

Fallout: Vault is a cooperative dungeon exploring game set in the post apocalyptic setting of the Fallout games.

Players take the role of an explorer hunting through the remains of vault tees underground vaults.

## Characters

Vault Dweller : average stats and equipment

Brotherhood Paladin: heavy armour and high intelligence

Enclave Executioner: armoured and hard hitting

Nightkin: fast and hard hitting

## Statistics

Following from other Fallout games, each miniature has a SPECIAL profile

S Strength: a characters melee damage

P Perception: ability with firearms

E Endurance: the amount of hits a character can take

C Charisma: used for interactions between characters

I Intelligence: ability with lock picks and hack terminals

A Agility: how hard it is to hit a character

L Luck: characters can attempt to modify their actions

Players have fifteen points to allocate across these statistics and gain bonus points according to their character:

Vault Dweller: +1 to all stats

Paladin: +2 P +2E +2I

Executioner: +2S +2P +2A

Nightkin: +3S +3E +3A -3I

## Actions

Each character may perform 3 actions per turn.

These maybe combat attacks (ranged or melee) interactions (hack a terminal, pick a lock or loot a container) use an item from their inventory or move.

## Movement

Models move 4" per movement action.

Any model in armour (Brotherhood and Enclave) move 1" less, any model taller than mansized (supermutants and deathclaws) move 1" more

Movement may not be used over other models or terrain piece

## Combat

To attack another miniature a character rolls D10 and adds their relevant stat (S for melee or P for shooting).

The target rolls D10 and adds their A.

If the attack roll is equal or higher than the defense roll the attacker deals their weapons Damage value to the defender.

A die roll of 1 will fail to hit and a roll of 10 will automatically hit.

Each weapon has a Durability value; after being used this amount of times the weapon loses 1 damage.

A character may use an action to use a similar weapon from their inventory to repair weapon (using a pistol to fix a pistol is fine, you cannot use a pistol to fix a shotgun!)

Remove the weapon being broken down and add its Damage value to the weapon being repaired, upto its starting damage

## Interactions

A character may attempt to take an inventory item from another character within 1"

Treat this like a combat attack but both characters use Charisma. This may only be attempted once per turn.

If successful the character must pass an item of their choosing to the attacking character.

A character may loot any terrain piece or slain enemy in base contact.

Roll a D10. On a 1 the item is locked and characters must roll an I test to loot it.  
On a 8+ the character may draw a Loot card in addition to the caps.  
The character obtains D10 worth of caps from a looted item.

If the item was another character, they also may take any Loot items the character was holding.

Safes and terminals require an I test of 8+ to loot and provide D10 x2 caps and on an odd roll provide a loot card as well.

## Luck

Players have a lucky item; a gewgaw such as a lucky bolt or item from the old world found in the wastes.

Once per turn, for any die roll a player makes they can push their luck; rolling a die and adding it to their current roll.

If this die is equal or lower than their Luck value, their luck holds and may attempt to push their luck from next turn onwards.

If the roll is higher than their luck then the item is lost and they may not push their luck again this game!

## Rads

Characters suffer from radiation throughout the game from radleaks to eating irradiated food, keeping track on their card.

If a character reaches 10 rads they die of exposure!

## The Vault

Before the game begins a large room is placed in the centre of the board.

Players then take turns placing a single board section in contact with an already placed section, ensuring at least one door lines up.

After each player has placed at least three sections and all are in agreement about the table layout each player rolls D10 and the highest roller may place their entrance in contact with any unoccupied corridor.

The remaining players place their entrance in turn.

Each turn all players roll D10 and the highest activates their character first, utilising all their actions, moving down the order.

When character enters a corridor they will encounter D3-1 terrain items placed by the player to

their left.

On an even roll they will draw and resolve an Event card, ranging from enemies to random happenings.

Entering a room will encounter D6 terrain items and an Event card

### Enemies

1 deathclaw - stats of 5, worth 2D10 caps

D3 mirelurks stats of 4, worth D6 caps +1 Food

1 Glowing One -stats of 4, each point of damage it deals gives all ghouls in 4" +1 E +D3 ghouls. each worth D6 caps

D6 ghouls -stats of 3 worth D6 caps. On a 1 draw a loot

D6 Raiders -stats of 2 worth D6 caps.

D6 molerats -stats of 1 worth D3 caps. On a 1 draw a loot

D6 radroaches -stats of 1 A2 worth D3 caps

If a character kills all enemies rolled, draw a loot card in addition.

### Loot

54 items -4 unique player items (Lone Wanderer, AE14, multiplas, nuka breaker

10 stimm (5hp)

1 quantum (4)

4 nuka (3 +1rads)

2 brahmin (2 +2rads)

3 cram (1 +3 rads)

5 radaway (-D3 rads)

10mm (2dam, 2dur)

10mm (2dam, 2dur)

10mm (2dam, 2dur)

32mm (1dam, 2dur)

32mm (1dam, 2dur)

shotgun (3dam, 2dur)

shotgun (3dam, 2dur)

shotgun (4dam, 1dur)

shotgun (4dam, 1dur)

shotgun (5dam, 1dur)

plasma rifle (4dam, 1 dur)

plasma rifle (4dam, 1 dur)

plasma rifle (4dam, 1 dur)

Laser rifle (3dam, 3 dur)

Laser rifle (3dam, 3 dur)

Laser rifle (3dam, 3 dur)

Minigun (4 dam, 2 dur)

Minigun (4 dam, 2 dur)

Switchblade (1dam)

Knife (2 dam)

Knife (2 dam)

Sledge (4 dam, 2 dur)

Sledge (4 dam, 2 dur)

Shishkebab (5 dam, 1 dur)

Supersledge (5 dam, 2 dur)

Events

1 deathclaw

D3 mirelurks

1 Glowing One +D3 ghouls

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D6 ghouls

D6 ghouls

D6 ghouls

D6 Raiders

D6 Raiders

D6 Raiders

D6 molerats

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D6 radroaches

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Radleak -place a radmarker. Characters suffer 1 rad per action used within 4"

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Safe

Dead prospector - draw 1 loot

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Terminal

Nuka machine - gives D3 nuka bottles; each worth 5 caps or regain 3 health

Trap- roll A test of 7 If passed gain d6 caps. If failed take 2 damage