Fallout

WARHAMMER® 40,000

CAMPAIGN

MINIWARGAMING'S UNOFFICIAL WARHAMMER 40K NARRATIVE CAMPAIGN

CREATED BY MINIWARGAMER DAVE

WRITERS:

SEBASTIAN RAHMER, TERRY BOWMAN, MATTHEW BARTLEY, WILLIAM COULING,

DANIEL ROBINSON, JONATHAN SMITH A.K.A. MIKE ROSS, PAUL PRIVITERA

MATTHEW ANDRIACCIO, & SVEN SEDERQUIST

Fallout WARHAMMER 40,000

CAMPAIGN RULES

MiniWarGaming's Unofficial Warhammer 40k Fallout Narrative Campaign

These rules are in NO way endorsed by Games Workshop, and simply represent a fun way to play Warhammer 40k with your miniatures.

Created By

MiniWarGamer Dave

MWG Community Writers

Sebastian Rahmer, Terry Bowman, Matthew Bartley, William Couling, Daniel Robinson , Jonathan Smith a.k.a. Mike Ross, Paul Privitera, Matthew Andriaccio, & Sven Sederquist

Starting the campaign:

- Players choose names for their characters and write it on their Campaign Roster.
- Generate S.P.E.C.I.A.L. stats. Each player rolls 1+D3 subtracted from 7 for their hero's SPECIAL stats except for Luck and Wounds. Roll 3+D6 for Luck stat instead. Roll 1+D3 for wounds Stat.

40k characteristics to S.P.E.C.I.A.L. Conversion:

Strength S strength
Movement P perception
Wounds E endurance
Toughness C charisma
Ballistic Skill I intelligence
Weapon Skill A agility
Leadership L luck

Fallout WARHAMMER 40,000

CAMPAIGN RULES

Steps for Playing a Mission

- Read the Mission Narrative so the players know their surroundings and immediate objectives.
- Play through the mission adding any stratagem cards, weapons, or items they may come across to their inventory.
- After the mission is complete (win or lose), if they have been slain in battle, have players roll for their characters on the Character Death/Injury Chart and apply any effects immediately.

Campaign Rules:

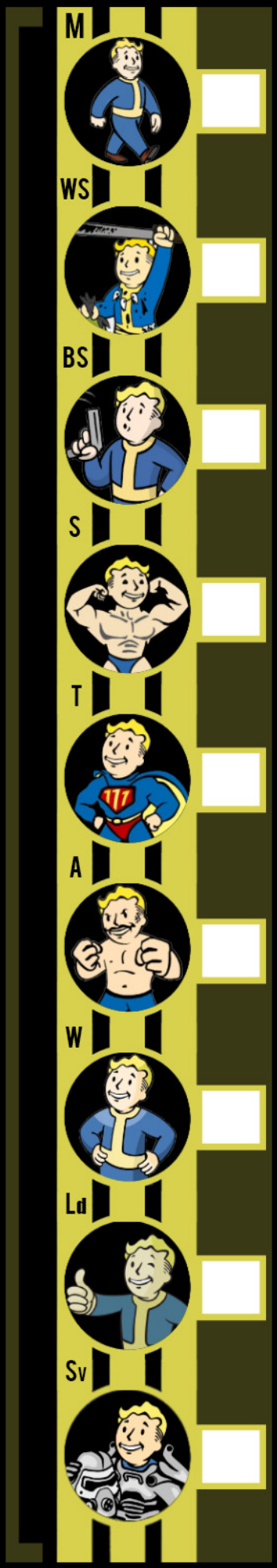
- Each player starts with 10 item slots in their inventory and cannot carry more than this at a given time. They can discard items in order to make room for new items they come across during missions but they'll forfeit the items discarded.
- If characters die after a mission by rolling a Death result on the injury chart, they may continue the campaign with a new character. All items and wargear will be lost with the fallen character.
- The players win the campaign by defeating the final boss at the end. Missions won throughout the campaign will give the players advantages for the final fight but will not guarantee them overall victory.

