

FALLOUT WASTELAND WARFARE

ARMOR, CLOTHES AND POWER ARMOR

BATTLE MODE ITEMS LIST

Made by the
Community

HIGH-TECH ITEMS

CLEANROOM SUIT

+2 END
 0
 0
 2+1

ENCLAVE SCOUT ARMOR

2
 1
 1
 Agi +1

ENVIRONMENTAL SUIT

2
 1
 4

HEAVY COMBAT ARMOR

4
 4
 -

HEAVY SYNTH ARMOR

4
 4
 0

LIGHT SYNTH ARMOR

2
 3
 -

RECON ARMOR

3
 1
 1
 Agi +1

STURDY SYNTH ARMOR

3
 3
 -

ADVANCED ITEMS

COMBAT ARMOR

2
 2
 -

FREEFALL LEG ARMOR

No damage from falling or jumping down.

LIGHT ARMY HELMET

+ 1

STURDY COMBAT ARMOR

3
 3
 -

STURDY LEATHER ARMOR

2
 3
 -



ADVANCED ITEMS

STURDY METAL ARMOR

3
2
-

WASTELAND ITEMS

ARMORED PADS

Gain  

DISCIPLES ARMOR

3
3
-

GECKO-BACKED METAL ARMOR

2
1
4
Resistant to  and 
Agi -1

HEAVY DISCIPLES ARMOR

4
4
-

HEAVY OPERATOR ARMOR

4
5
-

HEAVY PACK ARMOR

4
4
1

HEAVY RAIDER ARMOR

3
3
-

LIGHT RAIDER ARMOR

1
1
-

OPERATORS ARMOR

3
4
-

STURDY RAIDER ARMOR

2
2
-

PACK ARMOR

3
3
1

DAMAGED LEGATE ARMOR

4
1
2
Cannot be used by NCR model.

CREATURE ITEMS

CORRUGATED PLATES

only.
Gain .
May not be used by Huge models.

SPIKED HARNESS

only.
When model is charged (and not already engaged),
model that charged must resolve 1+ .

TESLA COIL HARNESS

only.
End of activation:

DOG ITEMS

CHAIN DOG COLLAR

only:
+1
+1

SUPER MUTANT ITEMS

BLADED HELMET

Super Mutants only.
When using Charge Bonus: +

CHAINS

Super Mutants only:
+1

HEAVY GAUNTLETS

Super Mutants only:
+2

ROCK'S BLADED HELM

Super Mutants only:
+1
PER +1
CHA +2
HEADS UP : Once per round, +1 to 1 model
(not wearer) in addition to any other armor.
Start of battle, wearer gains 2 Boost cards which can be
shared like items.

**SUPER MUTANT
BODY ARMOR**

3
 2
 -

**SUPER MUTANT
COWL ARMOR**

2
 1
 -

**SUPER MUTANT
HEAVY ARMOR**

2
 2
 -

**SUPER MUTANT
LIGHT ARMOR**

1
 1
 -

PERSONAL ITEMS

FIST'S ARMOR

3
1
-

GAGE'S OUTFIT

3
3
-
PER -1

MECHANIST ARMOR AND HELMET

CHA +2
INT +1
using CMA
! Cannot equip
Cannot be worn by Super Mutants.

2+1
2+1
-

RANGER BATTLE ARMOR

2
2
-
Luc +1

SUPER MUTANT OVERLORD ARMOR

2+1
3
-

THE GHOUL'S OUTFIT

2
3 + 1 PER

VAULT 33 JUMPSUIT

1
1




HIGH-TECH ITEMS



<p>ROBOTIC BITS</p> <p>PER +1</p>	<p>ENCLAVE OFFICER'S HAT</p> <p> + for pistols that do energy damage.</p>	<p>INSTITUTE DIVISION HEAD COAT</p> <p>PER +1 END -1 INT +1</p>	<p>INSTITUTE LAB COAT</p> <p>INT +1 Gain </p>
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ADVANCED ITEMS

