

FALLOUT WASTELAND WARFARE

CREATURES

BATTLE MODE FACTION LIST

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ALIEN




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

EQUIPPED: Alien Blaster

2
3
X

ALPHA MONGREL



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

Unaffected by of other Units.
EQUIPPED: Mongrel Bite.
HEAD START: When Used, all range attacks versus this Mongrel are at -2.
SENSES: LoS not required for Charge.

2
1
X

BLOATED GLOWING ONE



STR 7
PER 3
END 13
CHA 1
INT 2
AGI 2
LUC 1

RADIATION HEALING: Each point of removes
RADIATION BURST (Does not heal self): End of activation 1
EQUIPPED: Bloaty Glowing One Swipe.

2+1
3+1
X

BLOATFLY



STR 3
PER 4
END 2
CHA 1
INT 1
AGI 4
LUC 2

FLYING: Treats Climbable Terrain as Normal Terrain.
EVASIVE: -2 to hit at Long range.
EQUIPPED: Bloatfly Larva.

1
1
X

BLOODBUG



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

FLYING: Treats Climbable Terrain as Normal Terrain.
EQUIPPED: Bloodbug Proboscis and Blood Spray.

1
1
X

DEATHCLAW




STR 11
PER 5
END 12
CHA 2
INT 2
AGI 2
LUC 1

BARGE: Can move through smaller non-friendly bases.
UNNERVING : Skills used for skill tests which are not attacks on Deathclaw suffer -2 penalty.
EQUIPPED: Deathclaw Swipe and Deathclaw Crush.

3+1
3+1
X

DEATHCLAW MATRIARCH I




STR 13
PER 5
END 6
CHA 3
INT 4
AGI 4
LUC 1

BARGE: Can move through smaller bases.
UNNERVING : -2 penalty for all Skill Tests which are not attacks on Deathclaw Matriarch I.
EQUIPPED: Matriarch Swipe, Trample, Roar, plus Active (Mod), Hit and Run (Mod).

3+1
4+1
X

DEATHCLAW MATRIARCH II



STR 10
PER 6
END 8
CHA 3
INT 3
AGI 3
LUC 1

BARGE: Can move through smaller bases.
UNNERVING : -2 penalty for all Skill Tests which are not attacks on Deathclaw Matriarch II.
EQUIPPED: Matriarch Swipe, Tail Sweep, Head Butt, plus Haymaker (Mod), Rage (Mod).

4
4
X

FERAL GHOUL



STR 6
PER 2
END 4
CHA 1
INT 2
AGI 4
LUC 1

RADIATION HEALING: Each point of removes 1
EQUIPPED: Feral Ghoul Swipe.

1
2
X



FOG CRAWLER



STR 9
PER 7
END 13
CHA 3
INT 4
AGI 6
LUC 4

UNNERVING ******: -2 penalty for all skill rolls which are not attacks on Fog Crawler.
EQUIPPED: Fog Crawler Claw and Fog Crawler Ground Pound.

3+1
4
X

Icons: Eye, No Fly, No Climb, No Jump

GLOWING BLOATFLY



STR 3
PER 5
END 7
CHA 1
INT 1
AGI 5
LUC 2

FLYING: Treats Climable Terrain as Normal Terrain.
EVASIVE: -2 to hit at Long range.
EQUIPPED: Glowing Bloatfly Larva.
When removed, resolve **▲▲▲** **!** **■**

2
3
X

Icons: Eye, No Fly, No Climb, No Jump

GLOWING BLOODBUG




STR 2
PER 6
END 9
CHA 1
INT 1
AGI 6
LUC 2

FLYING: Treats Climable Terrain as Normal Terrain.
EQUIPPED: Glowing Bloodbug Proboscis and Blood Spray.

2
3
X

Icons: Eye, No Fly, No Climb, No Jump

GLOWING RADROACH SWARM



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

Counts as Normal Sized
EQUIPPED: Glowing Radroach Swarm Bite.
When removed, place **▲**. Any model within **○** at the end of its activation suffers 1 **▲▲**.
Remove token at the end of round.

