

Fallout™

MINIATURES



THE RAILROAD CORE BOX

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

THE RAILROAD CORE BOX INSTRUCTION BOOKLET

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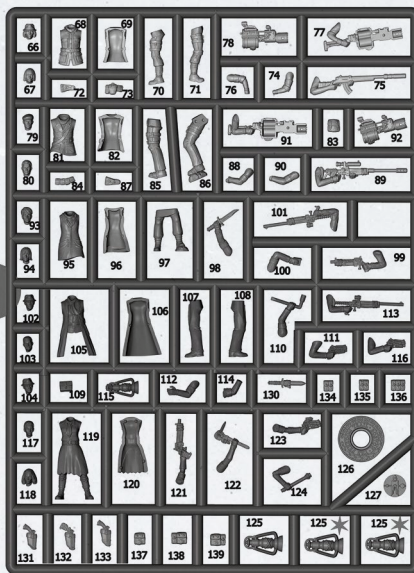
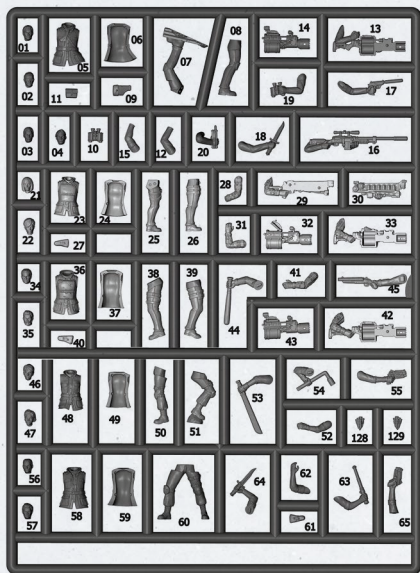
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x11 30mm Bases

READ ME FIRST!

The models in this box can be built in multiple ways. Please check the **Fallout: Wasteland Warfare** and/or **Fallout Factions: Battle for Boston** rules before you begin building.

EXPLANATION OF BUILD GUIDE SYMBOLS

 - Choose option  - Paired options  - Complete  - Rotate  - Model within Starter List

ENG: Please read these instructions thoroughly before beginning assembly of your miniatures. We recommend removing each part from the frame using sharp plastic cutters or a hobby knife. Models should be assembled with plastic glue. This product should not be used by children under the age of 14 without adult supervision. This is not a toy. Choking hazard due to small parts. Plastic models supplied unpainted and unassembled.

FRE: Veuillez lire ce mode d'emploi avant d'assembler vos figurines. Nous vous recommandons d'utiliser un couteau de modélisme ou une lame pour plastiques aiguisée afin de retirer toutes les pièces de la grappe. Utilisez de la colle plastique pour assembler les figurines. Ce produit ne convient pas des enfants de moins de 14 ans sans supervision d'un adulte. Ceci n'est pas un jouet. Les pièces de petite taille représente un risque d'étouffement en cas d'ingestion. Figurines en plastique fournies non peintes et non assemblées.

GER: Lesen Sie bitte die Anweisungen sorgfältig, bevor Sie mit der Miniaturmontage beginnen. Wir empfehlen die Entfernung jedes Teils von ihrem Rahmen mit einem scharfen Kunststoffschneider oder einem Hobbymesser. Die Modelle sollten mit Kunststoffkleber montiert werden. Dieses Produkt sollte bei Kinder unter 14 Jahren unter Aufsicht eines Erwachsenen benutzt werden. Dies ist kein Spielzeug. Erstickungsgefahr durch verschluckbare Kleinteile. Die Kunststoffmodelle werden unbemalt und unmontiert geliefert.

SPA: Lea detenidamente las instrucciones antes de empezar a montar sus miniaturas. Recomendamos retirar cada pieza del armazón utilizando cutters afilados para plástico o cuchillos para manualidades. Los modelos deben ensamblarse con adhesivo para plástico. Este producto no debe ser utilizado por niños menores de 14 años sin la supervisión de un adulto. No es un juguete. Peligro de asfixia por la presencia de piezas pequeñas. Los modelos de plástico se suministran sin pintar y sin montar.

