


Fallout: Wasteland Warfare – Roleplaying Game Errata

DATED: June 12th 2019

Note – Stingwing, Stingwing Bite and Sting, Radstag and Radstag Gore are not compatible with Fallout: Wasteland Warfare play.

Section 3 – Creating a Character

Added the below to p.34:

Creatures can only use cards which show the  icon, or specifically state can be used by Creatures on the cards, or are equipped by the Unit's card.

Section 4 – Rules of Play

p.45 Resolving Expertise Skill Tests:

Changed “Each [armor reduction icon] rolled on other Effect Dice reduces the target's Impact by 1 to a minimum of zero.”

to “Each [armor reduction icon] rolled on other Effect Dice reduces the target's Resistance Rating by 1 to a minimum of zero.”

p.74-76 Example Graphics

Removed the following:

- The 9 next on the STR line and 8 on the END line on the first example on page 74
- The 7 next on the STR line and 8 on the END line on the second example on page 74
- The 5 next on the STR line and 4 on the END line on the first example on page 75
- The 9 next on the STR line and 9 on the END line on the second example (power armor) on page 75
- The 9 next on the STR line and 9 on the END line on the first example (power armor) on page 76
- The 9 next on the STR line on the second example (power armor) on page 76

Section 5 – The Gamemaster

p.94 Costs Table

Added to the Rifles:
“Pipe Rifle – Cost: 45”

Added the below section to the costs table:

AMMUNITION	
AMMO TYPE	COST
Physical	5 per load
Energy	8 per load
Radiation	20 per load
Missile	50 per shot
Mini Nuke	200 per shot

Section 6 – Introductory Campaign

p.102 – boxout on the right

Added at the bottom “similarly, choose adversaries and weapon loadouts for them that fit with the encounters and abilities of your players – examples are provided, but feel free to changed things as you see fit”

p.104 – Scene 1

changed **AGI Tests** to **Stealth Tests**

p.105-106 – Scene 2

Changed **INT Test** to **Knowhow (Robots) Test**

Changed **PER Test** to **Repair/Craft (Robots) Test**

Changed **INT Test** to **Repair/Craft (Robots) OR Repair/Craft (Machinery) Test**

p.107-108 – Scene 3

Changed **CHA Test** to **Talk Test**

Changed **PER Skill** to **Notice Test**

Changed ‘Jump or AGI skill’ to **Acrobatics Test**.

Changed 'a working flashlight, and a pair of eyeglasses with one shattered lens.' To 'a **FLASHLIGHT** and a pair of **EYEGLASSES**.'

Changed 'will find the three intact eggs, and a battered but still functional army helmet with a blue camouflage pattern.' To 'will find the three intact **RADSCORPION EGGS**, and a battered but still functional **ARMY HELMET** with a blue camouflage pattern.'

p.108-109 – Scene 3

Radscorpion – changed to version 2 (below):



Ghoul – changed to Ghoul Settler (below):



p. 111-112 – Scene 4

Changed 'Security officers are armed with Pipe Rifles and Baseball Bats'

To "Security officers are armed with **PIPE RIFLES** and **BASEBALL BATs**"

Changed '**CHA Test**' to **Persuade Test**.

p.115-116 – Path One: Scene 2

Added 'The below cards are NOT compatible with Fallout®: Wasteland Warfare play.'

Changed **CHA Test** to **Talk Test**

Changed **PER Test** to **Search Test**.

Changed 'Success means they find an old, but working, **fusion core** and a pair of **heavy gauntlets**.' To 'Success means they find **STURDY COMBAT ARMOR**.'

Changed '**CHAT Test**' to **Talk Test**

Changed **PER Test** to **Persuade Test**

Changed "He will offer the group a **pair of stimpaks** and a **signal grenade**," To "He will offer the group a **pair of STIMPAKS** and a **VERTIBIRD SIGNAL GRENADE**."

Changed "save for the irradiated meat of Mole Rat corpses" To "save for the irradiated **MOLE RAT MEAT** of one of the corpses"

p.117 – Path Two: Scene 1

Changed '**CHA Test**' to **Talk Test**

p.117 – Path Two: Scene 2

Changed '**CHA Test**' to **Talk Test**

p.118 – Path Two: Scene 2

Changed 'PER or First Aid' to 'Medical Skill Test'

Changed '**CHA**' to '**Talk Test**'

Changed "a pistol with no ammunition, and a small, silver, half-heart charm on a broken chain tucked into his left boot, worth a few Caps." To "a **PIPE PISTOL** with no ammunition and a small, silver, half-heart charm on a broken chain tucked into his left boot, worth 17 Caps."

Changed '**PER or CHA Test**' to **Persuade Test**

Changed **CHA Test** to **Persuade Skill Test**

Changed 'An **egg casserole** is cooking in the oven, there is **fresh bread** and **cold water**, and assorted other gear stored in the house: a **medkit**, **shotgun ammunition**, **two bottles of Nuka-Cola**, and a sealed bottle of **vodka**.'

To 'Some **MUTANT HOUND MEAT** is cooking in the oven, and assorted gear stored in the house: **MILITARY FATIGUES**, some ammunition, two bottles of **NUKA-COLA**, and a sealed bottle of **VODKA**.'

p.119 – Encounter D2: Rabid Ragstag

Changed '**6 caps** in its stomach, should they choose to clean and dress the carcass.'

To '**6 caps** in its stomach, and gain **RADSTAG MEAT**, should they choose to clean and dress the carcass.'

p.120 – Both Paths: Scene 3

Changed **AGI Test** to '**Stealth Test**'

p.121 – Scene 4

Changed **PER Test** to **Notice Test**.

Changed **CHA Test** to **Presence or Persuade Test**.

Changed **Skill Tests** to **Talk Skill Tests**.

p.123 – Scene 1

Changed **PER Test** to **Notice Test**

Changed **AGI or Sneak Test** to **Stealth Test**

Changed **AGI or Sneak Test** to **Manual Dexterity Test**

p.125 – Scene 2

Changed **PER or Notice Skill Test** to **Notice Skill Test**.

Changed **AGI or heavy weapons** to **Repair/Craft (Weapons) or Manual Dexterity Test**'

Changed '**Success** means the Player Character successfully deactivates the mine and may remove it from the ground and reuse it if desired.'

To '**Success** means the Player Character successfully deactivates the **FRAGMENTATION MINE** and may remove it from the ground-and reuse it if desired.'

Changed **CHA Test** to **Persuade Test**

p.126 – Scene 3

Changed ' He then produces a pistol from a storage drawer built into his chassis and joins the PCs in the fight against the advancing Super Mutants.'

To 'He then produces a **10MM PISTOL** from a storage drawer built into his chassis and joins the PCs in the fight against the advancing Super Mutants.'

p.128 – Scene 4

Changed **AGI or Lockpick Skill Test** to **Lockpick Test**.