Mod	Venomous	3
Mod	Vim! Refresh Paint	18
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	Ghoulish	10
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	Gum Drops	2
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	Sugar Bombs	7
Food	Sunset Sarsaparilla	17
Food	Yao Guai Rib Meat	24

POWER ARMOR		
Armor	T-45 Power Armor	44
Armor	T-51 Power Armor	60
Armor	X-01 Power Armor	102
Armor	Power Armor Frame	16
Armor	T-60 Power Armor	82

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	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

ROBOT UPGRADES		
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		
Melee	Grognak's Axe	16
Melee	Grognak's Sword	20
Pistol	A Light Burning in the Darkness	14



CAPITAL WASTELANDS SURVIVORS

UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Dog	Dog Items	Does carry: Dog Bite	74
Dogmeat	Dog Items	Does carry: Dog Bite	83
Enslaved Tech	Upgrades, Wasteland Items, , Advanced Items, Usable Items, Standard Items		36
Grognak	Upgrades, Wasteland Items, Usable Items, Standard Items	Does carry: Grognak's Sword and Axe	150
Nuka-Girl	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		97
Scavenger	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		39
Settler	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		40
Vault Dweller	Upgrades, Advanced Items, Usable Items, Standard Items	May carry: Pipboy	26
Vault-Security Officer	Upgrades, Advanced Items, Usable Items, Standard Items	May carry: Pipboy	42
Ghoul	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		31
Fawkes	Upgrades, High Tech Items, Advanced Items, Usable Items, Super Mutant Items, Standard Items	May carry: Fawkes gatling laser	90
Charon	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	May carry: Charon's combat knife, Charon's shotgun	61
Butch	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Pipboy, Switch Blade	117
Three Dog	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Three Dog's Headwear	59
Lucas Simms	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Sheriffs Outfit	107
Mr Handy	Robot Items	Does carry: Mr Handy Flamer, Mr Handy Buzzsaw	82
Moria Brown	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Fragmentation Mine x2	51
Reilly	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	May take: Ranger Battle Armor	65
Butcher	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	May take: Ranger Battle Armor	46
Donovan	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Robot Repair Kit, Power Armor Patch; May take: Ranger Battle Armor	70
Brick	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Eugene, Bloody Mess Perk; May take: Ranger Battle Armor	92
Theo	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	May take: Theo's ammo case, Ranger Battle Armor	24
Lone Wanderer	Upgrades, Wasteland Items, High Tech Items, Advanced Items, Usable Items, Power Armor, Standard Items	Does carry: T-45 Power Armor; May take: Items marked with *	125
Rosa Meitner	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Holy Water x 2	30



Madison Li	Upgrades, Advanced Items, High Tech, Usable Items, Standard Items		57
Sierra	Upgrades, Wasteland Items, Usable Items, Standard Items		33

* - item is accessible only by special permission
[x] - items limit per army



WASTELAND ITEMS		
Armor	Armored Pads	4
Armor	Gecko-Backed Metal Armor	11
Clothes	Baseball Cap	5
Clothes	Battered Fedora	5
Clothes	Dirty Postman Uniform	6
Clothes	Patched Three-Piece Suit	8
Clothes	Red Flight Helmet	3
Clothes	Road Goggles	5
Clothes	Sea Captain's Hat	4
Clothes	Tricorn Hat	5
Heavy Weapon	Junk Jet	10
Melee	Assaultron Blade	4
Melee	Baseball Bat	3
Melee	Board	8
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	Sledgehammer	12
Melee	Spear	6
Melee	Tire Iron	12
Melee	Cattle Prod	7
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
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	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
Pistol	Scoped 44. Magnum	10
Rifle	Assault Carbine	8
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
Thrown Weapon	Nuka Quantum Grenade	18

HIGH-TECH ITEMS		
Armor	Environmental Suit	6
Armor	Heavy Combat Armor	34
Clothes	Robotic Bits	7
Gear	Creature Patch	8
Gear	Power Armor Patch	5
Gear	Pulse Shield	8
Gear	Robot Repair Patch	8
Gear	Stealth Boy	22
Gear	Zaper	8

* Gear	* Pipboy	21
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 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	Creature Controller	5
Leader	Defender	33



Leader	Dweller	8
Leader	Fusilier	12
Leader	Gatherer	12
Leader	Grenadier	4
Leader	Hunter	10
Leader	Procurer	10
Leader	Robot Controller	5
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	Abraxo Paint	12
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	Nuka-Cola Paint Job	5
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 Armour)	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 Armour)	7
Mod	Thicker Plating	8
Mod	Toxic	5
Mod	V.A.T.S. Matrix Overlay	8
Mod	Venomous	3
Mod	Vim! Refresh Paint	18
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	Ghoulish	10
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	Shotgun Surgeon	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	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	Radscorpion Meat	24
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
Armor	T-60 Power Armor	82

