



Fallout[®]



LEARN TO PLAY

NOTICE



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INTRODUCTION

Welcome to Vault 84, the latest in a series of public defense works from Vault-Tec, your contractor of choice when it comes to the best in nuclear shelters. This document is for the events following a worldwide nuclear war. In such a case, this shall walk you step by step through surviving and eventually thriving in the irradiated wasteland left outside the confines of your Vault-Tec vault.

When you step into the wasteland, you are on your own! Each survivor will need to earn experience, fight dangerous enemies, scavenge, trade, and complete quests to make it out there. At the start of your journey, you will have nothing but the vault suit on your back. By following this survival guide, you will grow in power and wealth quickly and learn to vie for influence with whatever factions now control the wasteland around you.

SURVIVING THE WASTELAND

This Learn to Play booklet teaches new players how to play **FALLOUT: THE BOARD GAME**. To make your first game easier, this booklet omits some rules exceptions and card interactions. The Rules Reference contains the complete rules of the game and addresses all special exceptions that are not addressed here. The Rules Reference should be consulted as questions arise while playing the game.

If you are playing this game by yourself, make sure to read the "Solo Play" rules on page 15 of this document after reading this Learn to Play!

THE CARD LIBRARY

Many quest and encounter cards are labeled with a number in the upper-left corner of the card.

010

These cards form the **CARD**

LIBRARY and are set aside in their own deck during setup. This deck will have cards of all types and colors mixed together. Throughout the game, you may be called to retrieve a card from this stack by number. It is recommended that you keep these cards organized by number to make this as fast and easy as possible.

SECURE YOUR FUTURE WITH

Vault-Tec!

REMEMBER, A GOOD CANDIDATE FOR THE VAULT IS...

S

STRENGTH

P

PERCEPTION

E

ENDURANCE

C

CHARISMA

I

INTELLIGENCE

A

AGILITY

L

LUCK



COMPONENTS



RULES REFERENCE



21 MAP TILES



4 SCENARIO SHEETS



5 PLASTIC FIGURES
5 CHARACTER CARDS
5 CHARACTER S.P.E.C.I.A.L. TOKENS



34 WASTELAND



21 SETTLEMENT



20 VAULT

75 ENCOUNTER CARDS



4 PLAYER BOARDS
WITH 8 CONNECTORS



12 PEGS



100 QUEST CARDS



3 V.A.T.S. DICE



14 PERK CARDS



2 POWER TOKENS



27 ENEMY TOKENS



35 S.P.E.C.I.A.L. TOKENS



54 CAPS TOKENS



12 TRAIT TOKENS



34 LOOT CARDS



25 ASSET CARDS



11 UNIQUE ASSET CARDS



23 AGENDA CARDS



10 FACTION TOKENS



8 QUEST MARKERS

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1 CHOOSE SCENARIO: As a group, choose which scenario you would like to play. For your first game, we recommend playing the scenario "The Commonwealth." Take the corresponding scenario sheet and place it above the play area.

2 BUILD THE MAP: Separately shuffle the  and  map tiles, and then construct the map following the image on the back of the chosen scenario sheet, placing the appropriate faceup map tiles in the indicated locations and a random  or  map tile facedown in each indicated location.



3 SORT TOKENS: Create piles of the S.P.E.C.I.A.L. Caps, trait, and enemy tokens, making sure the S.P.E.C.I.A.L. and enemy tokens are facedown and randomized; the enemy tokens should be further separated into individual stacks by type.

4 CREATE ENCOUNTER DECKS: Separate the starting encounter cards—cards that have a star in the upper-left corner—into two different decks based on their card backs, shuffle them, and place them facedown in the play area.



STARTING ENCOUNTER

Take the remaining encounter cards and the quest cards and put them in numerical order. This is the **CARD LIBRARY** (not shown).



5 CREATE OTHER DECKS: Remove all cards from the agenda deck that show a number in the bottom-left corner that is greater than the current number of players. Then, separately shuffle the agenda (☹️), loot (👛), and asset (👁️) decks and place them facedown in the play area. Lastly, make sure the perk cards, unique asset cards, and V.A.T.S. dice are within easy reach of all players.

6 CREATE SHOP: Deal four asset cards faceup in a line next to the asset deck to form the shop.

7 CHOOSE AND PLACE SURVIVORS: Randomly determine a first player and move the agenda deck to his or her right side. Starting with that player and proceeding 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 on the back. Then, the player places the figure in an unoccupied space—one of the individual sections of tile divided by the white lines—in the "Crossroads Camp" tile.

8 PREPARE PLAYER BOARDS: 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. Each player also places his or her starting S.P.E.C.I.A.L. token in the slot on the player board with the matching letter, then draws one additional S.P.E.C.I.A.L. token at random and places it in its slot; if that player already has that letter, he or she randomly draws a different S.P.E.C.I.A.L. token instead. Then, each player draws one agenda card, keeping it secret from the other players. Finally, each player takes three Caps.

9 RESOLVE STARTING EFFECTS: Resolve any effects on the back of the scenario sheet. Then, for each space on the map with an icon matching an icon on an enemy token, take one random enemy token matching that icon and place it faceup in that space (enemies will be described later). Finally, place the ★ and 🛡️ power tokens on the topmost space of the power track on the scenario sheet.

***** THE COMMONWEALTH *
Setup: Stage 014
 Place a 🍷 token on Diamond City.

BACK OF THE SCENARIO SHEET
 To "STAGE," TAKE THE CARD WITH THAT NUMBER FROM THE CARD LIBRARY AND PUT IT INTO THE PLAY AREA.

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THE GAME ROUND

Players 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. Players continue resolving rounds in this way until a player achieves enough influence to claim victory or one of the factions in the scenario reaches the end of the power track.

RESOLVING A TURN

When it's your turn, it's your time to shine! This is when you get to explore the wasteland, fight dangerous enemies, and complete quests.

During your turn, you may perform up to two actions. You can perform the same action multiple times. After you complete your actions, your turn ends, and the next player takes his or her turn. You can perform the following actions:

- ☢ **EXPLORE:** Reveal an adjacent facedown map tile.
- ☢ **MOVE:** Move your figure around the map.
- ☢ **QUEST:** Complete one of the available quests.
- ☢ **ENCOUNTER:** Draw and resolve an encounter card according to your position on the map.
- ☢ **FIGHT:** Fight and attempt to kill an enemy in your space.
- ☢ **CAMP:** Recover some HP, unexhaust your companions, and exchange stuff with other survivors.

All actions are described in detail in the following sections.

YOU, THE SURVIVOR



When this Learn to Play uses the word "you," it refers to both the player who is resolving his or her turn and the survivor that he or she controls. The survivor and the player are inseparable. This player is also referred to as the "active player" by some cards and rules.

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EXPLORE ACTION

No one is exactly sure what is waiting out there in the wasteland, but you're going to find out! There's a lot of unexplored territory out there represented by facedown map tiles, and you can use the explore action to find out what mysteries they hold.

Each map tile is divided into **SPACES**, which are defined by white borders. If you are in a space with a border touching a facedown map tile, you can perform the explore action to flip the map tile faceup. Then, orient the tile so that the arrow on the top of the tile is pointing the same direction as the arrow on the starting map tile.

After revealing a new map tile, if there are any enemy icons on the map tile, draw a random enemy token of the matching type and place it faceup in that space.



THE WASTELANDER EXPLORES AN ADJACENT FACEDOWN MAP TILE, REVEALING THE RED ROCKET STATION.



THE TILE IS ORIENTED WITH THE WHITE ARROW. THEN, A ☠ ENEMY IS PLACED FACEUP ON THE TILE.

MOVE ACTION

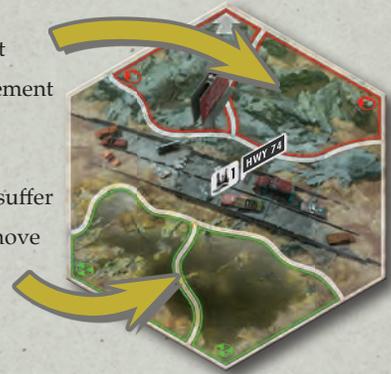
You use the move action to (you guessed it) move around the map! But be careful; the wasteland is hazardous, and there is rough terrain and plenty of radiation awaiting you.

When you perform a move action you gain two movement points. You can spend each point to move your figure into an adjacent space. You may interrupt your move action to perform your second action, and after you are finished performing this second action, you may finish performing your move action. Additionally, if you perform two move actions during your turn, the points of movement from both actions can be combined and spent together (see the “Move Action Example” below).

TERRAIN

Some spaces have terrain that affects a survivor who moves into that space. The terrain is indicated by the color of the space's border:

- ⚡ **DIFFICULT (RED):** You must spend two points of movement to move into this space.
- ⚡ **IRRADIATED (GREEN):** You suffer one rad (☢️) when you move into this space (rads are described later).



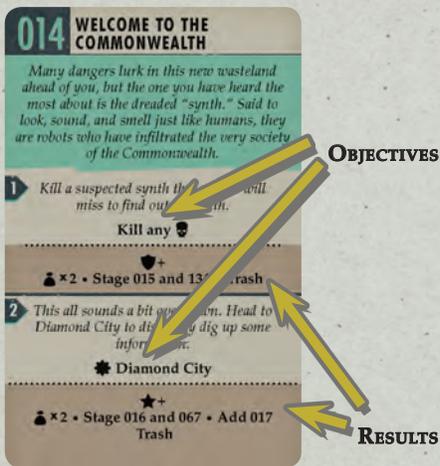
MOVE ACTION EXAMPLE



- 1 The Vault Dweller performs two move actions, gaining four movement points. He spends the first point to move into the adjacent space.
- 2 He spends his second and third movement points to move into a space that has difficult terrain.
- 3 He spends his fourth and final movement point to move into a space that has irradiated terrain; so he suffers 1 rad.

