

Fallout

FACTIONS



WASTELAND RAIDERS

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

WASTELAND RAIDERS

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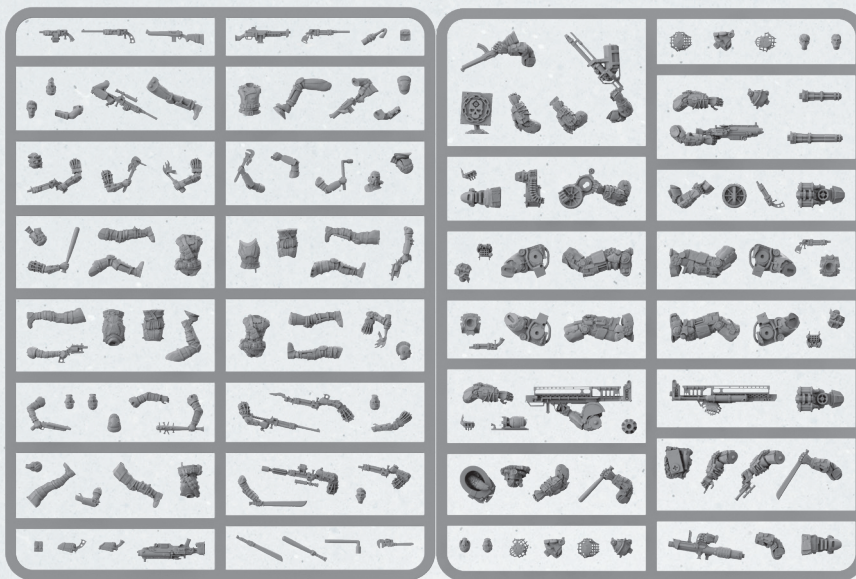
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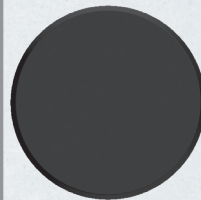
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x2 40mm Bases



x6 30mm Bases



Explanation of symbols

! - Choose option AA - Paired options + - Check rules ✓ - Complete + - Magnification ↻ - Rotate

ENG: Please read the instructions thoroughly before beginning assembly of your miniatures. We recommend removing each part from the sprue using sharp plastic cutters or a hobby knife. Models should be assembled with 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. Models supplied unpainted and unassembled.

FR: Veuillez lire attentivement les instructions avant de commencer l'assemblage de vos figurines. Nous vous recommandons de retirer chaque pièce de la grappe à l'aide d'une pince coupante ou d'un couteau de modélisme. Les figurines doivent être assemblées avec de la colle. Ce produit ne doit pas être utilisé par des enfants de moins de 14 ans sans la surveillance d'un adulte. Il ne s'agit pas d'un jouet. Risque d'étouffement en raison des petites pièces. Les figurines sont livrées non peintes et non assemblées.

DE: Bitte lesen Sie die Anleitung sorgfältig durch, bevor Sie mit dem Zusammenbau Ihrer Miniaturen beginnen. Wir empfehlen, jedes Teil mit einem scharfen Plastikschneider oder einem Hobbymesser vom Anguss zu entfernen. Die Modelle sollten mit Klebstoff zusammengebaut werden. Dieses Produkt darf nicht von Kindern unter 14 Jahren ohne Aufsicht von Erwachsenen verwendet werden. Es handelt sich nicht um ein Spielzeug. Erstickungsgefahr aufgrund von Kleinteilen. Die Modelle werden unbemalt und unzusammengebaut geliefert.

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.

ES: Lea atentamente las instrucciones antes de empezar a montar las miniaturas. Recomendamos quitar cada pieza de la matriz con ayuda de una cuchilla de modelismo o alicates de corte. Las miniaturas deben pegarse con pegamento. 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 debido a las piezas pequeñas. Se suministra sin montar y sin pintar.

IT: Leggere attentamente le istruzioni prima di iniziare l'assemblaggio dei modelli. Si consiglia di rimuovere ogni parte dall'albero utilizzando taglierini da plastica ben affilati o un taglierino da hobbistica. I modelli devono essere assemblati con la colla. Questo prodotto non deve essere utilizzato da bambini di età inferiore ai 14 anni senza la supervisione di un adulto. Non è un giocattolo. Rischio di soffocamento a causa delle piccole parti. Fornito non dipinto e non assemblato.

