Fallout Factions
Battle for Nuka-World

Errata

Version 2 - New information will be marked in red.

FACTION LIST CHANGES LOG

The Pack

- **Alpha, Psycho, Scavver, Waster:** These models have gained the following Perk;
    - ***Sprint*:** When this model makes a *Get Moving* Action, or moves during a Movement Order it may move an extra 2".
- **Top Dog:** Endurance Statistic value has been increased to **5** from **4**. This model gains the following Perk;
    - ***Sprint*:** When this model makes a *Get Moving* Action, or moves during a Movement Order it may move an extra 2".

The Operators

- **Boss, Made Man and Scavver:** Change the '**Combat Rifle**' Weapon Set to the '***Calibrated Combat Rifle***'.
- **Weapons Table:** Change the '**Combat Rifle**' to '***Calibrated Combat Rifle***'.
- **Coordinate Fire:** Change this Ploy to the following;
    - ***That's Real Professional*:** You may enact this Ploy when selecting a model with either a Calibrated Combat Rifle or a Handmade Rifle as the Active model. A Calibrated Combat Rifle or Handmade Rifle held by the Active model gains the *Fast* Trait until the end of the Turn (if the weapon didn't already have that Trait). Until the end of the Turn, when creating a Dice Pool for an *Open Fire* Action using this weapon, the Active model gains 1 Bonus Die.

- **Prepared for Anything:** This Ploy provides *'up to **18** Caps'* of Chems rather than *'up to **25** Caps'*.

The Disciples

- **Tormentor:** Change the Weapon Sets of this model to *'**Plasma Rifle (43), .44 Pistol and Machete (47), Precision Hunting Rifle and Hand Weapon (49)**'*.
- **Butcher:** Change the Weapon Sets of this model to *'**Syringer and Hand Weapon (28), Handmade Rifle and Hand Weapon (30), Marksman's Rifle and Hand Weapon (30), 10mm Pistol and Nuka Grenade (34)**'*.
- **Psycho:** Change the Rating of the first two Weapon Sets of this model to *'**Light Handmade Rifle (15), Short Hunting Rifle and Hand Weapon (20)**'*.
- **Scavver:** Change the Rating of the Hunting Rifle Weapon Set from *'**21**'* to *'**22**'*. Change the Rating of the Handmade Rifle Rifle Weapon Set from *'**23**'* to *'**21**'*.
- **Waster:** Change the Rating of the last two Weapon Sets of this model to *'**Pipe Revolver and Hand Weapon (13), 10mm Pistol and Hand Weapon (14)**'*.
- **Thrill Kill!:** Change the wording of this Plot to *'**You may enact this Ploy when a Friendly model Incapacitates an Enemy model, but before removing it from play. Each of your models within 4" of the Enemy model Recovers 1 Fatigue.**'*
- **Thin the Herd:** Change the second sentence from *'Until the end of the Round, add **a** Bonus **Die** to any Tests you make for your Champions'* to *'Until the end of the Round, add **three** Bonus **Dice** to any Tests you make for your Champions'*.

