Magenta text denotes material added since v9.0

RULES OF PLAY

p.19: Damage

'Next to **this icon is the base damage** *of the weapon.'*
  should read
'Next to **the damage type icon is the base damage value** *of the weapon.'*

p.20: Table of Sample Special Effect Activation

'*You can use the Special Effect of a weapon or item multiple times in a models activation.'*
  should read:
'*Weapon and Item effects can only be triggered once per action.'*
  Remove the example on this page.

'Requires **Nuka Cola** *Bottle icons.'*
  should read
'Requires **2 Nuka-Cola** *Bottle icons.'*

p.21: Armor

'A model can set which cards it is using for its Armor Ratings **at the start of its activation**.'
  should read
'A model can set which cards it is using for its Armor Ratings **when it is hit**.'

p.21: Strong Armor

Add: '**A model may only benefit from one Strong Armor bonus at any time regardless of their source**'.

p.21: Armor Boost Tokens

In the example, '**2+2**' should read '**2+1**'.

'Armor Boost icons are additional to other Strong Armor bonuses a model may have, but cannot be applied to other sources of armor for a model, such as Power Armor.' (and remove the example below that paragraph)
  should read
'As a model may only benefit from one Strong Armor bonus at any time, multiple Armor Boosts have no additional effect and are not in addition to any other Strong Armor bonuses a model may have. An Armor Boost token is discarded after each hit even if it offered no additional aid.'

p.23: Action: Charge

'When a model completes a **Charge, they either place a Charge Bonus Marker (choosing black or green) next to the Charging model or they can choose to use Battle Cry instead** if they have that ability.'
  should read
'When a model completes the **Charge movement, they place a Charge Bonus Marker (choosing black or green) next to the Charging model and can then choose to use Battle Cry** if they have that ability (covered later on p. 36).'

p.25: Movement When Engaged

'The Slide is part of a Close Combat **attack** *so any Triggers'*
  should read
The Slide is part of a Close Combat **Action** so any Triggers'.

p.25: Slide

Add: '*When assessing where a model can move to using a Slide (after a Close Combat attack), the sliding model may calculate their Slide by moving through the base of the opponent with which they are engaged so long as they end in a legal position still engaged with their opponent.'*

p. 25: Withdrawing From Being Engaged

Add: '*A free attack is not a Trigger for Reactions.'*

p.32: Items

Add: '*Items a model starts a battle with cannot be transferred to other models (or dropped). Items gained during a battle can be dropped and then picked-up by another model. Dropping and/or picking-up does not require an action.'*

p.32: Items: Armor

'plus up to one card **that alters those values**'
  should read
'plus up to one card **of each card type that modifies those values**'

p.32: Limited Use Items

'A model has access to any Limited Use Items its unit is equipped with, **and/or any** *Limited Use Item'*
  should read
'A model has access to any Limited Use Items its unit is equipped with **and, if unengaged, any** *Limited Use Item'*

pp.32–33: Limited Use Items

'any unengaged friendly model within **Presence** range'
    should read
'any unengaged friendly model within **Yellow** range'.

'*Knight Patrol A is within **Red** range and LoS,*'
    should read
'*Knight Patrol A is within **Yellow** range and LoS,*'

Note that the related diagram on p.33 should show a Yellow circle, not Red, and the Red Presence icon should be disregarded. Items may only be shared within Yellow range and Line of Sight.

p.36: Battle Cry

'*2. The charger receives **one Black** and one Green Charge Bonus Markers.*'
    should read
'*2. The charger receives **an additional Charge Bonus Marker to give them a total of one Black** and one Green Charge Bonus Markers.*'

p.38: Climbable Terrain

'*and their **Move Action** ends*'
    should read:
'*and their **Action** ends*'.

p.39: Edge of Battlefield

'***(with no Armor Roll to prevent it)***'
    should read:
'***(ignoring armor)***'.

p.40: V.A.T.S.

'*the V.A.T.S. ability is **Used***'
    should read
'*the V.A.T.S. ability is **activated***'

p.42: Triggers

Addendum: **Attacks do not require LoS to be a Trigger.** (The General Reference card mentions this and is correct.)

"*THIS BRUTE'S AWARENESS RANGE IS **GREEEN**"*
    should read:
'*THIS BRUTE'S AWARENESS RANGE IS **GREEN***'

p.45: Power Armor

Add: '***The Armor Ratings of Power Armor cannot be increased by any effect other than Power Armor mod.***'

p.46: Heavy Weapons

Add: '***A model may only fire one heavy weapon during an activation, unless otherwise stated in a specific special rule.***'

p.46: Unique Weapons

Add: '**Unless otherwise specified, mods cannot be attached to Unique weapons.**'

p.47: Scatter

'*If the weapon does not have a Grenade icon, check a straight line from the firer to the new target location.*'
    should read:
'***If the weapon has a Grenade icon, check a straight line from the original target location to the new target location; otherwise, check a straight line from the firer to the new target location.***'

p.47: Target Icon (sidebar)

'*THE EFFECT APPLIES TO ONLY **ONE** TARGET.*'
    should read:
'*THE EFFECT APPLIES TO ONLY **THE** TARGET.*'

p.48: Poison

'*add 1 regular damage to the model **(no armor roll)**.*'
    should read:
'*add 1 regular damage to the model **(ignoring armor)**.*'

p.50: Leaders

Delete '***If the player's force has no single-model unit, they cannot have a Leader.***'

p.50: Aura Abilities and Effects

Add: '**Aura abilities require Line of Sight between the model with the ability and the model affected by the ability.**'

p. 51: Unit Types: General Rules (Robots, Creatures and Dogs)

The rules for Robots, Creatures and Dogs have been updated. Please replace the existing table of rules for these types with the information on the revised Reference cards (which are also downloadable from the Modiphius web site).

p.51: Dog and Dog Handler: Dogs

'*Dogs count as the same faction as the player's Leader.*'
    should read:
'*Neutral dogs count as the same faction as the player's Leader so can benefit from their abilities.*'

p.51:   Dog and Dog Handler: Dog Handler
'*Any Dog*'
    should read:
'*From the start of a Dog Handler's activation to the start of their next activation, one Dog*'.

Add: '*Excluding Food and Drink, Dogs cannot use Items unless they specifically state Dogs can use them.*'

p.54: Summary of Markers: Bonus Dice

Add: '**Bonus Dice tokens are single-use and give a bonus dice for any Skill Test when used. They are discarded after use. Some effects specify the Bonus Dice must be spent on specific actions and/or at specific times.**'

CAMPAIGN HANDBOOK

p.8: Solo / Co-op Mode: Set-up

Add at the end of step 2: '*Ignore any minimum requirements on Item cards.*'

p.19: After a Battle

'*Any Unique items are automatically added to the pool without the need for Maintenance Sheds*'
    should read
'*Any Unique items are automatically added to the pool without the need for Maintenance Sheds, unless a player chooses not to retain them (so they can be sold).*'

p.21: Cooking Station

Details should read:
'*Draw 1 Food & Drink or Alcohol item for each Crop Field in the Settlement, and keep only 1. Maximum draw limit of 5.*'

p.21: Crafting Structures

Add the following Structure:

'*Structure Name: Robot Workbench*
Cost: 100 caps
Details: For each Robot Workbench, draw and keep 1 Robot Mod from the Items Deck.
Requires: Robotics Expert Perk.'

p.22: Other Structures

Add the following Structure:

'*Structure Name: Lockers*
Cost: 70 caps
Details: In Step 3, 1 Item card may be stored in each Locker. Items in Lockers will not be used in the next battle but do not need to be sold off at the end of Step 3 due to not being selected. After the next battle (after Maintenance Sheds have been used), Items in Lockers are removed from the Lockers and added to the starting pool of cards for the next Settlement use (joining any cards retained using Maintenance Sheds).'

p.22: Other Structures

Add the following Structure:

'*Structure Name: Robot Market*
Cost: 250 caps
Details: Draw 4 Robot Mods and purchase any number of these (or purchase none of them). Purchase decision must be made immediately before any other settlement activity. Discard any cards not bought.
Maximum: A Settlement may have only one of these Structures.'

p.23: Settlement: An Example

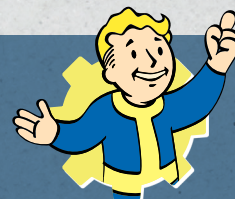'*1 x Small Boston Bugle Magazine Rack*'
    should read
'*2 x Small Boston Bugle Magazine Racks*'

