

ARCHETYPE CARDS

These **archetype cards** are examples specifically created for this expansion. They are designed to give you a taste of the game, and show you how character cards interact in the game. The cards cover a range of character pre-gens, giving Players easy options to use and a fast way to get into the game. Later you may want to use different cards chosen from the main *Fallout: Wasteland Warfare* game itself, or create your own to fit with your character choices.

The archetype cards shown here can also be used in your home games of *Fallout: Wasteland Warfare*. Please note that these cards are not tournament or organised-play legal. They are instead a fun addition for Players to homebrew ideas, campaigns, and new situations and scenarios in their own homes and gaming groups.

BANDIT




STR	3
PER	4
END	4
CHA	4
INT	4
AGI	5
LUC	4

URBAN: Automatically succeeds at first climb test during a climb.

WEAK POINT: 1 treated as 4

STR	2
PER	2
AGI	1

CHEM MAKER



STR	2
PER	3
END	4
CHA	6
INT	7
AGI	4
LUC	3

STR	1
PER	2
AGI	1

DEFENDER



STR	5
PER	3
END	4
CHA	3
INT	3
AGI	5
LUC	2

WILD: may swap 1 for 1

STR	3
PER	2
AGI	-

FIXER



STR	2
PER	3
END	4
CHA	7
INT	5
AGI	3
LUC	5

STR	2
PER	2
AGI	-

FORAGER



STR	3
PER	6
END	4
CHA	3
INT	4
AGI	4
LUC	2

BUSHCRAFT: Use cooked effect of food.

NEWSHOUND: +2

STR	2
PER	2
AGI	-

HANDYMAN



STR	4
PER	3
END	5
CHA	5
INT	5
AGI	3
LUC	2

HANDYMAN: +2

MECHANIC: Does not suffer the Unskilled penalty for any Repair & Craft skill.

STR	2
PER	2
AGI	-

HEAVY SUPER MUTANT



STR	6
PER	3
END	7
CHA	2
INT	2
AGI	4
LUC	2

BARGE: Can move through smaller non-friendly bases.

HAMMER TIME: Can choose for Charge bonus instead of

STR	1
PER	1
AGI	X

HUNTER

SUPER MUTANT



STR	6
PER	5
END	6
CHA	3
INT	2
AGI	5
LUC	2

2
1
X

INFANTRY




STR	5
PER	4
END	5
CHA	3
INT	3
AGI	4
LUC	2

ARMOR KNOWLEDGE: Combat tests:
1 treated as

2
2
-

MR HANDY TYPE-1



STR	3
PER	5
END	6
CHA	5
INT	6
AGI	4
LUC	2

EQUIPPED: Mr. Handy Buzzsaw and Mr. Handy Flamer.

3
1
X

PILOT



STR	3
PER	5
END	4
CHA	4
INT	5
AGI	3
LUC	2

1
2
-

RESEARCHER



STR	2
PER	4
END	4
CHA	4
INT	7
AGI	3
LUC	4

WELL-READ: Does not suffer the Unskilled penalty for any Knowhow skill.

1
1
-

SCOUT



STR	4
PER	6
END	5
CHA	3
INT	5
AGI	4
LUC	3

URBAN: Automatically succeeds at first climb test during a climb.
SHOOT TO STUN:

3
1
1

SNIPER



STR	3
PER	6
END	4
CHA	5
INT	3
AGI	6
LUC	3

SHARPSHOOT: When shooting, ignore one item of cover.
CAREFUL: Shooting into close combat always affects intended target.

2
1
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TECHNICIAN



STR	2
PER	3
END	4
CHA	3
INT	7
AGI	4
LUC	4

GENIUS: Never locked out of

1
1
-

THUG



STR	3
PER	5
END	5
CHA	3
INT	3
AGI	7
LUC	2

LIGHT ARMORED: Movements are one color shorter if equipped. Can not use
URBAN: Automatically succeeds at first climb test during a climb.

2
1
1