

FURS



+1 CS, +1 EVA.

Armor 200 caps

HEAVY TACTICAL ARMOR



+5 CS.

Armor 500 caps

LEATHER DUSTER



+1 CS, +1 CHR.

Armor 200 caps

LEATHER JACKET



+1 CS.

Armor 100 caps

LIGHT TACTICAL VEST



+3 CS.

Armor 300 caps

METAL ARMOR



+4 CS, +1 CHR, -1 EVA.

Armor 400 caps

MOTOCROSS ARMOR



+2 CS.

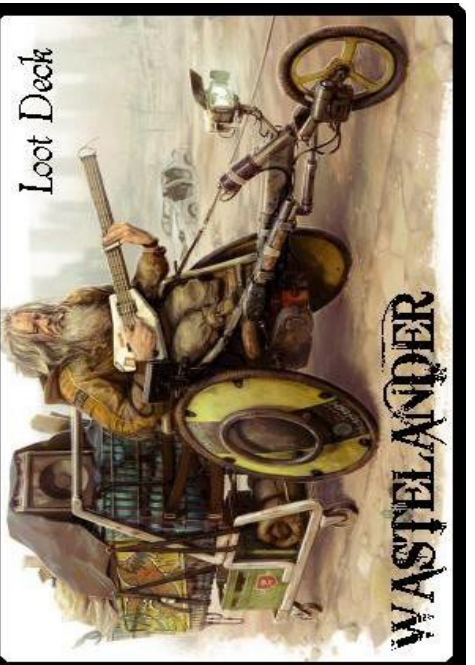
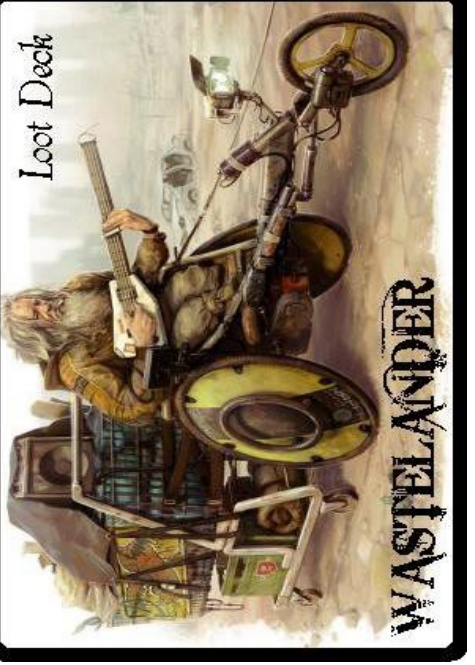
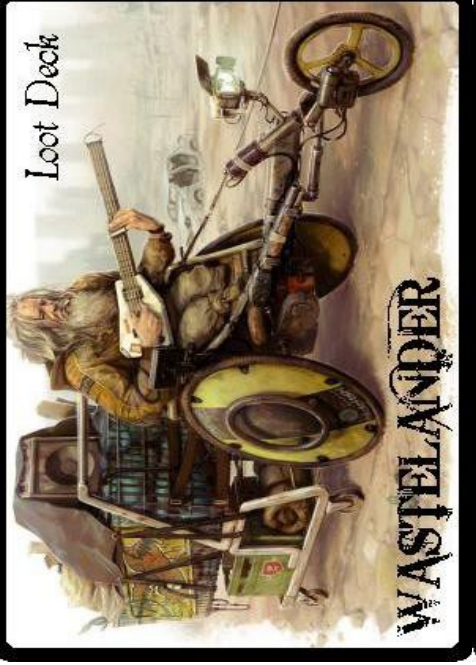
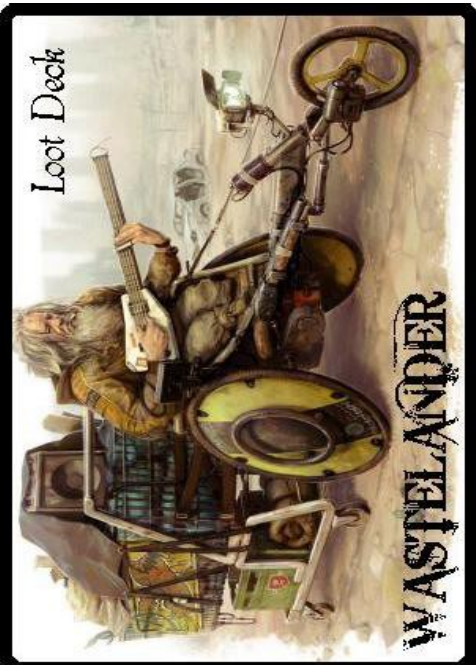
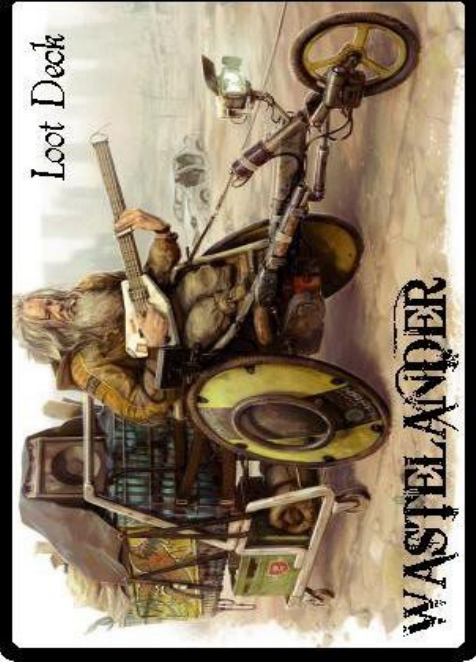
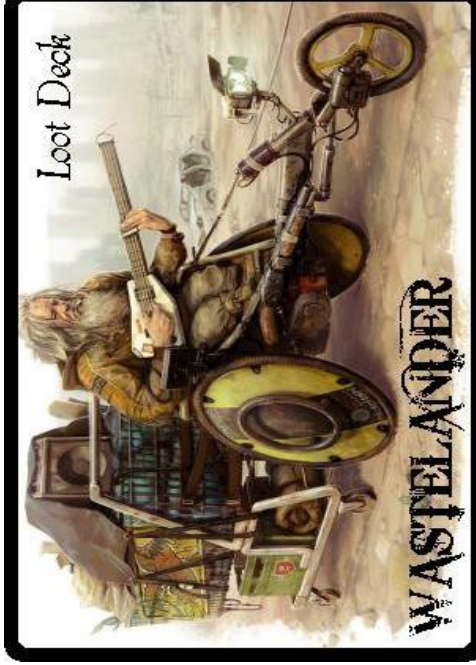
Armor 200 caps

PIECEMEAL METAL ARMOR



+3 CS, +1 CHR, -1 EVA.

Armor 300 caps



REINFORCED METAL ARMOR



+5 CS, +1 CHR, -1 EVA

Armor

500 caps

SPORTS PADS



+1 CS

Armor

100 caps

STUDED LEATHER JACKET



+2 CS, +1 CHR

Armor

300 caps

TACTICAL VEST



+4 CS

Armor

400 caps

ACE OF SPADES



You may re-roll all die rolls once.
Incompatible with Lucky Dice.

Gear

1000 caps

BACKPACK



Your card limit is increased by 2.

Gear

800 caps

BINOCULARS



+2 EVA. Incompatible with
Spyglass.

Gear

200 caps

CAMOUFLAGE OUTFIT



+2 EVA. Incompatible with Ghille
Sniper Suit.

Gear

200 caps

CANTEEN



When canteen comes into play, roll d6 to determine # of uses remaining. Can be used to cancel Thirst!

Gear 200 x # of uses

COMPASS



You are immune to Lost! cards.

Gear 1000 caps

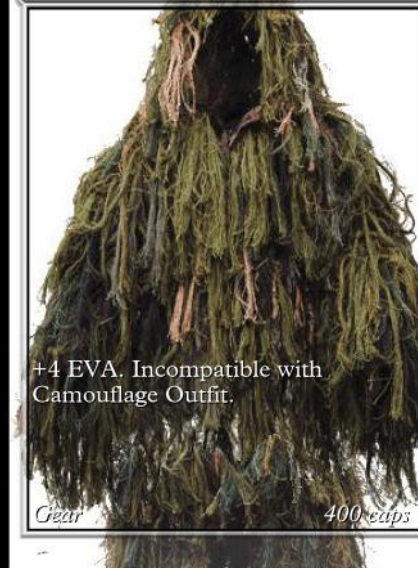
FLASHY OUTFIT



-2 EVA, +4 CHR. Incompatible with Business Suit.

Gear 200 caps

GHILLIE SNIPER SUIT



+4 EVA. Incompatible with Camouflage Outfit.

Gear 400 caps

HAZMAT SUIT



You are immune to Radiation! cards.

Gear 1000 caps

LUCKY DICE



You may re-roll all die rolls once. Incompatible with Ace of Spades.

Gear 1000 caps

MEDKIT



May be used (*discarded*) to cancel the loss of 1 SP for any reason.

Gear 500 caps

METAL DETECTOR



Once per turn on your turn, you may discard a card and roll d6. 1-2: Nothing happens. 3-6: Take the top card of the loot deck discards.

Gear 1000 caps

MIRRORED SHADES

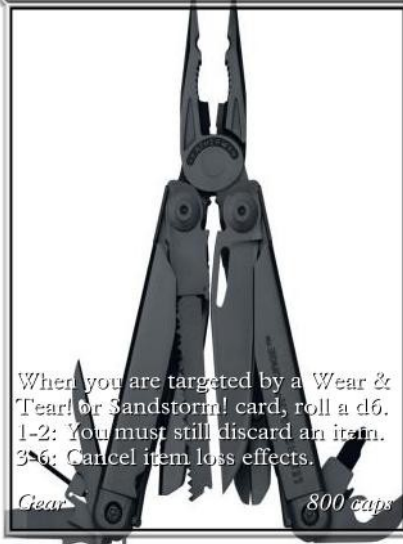


+2 CHR.

Gear

200 caps

MULTITOOL



When you are targeted by a Wear & Tear! or Sandstorm! card, roll a d6.
1-2: You must still discard an item.
3-6: Cancel item loss effects.

Gear

800 caps

POUCH



Your card limit is increased by 1.

Gear

500 caps

PRE-WAR BUSINESS SUIT



- 1 CS, +4 CHR. Incompatible with Flashy Outfit.