'*uses their small Boston Bugle Magazine Rack*'
    should read
'*uses their small Boston Bugle Magazine Racks*'

**p.24:   Settlement Mode: Rules Adaptions:
Creating a Force and Settlements**

After 'An AI Unit's 'standard equipment' is shown at the top of an AI card.' add '*Ignore any minimum requirements on Item cards.*'

p.26:   Creating a Force

Replace the point '*Creatures cannot normally be used in your force, unless otherwise stated or players want to use much more free-form forces.*'
with
'*Only Creatures with a named faction on their Unit card that match the Leader's faction can be used in your force (unless players agree otherwise).*'

p.26:   Force Set-up

Add to Point 5: '*Items shown on a Unit card as Equipped are not optional.*'

p.27:   Battlefield Set-up

Add to Point 11: '*If not specified, players take turns deploying one model at a time starting with player with Advantage.*'

p.28:   Settlement: An Example

Add '*Investigation Markers should be at least green from deployment zones.*'

p.30:   Scenario: Demolition

'*Command distance*'
should read
'*Presence*'

The deployment mentioned in the 'Initial Unit Placement' section is correct. The deployment shown on the diagram is incorrect. The third paragraph in Battlefield Set-up should be replaced with '*After the physical battlefield terrain has been set-up, pillar markers placed and charges allocated to Blue Units, players take turns deploying one model at a time starting with the Red player*'.

pp.30-31: Scenario: Demolition

All descriptions of using the charges should refer to '*model*' not '*unit*'. The charges should be allocated to models (not Units).

Add: '*Charges cannot be Shared like normal items (as ownership doesn't change), but can be passed to other models using the rules mentioned in the scenario.*'

Add: '*Creatures may not carry charges.*'

p.33:   Scenario: Super Duper Sweep

'*the player using Bank A deploys in the Blue zone, the player using B in the Red zone.*'
should read
'*the player using Bank B deploys in the Blue zone, the player using A in the Red zone.*'

p.35:   Scenario: Defend the Farm

'*If an attacking model ends its turn touching a Investigation Marker, while no enemy model is within Orange, it can burn the crop.*'
should read
'*If an attacking model ends its turn touching a Searchable Marker, while no enemy model is within Orange, it can burn the crop.*'

The diagram should show 8 Searchables.

p.38:   Campaign Consequences, Attacker Major Victory Condition

'*...The Attacker also gets to deploy all their models up to Red onto the table instead of Yellow in the final scenario..*'
should read:
'*...The Attacker also gets to deploy all their models up to Black onto the table instead of Blue in the final scenario.*'

p.45:   Scenario: 'Fort Davis'

The second line of the Super Mutant forces in Fort Davis:

'*Brute with Sledgehammer*'
should read
'*Two Mutant Hounds with Hound Bite*'.

So, the full force for SM is 3 Super Mutants (the player uses all the SM models and the plain SM Unit card) plus 2 Mutant Hounds.

Also, when creating the Wasteland Deck, ignore adding the Board, and add the Laser Rifle instead.

p.47:   Tutorial Scenario 4: 'The Lost Journal'

The 'three Fragmentation Grenades' should be equipped by Sole Survivor not the Settlers.

Add: '*Super Mutants cannot interact with Searchables in the scenario*'.

'*8 Searchables Markers face-down, at least Orange from other markers*'
should read
'*8 Searchables Markers face-down, at least Yellow from other markers*'

p.48: Tutorial Scenario 5: The Coming Storm

Add: '*Activating the siren just requires interacting with it (no action required and model must not be engaged as usual). A model may activate the siren once per activation.*'

ASTOUNDINGLY AWESOME TALES #1

p.6:   Suggested Forces, Enemy Force

The first Vault Dweller should be a Vault Security Officer.

p.7:   An Unlikely Partnership

The battlefield map should have all four edges marked in blue, annotated by 'HEROIC SURVIVOR DEPLOYMENT EDGE'.

p.8:   Suggested Forces, Survivor

Add '**Heroic**' to the Sole Survivor.

p.9:   Suggested Forces, Survivor

Add '**Heroic**' to the Sole Survivor.

p.8:   Curated Wasteland, Item

'*Fragile*'
    should read:
'*Fragile Bobby Pin*'
Delete '*Bobby Pin*'

p.14: Curated Wasteland, Item

'*Metal Combat Armor*'
    should read:
'*Sturdy Metal Armor*'

p.21: Find The Trail

'*Each time* a Brotherhood of Steel model reveals…'
    should read:
'*When* a Brotherhood of Steel model reveals…'

p.21: Clue Table

Delete '*(Only apply this result once during the game. If this result is rolled more than once, re-roll until it shows a different result.)*'

p.25: Watch the Sky

'*The grenades may not be used until round **5** of the game.*'
    should read:
'*The grenades may not be used until round **4** of the game.*'

SETTLEMENT SHEET

*The cost of the Ranger Outpost should be **100** (not **500**).*

p.33: The Gauntlet, Contestant Units

The second instance of '***Raider***'
    should read:
'***Raider Outlaw***'

The second instance of '***Scavver***'
    should read:
'***Scavver Outlaw***'

p.33: The Gauntlet, Contestant Items

'***.45 Revolver***'
    should read:
'***.44 Revolver***'

p.34: Curated Wasteland, Stranger

'***Gunner***'
    should read:
'***Gunner Deserter***'
Delete '***Deserter***'

p.34: Curated Wasteland, Creature

'***Starving Yao Guai***'
    should read:
'***Starving Stunted Yao Guai***'

p.37: Curated Wasteland

'*The Curated Wasteland reflects a **factory converted into a fighting arena**.*'
    should read:
'*The Curated Wasteland reflects **an established settlement**.*'

p.44: Pre-War Military Base Regional Table, Creatures

'7-9. ***Starving Yao Guai***'
    should read:
'7-9. ***Starving Stunted Yao Guai***'

p.45: Scrapyard Regional Table, Items

'20. ***Cigar Box***'
    should read:
'20. ***Battered Fedora***'

p.46-p.51: Background Tables

All instances of '⬚' should read:

'⚡'

INTO THE VAULT

p.3: Diagram Three

Remove the door in the left hand corner of the smaller room. Add a door in the bottom right corner of the larger room in example 3.

p.4: Closed Loops

'*...add an additional **Door** to the newly placed Section.*'
  should read:
'*...add an additional **Unknown Doorway** to the newly placed Section.*'

p.5: Signs

'*...add an additional **Door** to the newly placed Section.*'
  should read:
'*...add an additional **Unknown Doorway** to the newly placed Section.*'

p.8: Starting a Vault Scenario

'*1. Choose a Vault Scenario - see Starting a Vault Scenarios (p.Scenarios 16).*'
  should read:
'*1. Choose a Vault Scenario - see Scenarios (p.16).*'

p.10: Occupants, Incidents and Doorway Status

'...i.e. the Straight Corridor adds a Sign if the result is 🍶 🍶 🔷.'
  should read:
'...i.e. the Straight Corridor adds a Sign if the result is 🍶 🔷.'

p.14: Incidents, Table

'*Collapsed*'
  should read:
'*Collapsed Ceiling*'

p.21: Behavior Table

'Looting*'
  should read:
'Looting**'

Add to the bottom of the page: '** **Make Creatures, Robots and Dogs 'Wandering' in place of 'Looting' should that behavior be rolled.'**

NUKA-WORLD

p.34: Nukalurk King

Remove '*Pack Armour*'.

p.35: Nukalurk

Remove '*Pack Armour*'.

p.37: N.I.R.A. Vault-Tec Approved Profile

Change '**84** CAPS' to '**42** CAPS'.

p.42: NUKALURK Lists

In the lists themselves, all instances of '**Nukalurk**' should read '**Mirelurk**'. Both lists are still titled 'NUKALURK'.

p.46: REGIONAL OVERLAYS TABLE

'Nuka-Cola Bottling Plant' should read '**World of Refreshment**'.

p.47: Faction Characteristics

Change '...**places** 🟨 diameter Nuka-Cola Quantum pools...' to '...**places 3** 🟧 diameter Nuka-Cola Quantum pools...'.

p.48: Overview

'There are **six** Regions within Nuka-World...' should read 'There are **five** Regions within Nuka-World...'.

p.50: Determine Regional Overlay

Remove '...(**when playing games at the Bottling Plant, use the Nuka-World Exterior regional chart**).'

p.50: Homeground Bonuses

'**Bottling Plant**' should read '**World of Refreshment**'.

p.50: Area Control

'**Cappy's Teahouse**' should read '**Cappy's Treehouse**'.

p.57: Now You See Me

On the scenario map, remove '**Magician's Teleporter**'.

p.58: Albino Gatorclaw

'...using the **Gatorclaw** AI Response matrix' should read '...using the **Albino Gatorclaw** AI Response matrix'.

p.59: Snap It Up

On the scenario map, the box in between the two central Water and the box in the bottom right hand corner should be marked as '**Deployment Zone**'.

p.63:

Remove the following Unit Cards:
Nukalurk Hatchling
Nukalurk
Nukalurk
Nukalurk Hunter
Nukalurk King
Nukalurk Queen
Nukalurk Queen Reference Card

Dry Rock Gulch table

Change result 5 on ITEM DECK from '**Lever Action Rifle**' to '**Hunting Rifle**'.

