Fallout: Warfare

Wargaming in the Fallout Universe

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1.0 Introduction

Fallout: Warfare (FOW) is a paper and pencil wargame set in the Fallout universe. Based loosely on the Fallout Tactics game, FOW allows you to recreate small to medium sized skirmishes in the Fallout post-nuclear world.

This rulebook will give you the rules for creating armies, combat and even a small campaign game. You can adapt these rules to include more critters, weapons and skills. For a full role-playing game treatment, we suggest you use the fine (unofficial) paper and pencil RPG rules by Jason Mical at:

http://www.iamapsycho.com/fallout

To play FOW, you will need the following:

- Ten-sided dice (D10s), available from hobbyist gaming stores
- Miniatures or counters (see 1.1 Cardboard Miniatures, below)
- Action Tokens (these can be anything: beads or pennies, for example)
- An army list (a sample army list can be found on page xx)
- Tape measurer (in inches)

Scenery is optional, but highly recommended.

Players are divided into teams. Each team will get a chance to setup the board, in the standard skirmish scenario. Dice are rolled to determine who acts first. Teams move and act with a unit and then the other team gets a chance to act, and so on. The game ends when the victory conditions are satisifed (as simple as destroying the enemy or more complex scenario specific conditions).

1.1 Paper Miniatures

You can use any counters that you wish to represent your units. We have provided several .pdf files containing paper miniatures. A couple steps and you can assemble a whole army!

A. Print the miniatures. We suggest taking them to a print shop and get them printed on a color laser printer. If you can have them mounted on heavier cardstock at the same time you will have some darn fine miniatures to play with.

B. Suggestion: Mount the miniatures on heavier cardstock than normal printing paper. You can use glue on light cardboard or find other supplies at a office supply store.

C. Cut the miniatures carefully along the black lines. Do not cut on the dotted lines, those are fold marks.

D. Fold the miniature on the dotted lines. Use tape or glue to attach the bottom flaps together. Leave the identifying flap on the bottom (that's the flap with the name of the unit).

E. You can use a penny or other small weight to provide stability. You can also mount the miniatures in a plastic stand.

1.2 About the Dice

You will need several ten-sided dice (D10s) to play FDW. These are available from your local gaming store. The 0 is read as 10.

When rolling against a statistic, lower is better. You will need to roll equal to or lower than the statistic to succeed. Modifers can effect the die roll. In FOW, a 10 on a statistic roll is always a failure -- this includes attack rolls.

A number in front of the D10 shows how many dice to roll at the same time. Add the result of each die together to determine the overall result. Example: 2d10, roll two 10-sided dice and total the result.

2.0 Background

It's the past. It's the future. It's a little of both.

The Fallout world is not *quite* our own. Somewhere along the way, it diverged. It's still recognizably our world, but with some changes. One of which was World War III, which lasted a very brief amount of time, but was unbelievably destructive. More energy was released in the early moments of that war than all previous conflicts combined.

Also released was a mutated form of FEV - the Forced Evolutionary Virus. A combination of the FEV and the radiation in the air, earth and water caused all sorts of havoc among the survivors. Mutant creatures, mutant humans, plague, death and despair -- it was a really bad time.

Not everyone struggled in the wastelands... A few, a lucky few, survived deep in the underground Vaults, built previous to the war at great expense to the taxpayer (and great profit to Vault-Tec!) This, however, is not their story.

Many years after the devastation of WWIII, humanity (and the mutant scum that appeared) slowly began to crawl back out of the gutter of life. Of course, not everyone was particular pleased about this. Many factions developed, and these factions moved into conflict with each other. This is a little more closer to our current story.

Wars in the Fallout world are no longer fought with ICBMs, large armies, directed particle beam weapons, navies, air forces and other implements of civilized warfare. It has been reduced to men (and women) armed with whatever is available, perhaps a knife or an ancient rifle, and fought with small numbers. Bands of combatants, little better than gangs in the worse cases, fight for territory, salvage and, of course, for blood.

The Brotherhood of Steel is one of the few factions devoted to making the world safer for everyone (even if everyone doesn't want it safer). The Mutant hordes, remnants of the huge Super Mutant army of the Master and the Unity, struggle to find peace amongst the very people they were designed to replace. Raiders, and their technological savant brothers called Reavers, fight over the scraps of civilization. The strange Beastlords roam the wastes, enslaving the will of mutant critters. And a new menace, one that truly puts the Steel into the Brotherhood, has been recently discovered. Is this robotic plague the bane of humanity or a key to the reconstruction of a better time?

3.0 Setup

This is all the stuff you need to do before you can really start playing. Some of this is very important, like how terrain is placed or how you pick your army, and can influence your ability to successfully wage war later.

3.1 Select Scenario

Pick the scenario you wish to play with your opponent. The scenario will determine the nature of the board, the number of teams, the nature of those teams and so on.

3.2 Set the Terrain

Terrain is everything that is not flat on the table that is not going to move during the course of the game. A wall, a building, some ruins, a hill, but not army units or the soda can.

The type of terrain chosen can directly influence the style of armies selected. It is best to have an idea of what terrain you will be using before building your army. Since army building can take a bit of time, it might be best to clear the terrain with your opponent before setting up the game.

You and your opponent should build a balanced table. You can do this in one of two ways:

- One person builds the terrain layout. The other person selects which side to start on.
- Players alternate setting terrain on the table.

There are five types of terrain:

Rough Terrain: Rubble, ice, broken ground -- it doesn't matter, what does matter is that movement is halved while moving over this terrain. Vehicles cannot pass over this terrain. (Brown material)

Water, Shallow: This terrain can be crossed by both foot units and vehicles. Foot units must start the turn next to shallow water to pass over it. Vehicles can drive over with no problems. Shallow water should not be more than 2" wide. (Light blue material)

Water, Deep: Deep water cannot be crossed by units on foot or vehicles. (Dark blue material)

Walls: Walls block LOS (line of sight) and provide cover. (Gray material)

Radiation Zone: Not all of the bombs that were dropped in WW3 were clean atomics. A lot of dirty radiation is still around, even after 100 years. These zones are dangerous for unprotected individuals. (Red material)

3.3 Build Your Army

You must construct an army before you can begin play.

Types of units

There are three different types of units in FOW: grunts, squadleaders, and heroes.

Grunt: The majority of your troops are grunts. They are formed into squads of 3-20 units. They must be lead by either a Hero or a Squadleader. Grunts have weapon restrictions. All armies, except for the Brotherhood of Steel, can only equip 25% of their grunts with Heavy Rifles, RPGs or Miniguns. For every three grunts equipped with another weapon type, you can equip one grunt with one of those restricted weapons. Brotherhood Paladins can equip one restricted weapon for every non-restricted weapon.

Squadleader: If you do not have a Hero leading your squad, you must have a Squadleader. Squadleaders cannot operate on their own, they require a squad to lead. If you have a Hero leading a squad, there is no room for a squadleader in that particular squad. Squadleaders are Grunts with some leadership skills. Squadleaders can pick any available weapon and do not figure into the restricted grunt weapon calculations. Squadleaders can carry one Item.

Hero: One of the very important people in the Fallout world. Heroes are capable of great things, as long as they don't get shot down in their youth. Heroes are single characters. They can either act on their own, or lead a squad. You can never have more than one Hero for every

two squads in your army (rounded up). Only Heroes can choose their own Skills. Heroes can equip any available weapon. Heroes can carry two Items.

Army Points

The core of your army will be constructed of squads. Squadleaders and heroes will make up the difference. You must also "pay" for vehicles and equipment (like weapons and items).

To do this, you are given a specific number of army points. All characters, vehicles, weapons and items are given a point cost. You will purchase your army using their points, and paying attention to the special rules regarding army construction (limited number of heroes, restricted weapons) and any special scenario rules. You cannot spend more army points on your army than you are given.

See the Appendix A: Army Lists.

Select your troops, pay for any weapon upgrades. Select a squadleader or a hero to lead them. Purchase items and/or vehicles, if desired.

Continue on until you have reached your limit.

Write the army information down on the Army Sheet (an example is given at the back of the rulebook).

Assemble your troops and face your enemy!

Tournament Army Construction Limits

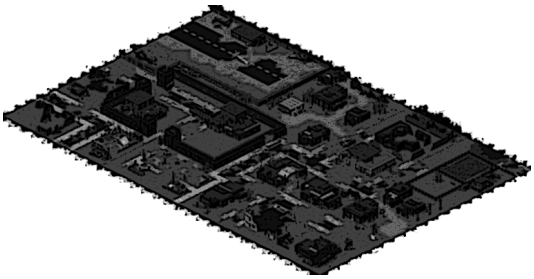
For tournament armies, you must follow these rules when building your army:

- Tournament Armies are built with 200 army points.
- 75% of your army (150 points) must be from one faction (see Army Lists).
- A maximum of 50 points can be spent on Hero characters.
- Only one vehicle can be purchased.