QUEST ACTION

To gain influence in the wasteland, you are going to have to help other people, whether it be some random wastelanders or one of the powerful factions determined by the scenario. All of the ways you can help people are represented by quests.



All quests available for you to complete are staged faceup in the play area. One quest is staged this way during setup, and then others are added as you play the game. Each quest has multiple **OBJECTIVES**, each with different results. Each objective has its own unique requirements. Some might provide a name of a space or type of space on the map that your figure must be in, others might list specific actions you must perform.

Some objectives are marked with a **🔗** icon, indicating that you must perform a quest action to complete that objective. After you have fulfilled the requirements of such an objective, **if there are no enemies in your space**, you can perform a quest action to complete that quest.

If an objective does not have a **🔗** icon, you complete the quest automatically when you fulfill the objective's requirements; no action is necessary!

When a quest is completed, you resolve all effects listed in the results bar presented below the objective you fulfilled (see "Card Results" sidebar to the right).

QUEST MARKERS



If a quest instructs you to place a quest marker, choose a pair of quest marker tokens with a matching color. Place one on the map as indicated by the quest and the other on the quest card itself. When that card is trashed, discard both quest markers.

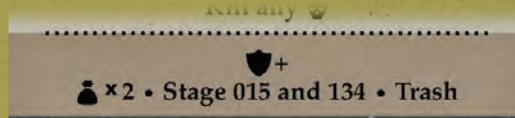


QUEST MARKERS

CARD RESULTS



When a quest is completed, it can have several effects on the game. These effects are listed in a shorthand shown in a results bar under a given objective on the card.



RESULTS BAR

Resolve these effects left to right, as follows:

- ⊕ **ADD #**: Retrieve the card indicated by the # 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. Finally, shuffle all the cards together and place them on top of the matching deck.
- ⊕ **STAGE #**: Search the card library for the card indicated by # and place it faceup in the play area with the other quests.
- ⊕ **# XP**: Gain the amount of XP indicated by # (described later).
- ⊕ **# CAPS**: Gain the number of Caps indicated by #.
- ⊕ **BECOME X**: Take the trait token matching X.
- ⊕ **👤, 🍀, or 🗑️**: Draw a card from the deck that has a back matching the icon shown. If the icon is followed by a number, such as **👤 x2**, 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 one unique asset at random.
- ⊕ **SHOP #**: Buy or sell a number of items from the shop determined by # (described later).
- ⊕ **★ + OR 🛡️ +**: The faction corresponding to the icon shown gains an amount of power equal to the number of + symbols after the icon (described later).
- ⊕ **TRASH**: Return this card to the game box. If the quest is not trashed, it is left in the play area and can be completed again.

ENCOUNTER ACTION

There's a whole lot of nothing out there since the war, but key locations still have pre-war artifacts and gatherings of survivors that have formed towns in the intervening centuries. You can have encounters to hunt around in the wasteland, trade with people at settlements, or investigate vaults.

If you are in a space marked with an encounter icon (shown below), you can perform an encounter action to resolve an encounter card from the deck matching that encounter icon. **You can encounter each location only once per turn, and you cannot perform this action if you are in the same space as an enemy.**

ENCOUNTER ICONS

There are two encounter icons at the start of the game:



WASTELAND ENCOUNTER: Cards in the wasteland deck allow you to scavenge the location for useful loot or search for things in the wasteland.



SETTLEMENT ENCOUNTER: Cards in the settlement deck allow you to buy and sell things from the shop track and search for things in settlements.

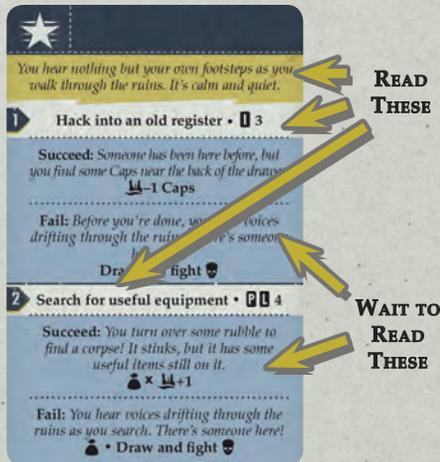
There are also two vault-encounter icons: and . However, the vault-encounter cards are not added to the game until you complete specific quests. Until the vault-encounter cards are added to the game, you cannot have an encounter at a vault location.

ENCOUNTER LEVEL



Each encounter icon on the map has a corresponding number that indicates its level. When the result bar shows an encounter icon (or) in place of a number, treat that as being equal to the level of the encounter icon you are at.

For example, if you are resolving an encounter at the level 2 Red Rocket station and the encounter reads " x " you would draw two loot cards.



ENCOUNTER CARD

RESOLVING ENCOUNTERS

To resolve an encounter, the player to your right draws one encounter card and reads the italicized text at the top of the card aloud. Then, he or she reads the bold text at the start of each numbered option, including any tests or requirements. Then, you choose which option you would like to resolve, and the player reading the card prompts you to perform any listed requirements for that choice; these may include performing tests, fighting enemies, or paying Caps.

If you succeed at all requirements, the other player reads all text following the "Succeed" header under that option. If you fail to meet all requirements, the other player reads all text following the "Fail" header under that option. Finally, you resolve all effects listed in the results bar for the appropriate outcome (see "Card Results" sidebar on the opposite page). After completing an encounter, place that card on the bottom of its deck.

PERFORMING TESTS



Many encounters and quests require you to complete a test. Each test shows one or more S.P.E.C.I.A.L. tokens followed by a difficulty number; for example: **GA 4**. To perform the test, you roll the three V.A.T.S. dice and count the number of hit (●) icons shown on the dice results. 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 one such reroll for each S.P.E.C.I.A.L. token that matches one used by the test.

TEST EXAMPLE

- The Brotherhood Outcast is prompted to test **SB 4**. He rolls the V.A.T.S. dice and gets three ● icons. Not enough to succeed.
- He has the **S** token, so he chooses any number of dice to reroll. In this case, just the die showing no ●. His new roll gets the fourth ● he needs to succeed!



SHOP: BUYING AND SELLING

When performing an encounter at a settlement, you will often get the chance to sell items, buy items, or recruit companions from the shop. When this happens, draw one card from the top of the asset (♣) deck and add it to the left side of the shop. The encounter specifies a number; this is the maximum number of items that you can buy and sell. For example, if the encounter reads “shop twice,” you could buy two assets, or buy one asset and sell one asset, or sell two assets.

To buy an asset, spend a number of Caps equal to the cost in the upper-right corner of the asset card. Some cards, such as companions, show a token or trait in the corner in place of a cost. You can take such cards only if you have the indicated token or trait.

To sell an item, discard it from your inventory to the appropriate discard pile and gain Caps equal to one less than the item's cost.



ITEM COST

CAPS!



Caps are the widely accepted currency out there and can be gained by scavenging and selling stuff from wasteland locations.

Each player tracks his or her personal supply of Caps using Caps tokens. When you gain Caps, take that many Caps tokens from the supply, and when you spend Caps, return that many to the supply. There are Caps tokens worth both “1” and “5.” Feel free to make change as needed!



After you are finished buying and selling, discard or draw new asset cards until there are four cards in the shop. If you have to discard cards, discard them from the right side of the track. If you have to add new cards, draw them from the asset deck and add them faceup to the left side of the track.

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 three assets in your inventory at the same time. If you would ever acquire cards in your inventory beyond three, you must choose and discard cards until you have only three.



EQUIPMENT

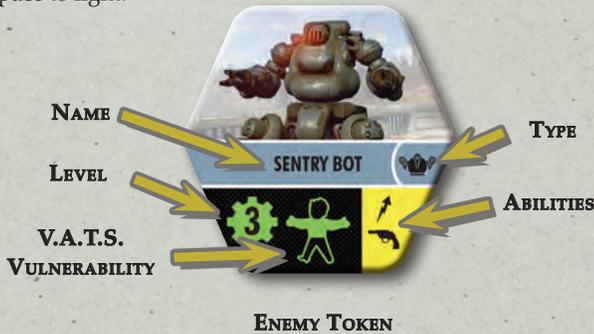
INVENTORY

Additionally, you can have up to three cards equipped at a time—one apparel (👕), one weapon (🔪), and one companion (👤), indicated by the slots on your player board. Equipped cards do not count toward your inventory. You can change out what cards you have equipped when you acquire a new card, at the start of your turn, or when you perform a camp action.

FIGHT ACTION

We're not going to sugarcoat it: it's dangerous out there. There are mutated creatures, raiders, and worse things waiting for a bright-eyed survivor to come along. You are going to need to be prepared to fight off these enemies.

You can perform a fight action to choose one enemy in your space to fight.



When you fight an enemy, you are trying to score a number of hits on it equal to or exceeding its level while avoiding getting hit back. You can hit the enemy's head, arms, legs, or body, but only hits against an area in which the enemy is vulnerable count!

To fight an enemy, you roll all three V.A.T.S. dice. Some weapons, which are described later, allow you to reroll your V.A.T.S. dice. If there are any ● icons showing on the V.A.T.S. dice after the roll is final, the enemy hits you! For each ● icon, you suffer damage equal to the enemy's level.

Next, you inflict hits! Each filled-in area on the dice indicates the part of the enemy you can potentially hit. For each die showing an area that matches one or more of the enemy's vulnerabilities, you inflict one hit. Each die can hit only one area. If the number of hits equals or exceeds the enemy's level, you kill it!

When you kill an enemy, you gain XP (described later) equal to its level and discard the enemy from the map; it is returned to the supply. Then, you take a random enemy of the same type from the supply and place it **face down** on the closest matching icon on the map that does not already have an enemy of that type on it. While an enemy is face down, it is inactive.

During a fight, if you do not kill the enemy, it remains in its space. Your hits do not carry over from fight to fight. The next survivor to fight that enemy will have to start over.