Kiddie Kingdom table

Change result 8 on ITEM DECK from '**Lever Action Rifle**' to '**Hunting Rifle**'.

Bottling Plant

'**Bottling Plant**' should read '**World of Refreshment**'.

GAME PROCEDURE

Q. How does the Fast ability found on the Assaultron and Assaultron Legs unit profiles work?

A. When a player assigns a Readiness Marker to a model during the beginning of their turn, they can also assign a Readiness Marker to models with the Fast ability at the same time.

Q. What is considered a Climb? Is it just things like ladders? Or would it also include other things like going up/down stairs, or hopping over a piece of cover (such as a fence)?

A. During set-up, players must determine which surfaces are Climbable and to what extent. Stairs might be Normal Terrain, Ladders could be Difficult Terrain and a junk wall could be climbable. Additionally, some terrain may be climbable for some models and not for others - a Behemoth might be able to easily step over terrain that other models could only climb. This is all at the discretion of the players to decide.

Q. How often can Paladin Danse use his Armor Knowledge ability?

A. Once between each of Danse's activations, i.e. between the start of one activation of Danse and the start of his next activation.

Q. Turrets are marked with a rifle icon, so does that mean they can be picked up as loot? Both in battle (when searching) or via explore cards in settlement mode.

A. No they cannot be found either by searching or by exploring in Settlement Mode.

Q. Can you place a model on top of, or clipping over a marker/token e.g. a Computer or a Searchable Marker?

A. Unless specifically stated in a scenario or special rule, no, you may never place models on top, or with their base clipping over a marker or token.

Q. Can you explain a Re-draw?

A. Re-draw means discard without effect, then draw and resolve a new card. Re-draws cannot be used if any part of the card has been tested/resolved, i.e. no rolls made for it yet (success or fail).

Q. Can models that become Ready during an activation be left Ready into the next turn?

A. No. Any models that become Ready during your turn must be made Used at the end of your turn if they have not been activated, unless otherwise stated in a specific special rule.

Q. When is a model considered Used?

A. After it finishes all its Actions.

Q. Can you explain what is meant by 'Once per Activation'?

A. Once per activation means once from between the start of a model's activation and the start of that model's next activation.

Q. What actions can a model perform if they Prepare? Does it make a difference if Prepare is from an Action or Quick Action?

A. Whether from an Action or Quick Action, the Prepare action gives a model a Reaction token. A Reaction can be used for any action a model could normally perform, but is resolved as a Quick Action so is at -2 or one distance shorter. (Note that Prepare does not use the Action Point Use Icons. The Action Point Use Icons set what a model can spend APs on.)

Q. If a model disengages from a model with a Reaction token, does the model it breaks away from get a free attack and get to use their Reaction?

A. Yes. Let's say model A is disengaging from model B and model B has a Reaction token. Model B gets a free attack on the disengaging model A (so long as B is not still engaged with other models) and then model B could use its reaction after that. The timing of these is important: Unlike Reactions, the free attack on A occurs once A has committed to moving out of engagement but before A moves. Reactions occur after the action that causes the trigger is complete which in this case is the model finishing its move out of engagement - if A finishes its move out of LoS of B then B cannot shoot or charge A with its reaction. (Both are Quick actions so at -2 penalty.)

Q. Can I choose to fail tests?

A. You can choose to fail any skill test on purpose. This choice must be made before making any dice rolls for the test. If you choose to fail on purpose, set the skill dice to $\boxed{\text{X}}$, then roll any effect dice that are required, and then apply the outcome. None of the dice rolled may be re-rolled or altered.

Q. How do the Effect Dice tokens work?

A. A model with an Effect Dice token can discard the token to add 1 Effect Dice of the color matching the token to any Skill Roll (unless there were restrictions on its use when it was gained, i.e. the Effect Dice token from a Charge Bonus has specific restrictions on its use or gets discarded). A maximum of 1 token of each color can be used on a single Skill Test; however, the total Effect Dice rolled (after any Effect Dice tokens have been used) still needs to be within the maximum number of Effect Dice allowed for any skill test (described in this FAQ).

Q. Does a model's base need to fall fully within a range ruler to be within range?

A. No. A model is in range if the range ruler overlaps any part of the model's base.

Q. What happens if I need to make a range/move 'one range ruler shorter' when it's already Orange (the shortest ruler)?

A. The minimum length is always Orange, so if Orange is made shorter then it is still Orange and does not change.

Q. Does it take an Action to 'Use' things/take a 'Use' test?

A. When Interacting, the word 'Use' means it requires an Action, i.e. Use Lockpick requires a Use Expertise Action. The word 'Test' does not require an Action, but each Test is limited to once per activation, i.e. the Test on a Danger card that says '[Interact] Test Computers' does not require an Action but it can only be performed once per activation.

Q. What does 'gains no benefits' mean when a charging model fails the Battle Cry Test?

A. It means that the action counts as a Trigger, the charging model does not gain any Charge Bonus Markers and they cannot perform a Push Back.

Q. What happens if both models fail the Opposed Skill Test for Battle Cry?

A. If both models fail the Opposed Test, nothing happens regarding Battle Cry. The winning roll must be a success means that in an Opposed Test, you need to both score better than the other model whilst also succeeding in against your attribute.

Q. Can you explain the 'Resistant' rule?

A. Resistant: When a condition would be added to a model, flip the counter and only keep it if the result shows the icon of the condition being added; otherwise, discard the condition without

effect. For example, a model which is resistant to Stun would flip the Stun token it is about to add but only keeps it if the Stun icon shows after the flip.

Q. What happens if a model is suffering from a condition and then becomes immune or resistant to that condition?

A. If the model becomes immune then it discards that condition. If the model becomes resistant, it immediately tests to see if the condition is discarded.

Q. What happens if a model which is resistant to a condition should become resistant to that condition again?

A. It has no additional effect. Resistance to the same condition is not accumulative, i.e. does not stack.

Q. Can the potential, free action when a Ready model is removed be used to heal the model and prevent it being removed?

A. No. The model will be removed regardless of what action is performed, even if it results in healing.

Q. Can the Mysterious Stranger Perk be used by a player if their Mysterious Stranger model is already on the battlefield (due to using Mysterious Stranger III already)?

A. No. No Mysterious Stranger Perk can be used by a player while their Mysterious Stranger model remains on the battlefield. The player can choose to remove it without effect at any time. Opposing players each use their own Mysterious Stranger Perks independently of the other player(s).

**Q. Does the Mysterious Stranger model affect the Lone Wanderer Perk?**

A. No.

Q. When is the Lone Wanderer Perk assessed?

A. A model with the Lone Wanderer Perk loses the benefit at any time a friendly model is within the model with the Perk's Presence.

Q. My model is stuck in a corner because opposing models are in the way. Can it get out?

A. When calculating where a model can Slide to after a Close Combat action, the sliding model may move through the model against which it performed the Close Combat attack. The usual rules for Slide still apply, i.e. it cannot break engagement, and it must end in a position it could have used Slide to reach if the terrain/models blocking it were not present.
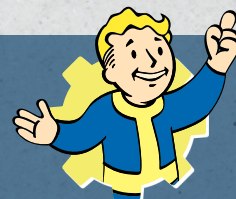
Q. Can a Suicider detonate during another player's turn?

