

## ERRATA

VERSION 3.0 (NOV 2020)

**p.22 and p.40: Character Mat**

The Health icon on the Character Mat above the Unit card area should not be shown.

**p.31: Perks: Concentrated Fire**

XP cost is '3'

**p.31: Perks: Dog Handler**

Add: *'This perk cannot be equipped by Dogs, Creatures, or Robots.'*

**p.33: Perks: Pack Leader**

Replace the entire entry for this Perk with:

*'The number of dogs your Dog Handler affects between your activations is increased by 1. This Perk can be equipped multiple times.'*

**p.33: Perks: Weak Point**

XP cost is '2'.

**p.34: Rules for Creatures**

- **Creatures cannot use Power Armor, Armor, Clothing, Food and Drink, Alcohol, Chems, Perks, Mods or Weapons unless this is specifically stated on the relevant cards, or is equipped by the Creature's unit card.**

- **Creature may equip a total of 2 Creature Weapons, 2 Creature Mods and 1 non-Weapon item.**

should read


- **If a Creature has weapons named on its Unit card, those are the only weapons it may equip.**
- **In addition to its weapons, a Creature may equip a total of 2 creature mods and 1 non-weapon creature item.**

**p.34: Rules for Dogs**




- **Dogs cannot use Power Armor, Armor, Clothing, Alcohol, Chems, Perks, Mods or Weapons unless specifically stated on the cards in question, or the items are equipped by the Dog's unit card.**

- **Dogs can use Food and Drink.**

should read

- **Dogs can only use cards which show the  icon, or specifically state can be used by Dogs on the cards, or are equipped by the Unit's card. One exception is that,**










Magenta text denotes material added since v1.0

via Sharing, Dogs may use  and Stimpaks carried by friendly models which are not  or .

- **If a Dog has weapons named on its Unit card, those are the only weapons it may equip.**

**p.42: Skill Tests**

The table below replaces the table on p.42 so it includes the Skill icons and adds the comparable terms for the different types of skills.

COMBAT SKILLS	EXPERTISE SKILLS
 Rifle	 Search
 Pistol	 Lockpick
 Thrown	 Computers
 Melee	 Presence
 Heavy Weapon	Plus, ALL skills without specific icons.
 Battle Cry	Difficulty
Health	Impact
Damage	Resistance
Armor	

**p.50: Special Effects**

The final (sixth) bullet point should be removed.

**p.53: Using Actions During Moves**

*'Example: A vault dweller is under fire and wants to move from a doorway to the cover of a desk so they can search it. As a Player Character, they can use a Quick Action (see Heroic, p.21) to Move, and use one of their main Actions to return fire (Shoot) part-way along their movement. They then use their remaining Action to Search once they are behind the desk after the Move.'*

should read

*'Example: A vault dweller is under fire and wants to move from a doorway to the cover of a desk so they can search it. They use one of their main Actions to Move ending behind the desk, and uses their other main Action to return fire (Shoot) part-way along their movement. The Vault Dweller could not use their Move to move past the desk and Lockpick it during their movement.'*



#### p.55 Boxout: Combat Summary

*'Each weapon type has a skill icon in the **top right** of its weapon card.'*

should read

*'Each weapon type has a skill icon in the **top left** of its weapon card.'*

#### p.56 Boxout: Model Base Sizes

*'32mm' should read '30 mm'*

#### p.59: Use Expertise

*'as well as any **other skills**'*

should read

*'as well as any **other non-combat skills**'*

#### p.66: Healing

*'On the cards, the trash can symbol means 'remove' and the number of regular damage icons is the quantity. For example, the symbols below mean remove (heal) **1 regular damage and 4 regular damage respectively**'*

should read

*'On the cards, the trash can symbol means 'remove' and the number of radiation damage icons is the quantity. For example, the symbols below mean remove (heal) **1 radiation damage and 4 radiation damage respectively**'*

#### p.67: Frozen

*'Frozen condition ends **when the character is next activated**'*  
should read

*'Frozen condition ends **the next time the character's activation ends**'*

#### p.67: Injured Arm

Replace the last two sentences with:

*'Some items such as a Stimpak or Robot Repair Kit (on Robots) remove an Injured Arm. Rest also removes the condition if the Overseer decides it is not too serious.'*

