

Fallout

FACTIONS



WASTELAND SURVIVORS

INSTRUCTION BOOKLET · MODE D'EMPLOI · MONTAGEANLEITUNG
MANUAL DE INSTRUCCIONES · LIBRETTO D'ISTRUZIONI

WASTELAND SURVIVORS

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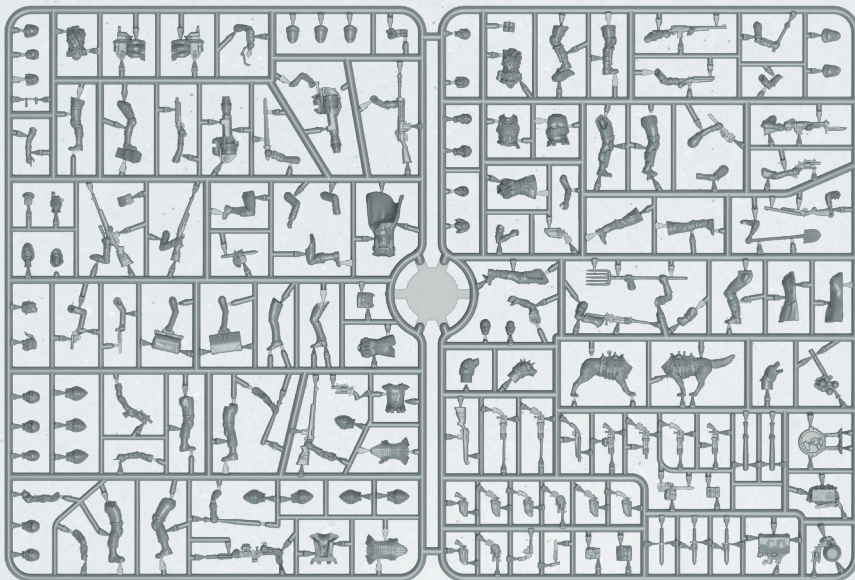
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x10 30mm Bases

Explanation of symbols

I - Choose option **A A** - Paired options ***** - Check rules **✓** - Complete **+** - Magnification **↻** - Rotate

READ ME FIRST!

The models in this box can be built in multiple ways. Please check the **Fallout: Factions** and/or **Fallout: Wasteland Warfare** rules as required before building.



SURVIVORS

REGULAR JOES WON'T LAST TOO LONG ON THEIR OWN IN THE WASTELAND, SO THEY BAND TOGETHER FOR SAFETY. FROM SMALL FARMSTEDS TO LARGE SETTLEMENTS, LIKE DIAMOND CITY OR MEGATON, SURVIVORS SHARE THE FRUITS OF THEIR LABORS AND SKILLS TO MAKE A 'NORMAL' LIFE TOGETHER. CHANCES ARE AN IRRADIATED CRITTER OR A SUPER MUTANT STILL SPELLS ONE'S DOOM, BUT YOU'VE GOT A MUCH BETTER CHANCE OF MAKING IT TO TOMORROW WITH SOMEONE YOU CAN TRUST AT YOUR SIDE.

CREW CREATION

All of the models in a Survivor crew must be chosen from this section.

CAPTIVE STORY ACTION: REDEEM

A Survivors crew may take the *Redeem Captive* Story Action*, as described on pg. 63 in the *Fallout: Factions Rulebook*. Add this to your Story Sheet.

CREW LIMITS

The crew's Tier imposes a number of limits on it, as explained in the rules for creating a custom crew (pg. 29 in the *Fallout: Factions Rulebook*).

CREW LIMITS	TIER 1	TIER 2	TIER 3
Upgrade Limit per Model	3	5	7
Champion Limit	3	4	5
Facility Limit	3	5	6

MODEL CLASSES

LOCAL LEADER (CHAMPION, LEADER)

S	P	E	C	I	A	L	♥
4	5	5	6	6	5	3	3

Perks

- **Inspirational** (Charisma)
- **Natural Leader** (Innate)
- **Survivalist** (Innate)

Weapon Sets

- **Junk Jet** (34)
- **Sawn-off Shotgun & Officer's Sword** (40)
- **Combat Rifle** (45)

*If you intend to field the Wasteland Survivors as part of a Starter Set Campaign do not use this Story Action.

SPECIALIST (CHAMPION)

Each Specialist is either a Hunter, Medic, or Trader. Choose one when purchasing the model and use the relevant Weapon Sets and Perks.

S	P	E	C	I	A	L	♥
3	5	4	5	6	4	2	2

Perks

- Hunter: **Sniper** (Perception); **Survivalist** (Innate)
- Medic: **Medic** (Intelligence); **Survivalist** (Innate)
- Trader: **Fortune Finder** (Luck); **Survivalist** (Innate)

Weapon Sets

No more than two Specialists in a crew can have the same Weapon Set.