Gear

300 caps

SHOPPING CART

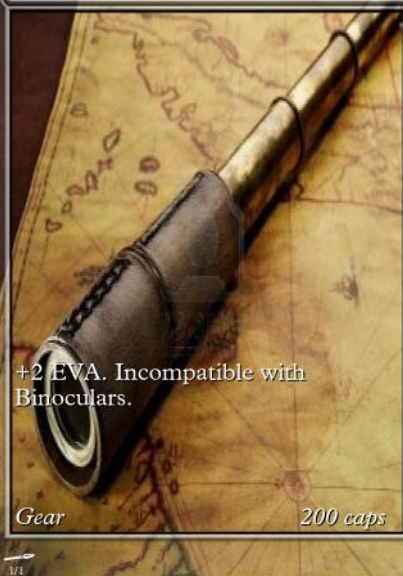


You may have any number of cards in hand. -3 EVA.

Gear

500 caps

SPYGLASS



+2 EVA. Incompatible with Binoculars.

Gear

200 caps

TOOLBOX



You are immune to Wear & Tear! cards and item loss from Sandstorm! cards.

Requires 1 free hand or Shopping Cart to use.

Gear

1000 caps

WAR PAINT



+1 CS, +3 CHR.

Gear

500 caps

AMMO



When ammo comes into play, roll d6 to determine # of ammo. May be used with all ranged weapons that require ammo.

Provision 100 x # of ammo

1/1

AMMO



When ammo comes into play, roll d6 to determine # of ammo. May be used with all ranged weapons that require ammo.

Provision 100 x # of ammo

1/1

AMMO



When ammo comes into play, roll d6 to determine # of ammo. May be used with all ranged weapons that require ammo.

Provision 100 x # of ammo

1/1

BANDAGE



May be used (*discarded*) to cancel 1 SP loss from any source except Hunger!, Thirst!, or Radiation!.

Provision 300 caps

1/1

BANDAGE



May be used (*discarded*) to cancel 1 SP loss from any source except Hunger!, Thirst!, or Radiation!.

Provision 300 caps

1/1

BANDAGE



May be used (*discarded*) to cancel 1 SP loss from any source except Hunger!, Thirst!, or Radiation!.

Provision 300 caps

1/1

BANDAGE

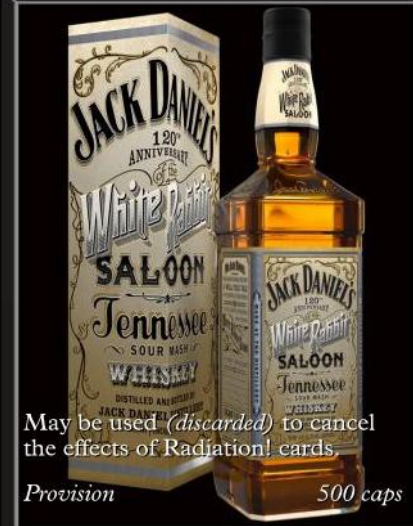


May be used (*discarded*) to cancel 1 SP loss from any source except Hunger!, Thirst!, or Radiation!.

Provision 300 caps

1/1

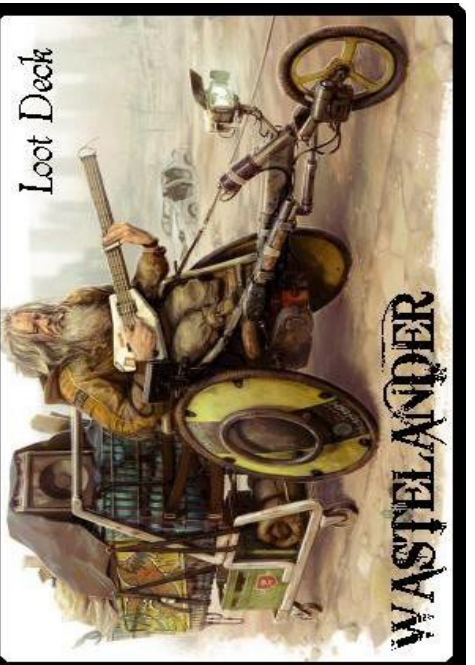
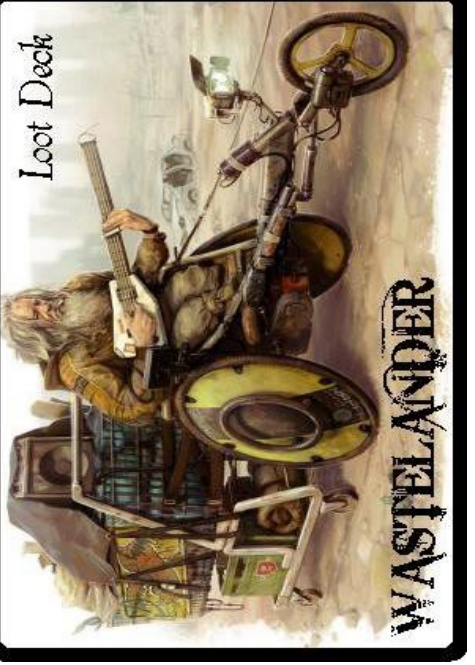
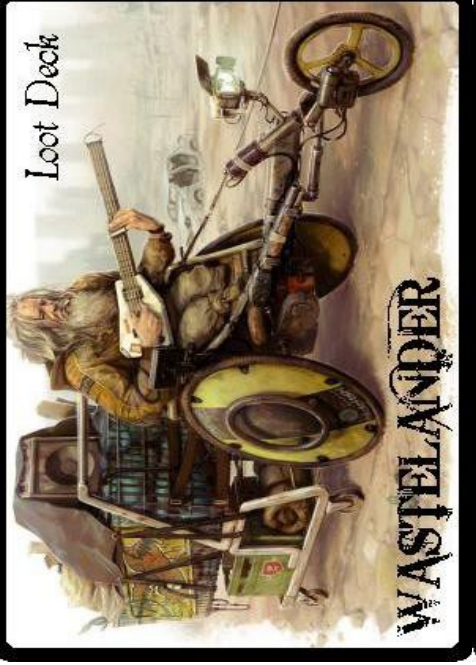
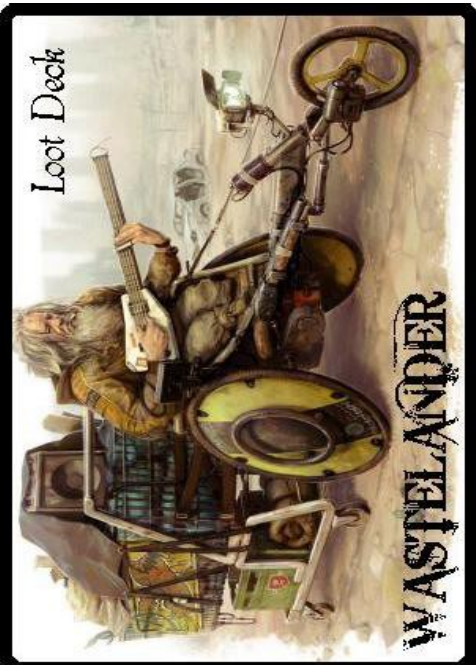
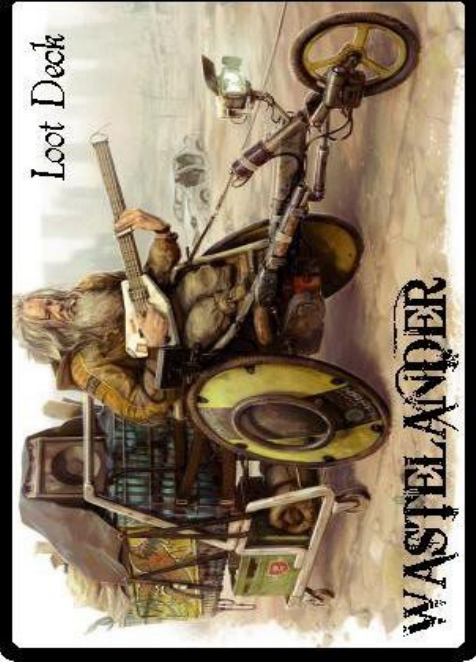
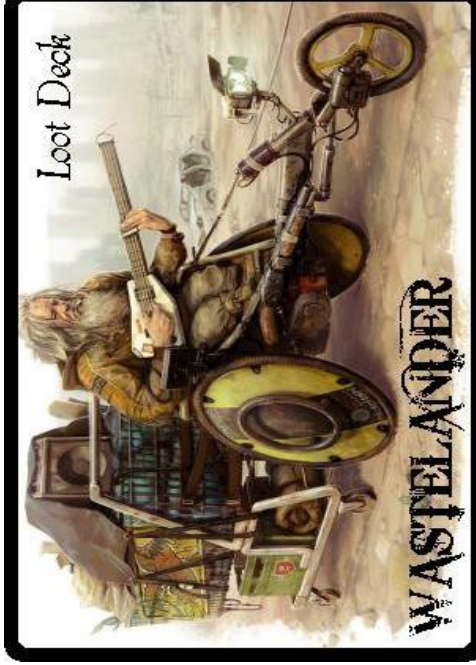
BOOZE



May be used (*discarded*) to cancel the effects of Radiation! cards.

Provision 500 caps

1/1



BOOZE



May be used (*discarded*) to cancel the effects of Radiation! cards.

Provision 500 caps

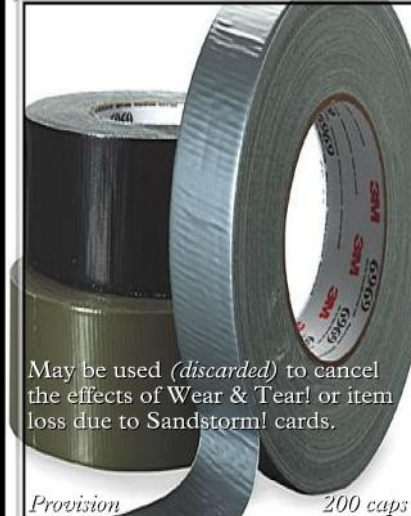
BOOZE



May be used (*discarded*) to cancel the effects of Radiation! cards.

Provision 500 caps

DUCT TAPE



May be used (*discarded*) to cancel the effects of Wear & Tear! or item loss due to Sandstorm! cards.

Provision 200 caps

DUCT TAPE



May be used (*discarded*) to cancel the effects of Wear & Tear! or item loss due to Sandstorm! cards.

Provision 200 caps

DUCT TAPE



May be used (*discarded*) to cancel the effects of Wear & Tear! or item loss due to Sandstorm! cards.

Provision 200 caps

FOOD



May be used (*discarded*) to cancel the effects of Hunger! cards.