INACTIVE ENEMIES



Inactive enemies are face down on the map. You cannot fight or use an ability to target an inactive enemy, and they do not stop you from performing actions in their space. When a specified type of enemy activates at the end of the round (described later), all inactive enemies of that type are flipped face up and become active.

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 amount of damage suffered. Similarly, when you suffer rads (☢), move the green peg up the track a number of holes equal to the rads suffered. If the red peg is ever in a lower hole than the green peg or would be in the same hole as the green peg, you are killed!

When 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 by moving the red peg back to the highest number on the track. 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.



WEAPONS AND APPAREL

The weapons and apparel you have equipped can help you during a fight.

Each weapon has one or more S.P.E.C.I.A.L. tokens shown on its card. For each of these S.P.E.C.I.A.L. tokens



that matches a S.P.E.C.I.A.L. token you have, you can reroll any number of dice before the final results of the fight are resolved. You can perform one such reroll for each S.P.E.C.I.A.L. token that matches one on your equipped weapon.

Additionally, weapons can have the ranged (☞) icon, which allows you to fight enemies that are in spaces adjacent to you. When you fight an enemy that is in an adjacent space that does not also have a ☞ icon, you automatically inflict one additional hit against that enemy when resolving the fight.

The apparel you have equipped can provide you with armor, which is shown as a value in the armor (🛡) icon. When resolving a fight, you cancel a number of ● icons on the dice equal to the value of armor you have equipped.



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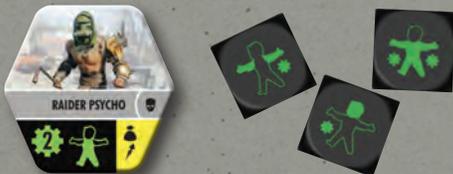
ENEMY ABILITIES

Enemies can have abilities that alter a fight, shown as 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.
-  **ARMOR:** This enemy requires one additional hit to kill.
-  **LOOT:** When you kill this enemy, draw one 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 (described later), it can fight you from an adjacent space. If it does this, and you do not have a  weapon, add one  to the dice results.
-  **RETREAT:** If you fail to kill this enemy during a fight, the enemy becomes inactive and is flipped facedown.

FIGHT EXAMPLE

- The survivor fights a Raider Psycho in her space. She rolls the three V.A.T.S. dice.



- The survivor has an equipped Ripper, and since she has the  token, she chooses to reroll two of the dice. Good choice! She has better results after rerolling.



- There are  showing, so the Psycho hits her! The survivor has a Singed Duster equipped, and its one armor cancels one of the hits. Then, the survivor suffers four damage—two for each of the two uncanceled hits.
- The survivor hits the Raider Psycho. She inflicts two hits, one for each die that matches a vulnerable area on the Psycho— and . Since she inflicted hits equal to the Psycho's level, the Psycho is killed.
- The survivor gains two XP and draws a loot card thanks to the  icon on the Raider Psycho.

EXHAUST AND UNEXHAUST



Some cards must be exhausted to use their abilities. To do this, turn the card 90 degrees on its side. An exhausted card cannot be exhausted again. When instructed to unexhaust a card, turn it 90 degrees to be upright again.

When a companion unexhausts, check the condition listed on the bottom of its card. If you do not meet this condition, that companion is discarded.



UNEXHAUSTED



EXHAUSTED

CAMP ACTION

Does all of this have you exhausted? When the wasteland is becoming too much for you, find a safe place to hunker down, recover a bit, and trade with your fellow survivors.

When you perform a camp action, you recover three HP and unexhaust all of your exhausted cards. Then, you gain the *Well Rested* trait by taking the *Well Rested* trait token and placing it on your player board (traits are described later). Finally, you may trade with any other survivors within one space of you.

You cannot perform this action if you are in the same space as an enemy.

TRADING WITH SURVIVORS

Survivors can trade assets, loot, agendas, and Caps. When you perform a camp action, you may choose another survivor within one space of you and exchange any number of assets, loot, agendas, and Caps. You must both agree to the exchange. You can also trade promises of future deeds, though whether or not you decide to keep those promises is up to you.

END OF THE ROUND

There are many dangers in the wasteland, including terrifying enemies and powerful factions working toward their own goals. So far, the survivors have been having all the fun, but at the end of the round, these forces get their chance to act.

After all players have taken their turns, enemies activate. You reveal the top card of the agenda deck and resolve the enemy icons shown along the bottom of the card, and then discard it. All text on agenda cards is ignored during enemy activation—this text is used only if a player has drawn it and is described later.



AGENDA CARD

ENEMY ACTIVATION

From left to right, for each enemy icon shown on the bottom of the drawn agenda card, that type of enemy activates. When an enemy type activates, you move each enemy of that type one space toward the nearest survivor. If, before moving, that enemy is either in the same space as a survivor or adjacent to a survivor and has the icon, the enemy fights that survivor instead. After all enemies of a type have activated, you flip all inactive enemies of that type faceup.



ENEMIES THAT ACTIVATE THIS ROUND

When an enemy fights a survivor, that survivor and the enemy resolve a fight as if that survivor had performed a fight action. If there is ever a tie for the closest survivor, the enemy moves toward or attacks the survivor with the lowest HP value. If two survivors are tied for lowest HP value, the tied player that acts earlier in turn order is chosen.

DRAWING THE LAST AGENDA CARD

When the last agenda card is drawn, you shuffle the agenda discard to create the new agenda deck. Then, you pass the deck 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, you advance both faction tokens one space down the track on the scenario sheet to represent their power growing over time.

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.

WINNING THE GAME

Completing quests throughout the game can grant you agenda cards. These cards track your accomplishments in the wasteland. Each agenda card is kept secret from the other survivors. An agenda card automatically grants you a single influence () and can grant you additional influence if you meet the condition outlined on the card. Your goal is to reach a certain amount of influence before the other players. You can have a maximum of four agenda cards in your hand; if you draw a fifth, choose one and shuffle it back into the agenda deck.

The amount of influence you need to win depends on the number of players in the game:

- 1 PLAYER: 11 influence
- 2 PLAYERS: 10 influence
- 3 PLAYERS: 9 influence
- 4 PLAYERS: 8 influence

As soon as the total value of your agenda cards is this amount of influence or more, the game ends and you win! Reveal your agenda cards to the other players. At this time, any other survivors who also reached or exceeded the required amount of influence can reveal their cards and claim a joint victory alongside you.

ENEMY ACTIVATION EXAMPLE



All and enemies activate. The inactive is flipped faceup, revealing a Looter! Then, activate, and the Mole Rat in the Wastelander's space fights her!

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ADDITIONAL RULES

There are a few more things you need to know before heading out into the wastes! The next few sections will tell you about gaining XP, acquiring traits, and the factions you will confront during your adventures.

XP AND LEVELING

As you kill enemies, have encounters, and complete quests, you will gain XP and become more powerful . . . and more S.P.E.C.I.A.L.! Each time you kill an enemy, you gain XP equal to that enemy's level. Other game effects that grant XP will specify the amount gained.

XP is tracked by your XP peg (gray). The first time you earn an XP, you place the XP counter 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 player 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! You place the XP peg back into the far-left hole and start the process over if you still have some remaining XP to gain.



XP TRACK

When you level up, you draw two 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 player board. If you already have that token, you get a perk instead! You return the token to the supply and search the perk deck for the perks that match that token, and then choose one perk to keep.

PERK CARDS

Perk cards represent powerful, one-time abilities. To use a perk card, you discard it during your turn to gain the effects described on the card. You cannot discard it while you are still in the middle of performing an action, except for a move action.

TRAITS

The choices you make during encounters and quests can have lasting effects on you or your reputation in the wasteland. These story details are tracked by trait tokens.

There are six traits tracked across three token types. When you have a trait token, you cannot also have the trait displayed on the opposite side.



IDOLIZED/VILIFIED: These traits track what people in the wasteland think of you. If you're idolized, people like you. If you're vilified . . . well, you get it.



SYNTH/SUPER MUTANT: These traits indicate whether or not you're a synth or a super mutant.



WELL RESTED/ADDICTED: These traits track your well-being or dependence on the multitude of drugs available in the wasteland.

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



LOCK ICON

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.

WELL RESTED

Most traits have no inherent rules, they simply track things about your character and change what options are available to you and which companions will follow you. The *Well Rested* trait, however, can be used to gain a benefit:

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

FACTIONS

There are powerful factions at work in the wasteland, each working toward their own goal. The survivors can choose where and when to help or hinder these factions, but the factions continue to work toward their goals either way.

The scenario sheet outlines the two factions in the chosen scenario and shows their current power on a track. The sheet also shows an enemy for each faction. Faction tokens on the map represent the enemy shown next to that faction on the scenario sheet.



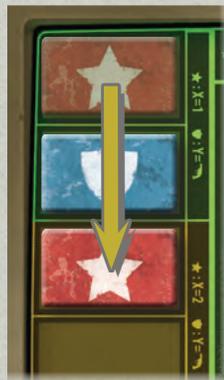
FACTION TOKENS

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 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.

FACTION POWER

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 down the track by survivors 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.



POWER TRACK

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 one 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.

LOYALTY

Certain agenda cards indicate that you have gained some favor with one of the factions. These agendas can be used to keep you safe from that faction's agents. 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.



FACTION ICON

Declaring loyalty to a faction grants three effects:

- ✦ Enemies from that faction in your space do not prohibit you from performing any actions.
- ✦ When enemies of that faction activate, they do not take you into account—they only move toward and fight survivors that are not loyal to their faction.
- ✦ You cannot attack enemies of that faction.

You can have only one agenda card revealed in this way. If you reveal a new agenda card for loyalty, you must 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.

SOLO PLAY



When playing *FALLOUT* solo, follow all the standard rules for the game 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 them yourself. 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.