#### p.67: Injured Leg

Replace the last two sentences with:

*'Some items such as a Stimpak or Robot Repair Kit (on Robots) remove an Injured Leg. Rest also removes the condition if the Overseer decides it is not too serious.'*

#### p.68: Resistant

Replace section with:

*'If an effect makes a character **'Resistant'** to something, make a 50:50 Test to see if effect occurs or if it is ignored without effect.'*

#### p.73: Using Items

*'A character may use one **accessible non-Weapon item**'*  
should read

*'A character may use one **non-Weapon item which they have access to**'*

#### p.75 Boxout: Chem Duration: Jet

The second paragraph in the grey boxout titled 'Chem Duration: Jet' should be normal text the end of the 'Diminishing Effects' section on p.74 – it applies to all Diminishing Effects.

#### p.104: Second Bullet

Both mentions of '**AGI tests**' should be '**Stealth Skill Tests**'.

#### p.111: second column

*'the Player Character may attempt an Opposed Test using **Sneak (or AGI)** to catch up to them.'*

should read

*'the Player Character may attempt an Opposed Test using **Stealth** to catch up to them.'*

#### p.113: last paragraph of first column

*'They may attempt an Opposed Test using **CHA to talk or threaten** Mister Parzival into revealing what he knows.'*

should read

*'They may attempt an Opposed Test using **Persuade to talk, or Intimidate to threaten**, Mister Parzival into revealing what he knows.'*

#### p.115: Path One, Scene 2

*'PCs who wish to question Mister Parzival further may make a **CHA Test**.'*

should read

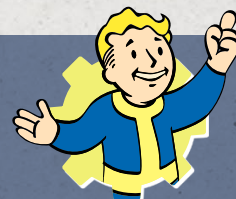
*'PCs who wish to question Mister Parzival further may make a **Persuade Skill Test**.'*

#### p.127: 'Overseer Note' Sidebar

*'The PCs may attempt an **INT or Knowledge Skill Test**.'*

should read

*'The PCs may attempt a **Knowhow (History) Skill Test**.'*



# FREQUENTLY ASKED QUESTIONS

VERSION 3.0 (APRIL 2021)

Magenta text denotes material added since v1.0

**Q. If a Skill Test does not state the Difficulty and Resistance, what are they?**

**A.** If not specified, the default Skill Test Difficulty is 1 and default Resistance is 0.

**Q. If a character's archetype shows one of the Expertise Skills with an icon, i.e. Computers, does the character fill in the first black dice space for that skill on their character mat?**

**A.** Yes. A character with the relevant Expertise icon is treated as if they gained that skill for the first time, so they gain the first black dice and, as a result, do not suffer the -4 unskilled penalty.

**Q. If the attribute on which a Character's Health is based shows 5 or less, what is its Starting Health?**

**A.** 6. (Likewise, if it shows 6 then their Starting Health is 7.)

**Q. When is the number of dogs affected by Dog Handler Perk counted?**

**A.** Dog Handler affects up to one dog between each of the Dog Handler's activations. More dogs can be affected with the Pack Leader Perk.

**Q. The introductory campaign shows the Units cards for NPCs but not their equipment? What should they use and where are those cards?**

**A.** The NPCs can be armed with whatever the Overseer feels appropriate; however, suggestions for Items for NPCs to assist Overseers can be found further down in this FAQ. Any cards which you do not already own can be downloaded from <https://www.modiphius.com/fallout-downloads.html>


**Q. The Alert Gift gives a +2 to skills based off of Perception, while the Bright-Eyed Gift only gives a +1 to Perception. Why would I ever take Bright-Eyed over Alert?**

**A.** Alert only gives its bonus to Skills based off of Perception, whereas Bright-Eyed gives a bonus to everything relying on

Perception. If your Rifle skill was on perception, Alert would give a +2 Bonus and Bright-Eyed would give a +1 Bonus to attacks made with a rifle. However, if the Overseer asks you to roll a Perception Attribute test, then Bright-Eyed would give a bonus where Alert would not. Bright-Eyed gives a smaller bonus spread across more activities, while Alert gives a larger bonus to more specific actions.