Weapons

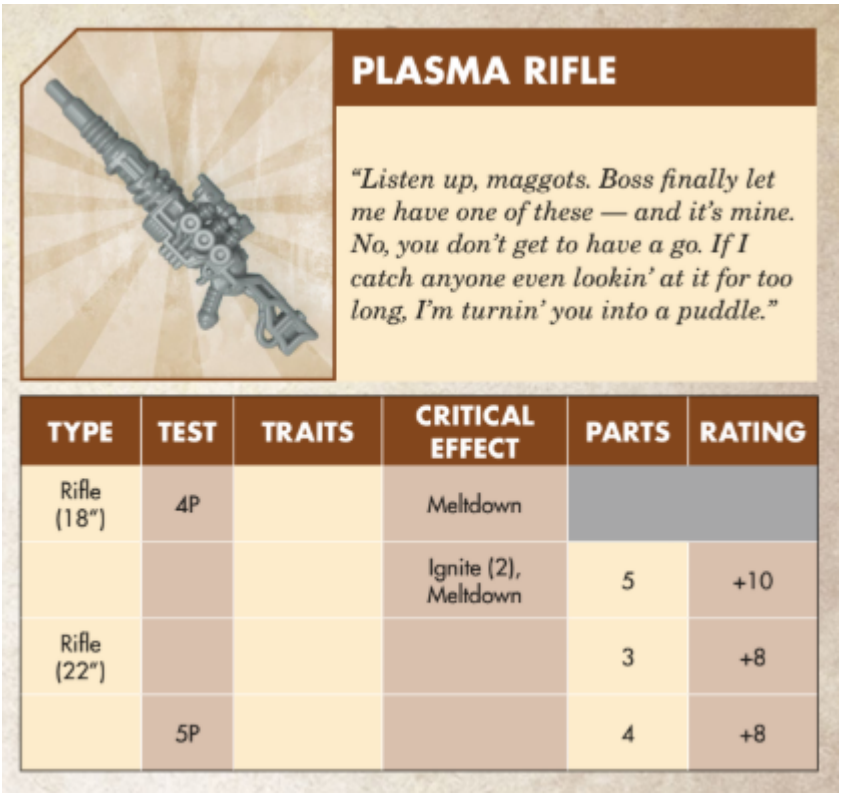
- **Automatic Handmade Rifle, Combat Rifle, Handmade Rifle, Plasma Pistol:** Remove *'**Fast**'* from the Traits section.
- **Calibrated Combat Rifle:** This weapon has the following information;

Calibrated Combat Rifle

"Efficiency and reliability in gun form, you'd never guess the Operators adore them. Nice bit o' range, and a lovely tendency to leave really big exit wounds."

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Rifle (24")	4P		Maim		
Rifle (30")				3	+9
	5P			3	+10
		Bladed		2	+3

- **Combat Rifle:** Remove this weapon.
- **Missile Launcher:** Change the Test value from **5S** to **4S**. Change the '***Area (3")***' Trait to '***Area (2")***'. Add "~~***Area (2")***~~" to the Traits of the second modification.
- **Plasma Rifle:** Add the following weapon to the book;



PLASMA RIFLE

"Listen up, maggots. Boss finally let me have one of these — and it's mine. No, you don't get to have a go. If I catch anyone even lookin' at it for too long, I'm turnin' you into a puddle."

TYPE	TEST	TRAITS	CRITICAL EFFECT	PARTS	RATING
Rifle (18")	4P		Meltdown		
			Ignite (2), Meltdown	5	+10
Rifle (22")				3	+8
	5P			4	+8

Perks

- **Four Leaf Clover:** The text for this Perk should read *'During the* **Fortune Smiles** *Step of a S.P.E.C.I.A.L. Test, this model rolls 2 Standard Dice for* ***a single*** *Luck Die remaining in the Pool, instead of one..'.*

ERRATA LOG

Welcome to Nuka-World! Quickstart

- **p.8:** On Eddie's S.P.E.C.I.A.L. profile, their L Statistic value should be **2**.
- **The Wolfpack:** The Type of KiKi's Sawn-off Shotgun should be **Rifle (8")**.

Battle for Nuka-World Starter Set Rulebook

Chapter 2 - Building Blocks

- **p.20:** Under 'Wide Open and Obscured', *'A model is Obscured if any part of it is hidden by any part of another model from the same crew'* should read *'A model is Obscured if any part of it is hidden by any part of another model from the same crew****~~, or a Terrain Feature~~. A model's Base is ignored when determining if a model is Obscured, as are weapons, equipment, and protruding pieces of clothing.****'*
- **p.21:**
    - Under 'Confusion' add the following to the end of the last paragraph; '***Some instances (such as Attacks with the* Area (X") Trait, *may cause a model's player to make multiple Confusion Tests. In these cases, each Confusion Test must be resolved before moving on to the next one. A model can be affected by multiple Confusion Tests in one Turn.***'
    - Under 'Harm', add the following to the end of the third paragraph; '***Harm is not removed from a model when they suffer an Injury.***'

- **p.24:** The Test for a Makeshift Weapon should be *'**2S**'* rather than *'**S2**'*. The first Bonus Die for the *Brawl* Action should only be added if *'...the Active model moved into Engagement with the Target **as part of a** **Get Moving Action** this Turn'* rather than if *'...the Active model moved into Engagement with the Target this Turn'*.
- **p.25:** Psycho Jet should Recover **1** Fatigue rather than **2** Fatigue.
- **p.26:** Under 'Action: Rummage', *'The Active player chooses a Search Token **within 1"** of the Active model and rolls two dice'* should read *'The Active player chooses a Search Token **within 1" (both vertically and horizontally)** of the Active model and rolls two dice'*.

