

# Fallout

FACTIONS

*Nuka-World*



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**QUICKSTART**



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# AN INTRODUCTION TO FALLOUT: FACTIONS

HEY THERE, NEW MEAT! WELCOME TO NUKA-WORLD, YER BRAND NEW 'OME! 'ERE YOU CAN EXPECT TO MEET ALL KINDS'A INTERESTIN' FOLK WHO WILL BE MORE THAN EAGER T'SAY "HI" AND SHOW YOU AROUND. WELL, BIT'S O' YOU AT LEAST. SO, TELL YA' WHAT, AS I'M SUCH A KIND AND GIVIN' FELLA' I'LL SHOW YOU THE ROPES 'AFORE YOU WALK INTO THE UTTER CHAOS OF THE PARK, AND WHAT'S BETTER, I'LL EVEN DO IT FOR FREE. I KNOW, I KNOW, I'S A SAINT...



This document is designed to provide a gameplay demo for **Fallout: Factions - Nuka-World**, the action-packed two-player tabletop miniatures game from Modiphius Entertainment.

In the game, you and your opponent each command a number of detailed plastic miniatures, representing your crew of hardened Wasteland warriors. You and your opponent will fight over a three-dimensional battlefield, making tactical decisions and relying on dice rolls to determine the outcome of your attacks. Each time you play, you tell the next chapter of your crew's story, charting their journey from wide-eyed nobodies to Nuka-Town royalty!

This demo will let you set up a basic scenario, and walk you through a round of play. The aim isn't to teach you all of the rules in detail, but rather to show you the basics and give you a feel for the game, so you can start reading the rulebook armed with a little context!

You can play through the demo with a friend, or you can take the reins of both crews and switch back and forth each turn.







# ★ MEET THE CREWS ★

The Scenario you're about to play showcases a stand-off between two up-and-coming Nuka-World crews. Each one has its own **Crew Roster**, found at the back of this document, which breaks down the names, abilities and weapons of each of its models. Before you play, each player will need their Roster, and five miniatures to represent their crew. This is about half the size of a standard crew, in order to keep things simple for the demo.



**TIP: WHAT YOU SEE IS (USUALLY) WHAT YOU GET**

Each of the plastic miniatures available for **Fallout: Factions** can be built in multiple different ways, depending on how you'd like to arm them. Normally, a model must be equipped in-game with the weapons that are shown on its model.

However, you shouldn't feel that you need to assemble your models to match the two sample crews shown here in order to play the demo. As long as you've got the right number of models in play, and everyone knows who each model is meant to be, you'll be fine.

Once you've played the demo and read the rulebook, you'll be in a much better position to decide how you want your own crews to be armed, and assemble your models accordingly.



One player will control Joe and the Diamondbacks. This crew belongs to the **Operators**, one of the more lucid and well-organized Raider Factions in the Commonwealth. Their Boss, Lucky Joe, has set his sights on being a key player in Nuka-World. He's assembled a team of straight shooters and cold-blooded killers to help him get there.



The other player will take The Wolfpack, who aren't so subtle. They're part of the **Pack**, a brutal and animalistic Raider Faction that feels right at home in Nuka-World's Safari Adventure park. Husker, the crew's Alpha, believes in a potent mix of beastly cunning and raw aggression, and this is reflected in the fighters that have gathered to his cause.

**TIP: EVERYONE'S S.P.E.C.I.A.L.!**

If you're familiar with the Fallout video game series, you probably know all about **S.P.E.C.I.A.L.** Statistics, but for everyone else, let's recap!

S	P	E	C	I	A	L
4	5	6	0	1	2	1

In short, it's a way of summarizing a model's capabilities. Each letter stands for one of the model's traits – Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. If you look at the Roster, you'll see that each model has a rating for each letter. The higher the rating, the more capable the model is in that regard.





# ★ PREPARING TO PLAY ★

Once you've gathered the miniatures and Rosters for both crews, you can start setting up to play.

The first step is to define your **Battlefield**. This is the area within which the game will take place. It's normally a rectangle measuring 24" (inches) by 36", but this demo only needs an area around 18" by 18". Mark the corners in some way so each player knows where the boundaries of the Battlefield are.