1
1
X

Icons: Eye, No Fly, No Climb, No Jump

GLOWING STINGWING



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

FLYING: Treats Climable Terrain as Normal Terrain.
EQUIPPED: Glowing Stingwing Sting.

3
2+1
X

Icons: Eye, No Fly, No Climb, No Jump

GLOWING YAO GUAI



STR 10
PER 7
END 14
CHA 2
INT 3
AGI 6
LUC 3

EQUIPPED: Glowing Yao Guai Swipe.
BARGE: Can move through smaller non-friendly bases.
UNNERVING ******: -2 penalty for all Skill Tests which are not attacks on Glowing Yao Guai.

2+1
2+1
X

Icons: Eye, No Fly, No Climb, No Jump

MIRELURK



STR 5
PER 3
END 6
CHA 1
INT 2
AGI 3
LUC 1

EQUIPPED: Mirelurk Claw.

2+1
3
X

Icons: Eye, No Fly, No Climb, No Jump

MIRELURK HATCHLINGS



STR 1
PER 2
END 3
CHA 1
INT 1
AGI 4
LUC 1

EQUIPPED: Mirelurk Hatchlings Claw.

-
-
X

Icons: Eye, No Fly, No Climb, No Jump

MIRELURK HUNTER



STR 7
PER 6
END 11
CHA 2
INT 2
AGI 5
LUC 3

EQUIPPED: Mirelurk Hunter Claw and Mirelurk Hunter Acid.

2+1
2+1
X

Icons: Eye, No Fly, No Climb, No Jump



MOLE RAT



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


BURROW: Charge is not a normal movement or a trigger. Place Mole Rat anywhere within its Charge distance so it engages enemy model.

SENSES: Does not need LoS to use Charge.

EQUIPPED: Mole Rat Bite.

STR	1
PER	1
END	X

MONGREL



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

EQUIPPED: Mongrel Bite.

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

STR	-
PER	-
END	X

PUTRID GLOWING ONE



STR 7
PER 4
END 11
CHA 1
INT 2
AGI 4
LUC 1


RADIATION HEALING: Each point of ☢ removes ☢

RADIATION BURST (Does not heal self): End of activation ☢ ☢ ☢

EQUIPPED: Putrid Glowing One Swipe.

STR	2+1
PER	3+1
END	X

RADROACH SWARM



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

Counts as Normal size.

EQUIPPED: Radroach Swarm Bite.

STR	1
PER	1
END	X

RADSCORPION



STR 6
PER 7
END 6
CHA 3
INT 1
AGI 4
LUC 4

BURROW: Charge is not a normal movement or a trigger. Place Radscorpion anywhere within Charge distance so it engages enemy model.

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

EQUIPPED: Radscorpion Pincers & Sting.

STR	3
PER	2
END	X

SOFTSHELL MIRELURK




STR 4
PER 3
END 5
CHA 1
INT 2
AGI 3
LUC 1

EQUIPPED: Softshell Mirelurk Claw.

STR	1+1
PER	2
END	-

YOUNG DEATHCLAW



STR 9
PER 4
END 8
CHA 2
INT 1
AGI 2
LUC 1

BARGE: Can move through smaller non-friendly bases.

EQUIPPED: Young Deathclaw Swipe and Crush.

STR	3
PER	3
END	X

YOUNG FOG CRAWLER




STR 8
PER 5
END 9
CHA 3
INT 4
AGI 6
LUC 4

UNNERVING ☢ : -2 penalty for all skill rolls which are not attacks on Young Fog Crawler

EQUIPPED: Young Fog Crawler Claw and Fog Crawler Ground Pound

STR	2+1
PER	3
END	X

WEAK FERAL GHOUL



STR 3
PER 2
END 4
CHA 1
INT 2
AGI 4
LUC 1

RADIATION HEALING: Each point of ☢ removes 1 ☢

EQUIPPED: Weak Feral Ghoul Swipe.

STR	1
PER	2
END	X



RADSTAG



STR 5
PER 8
END 7
CHA 2
INT 2
AGI 5
LUC 1

BUCK: May break engagement without causing free attack.
EQUIPPED: Radstag Gore.

1
2
X

RADSTAG DOE



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

BUCK: May break engagement without causing free attack.
EQUIPPED: Radstag Doe Gore.

