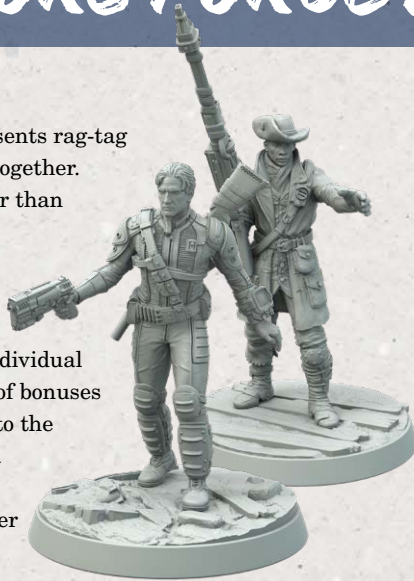


SURVIVORS FORCE LIST

The Survivors faction represents rag-tag groups of humans banding together. Individually they are weaker than many other denizens of the Wasteland, but they thrive as a group. Survivors also have a high number of named characters with individual special abilities. The layers of bonuses to your force and negatives to the enemy gives the Survivors a serious edge in combat, the whole becoming much greater than the sum of its parts.



CAIT	
May be...	Heroic
May carry...	Double-Barrel Shotgun and/or Pipe Rifle
	.44 Revolver, 10mm Pistol, Bolt-Action Pipe Pistol, and/or Pipe Pistol
	Baseball Bat, Machete, Nail Board, and/or Pipe Wrench
Does carry...	Psycho*

CODSWORTH / MR HANDY	
Does carry...	Mr Handy Flamer*, Mr Handy Buzzsaw*

ENSLAVED TECH	
May be...	Heroic
May carry...	Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Hunting Rifle, and/or Pipe Rifle
	.44 Revolver, 10mm Pistol, Bolt-Action Pipe Pistol, and/or Pipe Pistol
	Baseball Bat, Board, Lead Pipe, Machete, Nail Board, and/or Pipe Wrench
	Bottlecap Mine and/or Fragmentation Mine

DOG / DOGMEAT / DOGMEAT GUARD DOG / DOGMEAT SCOUT	
Always has...	Dog Bite*

EYEBOT	
Does carry...	Eyebot Laser*

MAMA MURPHY	
May be...	Heroic
May carry...	.44 Revolver, 10mm Pistol, Bolt-Action Pipe Pistol, and/or a Pipe Pistol
Does carry...	Jet*, Mentats*

MINUTEMAN	
May be...	Heroic
May carry...	Assault Rifle, Bolt-Action Pipe Rifle, Combat Shotgun, Combat Rifle, Double-Barrel Shotgun, Hunting Rifle, Laser Musket, and/or Pipe Rifle
	.44 Revolver, 10mm Pistol, Bolt-Action Pipe Pistol, and/or a Pipe Pistol
	Baseball Bat, Board, Machete, Nail Board, and/or Pipe Wrench
	Baseball Grenades and/or Fragmentation Grenades
	Bottlecap Mine and/or Fragmentation Mine

NUKA COLA GIRL	
May be...	Heroic
May carry...	Thirst Zapper Cola
	Nuka-Cherry and/or Nuka-Cola

PIPER	
May be...	Heroic
May carry...	.44 Revolver, 10mm Pistol, Bolt-Action Pipe Pistol, and/or Pipe Pistol
	Baseball Bat, Board, Machete, Nail Board, and/or Pipe Wrench
	Baseball Grenades and/or Fragmentation Grenades

PRESTON GARVEY / RONNIE SHAW	
May be...	Heroic
Does carry...	Long Barrel Mod for Laser Musket* (Preston Garvey only)
May carry...	Assault Rifle, Bolt-Action Pipe Rifle, Combat Shotgun, Combat Rifle, Double-Barrel Shotgun, Hunting Rifle, Laser Musket, and/or Pipe Rifle
	.44 Revolver, 10mm Pistol, Bolt-Action Pipe Pistol, and/or Pipe Pistol
	Baseball Bat, Board, Machete, Nail Board, and/or Pipe Wrench
	Baseball Grenades and/or Fragmentation Grenades

SCAVENGER	
May be...	Heroic
May carry...	Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Hunting Rifle, and/or Pipe Rifle
	.44 Revolver, 10mm Pistol, Bolt-Action Pipe Pistol, and/or Pipe Pistol
	Baseball Bat, Board, Machete, Nail Board, and/or Pipe Wrench
	Bottlecap Mine and/or Fragmentation Mine
	Baseball Grenades and/or Fragmentation Grenades

