



## RAIDERS: THE DISCIPLES

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

Bethesda®



MÖDIPHIUS®  
ENTERTAINMENT

## CONTENTS



30mm



x10

**ENG:** Please read the 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.

**FRÉ:** 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.

### EXPLANATION OF SYMBOLS

-  - Choose the option you want
-  - Stage complete

**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 DISCIPLES, OH THE DISCIPLES. BLOOD CRAZED NUTTERS WHO ONLY REALLY CARE WHERE THE NEXT KILL IS COMIN' FROM. NOW, THE PACK, THEY LOVE THE FIGHT, RIGHT? WELL THE DISCIPLES LOVE THE KILL, THE MOMENT WHEN THE LIGHTS GO OUT AND EVERYTHIN' GOES RED. KNIVES, MACHETES, ANYTHIN' THAT'LL LEAVE A NASTY CUT TEND TO END UP IN THEIR 'ANDS. ONE THING YA' CAN NEVER CALL 'EM, APART FROM SANE, IS BORING. EVERY MURDER, MUTILATION AND MASSACRE IS A WORK OF ART FOR THEM, ALWAYS TRYIN' T'ONE UP EACH OTHER, ELEVATE BEYOND WHAT THEY ALL CONSIDER "NORMAL" AND OTHERS CONSIDER A LITTLE OVER THE TOP. WELL, Y'KNOW WHAT THEY SAY, DO WHAT YA' LOVE AND YOU'LL NEVER WORK A DAY IN YER LIFE."*

## CREW CREATION

All of the models in a Disciples 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. 33).

CREW LIMITS	TIER 1	TIER 2	TIER 3
Upgrade Limit per model	3	5	7
Total Control Limit	5	10	15
Champion Limit	3	4	5

## TORMENTOR (CHAMPION, LEADER)

S	P	E	C	I	A	L	♥
6	5	5	5	5	6	3	3

### Perks

- ★ **Natural Leader** (Innate)

### Weapon Sets

- ★ Handmade Rifle (44)
- ★ Precision Hunting Rifle (45)
- ★ .44 Pistol and Machete (47)

## READ ME FIRST!

The models in this box can be built in multiple ways. Please read the **Fallout: Factions** or **Wasteland Warfare** rules before building.

## BUTCHER (CHAMPION)

S	P	E	C	I	A	L	♥
4	5	4	4	5	5	2	2

### Weapon Sets

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

Weapon Set.

- ★ Handmade Rifle (30)
- ★ Syringer (28)
- ★ Marksman's Handmade Rifle (30)
- ★ 10mm Pistol and Nuka-Grenade (40)

## PSYCHO (GRUNT)

S	P	E	C	I	A	L	♥
5	3	4	4	3	4	2	1

### Weapon Sets

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

- ★ Short Hunting Rifle (15)
- ★ Light Handmade Rifle (20)
- ★ Pipe Revolver and Hand Weapon (21)
- ★ 10mm Pistol and Machete (21)

## SCAVVER (GRUNT)

S	P	E	C	I	A	L	♥
4	4	4	3	4	4	2	1

### Weapon Sets

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

- ★ Hunting Rifle (21)
- ★ Handmade Rifle (23)
- ★ Ranger's Hunting Rifle (23)

## WASTER (GRUNT)

S	P	E	C	I	A	L	♥
4	4	4	3	4	4	2	1

No more than half of the Grunts in a crew can be Wasters.

### Weapon Sets

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

- ★ Short Hunting Rifle (10)
- ★ Pipe Revolver and Hand Weapon (14)
- ★ 10mm Pistol and Hand Weapon (15)