## SETTING THE SCENE

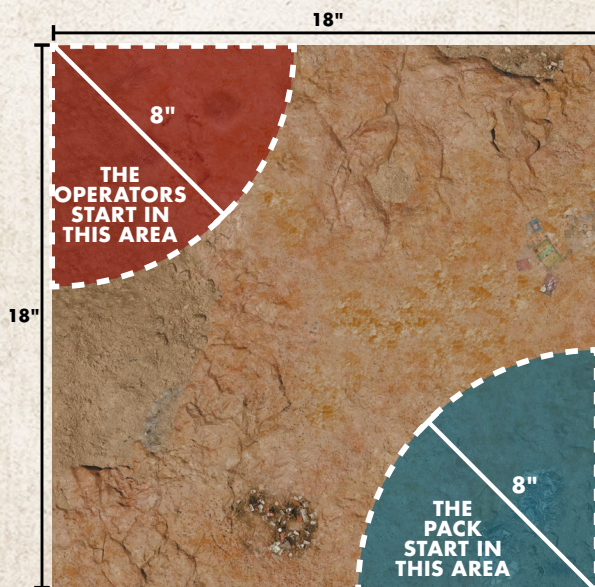
Find an **Objective Token** (shown to the right) and place it in the center of the Battlefield. During play, Objective Tokens are used to represent key locations or items that the crews are fighting over.



Then, add some **Terrain** to make things interesting. Leave the area within 3" of the Objective clear, but otherwise you want to break the Battlefield up so that models can sneak around and stick to cover.

## POSITIONING THE CREWS

Once your Battlefield's laid out, the **Diamondbacks** player picks one corner and sets up all of their models. Each one must be placed so that the entirety of its Base is within the bounds of the Battlefield, and within 8" of the chosen corner. For this demo, place all models at ground level – in the full game, they can clamber over Terrain, but we're keeping things simple for now.



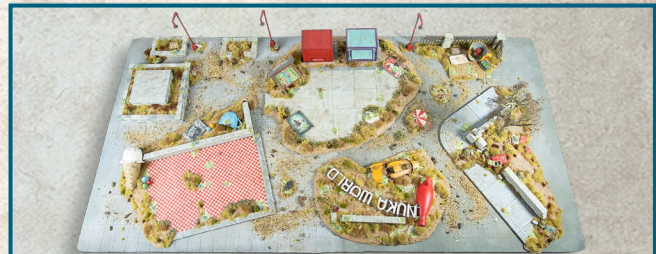
Once they're done, the **Wolfpack** player does the same, but at the opposite corner.



### TIP: MEASURING UP



You will need a tape measure or ruler that's marked in inches ("). There's one included in the starter box, or you can pick one up from a hardware or stationery store.



If you have access to bespoke wargaming Terrain – such as the extensive **Fallout Terrain** range from Modiphius – you can create an awesome, evocative Battlefield like the one shown here...



...but if you don't, you can get by with whatever you have at hand! Here, we've laid down some sheets of paper to mark the boundaries, and used some small household objects as Terrain.



### TIP: TAKE COVER

When you're setting up your models, try not to leave them out in the open! It's good to position them at the edges of buildings, behind low walls or ruined vehicles, and in other positions where they can duck into cover when the bullets start flying!

Finally, the **Diamondbacks** player takes the **Initiative Token** (shown to the right) and places it in front of them. This shows that they will be the first to take their Turn.





# ★ GAMEPLAY OVERVIEW ★ ★★ GAME ON! ★★

This Scenario lasts for three **Rounds**. In a Round, the players take Turns choosing a model from their crew, and making one or more **Actions** with it.

Actions are mainly used to move a model around the Battlefield and attack the opposing crew, but there are other things you can do with Actions that you'll learn about later.

Whenever a model makes an Action, it takes **Fatigue**.

The first time a model takes Fatigue, a **Fatigue Token** (shown to the right) is placed next to its Base, with the **Weary** side showing. The next time the model takes Fatigue, the Token is flipped to its **Exhausted** side. An **Exhausted** model can't make any more Actions this Round.



WEARY TOKEN



EXHAUSTED  
TOKEN



## TIP: ACTION ECONOMY

In other words, each model can make up to two Actions per Round – but they don't have to make both Actions at the same time. As you'll find out, there are other things that can cause a model to take Fatigue, so it's not always that straightforward...

## THE AIM OF THE GAME

Whenever you play **Fallout: Factions**, each player has an **Objective** – something they are trying to achieve. In this demo, both crews have the same simple Objective: hold the Objective Token in the middle of the Battlefield.

