

### BACKSTABBIN' SON OF A GUN



You're a low-down, dirty dog! You may discard a card to give -d6 CS to either side in encounters, including your own encounters. You may use this ability only once per encounter.

*Character Trait*

### BOUNTY HUNTER



You hunt bounty heads for a living! When you defeat a human enemy in combat, you receive a bounty token that's worth d6 X 100 caps. Can be bartered in settlements like other items.

*Character Trait*

### BRAWLER



You're skilled at fisticuffs! You get +3 CS for every free hand you have.

*Character Trait*

### BRIBERY



You're good at buying your way out of trouble! For every 100 caps-worth of Loot Deck cards you discard, you gain +1 to run away in encounters.

*Character Trait*

### BRUISER



You love crushing skulls! You get +5 CS when using a 2-handed melee weapon.

*Character Trait*

### BUSHCRAFT



You're skilled at living off the land! Any time you are targeted by Hunger or Thirst, you may discard 2 cards to cancel the effects.

*Character Trait*

### CANNIBAL



You eat human flesh, you sick puppy! When you defeat a human enemy in combat, you get 1 Food Token (can be used to cancel Hunger! cards). You also get -2 CHR.

*Character Trait*

### CARAVANEER



You're a traveling merchant! +3 CHR. Flip 1 extra loot card when you encounter a Merchant Caravan. Also, you may trade 1 Loot Deck card at double price any time you encounter any settlement.

*Character Trait*

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### CHRONICLER



You're a wanderin' scribe! +5 CHR. You must attempt to pacify in encounters; you CANNOT attempt evasion or combat.

*Character Trait*

### COURIER



You run packages between settlements! +2 to run away. Also, you draw 1 free Loot every time you encounter a village, homestead, or town to pay for your services.

*Character Trait*

### CRAFTSPERSON



You're handy at fixin' stuff! Any time you are targeted by Wear & Tear or other cards that force you to discard items, you may discard 1 card from your hand to cancel that card.

*Character Trait*

### DEADEYE



You're a fearsome pistolero! +2 CS for every 1-handed ranged weapon you use.

*Character Trait*

### ELUSIVE



You're sneaky like a lizard! +3 EVA.

*Character Trait*

### FILCH



You're a dirty thief! Once each turn during your turn you may attempt to steal from another player. You and target player both roll a d6 and add the result to your EVA. If you win, you may take 1 item from target player at random.

*Character Trait*

### FLOTSAM AND JET



You're skittish as a radroach! In encounters, you may discard your entire hand (1 card minimum) to automatically escape.

*Character Trait*

### GOOD LOOKIN'



You're easy on the eyes! When this card comes into play, roll a d6. You get a bonus to your CHR equal to that roll as long as this card is in play.

*Character Trait*

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### HAGGLE



You're a jan-u-wine bargain hunter! At the end of your turn, after all other actions, you may discard 1 card from your hand and draw 1 card from the Loot deck.

*Character Trait*

### HEADHUNTER



You collect heads as trophies! +3 CS vs. human enemies.

*Character Trait*

### HEMATOPHAGE



You drink blood for sustenance! When you defeat a critter or human enemy in combat, you get 1 water token. These can be used to cancel a Thirst card.

*Character Trait*

### HERB LORE



You're skilled at plant medicine! You may discard 2 cards at any time to prevent 1 SP loss for any reason. You may use this ability to aid other players.

*Character Trait*

### HIDEOUS MUTANT



You're a deformed freak of nature! -5 CHR, +3 CS, +3 EVA.

*Character Trait*

### HOMESTEADER



You dwell on a homestead! When you encounter a Homestead, you get 1 food token and 1 water token for free (can be used to cancel Hunger/Thirst). Also, prices for goods in Homesteads are halved (round up to next hundred). Incompatible with Tribal and Townie character traits.

*Character Trait*

### HUMAN CANVAS



You've got tons of tattoos! +d6 CHR.

*Character Trait*

### HUNTER



You hunt varmints for a living! When you defeat a critter in combat, you receive a Pelt. Pelts are worth the critter's base CS x 100. You also get 1 free Food token (can be used to cancel Hunger).

*Character Trait*

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### INTIMIDATIN' MANNER



You're good at scarin' folks! +3 CHR, +1 CS.

*Character Trait*

### IRON STOMACH



You've learned to eat shoe leather (and other junk) to sustain yourself! You may discard an item to cancel Hunger cards.

*Character Trait*

### LAY OF THE LAND



You know the land like the back of your hand! +3 EVA.

*Character Trait*

### MARTIAL ARTIST



You're a kung-fu master! +3 CS for each free hand or melee weapon, and +1 CHR.

*Character Trait*

### MEDICINE MAN/WOMAN



You're a skilled healer! You may discard 2 cards to prevent 1 SP loss for any reason. You may use this ability to aid other players.

*Character Trait*

### ON THE RUN



You're a wanted bounty head! +3 CS, +3 EVA, -3 CHR. Incompatible with Bounty Hunter.

*Character Trait*

### PARANOID



You're afraid of your own shadow! +5 EVA. +2 to run away.

*Character Trait*

### PEOPLE PERSON



You can charm the pants off most people! +3 CHR.

*Character Trait*



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### RADIATION IMMUNITY



You're immune to radiation! Cancel and discard all Radiation cards that affect you. Also, your card limit is reduced by 1. Incompatible with Radiation Resistant.