# DISCIPLES WEAPONS

WEAPON	TYPE	TEST	TRAITS	EFFECT
Hand Weapon	Melee	3S	Fast	
Machete	Melee	4S		Maim
.44 Pistol	Pistol (14")	4A	Aim (+1)	Pierce
10mm Pistol	Pistol (10")	3A	CQB, Fast	
Pipe Revolver	Pistol (12")	3A	Aim (+1), CQB	Pierce
Handmade Rifle	Rifle (18")	4P	Fast	Suppress (2)
Hunting Rifle	Rifle (22")	3P	Aim (+1)	Pierce
Light Handmade Rifle	Rifle (12")	3P	Bladed	Suppress (1)
Marksman's Handmade Rifle	Rifle (30")	2P	Aim (+3)	Suppress (3)
Precision Hunting Rifle	Rifle (24")	3P	Aim (+2)	Pierce
Ranger's Hunting Rifle	Rifle (18")	3P	Aim (+1), Bladed	Pierce
Short Hunting Rifle	Rifle (14")	3P		Pierce
Syringer	Rifle (16")	2P	Aim (+2)	Poison (3)
Nuka Grenade	Grenade (8")	5A	Area (2"), CQB, Irradiate, One and Done	Maim



# BUTCHER

## RAIDER, DISCIPLE

### SPECIALTIES

**Weak Spot:** 1 blank face is treated as 4  
**Assassin:** Any one gets silenced mood for free.

A: 154 B: 156  
 CAPS

### MOVE



### AWARENESS QUICK ACTIONS



### ABILITIES

### GEAR

Choice of:  
 Weapon Loadout A or  
 Weapon Loadout B

### ARMOR

Disciples Armor

### SKILLS



**S**tr 6  
**P**er 7  
**E**nd 7  
**C**ha 4  
**I**nt 6  
**A**gi 6  
**L**uc 4  
 3  
 3  
 -

Weapon Loadout A		Type	Short Range	Long Range	Damage	Effects	Crit
Handmade Rifle					2		4 +
Improvised Weapon					1		
Weapon Loadout B		Type	Short Range	Long Range	Damage	Effects	Crit
.44 Pistol					2		3 +
Machete					1		3 +



# SURVIVALIST

RAIDER, DISCIPLINE

## SPECIALTIES

## SKILLS

**S**tr 4  
**P**er 6  
**E**nd 5  
**C**ha 2  
**I**nt 5  
**A**gi 5  
**L**uc 3  
 2  
 2  
 -

## ARMOR

Raider Sturdy Armor

Choice of:  
Weapon Loadout A or  
Weapon Loadout B

## GEAR

## ABILITIES

## AWARENESS

## QUICK ACTIONS

## MOVE



A:91 B:83  
CAPS



Weapon Loadout A	Type	Short Range	Long Range	Damage	Effects	Crit
Hunting Rifle						LONG ONLY
Improvised Weapon						
Weapon Loadout B	Type	Short Range	Long Range	Damage	Effects	Crit
Handmade Rifle						+
Improvised Weapon						





# VETERAN

## RAIDER, DISCIPLE

### SPECIALTIES

Versatile: Prior to a Skill Test, may spend up to one to gain 1 / / bonus.

### SKILLS

		<b>Str</b>	5
		<b>Per</b>	6
		<b>End</b>	6
		<b>Cha</b>	3
		<b>Int</b>	6
		<b>Agi</b>	5
		<b>Luc</b>	4
			3
			3

A: 125. B: 157  
CIPS

### MOVE



### AWARENESS



### QUICK ACTIONS



### ABILITIES

### GEAR

Choice of:  
Weapon Loadout A or  
Weapon Loadout B

### ARMOR

Raider Heavy Armor

Weapon Loadout A	Type	Short Range	Long Range	Damage	Effects	Crit
Syringer				1*	3 If damage is caused, target takes no damage but gains	+   2*
Improvised Weapon				1		
Weapon Loadout B	Type	Short Range	Long Range	Damage	Effects	Crit
Missile Launcher				2	3  2  3  4  5	+   3
Improvised Weapon				1		

