## MINUTEMAN
MINUTEMEN



| | |
|---|---|
| STR | 4 |
| PER | 5 |
| END | 4 |
| CHA | 4 |
| INT | 4 |
| AGI | 5 |
| LUC | 2 |

**TRAINED:** When Readying one Minuteman model, can Ready another Unready Minuteman within

**CO-ORDINATION:** Other Minuteman models get +2 (max +2).

| | |
|---|---|
| | - |
| | - |
| | - |

## NUKA-GIRL
SURVIVOR



| | |
|---|---|
| STR | 3 |
| PER | 7 |
| END | 5 |
| CHA | 8 |
| INT | 6 |
| AGI | 8 |
| LUC | 5 |

**ALERT:** If an Unready Nuka-Girl is within of a model being made Ready, Nuka-Girl can be made Ready too.

**ACROBATIC:** Once per battle, can test AGI. Ignore all damage from a single attack.

| | |
|---|---|
| | 1 |
| | 3 |
| | 2 |

## FIELD SCRIBE
BROTHERHOOD OF STEEL



| | |
|---|---|
| STR | 3 |
| PER | 4 |
| END | 4 |
| CHA | 3 |
| INT | 7 |
| AGI | 6 |
| LUC | 2 |

| | |
|---|---|
| | - |
| | - |
| | - |

## DEATHCLAW



| | |
|---|---|
| STR | 11 |
| PER | 5 |
| END | 12 |
| CHA | 2 |
| INT | 2 |
| AGI | 2 |
| LUC | 1 |

**BARGE:** Can move through smaller non-friendly bases.

**UNNERVING:** Skills used for skill tests which are not attacks on Deathclaw suffer -2 penalty.

**EQUIPPED:** Deathclaw Swipe and Deathclaw Crush.

| | |
|---|---|
| | 3+1 |
| | 3+1 |
| | X |

## FERAL GHOUL



| | |
|---|---|
| STR | 6 |
| PER | 2 |
| END | 4 |
| CHA | 1 |
| INT | 2 |
| AGI | 4 |
| LUC | 1 |

**RADIATION HEALING:** Each point of removes 1

**EQUIPPED:** Feral Ghoul Swipe.

| | |
|---|---|
| | 1 |
| | 2 |
| | X |

## RADSCORPION



| | |
|---|---|
| STR | 6 |
| PER | 7 |
| END | 6 |
| CHA | 3 |
| INT | 1 |
| AGI | 4 |
| LUC | 4 |

**BURROW:** Charge is not a normal movement or a trigger. Place Radscorpion anywhere within Charge distance so it engages enemy model.

**SENSES:** Does not need LoS to a target to use Charge.

**EQUIPPED:** Radscorpion Pincers & Sting.

| | |
|---|---|
| | 3 |
| | 2 |
| | X |

## RADROACH SWARM



| | |
|---|---|
| STR | 1 |
| PER | 4 |
| END | 4 |
| CHA | 1 |
| INT | 1 |
| AGI | 3 |
| LUC | 1 |

Counts as Normal size.

**EQUIPPED:** Radroach Swarm Bite.

| | |
|---|---|
| | 1 |
| | 1 |
| | X |

## RIPPER



STR 7+ bonus not

2

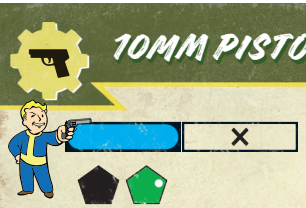
!3

+

2

Add strong armor to regular armor.

## 10MM PISTOL



2

!2

+

2

## SUPER SLEDGE



3

!3

+

4

## DEATHCLAW SWIPE



Deathclaw only

2

## DEATHCLAW CRUSH



Deathclaw only
Primed weapon: 3

3

Then and target

After each action, add token if non-friendly in LoS.

When primed, Close Combat action to use Crush.

(Skill roll: Deathclaw's STR - Target's AGI), then remove all tokens.

## FRAGMENTATION GRENADE



2

1-2

3+

## GATLING LASER



Requires STR 7+

1

x5

!3

Not Walked Fire

+

3

+

## MACHETE



1

!3

+

2

## PLASMA RIFLE



2

!4

3

+

## PLASMA GRENADE



2

1-2

3+

## COLONEL AUTUMN'S 10MM PISTOL



2

!3

+

3

## HORRIGAN'S PLASMA GUN



Frank Horrigan only

3

!4

4

+