Provision 200 caps

FOOD



May be used (*discarded*) to cancel the effects of Hunger! cards.

Provision 200 caps

FOOD



May be used (*discarded*) to cancel the effects of Hunger! cards.

Provision 200 caps

PACK OF SMOKES



Provision

200 caps

PACK OF SMOKES



Provision

200 caps

PACK OF SMOKES



Provision

200 caps

SUPERGLUE



May be used (*discarded*) to cancel the effects of Wear & Tear! cards or item loss due to Sandstorm! cards.

Provision

200 caps

SUPERGLUE



May be used (*discarded*) to cancel the effects of Wear & Tear! cards or item loss due to Sandstorm! cards.

Provision

200 caps

SUPERGLUE



May be used (*discarded*) to cancel the effects of Wear & Tear! cards or item loss due to Sandstorm! cards.

Provision

200 caps

WATER



May be used (*discarded*) to cancel the effects of Thirst! cards.

Provision

200 caps

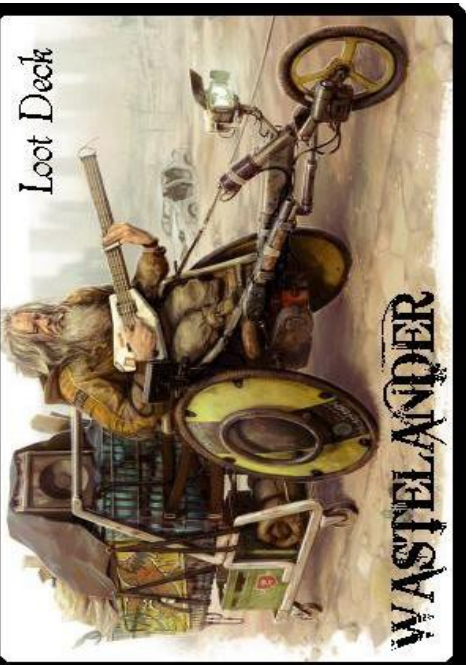
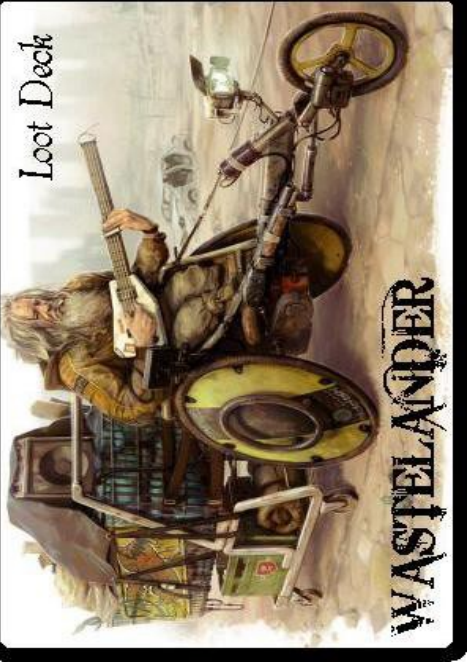
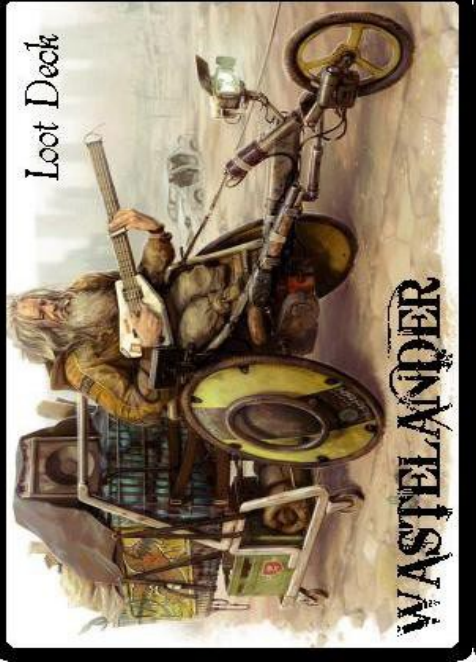
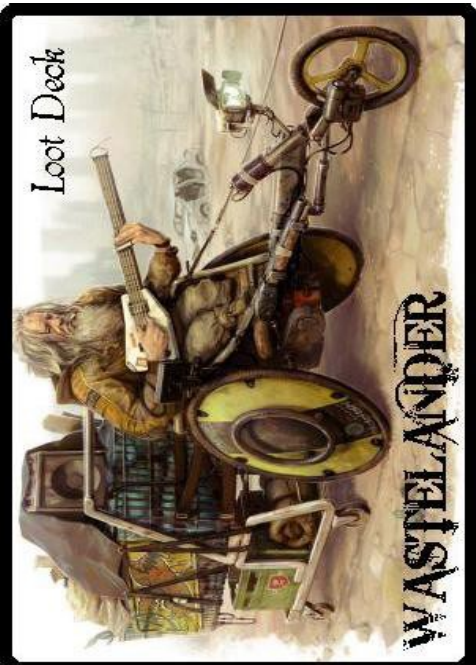
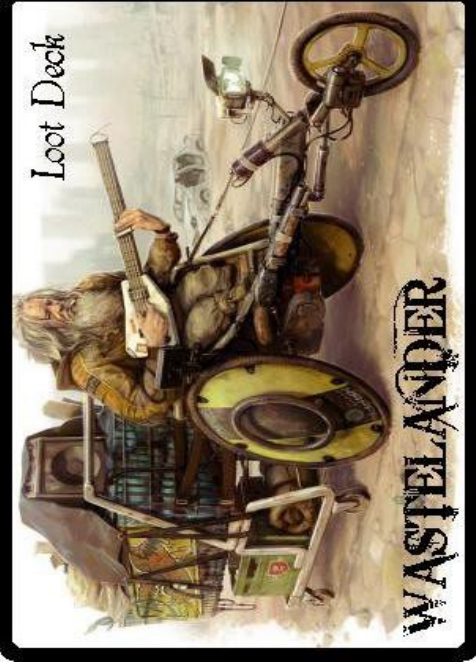
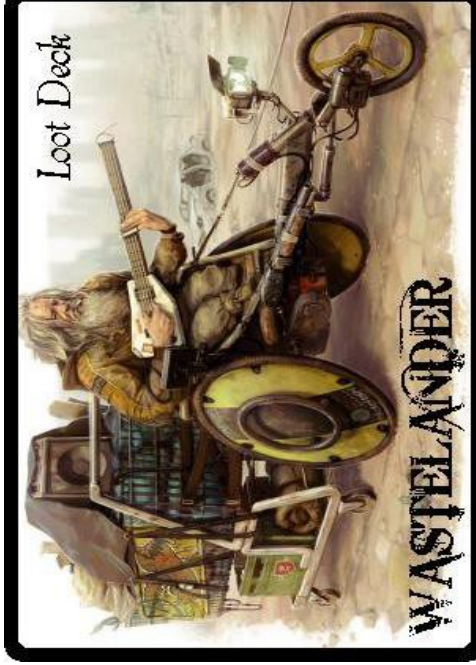
WATER



May be used (*discarded*) to cancel the effects of Thirst! cards.

Provision

200 caps



ADDER'S TONGUE



+2 CHR or HOS to either side in an encounter. Usable only once.

Tactic

300 caps

BAD MOJO



-2 to all stats to either side in an encounter. Usable only once.

Tactic

400 caps

BEAR TRAP



+5 CS and +5 EVA or PER to either side in an encounter. Usable only once.

Tactic

500 caps

BOOBY TRAP



Play immediately after you escape from an encounter AND discard 1 item. Then, gain 1 SP and the # of loot given by the critter or enemy you just escaped. Usable only once.

Tactic

400 caps

CONSULT A REGIONAL MAP



Play on your turn *before* you wander the wasteland. Look at the top 3 cards of the wasteland deck and put them back in any order you choose. Then resume your turn. OR, use this card to cancel a Lost card. Usable only once.

Tactic

500 caps

CRITICAL HIT



Double the CS of either side in an encounter. Usable only once.

Tactic

700 caps

CUNNING DISGUISE



+3 EVA and +3 CHR if played on a player OR +4 CS to target human enemy. Usable only once.

Tactic

300 caps

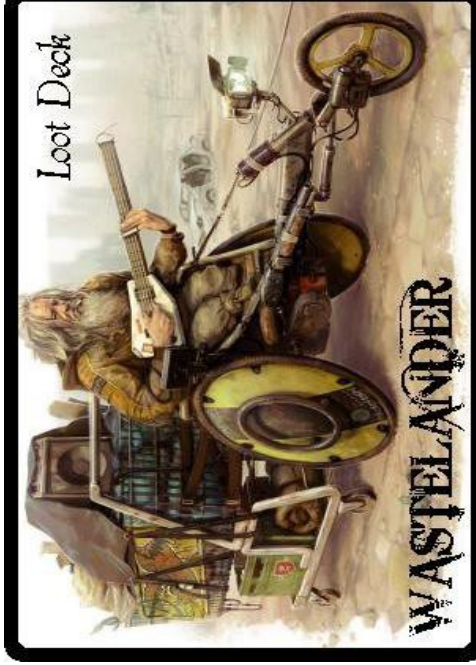
DEAD AS A DOORNAIL



Play this card during any encounter. The enemy encountered is dead and has no loot. Discard that enemy, then acting player resumes her turn and may search the wasteland or look for trouble as usual.

