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Thankyou! Peter (Universal Head)

v3

Jun 2021

Game: **FALLOUT**
Publisher: **Fantasy Flight Games (2017)**

Page 1: **Rules summary front**
Page 1: **Rules summary back**
Page 2: **Player reference x2**
Page 2: ***Atomic Bonds* and *New California* expansions summary**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers





SETUP

Choose a **scenario sheet**. Separately shuffle the and **map tiles**, then construct the map according to the image on the back of the sheet, placing a random tile of the correct type in the corresponding places.

Create piles of **S.P.E.C.I.A.L.**, **caps**, **trait**, and **enemy tokens**. Turn facedown and randomize the **S.P.E.C.I.A.L.** tokens and each type of enemy token, and separate the enemy tokens into individual stacks by type.

Divide all the **encounter cards** with a star in the upper-left corner (instead of a number) into 2 different decks based on their card backs. Shuffle these and set them facedown.

Remove any cards from the **agenda deck** with a number in the bottom-left corner greater than the current number of players. Then, separately shuffle the **agenda**, **loot**, and **asset cards** and set them facedown. Place the **card library**, **perk cards**, **unique asset cards**, and **V.A.T.S.** dice within reach of all players.

Deal 4 **asset cards** faceup in a row near the map to form the **shop**.

Randomly choose a first player and move the agenda deck to their right side. Starting with that player and going clockwise, each player chooses a **survivor** and takes the corresponding **figure**, **character card**, and **S.P.E.C.I.A.L. token** marked with that character's silhouette. Place your figure in an unoccupied space on the *Crossroads Camp* map tile.

Each player takes a **player board** and places a green peg in the 0 hole, a red peg in the 16 hole, and a gray peg in the hole to the left of the XP track. Also place your starting **S.P.E.C.I.A.L.** token in its corresponding slot on the player board, then draw 1 additional **S.P.E.C.I.A.L.** token at random and place it in its slot. If you already have that one, randomly draw a different one instead.

Each player draws 1 **agenda card**, keeping it secret, and takes 3 **caps** from the supply.

Resolve any effects on the scenario sheet or other components that resolve at the start of the game. If any enemy tokens are displayed on the map, place 1 random enemy token of the corresponding type faceup in each of those spaces.

Place the and **power tokens** on the topmost space of the **power track** on the scenario sheet.

GAME ROUND

Take turns in clockwise order, starting with the first player. After all players have taken a turn, enemies on the map activate and attack, and then a new round begins with the first player taking another turn.

During your turn, you may perform up to 2 actions, and may perform the same action (except the encounter action) multiple times. You can skip one or both of the actions if desired.

EXPLORE ACTION

Perform an explore action when you are in a space that is adjacent to a facedown map tile to flip that tile faceup. Orient the tile with the arrow pointing in the same direction as the arrow on the starting tile.

For each **enemy icon** on the tile, draw a random enemy of the matching type and place it faceup in the space with the icon.

If there were any enemies on the tile when it was facedown, place those enemies in the spaces of your choice on the tile after it is flipped faceup.

MOVE ACTION

Take a move action to gain 2 **movement points** (MPs). Each point can be spent to move your figure into an adjacent space.

You can interrupt your move action to perform another action. If you perform 2 move actions, you can combine the MPs and spend them together.

Moving into a **difficult terrain** space (red border) requires an additional MP. The 2 MPs used to enter the space don't need to come from the same action.

If you move into an **irradiated terrain** space (green border) you suffer 1 rad.

QUEST ACTION

You cannot perform the quest action while in the same space as a faceup enemy.

Perform a quest action to attempt to complete a quest objective . You can attempt to complete a quest only if you meet the requirement after the .

Execute any listed instructions in the quest requirement. If you succeed, you complete the objective.

If a quest instructs you to place a quest marker, take a pair of matching quest marker tokens, place one on the map as indicated and the other on the quest card. When the card is trashed, discard both quest markers.

ENCOUNTER ACTION

You cannot perform the encounter action while in the same space as a faceup enemy.

Perform an encounter action when in a space marked with an encounter icon (, , or) to resolve an encounter card from the matching deck. You can perform this action at each encounter icon only once per turn.

The player to your right draws the encounter card and reads the intro and the bold text next to each numbered arrow. Then you choose one of the options and execute all the instructions after that option.