At the end of each Round, each crew scores one point for each of its models that is within 1" of the Objective Token (measure from the closest point of each model's Base.) Use a pencil to keep track of the points each crew scores on its Roster.

After three Rounds, the game ends and the crew with the most points is the winner!

Now you know what you're trying to do, let's get started with the first Round!

The player with the **Initiative Token** (that's the Diamondbacks player) takes the first Turn.

On your Turn, you pick one of your models to be the **Active Model**. Normally you'll have free choice, but for the purposes of the demo, let's pick Eddie.

## TURN ONE: EDDIE (JOE AND THE DIAMONDBACKS)

Eddie is armed with a *Handmade Rifle*, a rapid-firing weapon that's good at keeping the enemies' heads down. Let's move him into position, then open fire!

### ACTION 1: GET MOVING

First up, Eddie's going to make a **Get Moving** Action. This is the Action you'll probably use more than any other, as it lets you move your models around the Battlefield.

When a model makes a **Get Moving** Action, you can move it up to 8" in any direction. There are a few to bear in mind:

- ★ The model can't move within 1" of an Enemy model, unless it ends the move so that their Bases are touching.
- ★ In the full game, you can climb onto and over Terrain. For now, just move around it.
- ★ You can break your move down into multiple shorter moves, as long as the model doesn't move more than 8" in total.

Go ahead and move Eddie. Try to put him in a position so that he's not near any Wolfpack models, but you can draw a clear line from his head to any part of at least one of them. (If this isn't possible, there's a chance you've got too much Terrain on your Battlefield – remove a couple of pieces, then start again.)

After you've finished moving Eddie, his first **Action** is over. Remember, making an Action gives a model **Fatigue**, so place a **Weary** Token next to his Base (as shown at the top of the next page).

If you want, you could end your Turn there, and let the Wolfpack take a Turn with one of their models... but Eddie's not **Exhausted** yet. Let's make another Action!







## ACTION 2: OPEN FIRE

Each model's row on the Crew Roster shows information about the weapon(s) it is carrying. In this demo, a model can make an **Open Fire** Action as long as one of its weapons is a Pistol or Rifle, as shown in the **Type** column.

Sure enough, Eddie has a *Rifle*, so he's free to open fire! (We can also see that it has a Range of 18", but we'll worry more about that later.)

### Step One: Pick a Target

Get down low and take a look from Eddie's perspective – imagine you're looking through his eyes. Which Wolfpack models can he see?

You can pick a model to be your Target as long as Eddie can see any part of it, not counting its Base or any weapons it's

carrying. Go ahead and take your pick. To keep things running smoothly, don't choose Husker; we're saving him for the next step of the demo.

In the example shown here, Eddie can see Moon, Echo and Kiki, even though he can't see all of Moon or Echo. Any one of those three could be chosen as a Target.

Viggo, on the other hand, is hugging some cover. Eddie can see a corner of his Base, and the end of his Sledgehammer, but no part of his actual body – which means he can't be chosen as a Target.

WEAPON	TYPE	TEST	TRAITS
HANDMADE RIFLE	RIFLE (18")	4P	FAST



In the example shown here, Eddie can see Moon, Echo and Kiki, even though he can't see all of Moon or Echo. Any one of those three could be chosen as a Target.

Viggo, on the other hand, is hugging some cover. Eddie can see a corner of his Base, and the end of his Sledgehammer, but no part of his actual body – which means he can't be chosen as a Target.





### Step Two: Roll the Dice Pool

Now you've chosen your Target, it's time to see how effective Eddie's shooting is, by making an **Attack Test**.

Whenever you make an **Attack Test** for a model, you gather a handful of dice (called a Dice Pool), roll them, and compare the result to one of the model's **S.P.E.C.I.A.L.** Statistics, as shown on its Roster Entry. Each die that scores equal to or less than the relevant statistic is a Hit. The more **Hits** you get, the better the outcome!

**TIP: DICE FLAVORS**

*Fallout: Factions* uses two types of dice – **standard dice** and **Luck Dice**. Both types are regular ten-sided dice (sometimes called D10s), and are marked 1 to 0, but in different colors so that you know which is which. Remember that the 0 on a D10 represents the 10!