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	Heavy Armor	12

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

ROBOT UPGRADES		
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
Clothes	Triggerman Bowler	5
Gear	Pulse Shield	8

PERSONAL ITEMS		
Clothes	Sheriff's Outfit	26
Clothes	Three Dog's Headwear	10
Heavy Weapon	Eugene	36
Heavy Weapon	Fawke's Gatling Laser	45
Gear	Theo's Ammo Case	8
Melee	Charon's Combat Knife	10
Melee	Grognak's Axe	16
Melee	Grognak's Sword	20
Rifle	Charon's Shotgun	10
Armor	Ranger Battle Armor	10
Food	Holy Water	7



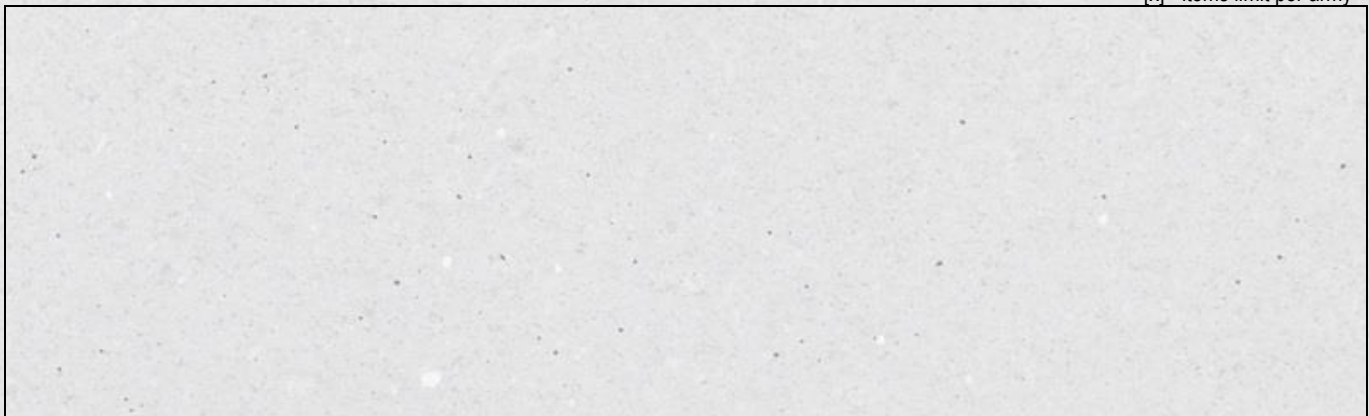
COMMONWEALTH SURVIVORS

UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Cait	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: May choose any 1 chem for free	74
Codsworth	Robot Items	Does carry: Mr Handy Flamer, Mr Handy Buzzsaw	105
Curie	Robot Items	Does carry: Mr. Handy Buzzsaw and Mr. Handy Laser Pistol	88
Dog	Dog Items	Does carry: Dog Bite	74
Dogmeat Guard Dog	Dog Items	Does carry: Dog Bite	91
Dogmeat Scout	Dog Items	Does carry: Dog Bite	84
Dogmeat	Dog Items	Does carry: Dog Bite	83
Enslaved Tech	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		36
Eyebot	Robot Items	Does carry: Eyebot Laser	47
Grognak	Upgrades, usable items, wasteland items, Standard Items	Does carry: Grognak's Sword and Axe	150
Hancock	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Standard Items		61
Jake Finch	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Shishkebab (If Jake Finch and Slag are included in the same force, remove the shishkebab from Jake and equip it to Slag)	63
Lorenzo Cabot	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Standard Items	Does carry: Lorenzo's Artifact Gun	79
Mama Murphy	Upgrades, Wasteland Items, Usable Items, Standard Items	Does carry: May choose any 2 chems for free	80
Minuteman	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		52
Mr Handy	Robot Items	Does carry: Mr Handy Flamer, Mr Handy Buzzsaw	82
Nick Valentine	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		66
Nuka-Girl	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	May carry: Thirst Zapper Cola	97
Piper	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		54
Preston Garvey	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	Does carry: Long Barrel for Laser Musket	109
Ronnie Shaw	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		94
Scavenger	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		39
Settler	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		40
Sole Survivor	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items	May take: Items marked with *	89