- Hunter: **Precision Hunting Rifle** (35)
- Hunter: **Double-barreled Shotgun** (38)
- Medic: **Hand Weapon** (20)
- Trader: **Flare Gun** (24)

SECURITY GUARD (GRUNT)

S	P	E	C	I	A	L	♥
3	4	5	3	3	4	2	1

Perks

- **Survivalist** (Innate)

Weapon Sets

No more than three Security Guards in a crew can have the same Weapon Set.

- **Hunting Rifle** (22)
- **Automatic Pipe Rifle** (24)
- **Combat Rifle** (27)

SWATTER (GRUNT)

S	P	E	C	I	A	L	♥
4	3	5	3	3	4	2	1

Perks

- **Survivalist** (Innate)

Weapon Sets

No more than three Swatters in a crew can have the same Weapon Set.

- **Pipe Revolver & Hand Weapon** (21)
- **Pipe Revolver & Baseball Bat** (21)
- **Baseball Grenades & Baseball Bat** (25)
- **Sawn-off Shotgun & Hand Weapon** (27)

GOOD BOY (GRUNT)

You cannot recruit a Good Boy if half or more of your Grunts are already Good Boys.

S	P	E	C	I	A	L	♥
4	3	3	3	3	4	1	1

Perks

- **Beast** (Innate)
- **Sic 'Em** (Innate)
- **Survivalist** (Innate)

Weapon Sets

- **Claws & Jaws** (7)

SETTLER (GRUNT)

You cannot recruit a Settler if half or more of your Grunts are already Settlers.

S	P	E	C	I	A	L	♥
3	4	3	3	4	3	1	1

Perks

- **Survivalist** (Innate)

Weapon Sets

No more than three Settlers in a crew can have the same Weapon Set.

- **Hand Weapon** (8)
- **Pipe Revolver & Hand Weapon** (14)
- **Double-barreled Shotgun** (15)
- **Pipe Bolt-Action Rifle** (16)

SURVIVORS WEAPONS

WEAPON	TYPE	TEST	TRAITS	CRITICAL EFFECT
Baseball Bat	Melee	3S	Wind Up	Suppress (1)
Claws & Jaws*	Melee	4S	Fast	Suppress (1)
Hand Weapon	Melee	3S	Fast	-
Officer's Sword	Melee	4S	Fast	Pierce
Flare Gun*	-	-	Distress Signal	-
Pipe Revolver	Pistol (12")	3A	Aim (+1), CQB	Pierce
Automatic Pipe Rifle	Rifle (16")	3P	Aim (+1), Storm (1)	Suppress (2)
Combat Rifle	Rifle (24")	4P	Fast	Maim
Double-barreled Shotgun	Rifle (12")	3P	Storm (2)	Maim
Hunting Rifle	Rifle (22")	3P	Aim (+1)	Pierce
Pipe Bolt-Action Rifle	Rifle (20")	3P	Aim (+1)	Pierce
Precision Hunting Rifle	Rifle (24")	3P	Aim (+2)	Pierce
Sawn-off Shotgun	Rifle (8")	4P	CQB, Storm (2)	Maim
Junk Jet	Heavy (10")	3S	Creative Projectiles	Suppress (1)
Baseball Grenades*	Grenade (8")	3A	Area (2"), Big Swing (6"), CQB	Suppress (1)

* This weapon cannot be Modified.

SURVIVORS PLOYS

In addition to the Ploys listed on pg. 27 in the *Fallout: Factions Rulebook*, a Survivors crew can choose from the options below.

PLOY: NO PLACE LIKE HOME

You may enact this Ploy when a Friendly model is Incapacitated.

Add 1 Bonus Dice to the Dice Pool of all Confusion Tests made as a result of the Friendly model being Incapacitated.

PLOY: SOME RAIN MUST FALL

You may enact this Ploy when a Friendly model is Incapacitated by an Enemy model, after any Confusion Tests are made.

Each Friendly model may make an Open Fire or Brawl Action (without taking Fatigue) against the Enemy model whose Action Incapacitated the Friendly model. These Actions follow the normal rules for targeting a model.

SURVIVORS TRAINING TABLE

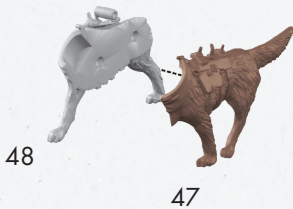
When purchasing Upgrades (see pg. 58 in the *Fallout: Factions Rulebook*) for models in a Survivors crew, use the following table.