**STANDARD DICE**      **LUCK DICE**

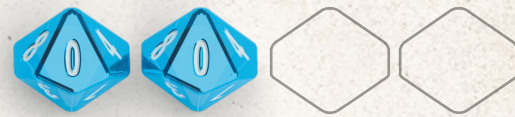
Let's take another look at Eddie's row on the Roster – and this time, we're looking at the **Test** column. This says "4P", which means that whenever we make an **Attack Test** for his *Handmade Rifle*, there will be four dice in the Dice Pool, and we'll compare the scores to his **Perception (P)** rating.

Okay, it's time to gather the Pool. We know we're going to need four dice – think of this as four slots we're going to fill with a mixture of **standard dice** and **Luck Dice**.



Look up Eddie's **Luck (L)** rating on the Crew Roster. As you can see, it's 2, which is pretty standard for most models in a crew. This means the roll will use two **Luck Dice**. Let's add those to our slots.

NAME (CLASS)	S	P	E	C	I	A	L	♥
<b>EDDIE</b> <i>(SCAVVER)</i>	3	4	4	4	5	3	3	1





Then, we fill up the rest of the slots with **standard dice**. In this case, this brings our total number of dice to four.



Finally, when you make an Attack Roll, you may be able to add some **Bonus Dice**. These are additional **standard dice** that are added beyond the standard size of the **Dice Pool**.

If the Target you chose is **Wide Open** – that is, Eddie can see every part of the model, not counting its Base or any weapons it's carrying – add a single **Bonus Die**. If not, your Pool stays at two **Luck Dice** and two **standard dice**.



Okay, here we go. Pick up all of the dice in the Pool, and roll them!

### Step Three: Count your Hits

Because the **Test Statistic** was 4P, we're going to compare the dice to Eddie's **Perception (P)**. (If it was 4A, we'd be comparing it to his **Agility**.) Looking at his entry on the Roster, we can see that he has a Perception of 4.

Go through the dice you rolled, one by one. Each die that scored higher than 4 (so a 5, 6, 7, 8, 9, or 10) is a **Dud**. Remove it from the Pool. Each die that's left is a **Hit**.

As an example, the image to the right shows how the roll could go.



The **Luck Dice** scored 4 (a **Hit**) and 7 (a **Dud**), and the **standard dice** scored 1 (a **Hit**) and 10 (a **Dud**). Both **Duds** are removed, leaving 2 **Hits**.

Now, let's see why **Luck** is so important!

For each **Luck Die** that scored a Hit, take another **standard die** and roll it. Set any **Duds** aside, and add any **Hits** to the Pool.

The image to the right continues the example from above, with the **Duds** removed.



One Luck Die scored a Hit, so the player rolls one more standard die. It scores a 2, so they add it to the Pool, for a total of 3 **Hits**.

### Step Four: Resolve Outcome

Now it's time to look at the Target model's row on the Wolfpack Roster. Specifically, you want to look at their **Endurance (E)**. This shows how many **Hits** it takes to deal them an **Injury**.

So, with that in mind, let's resolve this Action, depending on how many **Hits** you rolled. Read down this list, and resolve whichever one applies:

- ★ If you scored no **Hits**, Eddie fudged his shot. Maybe the sun got in his eyes, maybe his Target ducked into cover at the last second, or maybe he's just having a bad day.
- ★ If you scored at least as many **Hits** as the Target model's **Endurance**, they suffer an **Injury**, and they're **Incapacitated**. Pick the Target model up and remove it from the board – it will play no further part in this battle. (If you'd been shooting at Husker, there would have been another step, but we'll worry about that later.)
- ★ If you scored fewer **Hits** than the Target model's **Endurance**, they take one **Harm** instead. To show this, take a 1 **Harm Token** (shown to the right) and place it next to the model's Base. This will add a **Bonus Die** to any subsequent attacks that target this model.



Whatever the outcome of the attack was, this Action is now over. Flip Eddie's **Weary Token** to its **Exhausted** side, showing that he can't make any more Actions this Round.

As Eddie's all done, your Turn is over. It's time for the Wolfpack to retaliate





## TURN TWO: HUSKER (THE WOLFPACK)

Again, the Wolfpack player would normally have free choice of their Active Model for the Turn. For the purposes of the demo, let's choose Husker.