ITA: Leggere attentamente le istruzioni prima di assemblare le miniature. Raccomandiamo di rimuovere tutti i componenti dei modelli dal loro supporto usando un taglierino da plastica affilato o un coltellino da modellismo. Si consiglia di usare colla per plastica per assemblare i modelli. Questo prodotto non è adatto a bambini sotto i 14 anni senza la supervisione di un adulto. Questo non è un giocattolo. Contiene piccole parti che possono causare soffocamento. I modelli sono forniti smontati e non verniciati.

THE RAILROAD

"CALLING THEMSELVES THE 'SYNTHS' ONLY FRIEND', THE RAILROAD ARE A NETWORK OF UNDERGROUND CELLS DEDICATED TO FREEING CAPTIVE SYNTHS FROM THE CLUTCHES OF THE INSTITUTE. THESE GROUPS ARE SCATTERED BY DESIGN, FOR THE ODDS IN TERMS OF RESOURCES AND MANPOWER ARE VASTLY STACKED AGAINST THEM. SUBTERFUGE, SPYCRAFT, AND WELL-TIMED AMBUSHES ARE THE WEAPONS OF THESE FIGHTERS. ALTHOUGH AN ACTIVE HEADQUARTERS CAN BE FOUND AT THE END OF THE FREEDOM TRAIL IN BOSTON, SMALLER GROUPS CAN BE FOUND ALL ACROSS THE COMMONWEALTH AND BEYOND – PROVIDED THAT YOU KNOW WHAT CLUES TO LOOK FOR."

CREW CREATION

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

CREW LIMITS

The crew's Tier imposes a number of limits on it, as explained in the rules for creating a custom crew (pg. 34 in *Fallout: Factions Battle for Boston*).

CREW LIMITS	TIER 1	TIER 2	TIER 3
Upgrade Limit per model	4	6	8
Champion Limit	3	4	5
Total Control Limit	5	10	15
Starting Ploy Tokens	0	1	2

MODEL CLASSES

LEAD FIELD AGENT (CHAMPION, LEADER)

S	P	E	C	I	A	L	♥
5	6	5	5	6	6	3	3

Perks

- **Natural Leader** (Innate)

Weapon and Item Sets

- **Railway Rifle** (44)
- **Precision Combat Rifle** (47)
- **Deliverer & Hand Weapon** (50)



HEAVY (CHAMPION)

S	P	E	C	I	A	L	♥
5	5	4	4	5	4	2	2

Weapon Sets

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

- Baseball Bat & Sawn-off Shotgun (30)
- Railway Rifle (32)
- Gauss Rifle (43)

RUNNER (GRUNT)

S	P	E	C	I	A	L	♥
4	3	3	3	4	3	2	1

Perks

- **Hit the Deck** (Agility)
- **Scout** (Innate)
- **Sprint** (Agility)

Weapon Sets

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

- Machete (14)
- Stun Baton (14)
- Hand Weapon & 10mm Pistol (16)

FIELD AGENT (GRUNT)

S	P	E	C	I	A	L	♥
3	4	4	4	4	3	2	1

Weapon Sets

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

- Hunting Rifle (21)
- Precision Pipe Rifle (22)
- Railway Rifle (25)

TOURIST (GRUNT)

S	P	E	C	I	A	L	♥
3	3	3	3	3	3	1	1

Weapon Sets

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

- Pipe Pistol & Hand Weapon (11)
- 10mm Pistol & Hand Weapon (12)
- Pipe Rifle (14)