If an option involves a task, attempt to perform the task. Resolve the **succeed** result if you succeed at the task or kill the enemy, and the **fail** result if you do not.

Some options have **conditions** that must be met in order to choose that option.

If a bold text section starts with **FORCED**, and the following condition is met, instead of being allowed to choose an option you must resolve that section. You cannot choose to resolve that section if the condition is not met.

If an encounter is not trashed after being resolved, return it to the bottom of the corresponding deck.

When resolving an encounter at a location with a **level**, treat any instances of the encounter icon on the card as a number equal to the level of the card's encounter icon.

Encounters at vault spaces cannot be performed until the corresponding deck is added to the game.

FIGHT ACTION

When in a space with an **active** enemy, perform a fight action to fight that enemy.

If multiple enemies are in your space, choose one.

If your equipped weapon has the **ranked** , you can perform this action to fight an enemy in an adjacent space. If that enemy does not have the , you inflict 1 additional hit .

Resolve the following steps:

- Roll the 3 V.A.T.S. dice.**
 - Reroll dice:** For each **S.P.E.C.I.A.L.** token on your weapon that matches a token that you have, generate 1 reroll. You can then spend each reroll one at a time to reroll any number of the 3 V.A.T.S. dice.
 - Resolve enemy hits:** For each **hit** shown on the dice, suffer damage equal to the level of the enemy, first reducing the total number of by the **armor value** of all armor you have equipped.
 - Resolve survivor hits:** Spend dice results to inflict hits. For each die result on which there is one or more filled-in (green) area that matches a filled-in (green) area on the enemy, you inflict 1 .
- If you inflict a number of hits equaling or exceeding the enemy's level, the enemy is killed.
- Gain XP:** If you killed the enemy, gain XP equal to the enemy's level.

Regardless of whether you do or do not kill the enemy, the fight is over.

When instructed to *draw and fight* an enemy, draw an enemy of that type from the supply, fight it, and then discard the enemy token. If doing this as part of a quest or encounter, you succeed only if you kill the enemy.

Abilities with the *during a fight* timing can be used during any step of a fight. Abilities with the *before a fight* timing must be used before rolling V.A.T.S. dice.

Each **S.P.E.C.I.A.L.** token on your equipped weapon counts as tokens *used for the fight* for card abilities.

If cards give additional uses for rerolls, they must be used during the *Reroll Dice* step of a fight unless otherwise stated.

When an enemy is killed, discard its token. Then **draw a new token of the same type is from the supply** and place it facedown in the space with a matching enemy icon that is closest to the space from which the other enemy was discarded. If there are several matching spaces, the first player chooses which one.

If you are killed and the enemy isn't, the enemy remains active and in the space. Hits inflicted on an enemy do not carry over from fight to fight.

CAMP ACTION

You cannot perform the camp action while in the same space as a faceup enemy.

You may do all of the following in any order: recover 3 HP, unexhaust all of your exhausted cards, gain the *Well Rested* trait, and trade with any other survivors in your space or an adjacent space. All exhausted cards must be unexhausted.

To **trade**, exchange any number of items, companions, agendas, and caps. Both parties must agree to the trade. Promises may be traded, but they are not binding. Other game elements such as traits, **S.P.E.C.I.A.L.** tokens, perks, or the Ghoul's starting card cannot be traded. Agenda cards involved in a trade can be shown to the other survivor before a trade.

END OF THE ROUND

After all players have taken their turns, reveal the top card of the agenda deck, resolve the **enemy icons** shown along the bottom of the card, then discard it. Ignore all the text.

From left to right, for each enemy icon, move each enemy of that type 1 space toward the nearest survivor, ignoring terrain. They can move across facedown map tiles, treating them as a single space. If, before moving, that enemy is either in the same space as a survivor or adjacent to a survivor and has the , the enemy fights that survivor instead.

If there is a tie for the closest survivor, the enemy moves toward or attacks the survivor with the lowest HP. On a further tie, choose the tied player that acts earlier in turn order.

After all active enemies of a type have activated, flip all inactive enemies of that type faceup.

Inactive enemies are facedown. You cannot look at, fight or use an ability to target an inactive enemy, and they do not stop you from performing actions in their space.

When an enemy fights a survivor, that survivor and the enemy resolve a fight as if that survivor had performed a fight action. If multiple enemies attack you, you choose the order in which the attacks resolve.