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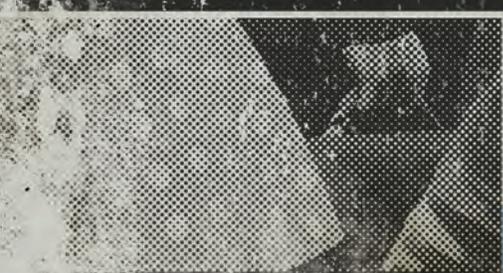




Fallout[®]



RULES REFERENCE



USING THIS DOCUMENT

This document is intended as a reference for all rules queries. It is recommended that players begin playing **FALLOUT: THE BOARD GAME** by reading the Learn to Play booklet in its entirety. Then, as questions arise during gameplay, players can refer to this reference.

The Rules Reference is divided into the following sections:

COMPLETE SETUP PAGE 2

This section describes the complete rules for setting up a game of **FALLOUT: THE BOARD GAME**.

GLOSSARY PAGE 3

The majority of this reference is the glossary, which lists all rules for the game in alphabetical order by topic.

INDEX PAGE 15

This page contains a comprehensive list of topics and page numbers that players may need to reference.

QUICK REFERENCE PAGE 16

The back page of this reference lists basic rules and icons used commonly in the game in an easy-to-reference format.

COMPLETE SETUP

Before the game, perform the following steps:

- 1 CHOOSE SCENARIO:** As a group, the players choose which scenario to play. Take the corresponding scenario sheet and place it in the play area.
- 2 BUILD MAP:** Separately shuffle the  and  map tiles, and then construct the map following the image on the back of the chosen scenario sheet, placing a random  or  tile facedown in the corresponding places.
- 3 SORT TOKENS:** Create piles of S.P.E.C.I.A.L., Caps, trait, and enemy tokens to form the supply, making sure the S.P.E.C.I.A.L. tokens and each type of enemy token are facedown and randomized; the enemy tokens should be further separated into individual stacks by type.
- 4 CREATE ENCOUNTER DECKS:** Find all encounter cards that have a star in the upper-left corner instead of a number. Divide these into two different decks based on their card backs, shuffle them, and place them facedown in the play area.
- 5 CREATE OTHER DECKS:** Remove any cards from the agenda deck that show a number in the bottom-left corner that is

FOUNDATIONAL RULES



These rules are fundamental concepts on which all other game rules are built, and they should always be followed:

-  This Rules Reference is the definitive source of rules. If something in this document contradicts information from the Learn to Play booklet, this guide takes precedence.
-  If the rules text of a card contradicts information from the Rules Reference, the card's rules text takes precedence.
-  If two players are both legal targets for a game effect, the game prioritizes the first player, and then each player in order clockwise around the table from the first player.
-  The word "may" means the effect is optional.

greater than the current number of players. Then, separately shuffle the agenda, loot, and asset cards and place them facedown in the play area. Lastly, make sure the card library, perk cards, unique asset cards, and V.A.T.S. dice are somewhere in easy reach.

- 6 CREATE SHOP:** Deal four asset cards faceup in a line near the map to form the shop.
- 7 CHOOSE AND PLACE SURVIVORS:** Randomly choose a first player and move the agenda deck to his or her right side. Starting with that player and proceeding 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 on the back. Then, that player places the figure in an unoccupied space in the "Crossroads Camp" map tile.
- 8 PREPARE PLAYER BOARDS:** 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. Each player also places his or her starting S.P.E.C.I.A.L. token in its corresponding slot on the player board, then draws one additional S.P.E.C.I.A.L. token at random and places it in its slot; if that player already has that token, he or she randomly draws a different S.P.E.C.I.A.L. token instead. Then, each player draws one agenda card, keeping it secret. Finally, each player takes three Caps from the supply.
- 9 RESOLVE STARTING EFFECTS:** Resolve any effects on the scenario sheet or other game components that resolve at the start of the game. If any enemy tokens are displayed on the map, place one random enemy token of the corresponding type faceup in each of those spaces. Finally, place the  and  power tokens on the topmost space of the power track on the sheet.

GLOSSARY

This section provides detailed information about all gameplay topics, arranged alphabetically.

ACTIONS

Each survivor performs two actions on his or her turn. An action allows a survivor to move, explore, encounter, fight, quest, camp, or any other action specified by a card.

- ⊕ A survivor can perform the same action more than once during his or her turn, except for the encounter action.
- ⊕ If a survivor cannot or does not wish to perform all of his or her actions on a turn, he or she can skip one or both of the actions. Skipped actions are lost and cannot be performed at a later time or carried over to future turns.
- ⊕ Only the move action can be interrupted by another action. Each other action must be resolved completely before a different action can be performed.

RELATED TOPICS: Camp Action, Encounter Action, Explore Action, Fight Action, Move Action, Quest Action

ACTIVATING ENEMIES

At the end of each round, an agenda card is drawn to determine which enemies activate (see “Rounds”). When an enemy activates, that enemy is moved one space toward the nearest survivor. If that enemy is already either in the same space as a survivor, or adjacent to a survivor and has a ranged () icon, the enemy fights that survivor instead of moving.

- ⊕ If there is a tie for the nearest survivor, the enemy moves toward or attacks the nearest survivor that has the least remaining HP.
 - » If two survivors are tied for least remaining HP, the enemy moves toward the tied survivor that acts earlier in turn order.
 - » If multiple enemies would attack the same survivor, that survivor chooses the order in which the attacks resolve.
 - » If the enemy could move to multiple spaces that would move it toward the survivor an equal amount, the first player chooses which space it moves to.
- ⊕ When enemies move, they move one space, ignoring terrain.
- ⊕ Enemies can move across facedown map tiles. They treat each facedown map tile as a single space.
 - » If an enemy is on a facedown map tile when that tile is flipped faceup, the survivor exploring the tile chooses a space on the explored tile and places the enemy in that space.

- ⊕ When an enemy type is activated, all inactive enemies of that type on the map are flipped faceup and become active; they do not move or fight that activation.

RELATED TOPICS: Enemies, Explore Action, Fight, First Player, HP Track, Map Tiles, Rounds, Spaces

AGENDA CARDS

Agenda cards grant players influence () , which players need to win the game. Each agenda provides one influence and provides conditions for the survivor to gain additional influence.

At the end of each round, an agenda card is drawn to determine which enemies activate. Then, the card is discarded.

- ⊕ During setup, each survivor draws one agenda card and the agenda deck is placed in the first player’s play area.
- ⊕ Each agenda card has a number in the bottom-left corner that is used during setup to determine whether this card is used during the game based on the number of players playing.
- ⊕ Each survivor can have a maximum of four agenda cards. If a survivor gets more than four agenda cards, he or she chooses and discards agenda cards until he or she has four agenda cards.
- ⊕ The number of agenda cards a player has is public information.
- ⊕ The information on the agenda cards in a player’s hand is hidden. The players may voluntarily share this information with others but may not reveal the cards unless doing so to declare loyalty.
- ⊕ When the final agenda card is drawn, all discarded agenda cards are shuffled to create a new agenda deck that is passed to the player to the right of the first player. That player is now the first player. Then, each faction advances one space.

RELATED TOPICS: Activating Enemies, Factions, First Player, Influence, Loyalty, Rounds, Setup

APPAREL

Apparel is a type of item that can be equipped by a survivor to gain benefits in fights.

- ⊕ Each survivor can have no more than one apparel equipped at a time.
- ⊕ During a fight, a survivor’s equipped apparel cancels a number of enemy hits equal to its armor value.

RELATED TOPICS: Equipping, Fight, Items

ASSET CARDS

Asset cards represent the items for sale and the companions that can be recruited at settlements.

- ⊕ Asset cards are used to create the shop.
- ⊕ When a survivor gains an asset card, he or she adds it to his or her inventory or places it in the appropriate equipment slot.
- ⊕ When a survivor discards an asset card, it is placed in the asset card discard pile.
- ⊕ If the last card is drawn from the asset deck, players shuffle the discard pile and create a new asset deck.

RELATED TOPICS: Companions, Equipping, Inventory, Items, Shop

CAMP ACTION

When a survivor performs a camp action, he or she may do all of the following in any order: recover three HP, unexhaust all of his or her exhausted cards, gain the *Well Rested* trait, and trade with any other survivors in his or her space or an adjacent space.

- ⊕ When survivors trade, they can exchange any number of items, companions, agendas, and Caps. Both parties must agree to the trade. Promises may also 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.
- ⊕ A survivor cannot perform the camp action while in the same space as a faceup enemy.
- ⊕ All exhausted cards must be unexhausted.

RELATED TOPICS: Actions, Agenda Cards, Asset Cards, Camp Action, Caps, Enemies, Exhaust, HP Track, Traits

CAPS

Caps are the currency in the wasteland. Survivors spend Caps to buy items when shopping and to use certain card abilities.

- ⊕ There is no limit to the amount of Caps a survivor can have.
- ⊕ A "5" Caps token is equivalent to five "1" Caps tokens. Survivors can freely make change with Caps tokens at any time.
- ⊕ When a survivor gains Caps, he or she takes them from the supply; when a survivor spends Caps, he or she places them back in the supply.

RELATED TOPICS: Component Limitations, Encounter Action, Shopping, Shop

CARD LIBRARY

Any cards labeled with a number in the upper-left corner are part of the card library. They are not included in the game unless specified by a game component with the "add" or "stage" instructions. Instead, the card library is kept to the side, sorted by number for easy reference.

- ⊕ Game components may call for cards to be retrieved from the card library by number (see "Results"). When this happens, a player searches the card library for that card and adds it to the game as instructed.
- ⊕ Players cannot read cards in the card library unless retrieving a card. Even then, players should look only for the required number and not read the text on the card or other cards.

RELATED TOPICS: Encounter Cards, Quest Cards, Results

CHARACTER CARDS

During setup, each survivor gains a card unique to the character he or she chooses. These can be items, companions, or special abilities that represent the quirks of that character.