### ACTION 1: GET MOVING

We're going to make another **Get Moving** Action with Husker, just like the one that the Diamondbacks player made with Eddie. You'll follow all of the same rules as before, with the two additions below. Don't forget to give him a **Weary** Token when the Action is over.

#### Movement Orders

When a model makes a **Get Moving** Action, you can give **Movement Orders** to your other models that are nearby. They can't have an **Exhausted** Token, and they need to be within the Active Model's **Control Area**.

To measure Husker's **Control Area**, look up his **Charisma (C)** on your Roster. You'll see that it's 6, meaning you can give **Movement Orders** to any of your other models that are within 6" of him before he moves. (As before, measure the distance between the models' Bases, to and from the closest points.)

NAME (CLASS)	S	P	E	C	I	A	L	♥
HUSKER (ALPHA)	5	5	5	6	6	5	3	3

Each model that receives **Movement Orders** can move up to 8", as though they were making a **Get Moving** Action of their own. Then, each one takes Fatigue, so mark each one with a **Weary** Token.

#### Engagement

Husker is pretty scary in a fight! If possible, use this Action to get him **Engaged** with one of the Diamondbacks' models. A model is **Engaged** with another model when the edges of their Bases are touching. (Remember, this is the only time you can move a model within 1" of an Enemy.)

A model that's **Engaged** can't make **Open Fire** Actions, so this is a great way to tie up some of the Diamondbacks who are carrying Ranged weapons. Also, it's good to Engage an Enemy with more than one model at a time, as you'll see in the next Action.

Go ahead and move Husker, and maybe a few of his cronies.



**TIP: ALL IN GOOD TIME**

The Movement Orders rule basically lets you make multiple **Get Moving** Actions at once, meaning you can keep your models grouped together as they move around the Battlefield. This can help you get the jump on your opponent, but remember that each model can only make a maximum of two Actions per Round. If you use them all too soon, you won't have anything left to react to your opponent!

### ACTION 2: OPEN FIRE OR BRAWL

If Husker ends the Action Engaged with an Operator, you can make a **Brawl Action** with his *Baseball Bat*; otherwise, he can **Open Fire** with his *Handmade Rifle*, as long as he can see a Target. If neither of these are possible, you can end the Turn and come back to him later for another Action.

WEAPON	TYPE	TEST	TRAITS
HANDMADE RIFLE	RIFLE (18")	4P	FAST
BASEBALL BAT	MELEE	3S	WIND UP

If you make an **Open Fire** Action, follow the steps from Eddie's turn. Husker has a higher Luck value, so you'll roll three Luck Dice and one standard die (or two, if the Target is Wide Open). Also, his Perception is 5, not 4, so only dice that score a 6 or higher will be removed as Duds.

If you make a **Brawl** Action, follow these steps instead:

#### Step One: Pick a Target

Just like an **Open Fire** Action, a **Brawl** Action needs a Target model. In this case, it has to be an Enemy model that's **Engaged** with Husker, so this will really limit your choices.

#### Step Two: Roll the Dice Pool

Once again, it's time for an **Attack Test**.

Looking at the **Test** column on the Wolfpack Roster, we can see that Husker's *Baseball Bat* has "3S", so the **Dice Pool** is made up of three dice – all of them **Luck Dice**, as Husker has a **Luck (L)** of 3. Any dice that score higher than Husker's **Strength (S)** are **Duds**.



Don't roll yet, though. First, a couple of **Bonus Dice** are going to extend the Pool.



When a model makes a Brawl Action in the same Turn that they moved into Engagement, they get a Bonus Dice to represent the momentum of their charge. Also, if you look at the **Traits** column on the Roster, you'll see that a *Baseball Bat* has *Wind Up*. This is a special rule that means Husker gets two **Bonus Dice** instead of one when he moves into a fight. So go ahead and add two **standard dice** to the roll.



If you moved any of your other models into **Engagement** with Husker's Target, each one also adds another **Bonus Die**. Melee fights can be brutal!

Now that you've gathered your Pool, go ahead and roll it.

### Step Three: Count your Hits

This step, and the next one, work exactly the same as they did on Eddie's **Open Fire** Action. Let's recap quickly:

Because the **Test** Statistic was 3S, we're going to compare the dice to Husker's **Strength (S)**. His Roster Entry shows that this is 5, so any die that scored a 6, 7, 8, 9, or 10 is a **Dud**.