3.4 Deploy Armies

When your armies are assembled, it is time to place them on the table.

Each player is assigned a side of the table. All troops for that player must be deployed within 6" of the table edge on opposite table sides. No hostile troops should be placed within 24" of each other to start the game.



4.0 Combat

Combat isn't always the best solution to social ills, but you wouldn't know that in the Fallout wastelands.

Characters have statistics. The higher the number, the better.

- Strength (ST): Used to hit people in melee combat and cause them damage.
- Perception (PE): Used to spot mines.
- Endurance (EN): Used for saves against damage.
- Charisma (CH): Used by leaders for morale checks.
- Intelligence (IN): Required for some technological items. Gunnery.
- Agility (AG): Used for ranged combat. How far a unit can move in a single turn.
- Luck (LK): Used to break tie-breakers.

4.1 The Combat Turn

Combat is divided up into turns. Once a unit acts, it will not be able to act again until all other units have had a chance to do something on this turn. Players will alternate actions within a turn until all units have acted.

Turn Order
1. Roll Initiative
2. Attacker's Combat Turn
3. Defender's Combat Turn
4. Environmental Effects
5. Remove Action Tokens

1. Roll Initiative
Both players roll 1d10. If one player was the attacker on the previous turn, he gets a +2 bonus to this roll. The winner of this die roll is called the "attacker" (even if defending a position in a scenario), while the loser is called the "defender". On a tie-roll, the winner is the character with the luckiest remaining Hero. If neither player has a Hero, or if their Luck scores are tied, then re-roll. And since there was no previous turn on the first turn, neither player gets the +2 attacker initiative bonus at the very start of the game.

Once during a turn, the attacker may declare he is using his initiative. He may then move two squads, or two heroes, or one squad and one hero. As usual, the acting squads or heroes must not have an action token for this turn and must otherwise be able to act.

2. Attacker's Combat Turn
The attacker selects one available squad or one hero to act with. Once this squad or hero is finished with their action, mark them with an action token.

If the defender has any units remaining that have not acted this turn, then proceed to #3.

3. Defender's Combat Turn
The defender gets to select one available squad or one hero to act with. Once this squad or hero is finished with their action, mark them with an action token.

If the attacker has any units remaining that have not acted this turn, return back to #2.

When it is their turn to act, a player *must* act with a squad or a hero. If they cannot do so, then their turn is over and their opponent may finish acting with any available units in any order.

4. Environmental Effects
Once all units have an action token, it is time to deal with any environmental effects: poison, knockdown, unconsciousness due to damage, radiation, and smoke. Effects are acted on in this order.

Poison
Characters that are poisoned must make an Endurance roll or take one hit point of damage.

Knockdown
Characters that are lying on their back have been knocked down. They may stand up again.

Unconscious
Characters that are face-down are unconscious and dying from their wounds. Roll Endurance. If they fail, they die. If they succeed, they will continue to lie unconscious until healed. Unconscious characters cannot act.

Radiation
Characters in a radiation zone, without an enviro-armor suit, or if they are not otherwise immune to radiation, must make an immediate Endurance roll. If this roll fails, they fall unconscious and are placed face down. If the

roll succeeds, they gain some rems, but can continue acting. Characters that move through a radiation zone, but do not end their turn in it, will have also gained some radiation, but nothing immediately bad will happen to them. Ghouls, Super Mutants, Paladins, Robots and most beasts are immune to radiation. This ability is noted in the army lists.

Smoke
Smoke clouds potentially dissipate. Roll 1d10 for each smoke cloud on the board. On a roll of 5+, the cloud disappears.

At the end of the environmental round, remove all action tokens. Play then proceeds with the initiative roll again.

Play continues in this fashion until the victory conditions are met.

4.2 Combat Actions

When acting with a squad, the player may take any one of the following actions:

Attack
Move
Move and Fire
Charge

Heroes may use any one of those actions, plus they may take:

Use Skill

Attack
This can be a melee or ranged attack. Melee attacks can only be performed on targets that are within 1" of the acting unit. Ranged attacks are limited by the range of the weapon. In both cases, the target must be in the forward 180° arc of the attacking unit. The attacking unit must be facing the target. Units that attack with this action cannot move in the same turn.

Move
The acting unit can move up to Agility in inches. Squads must move at the slowest rate of their squadmates. Squads must stay within 2" of each other. If the squad coherency is broken (if a character in the middle of the squad is killed, for example), then the squad must move back into formation at the earliest opportunity. At the end of movement, units can be turned to face any direction. This action can be used to turn a unit with moving.

Move and Fire
Units may move up to half their AG in inches. Squads must still move at the slowest rate of any squadmember and obey all squad movement rules. At the end of the move, the squad or the hero can attack. There is a -4 penalty to any attack after moving.

Charge
Move double AG in inches while obeying all squad movement rules. Can make one melee attack with a -4 penalty.

Use Skill
Heroes may take this action to use a skill. See 5.0 Skills.

4.3 Movement

Units can move up to their AG in inches, but don't have to. Non-vehicle units that move can turn to face any direction. Vehicle units have special rules for turning.

Terrain affects movement.

Rough Terrain: Movement is halved while moving over this terrain. Vehicles cannot pass over this terrain.

Water, Shallow: Foot units must start the turn next to shallow water to pass over it. Vehicles can drive over with no problems.

Water, Deep: Deep water cannot be crossed by units on foot or vehicles.

Walls: Walls block movement.

Units that can Fly ignore all terrain when moving.

Squads that move together move at the slowest rate of any squadmember.

Squads must maintain 2" squad coherency at the end of a movement. If a squadmember is farther than 2" away from any one other squadmember, then the next action this squad takes must be Movement and it must make an attempt to move all squadmembers within 2" of another squadmember. You must be able to draw a line

from one squadmember to any other squadmember without having to jump more than 2" from squaddie to squaddie.

Heroes that are not part of squad are free to move around as they see fit.

4.4 Melee Combat Attacks

To make a melee attack, the attacker must be within 1" of an enemy target, and the target must be within the forward 180° arc of the attacker.

Roll against Strength, adding the Armor Class of the target to your dice roll. The higher the AC, the less likely you are to hit. A roll equal to or less than your ST is a hit. Proceed to the damage phase. Melee attacks cause damage to a specific unit. No unit can be the victim of more than 4 melee attacks per turn.

Melee attacks to the rear 180° of a target subtract one from the die roll.

A melee attack roll of 10 will always miss.

A melee attack roll of 1 or 2 will not always hit, but if it does, it will cause a Knockdown. The target is placed face up on the ground.

It is possible to move out of melee combat as an action. Roll Agility to succeed. A failure means that you must stay and fight. A success means that you have the choice of staying and melee fighting or using the Movement action.

4.5 Ranged Combat Attacks

Ranged attacks are limited by the range of your weapon and the facing of the attacker. The target must be within that 180° forward arc.

Roll against Agility, adding the following modifiers to the die roll:

- The Armor Class of the target
- If the target is adjacent to a Wall or Rough Terrain that you are not, add +1.
- If it is dark, add +2.
- If the target is a flyer, add +1.

If the roll is equal to or less than AG, the attack hits. Ranged combat attacks against a squad do not target individual units. The owner of the squad will decide who is hit. The AC of a squad is equal to the lowest AC in the squad.

A ranged attack roll of 10 will always miss.

A ranged attack roll of 1 will not necessairly hit, but the chances are good. Also, if it does hit, it will cause a Knockdown. The target is placed face up on the ground.

Ranged attacks with an AE (Area of Effect) ignore armor class. AE attacks are: grenades, RPG and the tank cannon.

Units engaged in melee combat cannot make ranged combat attacks.

LOS (Line of Sight)
To be able to hit your target, it has to be in your front arc. You also need to be able to draw a line from anywhere along that arc to anywhere along the base of the target.

This direct line is known as LOS, or Line of Sight. LOS is blocked by walls, vehicles and smoke. If the no line can be drawn from the attacker to the target that does not cross a wall, vehicle or smoke cloud, then the attack is blocked. LOS can be measured before an attack is declared.

Flyers cannot reach a high enough altitude to gain LOS over blocking terrain.

Range
Ranged combat attacks have to worry about, well, range. If a target is too far away, the ranged attack will automatically miss. Fortunately, you can measure the distance from a possible attacker to a potential target before declaring your attack action.