- ⊕ When a survivor gains an item or companion character card, it can be equipped or placed in his or her inventory.
- ⊕ When a survivor gains a character card that is not an item or companion, it is placed next to his or her player board. That survivor must follow all rules listed on that card. These character cards cannot be traded or discarded.

RELATED TOPICS: Companions, Equipping, Inventory, Items

COMPANIONS

Companions are a type of card that can be equipped by a survivor to gain benefits.

- ⊕ Each survivor can have no more than one companion equipped at a time.
- ⊕ A survivor's equipped companion provides an ability that the survivor may use during his or her turn by exhausting the companion.
- ⊕ Exhausted companions that a survivor has equipped or in his or her inventory are unexhausted when the survivor performs a camp action. However, each companion has a condition at the bottom of its card. If that condition is not met when that companion is unexhausted, the survivor must discard that companion.

RELATED TOPICS: Asset Cards, Camp Action, Equipping, Exhaust, Inventory, Loot Cards, Shopping

COMPONENT LIMITATIONS

The quantity of components is limited, or not limited, as follows:

- ⊕ Survivors are not limited by the number of Caps tokens or faction tokens. If there are no remaining tokens, players can use a viable substitute.
- ⊕ Survivors are limited by the number of perk cards.
- ⊕ When the loot deck, asset deck, agenda deck, or stack of enemy tokens of one type is depleted, players shuffle that deck or stack's discard pile to create a new facedown deck or stack.

RELATED TOPICS: Agenda Cards, Asset Cards, Caps, Faction Tokens, Loot Cards, Perk Cards

DAMAGE

See "HP Track" on page 8.

DYING

See "Killed" on page 9.

ENCOUNTER ACTION

A survivor can perform an encounter action when in a space marked with an encounter icon (, , , or ) to resolve an encounter card from the deck matching that encounter icon.

- ⊕ To resolve an encounter, the player to the active player's right draws the encounter card and reads the intro of the card and the bold text next to each numbered arrow. Then, the active player chooses one of the options and executes all instructions listed after that option.
 - » Some options require the player to perform tasks such as a fight or a test. After the player chooses such an option, he or she attempts to perform the listed tasks and resolves the "succeed" result if he or she succeeds at the test or kills the enemy or the "fail" result if he or she does not.
 - » Some options have conditions that must be met in order to choose that option. For example, an option may require a player to have the *Vilified* or *Super Mutant* trait.
 - » If a bold text section starts with "FORCED," and the following condition is met, that section must be resolved instead of allowing the survivor to choose one of the other options. Additionally, the survivor cannot choose to resolve that section if the condition is not met.
 - » Many results will trash the encounter after resolving it. If the encounter is **not** trashed, it is returned to the bottom of the corresponding deck.

- ⊕ A survivor can perform this action at each encounter icon no more than once per turn.
- ⊕ Most encounter icons have a number next to them indicating their level. 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 encounter icon.
- ⊕ Encounters at vault spaces cannot be performed until the corresponding deck is added to the game by card results.
- ⊕ A survivor cannot perform the encounter action while in the same space as a faceup enemy.

RELATED TOPICS: Encounter Cards, Encounter Icons, Fight, Results, Spaces, S.P.E.C.I.A.L. Tokens, Tests, Traits

ENCOUNTER CARDS

Encounter cards contain a short story and choices that are read to a survivor when he or she resolves an encounter action. There are four encounter decks:

- » **WASTELAND ENCOUNTERS** : These encounters represent ruins and abandoned areas where survivors can search for loot. This deck is created during setup.
 - » **SETTLEMENT ENCOUNTERS** : These encounters represent centers of population where survivors can buy and sell from the shop. This deck is created during setup.
 - » **VAULT ENCOUNTERS**  : These encounters represent Vault-Tec vaults that survivors can explore. There are two vault decks. Neither start in play. They are added throughout the game. When these cards are added, if there are no cards of that type in play, a new deck is created.
- ⊕ Encounters with a star in the upper-left corner are placed in the play area during setup.

RELATED TOPICS: Card Library, Encounter Action, Encounter Icons, Fight, Results, Tests

ENCOUNTER ICONS

Some spaces are labeled with encounter icons (, , , or ). Additionally, some have a number indicating that icon's level. Survivors can perform an encounter action at that space to draw and resolve an encounter card corresponding to the shown icon.

- ⊕ If there is no encounter card deck with a matching icon, survivors cannot perform an encounter action in that space.
- ⊕ There are two different vault encounter decks, one labeled "84" and the other "109." These encounter cards can be drawn only at the vault with the corresponding number.

RELATED TOPICS: Encounter Action, Encounter Cards, Spaces

ENEMIES

Enemy tokens represent dangerous creatures and people in the wasteland.

- ⊕ Each enemy has a type, a name, a level, V.A.T.S. vulnerabilities, and up to two icons representing abilities.
- ⊕ When an enemy is killed, its token is discarded. Then, a new token of the same enemy type is drawn from the supply and placed facedown in the space with an enemy icon of a matching type that is closest to the space from which the other enemy was discarded.
 - » If there is more than one space with a matching enemy type at an equal distance from the space that contained the discarded token, the first player chooses from among those spaces.
- ⊕ Enemy tokens that are facedown are inactive. If an enemy token is inactive, survivors cannot look at the face of the token, fight the enemy, or target the enemy with any abilities that target an enemy. An inactive enemy is flipped faceup and becomes active when its enemy type activates.
 - » Inactive enemies do not stop survivors from performing encounter, camp, or quest actions in the same space.
 - » If an enemy is placed facedown during the activation of its type, it is not flipped faceup during that activation.
- ⊕ When a player is instructed by a card to “draw and fight” a type of enemy, that player draws an enemy of that type from the supply to fight.
 - » That enemy is always discarded, regardless of the outcome. A new token is not placed on the board.

RELATED TOPICS: Activating Enemies, Enemy Abilities, Fight, First Player, Spaces

ENEMY ABILITIES

Each enemy can have up to two abilities that change its rules. Each ability is represented by an icon on the enemy’s token:

- ⊕ **AGGRESSIVE** : When this enemy moves into a survivor’s space, or a survivor moves into this enemy’s space, that survivor immediately fights this enemy.
 - » If an enemy with this ability moves into a space that has more than one survivor, that enemy fights the survivor that has the least remaining HP.
 - » If a survivor moves into a space that has more than one enemy with this ability, he or she chooses the order in which he or she fights them.
 - » An enemy with this ability being placed or becoming active in the same space as a survivor does not cause a fight.

- ⊕ **ARMOR** : This enemy requires one additional hit to kill.
- ⊕ **RADIATION** : After this enemy hits a survivor for one or more damage during a fight, that survivor suffers rads equal to the enemy’s level.
- ⊕ **RANGED** : When this enemy activates, if there is a survivor in an adjacent space, this enemy fights that survivor instead of moving. If a survivor in an adjacent space does not have a  weapon, the enemy inflicts one additional .
 - » If there is a survivor in the enemy’s space and in an adjacent space, the enemy targets the survivor who has the least remaining HP.
 - » If a survivor who has a  weapon fights an enemy that has the  icon, neither inflicts additional hits.
- ⊕ **LOOT** : After a survivor kills this enemy, that survivor draws one loot card.
- ⊕ **RETREAT** : If a survivor fails to kill this enemy during a fight, the enemy becomes inactive in its current space.

RELATED TOPICS: Fight, HP Track, Killed, Loot Cards, Move Action, Rads, Spaces, Weapons

EQUIPPING

Survivors can equip three types of cards: item – weapons () , item – apparel () , and companions (). These cards must be equipped for a survivor to gain their benefits. A survivor can have one of each type of card equipped at one time.

- ⊕ To indicate which cards are equipped, a survivor can place those cards in the three slots along the bottom side of his or her player board.
- ⊕ When a survivor gains a card that can be equipped, he or she can immediately equip it; if a different card is already equipped in that slot, he or she can move it to his or her inventory.
- ⊕ At the start of his or her turn, a survivor can equip items from his or her inventory or exchange any of his or her equipped cards with cards from his or her inventory.
- ⊕ Equipped cards do not count as being in a survivor’s inventory.
- ⊕ The cards a survivor has equipped are public information to all players.
- ⊕ The text of unequipped weapons, apparel, and companions has no effect.
 - » When a survivor unexhausts companions in his or her inventory, they are still discarded if the unexhaust condition is not met.

RELATED TOPICS: Apparel, Asset Cards, Companions, Inventory, Loot Cards, Survivors, Turns, Weapons



EXPLORE ACTION

A survivor can perform an explore action when he or she is in a space that is adjacent to a facedown map tile to flip that tile faceup. Then, the tile is oriented so that the arrow on the tile is pointing in the same direction as the arrow on the starting tile.

- ⊕ After a tile is flipped faceup, for each enemy icon on the tile, a random enemy of the matching type is drawn from the supply and placed faceup in the space containing the icon.
- ⊕ If there were any enemies on the tile when it was facedown, the exploring player places those enemies in the spaces of his or her choice on that tile after it is flipped faceup.

RELATED TOPICS: Actions, Enemies, Map Tiles, Spaces

EXHAUST

Some card abilities exhaust the card when the ability is used. When a card exhausts, it is rotated 90 degrees.

- ⊕ An exhausted card cannot exhaust again until it is unexhausted, typically by the survivor performing a camp action.
- ⊕ A survivor can have exhausted cards equipped or in his or her inventory and can equip, unequip, trade, and sell exhausted cards.
 - » If a survivor trades an exhausted card to another survivor during a camp action, that card remains exhausted.
- ⊕ A survivor's exhausted cards are unexhausted when he or she performs a camp action or when instructed to do so by a game effect.
 - » If a card has a cost to unexhaust it, the survivor must pay the cost when that card would unexhaust, otherwise the card stays exhausted.