**Q. When creating a character, step 7 on page 21 states that I work out my starting health based off of my character's health attribute. Does this take into account any bonuses or penalties I would have gotten to that attribute when choosing gifts and scars?**

**A.** Choosing Gifts and Scars are steps 4 and 5 of Character Creation, and so are taken into account when determining starting health. Past this point, the only way to increase your health further is through gaining the Life Giver perk.

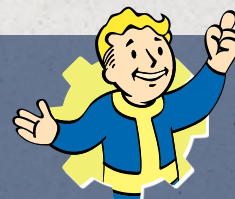
**Q. When firing the Laser Rifle with a Unit with the Pyromaniac perk does the effect for Pyromaniac apply if I roll two  and use them to allow damage to ignore the target's armor?**

**A.** No. If an attack could have caused On Fire but the player chose for it not to, then Pyromaniac cannot be used.'

**Q. Does the Mysterious Stranger count as a friendly model for example for the Lone Wanderer Perk?**

**A.** No.

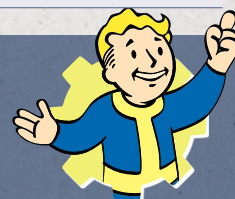
"



## p. 31-33 Perks

The following Perks are now added to the Perks table:

PERKS				
PERK NAME	XP	EFFECT	MULTI RPG ONLY	
Animal Friend	3	Skill values of  are at -2 when attacking you. No effect on any  within the  and LoS of a person controlling them. No effect on Huge models.		
Animal Friend II	2	As Animal Friend, plus if you are unengaged at the start of your activation, pick 1 unengaged  in LoS up to Red away and perform an Opposed INT Test. If successful, the  will not attack you (or engage with you). The effect ends when you next activate, if the creature is attacked, or if  is within the  and LoS of a person controlling them. Requires Animal Friend Perk.		
Animal Friend III	4	As Animal Friend II, but may target engaged  too, plus if INT Test successful you may also make the  perform a Quick Action to Move or Attack. No free attack occurs if  breaks engagement. Requires Animal Friend II Perk		
Collaborative	4	If engaged and a friendly successfully Shoots into your Close Combat, the shot affects the intended target (do not randomise).		
Entangle	4	When engaged, you may make an opposing model which is disengaging make an opposed AGI test. If successful: Opposing model cannot disengage this turn and must choose a different action instead. If opposing model successful: May disengage without giving away free attack. May use once per activation.	-	-
Finesse	4	At start of battle, add    to this card. When gaining a Critical Point from a dice icon, model may choose to flip 1  on this card. If result is  , add the flipped CP token to the weapon; if not, flipped token remains on this card.	-	-
Fire Resistant	2	You are resistant to  .		
Hack Robot	4	While engaged with non-friendly  , Use Expertise to make Opposed Skill Test  v Robot's INT. (Items giving automatic success cannot be used.) ✓ Robot gains   . Robot may not be hacked again. ✗ Hacker gains  . Robot may Move Orange. Requires  5+	-	-
Impatient	4	Once per activation, may gain 1  to gain 1  .	-	-
Irresponsible	2	You may choose to take  instead of gaining  .		
Light Step	2	When a  would be activated due to movement by this model, flip  . If  , mine not triggered by that specific movement.	-	-
Nuclear Physicist	4	Add 1  when using a weapon that deals  damage	-	-
Pyromaniac	3	If your attack could have caused  but did not do so, roll    .		
Quick Thinking	3	Gain  .	-	-
Strong Constitution	2	You are resistant to  .		



# ADVICE FOR OVERSEERS

VERSION 1.0 (JULY 2019)

## INTRODUCTORY CAMPAIGN ADVICE FOR NEW OVERSEERS

The *Fallout: Wasteland Warfare* RPG rule book contains an introductory campaign called 'Parzival and the Wasteland Knights'. Below is some assistance for Overseers new to the system regarding equipment and the mixture of NPCs.

### WARNING: OVERSEERS ONLY!

Spoilers: if you are going to be a player of the campaign, DO NOT read this section as it contains some spoilers about the campaign ahead.