Remove any **Duds**, then roll an additional **standard die** for each **Luck Die** that scored a **Hit**.

Total the Hits you scored, and move on to the next step.



### TIP: WEAPON TRAITS

Many weapons have Traits listed on their Profile, which give them special rules that alter the way they function in play – we've already seen what *Wind Up* does.

The *Aim (+3)* Trait, as seen on Tina's Roster Entry, means that she can take **Fatigue** when she makes an **Open Fire** Action to add 3 Bonus Dice to the attack roll, representing a carefully-placed shot.

In the full rules, weapons also have Critical Effects – powerful abilities that can be triggered with a lucky dice roll. We're going to ignore these for the purposes of this demo, so you've got something to look forward to...!



### Step Four: Resolve Outcome

Again, this works just as it did for the **Open Fire** Action:

- ★ If you scored no **Hits**, Husker missed, and there's no effect.
- ★ If you scored at least as many **Hits** as the Target model's **Endurance**, they suffer an **Injury**. If the Target was anyone other than Lucky Joe, this means they're **Incapacitated** and removed from play, as before. If Joe suffered an Injury, check out the special note below.
- ★ If you scored fewer Hits than the Target model's Endurance, they take one Harm.

Whether you Brawled or Opened Fire, Husker's Action is now over – flip his **Weary** Token to its **Exhausted** side. This ends your Turn. Back to the Diamondbacks!

### Multiple Injuries

Most models on the board have one **Health**, as shown by the **Health** column on the Roster sheet. However, Lucky Joe and Husker have three each.



Whenever a model suffers an **Injury**, check one of the **Injury Boxes** at the start of their Roster row. When their last box is checked, they're **Incapacitated** and removed from play. If a model only has one box, they'll be **Incapacitated** after the first **Injury** they suffer.

So, if Husker managed to Injure Lucky Joe with his Action, Joe will now be down to two Health remaining. Two more Hits like that, and he's out!

♥	NAME (CLASS)
✓	LUCKY JOE

## TURN THREE ONWARDS

You can now play out the rest of the Round however you wish, using what you've learned! The Diamondbacks player starts their Turn by choosing their Active Model, and making Actions with it. Remember that an Exhausted model can't make any more Actions, so if Eddie took two Actions last Turn, he can't be the Active Model. However, if Eddie only took one Action, and he's marked as Weary, you can choose him.

Here are a few additional rules that you'll need to know:

### ACTION LIMITS

A model can't make the same Action more than once per Turn. However, there's nothing stopping it making the same Action twice in a Round – so if Slick Rick is chosen as the Active Model and makes an Open Fire Action, ending the Turn Weary, the Diamondbacks player could choose him as the Active Model in a later Turn and make another Open Fire Action.

If a weapon has the Fast Trait, a model can make two Open Fire or Brawl Actions with it in the same Turn.



## HURRYING

During a **Get Moving** Action, any model you move (the Active Model, or a model with **Movement Orders**) can **Hurry**. This gives them an additional **Fatigue**, but lets them move up to 12" rather than up to 8".

## BACKING OFF

A model cannot make a **Get Moving** Action if it is **Engaged**. Instead, it can make a **Back Off** Action. This lets it move up to 2". It cannot end the move within 1" of an **Enemy** model.

## WEAPON RANGES

When choosing a **Target** for an **Open Fire** Action, it is important to note the **Range** of the weapon that the Active Model is using, which is listed after its **Type**.

If the **Target** is outside the weapon's **Range**, the attack is **Unlucky**. This means that you can't use any **Luck Dice** – only standard dice. This also applies if the **Target** is **Engaged**.

If a weapon has the **CQB** (*Close Quarters Battle*) Trait, a **Target** cannot be chosen if it is outside the weapon's **Range**.

## MAKESHIFT WEAPONS

If a model without a **Melee** weapon makes a **Brawl** Action, they can use a **Makeshift Weapon**. This is a **Melee** weapon with a **Test** value of 2S, and no **Traits**.

## SUPPORTING FIRE

When one of your models makes an **Open Fire** Action, other models in your crew can provide **Supporting Fire** as long as they meet these criteria:

- ★ They must be within the Active Model's **Control Area**.
- ★ They must be able to see the **Target**.
- ★ The **Target** must be within the **Range** of a **Pistol** or **Rifle** they are carrying.
- ★ They cannot be **Exhausted**.