DRAWING THE LAST AGENDA CARD

When the last agenda card is drawn, shuffle the discards to create the new agenda deck and pass it to the player to the right of the first player. That player is now the **first player**. Whose turn it is and whose turn is next does not change.

Finally, **advance both faction tokens 1 space down the track on the scenario sheet**.

Play continues with the next player in turn order. The round will end, and the next agenda card will be drawn, before the new first player's next turn.

PERFORMING TESTS

To perform a test, roll the 3 V.A.T.S. dice and count the number of **hit** icons. If the number equals or exceeds the difficulty of the test, you succeed.

If you have any **S.P.E.C.I.A.L.** tokens that match those used by the test, you can reroll any number of dice before the final results of the test are resolved. You can perform 1 such reroll for each **S.P.E.C.I.A.L.** token that matches one used by the test.

ENEMY ABILITIES

Enemies may have fight ability icons on their token:



Aggressive: When this enemy moves into your space, or you move into its space, you immediately fight it (this fight is not an action). If there are multiple target options, the enemy attacks the survivor with the lowest HP. A survivor who moves into a space with multiple enemies may choose the order in which they fight them.

An enemy with this ability being placed or becoming active in the same space as a survivor does not cause a fight.



Armor: Requires 1 additional to kill.



Loot: When you kill this enemy, draw 1 loot card.



Radiation: When this enemy hits you for any amount of damage, suffer rads equal to the enemy's level.



Ranged: When this enemy activates, it can fight you from an adjacent space. If it does this and you do not have a weapon, add 1 to the result.



Retreat: If you fail to kill this enemy during a fight, the enemy becomes inactive and is flipped facedown.

HP AND RADS

When you suffer damage, move the red peg on your player board a number of holes *down* the track equal to the damage suffered.

When you suffer rads , move the green peg *up* the track a number of holes equal to the rads suffered.

If your HP is ever equal to or lower than your rads, your turn ends and you are **killed**. Place your figure in any space on the *Crossroads Camp* map tile, discard all cards in your inventory, keeping any equipped cards, and recover all HP (move the red peg back to the highest number). When you are killed, you do not recover rads.

After you recover your HP, if you are still killed because your rads are in the highest hole, you lose the game and are eliminated.

QUEST CARD RESULTS

Resolve quest effects left to right, as follows:

Add #: Retrieve the indicated card from the card library. Then, take a number of cards equal to the number of players from the top of the deck matching the retrieved card's back. Shuffle all the cards together and place them on top of the matching deck.

Stage #: Search the card library for the indicated card and place it faceup in the play area with the other quests.

XP: Gain the indicated amount of XP.

Caps: Gain the indicated number of caps.

Become X: Take the trait token matching X.



or : Draw a card from the deck that has a matching back. If the icon is followed by a number, draw that number of cards.

Gain the X unique asset: Search through the unique asset deck for the card specified by X and take it. If that asset has already been taken, draw 1 unique asset at random.

Shop #: Buy or sell the indicated number of items from the shop.

★+ or ♥+: The faction corresponding to the icon shown gains an amount of power equal to the number of + symbols after the icon.

Trash: Return the card to the box. If the quest is not trashed, it is left in the play area and can be completed again.

INVENTORY AND EQUIPMENT

When you acquire an item or companion, place it in your play area; it is now in your **inventory**.

You can have up to 3 assets in your inventory at the same time. If you would ever acquire more cards, you must choose and discard cards until you have only 3.

Additionally, you can have up to 3 cards **equipped** at a time: 1 **apparel** , 1 **weapon** , and 1 **companion** placed in the slots on your player board.

Equipped cards do not count toward your inventory and the text of unequipped items has no effect. You can change which cards you have equipped when you acquire a new card; at the start of your turn; or when you perform a camp action.

Some cards must be **exhausted** to use their abilities: turn the card 90° on its side. An exhausted card cannot be exhausted again. When instructed to unexhaust a card, turn it upright again. When a companion unexhausts, check the condition on the bottom of its card. If you do not meet this condition, it is discarded.

SHOP

When performing an encounter at a settlement, you may get the chance to sell items, buy items, or recruit companions from the shop.

Drawn 1 card from the top of the **asset deck** and add it to the shop. The encounter specifies the maximum number of items you can buy and sell. **Buy items** by spending the specified number of caps (you may need a specified token or trait). **Sell items** by discarding from your inventory to the appropriate discard pile and taking caps equal to 1 less than the item's cost.