A. *Sort of. A Suicider can only detonate before or after its own actions, so could do so during another player's turn if the Suicider was performing a Reaction in response to a trigger, but they cannot just explode if they are not reacting (or performing their own activation).*

Q. When resolving Explore cards, what Items and Perks are factored into Skill Tests?

A. *The Leader (who resolves Explore cards) can take any Items currently in the pool of cards when the Explore card is drawn. The player must commit to what equipment Items are being used before drawing. Items like food cannot be used to prevent damage.*

Q. Does Forest Fire Event restrict actions?

A. *Yes. Each model may only use one of its usual two actions for movement, i.e. a maximum of 1 Move or Charge during activation,*

and Quick Actions are unaffected by this.

Q. Can Perks be purchased multiple times?

A. *Perks cannot be bought twice for the same model. Perks which are attributed to the Settlement (such as the Gun Nut Perks) cannot be bought for the Settlement more than once.*

Q. When using Settlement mode, how many caps do players get if they draw?

A. *Both players get the winners' amount of caps.*

Q. How do multi-part Quests count towards buying new land for the Settlement?

A. *Each completed Quest card counts as 1 towards new land so each sub-part counts separately.*

ARMOR

Q. What do the armor ratings of '–' and the 'X' mean?

A. *An armor rating of '–' means zero armor of that type. An armor rating of 'X' means the model is immune to damage of that type.*

Q. Is there a maximum number of (+1) that a single model may have at any one time?

A. *Yes, 4.*

Q. What type of armor is the bonus from the Psycho chem?

A. *The icon (+1) means all armor ratings are increased by 1. It is not a Strong Armor bonus.*

Q. 'On Fire' mentions no armor roll; does that mean it ignores armor?

A. *No. A model that is 'On Fire' gets no armor roll but their armor is still utilised. This difference is important for models with Strong Armor; for example, a model that is 'On Fire' with 3+1 armor would get no armor roll but the +1 would still get added on, so would block 1 damage.*

Q. If Power Armor is degraded, can I gain Damage Tokens back if it is repaired?

A. *No. When Power Armor is damaged enough to make it degraded, discard the Damage Tokens. Repairing the armor cannot make Power Armor un-degrade during a battle.*

Q. I'm using a Power Armor model to represent a unit wearing power armor and that unit normally has a smaller

base. Is it okay that it has a larger base than it would without Power Armor?

A. *Yes. A unit wearing power armor uses the power armor's base size even if their own model's own base size is different.*

Q. If a model wearing Power Armor has been affected by Poison, where is the damage placed?

A. *The damage from the poison is placed on the model (not on the Power Armor).*

Q. When do the Armor Boost tokens gained from Yao Guai Ribs discarded?

A. *The tokens are discarded after any hits which could cause physical damage, but not for hits which could cause energy or radiation damage. (Similarly, armor boost tokens from Radscorpion Steak and Radstag Stew are discarded only after hits that could cause energy damage; and, armor boost tokens from Baked Bloatfly are discarded only after hits that could cause radiation damage.)*

Q. Do Armor Boost tokens get removed after each hit from a Walked Fire weapon, or just once after all the Walked Fire shots have been resolved?

A. *One is removed after every hit.*
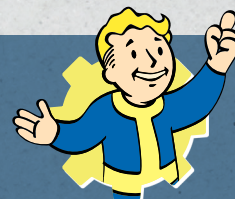
WEAPONS AND ATTACKS

Q. Is shooting a weapon when in close combat the same as 'Shooting into close combat'?

A. No. Shooting is when firing at a model that is not engaged with the shooter. Close Combat covers all attacks made when engaged (regardless of what weapon type is used). Therefore, firing a ranged weapon in Close Combat is Close Combat.

Q. If a model has an ability allowing them to always hit the intended model when firing into engaged models (i.e. without randomising), do they get the +2 bonus for shooting into close combat?

A. No. If a model always hits the intended target, it does not get the bonus for shooting into close combat as it is hitting the target and not the larger mass of the close combat.

Q. If an explosion scatters on to another model, do you get the bonus damage/effects from being the target of the damage?

A. After scatter, any specific additional effect on the target is ignored. Therefore, grenades that have an additional effect on the target only affect the original/intended target if they do not scatter.

Q. What type of damage is caused by the Perk: Pain Train?

A. The damage caused by the black dice is Physical damage.

Q. Does the Molotov Cocktail do any damage?

A. On impact, the Molotov Cocktail does 0 base damage and everything within Yellow is On Fire and resolves the icons on the black and yellow dice (which may add damage due to damage icons). The target adds the extra damage icon too.

Q. The Alien Blaster weapon shows it is unique. What if I have multiple Aliens?

A. The Unique icon is ignored on any Alien Blaster weapons equipped by Alien models. The Alien Blaster is only Unique for non-Aliens. If one or more Aliens have Alien Blasters is a game, non-Aliens can still have one Unique Alien Blaster as usual.

Q. If an ability says ' ⚔ weapons have range Orange', how are those weapon attacks resolved?

A. The attack uses the ⚔ skill but is resolved as a Shooting attack. As a result Slide is not possible after this attack. Push Back can still occur so the target can be pushed back but, in this case, the attacker can not follow-up. If the attacker is engaged with a model, it may still use this to attack a target with which it is not engaged. (The weapon can still be used to perform a Close Combat attack on engaged models as usual.)

Q. Can cars explode?

A. Yes. Rules for cars that have the potential to explode can be found in the reference_cards.pdf in the same Downloads location as this Errata/FAQ file.

Q. On the Double-Barrel Shotgun, what does the ▤ icon mean?

A. This means the weapon does not become empty, so do not flip the 'Slow Firing Marker' to the Empty side.

Q. Can I fire two Slow Firing Weapons in one activation?

A. Providing that all other rules are followed, yes.

Q. What is the maximum number of tokens a Primed Weapon can have?

A. Primed Weapon may not have more tokens than the maximum amount required to use it.

Q. When a Primed weapon gains tokens after an action, does that include after Quick Actions?

A. No, only the model's main actions.

Q. If a model is targeted with a weapon which can scatter and the target model is in Close Combat, does the attacker receive the +2 bonus to hit and where does the shot scatter from if it does scatter?

A. The attacker receives the +2 bonus for firing into engaged models as normal. If the attack hits, the model that it affects is randomised as usual. If the attack misses, randomise the model that it affects and then apply any scatter from there. (Note that if you target a spot on the ground where a model in close combat happens to be, then you don't get the +2 bonus, but you also don't need to randomise which model it gets resolved on before scatter either.)

Q. When a weapon that targets a model scatters, where is that measured from?

A. It is measured from the centre of the target's base.

Q. If a model fires a weapon with Walked Fire effect into close combat, how is the target randomised?

A. The target hit is randomised for each shot.

Q. If a Walked Fire weapon has a Charge Bonus Marker, does this affect all the dice rolls when firing the weapon, or just one dice roll? Is this the same for other Bonus Effect Dice Markers?

A. It would be used on the first dice roll and then discarded. Yes, this is the same for other Bonus Effect Dice Markers.

Q. How many re-rolls does Heavy Gunner provide when used with a Walked Fire weapon?

A. One during the whole attack, i.e. one re-roll on any one of the 5 shots a Gatling Laser makes, not one per shot. The player chooses whether to re-roll during each Skill Test independently, so cannot chose to apply a re-roll to a previous Skill Test.

Q. How does the Tesla Rifle and Hand Lightning Gun work when it arcs to two extra targets?

A. The first additional target hit by the damage is measured from the initial target, and then the second additional target is measured from the first additional target. No model can be affected twice by a single shot.

Q. Is Behemoth Rock Throw a Limited Use Item like other Thrown weapons?

A. Behemoth Rock Throw is unlimited use (and not a Limited Use Item).

Q. A model is armed with a weapon that gains additional Effect Dice when it is used against a certain unit type (such as the Hunter's Hunting Rifle or Troubleshooter's Combat Rifle). This model is shooting at an engaged model of this particular unit type, but another model engaged with their initial target is hit instead. Does the attack keep the additional Effect Dice generated for attacking a model with a certain unit type?

A. Yes.

Q. When a weapon such as the Nukatron Quantum Cola Dispenser says to 'Gain ☢', what happens?

A. One of the damage from the attack would be dealt as radiation damage.

PUSH BACK

Q. If a model is pushed back by a weapon effect, when is damage from the attack applied?

A. Push Back that occurs due to a weapon's effects during an attack is part of the attack itself and any damage is resolved before the Push Back. Slide occurs after the close combat attack (as part of the Close Combat Action). So, the timing is resolved: damage, then Push Back, then Slide.