WASTELAND RAIDERS

EACH AREA OF THE WASTELAND HAS ITS OWN BRAND OF CHAOTIC BANDITS, COLLECTIVELY KNOWN AS RAIDERS. THE CHEMME-UP FIENDS ROAM THE MOJAVE LOOKING FOR THEIR NEXT HIT. A GROUP OF OPPORTUNISTIC KIDNAPPERS OPERATE OUT OF THE PITT, CAPTURING PEOPLE FROM THE CAPITAL WASTELAND TO TOIL IN THEIR FORGES. DOESN'T MATTER IF THEY'RE FROM THE COMMONWEALTH OR SOMEWHERE ELSE, RAIDERS ARE ALWAYS VIOLENT, NUMEROUS, AND NOT TO BE MESSED WITH.

CREW CREATION

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

CAPTIVE STORY ACTION: SELL CAPTIVE

A Wasteland Raiders crew may take the *Sell 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 | 5 | 5 |
| Facility Limit | 2 | 4 | 6 |

MODEL CLASSES

BOSS (CHAMPION, LEADER)

| S | P | E | C | I | A | L | ♥ |
|---|---|---|---|---|---|---|---|
| 5 | 5 | 6 | 5 | 5 | 5 | 3 | 3 |

Perks

- **Natural Leader** (Innate)
- **Personal Stash** (Innate)
- **Power Armor** (Innate)

Weapon Sets

- **.44 Pistol & Machete** (40)
- **Assault Rifle** (45)
- **Combat Rifle & Baseball Bat** (48)
- **Minigun** (54)

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

BUTCHER (CHAMPION)

| S | P | E | C | I | A | L | ♥ |
|---|---|---|---|---|---|---|---|
| 5 | 5 | 5 | 4 | 4 | 5 | 2 | 2 |

Perks

- **Power Armor** (Innate)
- **Sticky Fingers** (Innate)

Weapon Sets

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

- **Hunting Rifle** (41)
- **Flamer** (45)
- **Missile Launcher** (56)

VETERAN (CHAMPION)

| S | P | E | C | I | A | L | ♥ |
|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 4 | 2 | 2 |

Perks

- **Sticky Fingers** (Innate)

Weapon Sets

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

- **Pipe Pistol & Hand Weapon** (23)
- **Pipe Pistol & Machete** (24)
- **Sawn-off Shotgun** (25)
- **Pipe Rifle** (25)

SCAVVER (GRUNT)

| S | P | E | C | I | A | L | ♥ |
|---|---|---|---|---|---|---|---|
| 3 | 4 | 3 | 3 | 3 | 3 | 2 | 1 |

Weapon Sets

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

- **Short Hunting Rifle** (16)
- **Pipe Rifle** (18)
- **Sawn-off Shotgun** (18)
- **Automatic Pipe Rifle** (20)

PSYCHO (GRUNT)

| S | P | E | C | I | A | L | ♥ |
|---|---|---|---|---|---|---|---|
| 4 | 3 | 4 | 3 | 3 | 4 | 2 | 1 |

Weapon Sets

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

- **Pipe Revolver & Baseball Bat** (17)
- **Pipe Revolver & Hand Weapon** (17)
- **Molotov Cocktail & Baseball Bat** (19)
- **Baseball Grenades & Hand Weapon** (22)

SCUM (GRUNT)

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

| S | P | E | C | I | A | L | ♥ |
|---|---|---|---|---|---|---|---|
| 3 | 3 | 3 | 3 | 3 | 3 | 1 | 1 |

Weapon Sets

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

- **Pipe Revolver & Baseball Bat** (12)
- **Pipe Pistol & Molotov Cocktail** (13)
- **Pipe Pistol & Machete** (14)
- **Pipe Rifle** (16)