When a card is added to the shop, place it on the left side of the row. When a card is discarded from the shop, remove the rightmost card. If the shop ever has more or fewer than 4 cards in it after an action, discard or draw asset cards to reset the shop track to 4 cards.

When the asset deck is empty, shuffle the discards to form a new deck.

XP, LEVELING, AND PERKS

Each time you kill an enemy, gain XP equal to that enemy's level. Other game effects that grant XP specify the amount gained.

The first time you earn an XP, place the grey XP peg in the hole beneath the farthest left S.P.E.C.I.A.L. token you have.

Each time you earn XP, you move your XP peg to the next S.P.E.C.I.A.L. token on your board. The number of times the peg moves is equal to the XP you have earned. If the XP peg moves beyond your last S.P.E.C.I.A.L. token, you **level up**. Place the XP peg back into the far-left hole and start the process over if you still have some remaining XP to gain.

When you level up, draw 2 random S.P.E.C.I.A.L. tokens and choose one to keep.

If you do not already have that token, add it to your board. If you already have that token, get a **perk** instead: return the token to the supply and search the perk deck for the perks that match that token, then choose 1 perk to keep.

If none match the chosen token, choose any perk showing a token that matches a token you have; if none still match, you do not gain a perk.

To use a perk card, discard it during your turn to gain the effect. You cannot discard it while you are still in the middle of performing an action, except for a move action.

TRAITS

When you have a **trait token**, you cannot also have the trait displayed on the opposite side.



Idolized/Vilified

Synth/Super Mutant

Well Rested/Addicted

When you gain a trait, take the corresponding token and place it in one of the slots in the upper-right corner of your board. If you already have that token turned to the other side, flip it: you lose the trait on the other side. **If the faceup side of a trait token shows a lock icon, you cannot flip it and do not gain the trait on the other side.**

If you are ever instructed to lose a trait, you must discard that token. You can lose a trait even if it has a lock icon.



When performing a test or fighting an enemy, **you can voluntarily lose the Well Rested trait to gain 1 reroll**, rerolling any number of the dice.

FACTIONS

The scenario sheet describes the 2 factions in the chosen scenario. **Faction tokens** on the map represent the enemy shown next to that faction on the scenario sheet.

When a faction's icon is shown on the bottom of the agenda card drawn for enemy activation, that faction's enemy tokens activate following the same rules as normal enemies. If one of these enemies ever become inactive, the faction token is discarded instead (and not replaced).

If an enemy on the scenario sheet shows an X or Y for a value, that value is determined by the position of that faction's power token. The values of X and Y are shown to the right of the power track.

Each faction's current **power** is shown by the position of its faction token on the track on the left side of the scenario sheet. This can be advanced by players completing quests and by the agenda deck being depleted. Its position affects the value of certain agenda cards and can affect how powerful the corresponding faction's enemy tokens are.

A faction's token can be advanced by the survivors completing specific quests. Any quests that show the ★ or ♥ icons in their results advance that faction's token down the power track a number of spaces equal to the + symbols shown after the icon. Additionally, **when the agenda deck is depleted, both factions advance 1 space down the track.**

If a faction's token ever reaches the final space of the track, that faction has gained enough power to take over the wasteland, and the game ends.

If that token advancing granted any survivors enough influence to win the game, they can declare victory and end the game first. If no survivor reached the required amount of influence, the faction that reached the end wins the game, and all survivors lose.

If the faction's token would advance beyond the final space, include the excess number of spaces it would advance when totaling the number of spaces by which that faction exceeds the other for the purpose of determining players' influence totals.

LOYALTY

At the start of your turn, you can reveal a ★ or ♥ agenda card from your hand and place it faceup in your play area to declare **loyalty** to that faction for as long as that card is faceup in your play area. **Declaring loyalty to a faction grants 3 effects:**

Enemies from that faction in your space do not prohibit you from performing any actions.

When enemies of that faction activate, they only move toward and fight survivors not loyal to their faction.

You cannot fight enemies of that faction.

You can have only 1 agenda card revealed in this way.

If you reveal a new agenda card for loyalty, return the previously revealed card to your hand. You may also pick up a revealed agenda card at the start of your turn to withdraw your loyalty.