*Character Trait*

### RADIATION RESISTANCE



You're resistant to radiation! When Radiation cards target you, roll a d6. 1-3: Radiation still affects you. 4-6: Cancel and discard Radiation. Incompatible with Radiation Immunity.

*Character Trait*

### RAISED BY WOLVES



You're a feral child! +3 CHR vs. critters. In combat encounters on your turn, you may play a critter card from your hand to aid you in combat. If you do, other players can't help you. That critter's stats add to yours for this battle only.

*Character Trait*

### RELIGIOUS FUNDAMENTALIST



You're a crazy religious zealot! +3 CS, +3 CHR. You cannot evade encounters.

*Character Trait*

### RUIN RUNNER



You scour ruins of the old world for a living! Any time you encounter a ruin (small town or city), draw 1 extra loot card. If your loot roll results in 0 loot, draw 1 loot instead.

*Character Trait*

### RUMMAGE



You're a super-scavenger! Any time you can draw face-down cards, draw 1 extra. Then, choose and discard 1 card from your hand. Incompatible with Scrounge.

*Character Trait*

### SCAVENGE



You're great at digging through piles of junk! During your turn, you may discard 2 cards to take the top card of the Loot Deck.

*Character Trait*

### SCOUT



You're a skilled scout! Before you wander the wasteland, you may discard 2 cards and look at the top 2 wasteland deck cards, then put them back in any order you choose.

*Character Trait*

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### SCROUNGE



You're a superb scavenger! Any time you can draw face-down cards, draw 1 extra. Then, choose and discard 1 card from your hand. Incompatible with Rummage.

*Character Trait*

### SHARPSHOOTER



You're a crack shot with longarms! +5 CS when using a 2-handed ranged weapon.

*Character Trait*

### SMOOTH TALKER



You've got a silk tongue! +3 CHR.

*Character Trait*

### THE SHADOWY ARTS



You're a wasteland ninja! +5 EVA.

*Character Trait*

### TINKERER



You're great at cobbling together random crap from other random crap! On your turn, you may discard 2 Loot Deck cards to draw 1 card face-down from the Loot deck draw pile. You may do this multiple times each turn.

*Character Trait*

### TOUGH AS NAILS



You've got skin like iron! +d6 CS when wearing no armor. (Roll only once when this card comes into play.)

*Character Trait*

### TOWNIE



You're a member of a settlement! You get 1 Food token and 1 Water token when you encounter a Town. Also, prices for all goods in Town encounters are halved (round up to next hundred). Incompatible with Tribal and Homesteader.

*Character Trait*

### TRIBAL



You're a semi-nomadic hunter gatherer! You get 1 Food token and 1 Water token when you encounter a Tribal Village. Also, all prices for goods in tribal villages are halved (round up to next hundred). Incompatible with Townie and Homesteader.

*Character Trait*



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### WARRIOR



You're a wasteland warrior! +2 CS for every 1-handed melee weapon.

*Character Trait*

### YELLOWBELLY



You're a filthy coward! -2 CS, -2 CHR, +4 EVA. +2 to run away.

*Character Trait*

### BAND OF...



When played, this card creates an identical copy of target enemy in an encounter. Any modifiers already played on target creature are also copied. Usable only once.

*Creature Modifier*

### BLOODTHIRSTY...



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

### BRUTAL...



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

### EXPERIENCED...



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

### EXPERT...



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

### FEEBLE...



-5 to all stats. 1 less loot (Minimum 1). Usable only once.

*Creature Modifier*

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### FEROCIOUS...



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

### GANG OF...



When played, this card creates an identical copy of target enemy in an encounter. Any modifiers already played on target creature are also copied. Usable only once.

*Creature Modifier*

### GIFTED...



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

### GROUP OF...



When played, this card creates an identical copy of target enemy in an encounter. Any modifiers already played on target creature are also copied. Usable only once.

*Creature Modifier*

### INJURED...



-5 to all stats. 1 less loot (minimum 1). Usable only once.

*Creature Modifier*

### MANIACAL...



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

### MERCILESS...



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

### MOB OF...



When played, this card creates an identical copy of target enemy in an encounter. Any modifiers already played on target creature are also copied. Usable only once.

*Creature Modifier*

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**MONSTROUS...**



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

**PACK OF...**



When played, this card creates an identical copy of target enemy in an encounter. Any modifiers already played on target creature are also copied. Usable only once.

*Creature Modifier*

**POSSE OF...**



When played, this card creates an identical copy of target enemy in an encounter. Any modifiers already played on target creature are also copied. Usable only once.

*Creature Modifier*

**RAGING...**



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

**SAVAGE...**



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

**SICKLY...**



-5 to all stats. 1 less loot (Minimum 1). Usable only once.

*Creature Modifier*

**SKILLED...**



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*

**SNARLING...**



+5 to all stats. 1 extra loot. Usable only once.

*Creature Modifier*



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### SWARM OF...



When played, this card creates an identical copy of target enemy in an encounter. Any modifiers already played on target creature are also copied. Usable only once.