RELATED TOPICS: Camp Action, Companions, Equipping, Inventory, Shop, Trading

FACTIONS

Each scenario has two factions vying for control over the wasteland. The factions are different in each scenario but are always represented by the ★ and ♠ icons. Each faction has a power value tracked on the faction power track and can have faction tokens on the map. Survivors can help either faction by completing quests.

At the start of a player's turn, he or she can reveal a ★ or ♠ agenda card from his or her hand to declare loyalty to that faction.

RELATED TOPICS: Agenda Cards, Faction Power Track, Faction Tokens, Loyalty, Quest Cards

FACTION POWER TRACK

The faction power track is along the left side of the scenario sheet and shows the current power of the two factions. Each faction's token starts on the top space of the track and advances during the game when survivors complete specific quests and when the agenda deck is depleted.

- ⊕ A faction's current position on the track may affect the toughness of that faction's enemy. If an enemy shows a value represented by a letter such as "X," that value is determined by that faction's current position on the power track.
- ⊕ If either faction's token reaches or exceeds the final space of the power track, that faction has gained enough power to take over the wasteland, and the game ends!
 - » If the advancement of that token 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, all survivors lose.
 - » If the faction's token would advance beyond the final space, include the excess number of spaces it would advance beyond the final space when totaling the number of spaces by which that faction exceeds the other for the purpose of determining players' influence totals.

RELATED TOPICS: Agenda Cards, Factions, Faction Tokens, Influence, Quest Cards

FACTION TOKENS

Faction tokens (★ and ♠) have different effects in each scenario as determined by the scenario sheet. Most often, they represent enemy tokens.

- ⊕ When a faction token represents an enemy, it follows all enemy rules. However, if this enemy would ever become inactive, the faction token is discarded instead.
- ⊕ When a faction token is killed, it is discarded and is not replaced by a different inactive token of its type.

RELATED TOPICS: Enemies, Factions, Faction Power Track, Killed

FIGHT

A fight occurs between a survivor and an enemy. When a survivor fights an enemy, he or she resolves the following steps:

- 1 ROLL DICE:** Roll the three V.A.T.S. dice.
- 2 REROLL DICE:** For each S.P.E.C.I.A.L. token on the survivor's weapon that matches a token that the survivor has, generate one reroll. Then, the survivor can spend each reroll one at a time to reroll any number of the three V.A.T.S. dice.
- 3 RESOLVE ENEMY HITS:** For each hit (●) shown on the dice, the survivor suffers damage equal to the level of the enemy. Before suffering the damage, reduce the total number of ● by the armor value of all armor the survivor has equipped.
- 4 RESOLVE SURVIVOR HITS:** The survivor spends 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, the survivor inflicts one hit. If the survivor inflicts a number of hits equaling or exceeding the enemy's level, the enemy is killed.
- 5 GAIN XP:** If the survivor killed the enemy, he or she gains XP equal to the enemy's level.
 - » Regardless of whether the survivor does or does not kill the enemy, the fight is over.
 - ⊕ When instructed to "draw and fight" an enemy, the survivor draws an enemy of the specified type from the supply, resolves all steps of the fight with that enemy, and then discards the enemy token.
 - » If doing this as part of a quest objective or encounter options, the survivor succeeds only if he or she kills 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 the V.A.T.S. dice.
 - ⊕ Each S.P.E.C.I.A.L. token on a survivor's equipped weapon counts as tokens "used for the fight" for card abilities.
 - ⊕ Some cards give additional uses for rerolls. Unless otherwise stated, these abilities must be used during the "Reroll Dice" step of a fight.
 - ⊕ If the survivor is killed and the enemy is not killed, the enemy remains active and in the space. Hits inflicted on an enemy do not carry over from fight to fight.

RELATED TOPICS: Apparel, Enemies, Enemy Abilities, Fight Action, Killed, S.P.E.C.I.A.L. Tokens, V.A.T.S. Dice, Weapons, XP

FIGHT ACTION

A survivor can perform a fight action when in a space with an active enemy to fight that enemy.

- ⊕ If the survivor's equipped weapon has the ranged (☞) icon, he or she can perform this action when there is an enemy in an adjacent space to fight that enemy. If that enemy does not have the ☞ icon, the survivor inflicts one additional hit.
- ⊕ If multiple enemies are in the same space as the survivor, the survivor chooses one enemy to fight.

RELATED TOPICS: Actions, Enemies, Fight, Spaces, Weapons

FIRST PLAYER

The first player is randomly determined at the start of the game and keeps the agenda deck in his or her play area.

- ⊕ When the agenda deck is passed to another player, that player becomes the new first player. Whose turn it is and whose turn is next does not change.

RELATED TOPICS: Agenda Cards, Rounds, Setup, Survivors

HP TRACK

Each survivor has an HP track on his or her player board that shows his or her current HP and rads values.

- ⊕ A survivor's current HP is shown by the position of a red peg. This peg starts in the rightmost position.
- ⊕ When a survivor suffers damage, he or she reduces his or her current HP by that amount.
- ⊕ A survivor's current rads is shown by the position of a green peg. This peg starts at the "0" position.
- ⊕ When a survivor suffers rads, he or she increases his or her current rads by that amount.
- ⊕ If a survivor's HP is ever equal to or lower than his or her rads, that survivor is killed.
- ⊕ Neither HP nor rads can go above the maximum value or below the minimum value on the track.
- ⊕ A survivor's remaining HP is equal to the difference between the HP peg and the rads peg. So, if a survivor has 12 HP and 3 rads, his or her remaining HP is 9.

RELATED TOPICS: Killed, Rads, Survivors

INFLUENCE

Survivors must gain influence to win the game. Influence is granted to the survivors by their agenda cards. When a survivor reaches the required amount of influence, he or she declares victory and reveals his or her 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 a victory!
 - » All survivors that reach the required amount of influence share the victory, even if one has more influence.

RELATED TOPICS: Agenda Cards, Faction Power Track, Survivors

INVENTORY

Items and companions a survivor possesses but does not have equipped are in that survivor's inventory. A survivor can have up to three cards in his or her inventory at one time. These cards can be placed in a stack under the far-right "slot" along the bottom of a player's player board. Equipped cards do not count toward the inventory limit.

- ⊕ If a survivor gains cards in excess of his or her inventory slots, he or she must choose and discard cards until there are only three remaining.
- ⊕ The cards in a survivor's inventory are public information to all players.

RELATED TOPICS: Apparel, Asset Cards, Companions, Equipping, Items, Loot Cards, Unique Asset Cards, Weapons

ITEMS

Items are a type of card that a survivor can have equipped or in his or her inventory.

- ⊕ Items that can be equipped (apparel and weapons) must be equipped to gain their benefits.
- ⊕ Items that cannot be equipped (aid, drugs, and magazines) can be used while in a survivor's inventory.

RELATED TOPICS: Apparel, Inventory, Loot Cards, Shopping, Unique Asset Cards, Weapons

KILLED

Survivors and enemies can be killed. A survivor is killed when his or her HP is equal to or lower than his or her rads. An enemy is killed when a survivor inflicts hits against it equal to or higher than its level during a fight.

- ⊕ When a survivor is killed, his or her figure is removed from the map. Then, he or she places the figure in a space of his or her choice on the starting tile. Then, that survivor discards all cards in his or her inventory (keeping any equipped cards) and returns his or her HP to its maximum value (but does not change his or her rads value).
 - » When a survivor is killed during a fight, the fight ends, and no additional steps are resolved.
 - » When a survivor is killed during his or her turn, the turn immediately ends. The survivor cannot perform any more actions or use perks.
 - » If a survivor is still killed after recovering all HP because his or her rads value is at its maximum, that survivor is eliminated from the game and loses. That survivor's figure and all of the survivor's cards, Caps, and other tokens are discarded. If the survivor was the first player, the agenda deck is passed to the survivor to his or her right. That survivor is now the first player.
- ⊕ When an enemy is killed, its token is returned to the supply. Then, a new token of the same enemy type is drawn and placed facedown in the space with an enemy icon of a matching type that is closest to the space from which the other enemy was discarded.
 - » If there is more than one space with a matching enemy type at an equal distance from the space, the first player chooses which space to place the enemy in.
 - » If the enemy is a faction token, or was fought as part of a "draw and fight" instruction, a new one is not drawn.
 - » If a survivor kills an enemy outside of a fight, that survivor still gains the XP for that kill.

RELATED TOPICS: Agenda Cards, Enemies, Fight, First Player, HP Track, Inventory, Map Tiles, Rads, Spaces, Survivors, Turns, XP

LEVELING UP

A survivor levels up when he or she gains an XP while the XP peg is on his or her rightmost S.P.E.C.I.A.L. token. When a survivor levels up, he or she draws two S.P.E.C.I.A.L. tokens, and then chooses one to keep and returns the other to the supply. If the survivor does not already have that token, it is added to his or her player board. If the survivor already has that token, he or she discards the token and gains a perk.

- ⊕ To gain a perk, the survivor looks through the perk deck for the perks that have that token highlighted and chooses one to take.
 - » If there are no perks matching the chosen S.P.E.C.I.A.L. token in the perk deck, the survivor chooses any perk showing a token that matches a token he or she has.
 - » If no perks match a token the survivor has, he or she does not gain a perk.

RELATED TOPICS: Perk Cards, S.P.E.C.I.A.L. Tokens, Survivors, XP

LOOT CARDS

Loot cards represent the various items, companions, and events survivors may find out in the wasteland.

- ⊕ When a survivor gains a loot card, if it is an item or companion, the survivor either equips it or adds it to his or her inventory. If the loot card is a one-time event, the survivor follows the instructions on the card, and then discards the card.
- ⊕ When a survivor discards a loot card, he or she places it in the loot-card discard pile.
- ⊕ If a survivor is instructed to draw loot cards in excess of his or her inventory, he or she draws the cards, and then discards down to his or her inventory size (usually three).