Weapons have two ranges: short range and maximum range.

Sometimes range will be modified, in particular for darkness and Sneak. In this case, it's possible for the effective range to a target to be greater than the maximum range of a weapon. In this case, the target cannot be fired on.

Range also effects damage. Every weapon has a Save Modifier. The first number is if the target is within short range. The second save modifier is if the target is within maximum range.

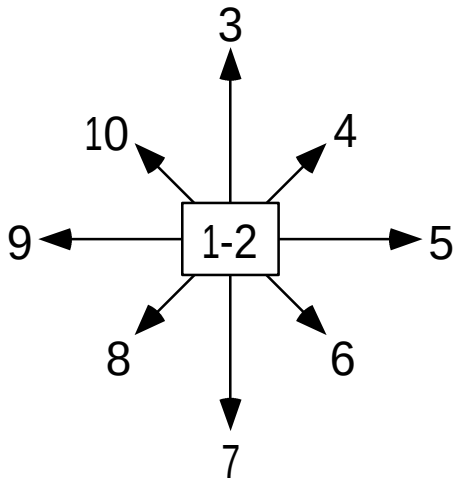
Burst Weapons & Templates
Some weapons can spray bullets all over the place. These are known as Burst Weapons or Template Weapons. The SMG, Rifle, Heavy can optionally fire in this manner. The Minigun *must* fire using a template.

Place the small edge of the template so that it touches the front side of the attacking unit. Move it around until it touches as many targets as possible. Any target that even partially touches the template (including your squadmates and allies) is a potential target. Roll one ranged combat attack (armor, cover and darkness modifiers included). This one attack is used against everyone even partially touching the template.

Area of Effect Weapons (AE)
Grenades, RPGs and Tank Cannons can also damage multiple targets. They do damage to circular point around the target. Unfortunately for them, their target may not be the one they are aiming for.

If an AE ranged attack misses, it misses. If it hits, it may still miss.

You need to roll scatter dice. One D10 determines the direction of the scatter. The second D10 determines the distance.



If the direction die is 1 or 2, the AE attack hits the original target. Otherwise it scatters in the indicated direction, where 3 is the direction from the attacker to the desired target.

AE Attack	Scatter Distance	AE
Grenade	1d10"-5", min 1	2"
RPG	1d10"-3", min 1	3"
Tank Cannon	1d10"-1", min 1	4"

The AE attack will affect all characters within the AE range of the target. Armor Class does not protect against AE attacks.

4.6 Damage and Death

Successful hits have the potential to cause damage. Units that are hit must make a successful Endurance roll, or they will take damage.

Each weapon has a Save Modifier and Damage number.

The target of the successful attack (chosen by the attacker in melee combat, chosen by the defender in ranged combat if there are options) must roll Endurance to "bounce" the hit. This roll is modified by the Save Modifier.

If the EN roll is equal to or less than Endurance, the character managed to shrug off the effects of the wound. If the roll fails, they take the Damage number in hit points. A roll of 10 always fails.

If they have 0 hit points, they are unconscious. Place the miniature face down on the table.

If they have less than 0 hit points, they are dead. Remove them from the table. Keep track of the number of points that character was worth. Those points go to your opponent.

If the character still has 1 or more hit points, they are able to function at full strength until they are dropped to 0 or less hit points. They are wounded, but it is not imparing their skills on a measureable scale.

4.7 Morale

When a squad has taken more than 50% casualties (dead people, not just unconscious), it is time for a morale check. Roll against the Charisma of the squadleader or the hero in charge of the squad. On a successful roll, the squad buckles up and decides to continue fighting. On a failed roll, the squad breaks morale.

Broken squads immediately gain an action token, if they do not already have one. They also gain a broken counter. During the environmental stage of the turn, make another Morale check (CH roll for the squad's leader). If this roll fails, the squad immediately makes one normal move towards a friendly edge of the table. If the roll succeeds, remove the broken counter.

During a turn, squads with a broken counter may only take Movement actions, and then only if they do not move closer to any enemy units.

Squads only have to test for Morale twice: once when the squad suffers 50% casualities for the first time, and when the squad is down to two units. An original squad of three will suffer one morale when it loses one person, and suffer another when the second person dies. An original squad of four suffers both Morale checks back to back when they lose two people. If they fail either one, they will break.

4.8 Retreating

If a player wishes to retreat units, he must retreat them off of a friendly player edge. This is either defined by the scenario, or is the same table edge that the player started on.

Units that retreat are only worth 1/2 their normal army points when calculating victory at the end of the game, unless the scenario specifically permits or requires retreating (usually from a specific table edge, like your opponents).

If a player retreats from an illegal edge, the unit is treated as if it had been killed by his opponent.

4.9 Victory!

In a standard skirmish game, you are going to compare your living army points + the amount of dead army points you caused to your opponents living army points + the amount of dead army points he caused.

The person with more points wins. If the values are within 10 points, it's close enough to call it a tie.

5.0 Skills

Skills are special abilities that can be purchased by heroes. Some non-hero characters can have a skill, if so, it will be listed in their army list entry. A unit may only use one skill per turn.

Unless otherwise stated, it is possible to move and use a skill. It is not possible to use a skill and move.

Sneak: Double the range to a hero or unit with this skill and add the skill level. A unit with this skill may use it to attack instead of AG on the first melee attack when entering melee combat. This skill does nothing to help a unit already in melee combat. A sneaking unit may not make a ranged combat attack. A unit cannot sneak while leading a squad.

Lockpick: This skill can be used to open locked doors or chests. Roll the skill level or lower to succeed.

Steal: This skill can be used to Steal an item off of an enemy in melee range. Roll the skill level or lower to succeed. It also has some use in particular scenarios.

Repair: This skill is used in specific scenarios. Repair will fix one hit point of damage to a vehicle or robot. The mechanic must move next to the damaged vehicle/robot and roll a

successful Repair skill. This will place an action token on both the mechanic and the vehicle/robot.

Science: This skill is used in specific scenarios.

Doctor: This skill can be used to restore one hit point of damage to a wounded character. The Doctor must move adjacent to the wounded character and roll the Doctor skill level or lower. This skill can only be used on a character that does not have an action token. The use of this skill will place an action token on both the Doctor and the wounded character, regardless of the result of the skill roll.

Doctor can also cure poison. The hero may either restore one hit point of damage or cure poison, but may not do both.

In a campaign game, Doctor would be used to heal radiation damage between campaign missions and to restore all hit points to all wounded characters.

Piloting: Characters with this skill can drive vehicles. See 6.x Vehicles for more information. Units without Piloting cannot attempt to drive a vehicle, since they don't have their driver's license and that's really important in a post-nuclear apocolypse.

Traps: A unit with this skill may set and disarm mines. See 6.x Mines for more information. The Traps skill may also be required in a scenario to disarm or set a scenario-related trap.

5.1 Skill Levels

Skill levels can default to a number, for example Sneak (5) or Piloting (7), or they can default to statistic, as in the example of Science (IN). Skills that default to a statistic are mentioned in the army lists. Heroes that purchase a new skill default to Skill (5).

Skill points can be spent to improve skills in a campaign game. If purchasing a higher level hero for a scenario, the maximum number of skill points is 5 (one skill point for levels 2, 3, 4, 5 and 6), since the maximum purchased hero level is 6.

6.0 Advanced Rules

Once you get a feel for the game, you can add these more advanced rules to get the complete FOW experience.

6.1 Vehicles

A vehicle can carry or transport your squads in relative luxary (and safety). Vehicles have a small amount of armor, and some vehicles even have weapons! Vehicles are fun, vehicles are neat!

To use a vehicle, you need a hero with the Piloting skill. These heroes can drive any vehicle.

Vehicles have statistics, just like other units.

Movement: How far the vehicle can move in a single turn. Most vehicles have two speeds: normal and fast. Speed affects how well the vehicle handles.

Turn Radius: How much of a turn the vehicle can make while travelling at the listed speed. In general, if you go fast, you can't turn as well. While moving, you cannot turn more than the list turn radius.

Passengers: The number of units this vehicle can hold besides the driver.

Damage Threshold: Damage from each attack against a vehicle with Damage Threshold is reduced by this amount.

Hit Points: How much damage the vehicle can take before it is damaged or destroyed. The first number is the amount of damage a vehicle can take before it is disabled (see below). The second number is how much damage it can take before being destroyed.

Point Cost: How many army points it takes to purchase this vehicle for use.

Entering a Vehicle
Unless otherwise stated, vehicles are empty at the beginning of a scenario. A vehicle must be entered by a character with Piloting before you can be used.