These rules are in NO way endorsed by Games Workshop, and simply represent a fun way to play Warhammer 40k with your miniatures.

Fallout Warhammer 40,000

CHARACTER
INJURY TABLE

2D6	RESULT
2	*Dead* - Your character is no longer living :(
3	*Critically Injured* - All your character's stats are halved rounding down for the next game.
4	*Mortally Wounded* - Permanent -1 Wound.
5	*Banged Up* - Your character's hands are banged up. Permanent -1 Weapon Skill.
6	*Deep Cut* - Permanent -1 Ballistic Skill.
7	*Crippled* - Permanent -1 Movement.
8	*Bad Luck* - Permanent -1 Leadership.
9	*Full Recovery* - Return to fight the next battle without a scratch.
10	*Tougher* - Temporarily Add +D3 Wounds to your character for the next mission.
11	*Wisdom* - Your character learned from their mistakes in battle. Permanently increase one of the following stats by 1 (Movement, Leadership).
12	*Epiphany* - Your character has learned an invaluable life lesson from this experience. Permanently increase one of the following stats by 1 (WS, BS, S, T, A, W).



Fallout WARHAMMER 40,000

CAMPAIGN ROSTER SHEET

CHARACTER NAME

STAT INV DATA MAP RADIO

AID MISC JUNK MODS AMMO

EXPERIENCE

LEVEL

TEMPORARY EFFECTS / NOTES

Fallout Warhammer 40,000

CHARACTER UPGRADE TABLE

Upgrades

Note: Models with Fly double Movement gains

2d6	Result
2	Choose result of 2d6, including choosing result of any randomization
3-4	Roll on any Upgrade Tree that applies
5	Roll on any General Upgrade Tree
6	+1 Mv, A, S, or T (randomize), if can't, then 7
7	+1 to any stat except Ld (randomize) – if can't, then 3
8	+1 W, BS, or WS (randomize), if can't, then 7
9	Roll on any General Upgrade Tree
10-11	Roll on any Upgrade Tree that applies
12	Choose result of 2d6, including choosing result of any randomization

Toughness Upgrades

D6	Upgrade
1	Cannot be Stunned
2	Feel No Pain (6+), or +1 to an existing FNP
3	At beginning of each friendly turn either regain 1 lost wound or remove 2 wound tokens
4	+1 T (this does not count towards normal maximum)
5	Tough
6	Choose any from this list

Shooting Upgrades

D6	Upgrade
1	Can Move and fire Heavy weapons with no penalty. Can Advance and fire Heavy weapons with a -1 hit roll.
2	Can target Characters even if they aren't the closest
3	Reroll failed wound rolls against Monsters and Vehicles
4	Ignore Cover
5	Can Overwatch at 5+ (or 4+ if Dark Angel)
6	Can shoot twice if doesn't move (including Pistols in close combat)

Close Combat Upgrades

D6	Upgrade
1	+D3 attacks when outnumbered
2	+1 A when charged
3	+1 A when charging
4	Ignores -1 to hit on heavy melee weapons
5	+1 S when charging
6	When charging causes a mortal wound on 4+ against one enemy unit within 1".

Speed Upgrades

D6	Upgrade
1	Can Fall Back and Shoot
2	Reroll Advance Roll
3	Can stand up from Knocked Down and still move (but not Advance)
4	+1 Advance and Charge
5	Can Advance and fire Assault weapons with no penalty
6	Reroll failed Charge rolls

These rules are in NO way endorsed by Games Workshop, and simply represent a fun way to play Warhammer 40k with your miniatures.

ITEMS

Fallout WARHAMMER 40,000

ITEM

BUFFOUT

+2 STR +2 Toughness +2 Movement for 1 turn.

1 ITEM SLOTS

ITEM

DADDYO

+2 WS+2 BS +2 Luck for 1 turn.

1 ITEM SLOTS

ITEM

Unfortunately no tiems were found.

- ----------

ITEM

JET

Double your movement for a turn.

1 ITEM SLOTS

ITEM

MED-X

Reduce DMG of next shooting or melee attack down to 1.