Each model that provides **Supporting Fire** adds one **Bonus Die** to the **Attack Test**, but takes **Fatigue** at the end of the **Action**.

## STORM (+2)

**Moon** in the **Wolfpack** carries a **Sawn-off Shotgun**, which has the **Storm (+2)** Trait. This means that if the **Target** is within half the **Shotgun's Range** (i.e. within 4"), the **Attack Test** gains 2 **Bonus Dice**.

## ADDITIONAL HARM

The amount of **Harm** a model has is tracked by flipping and/or switching out the **Harm Tokens** next to its **Base**. A model cannot have more than 3 **Harm**. If a model would take a fourth point of **Harm**, it is **Injured** instead (or **Incapacitated**, if it only has a **Health** value of 1).



## PATCHING UP

A model that isn't **Engaged** can make a **Patch Up** Action. This reduces the model's **Harm** by up to 2.

# ★ ENDING ★ A ROUND

The **Round** continues, going back and forth between the crews, until one player decides that they don't want to take their **Turn** – either because all of their models are **Exhausted**, or because they don't have anything else they wish to do.

At this point, the player declares that they will **Pass**, and takes the **Initiative Token**. This means that they'll take the first **Turn** in the next **Round** – this can be a very good reason to **Pass** before your opponent does!

Then, the other player takes as many **Turns** as they wish, one after the other, until they've done all they want to (or all their models are **Exhausted**). When they're finished, the **Round** comes to an end. Remove all **Fatigue Tokens** from models (but leave any **Harm Tokens** in place). Remember to total up each crew's points, as explained in *The Aim Of The Game* on page 06. Then, the second **Round** begins!

Once the third **Round** is over, the game comes to an end, and a winner is decided. You've finished your first game of **Fallout: Factions**! Now you can move on to the full rules, and start telling your crew's story!



# ★ SUMMARIES ★

## ROUNDS

Each Round consists of a series of **Turns**, alternating back and forth between the crews. The crew with the Initiative Token takes the first Turn in the Round, then their opponent, and so on.

At any point, a player can decide to **Pass** instead of taking their Turn. They might have run out of things to do, or it may suit their strategy to pass early. Once a player has Passed, they will not take any more Turns in the Round; instead, the other crew takes any number of remaining Turns, one after the other, and then the Round ends.

At the start of each game, a number of **Round Tracker Tokens** are placed next to the Battlefield. At the end of each Round, the lowest-numbered Token is flipped face-down. If there are no face-up Tokens left, the game ends and a winner is determined.

### Taking a Turn

During a crew's Turn, it is referred to as the **Active crew**, and its player as the **Active player**.

At the start of the Turn, the Active player picks one of their models that is not **Exhausted**. This is referred to as the **Active model** until the end of the Turn.

The Active player makes one or more **Actions** with the Active model, as described below. Once they do not wish to make any more Actions, the Turn ends, and the other crew takes their's. This continues until the Round ends.

## TRAITS

### Aim (+X)

When making an Attack Action with this Weapon, a model can take Fatigue to add X Bonus Dice to the Attack Test.

### Close Quarters Battle (CQB)

This weapon cannot be used if the Target is outside its Effective Range.

### Fast

A model with this weapon can make up to two Open Fire or Brawl Actions within a Turn, as long as both Actions use this weapon.

### Storm (+X)

When making an Attack Action with this Weapon, add X Bonus Dice if the Target is within half of the weapon's Effective Range. (For example, if the weapon has the Rifle (10") Type, the Attack will gain X Bonus Dice if the target is within 5".)

### Wind Up

When making an Attack Action with this weapon, add two Bonus Dice instead of one if the Active model moved into Engagement with the Target this turn.

## ACTIONS

UNENGAGED MODELS	Get Moving	The model moves, and can give other models around it orders to do the same.
	Open Fire	The model targets a visible Enemy with a Ranged Attack.
	Patch Up	The model takes a moment to recuperate.
ENGAGED MODELS	Back Off	The model disengages from the Enemy.
	Brawl	The model targets an Engaged Enemy with a Melee Attack.

### ACTION: GET MOVING (UNENGAGED MODELS)

The Active player moves the Active model up to 8".

### ACTION: OPEN FIRE (UNENGAGED MODELS)

The Active player chooses a Pistol, Rifle, Heavy or Grenade weapon that the Active model is carrying, then follows these steps to make a Ranged Attack.