SCORE (SCRIBE PATH)	UPGRADE	RATING INCREASE	
		CHAMPION	GRUNT
1	Increase the model's Strength by 1.	+10	+7
2	Increase the model's Perception by 1.	+10	+7
3	Increase the model's Endurance by 1.	+15	+9
4	Increase the model's Charisma by 1.	+8	+5
5	Increase the model's Intelligence by 1.	+8	+5
6	Increase the model's Agility by 1.	+10	+7
7-8	Choose one of the results above.	-	-
9-10	Choose one:		
	<ul style="list-style-type: none">• Increase the model's Luck by 1.• Increase the model's Health by 1.	+15 +20	+9 +12

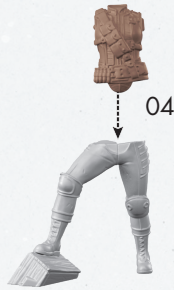
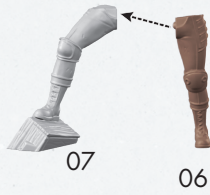
SURVIVORS STARTER LIST

MODEL (CLASS)	WEAPON SET	RATING
Local Leader (Leader, Champion)	Combat Rifle	45
Specialist Hunter (Champion)	Hunting Rifle	35
Specialist Medic (Champion)	Hand Weapon	20
3x Security Guard (Grunt)	Hunting Rifle	3x22
2x Swatter (Grunt)	Sawn-off Shotgun & Hand Weapon	2x27
2x Settler (Grunt)	Double-barreled Shotgun	2x15
Total Rating (Reputation)		250

GOOD BOY



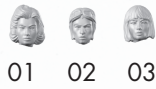
LOCAL LEADER



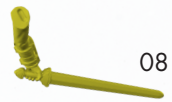
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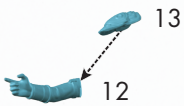
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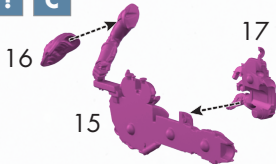
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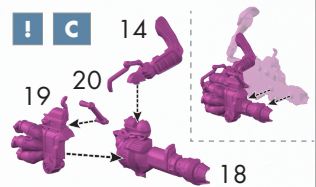
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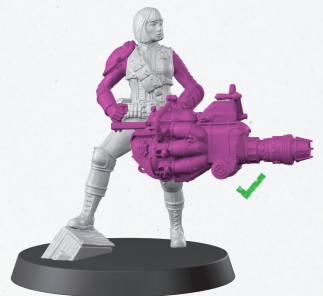
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Sawn-off Shotgun & Officer's Sword

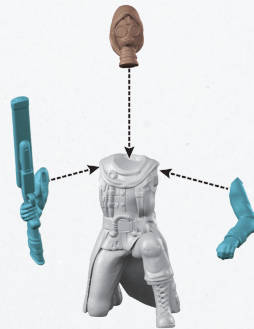
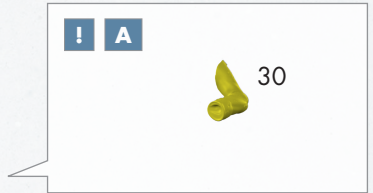
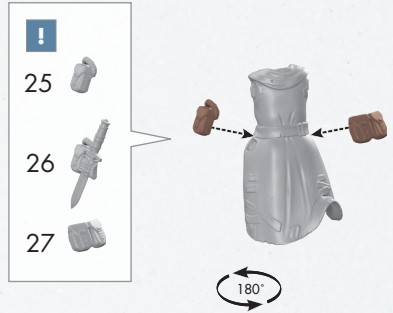
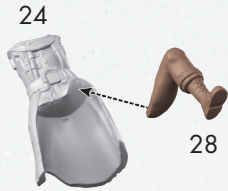
Combat Rifle

Junk Jet



30mm

SPECIALIST 1



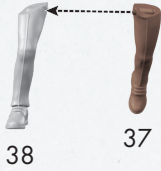
Precision Hunting Rifle



Double-barreled Shotgun



SPECIALIST 2



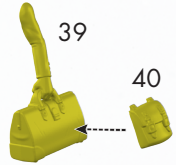
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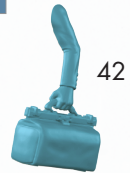
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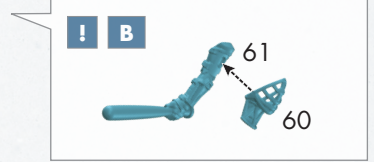
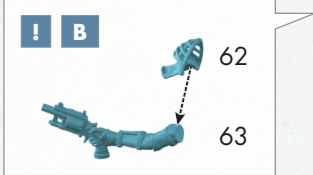
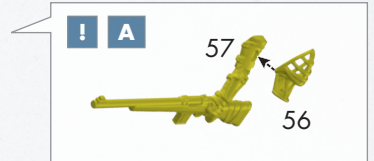
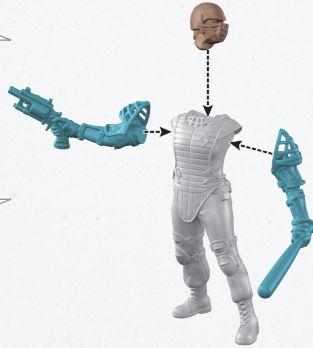
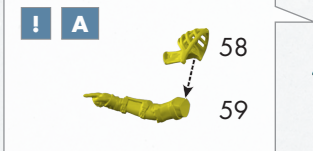
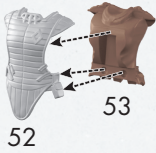
Flare Gun