To enter a vehicle, a single member of a squad or a lone hero needs to be standing next to the vehicle at the beginning of their action. The vehicle must have room for the driver and the passengers. If an entire squad cannot enter a vehicle due to lack of space, none of that squad can enter. It only takes one turn for a squad in good order (all members are chained within the 2" rule)

One characters have entered a vehicle, they are considered to be part of the vehicle squad. As such, any character entering a vehicle will place an action token on the vehicle itself.

Exiting a Vehicle
The vehicle must not have an action token. All characters within the vehicle can leave on the same turn. Place characters within 2" of the vehicle. Mark the vehicle with an action token and mark all exiting squads/characters with an action token as well.

Piloting a Vehicle
Vehicles must be controlled by hero with Piloting. If this hero is killed, then the vehicle comes to a stop and cannot be manuevered until a new character with the Piloting skill enters the vehicle.

Disabled Vehicles
When a vehicle is disabled, the driver must make an immediate Piloting roll. If the roll fails, the vehicle crashes and is destroyed. All characters in the vehicle at the time take 1 point of damage and are thrown from the vehicle. If the roll succeeds, the vehicle continues to work, but barely.

Disabled vehicles cannot move at Fast speed. Any turn greater than 45° requires a Piloting roll or the vehicle will crash (as above).

Destroyed Vehicles
A vehicle that is destroyed will normally kill the driver and passengers. Roll Agility for everyone in the vehicle at the time of it's destruction. If successful, they leap free from the burning wreck and only take 1 point of damage. If the AG roll fails, that unit is dead.

Vehicles that are destroyed cannot be Repaired.

Running People (and Mutants) Over

You can attempt to run people over with your vehicle. Simply aim for them. If your course takes you over their position, there is a chance you might hit them. They need to roll an Agility check. If your vehicle can do 10" or faster movement, they have to add +2 to their roll.

If they succeed, they get to place their miniature out of the path of your vehicle.

If they fail, they have to save against a +2 save modified attack that does damage 2.

Shooting Vehicles/Drivers/Passengers
A person shooting at a vehicle can decide to shoot against the vehicle, the driver or passengers.

The vehicle has no modifier to hit. It may have armor, but it's a big ol' thing and awfully hard to hide. (Note: Vehicles cannot sneak.)

The driver has a +2 modifier to be hit. The vehicle's Damage Threshold will protect the driver, and the driver gets a +1 bonus to that DT.

Passengers also have a +2 modifier to be hit. The vehicle's DT protects them as well, but without the bonus. If there are multiple passengers in the vehicle, the passenger's player gets to determine which one is being shot at.

6.2 Mines

A Hero with the Traps skill may place or disarm mines.

Purchasing Mines
Mines are not unlimited. The player must purchase a limited number of mines before the game begins. For each hero with the Traps skill, the player may purchase up to three mines. Each mine comes with one decoy.

Placing Mines
The hero takes the Use Skill action. The hero may move up to his AG in inches for movement, and then place up to two Mine or Decoy counters upside down on the table within 2" of the hero, but at least 2" from each other. Mines/Decoys must be placed on flat and level ground. The hero may place two mines, two decoys or one decoy and one mine. The mines are armed immediately. Place an action token next to the hero.

Spotting Mines
Heroes and Squadleaders can attempt to determine if a mine/decoy counter is a mine or a decoy. The character must move to within 4" of a mine/decoy counter. Roll Perception. If successful, the counter is revealed. If it is a decoy, remove it from the board. The character can only attempt to reveal one mine per turn. This action does not require the Traps skill. Place an action token next to the hero or squad.

Disarming Mines
A hero with the Trap skill must move within 2" of an unrevealed mine/decoy counter or a revealed mine counter. Before the mine has a chance to detonate, the hero rolls his Traps skill. On a successful roll, the counter is revealed, if it the counter is a mine - it is disarmed and discarded. On an unsuccessful roll, the counter is still revealed, but a mine will detonate. The hero can only disarm one mine per turn. Place an action token next to the hero.

Detonating Mines
When a unit moves within 2" of an unrevealed mine counter, reveal it. If it is a mine, it will detonate, unless the unit is a hero with the Traps skill, in which case the hero gets a chance to disarm the mine first. Units that Fly, or units that are moving away from a mine counter, do not reveal the counter nor do they have a chance of detonating a potential mine.

Mines explode to hit every unit, regardless of side, within 4" of LOS to the center of the mine counter. Save modifier is -2. Damage is 1d10-5, minimum one point.

6.3 Light Level

Scenarios can take place at different times of the day. This will naturally have an effect on the amount of light available, and this will in turn modify ranged combat.

Daylight: This is the default light level. There are no modifiers to ranged combat.

Dawn: The sun is just starting to rise. All ranged combat attacks, except those made by Robots, Ghouls and Super Mutants are at a -2 to hit. Melee combat is not affected. Roll 1d10 at the end of each turn. On a 10, the light level is now Daylight.

Twilight: The sun is starting to set. All ranged combat attacks, except those made by Robots, Ghouls and Super Mutants are at a -2 to hit. Melee combat is not affected. Roll 1d10 at the end of each turn. On a 10, the light level is now Darkness.

Darkness: There is little to no light. All ranged combat attacks are at double normal range (heroes with Sneak then double this range and add their skill level as normal), and all ranged combat attacks, except those made by Ghouls and Super Mutants are at a -2 to hit. Melee combat is still not affected.

The light level of the scenario can be set by agreement of all opponents, otherwise use Daylight. In a campaign game, or if you decide to randomly generate the light level in a single game scenario, you can randomly generate the light level by using the following table:

2d10 Roll	Result
2-5	Dawn
6-16	Daylight
17-18	Twilight
19-20	Darkness

6.4 Optional Combat Rules

These rules can add some complexity to the combat system.

A. Perception: Shooting at a target at a range greater than twice your Perception is worth a +1 modifier.

B. Energy Weapons and Damage Types: Add laser and plasma weapons. Metal armor is +1 AC versus laser (includes Paladins, Robots).

Name	Range	Save	Dam	Pts
Laser	24" / 36"	+1	1	9
Plasma	12" / 20"	+3	2	11

C. Targeted Shots: Add a +2 modifier to the to hit die roll to add a +1 save modifier to the damage save roll.

7.0 Scenarios

A scenario is a single battle.

S1 Skirmish

A typical encounter between two or more hostile forces.

Forces:

Two players. Each team has an equal number of army points. A standard game is 200 points. For a smaller, shorter game, use 100 points. For a larger game, use 300-400 points or more.

Setup:

Use 6-10 pieces of terrain. Alternate placing terrain in the center of the table. Both teams start within 6" of the table side, on opposite ends of the table.

Special Rules:

1. Retreating from entrance edge only.

Game Length:

Until one side is destroyed or leaves the map.

Victory Conditions:

Standard victory conditions: he who has the most points wins.

S2 Convoy!

One side must deliver goods across enemy terrority.

Forces:

Two players. The convoy team has 100 points + an APC + level 3 Hero with Piloting (7) skill. The raiding team has 300 points + level 1 Hero with Sneak (5) and an RPG.

Setup:

Place 2-4 walls, 4-8 patches of rough terrain along a road stretching across the long way of the table.

Nominate one edge of the table as North. This is the side the Convoy player will enter from. The raider player deploys along the East and West edges, within 3" of the table edge.

Special Rules:

1. The convoy player must enter from the North edge of the table and exit from the South edge.

2. The convoy player can purchase more vehicles, but can only have one APC.

3. The raiding player should split his forces, since the convoy player can enter from the left or ride side of the North edge. However, there is no point requirement for either raider edge.

4. The raider player cannot retreat. The convoy player can only retreat from the South edge.

Game Length:

Until one side is destroyed or leaves the map. The game ends if the APC is destroyed.

Victory Conditions:

If the APC makes it off the south edge, the convoy player wins. If it doesn't, he loses.

S3 Treasure Hunt!

A group of scavengers is attacked by raiders.

Forces:

Two players. One player is the scavenging team (150 points), while the other player is the raiding team (200 points). Each team gets an additional unit with a mini-gun and a level 1 Hero with the Lockpick (5) skill.

Setup:

Use 6-10 pieces of terrain. Alternate placing terrain in the center of the table. Turn the six box markers upside down and mix them. Place the six markers within 12" of the center of the table. Both teams start within 6" of the table side, on opposite ends of the table. The scavenging team rolls a die to start the game:

1-9: Move all scavenging team units once before the game begins.

10: Move all scavenging team units twice before the game begins.