1 ITEM SLOTS

ITEM

MENTATS

Re-roll a single roll.

1 ITEM SLOTS

ITEM

MYSTERIOUS SERUM

Roll a D3 and consult the following results:

1 = STR

2 = Toughnes

3 = Wounds

Now Roll a D6 and add the result to the rolled characteristic for the rest of the mission.

1 ITEM SLOTS

ITEM

NUKACOLA

Heal D3 wounds.

1 ITEM SLOTS

ITEM

RADAWAY

Eliminate radiation rolls for the rest of the battle.

1 ITEM SLOTS

ITEM

STIMPACK

Heal D3 Wounds.

1 ITEM SLOTS

STRATAGEMS

Fallout

WARHAMMER 40,000

*Stratagems with a "-" for Command Points means your character now has that ability attached to them. So rather than spend command points on it they automatically get it. Treat these cards like upgrades.

STRATAGEM

ARMOURER

+1 Armour save.

1 COMMAND POINTS

STRATAGEM

AWARENESS

Get 2 turns in a row (use once per mission).

1 COMMAND POINTS

STRATAGEM

ARMOURER

+1 Weapon Skill.

1 COMMAND POINTS

STRATAGEM

COMMANDO

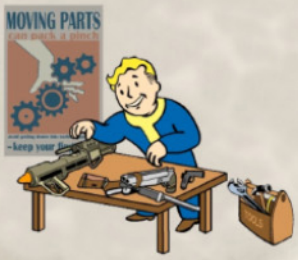
Rapid Fire weapons get +1 DMG.

1 COMMAND POINTS

STRATAGEM

GUN NUT

Switch and use different shooting weapons in the same turn.



- COMMAND POINTS

STRATAGEM

GUNSLINGER

Pistols get +1 damage.

1 COMMAND POINTS

STRATAGEM

HACKER

-1 rolls that require INT test.

- COMMAND POINTS

STRATAGEM

HEAVY GUNNER

Move and fire Heavy weapons without penalty to Ballistic Skill.

- COMMAND POINTS

STRATAGEM

INTIMIDATION

Enemy units must pass a LUCK test before making a succesful charge.

1 COMMAND POINTS

STRATAGEM

IRON FIST

+1 Damage to melee attacks for 1 round.

1 COMMAND POINTS

STRATAGEM

LEAD BELLY

Radiation poisoning only happens on a roll of 6+

- COMMAND POINTS

STRATAGEM

LIFE GIVER

Permanently +D3 Wounds to a Character (one time use).

2 COMMAND POINTS

STRATAGEMS

Fallout

WARHAMMER 40,000

*Stratagems with a "-" for Command Points means your character now has that ability attached to them. So rather than spend command points on it they automatically get it. Treat these cards like upgrades.

STRATAGEM

LOCKSMITH

Permanently +1 to lock picking rolls.

- COMMAND POINTS

STRATAGEM

MEDIC

Heal D3 wounds.

1 COMMAND POINTS

STRATAGEM

MYSTERIOUS STRANGER

A mysterious stranger appears and helps you make an attack in battle. Chose an enemy unit. That chosen unit suffers D3 Mortal wounds. (use once per mission)

1 COMMAND POINTS

STRATAGEM

NERD RAGE

When your character is reduced to 1 Wound, all DMG received from shooting and melee weapons is reduced to 1 for the remainder of the mission.

- COMMAND POINTS

STRATAGEM

PENETRATOR

Increase any shooting attack to -2.

1 COMMAND POINTS

STRATAGEM

PSYCHO

+D3 DMG to next melee attack.

1 COMMAND POINTS

STRATAGEM

RIFLEMAN

Permanently +D3 BS to a character (one time use).

2 COMMAND POINTS

STRATAGEM

SCRAPPER

When drawing for scrap, draw 2 Stratagem cards and choose one.

1 COMMAND POINTS

STRATAGEM

V.A.T.S.

Vault-Tech Assisted Targeting System
1 CP auto hits a target
(can be used multiple times in a battle)

1 COMMAND POINTS

STRATAGEM

STEALTH BOY

Cannot be targeted by shooting and or mele attacks for 2 turns.