Hand Weapon



SECURITY GUARD / SWATTER 1



Combat Rifle

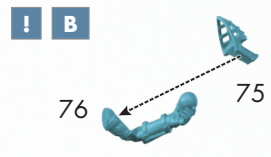
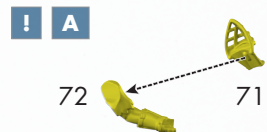
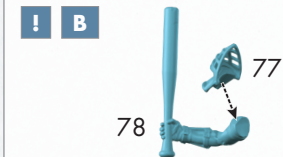
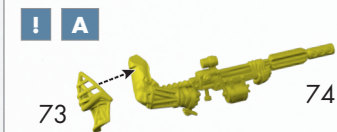
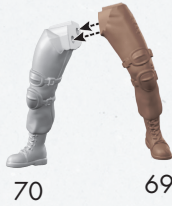
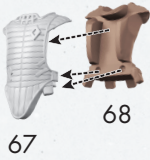


Pipe Revolver & Baseball Bat



30mm

SECURITY GUARD / SWATTER 2



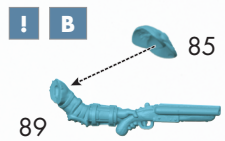
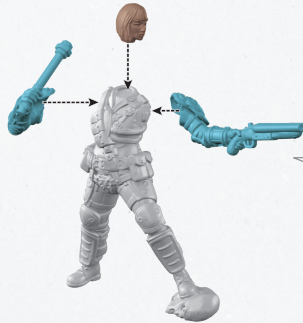
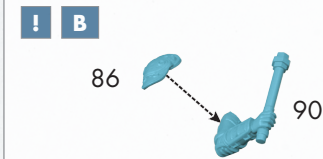
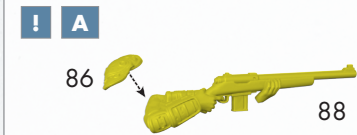
Automatic Pipe Rifle



Baseball Grenades & Baseball Bat



SECURITY GUARD / SWATTER 3



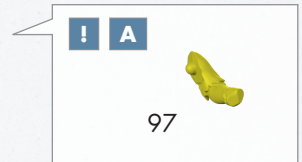
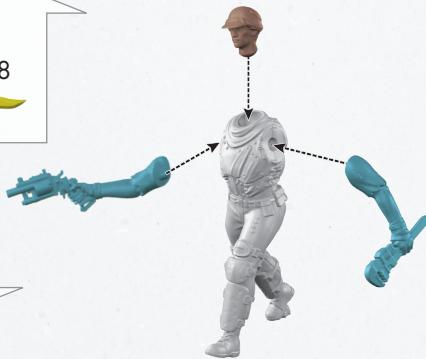
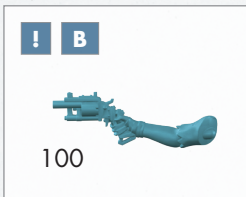
Combat Rifle



Sawn-off Shotgun & Hand Weapon



SECURITY GUARD / SWATTER 4



Hunting Rifle



Pipe Revolver & Hand Weapon



SETTLER 1



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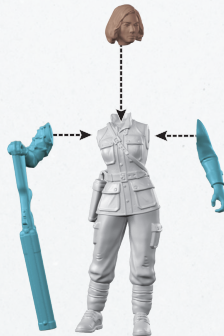
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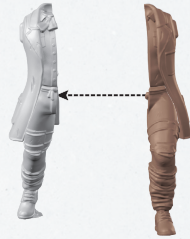


Hand Weapon

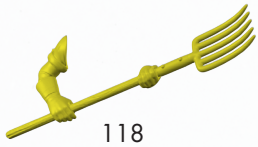
Double-barreled Shotgun



SETTLER 2



! A



!



! A



! B



! B



Hand Weapon



Pipe Bolt-Action Rifle







BASE TOPPERS AND ACCESSORIES



121



122



123



124



125



126



127



128



129



130



131



132



133



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135



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137



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