RELATED TOPICS: Apparel, Companions, Enemy Abilities, Inventory, Items, Results, Weapons

LOYALTY

At the start of a survivor's turn, he or she can reveal a  or  agenda card and place it faceup to gain loyalty with that faction for as long as that card remains revealed.

- ⊕ Having loyalty with a faction grants three effects to a survivor:
 - » Enemies represented by that faction's tokens do not prohibit the survivor from performing any actions.
 - » When enemies of that faction activate, they do not take survivors with loyalty into account—the enemies only move toward and fight survivors that do not have loyalty with their faction.
 - » The survivor cannot fight enemies of a loyal faction.
- ⊕ Each survivor can have only one agenda card revealed in this way. If a survivor reveals a new agenda card for loyalty, the previously revealed card is flipped facedown and hidden again.
- ⊕ At the start of a survivor's turn, he or she can withdraw loyalty to a faction by hiding a revealed agenda card.
- ⊕ Agendas revealed for loyalty are still counted as part of that survivor's agenda card limit and contribute to that survivor's influence as normal.

- ⊕ If a survivor gains a fifth agenda card, he or she may discard the revealed agenda.

RELATED TOPICS: Actions, Activating Enemies, Agenda Cards, Enemies, Factions, Fight Action, Influence, Survivors, Turns

MAP TILES

Each map tile contains some number of spaces and is dangerous () , deadly () , or double-sided, as determined by the back of the tile.

- ⊕ Map tiles are placed to create the map as specified by the back of the scenario sheet. Tiles shown faceup are placed that way, while tiles that are shown facedown are shuffled by type ( and ) and are placed randomly facedown.
- ⊕ Orient all tiles so that the arrow on the top of each tile points the same direction as the arrow on the starting tile.

RELATED TOPICS: Scenario, Setup, Spaces

MOVE ACTION

A survivor can perform a move action to gain two movement points. Each point can be spent to move that survivor's figure into an adjacent space.

- ⊕ Moving into a space that has difficult terrain requires an additional movement point.
 - » The two movement points used to enter the space do not need to have come from the same action.
- ⊕ The survivor can perform the other action after spending his or her first point of movement but before spending his or second point of movement.

RELATED TOPICS: Actions, Map Tiles, Spaces, Survivors, Terrain

PERK CARDS

Perks are powerful, single-use abilities. A survivor gains perk cards when he or she levels up and chooses a S.P.E.C.I.A.L. token he or she already has. To use a perk card, a survivor discards it during his or her turn to gain the effects described on the card.

- ⊕ Perks can be used only during a survivor's turn but cannot be used while the survivor is performing a non-move action unless specifically stated.
- ⊕ All perk cards in the perk deck and perk cards held by survivors are open information.
- ⊕ When a survivor discards a perk card, he or she returns it to the perk deck.

RELATED TOPICS: Actions, Leveling Up, S.P.E.C.I.A.L. Tokens, Survivors, Turns, XP

QUEST ACTION

A survivor can perform a quest action to attempt to complete a quest objective marked with .

- ✦ The survivor can attempt to complete a quest only if he or she meets the requirement presented after the . The most common requirement is for a survivor to be in a specific space.
- ✦ When performing the quest action, the survivor executes any listed instructions in the quest requirement, such as performing a test. If he or she succeeds, he or she completes the objective.
- ✦ A survivor cannot perform the quest action while in the same space as a faceup enemy.

RELATED TOPICS: Actions, Enemies, Quest Cards, Results

QUEST CARDS

Quests give survivors objectives, which they can complete to earn rewards—often agenda cards or power for one of the factions.

- ✦ Each quest has one or more objectives that survivors can achieve to complete the quest. An objective can either be triggered or a quest action.
 - » Triggered objectives provide a task that can be performed in the game such as “kill a  enemy” or “explore a .
 - » Quest-action objectives are marked with the  icon and may have conditions or instructions. For these objectives, the survivor must meet all conditions shown in the white section of that objective and then perform a quest action. The most common requirement is for a survivor to be in a specific space; this would be presented after the  icon. After performing the quest action, the survivor can attempt to resolve the objective's instructions, which typically require the survivor to perform a test or fight an enemy; the survivor must resolve these instructions from left to right. If the survivor succeeds at the instructions, he or she completes the objective.
- ✦ If a quest instructs the survivor to place a quest marker, he or she chooses a colored pair of quest marker tokens, placing one on the map as indicated by the card and the other on the quest card itself. When that card is trashed, both quest markers are discarded.
- ✦ After a survivor completes a quest, he or she executes all of the results listed in the results bar under the completed objective, resolving them from left to right.
- ✦ The quests currently available to all survivors are in the play

area. One or more quests are staged in the play area during setup, and more can be staged throughout the game.

- » When a quest is staged in the play area, execute any instructions in the top section of the card.

RELATED TOPICS: Agenda Cards, Card Library, Enemies, Faction Power Track, Fight, Map Tiles, Quest Action, Results, Setup, Tests

RADS

See “HP Track” on page 8.

RESULTS

When a survivor completes an objective in a quest or a choice in an encounter, that quest or encounter lists a number of results.

If a result shows  or  icon, treat that icon as a number equal to the level of the encounter icon the survivor was at. This number may be increased or decreased as indicated by “+” or “-” after the icon. The possible results are as follows:

- ✦ **ADD #:** The survivor retrieves the card indicated by # from the card library. Then, he or she takes a number of cards (without looking at them) equal to the number of players from the deck that matches the retrieved card's back. Finally, he or she shuffles all the cards and places them on top of that deck.
 - » If there is no deck matching that card type, create a new deck.
- ✦ **STAGE #:** The survivor retrieves the card indicated by # from the card library and places that card faceup in the play area.
- ✦ **BECOME X:** The survivor gains the trait token that matches X.
- ✦ **# XP:** The survivor gains an amount of XP indicated by #.
- ✦ **# CAPS:** The survivor gains a number of Caps indicated by #.
- ✦ , , OR : The survivor draws a card that matches the shown icon. If the icon is followed by a number, for example:  x2, he or she draws and keeps that number of cards.
- ✦ **SHOP #:** The survivor can buy and/or sell a number of items from the shop track indicated by #.
- ✦ **GAIN THE X UNIQUE ASSET:** The survivor searches the unique asset deck for the card specified by X and takes it. If that asset is not in the deck, he or she takes a unique asset at random instead.
- ✦  + OR  +: The faction corresponding to the icon gains power equal to the number of + symbols after the icon.
- ✦ **TRASH:** The survivor returns the card in the game box.

RELATED TOPICS: Agenda Cards, Asset Cards, Caps, Card Library, Encounter Cards, Faction Power Track, Loot Cards, Quest Cards, Shopping, Traits, Unique Asset Cards, XP

ROUNDS

The game is played over a series of rounds. During each round, each player takes one turn, beginning with the first player and proceeding clockwise.

At the end of each round and before the first player takes his or her next turn, the first player reveals the top card of the agenda deck and activates each enemy that matches the type shown on the bottom of the card. Then, each inactive enemy of that type is flipped faceup; they are now active. The agenda card is discarded.

- ✦ The enemy types are activated from left to right, and all of one type of enemy is activated before the next type is activated.
- ✦ If the order in which enemies of the same type activate becomes important, the first player decides the order.

RELATED TOPICS: Activating Enemies, Agenda Cards, Enemies, First Player, Turns

SCENARIO

During setup, players choose one scenario to play. Each scenario has a scenario sheet with two sides. Side A contains all instructions used during setup, including how the map is built and what quest starts staged in the quest track. Side B contains all information used for the scenario during the game, including what enemies the faction tokens represent and the faction power track.

RELATED TOPICS: Faction Power Track, Faction Tokens, Map Tiles, Quest Cards, Setup

SHOPPING

Some encounter cards, primarily from  locations, allow survivors to shop for some number of cards. When prompted to shop, the survivor first draws one asset and adds it to the left side of the shop. Then, the survivor can perform any of the following interactions. He or she can perform a number of these interactions equal to the value specified by the encounter.

- ✦ **BUY:** The survivor spends a number of Caps equal to the cost of a card in the shop to take that card and place it in his or her inventory or appropriate equipment slot.
- ✦ **SELL:** The survivor discards an equipped card or a card from his or her inventory to gain Caps equal to its value reduced by one.
- ✦ **RECRUIT:** The survivor takes a companion from the shop and places it in his or her inventory or appropriate equipment slot. A survivor can take a companion only if he or she has the trait or S.P.E.C.I.A.L. token shown in the upper-right corner of that companion's card; if no trait is present in the upper-right corner, any survivor may recruit that companion.

- ✦ If the shop ever has more or fewer than four cards in it after a survivor's action, asset cards are discarded or drawn, as appropriate, to reset the shop track to four cards.

RELATED TOPICS: Asset Cards, Caps, Companions, Encounter Cards, Encounter Icons, Items, Shop, S.P.E.C.I.A.L. Tokens, Results, Traits

SHOP

The shop is a row of four asset cards available for survivors to buy.

- ✦ When a card is added to the shop, it is placed on the left side of the row.
- ✦ When a card is discarded from the shop, the rightmost card in the row is removed.
- ✦ If the shop ever has more or fewer than four cards in it after a survivor's action (for example, after a survivor shops), asset cards are discarded or drawn, as appropriate, to reset the shop track to four cards.

RELATED TOPICS: Asset Cards, Shopping, Setup

SOLO PLAY

When playing *FALLOUT: THE BOARD GAME* with only a single player, follow all the standard rules for the game with the following exceptions:

- ✦ When a quest requires the player to be in the same space as another survivor, he or she must be in a  space instead. If it requires the other survivor to make a test, that survivor is assumed to have a result of "3."
- ✦ When resolving an encounter card, the survivor reads the card, trying to read only the text that would normally be read aloud and then making his or her decision before reading the text for the chosen outcome.
- ✦ When the agenda deck is depleted, only the power marker for the faction that currently has less power is advanced. If the factions are tied for power, they both advance as normal.