### SUGGESTED NPCs

In any encounter, the mixture and number of player characters affects how many NPCs, what types of NPCs, and what the NPCs are equipped with that will deliver an interesting encounter which is not too easy and not too difficult. As the mixture and number of PCs can be very varied, it's not possible to always give exact combinations of NPCs for every mixture of players; however, below are the suggested mixtures of NPCs for encounters in the campaign where a choice of NPCs is offered in order to assist Overseers and players new to the *Fallout: Wasteland Warfare* RPG.

If an encounter starts to prove too easy, the Overseer can have reinforcements arrive during the encounter – maybe a couple of Raiders were guarding the far side of their camp, maybe a second Mole Rat heard the fight, etc. Just remember it is better to have too few and/or too weak NPCs and add to that rather than start with too many NPCs and/or NPCs which are too strong. Also, as Overseer, remember NPCs don't always fight to the death either (and an encounter can be boring if it's clear who has won but has to be played out to the death) so NPCs may run off if they start to lose individually or as a whole.

One thing to keep in mind is an encounter doesn't necessarily need a highly varied mix of NPCs. A flowing encounter with slightly less detailed NPCs is better than a slow-moving encounter because every NPC is different. Variety, whilst keeping things simple, can be achieved by giving different weapons or a skill or speciality to a few NPCs which all of the same Unit type.

#### p.104

To keep things simple, just use Raiders.

(If you do wish to add more of a challenge, Scavvers are better at shooting than a Raider, Psychos are not as tough as a Raider but much better at Close Combat and quicker than a Raider, and the Veteran Raider is the toughest of all of them.)

#### p.107

Note that the intention is that the immature Radscorpions are just bystanders in this encounter and it is only the adult Radscorpion that is aggressive towards the players (defending its children). As a result, no stats are required for the immature Radscorpions.

#### p.118

To keep things simple, just use Scavvers as they are good shots and will give a better resistance against the more numerous Minutemen, especially as this is likely to be a combat at range.

#### p.120

To keep things simple, just use Super Mutants and Mutant Hounds, plus 1 Behemoth. Behemoths are incredibly dangerous, even for experienced characters, as they are one of the toughest creatures in the Wasteland with a lot of natural armor and Health. If the players choose to attack, this will be a very difficult combat to win and starting PCs are very unlikely to have what it takes to beat the Behemoth.

(Brute and Hammer shown in the book are much more dangerous than a regular Super Mutant.)

### SUGGESTED EQUIPPED ITEMS FOR NPCs

To assist Overseers new to the system, below is the suggested equipment for the NPCs.

*Note: An \* after a name means this is the weapon shown on the Unit's card.*

#### p.104

Raider: PIPE RIFLE

#### p.105

Parzival (Mr. Handy): MR. HANDY BUZZSAW

Settler: ASSAULT RIFLE or .44 REVOLVER

#### p.107

Radroach Swarm: RADROACH SWARM BITE\*

#### p.107

Radscorpion: RADSCORPION PINCERS AND STING\*

#### p.109

Ghoul: IMPROVISED WEAPON



**p.111**

Ghoul Settler: IMPROVISED WEAPON

**p.112**

Filora (Settler): LEAD PIPE

**p.115**

Stingwing: STINGWING STING\*

**p.116**

Field Scribe: LASER PISTOL

Paladin: GATLING LASER, T-60 POWER ARMOR

Mole Rat: MOLE RAT BITE\*

**p.118**

Scavver: BOLT-ACTION PIPE RIFLE

Minuteman: LASER MUSKET

**p.119**

Farmers (Ghoul Settler): COMBAT SHOTGUN

**p.119**

Radstag: RADSTAG GORE\*

**p.120**

Super Mutant: BOLT-ACTION PIPE RIFLE and BOARD

Mutant Hound: HOUND BITE\*

Behemoth: FIRE HYDRANT BAT and BEHEMOTH  
ROCK THROW

**p.126**

Radscorpion: RADSCORPION PINCERS AND STING\*

Mole Rat: MOLE RAT BITE\*

Radroach Swarm: RADROACH SWARM BITE\*

**BUYING & TRADING**

If the PCs have an opportunity to buy or trade, the Overseer can select some Items from the cards they have which are what the trader has to offer.



