

SETTLEMENT SHEET

COST	NAME	BUILT / USED					EFFECTS FOR EACH STRUCTURE
INFRASTRUCTURE							
100	Generator – Small	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Provides 3 Power. <i>(No Power required)</i>
200	Generator – Medium	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Provides 7 Power. <i>(No Power required)</i>
300	Generator – Large	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Provides 12 Power. <i>(No Power required)</i>
50	Water Pump	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Provides 3 Water. <i>(No Power required)</i>
100	Water Purifier	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Provides 12 Water. <i>Requires: 1 Power.</i>
30	Crop Field	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Used to allow drawing Food & Drink and Alcohol cards when using the Cooking Station structure. <i>Requires 1 Water each but no Power.</i> <small>Max. 5</small>
CRAFTING							
100	Weapons Workbench	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw and Keep 1 Weapon Mod from the Item deck of a type you are able to attach. <i>Requires: Blacksmith or any Gun Nut perk.</i>
100	Armor Workbench	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw and Keep 1 Armor Mod <i>(exc. Power Armor)</i> from the Item deck OR add 1 Armor Boost token to a model. <i>Requires: Armorer perk.</i>
100	Power Armor Station	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw and Keep 1 Power Armor Mod from the Item deck. Repair degraded Power Armor. <i>Requires: Armorer perk.</i>
100	Chemistry Station	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw and Keep 1 Chem item.
100	Cooking Station	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw 1 Food & Drink or Alcohol item for each Crop Field in the Settlement, and keep only 1.
100	Robot Workbench	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw and Keep 1 Robot Mod from the Items Deck. <i>Requires: Robotics Expert Perk</i>
100	Creature Pen	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw and Keep 1 Creature Mod from the Items Deck for each Creature Pen. <i>Requires: Creature Trainer Perk</i>
ITEMS							
50/100/150	Scavenging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw 1/2/3 Item cards, Keep 1.
100/150/200	Trading	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw 1/2/3 Junk and Gear cards, Keep 1.
100/150/200	Weapons	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw 1/2/3 Weapon cards, Keep 1.
100/150/200	Armor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw 1/2/3 Armor cards, Keep 1.
100/150/200	Clothing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw 1/2/3 Clothing cards, Keep 1.
100/150/200	Drink	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw 1/2/3 Food & Drink or Alcohol cards, Keep 1.
100/150/200	First Aid	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Draw 1/2/3 Medical cards, Keep 1.



HELPFUL HINT

from Vault Boy!



BUY STRUCTURE: DRAW LINE AROUND SQUARE IN PEN TO SHOW STRUCTURE HAS BEEN BUILT.
USE STRUCTURE: CROSS BOX IN PENCIL TO TRACK WHICH STRUCTURES HAVE BEEN USED.
ITEM/BOOST STRUCTURES: WRITE NO. OF CARDS THE STRUCTURE DRAWS IN PEN INSIDE THE BOX.
UNLESS STATED, THE AMOUNT OF EACH STRUCTURE IN A SETTLEMENT IS UNLIMITED.

COST	NAME	BUILT / USED	EFFECTS FOR EACH STRUCTURE
BOOST			
<i>Boost Structures do not require Power.</i>			
35/55/75	Boston Bugle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Draw 1/2/3 Boost cards, Keep 1.
50/75/100	GrognaK the Barbarian	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Draw 1/2/3 Boost (Practiced) cards, Keep 1.
50/75/100	Wasteland Survival Guide	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Draw 1/2/3 Boost (Instinctive) cards, Keep 1.
50/75/100	U.S. Covert Ops Manual	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Draw 1/2/3 Boost (Tactical) cards, Keep 1.
50/75/100	Astoundingly Awesome Tales	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Draw 1/2/3 Boost (Cunning) cards, Keep 1.
EXPLORATION STRUCTURES			
FREE	Listening Post	<input type="checkbox"/> Max. 1	Pay 50 caps to draw and resolve 1 Explore card. Can be used multiple times each Settlement phase, but must pay the cost for each use.
100	Ranger Outpost	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Use this structure to draw and resolve 1 Explore card. (Does not require Caps payment.)
200	Scout Camp	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Use this structure to discard and re-draw 1 Explore card. Must be used after drawing an Explore card but <i>before</i> attempting any tests.
OTHER			
150	Stores	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	In Step 3, take 1 Item card or up to 2 Boost cards into next battle for each Stores.
60	Maintenance Shed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	After battle, retain 1 Item card or up to 2 Boost cards for each Maintenance Shed.
70	Lockers	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	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).
300	Brahmin Pen	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Whilst using a structure that says 'Draw x keep Y cards', use this structure to re-draw ALL the drawn cards for that structure's use – they are discarded and new cards drawn from the deck. All cards must be re-drawn, not just some. <i>Requires: Local Leader Perk.</i>
200	Brahmin Troughs	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Whilst using a structure that says 'Draw x keep Y cards', use this structure to DRAW 1 additional card for that structure's use. Can use this structure after drawing, & before keeping, cards. <i>Requires: Local Leader Perk.</i>
250	Brahmin Ranch	<input type="checkbox"/> Max. 1	Whilst using a structure that says 'Draw x keep Y cards', use this structure to KEEP 1 additional card from that structure's use. Can use this structure after drawing, & before keeping, cards. <i>Requires: Local Leader II Perk.</i>
400	Operations Room	<input type="checkbox"/> Max. 1	Use this structure to re-use any 1 existing, used structure. <i>Requires: Local Leader II Perk.</i>
500	Leader's Office	<input type="checkbox"/> Max. 1	When using a Structure that would 'Draw x and Keep y' cards, use this structure as well to draw 1 named Item of the relevant type instead (i.e. 1 specific Mod for a Structure that could draw Mods), then pay the caps cost of the item. <i>Requires: Local Leader II Perk.</i>
500 OR Complete 5 Quests	Land	<input type="checkbox"/> 15 +10 +10 +10 +10	Increase number of structures in Settlement. Start with 15 and each new Land allows 10 more. Does not count as a structure. Requires no Power.
250	Robot Market	<input type="checkbox"/> Max. 1	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.
250	Creature Market	<input type="checkbox"/> Max. 1	Draw 4 Creature Mods and purchase any number of these (or none). Purchase decision must be made immediately before any other settlement activity. Discard any cards not bought.