# PILLAGER

RAIDER, DISCIPLINE

SPECIALTIES

SKILLS

**Str** 4  
**Per** 5  
**End** 5  
**Cha** 2  
**Int** 5  
**Agi** 6  
**Luc** 3

A: 78, B: 82  
CPS

ARMOR

Sturdy Raider Armor

MOVE

AWARENESS  
QUICK ACTIONS

ABILITIES

GEAR

Choice of:  
Weapon Loadout A or  
Weapon Loadout B

Weapon Loadout A		Type	Short Range	Long Range	Damage	Effects	Crit
10mm Pistol				X	2		+  2
Machete					1		+  2
Weapon Loadout B		Type	Short Range	Long Range	Damage	Effects	Crit
Pipe Revolver				X	2		+  3
Disciples Blade					2		+  2





# SCAVVER

RAIDER, DISCIPLER

SPECIALTIES

SKILLS

**S**tr 3  
**P**er 4  
**E**nd 4  
**C**ha 2  
**I**nt 4  
**A**gi 5  
**L**uc 3  
 3  
 3  
 -

A:84, B:86  
CIPS

MOVE



AWARENESS  
QUICK ACTIONS



ABILITIES

GEAR

ARMOR

Disciples Armor

Choice of:  
Weapon Loadout A or  
Weapon Loadout B

Weapon Loadout A

Pipe Revolver



Type Short Range



Long Range



Damage



Effects



Crit



Disciples Blade



Type Short Range



Long Range



Damage



Effects



Crit



Weapon Loadout B

10mm Pistol



Type Short Range



Long Range



Damage



Effects



Crit



Disciples Blade



Type Short Range



Long Range



Damage



Effects



Crit





**A:60. B:58**  
CAPS

# WASTER

## RAIDER, DISCIPLE

### SPECIALTIES

**MOVE**

**AWARENESS**

**ABILITIES**

**GEAR**

**ARMOR**

Raider Light Armor

Choice of:  
Weapon Loadout A or  
Weapon Loadout B

**SKILLS**

**S**ir 3

**P**er 5

**E**nd 4

**C**ha 2

**I**nt 4

**A**gi 4

**L**uc 3

**WEAPON LOADOUT A**

**Effects**

**Crit**

Weapon Loadout A	Type	Short Range	Long Range	Damage	Effects	Crit
Hunting Rifle				2		<b>I3</b> LONG ONLY  4
Improvised Weapon				1		

**WEAPON LOADOUT B**

**Effects**

**Crit**

Weapon Loadout B	Type	Short Range	Long Range	Damage	Effects	Crit
Pipe Revolver			X	2		<b>I2</b> +  3
Disciples Blade				2		<b>I3</b> +  2

# BUTCHER/TORMENTOR

! A(a)



!



! A(b)



! B(a)



! B(b)



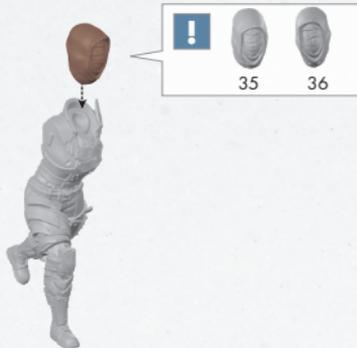
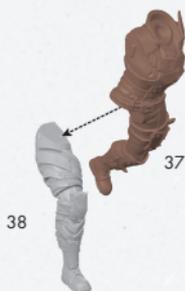
! C(a)



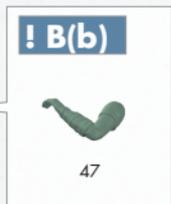
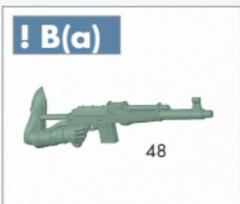
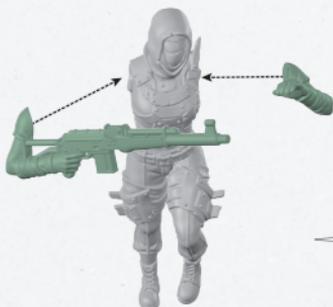
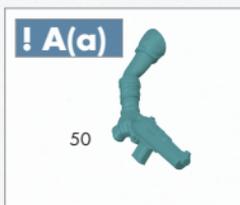
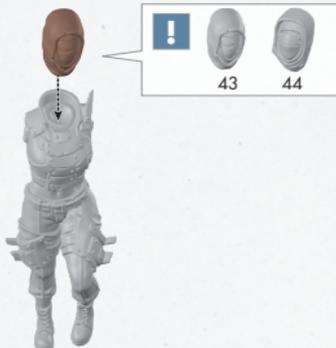
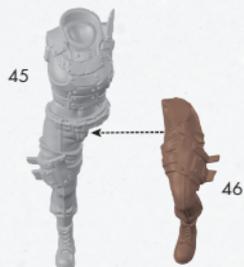
! C(b)