Q. What happens if a model is pushed back when engaged with multiple models?

A. If a model is engaged with multiple enemies, it can perform Push Back on a target and follow-up; however, the follow-up ends if either model's base comes into contact with another model. Therefore, a model cannot follow-up a Push Back if their base would move over another model's base. A model performing the follow-up which breaks contact with models it is not Pushing Back still gets a free attack as usual (p.25). Remember that Push Back does not give free attacks on the model that is pushed out of base-to-base contact by Push Back (p.36). So, if A (below) is pushing B, with A in contact with C, and B in contact with D, C would get a free attack on A, but D would not get a free attack on B.
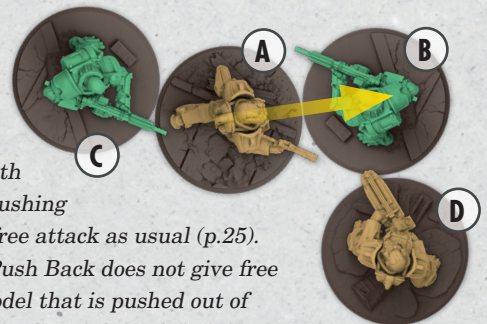
CARDS AND MODEL ABILITIES

Q. How does the Danger: Suspicious Slime card work?

A. The model is limited to a maximum of one Move or Charge during the current activation and their next activation. If a model has already performed one or more Move or Charge Actions during its activation when this card is drawn, those movements remain unaffected, but the model may not perform any more Move or Charge Actions during this activation. (Reactions are unaffected.)

Q. How does the 'Leader: Fusilier' card work?

*A. The value on the Fusilier model's Unit card is used in place of the value on the friendly model's Unit card, so no adjustments the Fusilier is experiencing due to chems, equipment, etc. are considered. Any adjustments the friendly model is experiencing due to chems, equipment, etc. are then added on top as usual. For example, Preston Garvey has **PER 6** as well as the Fusilier Leader card and a Scavenger has **PER 3**. Preston Garvey has just taken some Mentats which gives **PER +2** so his adjusted **PER is 8**. The Scavenger uses the Inspiring ability on Preston Garvey's Fusilier Leader card so the Scavenger temporarily replaces their **PER 3** with Preston's **PER 6**. The Scavenger is wearing Eyeglasses which give **PER +1**, so the Scavenger has **PER 7** for their activation.*

Q. What is a Speciality?

A. The rules for Speciality are at the end of p.10 of Rules of Play.

Q. How does Preston Garvey's Speciality work with his mod?

A. If using a Laser Musket, Preston's Speciality ability gives him both the Speciality +2 bonus as well as receiving the Long Barrel mod fitted to the Laser Musket for free.

Q. A model has a Speciality for a melee weapon on their STR attribute. The Speciality takes the Skill Value to 7 or higher. Would this model gain the Close Combat Strength Bonus?

A. No. The Close Combat Strength Bonus is applied to a STR attribute of 7 or more, whereas a Speciality alters the Skill Value.

Q. When and how often can I use Cade's Field Medic ability?

A. Cade's Field Medic ability can be used once per activation (i.e. between the start of one activation and the start of the next), at any time before or after he performs an Action (including Reactions).

Q. How do I use Mama Murphy's foresight in terms of chems?

A. Upon activation, Mama Murphy can use a chem immediately before assessing how many foresight points she receives.

Q. The Deathclaw Crush weapon card mentions throwing a model. Does this use the Throw skill?

A. No. The 'thrown' model in this case is simply moved up to yellow away (and does not use ⊕ skill).

Q. What happens if Mysterious Stranger III does not make an immediate attack when they appear and is hit by damage before they make their attack?

A. Mysterious Stranger is removed.

Q. The Overlord's Incite ability says it affects Super Mutants. Is this the Unit or the type?

A. It affects any model which has 'Super Mutant' as its faction on its Unit card (excluding creatures and Dogs as mentioned in the ability's description).

Q. The Super Mutant faction reference card mentions 4 special rules. Do these apply to all models in a Super Mutant force?

*A. These effects only apply to models which have 'Super Mutant' written as their faction on their Unit card, i.e. an Enslaved Tech that is part of a Super Mutant force would **not** be affected by any of these effects, but Hammer in a Survivors force would.*

Q. When a Super Mutant drinks Nuka-Cola, does it ignore the radiation damage?

A. Yes. The same is true of any item that causes radiation damage when a model which is immune to radiation damage.

**Q. How does 'Boost: Second Chance' work?**

A. Players can re-roll a ⊠. This includes the ⚙ result, but the AP is not kept.

Q. What's the difference between rules that apply to a 'Minuteman' model as compared to 'Minutemen'?

A. Mentions of 'Minuteman' mean any model in a Unit with the name Minuteman in the Unit's title. 'Minutemen' refers to the faction. Therefore, Ronnie Shaw and Preston Garvey are not 'Minuteman' models but are 'Minutemen' faction (see Errata).

Q. Can the Minuteman 'Trained' ability be used in a chain reaction so a Minuteman Readied by the ability can use their Trained ability to Ready another?

A. No.
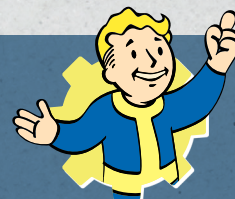
Q. Can a model be simultaneously affected by an ability of the same name multiple times?

A. No, models can only be affected by an ability once, so multiple abilities of the same name do not stack. For example, BATTLE EXPERIENCE cannot be applied twice to the same model at the same time. If the same named ability gives two different bonuses, pick the preferred one, e.g. V.A.T.S. with different icons. SPECIALITY abilities with different effects count as different abilities.

Q. Do the rules on a faction card apply to all models in a force of that faction, or just models of that faction?

A. The rules on a faction card apply only to models which show the same faction on their Unit card under their Unit name (and not to all the models a force of that faction as determined by their Leader's faction). For example, an Enslaved Tech who is part of a force led by a Super Mutant does not benefit from the Super Mutant rules such as being immune to radiation because the faction on their card is 'Survivors' (but the Enslaved Tech does benefit from the rules on the Survivor faction card).

Q. A Creature card says 'at Creature's location'. Where is this?

A. If a Creature card is drawn and there is no specific model for it, it occurs where the model that drew the card is located.

Q. Does the 'CQB' rule on the NCR Civilian Ranger ignore the additional Armor Rating from using a Ranged Weapon in Close Combat?

A. No, as the additional Armor Rating is not a penalty.

Q. Does the 'CQB' rule on the NCR Civilian Ranger stack with the Gunslinger and Steady Aim Perks?

A. No. This is because the NCR Civilian Ranger would be using the Close Combat skill. Perks that reference the Close Combat Skill such as Big Leagues, Blitz and Nerd Rage would come into effect for this same reason, however.

Q. How does the Hold Breath ability work?

A. It allows the model to negate both the -2 cover modifier on the attacker's Skill Value and the increase to the target's armor when using the skill listed in their Hold Breath ability.

Q. How often can Mr. Tims use his Rousing ability? What models can this ability affect?

A. Mr Tims can use Rousing once per activation. Rousing only affects friendly models.

Q. I am building a force that contains models that belong to a faction and a sub- faction, such as The Slog or The Forged. Do the models within this force gain the special rule for both the faction and the sub-faction that they belong to?

A. Providing that the rules set out in 'Faction Rules' on page 3 of 'Forged in the Fire' are followed, yes - your sub-faction units would benefit from both the faction and sub-faction special rules.

ITEMS AND EQUIPMENT

Q. Can Super Mutants in different (non-Super Mutant) factions use equipment from the Super Mutant faction? For example, Can a Super Mutant from the Enclave use 'Super Mutant only' equipment.

A. Super Mutant models (regardless of faction) can use any 'Super Mutant only' items.

Q. How does the Item: Hand-Written Note work?

A. If drawn during Explore (during Settlement), perform Search test and gain 2 Items if successful.

Q. Does using an item require an action?

A. Some items require the relevant action to use them, i.e. Shoot to use a gun, Throw to use a grenade, Move to drop a mine, etc. If there is no specific action required (and none mentioned on the card), the item does not require an action to use, e.g. chems, food and drink, alcohol, some gear, etc.

Q. Can a model carry Items it can not use?

A. Yes. For example, Dogmeat could pick up a Laser Rifle (assuming it doesn't require a Lockpick test, etc. to access it), as well as 'share' the item if it's a Limited Use Item.