*Creature Modifier*

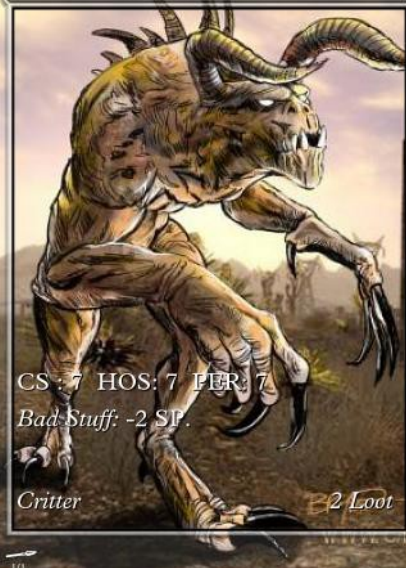
### WEAK...



-5 to all stats. 1 less loot (Minimum 1). Usable only once.

*Creature Modifier*

### DEATHCLAW



CS : 7 HOS: 7 PER: 7  
Bad Stuff: -2 SP.

*Critter*

2 Loot

### FERAL DOG



CS : 2 HOS: 4 PER: 4  
Bad Stuff: -1 SP.

*Critter*

1 Loot

### MUTANT ALLIGATOR

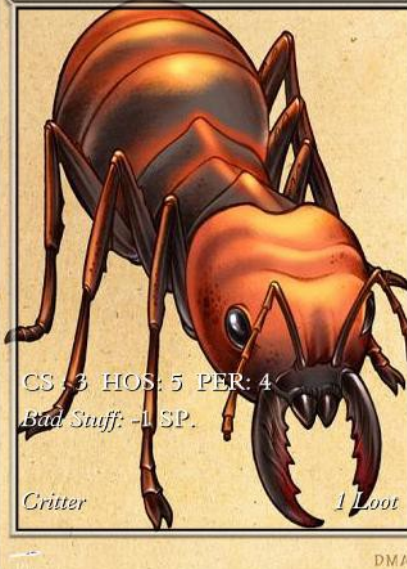


CS : 9 HOS: 9 PER: 8  
Bad Stuff: -2 SP.

*Critter*

2 Loot

### GIANT ANT



CS : 3 HOS: 5 PER: 4  
Bad Stuff: -1 SP.

*Critter*

1 Loot

### GIANT BARK SCORPION

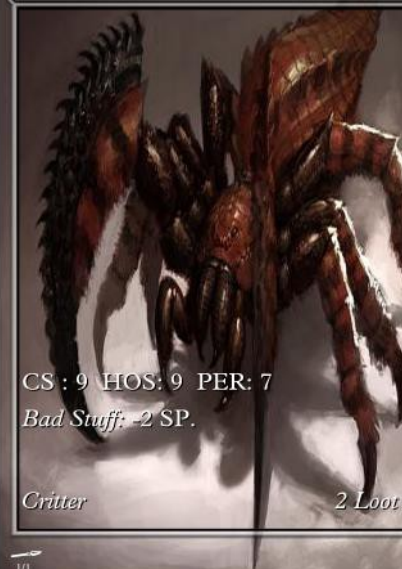


CS : 8 HOS: 8 PER: 6  
Bad Stuff: -2 SP.

*Critter*

2 Loot

### GIANT BLACK WIDOW



CS : 9 HOS: 9 PER: 7  
Bad Stuff: -2 SP.

*Critter*

2 Loot



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**GIANT FIRE ANT**



CS : 4 HOS: 6 PER: 3  
Bad Stuff: -1 SP.

Critter 1 Loot

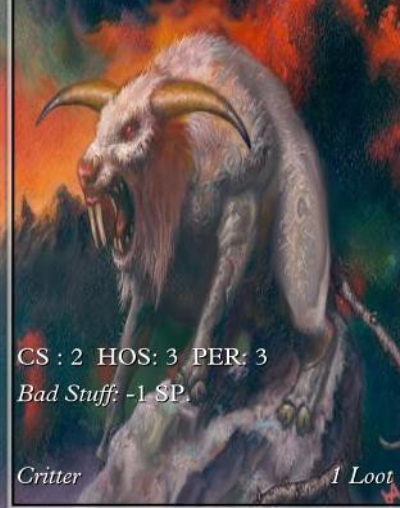
**GIANT MANTIS**



CS : 1 HOS: 3 PER: 1  
Bad Stuff: -1 SP.

Critter 1 Loot

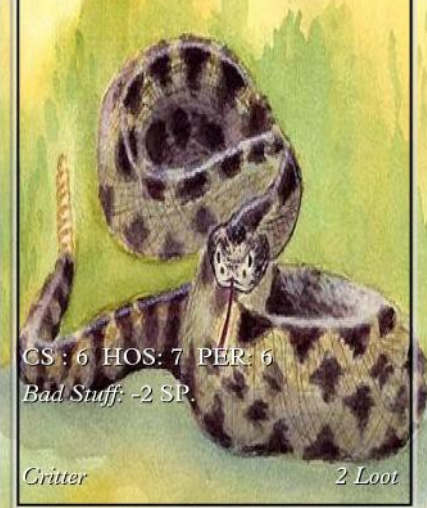
**GIANT RAT**



CS : 2 HOS: 3 PER: 3  
Bad Stuff: -1 SP.

Critter 1 Loot

**GIANT RATTLESNAKE**



CS : 6 HOS: 7 PER: 6  
Bad Stuff: -2 SP.