No other actions except Move can be taken in this special pre-game turn.

Special Rules:

1. The mini-gun unit cannot attack until it can reload.

2. The box markers represent locked chests. When a character with Lockpick successfully unlocks the "chest", flip the counter over and reveal the chest number.

Chest Number	Contents
1	1 Stimpack
2	1 Smoke Grenade
3	1 Copy of Cat's Meow (enjoy your reading!)
4	1d3 Stimpacks
5	1d3 Smoke Grenades
6	Minigun Ammo - As soon as the minigun unit moves within 2" of this chest, it may attack. This will remove the ammo and the other minigun unit will not be able to reload.

3. The scavenging team may retreat from the three table edges that the raiding team did not enter from. The raiding team may only retreat from their entrance edge.

Game Length:

Until one side is destroyed or leaves the map.

Victory Conditions:

The scavenging team scores 1 point for each chest they open.
The raiding team scores 1 point for each chest the scavengers do not open.
The team that kills the most enemy points scores an additional point.
If a team leaves the map before all chests are unlocked, the remaining team scores 1 point for each locked chest.

S4 Wild America

A typical skirmish turns anything but when both combatents are attacked by wild mutated animals.

Forces:

Two players. Each team has an equal number of army points. A standard game is 200 points. For a smaller, shorter game, use 100 points. For a larger game, use 300-400 points or more.

A third force is a collection of mutated critters: 1x giant lizard, 1x radscorpion, 1x giant wasp, 1x big roach and 1x baby deathclaw for every 100 points of combined player armies. In a standard 200 point game, that's four of the list beasts.

Setup:

Use 8-12 pieces of terrain. Alternate placing terrain in the center of the table. Both teams start within 6" of the table side, on opposite ends of the table.

Place the first wave of critters (1 of each) in the center of the table. Placed as per terrain. No critter can be within 4" of another critter, and all critters must be within 12" of the center of the table.

Special Rules:

1. No retreating. This area is too important to abandon to the enemy or the critters.

2. Each player moves one of their own units and then moves on the beast units, then the next player takes a turn with their own unit and a critter unit. And so on.

3. When a critter dies, replace it with a like critter. Reinforcement critters appear:

d10 Roll	Location
1-3	Attacker Entry Table side
4-7	Center of Table
8-10	Defender Entry Table side

Game Length:

Until one side is destroyed.

Victory Conditions:

Players score points for killing the enemy with their own troops or with critter under the control.

Critters killed do not count as points.

8.0 Campaign Games

A campaign is a series of missions played out over a longer period of time. The individual results of the missions determines the overall result in a campaign game. Units are tracked, so throwing away a lot of men at the end of a single missions may reduce your ability to win the campaign.

Heroes are more important in a campaign game, since they can actually improve their abilities.

8.1 Playing Campaign Games

A campaign game is going to require some setup. You will need to decide on a number of factors:

- Starting Army Points
  A number between 500 and 1500 would be a good place to start.
- Army Limitations (units, weapons, vehicles)
  Use the tournament army construction rules.
- Number of Battles
  These depends on the size of the battles you wish to fight. Divide your starting army points by the maximum number of army points you wish to fight with, and multiple by 125-150%.
- Army Points Per Battle
  This is virtually the same as the number of battles. A minimum and maximum amount of army points should be determined. If a player cannot muster enough points, he will have to forfeit that game.

Players can use any forces that retreat off the table in a battle after the following battle. This represents the delay of moving troops behind the frontlines, regrouping.

Vehicle damage should be tracked. Hero status should be tracked. Damage to other characters should not be tracked. Everyone can take a break from a campaign game and regain 2 hit points.

Record the number of scenarios lost versus won. If you are using multiple players, you can host a round robin tournament as a variation.

8.2 Advancement

Only heroes can earn experience and increase in levels. Each successful winning game is worth 2 experience points (XP). A successful retreat or a draw is worth 1 XP. Dying is worth, well, nothing since you're dead. Some scenarios may provide extra XP.

Level	XP Req.	Level	XP Req.	Level	XP Req.
2	2	**7**	42	**12**	132
3	6	**8**	56	**13**	156
4	12	**9**	72	**14**	182
5	20	**10**	90	**15**	210
6	30	**11**	110	**16**	240

Level 16 is the maximum level for a hero. Non-campaign game heroes cost an additional number of army points equal to twice the XP required for their level. Level 6 is the maximum level for a hero played in a non-campaign game mission (unless your opponent agrees).

Every new level, the hero gains:
+1 hit point
+1 skill point

Each skill point can be used to improve a skill the Hero already has. Two skill points can be used to purchase a new skill at the base skill level of 5. For example, a 3rd level Hero can have one skill at skill level (7) or two skills at skill level (5).

Appendix A: Army Lists

The following are the standard army lists for some of the Fallout factions of this time period.

Brotherhood of Steel

The Brotherhood of Steel (BOS) is a techno-religious organization, with roots in the US military and government sponsored scientific community from before the war. The BoS is mostly composed of the descendents of those military officers, soldiers and scientists, but it is starting to admit more outsiders to it's rank as it grows. The BoS is divided into different ranks. Initiates are trainees who are expected to perform well enough in the training process to be promoted to Squires. After proving themselves, Squires are promoted to Knights. After many years of service and experience, the best Knights are promoted to Paladins -- the pinnacle of the Brotherhood military.

It is also possible to serve the Brotherhood as a Scribe. Scribes are responsible for copying the ancient technologies, maintaining the current technology and even experimenting with new weapons and other useful devices. Scribes rarely leave the safety of the BoS bunkers, but they are sometimes called into the field to examine a piece of technology or perform a task beyond the skills of the Brotherhood soldiers.

Restricted weapons note: Normally, an army can only equip one restricted weapon (heavy, RPG, minigun) for every three non-restricted weapons. Brotherhood Paladins, and only Paladins, can carry one restricted weapon for every non-restricted weapon on a 1:1 ratio.

Citizen
These are the common people that the Brotherhood uses, erm, protects.

	S	P	E	C	I	A	L	HP	AC	PTS
Citizen	4	4	5	3	4	4	3	1	3	2

Available Weapons: None. Citizens do not typically travel armed, and do not have any particular weapon skills to speak of anyways.

Squire
The least experienced and trained of the Brotherhood active military. Initiates are not, typically, allowed on the battlefield and instead are used where their skills are best served: KP duty. Squires are equipped with Leather armor.

	S	P	E	C	I	A	L	HP	AC	PTS
Squire	5	5	6	4	5	6	4	1	0	5
Squire, Squadleader	5	6	6	5	5	6	4	1	0	6
Squire, Hero	6	6	7	6	5	6	5	1	0	8

Knight
Knights are the mainstay of the BoS scouting forces, when scouting needs to be accomplished in force. Knights are equipped with Metal armor.

	S	P	E	C	I	A	L	HP	AC	PTS
Knight	6	5	6	4	5	6	4	1	1	8
Knight, Squadleader	6	6	7	5	5	6	4	1	1	10
Knight, Hero	7	6	7	6	6	7	5	2	1	13

Environmental Armor
Knights are sometimes dressed in Environmental Armor. This protects them against radiation, chemical and biowarfare agents. Of course, it also helps with the Brahmin smell.

	S	P	E	C	I	A	L	HP	AC	PTS
Enviro-Armor	6	5	6	4	5	6	4	1	1	10
Enviro-Armor, Squadleader	6	6	7	5	5	6	4	1	1	12
Enviro-Armor, Hero	7	6	7	6	6	7	5	2	1	15

Special: Immune to Radiation. +1 to EN for poison checks.

Paladin
The ultimate Brotherhood warrior is the Paladin. They wear the fearsome power armor, but they have the experience and skills to be finely honed blades of battle. Paladins carry the largest and most powerful of weapons. The power armor aguments their strength.

	S	P	E	C	I	A	L	HP	AC	PTS
Paladin	8	6	7	5	6	8	5	1	2	16
Paladin, Squadleader	8	7	8	6	6	8	5	2	2	19
Paladin, Hero	9	7	8	7	6	8	6	2	2	24

Special: Paladins are immune to radiation. They can carry one restricted weapon for every one non-restricted weapon in their squad. Paladins get a +1 to EN for purposes of poison checks.

Scribe
Scribes are the technicians, engineers and doctors of the Brotherhood. They store, analyze and maintain the databases of knowledge that drive the BoS technologies. Scribes have had the basic Initiate combat training, but have withdrawn from the world of violence to meditate on their Repair and Science skills.