Chapter 3 - Getting Started

- **p.33:** Add the following to the end of the first paragraph for '3. Determine Scenario' - *'**If both crews have the same Reputation, then both players should roll a die, re-rolling draws. The player with the higher result is treated as having the higher Reputation in this instance.**'*

Chapter 4 - Telling a Story

- **p.40:** Add the following to the end of the last paragraph for 'Story Action: Recruit' - *'**If the number of Grunts for each Champion has risen above five (for example because a Champion has been killed) then you must purchase a new Champion to correct this before purchasing any additional Grunts (but you do not lose Grunts from your crew or otherwise alter the composition of your crew in the meantime).**'*

Appendix 1 - Scenarios

- **p.48:** Under 'Story Outcomes', add the following to the end of the second paragraph - *'**The Defenders do not gain any of these Experience Points and Caps if they Retreated.**'*
- **p.50:** The instruction under the Initiative Token should read *'Either player could **start** with the Initiative Token'* rather than *'Either player could **starts** with the Initiative Token'.* Under 'Proving Your Mettle', *'If one side's total reaches or exceeds **60**, the other crew has Proven Their Mettle, and the* Level Playing Field *rules immediately cease to apply'* should read *'If one side's total reaches or exceeds **half of the Rating value of their Rumble***

***Team**, the other crew has Proven Their Mettle, and the* Level Playing Field *rules immediately cease to apply*'.

- **p.52:** Remove the set of square brackets from the second paragraph under 'Search Tokens'.

Appendix 2 - Faction Lists

- **p.55:** Remove '***Fast***' from the Traits section of The Pack's Light Handmade Rifle.

Appendix 4 - Reference

- **p.69:**
    - The Meltdown Critical Effect should read: '***At the end of the Inflict Damage step, the opposing player makes a Meltdown Test (2E) for the Target model. If the opposing player scores fewer Hits than the amount of Harm the Target model has, it Suffers an Injury.***'
    - The Aim Trait should read: '***When creating the Dice Pool for an Attack Action with this Weapon, the Attacking model can Take Fatigue to add X Bonus Dice to the Pool***.'
    - The Area Trait should read: '***When making an Attack Action with this Weapon, the Active player nominates a Target point on the Battlefield instead of a Target model. This must be a point Visible to the Attacking model on the Battlefield surface, or a Terrain Feature. Each model (from either crew) within X" of the chosen Target point, counts as a Target model for the Attack.***

      Make a single Attack Test, to which no Bonus Dice can be applied. Then resolve the Inflict Damage step once for each Target model, in an order chosen by the Active player. If a rule adjusts the amount of Damage inflicted, or affects the Target Model (for example, the Ignite (X) Critical Effect), this does not carry over between models, and is instead tracked on each individual model.

      Do not resolve Confusion until Damage has been applied to all models.'
- **p.70:** Mentats should read; '***When one of your models Fails a Confusion Test, you may spend a dose of***

Mentats to have that model instead Pass the Confusion Test.*'*

- **p.71:**
    - The Steady Aim Perk should apply to a model that *'…has not moved this* ***Turn****…'* rather than a model that *'…has not moved this* ***Action****…'*.
    - The Lone Wanderer Perk should *'…add* ***2 Bonus Dice*** *to any Tests…'* that the model makes rather than *'…****a Bonus Dice****…'*.
    - The Intimidation Perk should refer to *'****Control Area****'* rather than *'****Influence****'*.
    - The Cap Collector Perk should refer to *'****Rare Chems****'* rather than *'****Chems****'*. Remove *'…****(during a*** **Scavenge** ***Story Action or****…'* from the 'Cap Collector' Perk.
    - The Scrapper Perk should refer to a *'****Rummage*** *Action'* rather than *'****Search*** *Action'*.
- **p.72:** The Fortune Finder Perk should refer to a *'****Rummage*** *Action'* rather than *'****Scavenge*** *Action'*.