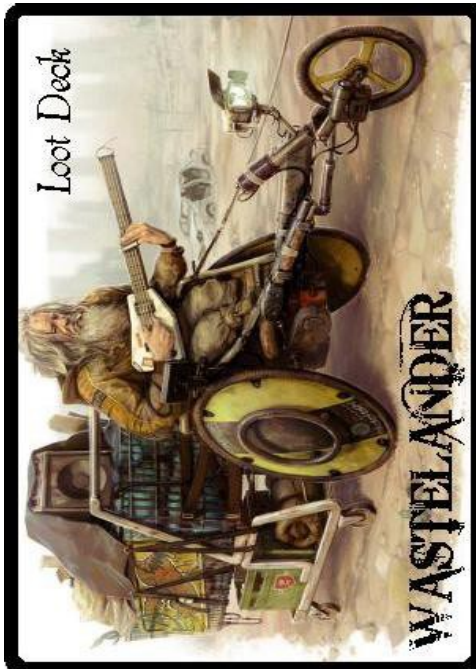
Tactic

400 caps



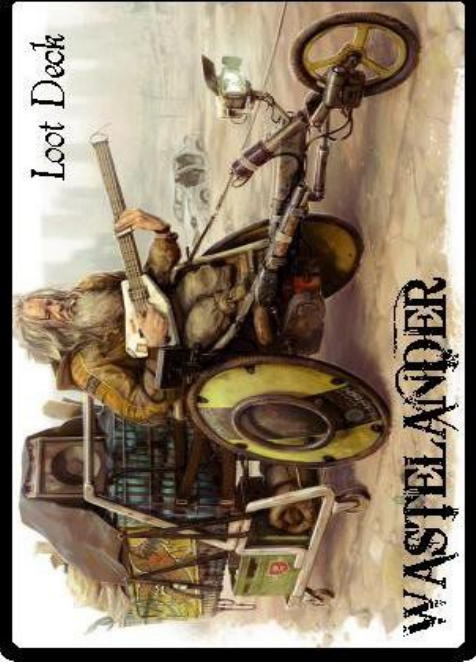
Loot Deck

WASTELANDER



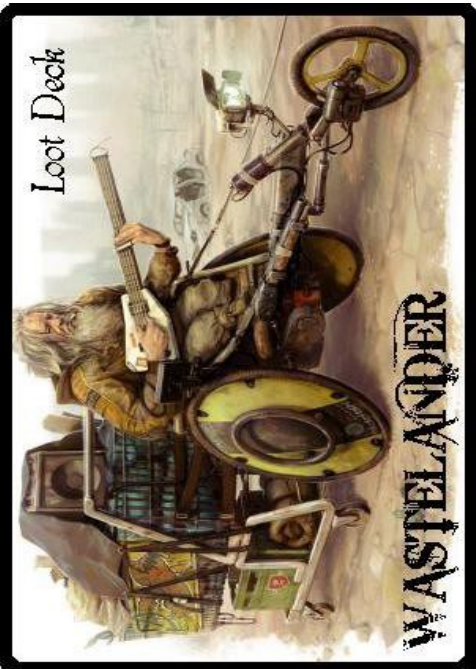
Loot Deck

WASTELANDER



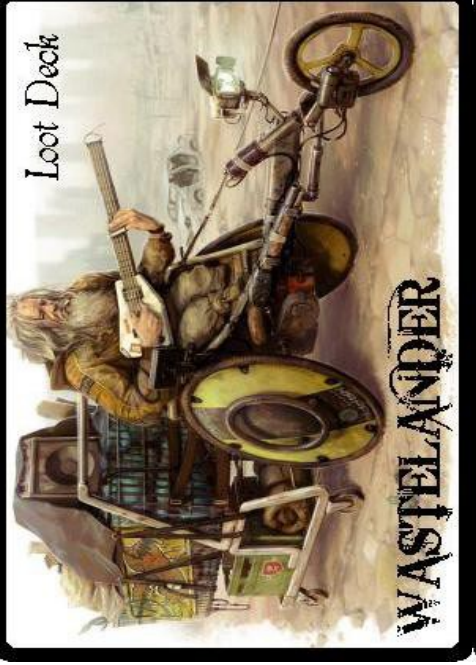
Loot Deck

WASTELANDER



Loot Deck

WASTELANDER



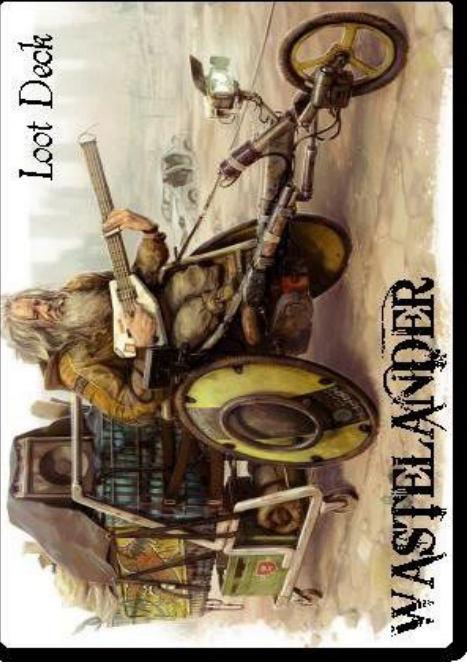
Loot Deck

WASTELANDER



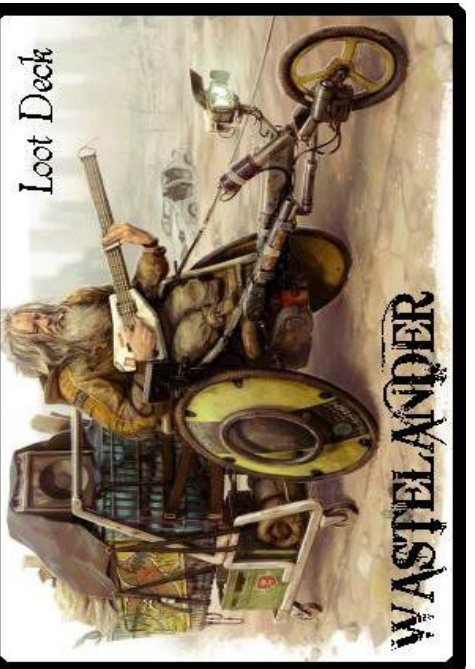
Loot Deck

WASTELANDER



Loot Deck

WASTELANDER



Loot Deck

WASTELANDER

FLASHBANG



+4 CS and +4 EVA or PER to either side in an encounter. Usable only once.

Tactic

400 caps

FRAG GRENADE



+5 CS and +5 EVA or PER to either side in an encounter. Usable only once.

Tactic

500 caps

GOOD IDEA, NOW IT'S MINE



Play this card when another player plays a tactic. You now have a copy of that tactic.

Tactic

500 caps

GOOD THINGS COME...



Play at the beginning of your turn before wandering the Wasteland. Skip this turn, then at the beginning of your next turn, draw d6 loot.

Tactic

700 caps

HIGH GROUND



+3 CS and +3 EVA/PER to either side in an encounter. Usable only once.

Tactic

300 caps

HIRE A GUIDE



Play on your turn BEFORE you wander the wasteland. Look at the top 3 cards of the wasteland deck and put them back in any order you choose. Then resume your turn. OR, this card may be used to cancel a Lost card.

Tactic

IMITATE



Choose a character trait affecting another player. You now have that trait too. Usable only once.

Tactic

300 caps

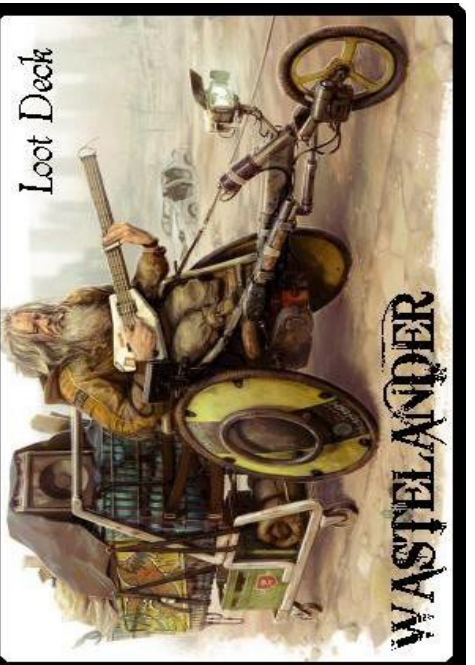
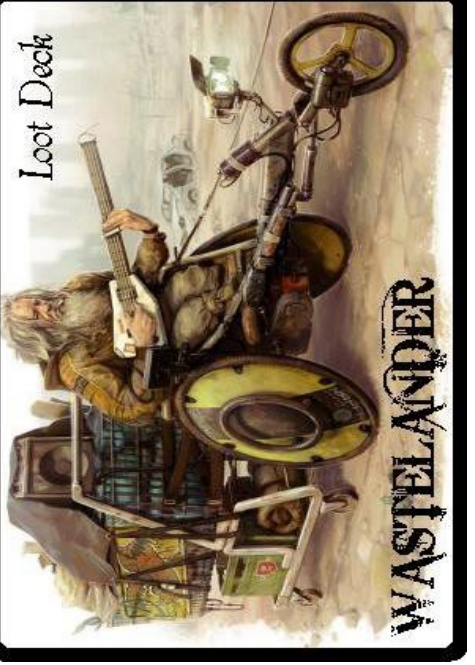
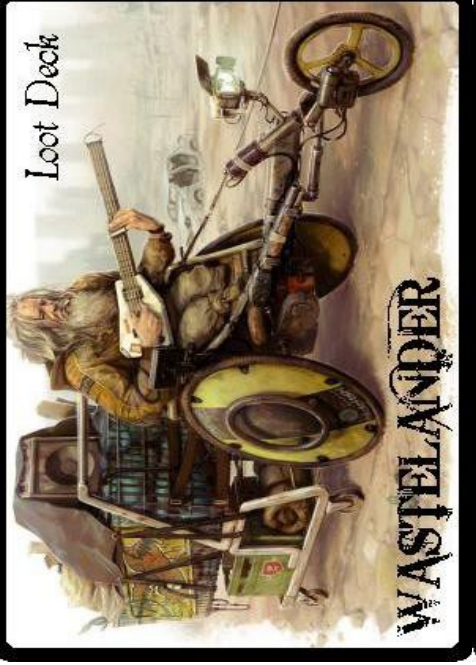
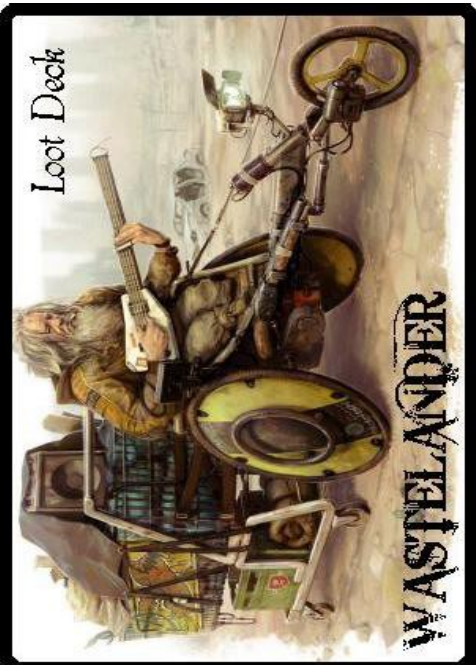
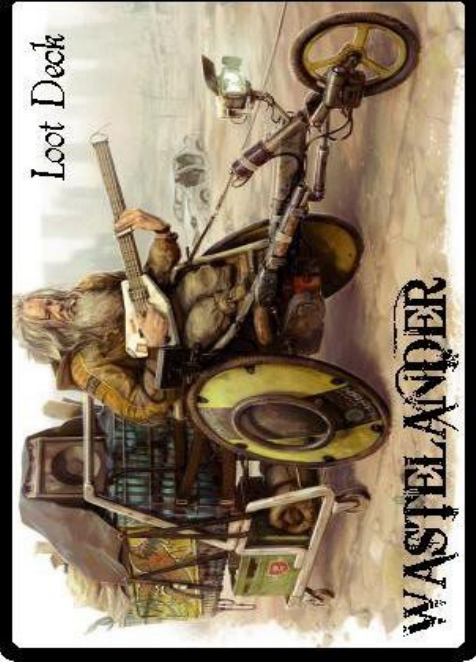
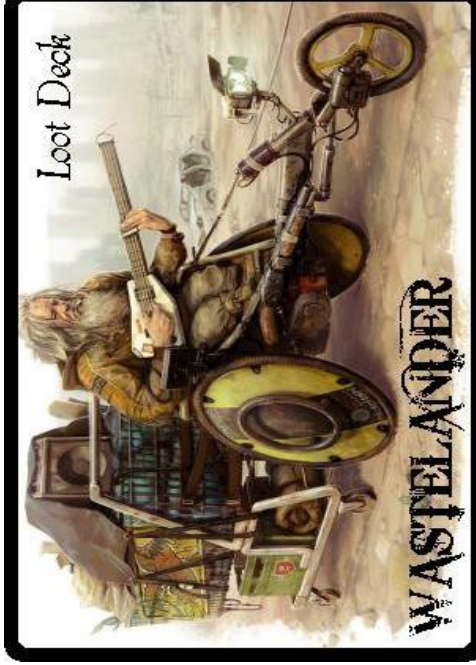
LOADED DICE