Sole Survivor Day One	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items	May take: Items marked with *	68
Sole Survivor Loner	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items	Does carry: Lone Wanderer Perk; May take: Items marked with *	112
Sole Survivor Tech	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Power Armor, Standard Items	May take: Items marked with *	89
Strong	Upgrades, Wasteland Items, High Tech, Advanced Items, Usable Items, Standard Items, Super Mutant Items	Does carry: Entangle Perk	80
Sturges	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		83
Vault Dweller	Upgrades, Advanced Items, Usable Items, Standard Items	May carry: Pipboy	26
Vault-Security Officer	Upgrades, Advanced Items, Usable Items, Standard Items	May carry: Pipboy	42
X6-88 Courser	Upgrades, High Tech, Advanced Items, Usable Items, Standard Items		144
Wiseman	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		74
Arlen Glass	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		44
Holly	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		69
Deidre	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		60
Jones	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		49
Ghoul	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items		41
Sierra	Upgrades, Wasteland Items, Usable Items, Standard Items		33
Oswald	Upgrades, Wasteland Items, Advanced Items, Usable Items, Standard Items	May carry: magician costum, sword of wonders	108
Cito	Upgrades, Wasteland Items, Usable Items, Standard Items	Does carry: wildmans rags	83

* - item is accessible only by special permission
[x] - items limit per army



WASTELAND ITEMS		
Armor	Armored Pads	4
Clothes	Baseball Cap	5
Clothes	Battered Fedora	5
* Clothes	* Cappy Glasses	8
Clothes	Dirty Postman Uniform	6
Clothes	Patched Three-Piece Suit	8
Clothes	Red Flight Helmet	3
Clothes	Road Goggles	5
Clothes	Sea Captain's Hat	4
Clothes	Tricorn Hat	5
Heavy Weapon	Junk Jet	10
Melee	Assaultron Blade	4
Melee	Baseball Bat	3
Melee	Board	8
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	Cattle Prod	7
Mine	Bottlecap Mine	10
Pistol	Acid Soaker	35
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
Armor	Freefall Leg Armor	5
Armor	Armor Protector's Right Arm Guard	10
Armor	Armor Combat Armor	9
Armor	Sturdy Combat Armor	22
Armor	Sturdy Leather Armor	15
Armor	Sturdy Metal Armor	15
Clothes	Magnifying Visor	5

Clothes	Military Fatigues	7
Clothes	Vault 111 Jumpsuit	9
Clothes	Atom Cats Jacket And Jeans	3
Gear	Armor Piercing Ammo	1
Gear	Artillery Smoke Grenade	4
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	* Broadsider	31
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	Western Revolver	5
Rifle	Assault Carbine	8
Rifle	Assault Rifle	9
Rifle	Chinese Assault Rifle	19
Rifle	Combat Rifle	16
Rifle	Combat Shotgun	9
Rifle	Laser Musket	13
Rifle	Hunter's Laser Musket 1	15
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
Clothes	Robotic Bits	7
Gear	Creature Patch	8
Gear	Power Armor Patch	5
Gear	Pulse Shield	8
Gear	Robot Repair Patch	8
Gear	Stealth Boy	22
Gear	Zaper	8
* Gear	* Pipboy	21
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	Protectron's Gaze	7
Pistol	Pulse Gun	11
Rifle	Gauss Rifle	42
Rifle	Laser Rifle	21
Rifle	Laser Turret	20
Rifle	Heavy Laser Turret	20
Rifle	Plasma Rifle	16
Rifle	Tesla 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
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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	Creature Controller	5
Leader	Defender	33
Leader	Dweller	8
Leader	Fusilier	12
Leader	Gatherer	12
Leader	Grenadier	4
Leader	Hunter	10
Leader	Procurer	10
Leader	Robot Controller	5
Leader	Selfless	5
Leader	Skipper	15
Leader	Stalker	8
Leader	Tactician	13
Leader	Tech	9
Leader	Tech Chief	17
Leader	Thief	12
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	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	*Nuka-Cola Paint Job	5
*Mod	*Nuka-Cola Quantum Paint Job	15
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 Armour)	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	Thicker Plating	8
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	Shotgun Surgeon	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	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	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	Radscorpion Meat	24
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	T-60 Power Armor	82
Armor	X-01 Power Armor	102
Armor	Power Armor Frame	16

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	Heavy Armor	12
Armor	Body Armor	19
Clothes	Leg Guards	7
Clothes	Shoulder Rags	6
Melee	Huge Club	21
Melee	Rebar Club	18

ROBOT UPGRADES		
Armor	Mechanist Armor and Helmet	52
Clothes	Triggerman Bowler	5
Clothes	Bowler Hat	3
Gear	Mr Handy Fuel	2
Gear	Robot Repair Kit	20
Gear	Third-Arm Clamp	4
Heroic	Heroic Clunky -0	.2
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: Pause	7
Mod	Sub-Routine: Quick	4
Mod	Sub-Routine: Remote	11

PERSONAL ITEMS		
Melee	Grognak's Axe	16
Melee	Grognak's Sword	20
Clothes	Magician Costume	32
Clothes	Wildman Rags	15
Melee	Sword of Wonders	15
Pistol	Lorenzo's Artifact Gun	18
Pistol	Thirst Zapper Cola	2