Critter 2 Loot

**GIANT SCORPION**



CS : 5 HOS: 6 PER: 5  
Bad Stuff: -1 SP.

Critter 1 Loot

**GIANT TARANTULA**



CS : 4 HOS: 5 PER: 4  
Bad Stuff: -1 SP.

Critter 1 Loot

**GIANT WASP**



CS : 8 HOS: 7 PER: 8  
Bad Stuff: -2 SP.

Critter 2 Loot

**GIANT WOLF SPIDER**



CS : 5 HOS: 5 PER: 5  
Bad Stuff: -1 SP.

Critter 1 Loot

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**MOUNTAIN LION**



CS : 3 HOS: 4 PER: 6  
Bad Stuff: -1 SP.

Critter

1 Loot



**MUTANT BEAR**



CS : 10 HOS: 8 PER: 9  
Bad Stuff: -2 SP.

Critter

2 Loot



**MUTANT WILD PIG**



CS : 4 HOS: 6 PER: 3  
Bad Stuff: -1 SP.

Critter

1 Loot



**RADROACH**



CS : 1 HOS: 3 PER: 1  
Bad Stuff: -1 SP.

Critter

1 Loot



**TROGLODYTE**



CS : 7 HOS: 5 PER: 8  
Bad Stuff: -2 SP and lose 1 character trait.

Critter

2 Loot



**WOLF**



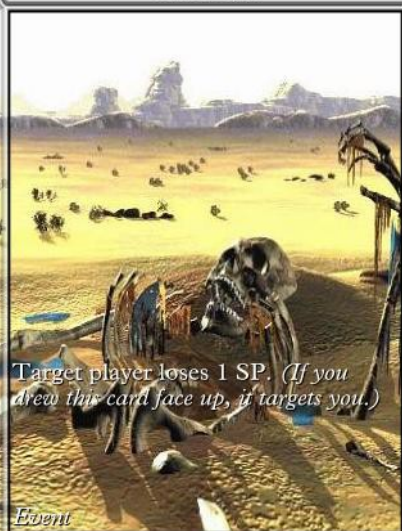
CS : 3 HOS: 4 PER: 6  
Bad Stuff: -1 SP.

Critter

1 Loot



**HUNGER!**

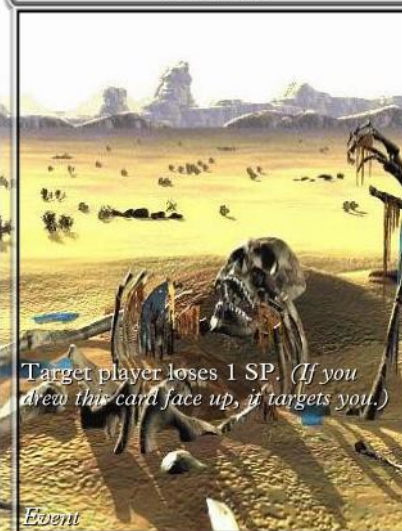


Target player loses 1 SP. (If you drew this card face up, it targets you.)

Event



**HUNGER!**



Target player loses 1 SP. (If you drew this card face up, it targets you.)

Event





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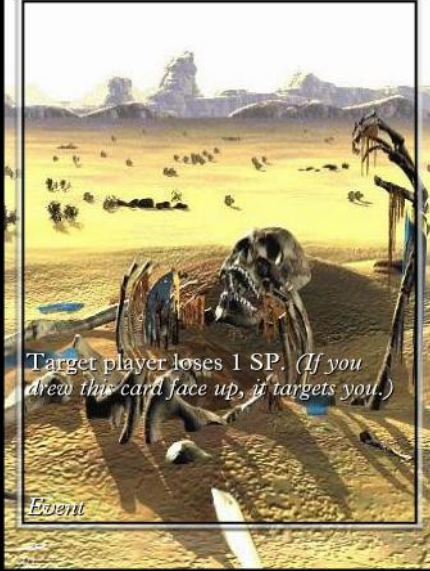
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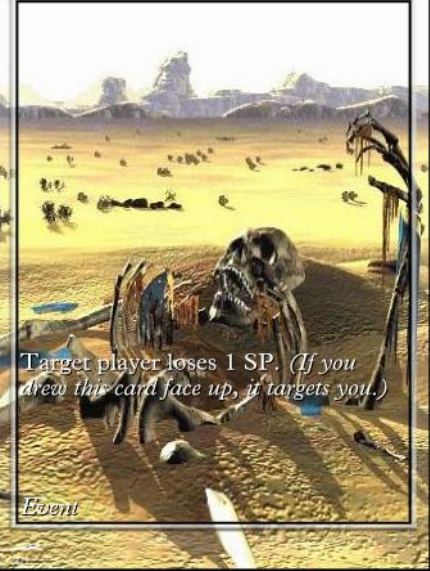
**HUNGER!**