Play this card when a d6 is rolled for any reason. Turn the die to the number of your choosing. That's the result. Usable only once.

Tactic

500 caps



MOLOTOV COCKTAIL



+4 CS and +4 EVA/PER to either side in an encounter. Usable only once.

Tactic

400 caps

NET



+4 CS and +4 EVA/PER to either side in an encounter. Usable only once.

Tactic

400 caps

ONE GOOD TURN DESERVES ANOTHER



+2 to all stats to either side in an encounter. Usable only once.

Tactic

400 caps

ONE MAN'S TRASH...



Discard this card to take the top card from the loot deck discards at any time. Usable only once.

Tactic

500 caps

OUTMANEUVER



Play during any encounter to prevent other players from interfering OR helping. Return any cards to players' hands that have already been played to interfere. Usable only once.

Tactic

600 caps

PEPPERSPRAY



+2 CS and +3 EVA/PER to either side in an encounter.

Tactic

300 caps

PLAY POSSUM



Play this card to automatically escape from any encounter you're in. Usable only once.

Tactic

300 caps

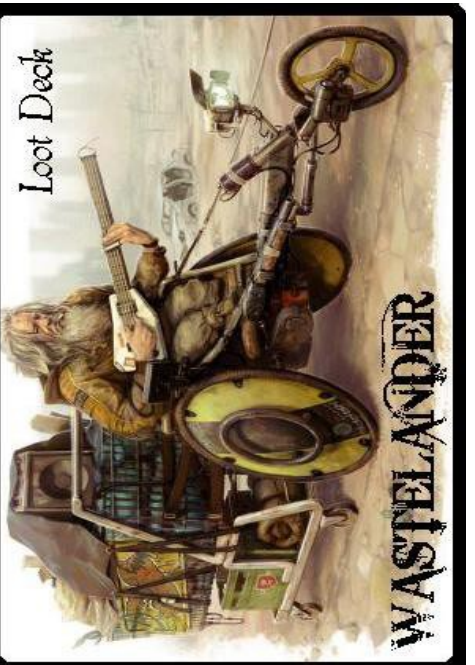
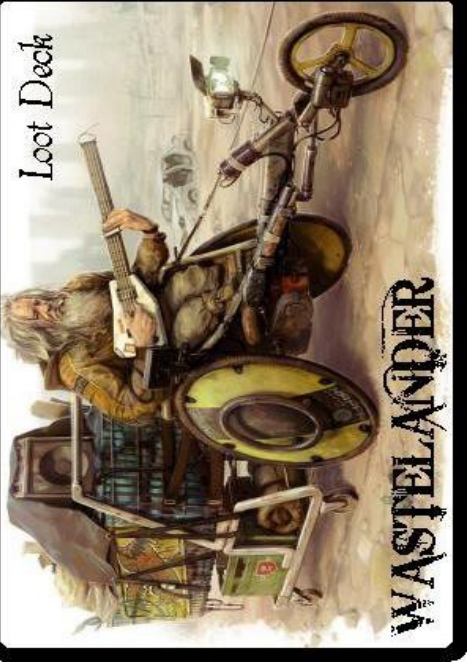
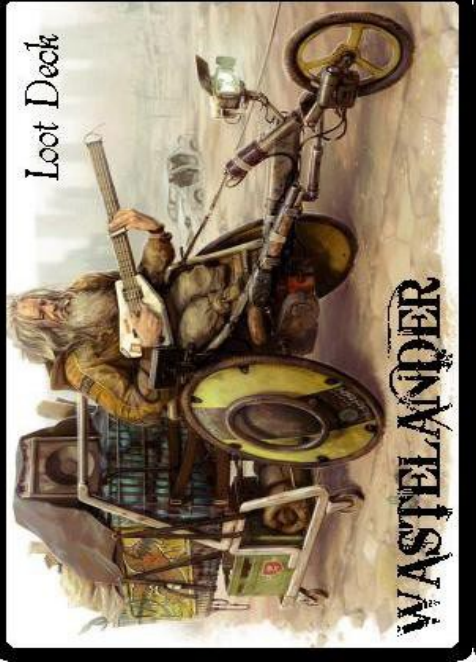
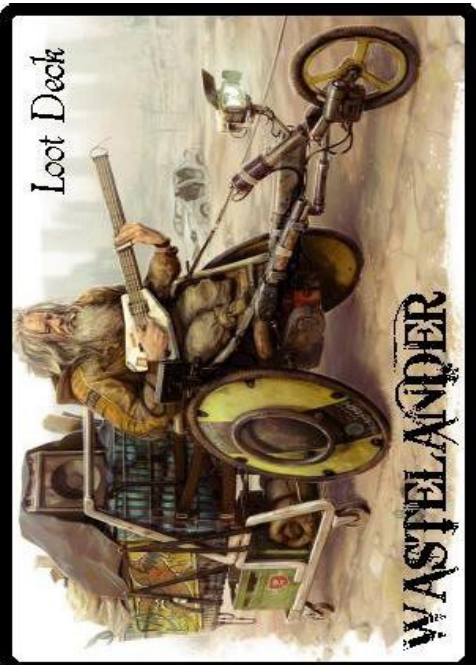
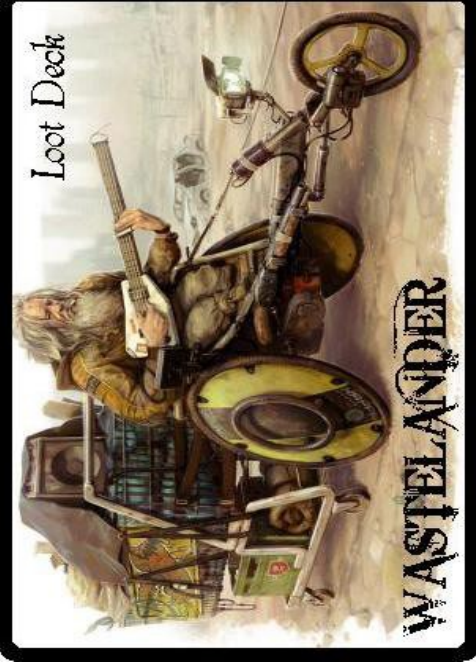
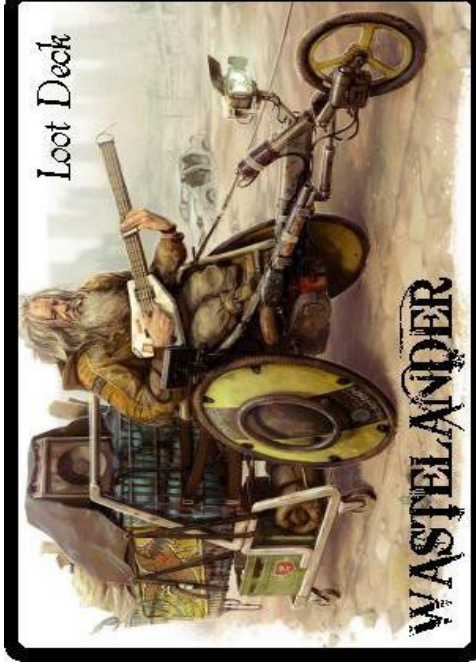
RECURRING VILLAIN



Play during any encounter to take the top-most critter or human enemy from the wasteland deck discards. That enemy joins the current encounter.

Tactic

500 caps



SABOTAGE



Destroy target item. Cards that grant immunity from Wear & Tear! and other item loss can't be used to prevent sabotage. Usable only once.

Tactic

400 caps

SAND IN THE EYES



+2 CS and +2 EVA/PER to either side in an encounter. Usable only once.

Tactic

200 caps

SMOKE AND MIRRORS



+2 EVA/PER to either side in an encounter. Usable only once.

Tactic

300 caps

SMOKE GRENADE



+2 CS and +5 EVA/PER to either side in an encounter. Usable only once.

Tactic

500 caps

STICKY FINGERS



Take 1 item from target player AT RANDOM. Armor cannot be stolen with this card.

Tactic

400 caps

STINKS TO HIGH HEAVEN



Target player gets +d6 CS and -d6 EVA and CHR until end of turn. Usable only once.

Tactic

400 caps

SUPERIOR TACTICS



Play this card to cancel the effects of another tactic as it is played. Usable only once.