1
2
X

STINGWING




STR 2
PER 5
END 4
CHA 1
INT 1
AGI 6
LUC 1

FLYING: Treats Climbable Terrain as Normal Terrain.
EQUIPPED: Stingwing Sting.

2
3
X

YAO GUAI




STR 10
PER 7
END 12
CHA 2
INT 3
AGI 5
LUC 3

BARGE: Can move through smaller non-friendly bases.
UNNERVING: ☠️ -2 penalty for all Skill Tests which are not attacks on Yao Guai.
EQUIPPED: Yao Guai Swipe.

2+1
3
X

MIRELURK KING




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

UNNERVING: ☠️ -2 penalty for all Skill Tests which are not attacks on Mirelurk King.
EQUIPPED: Mirelurk King Claws and Mirelurk King Sonic Scream.

2+1
2+1
X

GATORCLAW




STR 9
PER 6
END 10
CHA 2
INT 3
AGI 3
LUC 2

BARGE: Can move through smaller non-friendly based models.
UNNERVING: ☠️ -2 penalty for all Skill Tests which are not attacks on Gatorclaw.
EQUIPPED: Gatorclaw Claws.

3+1
3+1
X

ALBINO GATORCLAW



STR 10
PER 7
END 12
CHA 2
INT 3
AGI 4
LUC 2

BARGE: Can move through smaller non-friendly based models.
UNNERVING: ☠️ -2 penalty for all Skill Tests which are not attacks on Gatorclaw.
EQUIPPED: Gatorclaw Claws and Gatorclaw Jaws.

3+1
3+1
X



MIRELRUK QUEEN ⚡



STR 12
PER 3
END 14
CHA 4
INT 3
AGI 4
LUC 2

HARD TO MISS: All ranged attacks at short range on Mirelurk Queen + 🏠

EQUIPPED: Mirelurk Queen Claw, Acid & Brood.


UNNERVING ⚡: -2 penalty for all skill rolls which are not attacks on Mirelurk Queen.

RADIOACTIVE: End of activation: 🏠 🗡️ ① ☢️ ①

BARGE: Can move through smaller bases.

👁️ 3 + 1
⚡ 3 + 1
☢️ X

RABID MOLE RAT ⚡



STR 4
PER 4
END 4
CHA 1
INT 1
AGI 5
LUC 2

BURROW: Charge is not a normal movement or a trigger. Place Rabid Mole Rat anywhere within its Charge distance so it engages enemy model.

SENSES: Does not need LoS to use Charge.

EQUIPPED: Rabid Mole Rat Bite.

👁️ 2
⚡ 2
☢️ X

YOUNG MIRELRUK QUEEN ⚡



STR 10
PER 3
END 10
CHA 4
INT 3
AGI 3
LUC 2

HARD TO MISS: All ranged attacks at short range on Mirelurk Queen + 🏠

EQUIPPED: Mirelurk Queen Brood, Young Mirelurk Queen Claw and Acid.

UNNERVING ⚡: -2 penalty for all skill rolls which are not attacks on Mirelurk Queen.

RADIOACTIVE: End of activation: 🏠 🗡️ ① ☢️ ①

BARGE: Can move through smaller bases.

👁️ 2 + 1
⚡ 2 + 1
☢️ X

YOUNG RADSCORPION ⚡



STR 4
PER 6
END 5
CHA 3
INT 1
AGI 4
LUC 4


BURROW: Charge is not a normal movement or a trigger. Place Young Radscorpion anywhere within Charge distance so it engages enemy model.

SENSES: Does not need LoS to Charge target.

EQUIPPED: Young Radscorpion Pincers & Sting.

👁️ 2
⚡ 2
☢️ X

CREATURE FACTION



1. Leader must be Creature Controller.
2. Apart from Leader, force may contain Creatures only. (Creature units with a faction on their cards not matching the faction on the Leader's unit card may not be included.)
3. Leader may be equipped with Creature Perks.
4. Whilst Unengaged, Creature Controller may apply Stimpaks to Creatures within Yellow and LoS.

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CREATURES ⚡

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





NOKALURKS SUB FACTION

A Nukalurk force uses the Mirelurk cards, replacing all instances of Mirelurk with Nukalurk.