RAILROAD WEAPONS

WEAPON	TYPE	TEST	TRAITS	CRITICAL EFFECT
Baseball Bat	Melee	3S	Wind Up	Suppress (1)
Hand Weapon	Melee	3S	Fast	—
Machete	Melee	4S	—	Maim
Stun Baton	Melee	4S	—	Suppress (2)
10mm Pistol	Pistol (10")	3A	CQB, Fast	—
Deliverer	Pistol (8")	4A	CQB, Silenced	Pierce
Pipe Pistol	Pistol (8")	4A	CQB	—
Gauss Rifle	Rifle (18")	3P	Aim (+3)	Grisly
Hunting Rifle	Rifle (22")	3P	Aim (+1)	Pierce
Pipe Rifle	Rifle (20")	3P	Aim (+1)	Suppress (1)
Precision Combat Rifle	Rifle (30")	4P	Aim (+2)	Suppress (2)
Precision Pipe Rifle	Rifle (20")	3P	Aim (+2)	Pierce
Railway Rifle	Rifle (12")	4P	Storm (2)	Pierce
Sawn-off Shotgun	Rifle (8")	4P	CQB, Storm (2)	Maim



RAILROAD PLOYS

A Railroad crew begins a game with a number of Ploy Tokens according to their Tier as per their **Crew Limits Table** (see page 4), but each time an Enemy model is Incapacitated because of an attack made by a member of this crew, they gain another Ploy Token. These Ploys ignore the normal rules limiting the number of times you can use a Ploy in a game; each can be used any number of times. A Ploy can only be used once per Round, however. The *Lucky Charm* Perk cannot be used with Railroad Ploys.

If a Railroad crew wishes to use a standard Ploy or a Ploy from another source (such as a Scenario Ploy) they must spend 3 Ploy Tokens rather than the usual 1 to do so. They still can only use each of these Ploys a maximum of once per game.

After both crews have Deployed, but before the first Round begins, place an Insurgency Token (a 30mm Base marked appropriately) anywhere on the Battlefield outside of an Enemy model's Control Area. Insurgency Tokens are used in Railroad Ploys.

THE INSURGENCY TOKEN

The Railroad uses the **Insurgency Token** as part of their Railroad Ploys. It is a 30mm Base placed before a game starts, and the placement of this token can greatly impact the effectiveness of their Railroad Ploys.

Runners have the **Scout** Innate Perk, which allows them to act as more Insurgency Tokens.

BOOBYTRAP

You may enact this Ploy when an Enemy model ends movement within 3" of a Search Token.

Your Leader (whether or not they have been Incapacitated or are present on the Battlefield) makes an attack with the Boobytrap weapon (detailed in the table below). Each model (from either crew) within 3" of the Search Token counts as a Target model. Make a single Attack Test, for 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. Do not resolve Confusion until Damage has been applied to all models. Concealed Snipers

You may enact this Ploy when a Friendly model uses an *Open Fire* Action using a weapon with the *Aim* Trait.

They may draw Line of Sight and determine range from an Insurgency Token as if their model was in that position rather than from their model as normal. This is an attack, and so can result in additional Ploys if the model is Incapacitated.

WEAPON	TYPE	TEST	TRAITS	CRITICAL EFFECT
Boobytrap	—	3S	—	Maim

INFILTRATION

You may enact this Ploy after selecting an Active model Turn that is within 3" of an Insurgency Token, but before they take any Actions.

Pick up that model and place them in Base Contact with a different Insurgency Token. That model then Takes 1 Fatigue.

SHOCK ASSAULT

You may enact this Ploy when a Friendly model completes a *Get Moving* Action.

All Enemy models within 3" of this model that are not Engaged with it suffer 1 Harm. Excess Harm suffered as a result of this Ploy doesn't cause Injury.

TRIPWIRE

You may enact this Ploy when an Enemy model moves through, to, or from a point on the Battlefield that is along a straight line drawn between any two Insurgency Tokens.

Their movement stops as soon as they reach this point, and they suffer 1 Harm and 1 Fatigue.

RAILROAD TRAINING TABLE

When purchasing Upgrades (pg. 46 in the *Fallout: Factions Battle for Boston Rulebook*) for models in a Railroad crew, use the following table.