WASTELAND RAIDERS WEAPONS

| WEAPON | TYPE | TEST | TRAITS | CRITICAL EFFECT |
|----------------------|--------------|------|-----------------------------------|-----------------|
| Baseball Bat | Melee | 3S | Wind Up | Suppress (1) |
| Hand Weapon | Melee | 3S | Fast | - |
| Machete | Melee | 4S | - | Maim |
| .44 Pistol | Pistol (14") | 4A | Aim (+1) | Pierce |
| Pipe Pistol | Pistol (8") | 4A | CQB | - |
| Pipe Revolver | Pistol (12") | 3A | Aim (+1), CQB | Pierce |
| Assault Rifle | Rifle (20") | 4P | Storm (1) | Maim |
| Automatic Pipe Rifle | Rifle (16") | 3P | Aim (+1), Storm (1) | Suppress (2) |
| Combat Rifle | Rifle (24") | 4P | Fast | Maim |
| Hunting Rifle | Rifle (22") | 3P | Aim (+1) | Pierce |
| Pipe Rifle | Rifle (20") | 3P | Aim (+1) | Suppress (1) |
| Sawn-off Shotgun | Rifle (8") | 4P | CQB, Storm (2) | Maim |
| Short Hunting Rifle | Rifle (14") | 3P | - | Pierce |
| Flamer | Heavy (6") | 4S | Area (2"), CQB | Ignite (3) |
| Minigun | Heavy (14") | 4S | Slow, Storm (3) | Pierce |
| Missile Launcher | Heavy (26") | 5S | Area (3"), Slow | Maim |
| Baseball Grenades* | Grenade (8") | 3A | Area (2"), Big Swing (6"), CQB | Suppress (1) |
| Molotov Cocktails* | Grenade (8") | 2A | Area (2"), CQB | Ignite (2) |

* This weapon cannot be Modified.

WASTELAND RAIDERS PLOYS

In addition to the Ploys listed on pg. 26 in the *Fallout: Factions Rulebook*, a Raider crew can choose from the options below.

PLOY: IN MODERATION

You may enact this Ploy when a Friendly model chooses **Find a Chem** while making a Rummage Action.

In addition to the result of the rolls for this Action, add a single dose of any Rare Chem to your Crew Roster.

PLOY: OH YEAH!

You may enact this Ploy at the start of any of your Turns. To enact this Ploy, remove a dose of any Common or Rare Chem from your Crew Roster.

Choose a Friendly, Exhausted Grunt and Recover all Fatigue from it. Until the end of this Round, whenever this model makes an Attack Action, it adds 3 Bonus Dice to its Dice Pool. When this model next becomes Exhausted, it cannot Recover Fatigue, or have Fatigue removed from it. At the end of this Round, this model is Incapacitated.

WASTELAND RAIDERS TRAINING TABLE

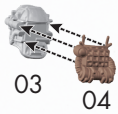
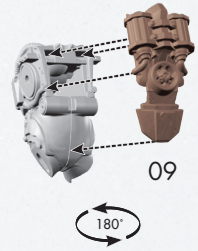
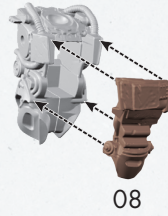
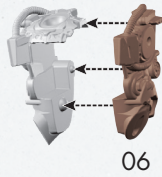
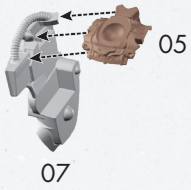
When purchasing Upgrades (see pg. 58 of the *Fallout: Factions Rulebook*) for models in a Wasteland Raiders crew, use the following table.

| 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 |
| 4-5 | Increase the model's Charisma by 1. | +8 | +5 |
| 6-7 | Increase the model's Intelligence by 1. | +8 | +5 |
| 8 | Increase the model's Agility by 1. | +10 | +7 |
| 9 | Choose one of the results above. | - | - |
| 10 | Choose one: <ul style="list-style-type: none"> Increase the model's Luck by 1. Increase the model's Health by 1. | +15 | +9 |
| | | +20 | +12 |

WASTELAND RAIDERS STARTER LIST

| MODEL (CLASS) | WEAPON SET | RATING |
|---------------------------|---------------------------------|--------|
| Boss (Leader, Champion) | Combat Rifle & Baseball Bat | 48 |
| Butcher (Champion) | Flamer | 45 |
| Veteran (Champion) | Pipe Pistol & Machete | 24 |
| Scavver (Grunt) | Automatic Pipe Rifle | 20 |
| Scavver (Grunt) | Pipe Rifle | 18 |
| 2x Psycho (Grunt) | Baseball Grenades & Hand Weapon | 2x22 |
| 2x Scum (Grunt) | Pipe Rifle | 2x16 |
| Scum (Grunt) | Pipe Revolver & Baseball Bat | 12 |
| Total Rating (Reputation) | | 243 |