Target player loses 1 SP. *(If you drew this card face up, it targets you.)*

*Event*

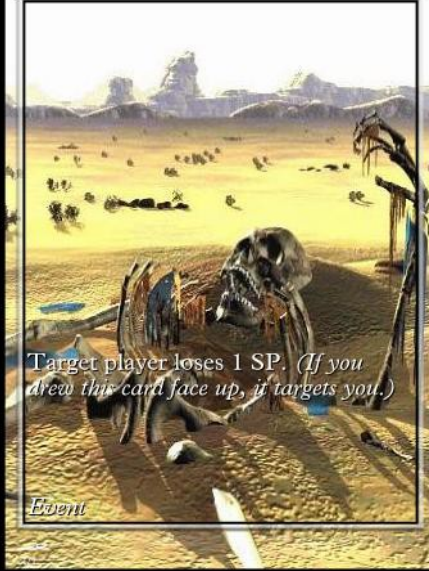
**HUNGER!**



Target player loses 1 SP. *(If you drew this card face up, it targets you.)*

*Event*

**HUNGER!**



Target player loses 1 SP. *(If you drew this card face up, it targets you.)*

*Event*

**LOST!**



Target player skips the rest of his/her turn and loses 1 character trait. *(If you drew this card face up, it targets you.)*

*Event*

**LOST!**



Target player skips the rest of his/her turn and loses 1 character trait. *(If you drew this card face up, it targets you.)*

*Event*

**LOST!**



Target player skips the rest of his/her turn and loses 1 character trait. *(If you drew this card face up, it targets you.)*

*Event*

**LOST!**



Target player skips the rest of his/her turn and loses 1 character trait. *(If you drew this card face up, it targets you.)*

*Event*

**LOST!**



Target player skips the rest of his/her turn and loses 1 character trait. *(If you drew this card face up, it targets you.)*

*Event*

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**MIRAGE!**

If you draw this card face-up, replace the next encounter you have with the top card from the Wasteland draw pile. If you draw this card face-down, you may play it during any encounter. If you do, discard the current encounter and replace it with the top card of the Wasteland draw pile.

*Event*

**MIRAGE!**

If you draw this card face-up, replace the next encounter you have with the top card from the Wasteland draw pile. If you draw this card face-down, you may play it during any encounter. If you do, discard the current encounter and replace it with the top card of the Wasteland draw pile.

*Event*

**MIRAGE!**

If you draw this card face-up, replace the next encounter you have with the top card from the Wasteland draw pile. If you draw this card face-down, you may play it during any encounter. If you do, discard the current encounter and replace it with the top card of the Wasteland draw pile.

*Event*

**MIRAGE!**

If you draw this card face-up, replace the next encounter you have with the top card from the Wasteland draw pile. If you draw this card face-down, you may play it during any encounter. If you do, discard the current encounter and replace it with the top card of the Wasteland draw pile.

*Event*

**MUTATE!**



Target player loses 1 character trait.  
*(If you draw this face up, it targets you.)*

*Event*

**MUTATE!**



Target player loses 1 character trait.  
*(If you draw this face up, it targets you.)*

*Event*

**MUTATE!**



Target player loses 1 character trait.  
*(If you draw this face up, it targets you.)*

*Event*

**MUTATE!**



Target player loses 1 character trait.  
*(If you draw this face up, it targets you.)*

*Event*

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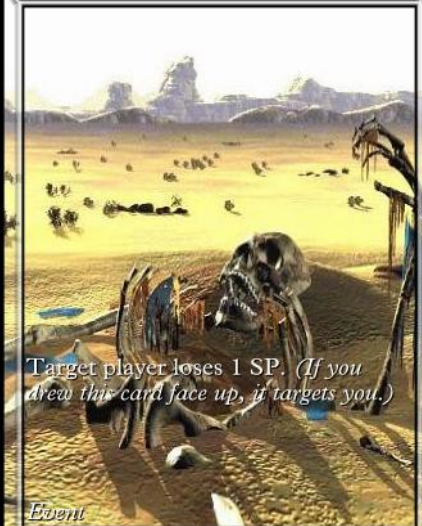
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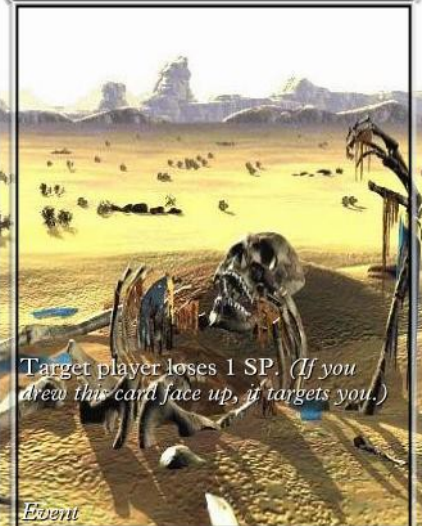
**RADIATION!**



Target player loses 1 SP. (If you drew this card face up, it targets you.)

*Event*

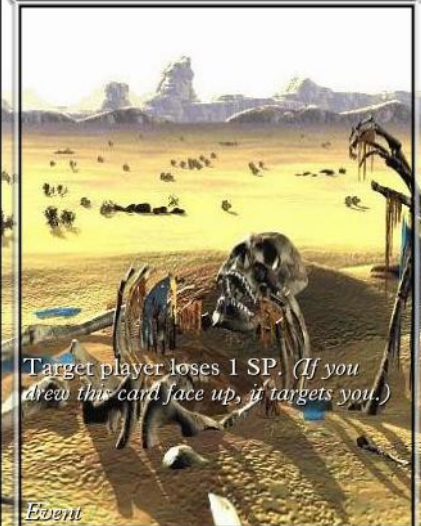
**RADIATION!**



Target player loses 1 SP. (If you drew this card face up, it targets you.)

