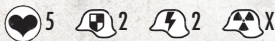## CARS:
PART 1

Cars which are not burned-out scrap have the following:

♥ 5   🛡 2   ⚡ 2   ☢ X

DAMAGE
Each time a car suffers damage (after its armor roll) from any source, check to see what happens to it depending on whether it is in Meltdown or not:

NOT IN MELTDOWN
Roll ⬠. If roll is equal to or lower than the amount of damage the car just suffered, car is now in Meltdown.

Place 🔥 on car to show this. Then perform a Detonation check.

IN MELTDOWN
Perform a Detonation check.
At the end of a round, a car in Meltdown explodes.

CARS:
PART 2

DETONATION CHECK

Roll ⬠. If roll is equal to or lower than the *total* amount of damage the car has suffered, the car explodes immediately.

EXPLOSION

🛡 4   ⬠ 🟡 🟡   **PLUS**   🦅 💥 ⚡

Up to *Orange* from car   If touching car

Then, reduce car's ❤ to 0.

OTHER

- A car entering Meltdown is a Trigger for Reactions up to one range ruler length away.
- Cars that reach 0 Health without exploding will never explode.
- Cars on 0 Health remain on the battlefield.

RADIOACTIVE TERRAIN

DURING SET-UP
Unless specified by the scenario, agree with your opponent if the radioactive barrels and spills will have radioactive properties or not. If they do, use the Radiation Damage effects below during the battle.

RADIATION DAMAGE
At the start of a model's activation, roll 1 ⬠ for each radioactive barrel and/or spill within *Yellow* and with LoS. Then resolve ☢☢ damage equal to the total number of 💥 shown.

ACTIONS

Move

Charge

Close Combat

Shoot

Throw

Expertise

Prepare

RIFLE

SEARCH

PISTOL

LOCKPICK

HEAVY WEAPON

COMPUTER

THROW

PRESENCE

MELEE

AWARENESS

HEALTH

BATTLE CRY

MOVEMENT

ATTACK

EXPERTISE

PREPARE

TRIGGERS

- Any action
- Friendly attacked

- Movements
- Attacks

All require LoS, except attack.

ITEM

MACHINE GUN TURRET MK1

4

5

2

2　1　X

Starts round with

ITEM

LASER TURRET

4

5

2

2 1 X

Starts round with

ITEM

TURRET INHIBITORS

Any turrets you deploy will not attack your models. Neutral or enemy turrets are unaffected.

This card is not assigned to a unit and remains in play for duration of battle.

ITEM

NUKA-COLA

🗑 ✸ ✸ ✸ then add ☢

Gain ⚙

ITEM

NUKA-CHERRY

🗑 ✹ ✹ ✹ ✹ then add ☢

Gain ⚙

ITEM

NUKA-COLA QUANTUM

🗑 ✸ ✸ ✸ ✸ ✸ ✸ ✸

then add ☢

Gain ⚙ ⚙

ITEM

CRAM

🗑 ✸ ✸ ✸ then add ☢

ITEM

CAR SECURITY OVERRIDE

⇄ with a car which has the potential to explode.

If in Meltdown: Meltdown stopped and will never Meltdown.
OR If not in Meltdown: Meltdown triggered.
Discard card after use.

ITEM

ADMIN PASSWORD

Use prior to 🖥 test for an automatic success.
Can be used by models with or without 🖥 skill.

ITEM

RADAWAY

AGENT OF SECRETS

She doesn't give her name. There are some documents in a car which must be retrieved and then the car destroyed. Were these documents from when the car was abandoned or placed there recently?

Don't bother trying to get answers from her as she says she's not officially here for you to be able to ask any questions.

RETRIEVE THE DOSSIER

SET-UP: Include at least one car in the battlefield terrain.

⇄ with car to Use 🗝

✔ If any other non-Searched cars remain, flip 🍀
If 🍀, this is the correct car. Gain the documents. If car destroyed by game end, gain 96 **C** - if not, you gain only 15 **C** for a job half-complete.

THE COLLECTOR

After years poring over reams of paperwork and computer logs across the Commonwealth, Winnifred believes the ultimate collectible — the one unaccounted-for, gold-labelled Nuka-cola Quantum that was part of Nuka-cola's 25-year celebration — was delivered to a machine in this area. It must have got stuck inside.

COLLECT THE COLLECTIBLE

SET-UP: Include 4 Nuka-cola machines in the terrain and set aside 1 Nuka-cola Quantum Item card.

Use 🔓 while ⇄ with a Nuka-cola machine:

✔ Machine can not be Searched again. Roll 🔴. If result equal to or less than total machines successfully Searched, you find the collectible. Gain 1 Nuka-cola Quantum. If you do not use it, Winnifred rewards you with 230 ©

GIFTS FROM ABOVE

The Brotherhood signal lights for their airborne supply drops were easy enough to set-up. They just needed laying out correctly and in a location along one of the day's transport routes. A supply Vertibird should be overhead this area very soon.