1. Force can only contain models with Nukalurk in their name.
2. Nukalurks add +2 to their END.
3. Nukalurks add to their attack actions.
4. Nukalurks can only use items which show the icon, or specifically state can be used by Creatures and/or Nukalurks, or are equipped on the Unit Profile.
5. If a Nukalurk has weapons named on its Unit Profile, those are the only weapons it may equip.
6. Nukalurks may equip a total of 2 creature mods and 1 non weapon creature item.
7. Nukalurks cannot gain or skills.

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NOKALURKS SUB FACTION

8. At the start of a game, before deployment the Nukalurk player places 3 diameter Nuka Cola Quantum pools anywhere on the table. The pools can only be placed at ground level and cannot be placed passing through solid terrain.

These cannot be placed within of another Nuka Cola Quantum Pool.

These cannot be placed touching an Investigation or Searchable Marker.

If a non Nukalurk model enters or ends its turn within one of these pools they suffer .

If a Nukalurk model ends its activation fully within one of these pools then it heals 1 .



MIRELURK QUEEN



HARD TO MISS: All ranged attacks at short range targeting Mirelurk Queen + .

UNNERVING: -2 penalty for all Skill Tests which are not attacks on Mirelurk Queen.

RADIOACTIVE: End of activation:

BARGE: May move through smaller based models.

BROOD MOTHER: When activated, may make up to two Mirelurk Hatchlings within ready and activate them in the same turn.

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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.

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

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UNIT	ITEMS	DOES CARRY (EQUIPPED) / MAY CARRY	POINTS
Alien	Upgrades, Usable Items	Does carry: Alien Blaster	105
Alpha Mongrel	Creature items, Dog items	Does carry: Mongrel Bite	85
Bloated Glowing One	Creature Items	Does carry: Bloated Glowing One Swipe	198
Bloatfly	Creature Items		39
Bloodbug	Creature Items		63
Deathclaw Matriarch I	Creature Items	Does carry: Matriarch Swipe, Trample, Roar, Active, Hit and Run; Tail Sweep, Head Butt, Haymaker, Rage	230
Deathclaw Matriarch II	Creature Items	Does carry: Matriarch Swipe, Trample, Roar, Active, Hit and Run; Tail Sweep, Head Butt, Haymaker, Rage	212/97*
Deathclaw	Creature Items	Does carry: Deathclaw Crush, Deathclaw Swipe	220
Feral Ghoul	Creature Items	Does carry: Feral Ghoul Swipe	49
Fog Crawler	Creature Items	Does carry: Fog Crawler Claw, Fog Crawler Ground Pound	288
Glowing Bloatfly	Creature Items	Does carry: Glowing Bloatfly Larva	79
Glowing Bloodbug	Creature Items	Does carry: Glowing Bloodbug Proboscis and Blood Spray	110
Glowing Radroach Swarm	Creature Items	Does carry: Glowing Radroach Swarm Bite	40
Glowing Stingwing	Creature Items	Does carry: Glowing Stingwing Strike	102
Glowing Yao Guai	Creature Items	Does carry: Glowing Yao Guai Swipe	188
Legion Mongrel	Creature Items	Does carry: Mongrel Bite	65
Mirelurk	Creature Items	Does carry: Items Mirelurk Claw	62
Mirelurk Hatchling	Creature Items	Does carry: Mirelurk Hatchlings Claw	16
Mirelurk Hunter	Creature Items	Does carry: Mirelurk Hunter Claw and Mirelurk Hunter Acid	167
Mirelurk Queen	Creature Items	Does carry: Mirelurk Queen Brood, Mirelurk Queen Claw, Mirelurk Queen Acid	230
Mole Rat	Creature Items	Does carry: Mole Rat Bite	17
Mongrel	Creature Items, Dog items	Does carry: Mongrel Bite	63
Putrid Glowing One	Creature Items	Does carry: Putrid Glowing One Swipe	181
Rabid Mole Rat	Creature Items	Does carry: Rabid Mole Rat Bite	27
Radroach Swarm	Creature Items	Does carry: Radroach Swarm Bite	25
Radscorpion	Creature Items	Does carry: Radscorpion Pincers & Sting	85
Softshell Mirelurk	Creature Items	Does carry: Softshell Mirelurk Claw	41
Weak Feral Ghoul	Creature Items	Does carry: Weak Feral Ghoul Swipe	31
Young Deathclaw	Creature Items	Does carry: Young Deathclaw Swipe, Young Deathclaw Crush	116
Young Fog Crawler	Creature Items	Does carry: Young Fog Crawler Claw, Fog Crawler Ground Pound	168
Young Mirelurk Queen	Creature Items	Does carry: Mirelurk Queen Brood, Young Mirelurk Queen Claw, Young Mirelurk Queen Acid	185
Young Radscorpion	Creature Items	Does carry: Young Radscorpion Pincers and Sting	57
Radstag	Creature Items	Does carry: Radstag Gore	71