Tactic

600 caps

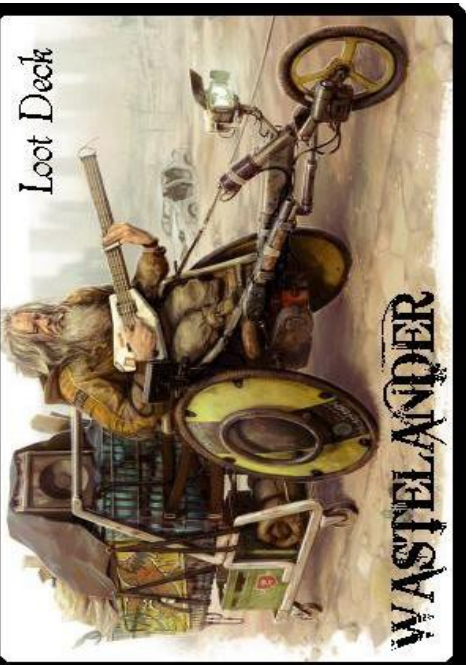
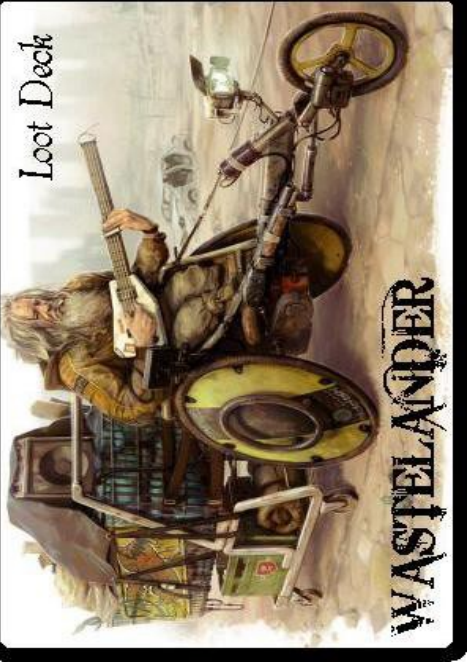
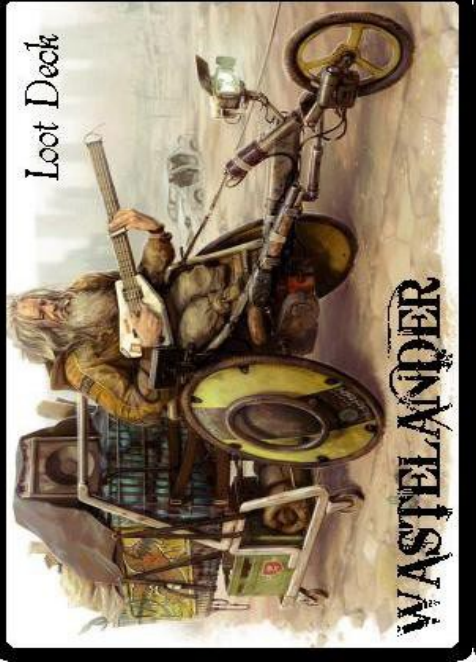
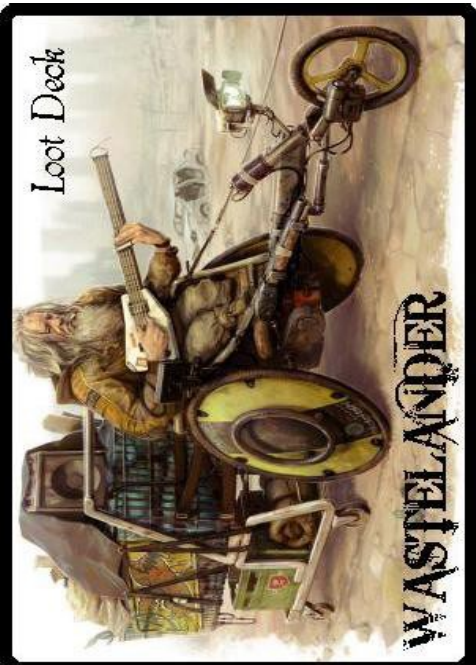
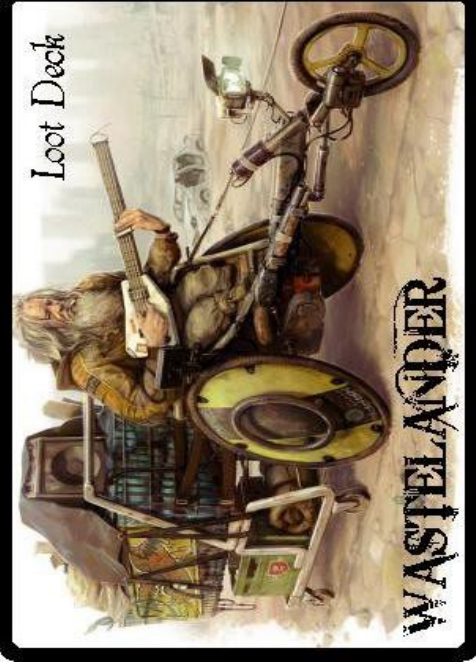
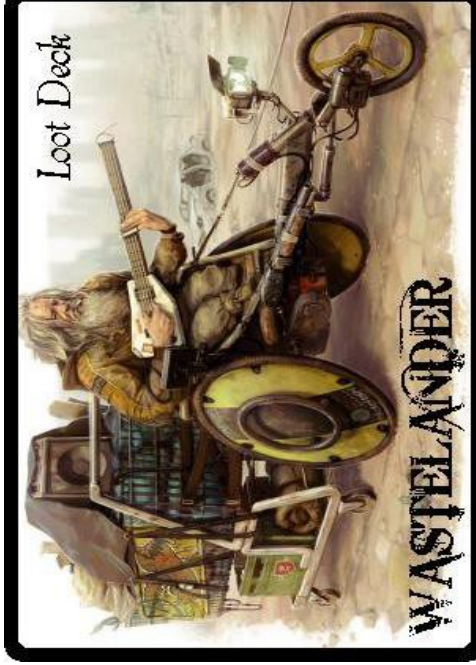
TAKE COVER



+3 CS and +3 EVA/PER to either side in any encounter. Usable only once.

Tactic

300 caps



TALK 'EM IN CIRCLES



+2 CS and +4 CHR/HOS to either side in any encounter. Usable only once.

Tactic

400 caps

TEARGAS



+3 CS and +3 EVA/PER to either side in any encounter. Usable only once.

Tactic

300 caps

THESE BOOTS WERE MADE FOR WALKIN'



Play before you wander the wasteland. Flip 2 cards instead of 1 and resolve them both. Usable only once.

Tactic

400 caps

TRIP WIRE



+3 CS and +3 EVA/PER to either side in any encounter. Usable only once.

Tactic

300 caps

WHAT GOES AROUND, COMES AROUND



Play this card after you agree to help another player in an encounter. In your next encounter, that player must help you and can't ask for a reward. Usable only once.

Tactic

500 caps

WHO OWNS BARTERTOWN?



Play during any encounter with a settlement. All Loot Deck cards you batter are worth double their caps value for this encounter. Usable only once.

Tactic

600 caps

WRONG PLACE AT THE WRONG TIME

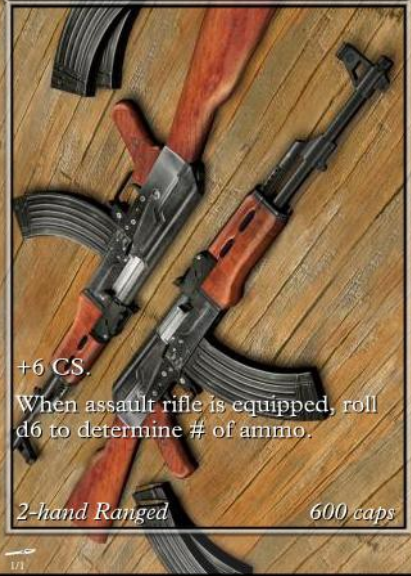


End target encounter immediately. If the encounter is a critter or a human enemy, the player in the encounter suffers the Bad Stuff and cannot prevent it. Usable only once.