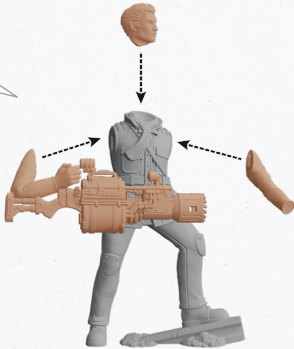
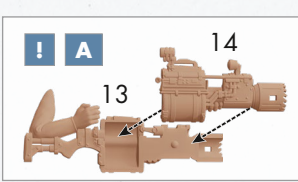
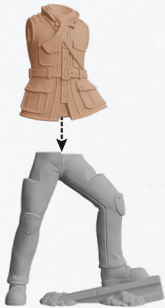
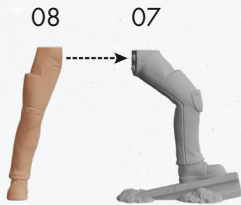
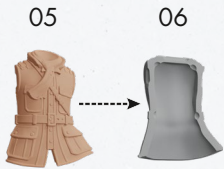
SCORE	UPGRADE	RATING INCREASE	
		CHAMPION	GRUNT
1	Increase the model's Strength by 1.	+10	+7
2	Increase the model's Perception by 1.	+10	+7
3	Increase the model's Endurance by 1.	+15	+9
4	Increase the model's Charisma by 1.	+8	+5
5-6	Increase the model's Intelligence by 1.	+8	+5
7-8	Increase the model's Agility by 1.	+10	+7
9	Choose one of the results above.	—	—
10	Choose one: • Increase the model's Luck by 1. • Increase the model's Health by 1.	+15 +20	+9 +12

RAILROAD STARTER LIST

Models marked with  in the Build Guides make up this list.

MODEL (CLASS)	WEAPON SET	RATING
Lead Field Agent (Leader, Champion)	Deliverer & Hand Weapon	50
Heavy (Champion)	Gauss Rifle	43
Heavy (Champion)	Railway Rifle	32
2x Runner (Grunt)	Hand Weapon & 10mm Pistol	32
2x Field Agent (Grunt)	Railway Rifle	50
2x Tourist (Grunt)	Pipe Rifle	28
Tourist (Grunt)	10mm Pistol & Hand Weapon	12
Total Rating (Reputation)		247

BUILD GUIDE: LEAD FIELD AGENT



Railway Rifle

Precision Combat Rifle



Deliverer & Hand Weapon

Radio & Binoculars (Not a Weapon Set)



180°



09



10



11

With Holster Accessory



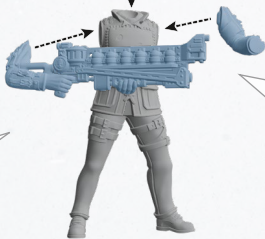
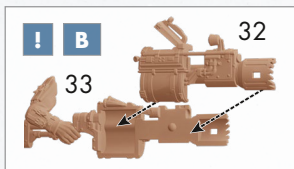
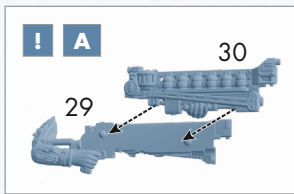
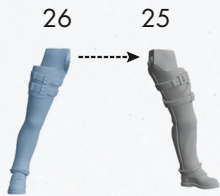
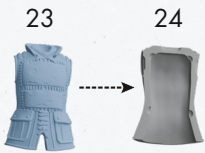
With Binoculars Accessory



With Haversack Accessory



BUILD GUIDE: HEAVY A



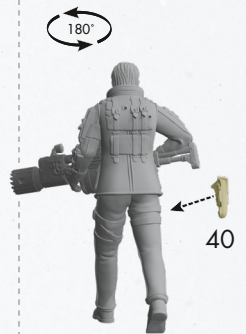
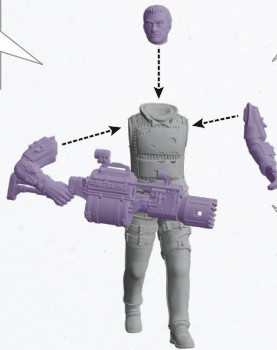
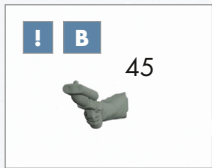
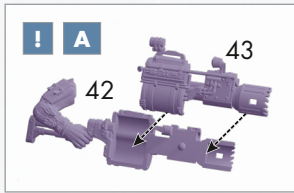
Gauss Rifle