SET-UP: Nominate one model in your force to place the signalling lights. Give that model 3 counting tokens.

After an action, model can place 1 token. At end of round, if 3 tokens have been placed in a triangle (each at least *Yellow*, but not more than *Red*, from the others), place 3 crates within the triangle - you place two, your opponent places the other.

⇄ with a crate to draw 2 Items (once per crate).

RADIATION IDEATION

The farmer raved about the uses of radioactive waste in crop farming — it could be develop better crops, light the barn at night, or keep you warm — what couldn't it do? Maybe Children of Atom had swayed the farmer's mind. He needs more waste though. Turning down his offer of crops as compensation, he says he has some information you'll find useful if you'll help.

GLOWING SAMPLES

START · FINISH

SET-UP: Add 3 radioactive containers Green from battlefield centre. These do not emit radiation.

⇄ Test **END** (max. once at each barrel):

✅ Gain sample.

❌ Gain sample. Add ☢

Start of next battle, gain 1 Boost card per sample gained.

DOUBLE LOCKED

Typical. The safe built into the desk is one of the most secure ever made. Not only near impregnable, it can only be opened by entering a different password into two terminals at once. You reckon one person could do it alone but multiple people would be better.

CO-ORDINATED HACKING

SET-UP: Add the desk and 2 terminals to the battlefield *Yellow* from each other and at least *Blue* from any edge. Use 🖥 while 🔁 with terminal:

✔ One lock deactivated until end of next round.

If both locks are deactivated at same time, the safe in the desk opens and stays open. 🔁 with desk to gain 2 weapons.

THE RAISED BRIDGE

The bridge near your settlement had been raised when the control hut was destroyed during fighting decades ago.
The old, municipal facility that used to be here held an override. If the circuits can be re-connected, the bridge will lower and a new route to and from your settlement can be opened.

RECONNECT THE CIRCUITS

SET-UP: Add 4 heavy consoles at least *Blue* apart and *Blue* from any edges.

⇄ Test **INT** (or add ✹ to auto succeed):

✔ Reconnect 1 circuit. Roll ⬠ to determine which circuit number. Can only succeed once at each console.

If 3 different circuit numbers reconnected: Bridge is lowered. When using your Settlement, use Listening Post once for free.

EVENT

SOLID GROUND

Lack of rain has turned the usually stagnant ground into hard, stable dirt.

A model's first movement during its activation is one colour longer.

EVENT

SLIPPERY

The slick ground is made worse by the mutated lichen that has spread throughout the area.

Models do not receive Charge Bonus markers (for Charge or Battlecry). Other effects of Charge or Battlecry are unaffected.

EXPLORE

HARDWARE STORE

Basic tools litter the store, but some better items seem to have dropped between the shelving units.

Test 🔍 :

✅ Draw 2 ⚙️ Items.

❌ Draw 1 ⚙️ Item.

EXPLORE

RAIDER CAMP

Buyers examine the merchandise - cages full of desperate-looking souls. One says they'll help you if freed.

EITHER Walk away: 🗑

OR Free them: Pay 80 **C**. As thanks, they offer medical services. Before the next battle, discard up to 3 of these:

💥 / ☢ / ✨ / 🙂

DANGER

GASOLINE LEAK

There is gasoline all over the floor.

When any 🔫 , 🔫 or 🔫 weapon is fired when within *Yellow* of the Searchable Marker, flip 🔥

If result is 🔥 , resolve 🔥 then 🗑
Otherwise, this effect remains in play.

DANGER

RIGGED STASH

The mechanism had been fashioned from part of a bottlecap mine. Valuable but deadly.

Test **Per** then **Int**.

✅ on both: Gain 100 **C**

❌ either: Resolve 🛡 1 + ⬠ then gain 20 **C**

DANGER

JAGGED EDGE

Sharp and corroded twists of reinforcement steel protrude up out of the ground.

Do you risk moving quickly or go slow?

Go Slow: End activation and add

Move Quickly: Test **AGI**

✔ No effect.

✘ Add

DANGER

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BACK PROBLEMS

If not a 🧠: *You stumble awkwardly and jar your back.*

Test highest of **Str** or **Agi**.

✔ No effect.

✘ Add (-2) until end of next activation.

STRANGER

ESCAPED CAPTIVES

We've been running away from our captors for days now. Do you have anything we could use to ensure we get to Diamond City safely? We can repay with information.

Discard 1 🧥 / 🔫 / 🍜 / 🍸 card and remove the Captives. When next Event card is drawn, draw 1 extra Event card (resolve Consequences, if any) and choose which Event takes effect.