*Default item for this model – no additional cost



SETTLER

May be...	Heroic
May carry...	Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Hunting Rifle, and/or Pipe Rifle .44 Revolver, 10mm Pistol, Bolt-Action Pipe Pistol, and/or Pipe Pistol Baseball Bat, Board, Machete, Nail Board, and/or Pipe Wrench

SOLE SURVIVOR

May be...	Heroic
May wear...	Power Armor Frame, Raider Power Armor, T-60, T-51, T-45 or X-01 Power Armor
May carry...	Gatling Laser, Junk Jet, Minigun, and/or Missile Launcher Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Gauss Rifle, Hunting Rifle, Institute Laser Rifle, Laser Musket, Laser Rifle, Plasma Rifle Pipe Rifle, and/or Railway Rifle .44 Revolver, 10mm Pistol, Alien Blaster, Bolt-Action Pipe Pistol, Gamma Gun, Laser Pistol, and/or Pipe Pistol Baseball Bat, Baton, Board, Deathclaw Gauntlet, Huge Club, Lead Pipe, Machete, Nail Board, Pipe Wrench, Ripper, Sledgehammer, Stun Baton, Super Sledge, and/or Tire Iron Baseball Grenades, Fragmentation and/or Pulse Grenades Bottlecap Mine and/or Fragmentation Mine

SOLE SURVIVOR DAY ONE

May be...	Heroic
May wear...	Power Armor Frame
May carry...	Junk Jet Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Hunting Rifle, Laser Musket, and/or Pipe Rifle 44 Revolver, 10mm Pistol, Bolt-Action Pipe Pistol, Laser Pistol, and/or Pipe Pistol Baseball Bat, Board, Lead Pipe, Machete, Nail Board, Pipe Wrench, Ripper, Sledgehammer, and/or Tire Iron Baseball Grenades and/or Fragmentation Grenades Bottlecap Mine and/or Fragmentation Mine

SOLE SURVIVOR LONER

May be...	Heroic
Also has	Lone Wanderer Perk*
May wear...	Power Armor Frame, Raider Power Armor, T-60, T-51, T-45 or X-01 Power Armor
May carry...	Gatling Laser, Junk Jet, Minigun, and/or Missile Launcher Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Gauss Rifle, Hunting Rifle, Institute Laser Rifle, Laser Musket, Laser Rifle, Lead Pipe, Plasma Rifle, Pipe Rifle, and/or Railway Rifle .44 Revolver, 10mm Pistol, Alien Blaster, Gamma Gun, Laser Pistol, and/or Pipe Pistol Baseball Bat, Baton, Board, Deathclaw Gauntlet, Huge Club, Machete, Nail Board, Pipe Wrench, Ripper, Sledgehammer, Stun Baton, Super Sledge, and/or Tire Iron Baseball Grenades, Fragmentation and/or Pulse Grenades Bottlecap Mine and/or Fragmentation Mine

SOLE SURVIVOR TECH

May be...	Heroic
May wear...	Power Armor Frame, Raider Power Armor, T-60, T-51, T-45 or X-01 Power Armor
May carry...	Gatling Laser, Junk Jet, Minigun, and/or Missile Launcher Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Gauss Rifle, Hunting Rifle, Institute Laser Rifle, Laser Musket, Laser Rifle, Lead Pipe, Plasma Rifle, Pipe Rifle, and/or Railway Rifle .44 Revolver, 10mm Pistol, Alien Blaster, Gamma Gun, Laser Pistol, and/or Pipe Pistol Baseball Bat, Baton, Board, Deathclaw Gauntlet, Huge Club, Machete, Nail Board, Pipe Wrench, Ripper, Sledgehammer, Stun Baton, Super Sledge, and/or Tire Iron Baseball Grenades, Fragmentation and/or Pulse Grenades Bottlecap Mine and/or Fragmentation Mine

STURGES

May be...	Heroic
May carry...	Assault Rifle, Bolt-Action Pipe Rifle, Combat Rifle, Combat Shotgun, Double-Barrel Shotgun, Hunting Rifle, and/or Pipe Rifle Bolt-Action Pipe Pistol, Laser Pistol, .44 Revolver, 10mm Pistol, and/or a Pipe Pistol Board, Pipe Wrench, Baseball Bat, Machete, Nail Board, and/or Tire Iron Baseball Grenades, Fragmentation and/or Pulse Grenades