*Event*

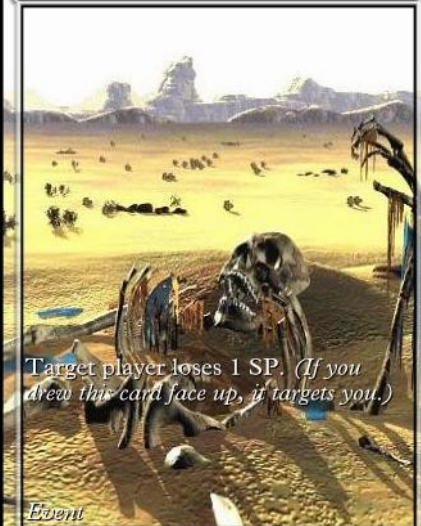
**RADIATION!**



Target player loses 1 SP. (If you drew this card face up, it targets you.)

*Event*

**RADIATION!**



Target player loses 1 SP. (If you drew this card face up, it targets you.)

*Event*

**RANDOM ENCOUNTER!**



If you draw this card face-up, you encounter the top critter or human enemy in the discard pile. If you draw this card face-down, you may play it with a critter or human enemy from your hand during any encounter. That critter or human joins the encounter.

*Event*

**RANDOM ENCOUNTER!**



If you draw this card face-up, you encounter the top critter or human enemy in the discard pile. If you draw this card face-down, you may play it with a critter or human enemy from your hand during any encounter. That critter or human joins the encounter.

*Event*

**RANDOM ENCOUNTER!**



If you draw this card face-up, you encounter the top critter or human enemy in the discard pile. If you draw this card face-down, you may play it with a critter or human enemy from your hand during any encounter. That critter or human joins the encounter.

*Event*

**RANDOM ENCOUNTER!**



If you draw this card face-up, you encounter the top critter or human enemy in the discard pile. If you draw this card face-down, you may play it with a critter or human enemy from your hand during any encounter. That critter or human joins the encounter.

*Event*



WASTELANDER



Wasteland Deck

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**SANDSTORM!**



Target player loses 1 SP and discards 1 card/item. *(If you draw this card face up, it targets you.)*

Event

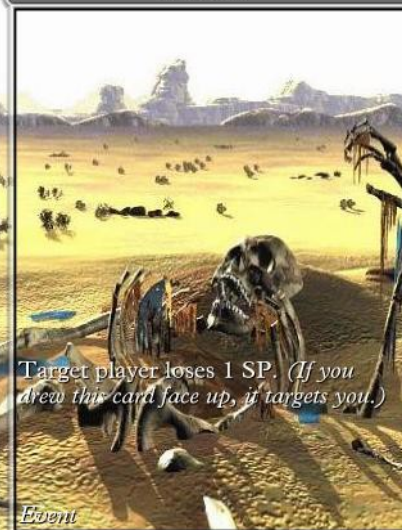
**SANDSTORM!**



Target player loses 1 SP and discards 1 card/item. *(If you draw this card face up, it targets you.)*