Railway Rifle



BUILD GUIDE: HEAVY B



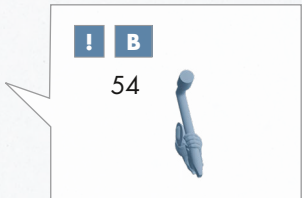
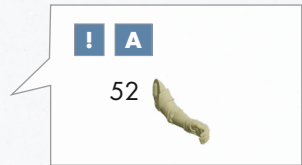
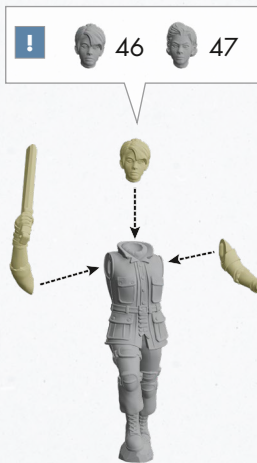
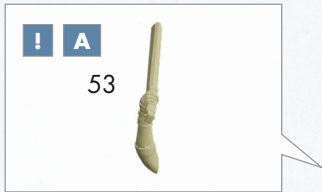
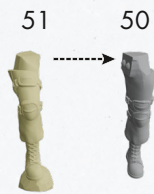
Railway Rifle



Baseball Bat & Sawn-off Shotgun



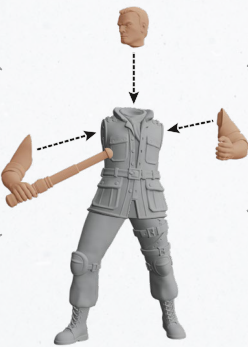
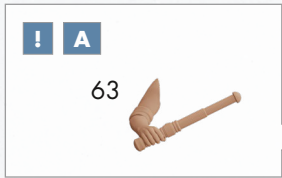
BUILD GUIDE: RUNNER A



Machete 



BUILD GUIDE: RUNNER B



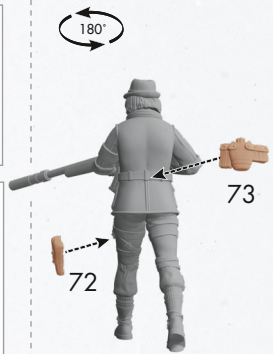
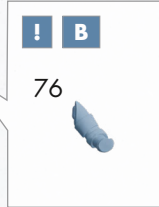
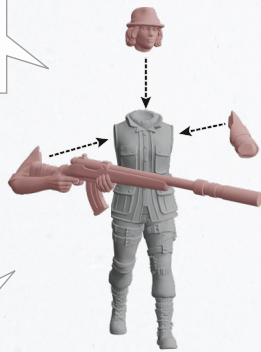
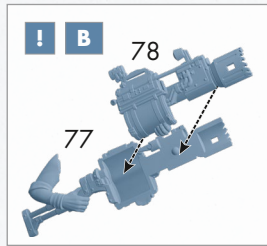
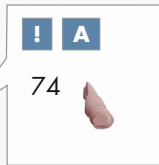
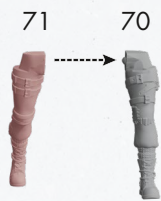
Stun Baton



Hand Weapon & 10mm Pistol



BUILD GUIDE: FIELD AGENT A



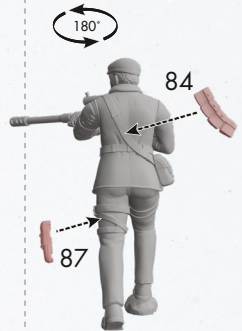
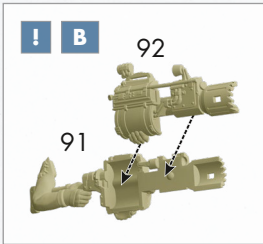
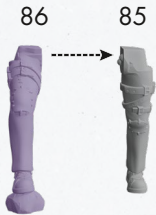
Hunting Rifle



