Fallout®

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:

This section describes the complete rules for setting up a game of *Fallout: The Board Game*.

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

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

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 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.

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.

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 the 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 her 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 ❗ tile." As soon as a survivor completes the specified task, he or she completes this objective.

» 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: 💰 x 2, 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 surivor 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 🔫 icon, 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

INDEX

QUICK REFERENCE

INFLUENCE TO WIN THE GAME

- ☢ **1 Player:** 11 💰
- ☢ **2 Players:** 10 💰
- ☢ **3 Players:** 9 💰
- ☢ **4 Players:** 8 💰

ROUND

1. Starting with the first player and proceeding clockwise, each player takes a turn by performing two actions.

2. 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

1. **Roll Dice:** Roll the three V.A.T.S. dice.

2. **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.

3. **Resolve Enemy Hits:** Suffer damage equal to the enemy's level for each ✸ not canceled by 🛡.

4. **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!

5. **Gain XP:** If the enemy is killed, gain XP equal to its level.

ICONS

Influence / Agenda Card

Factions (★ 🛡)

Apparel — **Weapon** — **Companion**

Settlement — **Wasteland** — **Vaults** (84, 109)

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 ✸.

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