Q. Can a model pass Items to other models? Can Items be dropped?

A. Not directly. Items a model starts a battle with cannot be dropped. Items gained during a battle can be dropped and picked up by another model. (Limited Use Items can be Shared as normal). When an Item is dropped, place a token touching their base to represent this. Any model can pick up a dropped Item during their activation as normal. It doesn't require an action to drop or pick up an Item, but this must be done before or after an action (not during). To ensure no-one else grabs that Item between it being dropped and picked up, either Ready the giver and receiver and activate both models in the same turn, or drop and pick up where opposing models cannot
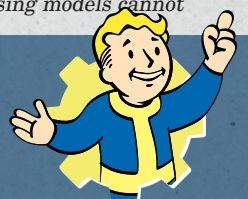
interfere. Note: The reason models cannot pass Items directly is to prevent them immediately sharing one Laser Rifle between them.

Q. Does the Fortunate Deflection Boost card stop 1 damage?

A. No. It negates one damage icon (which may be shown on an effect dice, ability, weapon effect, etc).

Q. On the Orange Mentats Chem, what does the Action Point Use Icon mean?

A. Shooting. A model spending an AP on this can make a Shoot quick action. (This does not allow using a ranged weapon in Close Combat, as that is a Close Combat action, not a Shoot action.)

Q. In Settlement Mode, do Units get the Equipped items mentioned on their cards (even if not part of their Standard Equipment written on their AI card)?

A. Yes (and Equipped Items are not optional).

Q. In Settlement Mode, is there a way to retain cards in my pool which I am not using in the next battle so I can use them at a later time rather than having to sell them at the end of Step 3?

A. A new structure has been added called 'Lockers' (see Errata section above) where Items can be placed during Step 3 which will not be used in the next battle. After the next battle, these Items are removed from the Lockers and added to the starting pool of cards.

Q. Should I add Searchables to a battlefield so there are items to scavenge?

A. After adding any Searchables required by a scenario, you may add additional Searchable tokens (excluding those with letters on as those are for specific scenario purposes) as you see fit. If the scenario uses Searchables for the objectives, ensure any extra ones you place are distinguishable from the scenario-specific ones. If you want an area rich with items, include lots of tokens and/or have no blanks; whilst if you want an area that is sparse, add only a few tokens and/or include a high proportion of blanks. You can also curate your Item decks to theme the scenario's area, i.e. in an area with lots of stores, you may want more food items; in a hospital the item deck can contain more stimpaks and chems, etc.

Q. Can Coursers (and other non-human Synths) benefit from Chems?

A. Chems can affect any Unit that does not have the Synth Type Icon in the top right hand corner of their unit card.

Q. How does Comfort Grip affect CQB on the NCR Civilian Ranger, Super Mutant Close Combat Attacks, a model using a Ranged Weapon for a Close Combat attack and the Eerie Mist Event Card?

A. Comfort Grip interacts with the NCR Civilian Ranger's 'CQB' and the Super Mutants faction rule in the same way - they would not get the benefit of Comfort Grip during a Close Combat Attack. This is because a model is now swapping from using the Rifle/Pistol skill (which Comfort Grip is linked to) to using the Close Combat skill. Models using a Ranged Weapon whilst engaged with a Pistol/Rifle skill would however, gain the benefit of Comfort Grip as they are using the associated skills.

Eerie Mist effects any attacks made that are not using the Close Combat skill. Both the NCR Civilian Ranger and the Super Mutant from the example above would not be affected by the Event as they are testing against the Close Combat skill. Any other skill would be affected by the Mist though but Comfort Grip would then negate the penalty from the Mist when the Pistol/Rifle skill is tested.

Regarding the Super Mutant in the Eerie Mist example, they would suffer the - 2 penalty for using the Ranged Weapon whilst engaged but not get the benefit of Comfort Grip, for the reason given above. Models shooting whilst engaged without Comfort Grip in Eerie Mist would suffer a 4 penalty to their skill tests.

Q. Would effects that add additional Effect Dice to a Close Combat attack work with the NCR Civilian Ranger's CQB rule?

A. No.

Q. The damage of a Plasma Rifle can be blocked by either Physical or Energy Armor, whichever of the two values is lower. How does Strong Armor factor into which type of Armor is considered lower?

A. Strong Armor would be ignored for this calculation, so the attack would go against whichever of the two Armor Ratings is naturally lower without Strong Armor. In the event of the two Ratings being the same, the player controlling the target model would get to pick an Armor Ratings to be used.

Q. Do the limitations on NCR Salvaged Power Armor come into effect once the Armor has been degraded or are they active all the time?

A. The NCR Salvaged Power Armor should be considered as degraded upon purchase and it cannot be degraded any further. The limitations are therefore, active for the entirety of the game.

Q. What would be the Physical and Energy Armor Ratings of a model wearing a Damaged Hazmat Suit or Hazmat Suit?

A. Both of those items do not come with a Physical or Energy Armor Rating, so any model wearing them would use their standard Physical and Energy Armor Ratings.

Q. Does the Alien count as a Creature? What items can it use?

A. The Alien counts as a Creature and is therefore, beholden to any rules regarding equipment on the Creature Faction Reference Card. It can use any item with the Creature Faction icon on it, along with any equipment that it comes equipped with naturally and any items that say on their card that they can be used by Creatures or the Alien.

Q. Items like the Stuffed Monkey, Rope or Heavy Weapon Mount that are placed on the battlefield. How far away can I place the item?

A. Any items like this are placed in base contact with the model placing the item.

Q. Can an engaged model place an item?

A. No.

AI

Q. If AI models have abilities or equipment that they can choose to use, when do they use them?

A. AI Units use their abilities where applicable. Use them in the way that you see is the most beneficial to the AI force and/or the most detrimental to your force.

Q. If an AI model has the setting Go To [Subject] and is within Move of the Subject, what does it do?

*A. The rules say to perform 𝑶 instead which is **Go To [Subject]**. In this case, the model Moves to the **[Subject]**.*

Q. AI: Does the target priority for AI called 'Importance' include the Subject itself?

A. No. Importance means attack the nearest model to the Subject (excluding the Subject itself).

Q. Do AI models use Improvised Weapon?

A. AI use Improvised weapon in Close Combat if no other weapon is available (or it is a better option than their other weapons), i.e. if only equipped with a Slow Firing weapon which is empty.

Q. Will an AI model with an area effect weapon use it in Close Combat if Careful?

A. No, because the target counts as an engaged enemy model.

Q. The Raider AI card says they prefer enemies engaged with 1 friendly. How does this work with their target priority list?

A. A Raider considers targets engaged with 1 friendly before all others, so run through the Target Priority list for their preferred enemies before then going through it for all others if none of their preferred ones are possible.

Q. An AI is performing the Fall Back response but is already at their deployment point. What should they do?

A. If Careful: If they can get to a better location in their deployment zone which offers better protection then they should move there. If Reckless (or Careful but there is no better position): The model should perform A (Attack) instead (or anything else useful) but so long as they do not move from the deployment point. (If they need to move to attack then they will not attack.)

Q. How does the Leader Target Priority work?

A. A model performing the Leader Target Priority will target any model in an enemy force with a Leader card assigned to it.

Q. Do AI Models take into account Strong Armor when checking for the Vulnerable Target Priority?

A. No. They will prioritise the lowest base Armor value.

Q. A Careful AI model uses Push Back on an enemy, but they cannot follow up. Does this mean that they cannot attack using a weapon that requires base-to-base contact on that enemy model afterwards?

A. Yes.

Q. What happens when an AI model uses the Strike Response?

A. When a model is to perform a Strike, it will perform 𝑨 as usual but only if it means the model will make an attack and/or engage a model during its activation; if it cannot, it will perform 𝑴.

SETTLEMENTS

Q. How do Limited Use Items work when using a Settlement?

A. With a Settlement, each instance of a Limited Use Item can be used once per game. in-between each game played, each instance of a Limited Use Item will be refreshed for future use. Limited Use Items need to be stored in-between games as per normal.

NUKA-WORLD

Q. How do I select the Nukalurks sub-faction for my force?

A. You would select Nukalurks for your force like any other Faction or sub-faction by selecting the appropriate card before a game. There is no additional Caps cost for this.

HOMESTEAD

Q. **How many Caps can a force be during Survival Mode?**

A. *There is no limit to the Caps a force can be at any point during Survival Mode.*

Q. **Is there a minimum number of Structures for a Settlement during Survival Mode?**

A. *No.*

Q. **How many addictions can one model have in Survival Mode?**

A. *A model can have multiple addictions, providing that each one relates to a different Chem.*

CARD VERSIONS

Magenta text denotes material added since v9.0

Since printing, some cards have been revised. Below is a full list of all cards which have new versions. New versions of cards will be part of any new physical printings of the products and new versions of cards with points-values will be available in the downloadable card PDFs.