Event

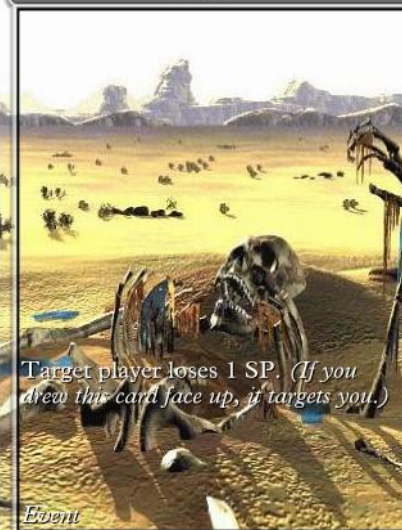
**THIRST!**



Target player loses 1 SP. *(If you drew this card face up, it targets you.)*

Event

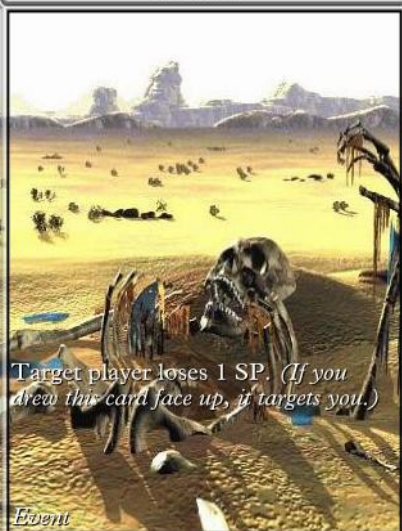
**THIRST!**



Target player loses 1 SP. *(If you drew this card face up, it targets you.)*

Event

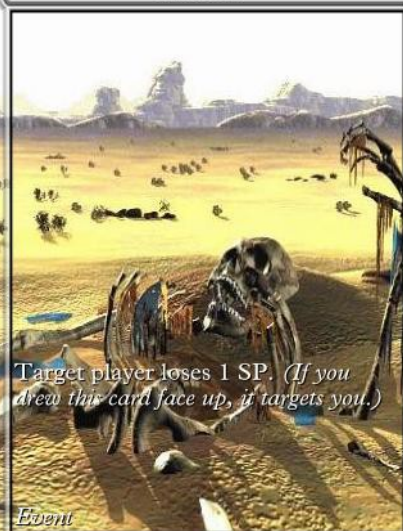
**THIRST!**



Target player loses 1 SP. *(If you drew this card face up, it targets you.)*

Event

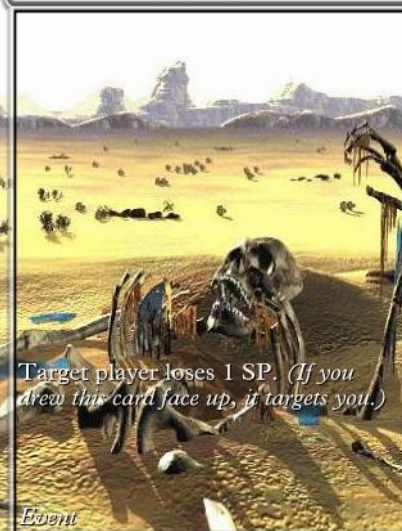
**THIRST!**



Target player loses 1 SP. *(If you drew this card face up, it targets you.)*

Event

**THIRST!**



Target player loses 1 SP. *(If you drew this card face up, it targets you.)*

Event

**WEAR & TEAR!**



Target player discards 1 item. *(If you draw this card face up, it targets you.)*

Event

WASTELANDER



Wasteland Deck

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Wasteland Deck

WASTELANDER



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### WEAR & TEAR!



Target player discards 1 item. (If you draw this card face up, it targets you.)

Event

1/1

### WEAR & TEAR!



Target player discards 1 item. (If you draw this card face up, it targets you.)

Event

1/1

### WEAR & TEAR!



Target player discards 1 item. (If you draw this card face up, it targets you.)

Event

1/1

### BANDIT



CS : 2 HOS: 3 PER: 2  
Bad Stuff: Discard 2 items/cards.

Human 2 Loot

1/1

### BERSERKER



CS : 9 HOS: 9 PER: 3

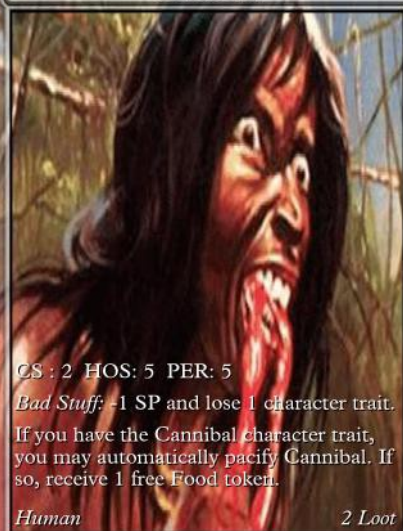
Bad Stuff: -2 SP.

Gain 1 extra loot if you defeat Berserker with a melee weapon.

Human 4 Loot

1/1

### CANNIBAL



CS : 2 HOS: 5 PER: 5

Bad Stuff: -1 SP and lose 1 character trait.

If you have the Cannibal character trait, you may automatically pacify Cannibal. If so, receive 1 free Food token.

Human 2 Loot

1/1

### CULTIST



CS : 2 HOS: 6 PER: 5

Bad Stuff: -1 SP and lose 1 character trait.

If you have the Religious Fundamentalist trait, gain 1 extra loot if you defeat the Cultist in any way.

Human 2 Loot

1/1

### CUTTHROAT



CS : 7 HOS: 8 PER: 4

Bad Stuff: -2 SP.

Human 4 Loot

1/1

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### DEGENERATE SWAMPFOLK



CS : 7 HOS: 8 PER: 4  
*Bad Stuff:* -2 SP.

Human

4 Loot

### DUELIST



CS : 6 HOS: 5 PER: 6  
*Bad Stuff:* -2 SP.  
Gain 1 extra loot if you defeat Duelist in combat with a melee weapon.

Human

4 Loot

### FIEND



CS : 1 HOS: 6 PER: 1  
*Bad Stuff:* Discard 1 card/item and lose 1 character trait.  
You may discard 1 booze or smokes card to automatically pacify Fiend.

Human

1 Loot

### HEADHUNTER



CS : 5 HOS: 5 PER: 5  
*Bad Stuff:* -1 SP and lose 1 character trait.  
If you have the Headhunter trait, you may automatically pacify Headhunter. If you do, gain 1 loot.

Human

3 Loot

### HIGHWAYMAN



CS : 5 HOS: 5 PER: 5  
*Bad Stuff:* -1 SP and discard 3 cards/items.

Human

3 Loot

### HILLBILLY

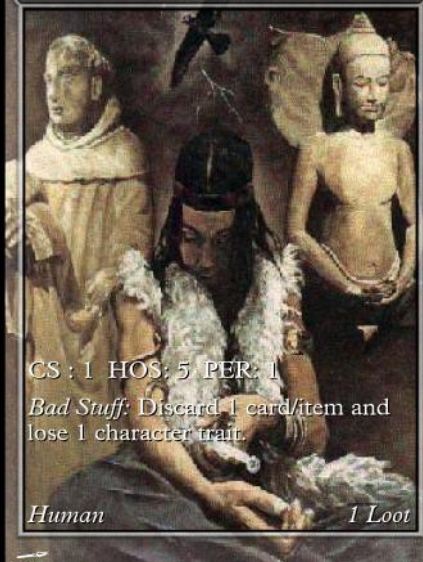


CS : 4 HOS: 5 PER: 2  
*Bad Stuff:* -1 SP and lose 1 character trait.