INFLUENCE AND WINNING

You can have a maximum of 4 agenda cards in your hand; if you draw a fifth, choose one and shuffle it back into the agenda deck. Agenda cards grant you **influence** .

When you reach the required amount of influence to win the game, declare victory and reveal your agenda cards. That survivor wins the game.

The amount of influence needed to win the game depends on the number of players:

1 player:	11 influence
2 players:	10 influence
3 players:	9 influence
4 players:	8 influence

If multiple survivors reach the required amount of influence, they share victory. All survivors that reach that amount of influence share the victory, even if one has more influence.

SOLO PLAY

Follow all the standard rules with the following exceptions:

When a quest requires you to be in the same space as another survivor, you must be in a space instead. If it requires the other survivor to make a test, they are assumed to have a result of 3.

When resolving encounter cards, read only the text that would normally be read aloud, and then make your decision before reading the text for your chosen outcome.

When the agenda deck is depleted, advance only the power token for the faction that currently has less power. If the factions are tied for power, they both advance as normal.

Fallout

GAME ROUND

During your turn, you may perform up to 2 actions.

EXPLORE ACTION

Flip an adjacent facedown map tile faceup. Draw and place faceup enemies matching each **enemy icon**.

MOVE ACTION

Gain 2 MPs. Each point can be spent to move your figure into an adjacent space.

Moving into **difficult terrain** requires an additional MP. If you move into **irradiated terrain** you suffer 1 rad.




QUEST ACTION

You cannot perform the quest action while in the same space as a faceup enemy.

Perform a quest action to attempt to complete a quest objective. If you meet the requirement. If you succeed, you complete the objective.

ENCOUNTER ACTION

You cannot perform the encounter action while in the same space as a faceup enemy and can perform this action at each encounter icon only once per turn.




Perform an encounter action when in a space marked with an encounter icon (wasteland , settlement , or vaults ) to resolve an encounter card from the matching deck.

The player to your right draws the encounter card and reads the intro and the bold text next to each numbered arrow. Then you choose and execute one of the options.

When resolving an encounter at a location with a **level**, treat any instances of the encounter icon on the card as a number equal to the level of the card's encounter icon.




FIGHT ACTION


When in a space with an **active enemy**, perform a fight action to fight that enemy. If multiple enemies are in your space, choose one.

If your equipped weapon has the  icon, you can perform this action to fight an enemy in an adjacent space. If that enemy does not have the  icon, you inflict 1 additional .

1. **Roll the 3 V.A.T.S. dice.**

2. **Reroll dice:** For each S.P.E.C.I.A.L. token on your weapon that matches a token that you have, generate 1 reroll. You can then spend each reroll one at a time to reroll any number of the 3 V.A.T.S. dice.

3. **Resolve enemy hits:** For each  shown on the dice, suffer damage equal to the level of the enemy (reduce the total  by your equipped **armor** .

4. **Resolve survivor hits:** For each die result on which there is one or more green area that matches a green area on the enemy, inflict 1 . If you inflict hits equaling or exceeding the enemy's level, it is killed.
5. **Gain XP:** If you killed the enemy, gain XP equal to its level. Then **draw a new token of the same type from the supply** and place it facedown in the space with a matching enemy icon that is closest to the space from which the other enemy was discarded.


CAMP ACTION

You cannot perform the camp action while in the same space as a faceup enemy.

You may do all of the following in any order: recover 3 HP, unexhaust all of your exhausted cards, gain the *Well Rested* trait, and trade with any other survivors in your space or an adjacent space.

END OF THE ROUND

After all players have taken turns, reveal the top agenda card, resolve the **enemy icons** left to right, then discard it.

Move each enemy of that type 1 space toward the nearest survivor, ignoring terrain. If, before moving, that enemy is in the same space or adjacent to a survivor and has the  icon, the enemy fights that survivor instead.


After all active enemies of a type have activated, flip all inactive enemies of that type faceup.


DRAWING THE LAST AGENDA CARD

When the last agenda card is drawn, shuffle the discards into a new deck and pass it to the player to the right of the first player. That player is now the **first player**.


Finally, **advance both faction tokens 1 space down the track on the scenario sheet.**



PERFORMING TESTS


Roll the 3 V.A.T.S. dice. If the number of  equals or exceeds the difficulty of the test, you succeed. You can perform 1 reroll for each S.P.E.C.I.A.L. token that matches one used by the test.


