

# AUTOMATRON PLAYER RULES




## ROBOTS, ROBOTS AND MORE ROBOTS! EVEN BUILD YOUR OWN!

The **Automatron Deck** provides the tools to modify your robots with new abilities as well as create your own custom robots. A Robot


Controller can lead a force of robots and new Perks give them great influence over their minions' capabilities.

## ROBOTS

The following rules apply to all Robots:

1. Robots with no named faction count as the same faction as the player's Leader.
2. 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.
3. Robots are immune to  and .
4. Damage can be removed from a Robot using a Robot Repair Kit.
5. A Robot may equip a total of 2 robot weapons, 2 robot mods and 1 non-weapon robot item.
6. If a Robot has weapons named on its Unit card, those are the only weapons it may equip.









### Robot Weapons and Items

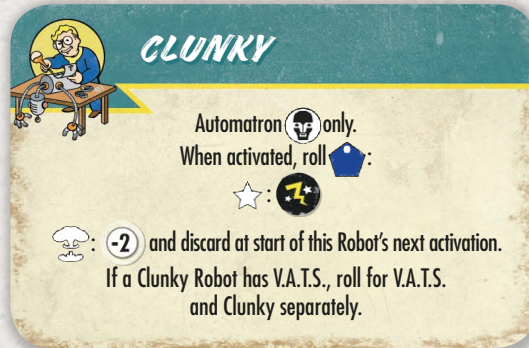
Unless a card states otherwise, Robots can only use Robot Weapons, i.e. weapons with the  icon. A Robot can only use Robot Weapons they are equipped with during set-up and cannot change Robot Weapons during a battle.

As with all Units, even if a Robot cannot use an Item itself, it may still pick up and drop Items, as well as share Limited Use Items using the Sharing rules.

### Clunky

**Clunky** robots are poorly built and, therefore, not totally reliable; however, they cost fewer Caps. Used in the same way as a Heroic card, the Clunky card is a special card placed above the Unit's card and adds the effects listed on the card.

When activated, a Clunky Robot model rolls . If the result is a , add a  or if result is a  add  to the Robot. The  from being Clunky is discarded at the start of the Robot's next activation. The  from being Clunky is separate from any other  a Robot may gain. If a Clunky Robot has V.A.T.S., roll V.A.T.S. and Clunky separately.





A Clunky Robot's Caps cost is the cost of the entire Robot (including any cards equipped such as Mods, Weapons, Items, etc.) and then reduced by 20%.

### Settlement Mode



Two new structures for Robots can be built – **Robot Workbench** and **Robot Market** – as shown in the table below.

### Robotics Expert Perk

If using a Settlement, Robot Mods may only be attached to Robots if a player has the Robotics Expert Perk.

Whilst using their Settlement, a player with the Robotics Expert Perk may swap any single, or combination of,  and  cards worth 50 caps or more for 1 Robot Repair Kit. They receive no change if the combined value is greater than 50 caps.

ROBOT STRUCTURES		
STRUCTURE NAME	COST	DETAILS
Robot Workbench	100	For each Robot Workbench, draw and keep 1 Robot Mod from the Items Deck. Requires: <i>Robotics Expert Perk</i> .
Robot Market	250	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.

THE ROBOT ICON  ON A CARD SHOWS THAT IS A CARD FOR USE BY ROBOTS. IN THESE RULES, THESE ARE REFERRED TO AS ROBOT CARDS. FOR EXAMPLE, WEAPONS WITH THE  ARE REFERRED TO AS ROBOT WEAPONS.



THE AUTOMATRON DECK INCLUDES A REVISED ROBOT REFERENCE CARD WHICH REPLACES THE ORIGINAL REFERENCE CARD. THE RULES ON THE REVISED ROBOT REFERENCE CARD APPLY TO ALL ROBOTS IN FALLOUT: WASTELAND WARFARE.





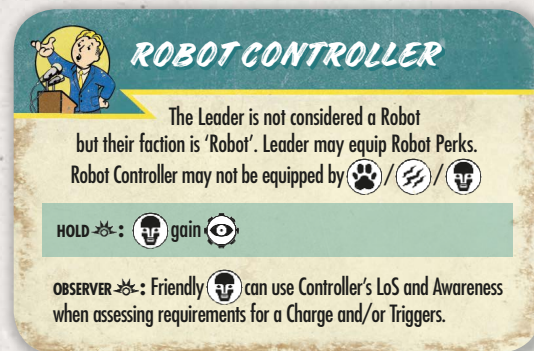
## ROBOT FACTION

The *Robot Controller* Leader card allows you to create a Robot faction where one non-robot model leads a group of robots. The Robot Controller allows a player to add Robot Perks (see below) which can give their robots extra abilities. The Robot Controller Leader card itself gives nearby robots two abilities automatically: **Hold** and **Observer**.

To create a Robot faction, the Leader must be the Robot Controller (which cannot be a Dog, Creature, Robot, or Synth). Apart from the Leader, the force may only contain Robots. (Robot units with a faction on their cards not matching the faction on the Leader's unit card may not be included.) The Robot Controller Leader may equip Robot Faction Perks.

## ROBOT PERKS

**Robot Perks** are perks which can only be equipped by a model with the Robot Controller Leader card. (Robots never equip Robot Perks themselves.) Most Robot Perks are extra programs the Robot Controller has installed in their robots' systems to increase performance and extra abilities from their robots, such as telling them to activate immediately,



use an Action Point to attack, or increase their efficiency at searching.

When a model with the Robot Controller Leader card is removed from the battlefield, their Robot Perks have no further effect.

## AUTOMATRONS

Parts of different robots can be combined to create custom robots called **Automatrons**. Unlike most Units, an Automatron's Unit card consists of 3 cards: **Head**, **Torso** and **Legs** cards which are placed side-by-side to give the Automatron's total attributes, skills and abilities just like a single Unit card. An Automatron can be equipped with Items, as well as fitted with Mods using the Robotics Expert Perk (see above). Automatrons are Robots so follow the same rules and restrictions as Robots.

To build an Automatron, place a Head card, then a Legs card, and then a Torso card going left-to-right so the S.P.E.C.I.A.L. attributes are aligned. The combination of the numbers and skills along each attribute row gives the Automatron's attributes and skill values. Note that:

- Automatrons have no self-destruct capability unless specifically equipped.

- Automatrons may only equip non-Robot weapons when cards specifically allow it.
- Robot weapons which state they can be used only by a specific Robot, may be used by Automatrons with the matching Head.

### Cost

The caps cost of an Automatron is the total of all the cards used to construct and equip it including weapons.

### Automatron AI

The AI for an Automatron uses the AI card that matches the Automatron's Head.

When using an AI Automatron, if the Method is Ranged Combat and the model has no Ranged weapon, use Close Combat Method instead.