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## AWARDING XP TO PLAYERS

The amount of XP to award players is very personal to each group as different groups (players and Overseers) prefer characters to progress at different speeds - some groups prefer a fast progression for players so they gain new tools to play with quite regularly (or so players can be confronted with harder situations/enemies earlier); whereas, some groups want a longer and more gradual campaign. Also, Overseers prefer to award XP for different reasons (role-playing, exciting descriptions of their actions, making deductions, advancing the story, skill use, for the real-time spent playing, etc.) and at different times (end of a scenario section, end of a play session). As a result, there are no fixed guidelines in the rulebook as one fixed method would only ever suit a small segment of players. However, there is some general advice for awarding XP:

### How Much XP to Award

First, consider how much you want your players' characters to have advanced by the end of your scenario which will match what you/they prefer, what fits your campaign overall, etc. Do you want them to have lots of new skills and perks by the end of the scenario, or for it to be slower? If your scenario is part of a longer campaign, factor in how many scenarios there will be in total. Then, consider how much XP a player would need to achieve the advance you would like them to have; for example, if you want to have players gain one or two Perks per scenario milestone, or maybe one Perk and a couple of new/early skills, then 4-5 XP would be good for that.

Something else to keep in mind is that a player would need to spend 25 XP to go from not having a skill at all to having 5 dice in that skill - that's a lot of dice but also a lot of XP. That's just for a single skill, and there are lots to choose from as well as Perks too. Similarly, it costs 9 XP to take one skill from unskilled to 3 dice in that skill. To go from being a starting character to a character with 3 dice in half of all the skills plus a few dice in some other skills would require around 200 XP, plus they'd probably want a few Perks too which could cost roughly another 40 XP. Therefore, 250 XP in total would take a starting character to a fairly developed character, so consider that when awarding XP and how that would be spread out across your campaign and then across your scenarios.

**Example:** if your campaign is comprised of 5 scenarios then that's 50 XP per scenario, and if each scenario has 5 main story milestones, then that's 10 XP per milestone. If you want the characters to develop more quickly than that, increase the XP, or decrease it if you want them to progress more slowly. As your players get more experienced (assuming they survive that long), you may want to increase the XP amounts slightly as increases to skills that are already developed become more expensive.

### How to Award XP

As Overseer you can award XP for more than just reaching milestones within the scenario, such as for good role-playing, clever deductions, keeping the team motivated, etc. Rewarding players who are trying to advance the story even if they do not actually make progress is a good way to encourage them to keep trying and rewards having fun rather than only based on their achievements, plus we learn from our mistakes as much as our successes. If you award these extra XP, factor that into the total you will award per scenario or milestone.

Keep in mind that it is easier (and better for players) to start cautiously and give players more XP if it proves too little, compared to starting out awarding lots of XP and then needing to cut it back. Not only does giving too much fast-track characters past 'lower level' encounters (they grow up so fast), but suddenly being forced onto an XP 'diet' can feel like a punishment. Remember that the more XP you give, the more capable the characters will be so they will need more difficult skill tests and encounters to still give them a challenge.

### When to Award XP

The timing of when to give XP affects how much XP to award - little-but-often or larger-amounts-less-often. Awarding XP at milestones during a scenario, i.e. each moment the players make a clear step in progress in the scenario, fits well with the story and rewards players for making progress, but some groups may prefer to award it after each role-playing session. There is no right or wrong way - just whatever your group prefers. Just remember that the more often you award XP, the smaller it should be.

### Shaping Character Progression

Remember you can set limits for players when spending XP such as limiting them to how many dice they can gain in a skill at a time - this makes characters layer up their skills rather than go from novice to expert in a single skill in a very short time with no other development as that is less realistic. Also, it is more in-keeping with the story if characters only gain skill/perks which fit with what they recently experienced, i.e. a character could increase their Knowhow (Robots) skill if they were recently in a robot factory, fought a robot, found a book about robots, talked to someone about robots, etc. Without the relevant experience, you may want to say a character can only gain one skill dice, or maybe cannot gain dice in that skill. A character which failed many attempts in a skill should be just as able to improve that skill as a character that succeeded in those skill tests. Keep in mind you can set when characters can spend their XP during a scenario too - awarding XP doesn't mean it can be spent immediately.