Tactic

500 caps

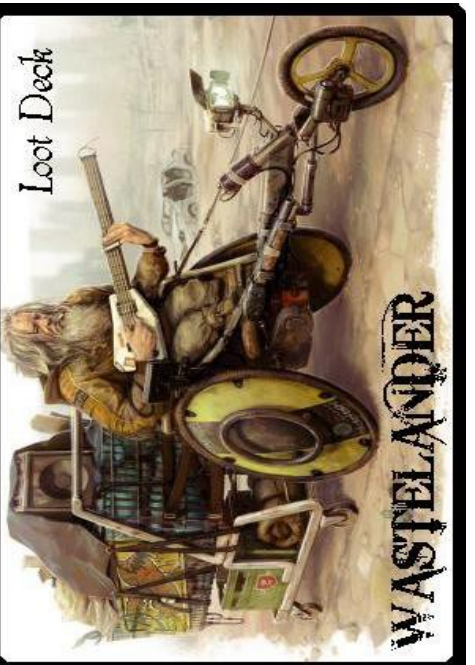
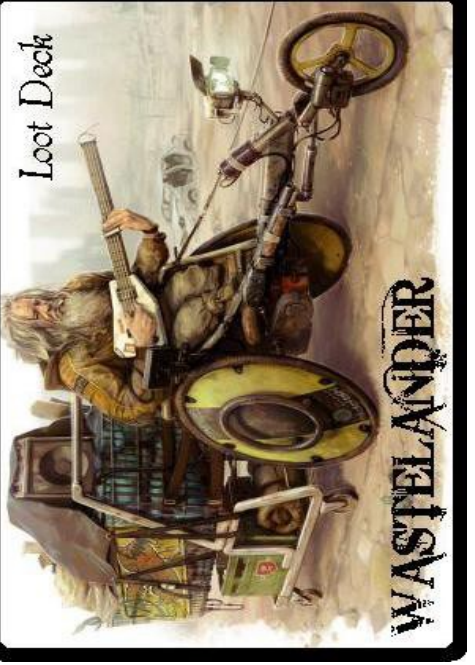
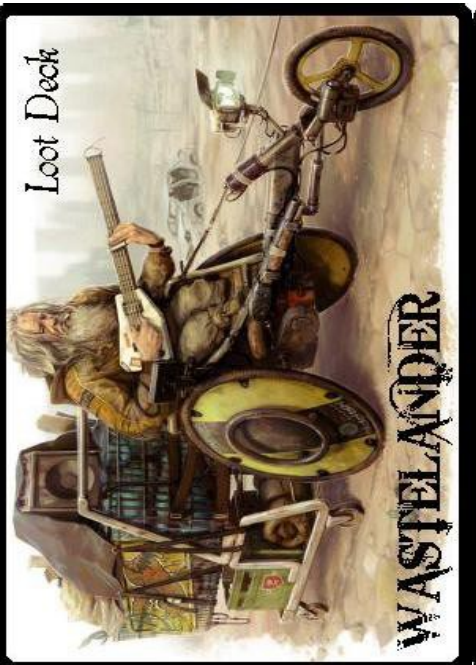
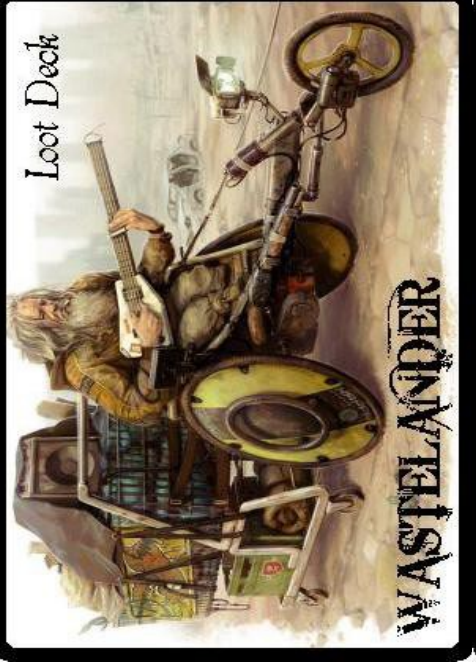
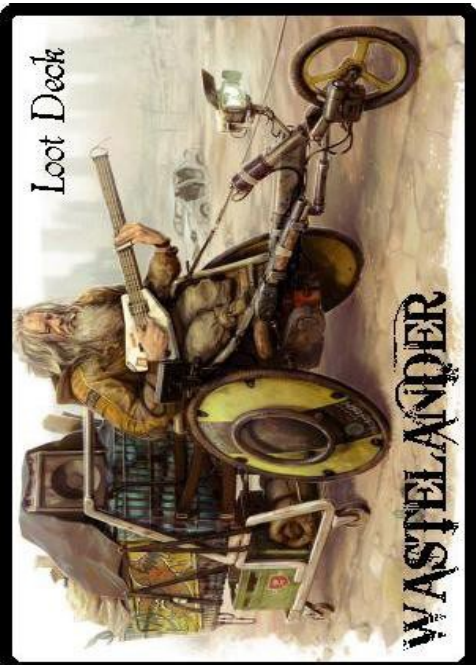
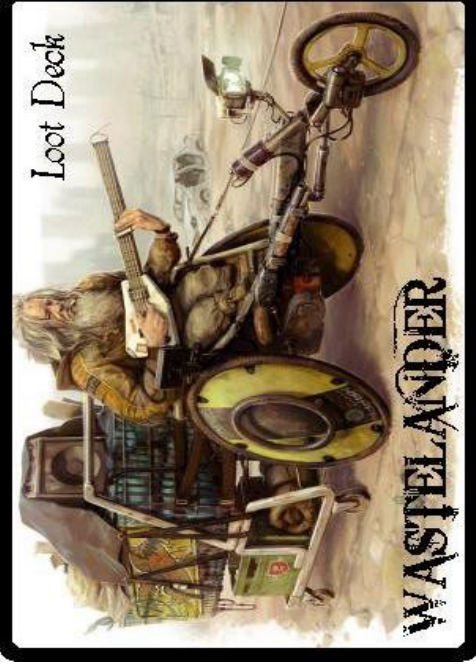
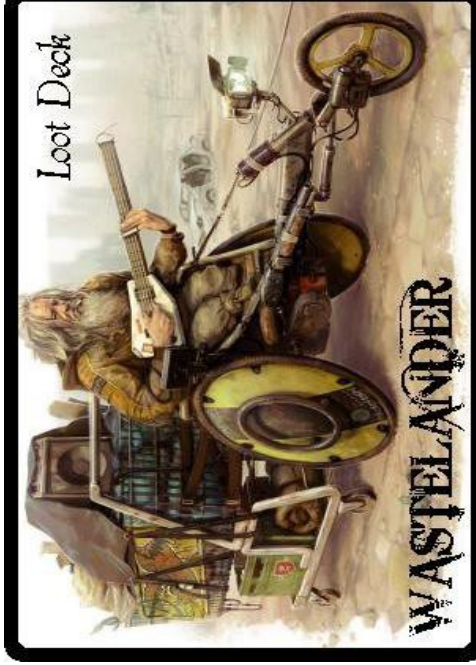
ASSAULT RIFLE



+6 CS.
When assault rifle is equipped, roll d6 to determine # of ammo.

2-hand Ranged

600 caps



AXE

+4 CS.

*2-hand Melee**400 caps*

1/1

BASEBALL BAT

+3 CS.

*2-hand Melee**300 caps*

1/1

BOW

+4 CS.

Roll d6 to determine # of arrows.

Any time bow is used in combat, roll d6. 1-2: +1 arrow. 3-6: Arrow recovered.

*2-hand Ranged**500 caps*

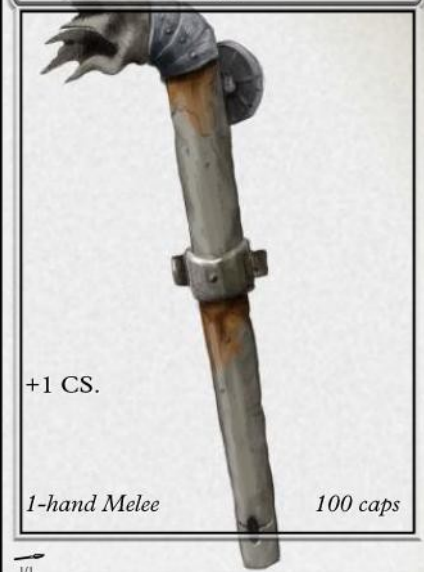
1/1

CLEAVER

+2 CS.

*1-hand Melee**200 caps*

1/1

CLUB

+1 CS.

*1-hand Melee**100 caps*

1/1

COMBAT KNIFE

+2 CS.

*1-hand Melee**200 caps*

1/1

CROSSBOW

+4 CS.

Roll d6 to determine # of bolts.

Any time crossbow is used in combat, roll d6. 1-2: -1 bolt. 3-6: Bolt recovered.

*2-hand Ranged**500 caps*

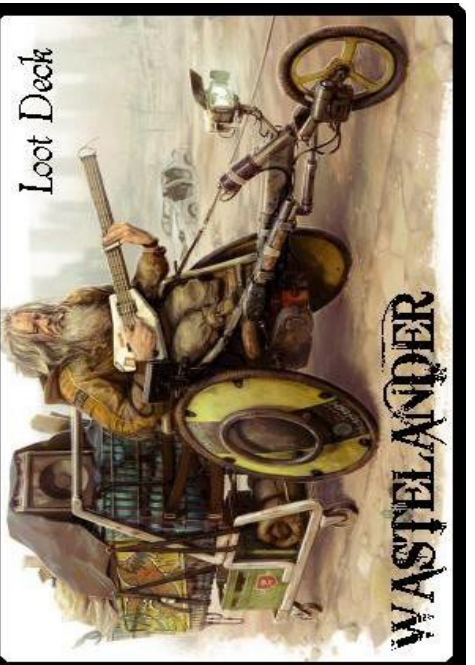
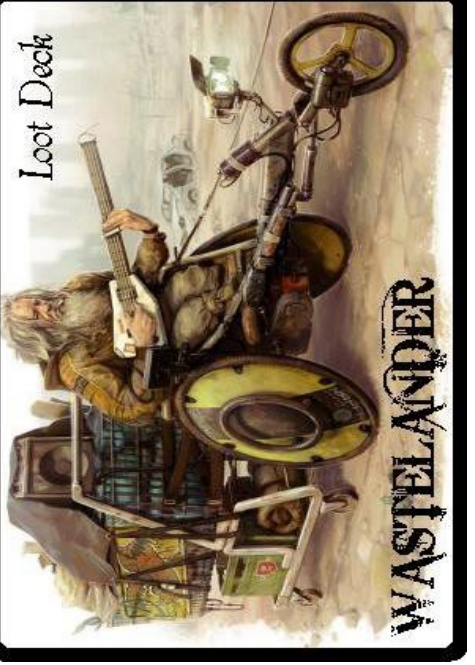
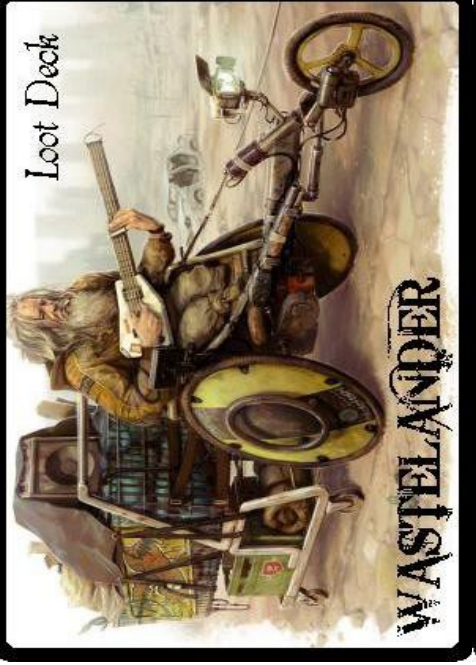
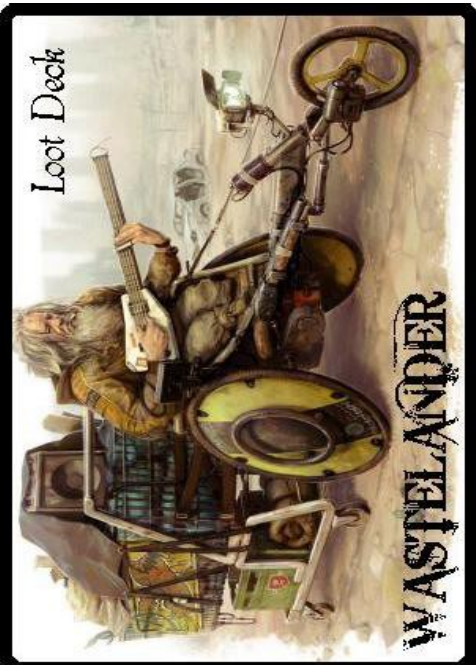
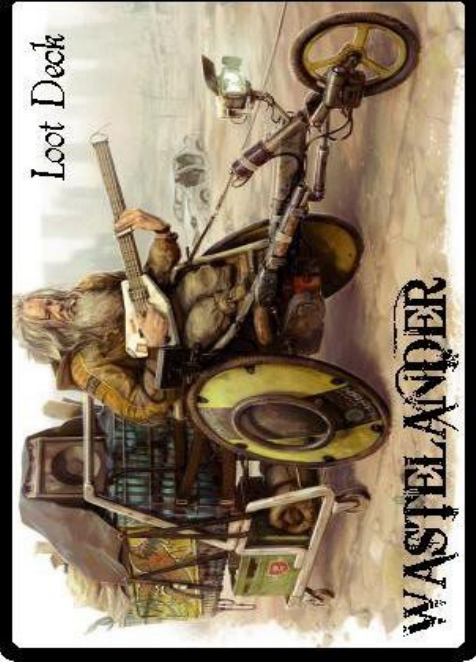
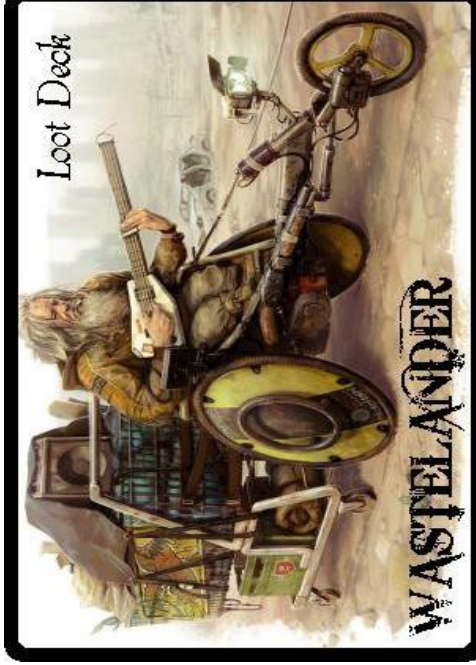
1/1