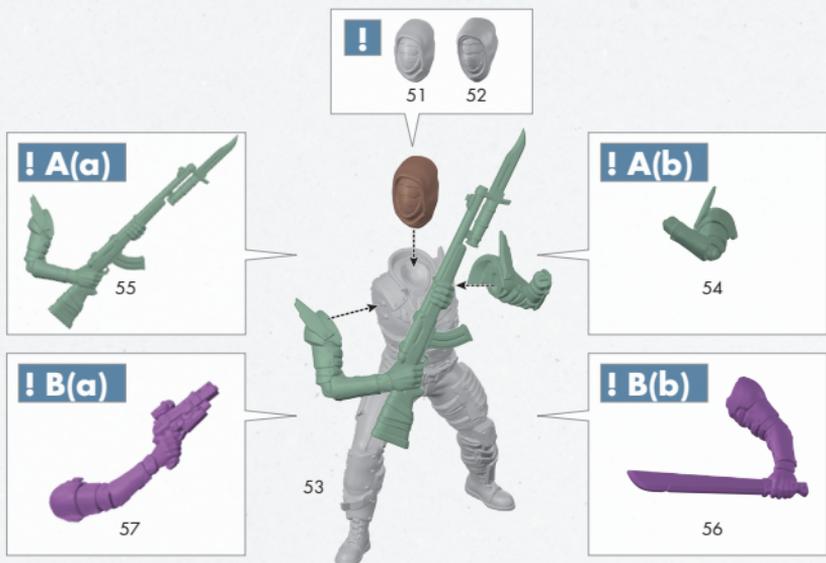
# SURVIVALIST A



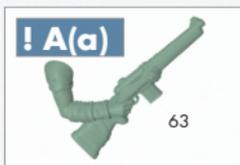
# FACTION PSYCHO 1



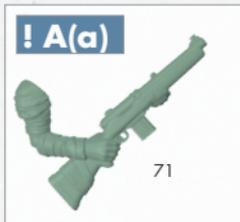
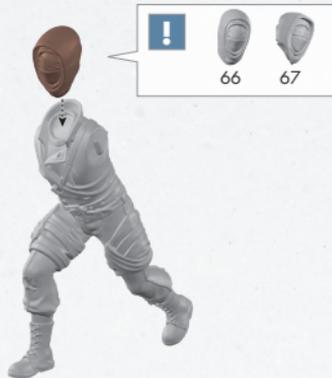
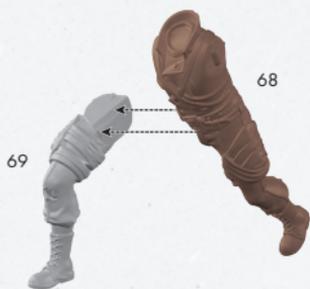
## PILLAGER/PSYCHO 2



## SURVIVALIST/SCAVER 2



# WASTER/WASTER 1



# VETERAN/BUTCHER 1

15



16



12



13



14



**! A(a)**



18

**! A(b)**



17

**! B(a)**



22



**! B(b)**



21

**! C(a)**



20

**! C(b)**



19



## TORMENTOR/BUTCHER 2



## SCAVER/WASTER 2

76



77



74



75

**! A(a)**



79

**! A(b)**



78

**! B(a)**



81

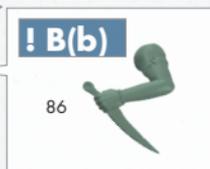
**! B(b)**



80



# WASTER A



## BASE TOPPERS AND ACCESSORIES