	S	P	E	C	I	A	L	HP	AC	PTS
Scribe	5	6	4	3	6	4	4	1	0	5
Scribe, Squadleader	5	7	5	4	7	4	4	1	0	7
Scribe, Hero	5	7	5	5	9	4	5	1	0	10

Special: Scribes are skilled in Science (IN) and Repair (IN). They do not wield weapons.

Elder
The Elders of the Brotherhood guide the brothers towards enlightenment. They also protect the Brotherhood from the social ills that destroyed the old world. An Elder is usually drawn from the warrior ranks when they achieve that rare honor: living past combat age. Elders

	S	P	E	C	I	A	L	HP	AC	PTS
Elder	4	4	3	7	6	4	3	1	0	8
Elder, Squadleader	4	5	4	8	6	4	4	1	0	10
Elder, Hero	4	5	5	9	7	4	5	1	0	13

Special: Elders can use their Charisma and reputation to rally a broken Brotherhood squad within 12" as an action. Roll against the CH of the Elder instead of the normal squadleader.

The Mutants

The FEV virus combined with the radiation, more than the radiation itself, caused mulitiple mutational strains within the human species. The two most prevelant strains are Ghouls and Super Mutants. The

Master, a FEV mutated genius, was able to adapt the FEV virus to create the Super Mutants, while the Ghouls are more of a "natural" mutation.

Both Ghouls and Super Mutants have fallen on hard times (well, that's not technically true, actually ghouls are better off than they were 10 years ago, but they are still pretty brahmin slime to most people). They will occasionally work with each other to promote the Mutant Platform.

Ghoul
Ghouls are what results from natural FEV contamination, or when FEV2 is used on contaminated humans. Ghouls are social pariahs. That has not stopped them from forming their own communities. They tend to be more introverted than others, and more in tune with machinery.

	S	**P**	**E**	**C**	**I**	**A**	**L**	**HP**	**AC**	**PTS**
Ghoul	2	4	4	2	4	3	5	1	0	4
Ghoul, Squadleader	4	5	6	4	5	4	6	1	0	5
Ghoul, Hero	6	8	7	6	7	6	7	2	0	9

Special: Ghouls are immune to radiation, they can see at night. Ghouls are very hardy. They get a +2 to EN for unconsciousness checks. Ghoul heroes and squadleaders get Repair (5) for free.

Armored Ghoul
Ghouls in armor.

	S	**P**	**E**	**C**	**I**	**A**	**L**	**HP**	**AC**	**PTS**
Ghoul	2	4	4	2	4	3	5	1	1	6
Ghoul, Squadleader	4	5	6	4	5	4	6	1	1	7
Ghoul, Hero	6	8	7	6	7	6	7	2	1	13

Special: Ghouls are immune to radiation, they can see at night. Ghouls are very hardy. They get a +2 to EN for unconsciousness checks. Ghoul heroes and squadleaders get Repair (5) for free.

Super Mutant
Super Mutants are stronger than humans, more resistant to pain, radiation, disease than humans, just about better at everything than humans -- except, most of their brains turn a little jelly after the FEV2 dips and then there is that sterility issue. Oh, well, if you're going to be masters of the wastelands, there has to be some downside.

	S	**P**	**E**	**C**	**I**	**A**	**L**	**HP**	**AC**	**PTS**
Super Mutant	5	2	4	1	1	3	2	2	0	12
Super Mutant, Squadleader	7	4	6	5	3	3	4	2	0	18
Super Mutant, Hero	9	6	9	8	8	6	7	3	0	26

Special: Super Mutants are also immune to radiation, and they can see at night. Super Mutants are hardy. They get a +1 to EN for unconsciousness and poison checks.

Armored Super Mutant
These guys aren't just super mutants in armor -- these are the cream of the super mutant armies. The get the best toys, the most armor and generally can pick up (literally) any woman they want.

	S	**P**	**E**	**C**	**I**	**A**	**L**	**HP**	**AC**	**PTS**
Super Mutant	5	2	4	1	1	3	2	2	2	16
Super Mutant, Squadleader	7	4	6	5	3	3	4	3	2	22
Super Mutant, Hero	9	6	9	8	8	6	7	3	2	32

Special: Super Mutants are also immune to radiation, and they can see at night. Super Mutants are hardy. They get a +1 to EN for unconsciousness and poison checks.

Raiders & Reavers

The wastelands of Fallout are an unhappy place. Some people try to improve their happiness by lowering the happiness of other people around them. Others are there because they have a Cause. Both Raiders and Reavers roam the ruins, challenging those that would threaten them.

Rarely do you see Raiders and Reavers in the exact same tribe or gang. It's not completely out of the ordinary, however. Both lead similar lifestyles. Both have been known to make arrangements. Still, of all the factions in Fallout, you can very easily see Raider versus Reaver battles (or even Raider versus Raider, more often than you would think -- it's sort of a self-balancing raider population control).

Special Vehicle Note: Raiders and Reavers love vehicles. Especially Dune Buggies. They pay 3 points less for a Dune Buggy than normal.

Raider
Raiders are gangers. They exist in a pretty much feudal system, where the strong control the weak. The strong do not have to protect the weak, however. That's one of the big differences between the raiders and the Brotherhood.

	S	**P**	**E**	**C**	**I**	**A**	**L**	**HP**	**AC**	**PTS**
Raider	5	4	6	3	3	6	3	1	0	5
Raider, Squadleader	5	4	6	4	4	8	4	1	1	9
Raider, Hero	6	5	7	7	5	8	4	1	1	14

Special: Raider heroes get Piloting (4) for free.

Reaver
Reavers, even more so than Raiders, seach for salvage. They have placed their trust in the almighty sword (well, technically SMG) for so long that it is part of their heritage. They actually very technically sophisticated for being a bunch of heathens (in the eyes of the BoS).

	S	**P**	**E**	**C**	**I**	**A**	**L**	**HP**	**AC**	**PTS**
Reaver	5	5	6	4	6	7	4	1	1	7
Reaver, Squadleader	6	6	6	7	6	7	4	1	1	10
Reaver, Hero	7	6	8	8	8	7	6	1	2	21

Special: Reaver squadleaders and heroes get Repair (5) and Science (5) for free. Reaver heroes also get Piloting (5) for free.

The Beastlords

Other mutations are more subtle. It is said that some mutants have the ability to reach within the minds of the easily impressionable (animals, politicians and marketing personnel) to control their very thoughts. This has not been proven by the Brotherhood Scribes, but the activities of those known as the Beastlords certainly lends some credence to these tales.

Probably the most fearsome thing about the Beastlords is their control over the beasts. Secondly, they are fond of poison, which can cause problems for even the most stalwart of bands.

Special Beastlords Note: Beastlord armies do not have to have homogeneous squads -- they can mix and match from their various stables of mutated animals. The normal 3-20 rule does not apply to Beastlord squads.

Beastlord

	S	P	E	C	I	A	L	HP	AC	PTS
Beastlord	6	6	5	3	3	5	2	1	0	16
Beastlord, Squadleader	7	6	6	6	4	6	3	2	1	22
Beastlord, Hero	8	7	7	9	5	6	4	3	1	29

Special: Beastlords cannot group together. Beastlords of any rank, however, can lead squads of beasts. The maximum squad size is equal to the Charisma of the Beastlord. As long as the Beastlord is alive, the beast squad he is leading does not take morale tests. Beastlord Heroes have such control over their slaves, that they can spread their squad out farther than normal. Beastlord Hero squads have a squad coherency range of 4".

Roach, Big
The classic mutated giant cockroach. Just what the world needs, and will proably get.

	S	P	E	C	I	A	L	HP	AC	PTS
Big Roach	4	2	8	1	1	5	1	1	1	5

Special: Roaches can move over Rough Terrain without movement penalty.
Melee Attack: Save -1, Dam 1.

Roach, Small
This is a smaller version of the giant cockroach. It is either still growing, or a mutation towards a smaller frame.

	S	P	E	C	I	A	L	HP	AC	PTS
Small Roach	3	2	7	1	1	4	1	1	0	3

Special: Roaches can move over Rough Terrain without movement penalty.
Melee Attack: Save -2, Dam 1.

Brahmin
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.

Deathclaw, Baby
The smaller, younger version of the death machine that so many people love. These little guys have all the angst of their larger and older cousins, in a pint size serving.

	S	P	E	C	I	A	L	HP	AC	PTS
Baby Deathclaw	6	3	4	1	1	6	2	1	0	9

Special: If a baby deathclaw Charges, it moves triple the normal movement distance.
Melee Attack: Save +1, Dam 1.

Deathclaw, Hairy
These are the local version of the Walking Mouth with Sharp Pointy Bits known as the Deathclaw.