X6-88 COURSER

May be...	Heroic
May carry...	Missile Launcher Gauss Rifle, Institute Laser Rifle, and/or Plasma Rifle, Gamma Gun and/or Laser Pistol Stun Baton

*Default item for this model – no additional cost





NATE, DOGMEAT AND MR HANDY MAKE THEIR WAY THROUGH THE REMAINS OF SANCTUARY HILLS

MODEL COSTS	
Cait	95
Codsworth	120
Dog	90
Dogmeat	110
Dogmeat Guard Dog	95
Dogmeat Scout	100
Enslaved Tech	33
Eyebot	59
Mama Murphy	85
Minuteman	54
Mr Handy	100
Nuka Cola Girl	76
Piper	76
Preston Garvey	124
Ronnie Shaw	114
Scavenger	38
Settler	40
Sole Survivor	95
Sole Survivor Day One	70
Sole Survivor Loner	140
Sole Survivor Tech	85
Sturges	100
X6-88 Courier	188

WEAPON COSTS	
Gatling Laser	30
Junk Jet	14
Minigun	30
Missile Launcher	35
Assault Rifle	8
Bolt-Action Pipe Rifle	10
Combat Rifle	14
Combat Shotgun	10
Double-Barrel Shotgun	17
Gauss Rifle	47
Hunting Rifle	20
Institute Laser Rifle	12
Laser Musket	11
Laser Rifle	30
Pipe Rifle	11
Plasma Rifle	24
Railway Rifle	20
.44 Revolver	6
10mm Pistol	6
Alien Blaster	9
Bolt-Action Pipe Pistol	2
Gamma Gun	23
Laser Pistol	7
Pipe Pistol	3
Thirst Zapper Cola	4

WEAPON COSTS (CONTINUED)	
Baseball Bat	2
Baton	8
Board	9
Deathclaw Gauntlet	15
Huge Club	21
Lead Pipe	12
Machete	2
Nail Board	2
Pipe Wrench	7
Ripper	7
Sledgehammer	12
Stun Baton	30
Super Sledge	30
Tire Iron	12
Bottlecap Mine	20
Fragmentation Mine	10
Baseball Grenade	6
Fragmentation Grenade	7
Pulse Grenade	5



ARMOR COSTS	
Power Armor Frame	15
Raider Power Armor	33
T-45 Power Armor	36
T-51 Power Armor	54
T-60 Power Armor	72
X-01 Power Armor	85

CHEM COSTS	
Addictol	10
Berry Mentats	16
Buffout	20
Calmex	20
Day Tripper	11
Fury	20
Jet	20
Med-X	16
Mentats	13
Mysterious Serum	20
Orange Mentats	20
Overdrive	20
Psycho (Chem)	20
Radaway	20
Rad-X	13
Refreshing Beverage	52
Stimpack	38
X-Cell	24

OTHER COSTS	
Nuka-Cherry	26
Nuka-Cola	20

HEROIC AND LEADER COSTS	
Heroic	60
Berserker	13
Blitzer	20
Bodyguard	16
Brawler	10
Bruiser	26
Commander	36
Creature Contoller	7
Defender	39
Dweller	8
Fusilier	20
Grenadier	10
Hunter	10
Old Timer	11
Robot Contoller	7
Selfless	13
Stalker	12
Tech	13
Thief	7
Veteran	16
Warden	20
Wasteland Searcher	5
Wrestler	10

PERK COSTS	
Action Boy / Girl	10
Attack Dog	10
Basher	10
Big Leagues	16
Blitz	7
Bloody Mess	8
Chem Resistant	10
Chemist	10
Concentrated Fire	12
Demolition Expert	5
Ghoulish	10
Gunslinger	7
Hacker	7
Heavy Gunner	16
Huntsman	10
Lead Belly	7
Life Giver	7
Locksmith	7
Lone Wanderer	33
Medic	7
Moving Target	10
Mysterious Stranger	10
Mysterious Stranger II	13
Mysterious Stranger III	3
Nerd Rage	13
Ninja	10
Pack Leader	26
Pain Train	3
Rad Resistant	5
Refractor	7
Rifle Man	13
Sneak	13
Steady Aim	10
Toughness	7

Chems, Leader, and Mods cards

One model in your force must be selected as the Leader. This model may be given one Leader card. Add the Leader card caps cost to the Leader's caps cost.

Any model in your force may be given one or more Perks. Add the Perk card caps cost to the model's caps cost.

Any model in your force may be given one or more Chems. Add the Chem card caps cost to the model's caps cost.