<p>1ST RECON BERET</p> <p> +1 Luc +1 During Set-up, 1 on 1 weapon. Also, during Set-up, gain 1 </p>	<p>ATOM CATS JACKET AND JEANS</p> <p>LUC +2</p>	<p>BROTHERHOOD OF STEEL HOOD</p> <p>+1 </p>	<p>CAMOUFLAGE</p> <p>Does not cause triggers beyond one ruler length. LaS can only be drawn to a model wearing camouflage if within observing model's Awareness (one ruler).</p>	<p>ELDER ROBES</p> <p>END +1 CHA +1 Increase Presence by one step (to a maximum of Black).</p>
<p>MAGNIFYING VISOR</p> <p>PER -1 +2 </p>	<p>MILITARY FATIGUES</p> <p>AGI +1</p>	<p>NCR ENGINEER JUMPSUIT</p> <p> +2 (or gives 2 if no already) +2 (or gives 2 if no already)</p>	<p>SCRIBE ROBES</p> <p>INT +1 END +1 + </p>	<p>VAULT 111 JUMPSUIT</p> <p>+1 +1 </p> <p>Not usable by Super Mutants</p>


WASTELAND ITEMS

 **BASEBALL CAP**


 +2
Increases  range by one color.

 **BATTERED FEDORA**

Luc +2
Gain 

 **DIRTY POSTMAN UNIFORM**


END +1
CHA +1

 **PATCHED THREE-PIECE SUIT**

PER +1
CHA +1

 **RED FLIGHT HELMET**

Gain 1 

 **ROAD GOGGLES**


INT +1

 **SEA CAPTAIN'S HAT**

END +1

 **TRICORN HAT**

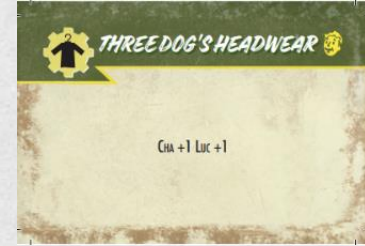
CHA +1
Distance of  is one greater.

 **CAPPY GLASSES**

PER +1, CHA +1



ROBOT ITEMS



PERSONAL ITEMS

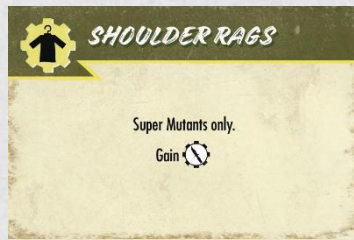
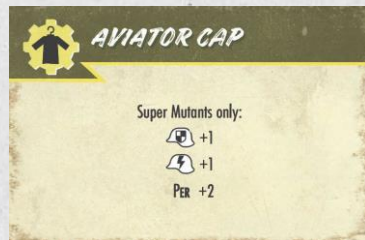
STANDARD ITEMS



DOG ITEMS



SUPER MUTANT ITEMS



CREATURE ITEMS



POWER ARMOR FRAME

7+ 3 3 4

3+1 2+1 3+1

+2

Does not negate Falling damage.
Mods cannot be added.

NCR SALVAGED POWER ARMOR

7+ 3 3 4

3+1 2+1 3+1

+2

RAIDER POWER ARMOR

7+ 3 3 4

3+1 2+1 3+1

+2

T-45 POWER ARMOR

7+ 3 3 4

3+1 2+1 3+1

+2

ENCLAVE POWER ARMOR

7+ 3 3 4

3+1 2+1 3+1

+2

T-51 POWER ARMOR

7+ 3 3 4

3+1 2+1 3+1

+2

HELLFIRE ARMOR

7+ 3 3 3

3+1 2+1 3+1

+2

T-60 POWER ARMOR

7+ 3 3 4

3+1 2+1 3+1

+3

X-01 POWER ARMOR

7+ 3 3 4

3+1 2+1 3+1

+3

TESSA'S POWER ARMOR

7+ 3 3 2

3+1 2+1 3+1

+2

T-60F POWER ARMOR

7+ 3 3 4

3+1 2+1 3+1

+4

SLAG'S POWER ARMOR

7+ 3 3 4

3+1 2+1 3+1

+2