BOSS/BUTCHER



BOSS WEAPONS

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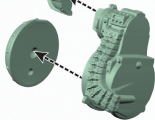
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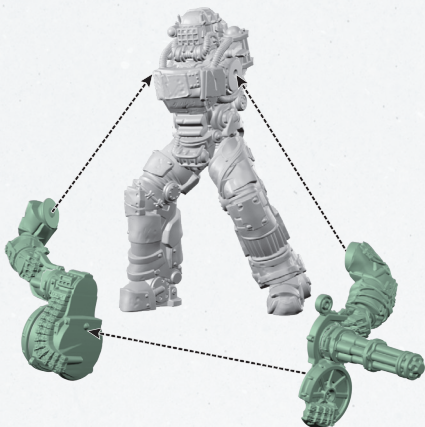
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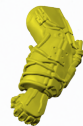
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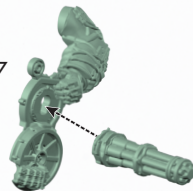
! A



25

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17



19/20

!



19

20



16



15



14



13



Assault Rifle

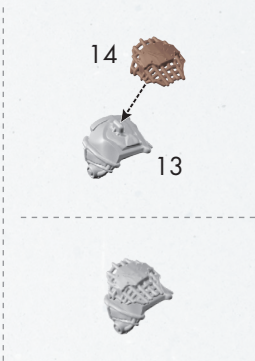
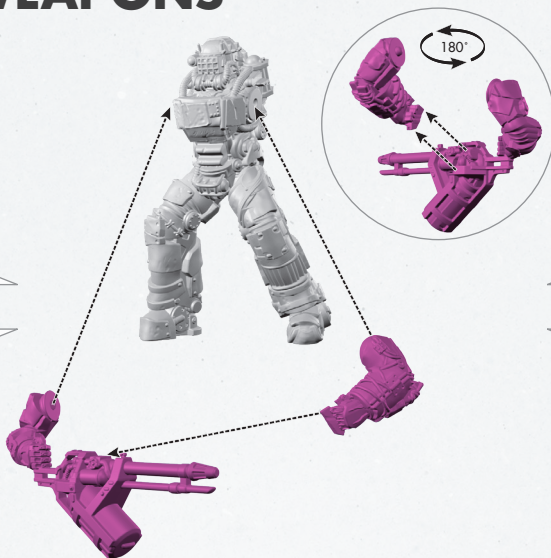
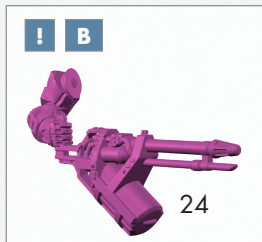


Minigun



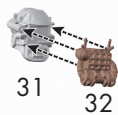
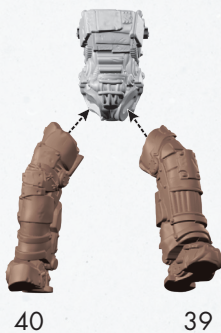
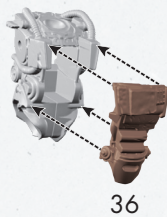
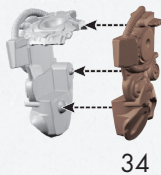
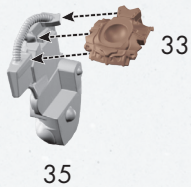
40mm

BUTCHER WEAPONS



40mm

BOSS/BUTCHER



32



29

30

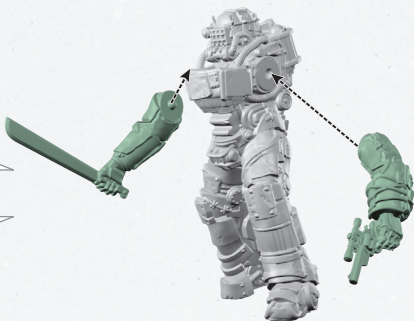


BOSS WEAPONS

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46



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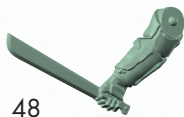
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! B