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


ENEMY ABILITIES


 **Aggressive:** When this enemy moves into your space, or you move into its space, you immediately fight it (this fight is not an action).

 **Armor:** Requires 1 additional  to kill.

 **Loot:** When you kill this enemy, draw 1 loot card.

 **Radiation:** When this enemy hits you for any amount of damage, suffer rads equal to its level.

 **Ranged:** When this enemy activates, it can fight you from an adjacent space. If it does this and you do not have a  weapon, add 1  to the result.

 **Retreat:** If you fail to kill this enemy in a fight, the enemy becomes inactive and is flipped facedown.



Idolized/Vilified



Synth/Super Mutant



Well Rested/Addicted

Fallout

GAME ROUND

During your turn, you may perform up to 2 actions.

EXPLORE ACTION

Flip an adjacent facedown map tile faceup. Draw and place faceup enemies matching each **enemy icon**.

MOVE ACTION

Gain 2 MPs. Each point can be spent to move your figure into an adjacent space.

Moving into **difficult terrain** requires an additional MP. If you move into **irradiated terrain** you suffer 1 rad.




QUEST ACTION

You cannot perform the quest action while in the same space as a faceup enemy.

Perform a quest action to attempt to complete a quest objective. If you meet the requirement. If you succeed, you complete the objective.

ENCOUNTER ACTION

You cannot perform the encounter action while in the same space as a faceup enemy and can perform this action at each encounter icon only once per turn.




Perform an encounter action when in a space marked with an encounter icon (wasteland , settlement , or vaults ) to resolve an encounter card from the matching deck.

The player to your right draws the encounter card and reads the intro and the bold text next to each numbered arrow. Then you choose and execute one of the options.

When resolving an encounter at a location with a **level**, treat any instances of the encounter icon on the card as a number equal to the level of the card's encounter icon.




FIGHT ACTION


When in a space with an **active enemy**, perform a fight action to fight that enemy. If multiple enemies are in your space, choose one.

If your equipped weapon has the  icon, you can perform this action to fight an enemy in an adjacent space. If that enemy does not have the  icon, you inflict 1 additional .

1. **Roll the 3 V.A.T.S. dice.**

2. **Reroll dice:** For each S.P.E.C.I.A.L. token on your weapon that matches a token that you have, generate 1 reroll. You can then spend each reroll one at a time to reroll any number of the 3 V.A.T.S. dice.

3. **Resolve enemy hits:** For each  shown on the dice, suffer damage equal to the level of the enemy (reduce the total  by your equipped **armor** .

4. **Resolve survivor hits:** For each die result on which there is one or more green area that matches a green area on the enemy, inflict 1 . If you inflict hits equaling or exceeding the enemy's level, it is killed.
5. **Gain XP:** If you killed the enemy, gain XP equal to its level. Then **draw a new token of the same type from the supply** and place it facedown in the space with a matching enemy icon that is closest to the space from which the other enemy was discarded.


CAMP ACTION

You cannot perform the camp action while in the same space as a faceup enemy.

You may do all of the following in any order: recover 3 HP, unexhaust all of your exhausted cards, gain the *Well Rested* trait, and trade with any other survivors in your space or an adjacent space.

END OF THE ROUND

After all players have taken turns, reveal the top agenda card, resolve the **enemy icons** left to right, then discard it.

Move each enemy of that type 1 space toward the nearest survivor, ignoring terrain. If, before moving, that enemy is in the same space or adjacent to a survivor and has the  icon, the enemy fights that survivor instead.


After all active enemies of a type have activated, flip all inactive enemies of that type faceup.


DRAWING THE LAST AGENDA CARD

When the last agenda card is drawn, shuffle the discards into a new deck and pass it to the player to the right of the first player. That player is now the **first player**.


Finally, **advance both faction tokens 1 space down the track on the scenario sheet.**



PERFORMING TESTS


Roll the 3 V.A.T.S. dice. If the number of  equals or exceeds the difficulty of the test, you succeed. You can perform 1 reroll for each S.P.E.C.I.A.L. token that matches one used by the test.


 When performing a test or fighting an enemy, **you can voluntarily lose the *Well Rested* trait to gain 1 reroll**, rerolling any number of the dice.




ENEMY ABILITIES


 **Aggressive:** When this enemy moves into your space, or you move into its space, you immediately fight it (this fight is not an action).