New versions of cards are indicated on their card by a small shape at the bottom-right of the card's front. Version 2 of a card is shown by a circle, and Version 3 is shown by a square.

AI

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Deathclaw	2	⚠ changed to 🅒.
Mutant Hound Fiend	2	'Mutant Hound Bite' changed to 'Hound Bite'.
Chief Hanlon	2	Change '2-4' to '3-4'
Legate Lanius	2	Change 'After F action' to 'After F response'
Minuteman	2	Change '3:Ready' to '3:Prepared'
Nick Valentine	2	Change 'O Use' to 'Use Expertise 🖉 within 📶'
Piper	2	2:Ready' to '2:Prepared'
Praetorian Guard Escort	2	Change '1-2' to '1-3'
Scientist	2	Change '3:Ready' to '3:Prepared'

BOOST

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Try That Again	2	The slashes between the dice on the bottom row have been removed. The re-roll is for any remaining effect dice of any types – not one type or another. (The slashes between the dice on the top row are correct.)

CHEM

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Overdrive	2	The +1 in the STR (top) row on the green side moved from middle-column to right-hand (last) column.

CLOTHING

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Vault 111 Jumpsuit	2	Removed: 'by 🐾 or'
Road Googles	2	Title corrected to 'Road Goggles'

EXPLORE

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Merchant Caravan	2	'Merchant Stand Structure' changed to 'Scavenging Stand Structure'

EVENT

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Soft Ground	1	Falling damage is calculated as if from one height lower than usual.
Lightning Storm	2	❷ changed to ②.
Vertibirds Overhead	2	'fading into distance to the south-east.' changed to 'fading into the distance to the south-east.'

MOD

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Heavy	2	The three dice graphics changed from having counters behind them to being just the dice icons. The black dot inside the green dice changed to white to match the green dice on other cards.
Multi-Calibre	2	Title 'Multi-Calibre' changed to 'Multi-Caliber'.
Ballistic Weave	2	Changed 🛡 to 🛡.
Dissipating	2	Changed 🛡 to 🛡.
Lead Lined	2	Changed 🛡 to 🛡.
Improved Flexibility	2	Changed 🛡 to 🛡.
Headlamp	2	Changed 🛡 to 🛡.
BioComm Mesh	2	Changed 🛡 to 🛡.
Lightweight	2	Changed 🛡 to 🛡.
Padded	2	Changed 🛡 to 🛡.
Cushioned	2	Changed 🛡 to 🛡.
Enrage	1	Changed ☆ to 💀.
Spiked	2	Removed ⬠.
Armor Piercing Receiver	2	Removed ⬠.
Heavy	2	Removed ⬠.
Hardened Receiver	2	Removed ⬠.

POWER ARMOR

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
T-45 (Commonwealth)	2	Add the ☻ Icon.
T-51 (Commonwealth)	2	Add the ☻ Icon.
Overboss Power Armor	1	Add +2 on Str attribute. Remove +2 from Luc attribute. Side of card with Strong Armor should be colored green.

PERK

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Mysterious Stranger I	2	🔴 icon added.
Mysterious Stranger II	2	🔴 icon added.
Mysterious Stranger III	2	🔴 icon added.
Pain Train	2	Changed 'target resolves damage icons' to 'target resolves damage icons as physical damage'.

QUEST

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Find the Cooler	2	'Move the maker' changed to 'Move the marker'

REFERENCE

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
AI Summary: AI Responses: Objective & Defend	2	'Attack X' changed to 'Defeat X'. 'Defend X' changed to 'Protect X'.
Dogs	2	Added 'Dogs cannot gain 🔑 or 💻 skills.'
Creatures	2	Added 'Creatures cannot gain 🔑 or 💻 skills.'

CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Robots	2	Title changed from 'Faction: Robots' to 'Robots'. Text on card replaced with: Robots with no named faction count as the same faction as the player's Leader. Robots can only use cards which show the ☻ icon, or specifically state can be used by Robots on the cards, or are equipped by the Unit's card. Robots are immune to poison and radiation damage. Damage can be removed from a Robot using a Robot Repair Kit. A Robot may equip a total of 2 robot weapons, 2 robot mods, and 1 non-weapon robot item. If a Robot has weapons named on its Unit card, those are the only weapons it may equip.
Super Mutants	2	Removed 'Faction' from the title so it just says 'Super Mutants' in yellow with no title text in white. Changed 'skill roll' to 'Skill Test'. Inserted as a separate line before the numbered points: 'Units which show 'Super Mutant' under their Unit name:'
Survivors	2	Removed 'Faction' from the title so it just says 'Survivors' in yellow with no title text in white. Replaced main text of the card with: Units which show 'Survivor' under their Unit name: 1. During Force Set-up, each Unique model receives 1 [Armor Boost token] in addition to any they may normally receive.
Brotherhood of Steel	2	Changed 'Faction: Brotherhood of Steel' title to 'Brotherhood of Steel Faction' displayed all in yellow (so it's a single title). Changed 'can not' to 'cannot'.
Mama Murphy (Set-up)	2	Changed title to 'Mama Murphy: Foresight' in white and then 'Set-up' in yellow below. Removed the first line which said 'During Set-up:' from the main text.
Mama Murphy (During Battle)	2	Changed title to 'Mama Murphy: Foresight' in white and then 'During Battle' in yellow below. Removed the first line which said 'During Battle:' from the main text. Changed 'skill roll' to 'Skill Test'.

Brotherhood of Steel Faction		Changed the Miniatures photo. Added ' At the beginning of your Leader's activation, you may place a Reaction Token on one friendly model within the Presence range of your Leader that doesn't already have a Reaction Token on it.'
Swan	2	Changed ☀ to 👁 on 'Unnerving'.
Mirelurk Queen	2	Changed ☀ to 👁 on 'Unnerving'.

ARMOR		
CARD	**VER**	**CHANGE COMPARED TO PREVIOUS VERSION**
Damaged Hazmat Suit	2	Added 🛡 0 and ⚡ 0.
Hazmat Suit	2	Added 🛡 0 and ⚡ 0.

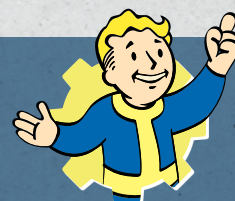| UNIT		
CARD	**VER**	**CHANGE COMPARED TO PREVIOUS VERSION**
Ronnie Shaw	2	Ronnie Shaw counts as both Survivor and Minutemen factions (not just Survivor)
Preston Garvey	3	Preston Garvey counts as both Survivor and Minutemen factions (not just Survivor). MORALE: 'Minutemen' changed to 'Minuteman'. Change text on Specialty to 'Laser Musket. Long Barrel mod fitted free'.
Sentry Bot	2	Ability added: 'STABLE: May fire more than one 💬 per activation.'
Knight	2	HARDY: The +1 icon corrected to show the Strong Armor Bonus Token +1. The Hardy ability means Knights start with one additional Strong Armor Bonus Token in addition to any they would normally have from other sources.
Nuka-Girl	3	Changed ☀ to 👁 on 'Alert'. Critical icon corrected.
Mama Murphy	2	🚫 icon added.
X6-88 Courser	2	💡 icon removed. Radiation armor changed from X to 1.
Alien	2	Added: EQUIPPED: Alien Blaster.
Feral Ghoul	2	'Feral Ghoul Swipe only.' changed to 'Feral Ghoul Swipe.'
Radscorpion	2	'Radscorpion Pincers & Sting only.' changed to 'Radscorpion Pincers & Sting.'
Mutant Hound	2	'Mutant Hound Bite only.' changed to 'Hound Bite.'
Mutant Hound Fiend	2	'Mutant Hound Bite only.' changed to 'Hound Bite.' 🚫 icon removed.
Dog	2	'Dog Bite only.' changed to 'Dog Bite.' Faction changed from Survivor to no faction. (This is the 'Dog' Unit only and not Dogs in general.) AGI changed from 7 to 5.
Dogmeat	2	'Dog Bite only.' changed to 'Dog Bite.' AGI changed from 8 to 6.
Dogmeat Scout	2	'Dog Bite only.' changed to 'Dog Bite.' AGI changed from 7 to 6.
Radroach Swarm	2	Added: 'Counts as normal size'.
Mole Rat	2	🚫 icon added.
Behemoth	3	Changed ☀ to 👁 on 'Unnerving'. Changed 'skill rolls' to 'Skill Tests'.
Glowing Radroach Swarm	2	Added: 'Counts as Normal size'
Hancock	3	💀 icon added. Changed 'skill roll' to 'Skill Test'.
Lorenzo Cabot	2	Add to Telekinetic Shove: 'Do not move into base contact after completion'.
Gunner Conscript	2	Add Rifle skill to AGI.
Enclave Trainee	2	Add Rifle skill to PER.
Child of Atom	2	Add Rifle skill to AGI.
Sinjin	2	💀 icon added.
Raul	2	💀 icon added.
Domesticated Deathclaw	2	Changed ☀ to 👁 on 'Unnerving'.
Frank Horrigan I	3	Changed ☀ to 👁 on 'Unnerving'. Remove additional ✸.
Frank Horrigan II	2	Remove additional ✸.
Glowing Yao Guai	2	Changed ☀ to 👁 on 'Unnerving'.
Yao Guai	2	Changed ☀ to 👁 on 'Unnerving'.
Deathclaw Matriarch I	2	Changed ☀ to 👁 on 'Unnerving'.
Deathclaw Matriarch II	2	Changed ☀ to 👁 on 'Unnerving'.
Fog Crawler	2	Changed ☀ to 👁 on 'Unnerving'.
Fist	2	Changed ☀ to 👁 on 'Taunt'.
Deathclaw Matriarch	2	Changed ☀ to 👁 on 'Unnerving'.