- ★ Add one Bonus Die for each model that is giving Supporting Fire.
- ★ Add one Bonus Die for each Harm the Target has.
- ★ Add one Bonus Die if the Target is Wide Open.

### ACTION: PATCH UP (UNENGAGED MODELS)

The Active model recovers up to 2 Harm.

### ACTION: BACK OFF (ENGAGED MODELS)

The Active player moves the Active model up to 2". It cannot end this move cannot end this move within an enemy model's Proximity.

### ACTION: BRAWL (ENGAGED MODELS)

The Active player chooses a Melee weapon that the Active model carries (or declares that it will use a Makeshift Weapon as described below), then follows these steps to make a Melee Attack:

- ★ Add one Bonus Die if the Active model moved into Engagement with the Target this Turn.
- ★ Add one Bonus Die for each Harm the Target has.
- ★ Add one Bonus Die for each other Friendly model that is Engaged with the Target and is not Engaged with any other Enemy models.



# THE WOLFPACK

♥	NAME (CLASS)	S	P	E	C	I	A	L	♥	WEAPON	TYPE	TEST	TRAITS
☐	<b>HUSKER</b>	5	5	5	6	6	5	3	3	HANDMADE RIFLE	RIFLE (18")	4P	FAST
	(ALPHA)									BASEBALL BAT	MELEE	3S	WIND UP
☐	<b>MOON</b>	4	4	4	3	4	4	2	1	SAWN-OFF SHOTGUN	RIFLE (18")	4P	CQB, STORM (2)
	(SCAVVER)												
☐	<b>KIKI</b>	4	3	4	4	3	5	2	1	10MM PISTOL	PISTOL (10")	4A	CQB,
	(PSYCHO)									BASEBALL BAT	MELEE	3S	WIND UP
☐	<b>VIGGO</b>	4	3	4	4	3	5	2	1	SLEDGEHAMMER	MELEE	4S	WIND UP
	(PSYCHO)												
☐	<b>ECHO</b>	3	3	3	4	3	3	1	1	PIPE REVOLVER	PISTOL (12")	4A	AIM (+1), CQB
	(WASTER)												



**HUSKER**  
ALPHA

**MOON**  
SCAVVER

**KIKI**  
PSYCHO



**VIGGO**  
PSYCHO

**ECHO**  
WASTER



# JOE & THE DIAMONDBACKS

♥	NAME (CLASS)	S	P	E	C	I	A	L	♥	WEAPON	TYPE	TEST	TRAITS
☐	<b>LUCKY JOE</b>	5	6	5	5	6	5	3	3	<b>PLASMA PISTOL</b>	<b>PISTOL (12")</b>	<b>4A</b>	<b>CQB, FAST</b>
	<b>(BOSS)</b>									<b>SHISHKEBAB</b>	<b>MELEE</b>	<b>4S</b>	
☐	<b>EDDIE</b>	3	4	4	4	5	3	2	1	<b>HANDMADE RIFLE</b>	<b>RIFLE (18")</b>	<b>4P</b>	<b>FAST</b>
	<b>(SCAVVER)</b>												
☐	<b>TINA</b>	3	4	4	4	5	3	2	1	<b>MARKSMAN'S HANDMADE RIFLE</b>	<b>RIFLE (30")</b>	<b>2P</b>	<b>AIM (+3)</b>
	<b>(SCAVVER)</b>												
☐	<b>BOBBY RAY</b>	4	4	4	3	4	4	2	1	<b>10MM PISTOL</b>	<b>PISTOL (10")</b>	<b>4A</b>	<b>CQB,</b>
	<b>(PSYCHO)</b>									<b>HAND WEAPON</b>	<b>MELEE</b>	<b>3S</b>	<b>FAST</b>
☐	<b>SLICK RICK</b>	3	3	3	4	3	3	1	1	<b>HANDMADE RIFLE</b>	<b>RIFLE (18")</b>	<b>4P</b>	<b>FAST</b>
	<b>(WASTER)</b>												



**LUCKY JOE**  
BOSS

**EDDIE**  
SCAVVER

**TINA**  
SCAVVER



**BOBBY RAY**  
PSYCHO

**SLICK RICK**  
WASTER





**Fallout**  
FACTIONS  
*Nuka-World*