Railway Rifle



BUILD GUIDE: FIELD AGENT B



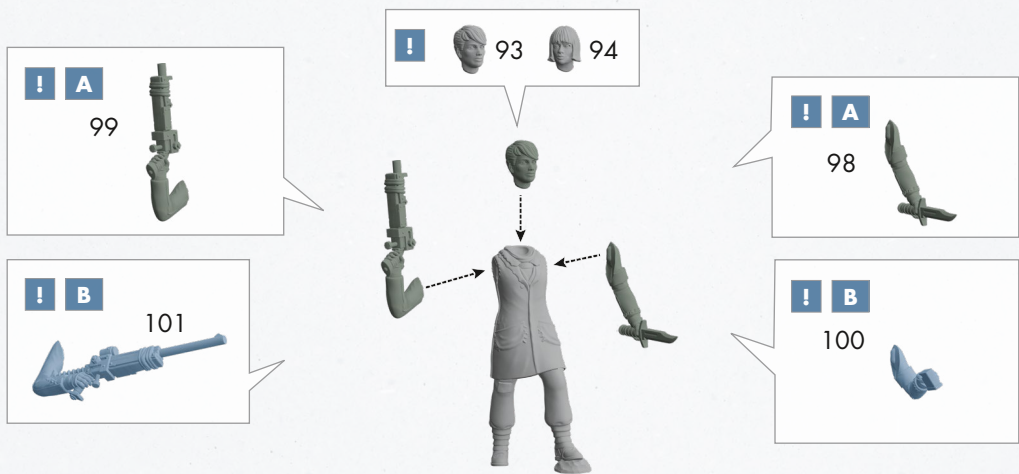
Precision Pipe Rifle



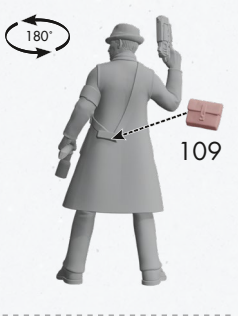
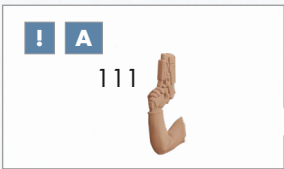
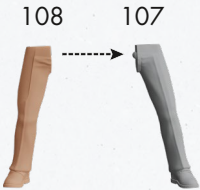
Railway Rifle



BUILD GUIDE: TOURIST A



BUILD GUIDE: TOURIST B



10mm Pistol & Hand Weapon



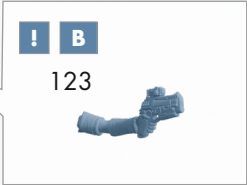
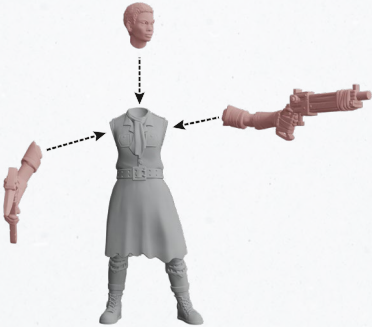
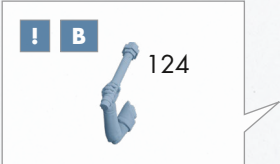
Pipe Rifle



10mm Pistol & Hand Weapon



BUILD GUIDE: TOURIST C



Pipe Pistol & Hand Weapon



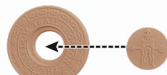
10mm Pistol & Hand Weapon



BASE TOPPERS AND ACCESSORIES



125 (x3)



126



127



Insurgency Token



128



129



130



131



132



133



134



135



136



137



138



139