RELATED TOPICS: Agenda Cards, Encounter Action, Encounter Icons, Faction Power Track, Quest Cards, Rounds, Tests

SPACES

Each space is an area of a map tile separated from other spaces by white borders.

- ✦ Survivors and enemies occupy spaces. Any number of survivors and enemies can occupy the same space. Spaces can have terrain that affects survivors when they move into

the space. Spaces that represent consequential locations have an encounter icon and a name.

- ✦ Two spaces are adjacent if they share a border.

RELATED TOPICS: Encounter Icons, Enemies, Map Tiles, Move Action, Survivors, Terrain

S.P.E.C.I.A.L. TOKENS

Survivors can have up to seven unique tokens representing their capabilities. The seven tokens are represented by letters.

- ✦ A survivor either has a S.P.E.C.I.A.L. token or does not. He or she cannot have more than one of each S.P.E.C.I.A.L. token.
- ✦ When a survivor gains a S.P.E.C.I.A.L. token, he or she places it in the slot matching that letter on his or her player board.
- ✦ For each S.P.E.C.I.A.L. token a survivor has that matches the icon associated with a test or his or her equipped weapon during a fight, that survivor generates one reroll to spend during that test or fight, respectively.

RELATED TOPICS: Fight, Leveling Up, Survivors, Tests, Weapons

SURVIVORS

The word “survivor” is a collective term that refers to a character, that character’s cards, S.P.E.C.I.A.L. tokens, traits, figure, and the player who controls that character.

- ✦ Each survivor has a player board that tracks his or her HP, rads, XP, S.P.E.C.I.A.L. tokens, and traits. Each board also has indicators along the bottom for where to place the player's equipped cards and inventory.

RELATED TOPICS: HP Track, S.P.E.C.I.A.L. Tokens, Traits, Turns, XP

TERRAIN

Some spaces on map tiles have terrain indicated by an icon and colored border surrounding that space. Terrain in a space can affect survivors attempting to move into the space:

- ✦ **DIFFICULT (RED BORDER):** To move into a difficult space, a survivor must spend an additional movement point. If the survivor does not have an additional point of movement, he or she cannot move into that space.
- ✦ **IRRADIATED (GREEN BORDER):** A survivor must suffer one rad when moving into an irradiated space.

RELATED TOPICS: Map Tiles, Move Action, Rads, Spaces

TESTS

Each test has a difficulty number and a number of associated S.P.E.C.I.A.L. icons (for example:  4). When a survivor is prompted to perform a test, he or she resolves the following steps:

- 1 ROLL DICE:** Roll the three V.A.T.S. dice.
 - 2 REROLL DICE:** For each S.P.E.C.I.A.L. icon listed by the test that matches a token that the survivor has, generate one reroll. Then, the survivor can spend each reroll one at a time to reroll any number of the three V.A.T.S. dice.
 - 3 RESOLVE RESULTS:** Count the number of hits (●) shown on the dice. If that number equals or exceeds the difficulty of the test, the survivor succeeds. Otherwise, he or she fails. Resolve the respective result listed after the test.
- ✦ If a survivor succeeds or fails and no corresponding result is listed after the test, nothing happens.
 - ✦ The V.A.T.S. areas on the dice have no effect during tests.

RELATED TOPICS: Encounter Cards, Quest Cards, Results, S.P.E.C.I.A.L. Tokens, Survivors, V.A.T.S. Dice

TRADING

See “Camp Action” on page 4.

TRAITS

Traits are tokens that track details about a survivor.

- ✦ There are six traits tracked across three token types:



IDOLIZED/VILIFIED: These traits track what people think of the survivor. They have no inherent effect but may be referenced by companions, encounters, and quests.



SYNTH/SUPER MUTANT: These traits indicate whether or not the survivor is a synth or a super mutant. They have no inherent effect but may be referenced by encounters and quests.



WELL RESTED/ADDICTED: These traits track the survivor's wellbeing or dependence on the many drugs available in the wasteland. If a survivor is *Well Rested*, he or she can choose to lose that trait while fighting or performing a test to generate one reroll.

- ✦ Each survivor can have only one copy of a trait token and thus can never simultaneously have the traits on the opposite sides of one token.

- ⊕ When a survivor gains a trait, he or she takes the corresponding token and places it in one of the three slots on the upper-right side of his or her player board. If the survivor already has that token turned to the other side, the token is flipped over; the survivor loses the trait on the other side of the token.
- ⊕ If the faceup side of a trait token shows a lock icon, that token cannot be flipped over. If a survivor would gain the trait on the opposite side, he or she does not gain that trait.
- ⊕ If a survivor loses a trait, he or she discards that token. A survivor can lose a trait even if it has a lock icon.

RELATED TOPICS: Encounter Cards, Quest Cards, Results, Survivors

TRASH

See "Results" on page 11.

TURNS

A survivor's turn consists of performing two actions. After a survivor finishes performing these actions and using any items, perks, or other "during your turn" game effects, the game advances to the next player's turn in clockwise order.

RELATED TOPICS: Actions, First Player, Perk Cards, Rounds

UNIQUE ASSET CARDS

Unique asset cards represent singularly powerful items and people that survivors may come across from quests and encounters. Unique asset cards can be items or companions.

- ⊕ When a survivor gains a unique asset card, he or she searches the deck for it by name and either equips it or adds it to his or her inventory.
 - » If the specified unique asset is not available, the survivor gains a random unique asset instead.
- ⊕ When a survivor discards a unique asset card, he or she places it next to the unique asset deck.
- ⊕ It is recommended that the unique asset deck be organized alphabetically for ease of use during the game.

RELATED TOPICS: Companions, Encounter Cards, Inventory, Items, Quest Cards

V.A.T.S. DICE

Three V.A.T.S. dice are used to resolve fights and tests. Each die face contains a V.A.T.S. chart and may include some number of  icons.

- ⊕ Each V.A.T.S. chart contains four areas: head, body, arms, and legs. Each area is either filled in (green) or empty (black).

RELATED TOPICS: Fight, Tests

WEAPONS

Weapons are a type of item that can be equipped by a survivor to gain benefits during fights.

- ⊕ Each survivor can have only one weapon equipped at a time.
- ⊕ A survivor's equipped weapon generates rerolls during a fight for each S.P.E.C.I.A.L. token shown on the weapon that the survivor has.
- ⊕ Weapons with the ranged () icon allow a survivor who has that weapon equipped to fight enemies in adjacent spaces when performing the fight action. If that enemy does not also have the , the survivor inflicts one additional hit.

RELATED TOPICS: Equipping, Fight, Fight Action, Items, S.P.E.C.I.A.L. Tokens

WINNING THE GAME

See "Influence" on page 9.

XP

XP represents the experience that a survivor has gained in the wasteland; it tracks a survivor's progress toward leveling up. It is tracked by the gray plastic XP peg next to the survivor's S.P.E.C.I.A.L. tokens.

- ⊕ The XP peg starts in the leftmost hole of the XP track. For each XP a survivor gains, he or she moves the peg to the right along the XP track so it is beneath the next S.P.E.C.I.A.L. token the survivor has. If the XP peg is in the hole beneath the rightmost S.P.E.C.I.A.L. token the survivor has, and the survivor gains an XP, the peg is moved back to the leftmost hole. The survivor levels up!
 - » When a survivor gains multiple XP, he or she moves the peg for all gained XP, and then performs the steps for each level gained during that process.
- ⊕ When a survivor kills an enemy, he or she gains a number of XP equal to that enemy's level.

RELATED TOPICS: Enemies, Fight, Leveling Up, S.P.E.C.I.A.L. Tokens, Survivors

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QUICK REFERENCE

INFLUENCE TO WIN THE GAME

- 1 PLAYER: 11
- 2 PLAYERS: 10
- 3 PLAYERS: 9
- 4 PLAYERS: 8

ROUND

- Starting with the first player and proceeding clockwise, each player takes a turn by performing two actions.
- Draw an agenda card and activate all enemies of the types shown along the bottom of the card, and then discard it.

ACTIONS

- MOVE:** Gain 2 movement points to move your figure.
- EXPLORE:** Reveal an adjacent facedown map tile.
- FIGHT:** Fight and attempt to kill an enemy in your space.
- ENCOUNTER:** Once per turn, draw and resolve an encounter card matching the icon in your space if no enemy is present.
- QUEST:** Complete one quest objective if no enemy is present.
- CAMP:** Recover 3 HP, unexhaust cards, become *Well Rested*, and trade with other survivors if no enemy is present.

FIGHT

- ROLL DICE:** Roll the three V.A.T.S. dice.
- REROLL DICE:** Generate one reroll for each S.P.E.C.I.A.L. token that you have that is shown on your weapon. You can spend each reroll to reroll any number of the three V.A.T.S. dice.
- RESOLVE ENEMY HITS:** Suffer damage equal to the enemy's level for each hit not canceled by armor.
- RESOLVE SURVIVOR HITS:** Inflict one hit for each vulnerable area hit on the V.A.T.S. dice. If hits equal or exceed the enemy's level, it is killed!
- GAIN XP:** If the enemy is killed, gain XP equal to its level.

ICONS



INFLUENCE / AGENDA CARD



FACTIONS



APPAREL



WEAPON



COMPANION



SETTLEMENT



WASTELAND



VAULTS



CRITTER



HUMAN



ROBOT



MONSTER



SUPER
MUTANT

ENEMY ABILITIES



AGGRESSIVE: When this enemy moves into your space, or you move into its space, you immediately fight it (this fight does not take an action).



ARMOR: This enemy requires one additional hit to kill.



LOOT: When you kill this enemy, draw one 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 and you don't have a weapon, it gets an additional hit.



RETREAT: If you fail to kill this enemy, it is flipped facedown, becoming inactive.