 **Armor:** Requires 1 additional  to kill.

 **Loot:** When you kill this enemy, draw 1 loot card.

 **Radiation:** When this enemy hits you for any amount of damage, suffer rads equal to its level.

 **Ranged:** When this enemy activates, it can fight you from an adjacent space. If it does this and you do not have a  weapon, add 1  to the result.

 **Retreat:** If you fail to kill this enemy in a fight, the enemy becomes inactive and is flipped facedown.



Idolized/Vilified



Synth/Super Mutant



Well Rested/Addicted



ATOMIC BONDS EXPANSION

SETUP

After performing the base game's setup steps:

Choose loyal faction: Choose 1 of the factions on a scenario sheet to be the **loyal** faction. Replace that scenario sheet with the identically named scenario sheet from this expansion, loyal faction's side faceup.


Then place the new **double-sided power token** (non-loyal faction's power symbol faceup) on the topmost space of the power track. Power tokens from the base game are not used.

Create new decks: Shuffle the **modification**, **mutation**, **workshop upgrade**, and **goal** cards into separate decks and place them facedown.

Then, shuffle the **activation** deck and place it to the right side of the first player. The agenda deck from the base game is not used.

Reveal goal cards: Reveal 4 goal cards and place them faceup in the play area.

Place C.A.M.P. token: Place 1 C.A.M.P. token on the *Crossroads Camp* space of the starting map tile. Place all other C.A.M.P. tokens in a pile to the side of the play area.

Prepare mutations: Deal 1 mutation card facedown to each survivor, who places it in the  slot on the right side of their survivor board. A survivor's mutation remains facedown and they cannot look at it until it is revealed during the game.

PLAYING THE GAME

FACTIONS

Because the loyal faction is not represented on the power track, if a quest reward would advance that faction's power token, resolve the + effect for that faction on the scenario sheet instead.

The non-loyal faction on the scenario sheet is the **opposing** faction, and they advance on the power track when it is activated at the end of a round. If it reaches the final space, the game ends and the survivors lose.

ACTIVATION CARDS



Activation cards replace agenda cards and are used to activate enemies and the opposing faction.

At the end of the round, after all survivors have taken their turns, the first player reveals the top card of the activation deck and performs these steps:

1. Activate enemies

Each activation card indicates 2 of the 5 standard enemy types to activate, top to bottom, following the normal rules for activation.

2. Activate opposing faction

Some activation cards include  or  icons. After activating enemies, if the card has a faction icon that matches the loyal faction, the survivors ignore that icon.

If the card has a faction icon that matches the opposing faction, the survivors activate that faction's enemies and advance the opposing faction's power token by 1 space.

Additionally, the survivors check to see how many enemies of the opposing faction are already on the map and resolve the **Activation** effect on the scenario sheet that matches that number.

3. Choose first player

The first player can choose to remain first player or choose another survivor; if a new first player is chosen, that player places the activation deck and its discard pile to the right of their play area.

ENDING THE GAME


The survivors either win together by completing the **Victory** conditions presented on the scenario sheet, or they lose together when the opposing faction's power token reaches the last space on the power track.

Each scenario's victory condition requires the survivors to complete **goals**. Survivors can complete a goal immediately when the condition specified on the goal card is satisfied. When a goal is completed, flip that goal facedown.


If there are 2 identical goals, the condition on each of them must be completed independently. If a goal is completed and the number of required goals has already been reached, retreat the opposing faction's power token by 2 spaces.

ADDITIONAL RULES

ASSISTING

A survivor can assist during a fight if they are either in the same space as the survivor who is fighting or if they have a ranged  weapon and are in a space adjacent to the survivor who is fighting.

To assist, a survivor rolls the green **assist die**. Any hits on the assist die are combined with the hits from the other V.A.T.S. dice results. The assisting survivor can use traits and abilities (such as their equipped weapon) to reroll the assist die and affect the fight in other ways as if they were fighting.

If an enemy is killed while a survivor is being assisted, the assisting survivor gains 1 XP. However the assisting survivor suffers an amount of damage equal to the enemy's level for each  icon showing on the assist die. Only 1 survivor can assist per fight.

C.A.M.P. TOKENS

If the survivors gain a C.A.M.P. token, they take one from the supply and place it near their scenario sheet.