	S	P	E	C	I	A	L	HP	AC	PTS
Hairy Deathclaw	9	5	6	1	1	6	2	3	2	18

Special: If a Deathclaw is within 6" of a Baby Deathclaw when it is killed, a Deathclaw with an action must immediately make an out of turn move and attack on the killer. Only one Deathclaw will respond in this fashion per baby death. Deathclaws using this special ability are given an action token. The Deathclaw owner does not lose the ability to act with another unit.
Melee Attack: Save +1, Dam 1d10-6, 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 way couldn't change 10,000+ years of domestication that easily. The war dogs of the Beastlords are not gentle.

	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 squadmate 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.

Rat, Giant
The majority of these end up as stew, but some grow and grow and grow. Eventually they come to the attention of a desperate Beastlord.

	S	P	E	C	I	A	L	HP	AC	PTS
Giant Rat	4	1	3	1	1	4	1	1	0	2

Special: Giant Rats are not special. Attack: Save -2, Dam 1. A group of Giant Rats are. For every Giant Rat attacking the same target, add +1 to the Save Modifier for each rat when there are two or more. The maximum number of attackers on any target is still four. Four rats, however, each have an Attack: Save +2, Dam 1.
Melee Attack: Save -2 (+1 for each rat when 2+ rats), Dam 1.

Lizard, Giant
Gojira!

	S	P	E	C	I	A	L	HP	AC	PTS
Giant Lizard	8	2	7	1	1	4	1	4	1	16

Special: Firebreath! Erm, no.
Melee Attack: Save +1, Dam 2.

Radscorpion
One of the most common of the mutated creatures. Radscorpions are more than just terrors used by parents to scare their children. A large pack of Radscorpions is a danger to nearly anyone. They have a very potent poison, and their poison sack is often used for medicinal potions.

	S	P	E	C	I	A	L	HP	AC	PTS
Radscorpion	7	3	7	1	1	5	1	3	1	14

Special: Poison attack (if the attack hits, mark the target as poisoned and then roll for damage). Ignore Morale rolls.
Melee Attack: Save 0, Dam 1.

Wasp, Giant
They fly, they sting, they fly, they sting, fly, fly, fly, sting, sting, sting... Giant Wasps are noted for their ability fly over any type of terrain. They don't have much of sting, but it is poisonous and that has spelled the doom for many a young man roaming the wastes.

	S	P	E	C	I	A	L	HP	AC	PTS
Giant Wasp	6	6	5	3	3	5	2	1	0	13

Special: Poison attack (if the attack hits, do not roll for damage, mark the target as poisoned). Flying (ignore terrain movement modifiers).

Wolf
The un-domesticated version of the Dog. Even more fierce, if that is possible. Wolves like to hunt in packs. The Alpha Wolf is the dominate wolf in the pack. There can be only one Alpha in a pack at a time. The only way to become Alpha is to challenge the current leader.

	S	P	E	C	I	A	L	HP	AC	PTS
Wolf	6	7	4	1	1	6	4	1	0	6
Wolf, Alpha	7	8	6	1	1	6	4	2	0	12

Special: There can be a maximum of one Alpha Wolf in each squad, as long as there is at least one normal Wolf. However, if two Alphas come within 6" of each other, they will attack each other as soon as possible until one of them is dead.
Melee Attack: Save 0, Dam 1.

Robots

Very little is known about the Robots. They do seem to be a new type, perhaps of new construction. They are organized by function, and that implies a higher authority controlling them or at least rationing the types of robots available in any one theatre of conflict.

Hover Robot
This seems to be a guard or patrol robot of some kind. It uses a very quiet propulsion system to stealthily approach it's target.

	S	P	E	C	I	A	L	HP	AC	PTS
Hover Robot	4	4	4	1	3	6	2	1	1	

Special: Immune to radiation. Ignores light level modifiers. Flying (ignore terrain movement modifiers). Sneak (5).
Ranged Attack: Range 4"/8", Save -1, Dam 1.
Melee Attack: Save -2, Dam 1.

Security Robot
A more powerful security 'bot. These robots are very common near robot bases.

	S	P	E	C	I	A	L	HP	AC	PTS
Security Robot	5	8	5	1	3	6	2	1	1	

Special: Immune to radiation. Ignores light level modifiers. Flying (ignore terrain movement modifiers).
Ranged Attack: Range 12"/15", Save 0, Dam 1.
Melee Attack: Save -1, Dam 1.

Scurry Robot

These may be utility robots. Like many of the other smaller robots, we see them in a variety of locations. They patrol the pipes and sewers in robot controlled areas.

	S	P	E	C	I	A	L	HP	AC	PTS
Scurry Robot	4	3	4	1	3	6	1	1	1	

Special: Immune to radiation. Ignores light level modifiers. Ignore rough terrain movement modifiers, cannot pass through shallow water.
Ranged Attack: Range 4"/6", Save +1, Dam 1.
Melee Attack: Save -1, Dam 1.

Tank Track Robot
These robots are some sort of utility robot that have been modified for combat purposes. We suspect it was an agricultural robot, or at the least plans were initially designed for that purpose.

	S	P	E	C	I	A	L	HP	AC	PTS
Tank Track Robot	6	4	6	1	3	5	2	3	2	

Special: Immune to radiation. Ignores light level modifiers.
Melee Attack: 4d10, Save +1, Dam 1.

Loadlifter Robot
Another utility design adapted for combat. The Loadlifter has very strong motivators and is exceedingly dangerous in close-combat.

	S	P	E	C	I	A	L	HP	AC	PTS
Loadlifter Robot	8	3	6	1	3	6	2	3	2	

Special: Immune to radiation. Ignores light level modifiers.
Ranged Attack: Range 12"/16", Save 0, Dam 2.
Melee Attack: Save +2, Dam 2.

Humanoid Robot
The humanoid robot was not designed to infiltrate human society. It appears to be designed to adapt to human technology and weaponry. It can use most normal human equipment, with any sort of RS-231.5 interface required by most robotics.

	S	P	E	C	I	A	L	HP	AC	PTS
Humanoid Robot	7	7	7	1	5	6	5	3	2	

Special: Immune to radiation. Ignores light level modifiers. Use normal weapon table.

Pacification Robot
These robots are designed to control an area and "pacify" it. They are very good at what they do. These are considered some of the most dangerous robots yet discovered. Reasonable numbers, tough, and excellent firepower. They should be approached and handled with delicate caution.

	S	P	E	C	I	A	L	HP	AC	PTS
Pacification Robot	6	6	8	1	4	5	2	6	2	

Special: Immune to radiation. Ignores light level modifiers.
Ranged Attack: Range 16" / 32", Save +1, Dam 2
Melee Attack: Range 2", Save -2, Dam 3, can attack up to three different targets within 2"

Behemoth Robot
Very. Large. Robot.

	S	P	E	C	I	A	L	HP	AC	PTS
Behemoth Robot	6	6	8	1	4	4	2	10	3	

Special: Immune to radiation. Ignores light level modifiers. Superior targeting sensors, adds +3 to AG for purposes of ranged combat.
Ranged Attack: 2d10, Range 24" / 32", Save +3, Dam 3
Melee Attack: Range 4", Save -2, Dam 4, can attack up to three different targets within 4"

Racial Min/Max Stats

Human	**ST**	**PE**	**EN**	**CH**	**IN**	**AG**	**LK**
Min	1	1	1	1	1	1	1
Average	5	5	5	5	5	5	5
Max	10	10	10	10	10	10	10

Super Mutant	**ST**	**PE**	**EN**	**CH**	**IN**	**AG**	**LK**
Min	5	1	4	1	1	1	1
Average	8	5	6	5	3	3	5
Max	13	11	11	10	8	8	10

Deathclaw	**ST**	**PE**	**EN**	**CH**	**IN**	**AG**	**LK**
Min	6	4	1	1	1	6	1
Average	8	7	5	1	1	9	4
Max	14	12	13	3	4	16	10

Ghoul	**ST**	**PE**	**EN**	**CH**	**IN**	**AG**	**LK**
Min	1	4	1	1	2	1	5
Average	3	8	5	5	6	3	7
Max	8	13	10	10	10	6	12

Robot, Humanoid	**ST**	**PE**	**EN**	**CH**	**IN**	**AG**	**LK**
Min	7	7	7	1	1	1	5
Average	7	7	7	1	5	5	5
Max	12	12	12	1	12	12	5

Dog	**ST**	**PE**	**EN**	**CH**	**IN**	**AG**	**LK**
Min	1	4	1	1	1	1	1
Average	3	7	3	3	2	7	5
Max	7	14	6	5	3	15	10