47

! B



48

44



43



42



41



*

Baseball Bat

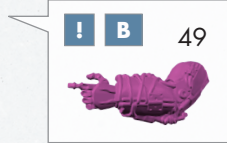
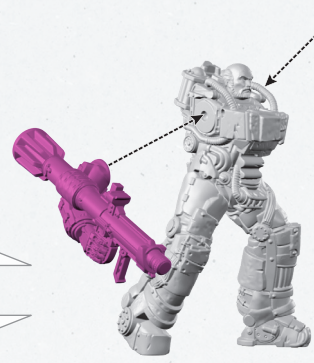
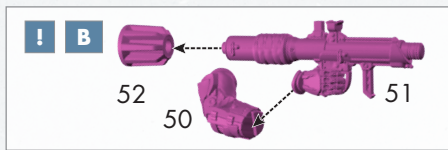
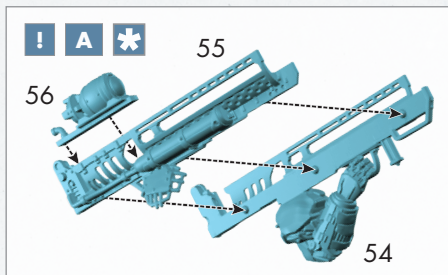
.44 Pistol & Machete



* Please be aware that this is not a legal build for
Fallout: Factions

40mm

BUTCHER WEAPONS



Fatman



Missile Launcher

* Please be aware that this is not a legal build for Fallout: Factions

40mm

VETERAN/SCAVVER



! A



! A



! B



! B

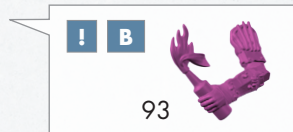


Pipe Rifle

Short Hunting Rifle



VETERAN/PSYCHO

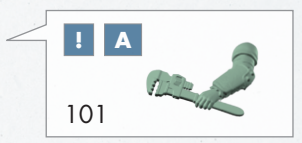
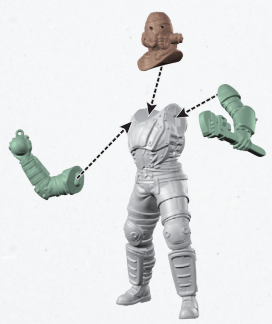
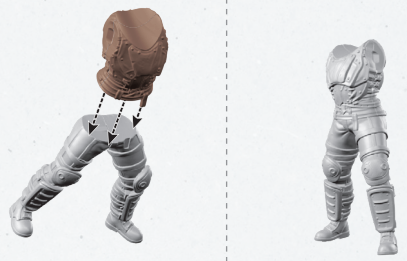


Pipe Pistol & Hand Weapon

Molotov Cocktail & Baseball Bat



PSYCHO



Baseball Grenades & Hand Weapon



Pipe Revolver & Hand Weapon



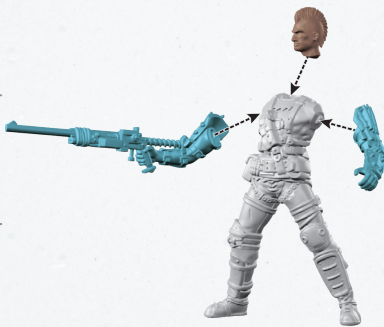
SCAVVER/SCUM



! A



63



! A



62

! B



64

! B



65

Pipe Rifle

Pipe Pistol & Molotov Cocktail



VETERAN/SCAVVER/SCUM



! A

76



! B

74



! A

75



! B

73



Pipe Revolver & Baseball Bat

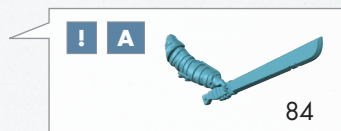
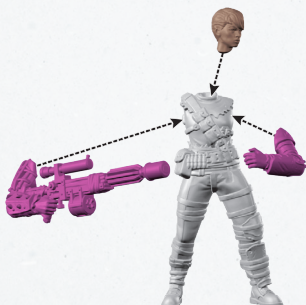


30mm

Sawn-off Shotgun



VETERAN/SCAVVER/SCUM



Pipe Pistol & Machete



Automatic Pipe Rifle



BASE TOPPERS AND ACCESSORIES



133



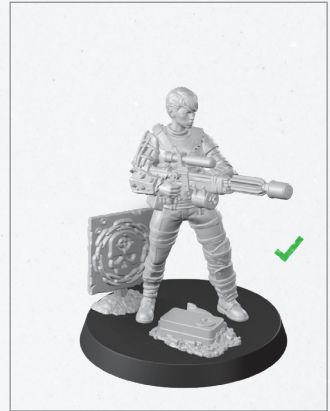
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Combat Rifle & Baseball Bat