Radstag Doe	Creature Items	Does carry: Radstage Doe Gore	60
Stingwing	Creature Items	Does carry: Stingwing Sting	72
Yao Guai	Creature Items	Does carry: Yao Guai Swipe	159
Nukalurk Queen	Creature Items	Does carry: Mirelurk Queen Brood, Mirelurk Queen Claw, Mirelurk Queen Acid	250
Nukalurk King	Creature Items	Does carry: Nukalurk King Claws, Nukalurk King Sonic Scream	215
Nukalurk Hunter	Creature Items	Does carry: Nukalurk Hunter Claw and Nukalurk Hunter Acid	184
Nukalurk	Creature Items	Does carry: Nukalurk Claw	81
Nukalurk Hatchlings	Creature Items	Does carry: Nukalurk Hatchlings Claw	27
Mirelurk King	Creature Items	Does carry: Mirelurk King Claw and Mirelurk King Sonic Scream	195
Gatorclaw	Creature Items	Does carry: Gatorclaw Claws	270
Albino Gatorclaw	Creature Items	Does carry: Gatorclaw Claws and Gatorclaw Jaws	320
Creature Controller (any model)	(see models entry), Creature controller upgrades		
Softshell Nukalurk	Creature Items	Does carry: Softshell Nukalurk Claw	51
Young Nukalurk Queen	Creature Items	Does carry: Nukalurk Queen Brood, Young Nukalurk Queen Claw, Young Nukalurk Queen Acid	200

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



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

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	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

CREATURE ITEMS		
Armor	Corrugated Plates	4
Armor	Spiked Harness	5
Armor	Tesla Coil Harness	5
Clothes	Limb Braces	8
Gear	Chemical Coating	8
Gear	Dead Man's Switch	5
Gear	Mirelurk Eggs	12
Mod	Heroic Wild	0.2
Mod	Conditioning: Active	5
Mod	Conditioning: Adrenaline	3
Mod	Conditioning: Ankle Biter	8
Mod	Conditioning: Arm Breaker	12



Mod	Conditioning: Champion	10
Mod	Conditioning: Chancer	12
Mod	Conditioning: Chief	15
Mod	Conditioning: Crafty	5
Mod	Conditioning: Dash	9
Mod	Conditioning: Fast	4
Mod	Conditioning: Ferocious	3
Mod	Conditioning: Haymaker	12
Mod	Conditioning: Hit and Run	8
Mod	Conditioning: Independent	11
Mod	Conditioning: Lean	3
Mod	Conditioning: Rage	2
Mod	Conditioning: Savage	8
Mod	Conditioning: Sniffer	5
Mod	Conditioning: Stunning	12
Mod	Conditioning: Vicious	8
Mod	Conditioning: Vigilant	5
Mod	Conditioning: Wily	7

CREATURE CONTROLLER UPGRADE		
Perk	Command: Act	17
Perk	Command: Attack	16
Perk	Command: Counter	4
Perk	Command: Find	8
Perk	Command: Guided Strike	12
Perk	Command: Heel	10
Perk	Command: Impetous	5
Perk	Command: Protect	4
Perk	Command: Pack Assault	2
Perk	Command: Pack Attack	7
Perk	Command: Scatter	15
Perk	Command: Speed	16
Perk	Command: Take it	10

