Fallout: Power Play

FAQ and Errata

Errata - 13/11/2025

- **Enclave Power Play: Head of State -** Change Stipulation from "At any time a Location has only Enclave Agents in it." to "Play once in your Turn; in a Location that only has Enclave Agents."
    - This was put in place to avoid an infinite loop effect if a Science Specialist was in a Location where this card was played. Allowing the Specialist to repeatedly Scavenge 'Head of State' and generate maximum influence instantly. Now it has been limited to fulfil its original aim.
- **Enclave Quest: Control the Asset** - Change Deploy from "**Draw, Scavenge** or **redeploy** an Enclave Trooper." to "**Draw, Scavenge** or **redeploy** an Enclave Soldier."
    - Typo fix.

GENERAL FAQ - 13/11/2025

- **What happens if nobody gets to 10 points before running out of cards?**
    - If all Players have run out of cards in their hands and decks, the Player with the most Victory Points overall wins at the end of the round. In the case of a tie, Players earn a shared victory.'

- **Can multiple Power Plays be played when deploying a card? Or does the first interrupt deployment? How do you decide which power play happens first?**
    - After any card in Power Play is played, or an ability triggered, there is an opportunity for players to Respond with a play of their own. This may only be a card that can legally be played at that time (for example you could not play an Agent outside of your Turn unless it possessed a specific ability allowing it). If a player does respond with their own card, then this will create a separate opportunity to respond. Once a card is played without response, then each card will be resolved in the order of most recently played to last played. If a resolved card would invalidate the effect of another played card, or any card stipulation cannot be met, then the card is cancelled and put into its owner's Scrapheap.
        - **Example:** It is Gareth's turn, who is playing the **Brotherhood of Steel.** He has just Deployed a **Paladin** into the Wasteland, where Billy has a Centaur. This causes the **Centaurs** ability to trigger, which allows Billy to Redeploy another Super Mutant agent to the same Location, therefore Billy chooses to Redeploy his Behemoth. As an ability has been triggered, there is a chance to respond; Gareth plays **Rearm and Resupply** to Retreat his Paladin before the Behemoth is redeployed. As he has also played a card, there is another chance to

respond. Holly, the Raider player, is perfectly happy to see the Paladin die and plays **No Escape**, cancelling the Retreat effect of Rearm and Resupply. There is one more opportunity to respond, which no player takes; so the cards take effect in order of the last played to the first. This means that No Escape cancels the Retreat effect of Rearm and Resupply, which can no longer Retreat the Paladin, meaning the Centaurs ability (the last to activate) allows Billy to Redeploy the Behemoth—which he uses to Attack and kill the Paladin.

- **If two Agents with an ability that Triggers upon killing another Agent kill one another, what happens?**
    - In this situation, as both Agents kill one another they are both considered to have Triggered their abilities; they will both be placed in the Scrapheap but you will get to use the abilities. When this occurs, the abilities activate before the cards and put into the Scrapheap.
        - **Example:** A Super Mutant Attacks a Waster, Killing both Agents as they have the same Power. Before they are placed into the Scrapheap, both abilities trigger; allowing the Super Mutant player to Scavenge a Power Play, and the Raider to Scavenge a Power Play from any Scrapheap. After they have done so, the Agents go to the Scrapheap.
    - Addendum: In the circumstance that two Agents with an triggering ability die at the same time, the Attacking agents ability resolves first. If no Agents have attacked, then the Agent controlled by the players whose turn it is triggers their ability first.
- **If a card has been scavenged by another player, then whose Scrapheap will it end up in?**
    - When a player gains control of a card from another player's deck, they are considered in control of that card; but not its owner. A player owns all of the cards that start the game in their Asset deck. Whenever a card is sent to the Scrapheap from being played or discarded, it is sent to its owner's Scrapheap.

- **When it says ‘Draw an Agent’ what happens to the other cards you’ve drawn in order to find the agent?**
    - When you are instructed to ‘Draw an Agent’, or any other card type; you draw cards from the top of your asset deck until you find a card of the named type. That card is placed into your hand and all other drawn cards are shuffled back into your asset deck.

- **At the beginning of a round if you only have cards that you can’t play could you draw until you have an agent?**
    - If you start a turn without any playable cards in hand, you cannot draw additional cards or redraw those cards. In these situations it's important to remember to use the effects available to you through Agents, Faction Cards and Locations. When beginning the game, you may also discard and redraw your hand if you are unhappy with what you have drawn. For more

information see the instruction booklet.

- **After a reward has been taken from a Quest, is the Quest then discarded?**
    - Yes. Once a Quest has been completed and its Reward gained, the card is discarded to the Scrapheap.

CARD SPECIFIC FAQ - 13/11/2025

- **Brotherhood of Steel Quest: Avenge the Fallen: Quest text** ‘Kill an Agent belonging to a player who has killed one of your Agents.’ **Does the agent need to have been killed this round? If not, how would you remember?**
    - To be a viable target for the Quest of Avenge the Fallen, the player needs only have killed one of your Agents this game. To help remember which players have killed one of your Agents, place a Brotherhood token next to your opponents after killing one of your Agents. So they know what they did.

- **Brotherhood of Steel Quest: Ad Victoriam: Reward Text** - ‘Gain 1 Influence in a Location that you control an Agent three times. Draw or Scavenge another Quest. Redeploy a Brotherhood of Steel Agent.’ **Can this be the same Location 3 times?**
    - Yes it can!