

Fallout: Warfare

The Tribes.

Introduction.

I have written this experimental Army-list for Tribals, because i've got the feeling that Tribal Societies are a important part of the Fallout universe, and Fallout Warfare – in my opinion – should not be a simple *Fallout: Tactics* for your tabletop, even if there are also Tribes, that only seem to play the role of Civilians, I have got the idea, that Tribes could deal a lot of damage to various troops, because they simply better know, how to survive.

You will notice, that Tribals my not use any Guns or restricted Weapons, except a Tribal Hero, a “Chosen One” might have a “Holy Artifact” Gun or SMG, Hand Grenade etc. Tribals also do not use vehicles, but I've decided, to let them ride Brahmin instead, what means, they suddenly got 3 HP instead of 1, and the “Brahmin knockdown bonus”. Ridden Brahmin cost 2 Points more than regular ones, what reflects their “Training”

I have taken some Inspiration by the Beastlords, because they are the most “tribalish” Faction in the original Warfare rules. Also I've felt like I have to include a Shaman as a healer.

Tribal Hunters should be able to mess with anything on equal points, and get a new sort of game play and feeling into the game. I hope they do not look overpowered... but how could they? Yea, I mean, they are able to get 3 HP per Model, a Healer and a good Knockdown chance, but they have a pretty lack of Guns, heavy Weapons and fast Vehicles, what will make them great in close combat, but worthless in shootouts.

At least I want to apologize for my probably-not-so-good written English, and I hope, that you understand, what I want to say. Well, have fun.

Yours, Markus.

Come in, Chosen One. There are things you must know.

The Village is dying. The signs are everywhere. Withering crops... dying Brahmin... sick children.

There is hope, however. A slim hope that few know of. The old disks speak of an item called the Garden of Eden Creation Kit. It is said it can bring life to the wasteland. This will be your quest if you prove yourself worthy.

For that proof, you must first journey to the Temple of Trails. If you survive, come back to me we will talk more. Our life is in your hands, Chosen One.

Prove yourself. Find the GECK. Be our salvation.

- the Elder of Arroyo

Tribals refers to the name given to rural inhabitants by those still living in urban areas. They have shucked off many modern ways of living, and returned to a simpler hunter-gatherer mentality. Tribals often look upon the traders and occupants of cities with disdain, viewing their way of life as "scavenging the dying corpse of the old world." Despite the fact that tribals are generally healthier and in better physical condition than their urban-dwelling countrymen, they are viewed with disdain and often hostility. It is not unknown for tribals to be captured and put to work as slaves. This unfortunate fact goes some way towards explaining the animosity between urban dwellers and tribals.

Weapons note: No Tribal Hunter, except a Hero might carry a gun, but every Hunter gets a Spear for free.

Restricted weapons note: Normally, an army can only equip one restricted weapon (heavy, RPG, mini gun) for every three non-restricted weapons. Tribals in General can not equip any restricted weapon.

Hunters

These are the generic hunters (or warriors) a Tribal Society sends out, to hunt for Food, attack caravans, and maybe search for ancient technology..

	S	P	E	C	I	A	L	HP	AC	PTS
Hunter	6	5	6	4	5	5	4	1	0	5
Leader	6	6	6	5	5	5	4	1	0	16
Hero	8	7	7	8	5	6	4	3	1	27

Special: Hunters can ride Brahmin into battle. To do this, a Brahmin per rider has to be bought per 10 Points – the Rider gets 3 Hitpoints and the Brahmins knockdown on a melee attack roll of 1, 2 or 3. Melee Attack: Save 0, Dam 1d10-8, min 1.

Because they often hunt in wide areas, Hunters have a coherency range of 8”

Following Units can be attached to a Hunters squad for every Hunter that's not riding a Brahmin, except the Shaman, who may ride a Brahmin himself for additional 10 Points.

Shaman (0 – 1 per army)

The witch doctor, the medicine man and the spiritual leader of every Tribal society.

His strong believe, in what ever the mythology of the tribe is about, makes him a real motivation expert, and not a bad medic too.

	S	P	E	C	I	A	L	HP	AC	PTS
Shaman	1	1	6	10	7	6	5	2	0	12

Special: If the Shaman joins a squad of hunters, the hunters may use his Charisma instead of theirs. The Shaman gets a free Doctor Skill (5)

I am Hawkeye, Spiritwalker and Soothsayer for my people. I guard the passage to the Spirit World for the living.

- Hawkeye, Shaman of Brahmin Wood

Brahmin (0 – 6 per squad, if not ridden, unlimited when ridden)

The two-headed wonder cow of the Fallout world. Brahmin are used for just about everything (and, yes, we mean everything). Meat, milk, leather, baby Brahmin, bones, even the Brahmin droppings are used as fire fuel.

	S	P	E	C	I	A	L	HP	AC	PTS
Brahmin	7	4	6	1	2	6	3	3	0	8

Special: Brahmin really have nothing special. Brahmin knockdown on a melee attack roll of 1, 2 or 3.
Melee Attack: Save 0, Dam 1d10-8, min 1.

Dog

Man's best friend. Dogs are better suited for the post-nuclear world life than most would think. It's the cats that are really pissed off. Dogs are usually very gentle, a little nuclear war couldn't change 10,000+ years of domestication that easily. These Dogs are specially trained for fighting.

	S	P	E	C	I	A	L	HP	AC	PTS
Dog	5	7	5	1	1	8	4	1	0	6

Special: Dogs can roam at up to 6" from their closest squad mate and still feel comfortable.
Unfortunately, dogs cannot count towards the squad coherency of another. Dogs are so nimble and quick that they roll two dice in melee combat instead of one. Melee Attack: Save -1, Dam 1.

This must be the doing of the Brahmin God of Fate.

With the bandits we trade away our present, in the Brotherhood we trade away our future.

Very well Initiate, I fully agree to your terms, but I fear this decision will haunt me till I reach the Eternal Grazing Field in the heavens.

- Charon, Father of the Tribe of Brahmin Wood