Appendix B: Weapon Table

Name	Attack Roll	Type	Range	Save Modifier	Damage	Point Cost
Unarmed	ST	Punch	Melee	-2	1	0
Knife	ST	Swing Throw	Melee 4" / 6"	-1 -2 / -3	1 1	2
Spear	ST	Thrust Throw	Melee 6" / 9"	0 -1 / -2	1 1	3
Club	ST	Swing	Melee	-1	1	1
Pistol	AG	Single	8" / 16"	0 / -2	1	4
SMG	AG	Single Burst	8" / 16" SMG Template	+1 / -1 0	2 1	5
Rifle	AG	Single Burst	12" / 24" Rifle Template	+2 / +1 0	2 1	6
Heavy	AG	Single Burst	12" / 24" Rifle Template	+3 / +1 +1	3 2	8
Minigun	AG	Burst	Minigun Template	+3	4	10
RPG	AG	Single	24"	+2 (2" AE)	1d10-6, min 1	10
Grenade	AG	Throw	ST × 2	+1 (3" AE)	1d10-8, min 1	2 each

The Heavy Rifle, Minigun and RPG are restricted weapons. There are restrictions for the number of these weapons that can be placed in an army. There are also restrictions against firing these weapons from vehicles.

Appendix C: Items

Items can be used by Squadleaders and Heroes. They must be purchased during the army construction phase or discovered on the map in some scenarios.

Doctor's Kit: Adds +1 to the doctor skill for as long as it holds out. It will also heal an additional point of damage (on top of the normal one for Doctor, so a total of two hits points of damage healed). After every use, roll a d10. On a 10, the doctor's kit is out of supplies. One item equals one bag. Cost: 6 points.

Grenade, Smoke: These grenades generate smoke clouds. Smoke clouds help block LOS, making it possible for a squad to advance into combat range or sneak away into the night (or day) to fight another time. They can be thrown using the normal grenade rules. Instead of doing damage, however, they will instantly create smoke clouds. If the roll to hit was a 1, three smoke clouds are generated. Otherwise two clouds are created. The player using the smoke places the first cloud over the impact point. The other cloud(s) are placed touching the first cloud. One item equals one grenade. Cost: 2 points.

Grenade, EMP: The same as a normal grenade, but when used against Robots, it also knocks any robot within 4" down. One item equals one grenade. Cost: 4 points.

Night Goggles: The character using this item suffers no ranged combat modifier for attacking in darkness, twilight or dawn. Cost: 2 points. Requires an IN of 4.

Poison Antidote: One dose of this antidote will cure the target of the effects of poison. This healing item can be used during a Movement or Use Skill action. It can be used on the antidote owner or any friendly unit within 2". One item equals two doses. Cost: 2 points.

Repair Kit: This is a toolbag with parts for vehicles. It adds +1 to the repair skill for as long as it holds out. It heals 1d10-5 (min 1) points of damage to a vehicle. After every use, roll a d10. On a 5+, the repair kit has run out of supplies. One item equals one kit. Cost: 10 points.

Robot Repair Kit: Available to Robot factions only. A small specialized repair kit that contains parts for robots. Adds +1 to the repair skill for as long as the supplies last. Adds +1 to robot damage repaired. After every use, roll a d10. On a 10, the kit has run out. One item equals one kit. Cost: 20 points.

Stealth Boy: This gives the user the Sneak (10) skill when used. Every time this item is used, roll 1d10. On a 8, 9 or 10, the Stealth Boy burns out and is destroyed. Cost: 5 points. Requires an IN of 5.

Stimpak: This healing item can be used during a Movement or Use Skill action. It will heal 1d10-5 hit points, minimum one, to the maximum of the target's original health. It can be used by the stimpak owner or on any friendly unit within 2". One item equals one dose. Cost: 1 point.

Appendix D: Vehicle Statistics

Name	Move	Turn Radius	Passengers	Damage Threshold	Hit Points	Point Cost
Taxi	8" 12"	180° 90°	3	0	4/6	20
Scouter	10" 15"	180° 90°	1	0	6/9	23
Dune Buggy	12" 18"	90° 45°	0	0	4/6	17
Humvee	8" 12"	90° 45°	3	0	8/14	27
APC	6" 9"	90° 45°	11	1	10/14	30
Nuclear APC	6"	45°	1	1	10/14	***
Tank	6" 9"	45° 15°	3	2	14/20	48

*** The Nuclear APC is used for special scenarios only. It has no point cost, but cannot be brought to a game without the permission of your opponent.

The tank has a cannon. As long as there is a gunner (another character in the tank besides the driver), the tank can fire once per turn, if it does not move. The tank has 360° arc of fire. The tank machinery actually controls much of the firing process, so Intelligence is needed more than Agility.

Name	Attack Roll	Type	Range	Save Modifier	Damage
Tank Cannon	IN-2	Single	30"	-1 (4" burst)	1d10

Passengers may fire non-restricted ranged weapons out of a vehicle. There is a -4 penalty to the attack roll. A maximum of four passengers may attack from the APC.

Credits

Design: Chris Taylor
Lead Artist: Parrish Rodgers
Senior 3D Artists: Damian Stocks, Racheal Johnson, Lorne Brooks
Character Design: Tariq Raheem
Artists: Matthew Brooks, Gareth Davies, Michael Hood, David Lewin, Simon Lissaman, Alice MacDougall, James Sharpe, Lakin Shoobridge, Stuart Van Isden
Additional Artwork: Blaeghd Bell, Kate Tucker

Version 1.0: Initial Release

Comments? Post them to the forums available at: www.interplay.com/falloutbos

Rules Summary Sheet

Turn Order
1. Roll Initiative: 1d10, +2 if attacker last round. Winner is "attacker", loser is "defender".
2. Attacker's Combat Turn: Act with one squad or hero. After action, mark that squad or hero with an action token.
3. Defender's Combat Turn: The defender can act with one squad or hero. Mark with action token.
   Repeat from #2 until all squads and heroes have acted.
4. Environmental Effects (poison, knockdown, unconscious, radiation, smoke)
5. Remove all action tokens and restart at #1.

Turn Actions
1. Attack
2. Move
3. Move and Fire
4. Charge
5. Use Skill
6. Overwatch

Attack
Attack roll is 1d10.
Attack, Melee: Roll ST. Modified by target AC.
Attack, Ranged: Roll AG. Modified by target AC, target cover and darkness.

Move
Move up to AG in inches. Squads most move at the slowest rate of their squadmates. Squads must stay within 2" of each other. At the end of the movement, units can be turned to face any direction. This action can be used to turn a unit without moving.

Move and Fire
Units may move up to half their AG in inches. Squads must move at the slowest rate. Squads must stay within 2" of each other. At the end of the move, can make one attack per figure. Attack Roll is 1d10-4.

Charge
Move double AG in inches. Squads must move at the slowest rate and stay within 2" of each other. Can make one melee attack at 1d10-4.

Use Skill
Move AG in inches. At the end of this movement, use one skill.

Overwatch
Mark squad with overwatch marker. Squad may take one ranged combat attack at any time during the opponent's turn (even in the middle of opponent's move or before attack target declaration). Attack roll is 1d10-4. Once overwatch attack is resolved, opponent may continue turn. Replace overwatch marker with action token.

Fallout Warfare Army Sheet

Troop Name	S	P	E	C	I	A	L	HP	AC	PTS	Weapon

Squad Number	Squad Troop Type	Movement	Squadleader/Hero	Squadleader Items

Name	Move	Turn Radius	Passengers	Damage Threshold	Hit Points	Point Cost

Name	Attack Roll	Type	Range	Save Modifier	Damage
Unarmed	ST	Punch	Melee	+2	1
Knife	ST	Swing Throw	Melee 4" / 6"	+1 +2 / +3	1 1
Spear	ST	Thrust Throw	Melee 6" / 9"	0 +1 / +2	1 1
Club	ST	Swing	Melee	+1	1
Pistol	AG	Single	8" / 16"	0 / +2	1
SMG	AG	Single Burst	8" / 16" SMG Template	-1 / +1 0	2 1
Rifle	AG	Single Burst	12" / 24" Rifle Template	-2 / -1 0	2 1
Heavy	AG	Single Burst	12" / 24" Rifle Template	-3 / -1 -1	3 2
Minigun	AG	Burst	Minigun Template	-3	4
RPG	AG	Single	24"	-2 (2" burst)	1d10-6, min 1
Grenade	AG	Throw	ST × 2	-1 (3" burst)	1d10-8, min 1