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| **Name** | **Type** | **Size** | **XP Rating** |
| Enclave Heavy Weapons Specialist | Human | Large | 9 (140 XP) |

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| **Strength** | 15 (+10) |  | **Armor Class** | 22 (X-01) | | **Action Points** | 7 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 100 | | **Hit Dice** | 5d10 + 75 |
| **Endurance** | 15 (+10) |  |  | |  | | |
| **Charisma** | 8 (+3) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 6 (+1) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Basic Training.** The NCO has advantage on saving throws against explosives, as well as on ability checks for Shove and Grapple attacks.  **Intimidating.** The NCO has advantage on Intimidation checks.  **Power Armor.** While not wearing its power armor, the NCO uses the stats of an Enclave Trooper, excluding maximum hit points and its Intimidating trait.  **Stealth Disadvantage.** While wearing its power armor, the NCO has disadvantage on Stealth checks.  **Veterancy (3).** The NCO has a bonus +3 to all attack rolls. | **Command (2 AP).** The NCO dispels the *frightened* condition from an ally that can hear or see it, or orders that unit to immediately make an attack without spending any AP. |

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| **Monster Description** |
| The Enclave is a quasi-state originating as a deep state government within the pre-War United States federal government, military, and corporate elite. This enigmatic alliance of interests eventually subverted and developed from the continuity of government protocol to ensure its survival as the real America, laying claim to the North American mainland. While the organization commonly styled itself as the Enclave, it used United States of America interchangeably, particularly in propaganda. To wastelanders who recognized it, it was a remnant of pre-War America.  The founders of the Enclave operated as an informal secret cabal of the same name, rooted deep within the highest levels of government officials, military personnel, and corporate executives. They coalesced into a coherent entity after the Great War, complete with its own ideals and symbols; in at least one instance Enclave members turned on surviving government representatives who weren't involved with them. Enclave ideology also differed internally between the main body and the splinter faction in Appalachia. The latter centered around rabid anti-communism, while the latter was steeped to pseudo-scientific racialism; the conviction that its members were the sole representatives of unspoiled pure humanity. This mindset came to dominate the Enclave's ideology, culminating in an unsuccessful attempt at global genocide in the mid-23rd century.  Relative to other human societies throughout the wasteland, the Enclave is among the smallest factions, but their exact strength is impossible to precisely gauge due to their clandestine nature. Control Station Enclave, the largest known concentration of Enclave members in the wasteland, and home to the main aspects of its central leadership, encompassed between a hundred and a thousand inhabitants by 2241. By comparison, at that time the largest known city in the wasteland built from scratch, Shady Sands, was home to 3,000 citizens. The Enclave typically covered manpower problems by forcing wastelanders to work for them as conscripts, assets, or slaves, though it conferred no special benefits beyond immediate survival, as all were considered expendable mutants. |