CROWBAR

+3 CS.

*2-hand Melee**300 caps*

1/1



HATCHET



+3 CS.

1-hand Melee

300 caps

KITCHEN KNIFE



+1 CS.

1-hand Melee

100 caps

MACHETE



+3 CS.

1-hand Melee

300 caps

METAL PIPE



+3 CS.

1-hand Melee

300 caps

MILITARY SPADE



+2 CS.

Once per turn on your turn, you may discard a card and roll d6. 1-2: Nothing happens. 3-6: Take the top card from the loot deck discards.

1-hand Melee

800 caps

PISTOL



+4 CS.

When pistol comes into play, roll d6 to determine # of ammo.

1-hand Ranged

400 caps

RIFLE



+5 CS.

When rifle comes into play, roll d6 to determine # of ammo.

2-hand Ranged

500 caps

ROCKS

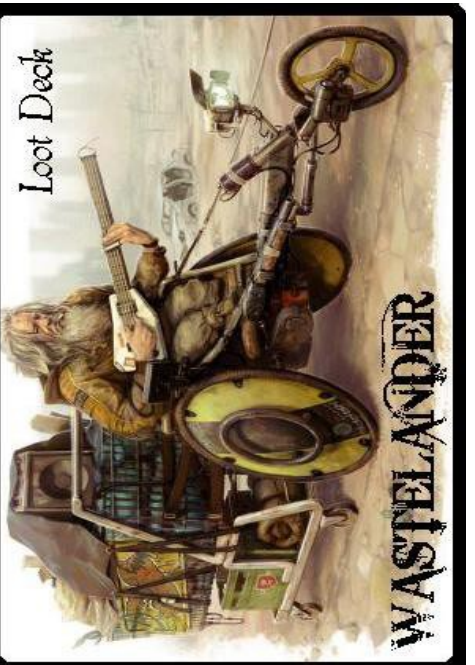
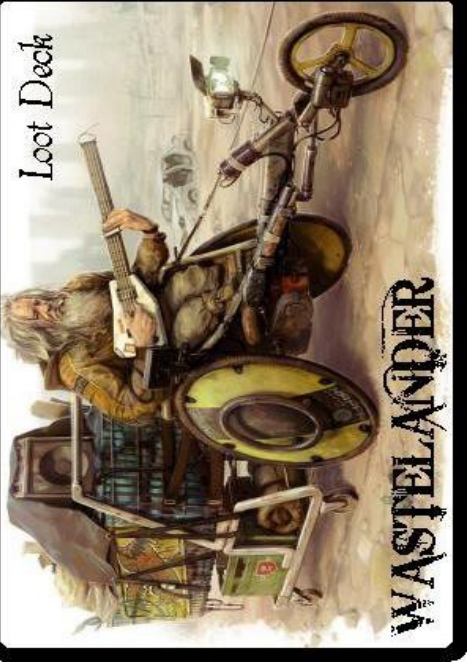
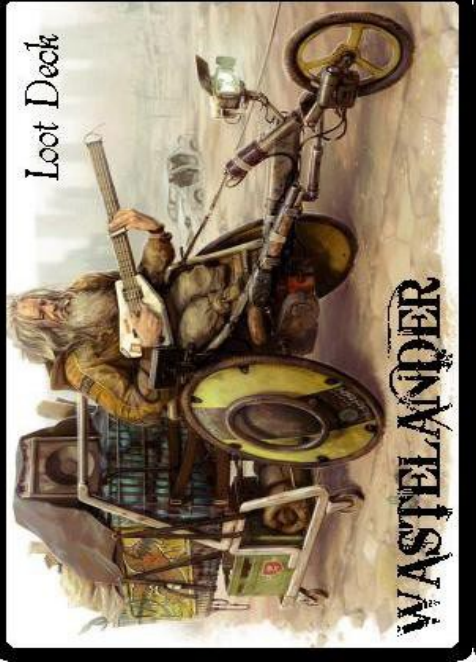
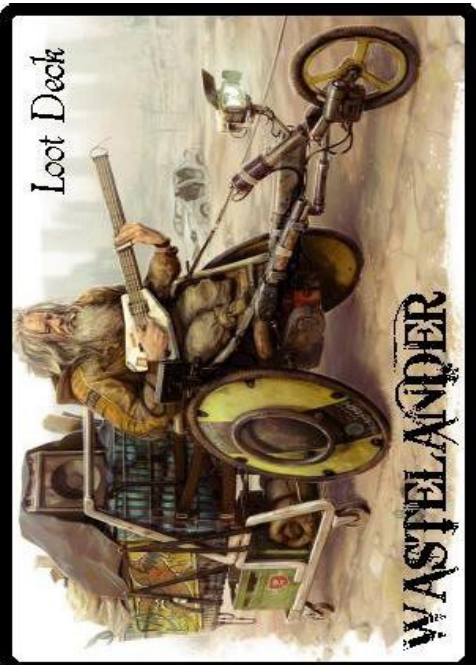
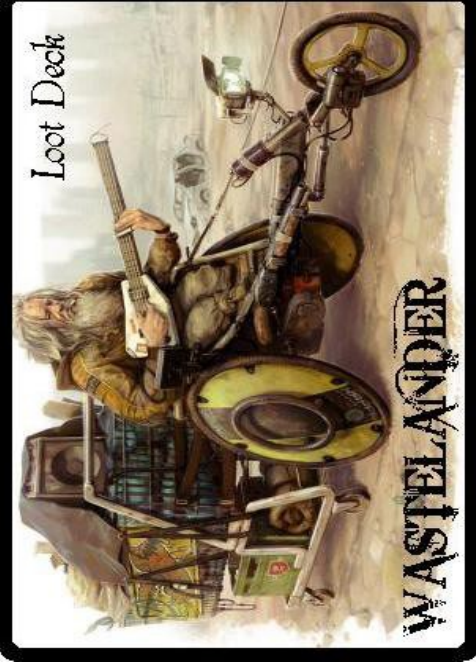
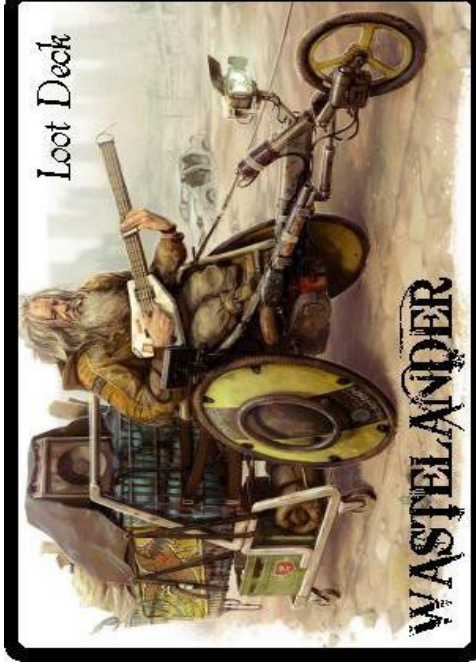


+1 CS.

Doesn't use ammo.

1-hand Ranged

0 caps



SHOTGUN




+5 CS.
When shotgun comes into play, roll d6 to determine # of ammo.

2-hand Ranged *500 caps*

1/1

SHOVEL



+3 CS.
Once per turn on your turn, you may discard a card and roll d6. 1-2: Nothing happens. 3-6: Take the top card of the loot deck discards.

2-hand Melee *1000 caps*

1/1

SLEDGEHAMMER

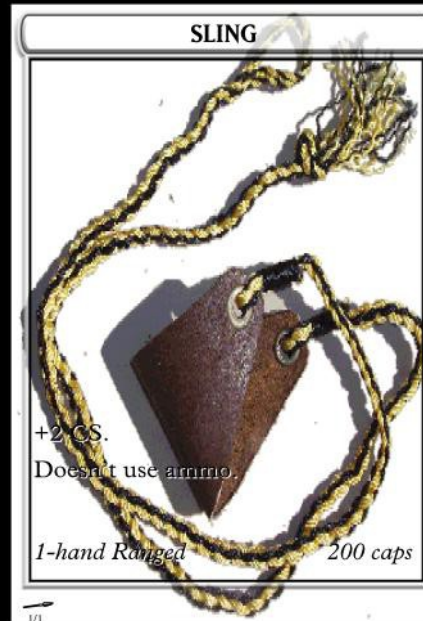


+4 CS.

2-hand Melee *400 caps*

1/1

SLING



+2 CS.
Doesn't use ammo.

1-hand Ranged *200 caps*

1/1

SPEAR



+4 CS.
Doesn't use ammo if used as a ranged weapon.

2-hand Melee or Ranged *500 caps*

1/1

SUBMACHINE GUN



+5 CS.
When submachine gun comes into play, roll d6 to determine # of ammo.

2-hand Ranged *500 caps*

1/1

TIRE IRON



+2 CS.

1-hand Melee *200 caps*

1/1