Card	Ver	Change Compared to Previous Version
Psycho	2	Wording on Light Armored changed to - If this model has any armor value higher than 2, movements are one color shorter. Immunity (X) counts as armor 0 for the purposes of this rule.
Psycho Outlaw	2	Wording on Light Armored changed to - If this model has any armor value higher than 2, movements are one color shorter. Immunity (X) counts as armor 0 for the purposes of this rule.
Overlord	1	Wording changed on Ferocity and Incite so both only affect other Super Mutants.
Rosa Meitner	1	'Equipment' changed to 'Equipped'.
Sarah Lyons	1	'Equipment' changed to 'Equipped'.
Star Paladin Cross	1	'Equipment' changed to 'Equipped'.
Butch	1	'Equipment' changed to 'Equipped'.
Three Dog	1	'Equipment' changed to 'Equipped'. Wording on Broadcast has changed to - Broadcast [sunburst]: Other friendly models gain [green pentagon] in CHA Skill Tests.
Lucas Simms	1	'Equipment' changed to 'Equipped'.
Moira Brown	1	'Equipment' changed to 'Equipped'.
Donovan	1	'Equipment' changed to 'Equipped'.
Brick	1	'Equipment' changed to 'Equipped'.
Mirelurk King	1	Changed 'AGI 2' to 'AGI 6'.
Oswald the Outrageous	1	On 'Radiation Burst', [blue pentagon] [vial] 1 [radiation] should read [blue pentagon] [vial] (1) [radiation].
Pack Hound	1	Add [crossed-out hand].
Lucius	1	Remove 'Unhindered'.
Praetorian Guard	1	Remove 'Unhindered'.
Bedlam	1	Add [bleed] to PER.
Forged	1	Add [bleed] to PER.
Arlen Glass	1	[skull] icon added.
Deidre	1	[skull] icon added.
Ghoul	1	[skull] icon added.
Holly	1	[skull] icon added.
Jones	1	[skull] icon added.
Wiseman	1	[skull] icon added.
Elder Lyons	1	Wording on Inspiring has changed to - Inspiring [sunburst]: During activation may give up to 2 [eye] friendly Brotherhood of Steel models if they do not currently have [eye].

Card	Ver	Change Compared to Previous Version
Scribe Rothchild	1	Wording on Teacher has changed to - Teacher [sunburst]: Friendly Brotherhood of Steel models may use Scribe Rothchild's INT on [computer].
Reilly	1	Wording on Revenge has changed to - Revenge (Super Mutant) [sunburst]: Friendly models gain 1 [fist] to all attacks against Super Mutants.
Jake Finch	1	Remove [heart] from AGI.
Lizzie	1	Remove [lock] from INT.
Disciples Veteran	1	[reaction] changed to [target eye].
Dixie	1	Change all Armor values to '-'.

WEAPON

Card	Ver	Change Compared to Previous Version
Radroach Swarm Bite	2	Added: 'Radroach Swarm only'.
Radroach Swarm Bite	3	Added '(round up)' to the end of the description about number of attacks.
Radscorpion Pincers & Sting	2	Added: 'Radscorpion only'.
Deathclaw Crush	2	Text on right-hand side replaced with: 'After each action, add token if non-friendly in LoS. When primed, Close Combat action to use Crush (Skill Value: Deathclaw STR – Target AGI), then remove all tokens.'
Assaultron Head Laser	2	Text on right-hand side replaced with: 'After each action (exc. shooting), add token if non-friendly in LoS; otherwise, remove a token. When primed, immediately Shoot (no action required), then remove all tokens.' Added: 'Assaultron only'.
Battered Assaultron Head Laser	2	Added: 'Assaultron only'.
Dog Bite	2	Icon for remove Reaction token corrected to show token.
Hound Bite	2	Icon for remove Reaction token corrected to show token.
Stun Baton	2	Icon for remove Reaction token corrected to show token.
Eyebot Laser	2	Added: 'Eyebot only'.
Pulse Grenade	2	Changed 'Only hits [robot]' to 'Only affects [robot] & non-degraded [power armor]'.
Pulse Mine	2	Changed 'Only hits [robot]' to 'Only affects [robot] & non-degraded [power armor]'.
Young Deathclaw Swipe	2	[explosion] [orange] should read [explosion] → [orange].

Fallout WASTELAND WARFARE

Card	Ver	Change
Deathclaw Crush	3	Replace 'throw' with ➡.
Hunting Shotgun	2	Remove 🟡 Icon.
Pulse Gun	2	Remove 🌐 icon from Short Range.
Rebar Club	2	Remove 🟡 Icon.
Glowing Yao Guai Swipe	2	Changed ☁🟡🔺🔺 to ☁①🔺🔺
Laser Rifle	2	Change 🔫 to ★ on '1 dmg ignore armor'.
Flamer	3	Change 🔫 to 💨. Remove ① from Special Effect.
Gatorclaw Jaws	1	🔺🔺 should read 🍾🔺🔺
Top Up Nuka-Cola Sprayer	1	🛡2🟡 should read 🛡②. 🛡2🟡 should read 🛡②. Remove ☆ Gain ☢🔺.
Space Laser	1	Change ☆ to 🍾
Predator Grenade	1	Change 🔴(pentagon) to 🟥.
Relentless Laser Rifle	1	Change 🔫 to ★ on '1 dmg ignore Armor'.
Colonel Autumn's Pistol	1	Remove ① from Special Effect and Critical Meter.
Horrigan's Knife	1	Remove ① from Critical Meter.
Baseball Bat	1	Remove ② from Special Effect.
Double-Barrel Shotgun	1	Remove ① from Critical Meter.
Brahmin Trample	1	Remove ① from Special Effect.
Ranger Sequoia	1	Remove ① from Critical Meter.
Marksman Carbine	1	Remove ① from Special Effect.
Vertibird Blade	1	Remove ② from Critical Meter.
Marcus Punch	1	Remove ① from Critical Meter.
Sawed Off Shotgun	1	Remove ① from Special Effect.
Lorenzo's Artefact Gun	1	Remove ① from Special Effect.
Hunter's Baseball Bat	1	Remove ② from Special Effect.
Penetrating Lead Pipe	1	Remove ① from Special Effect.
Huge Club	1	Remove ① from Special Effect.
Lead Pipe	1	Remove ① from Special Effect.
Gatorclaw Claws	1	The weapon card marked 'Gatorclaw/ Albino Gatorclaw only' should be called 'Gatorclaw Claws'.

SETTLEMENT EVENT		
CARD	VER	CHANGE COMPARED TO PREVIOUS VERSION
Brewing Trouble	2	Add 🔄 to the back of the card.
Infestation	2	Add 🔄 to the back of the card.
Mutant Strangler Vines	2	Add 🔄 to the back of the card.
Pillage Life	2	Add 🔄 to the back of the card.
Storm Winds	2	Add 🔄 to the back of the card.

Fallout WASTELAND WARFARE