2 COMMAND POINTS

STRATAGEM

STRONG BACK

can generate an additional +D3 command points per mission.

- COMMAND POINTS

STRATAGEM

TOUGHNESS

Permanently +D3 toughness to a character. (one time use).

2 COMMAND POINTS

Fallout Warhammer 40,000

TAKING DAMAGE & UPGRADING CHARACTERS

Taking Damage

When a Deathwatch model is reduced to 0 wounds (after any FNP rolls have been made) then roll on the following table (a natural roll of 1 is always treated as a 1, even with modifiers):

d6	Effect
1	Model shakes off the damage.
2-3	Minor Wounds. Add one Wound token to the model.
4-5	Stunned. Add two Wound tokens to the model.
6-7	Stunned and Knocked Down. Add three Wound tokens to the model.
8	Out of the fight. Lay face down. Cannot take any actions unless healed. Once healed model is Knocked Down. Add three wound tokens to the model.

Modifiers:
Per Wound token: +1
Model is Tough: -1

Stunned: -1 hit rolls until end of next turn
Knocked Down: Pinned, even if can't be (i.e. must use Movement phase to stand up, and can't take any actions while down)

If a model receives more wounds than just the one that brought it to 0 wounds, then roll a number of d6s equal to how many wounds it received and take the highest result.

Upgrading Squad Members

Experience Levels

Level	XP Required
1	0
2	10
3	25
4	45
5	70
6	100
7	135
8	175
9	220
10	270

Gaining Experience

Action	XP Gained
Unsaved Wound	1 XP
Heal Ally	1 XP per wound
Participate	2D6 XP

These rules are in NO way endorsed by Games Workshop, and simply represent a fun way to play Warhammer 40k with your miniatures.

WEAPONS

Fallout WARHAMMER 40,000

WEAPON

ASSAULT RIFLE

Range	S	AP	DMG	Type
24"	4	-	1	Rapid Fire 1

2 ITEM SLOTS

WEAPON

BOARD

Range	S	AP	DMG	Type
-	user	-	1	Melee

Abilities: Roll a die after each round of combat. On the roll of a 1 the board breaks and is no longer usable.

1 ITEM SLOTS

WEAPON

BROADSIDER

Range	S	AP	DMG	Type
48"	9	-3	D6	Heavy 1

Abilities: Units within 6" of a unit hit by this weapon suffers D6 Str 4 AP - hits.

4 ITEM SLOTS

WEAPON

CHINESE OFFICER'S SWORD

Range	S	AP	DMG	Type
-	user	- 3	2	Melee

2 ITEM SLOTS

WEAPON

CLASSIC 10MM

Range	S	AP	DMG	Type
12"	4	-	1	Pistol 1

1 ITEM SLOTS

WEAPON

COMBAT KNIFE

Range	S	AP	DMG	Type
-	user	-2	1	Melee

1 ITEM SLOTS

WEAPON

COMBAT SHOTGUN

Range	S	AP	DMG	Type
12"	3	-	1	Assault 2

Abilities: If the target is within half range, add 1 to this weapon's Streangth.

2 ITEM SLOTS

WEAPON

FAT MAN

Range	S	AP	DMG	Type
48"	10	-4	6	Heavy 1

4 ITEM SLOTS

WEAPON

FLAMER

Range	S	AP	DMG	Type
8"	4	-	1	Asault D6

2 ITEM SLOTS

WEAPON

FRAG GRENADE

Range	S	AP	DMG	Type
8"	4	-	1	Assault D6

Abilities: Roll a die when you go to use this item. On the roll of a 1 it's a dud and doesn't explode.

1 ITEM SLOTS

WEAPON

HUNTING RIFLE

Range	S	AP	DMG	Type
24"	3	-1	1	Assault 1

Abilities: Add +1 to Hit if the firer didn't move in the previous movement phase.

2 ITEM SLOTS

WEAPON

JUNK JET

Range	S	AP	DMG	Type
24"	4	-	D3	Rapid Fire 3

4 ITEM SLOTS