When a survivor performs a **camp** action, if they are in a named space, they can take a C.A.M.P. token they have gained that is not already on the map and place it in their space. That space is now available as a fast-travel destination.

FAST TRAVEL ACTION

During a survivor's turn, as long as there are no faceup enemies in their space or an adjacent space, a survivor can perform a **fast-travel action** as one of their 2 actions.

To do so, a survivor places their figure on any space that contains a C.A.M.P. token.

KILLED

If a survivor is killed, advance the opposing faction's power track by 1 space.

MODIFICATIONS

Modifications provide enhanced capability to weapons and apparel.

When a survivor is shopping, they can use one or more of their shop actions to draw an equal number of cards from the modification deck. Then, they can take 1 card of their choice from among those they drew, discarding the remaining cards.

When a survivor acquires a modification, they can attach it to one of their assets that has a matching icon.

Each asset can have 1 modification attached to it.


A survivor can replace an existing modification with a new one, but they must discard the modification that is being replaced—they cannot move it to a different asset. If an asset is discarded, the modification attached to it is also discarded.

Modifications attached to assets in a survivor's inventory do not count against their inventory limit.

MUTATIONS

Mutations provide survivors with both positive and negative abilities after they have reached 5 rads. If a survivor's green peg reaches the fifth hole on their survivor board track, they immediately activate their mutation by flipping it faceup and reading it aloud. The abilities on their mutation are in effect for the duration of the game, even if that survivor recovers rads so that they are below 5.

WORKSHOP UPGRADES

Quests may reward survivors with **workshop upgrades**, represented by the  icon (formerly the agenda icon). If a survivor gains one, they draw a workshop upgrade card from the workshop upgrade deck and follow its instructions.

After a survivor resolves a workshop upgrade card, they place it near the scenario sheet. Some effects may reference the number of workshop upgrades the survivors have gained.



NEW CALIFORNIA EXPANSION

SETUP

Expand any scenario by adding the new asset, loot, unique asset, and perk cards into their respective decks, and the faction, enemy, and quest marker tokens with those from the base game.


The 5 new survivors can be used in any scenario. When playing as *Mister Handy*, take both of his character cards.

The encounter and quest cards can also be combined with their base-game counterparts, but you may wish to keep the new cards separate to make it easier to find specific cards while playing the new scenarios.


The 12 new map tiles are used with the base game tiles to create the maps for the 2 new scenarios and for the 4 expanded scenarios. When playing the non-expanded scenarios from the base game, do not use any of the map tiles from the expansion.

ADDITIONAL RULES

CARDS

If a game effect references a card number preceded by a  icon, this means that there are multiple unique copies of that card and that you should use only one of them.

TESTS

If you are instructed to perform a test with no specific difficulty number, you want to get as many  results as possible. You will be instructed how to resolve the test based on the number of hits rolled.

GROUP XP

When any player gains a **Group XP** reward, each survivor gains the indicated amount of XP.

ENEMY ABILITIES

➡ **Fast:** When this enemy moves, it moves up to 2 spaces toward the nearest survivor instead of 1.

🔪 **Caps:** After a survivor kills an enemy, that survivor gains caps equal to the enemy's level.


NEW CALIFORNIA RULES


SETUP

During setup of the *New California* scenario, players do *not* draw agenda cards and influence is not used to win the game.

Additionally, all of the agenda cards are used to create the agenda deck for this scenario, regardless of player count.


VICTORY AND LOSS

Victory and loss conditions are different from the standard game. Survivors do not win or lose individually. Instead, the survivors as a group win when the  power token reaches the final space of the power track.



Conversely, the survivors as a group lose when the  power token reaches the final space of the power track.

Survivors move these tokens back and forth along the power track by gaining agendas and completing the main scenario quest.

KILLED


When any survivor is killed, advance the  power token 1 space toward the final space of the power track in addition to the other effects of a survivor being killed.


END OF THE ROUND

When the final agenda card is drawn and the agenda deck is reshuffled, the  power token is *not* advanced. The  power token is still advanced as normal.

AGENDAS

When a survivor gains an agenda, it is immediately discarded and one of the following effects is resolved based on the name of the agenda card:

Freedom (★) agendas: Advance the  power token 1 space toward the final space of the power track.

Security (♥) agendas: Move the  power token 1 space toward the first space of the power track.

Other agendas: The survivor who discarded the agenda chooses to resolve either of the effects listed above.