Human

2 Loot

### JUNKIE



CS : 1 HOS: 5 PER: 1  
*Bad Stuff:* Discard 1 card/item and lose 1 character trait.

Human

1 Loot

### LUNATIC



CS : 3 HOS: 10 PER: 3  
*Bad Stuff:* -1 SP and lose 1 character trait.

Gain 1 loot if you pacify Lunatic.

Human

2 Loot



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### MAD HERMIT



CS : 1 HOS: 3 PER: 5

*Bad Stuff:* Discard 1 card/item and lose 1 character trait.

Human

1 Loot

### PICKPOCKET



CS : 2 HOS: 4 PER: 7

*Bad Stuff:* Discard 3 cards/items.

If you flee, roll a d6. 1-3: Discard 2 items/cards. 4-6: Discard 1 item/card.

Human

2 Loot

### PISTOLERO



CS : 6 HOS: 4 PER: 7

*Bad Stuff:* -1 SP.

Gain 1 extra loot if you defeat Pistolero in combat with a 1-handed ranged weapon.

Human

3 Loot

### RAIDER



CS : 3 HOS: 4 PER: 3

*Bad Stuff:* Discard 3 cards/items.

Human

2 Loot

### REDNECK



CS : 4 HOS: 5 PER: 5

*Bad Stuff:* -1 SP and lose 1 character trait.

Human

2 Loot

### RELIGIOUS ZEALOT



CS : 2 HOS: 5 PER: 5

*Bad Stuff:* -1 SP and lose 1 character trait.

If you have the Religious Fundamentalist trait, gain 1 extra loot for defeating Zealot in any way.

Human

2 Loot

### SCRAPPER



CS : 5 HOS: 4 PER: 6

*Bad Stuff:* -1 SP.

Gain 1 extra loot if you defeat Scrapper in combat unarmed.

Human

2 Loot

### SENTINEL



CS : 6 HOS: 6 PER: 9

*Bad Stuff:* -2 SP and discard 2 cards/items.

Human

4 Loot



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### SENTRY



CS : 4 HOS: 4 PER: 7

*Bad Stuff:* -1 SP and discard 1 card/item.

Human

3 Loot

### SHARPSHOOTER



CS : 8 HOS: 5 PER: 8

*Bad Stuff:* -2 SP.

Gain 1 extra loot if you defeat Sharpshooter in combat with a 2-handed ranged weapon.

Human

4 Loot

### SLAVER



CS : 6 HOS: 6 PER: 5

*Bad Stuff:* -1 SP and discard 1 card/item.

When Slaver is encountered, the top human enemy in the discards joins the encounter.

Human

3 Loot

### SOLDIER



CS : 7 HOS: 7 PER: 7

*Bad Stuff:* -2 SP and discard 2 cards/items.

Human

4 Loot

### SURVIVALIST



CS : 4 HOS: 4 PER: 4

*Bad Stuff:* Discard 2 items/cards.

Human

2 Loot

### THUG



CS : 1 HOS: 3 PER: 3

*Bad Stuff:* Discard 2 items/cards.

Human

1 Loot

### TRIBAL HUNTER



CS : 4 HOS: 3 PER: 6

*Bad Stuff:* -1 SP.

If you have the Tribal or Hunter traits, you may automatically pacify Tribal Hunter. If so, gain 1 loot.

Human

2 Loot

### WARLORD



CS : 10 HOS: 10 PER: 10

*Bad Stuff:* -2 SP and discard 2 cards/items.

When Warlord is encountered, the top enemy critter or human in the discards joins the encounter.

Human

5 Loot

WASTELANDER



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### WARRIOR



CS : 8 HOS: 8 PER: 4  
Bad Stuff: -2 SP.

Human

4 Loot

1/1

### WASTELANDER



CS : 3 HOS: 3 PER: 3  
Bad Stuff: Discard 2 cards/items.

Human

2 Loot

1/1

### WRANGLER



CS : 3 HOS: 3 PER: 3  
Bad Stuff: -1 SP.

When Wrangler is encountered, the top critter in the discards joins the encounter.

Human

2 Loot

1/1

### MERCHANT CARAVAN



You've encountered a wandering caravan! The merchants of this caravan have 4 loot to trade.

Place

1/1

### MERCHANT CARAVAN

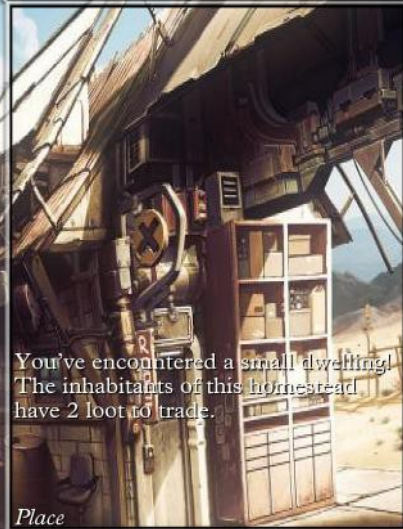


You've encountered a wandering caravan! The merchants of this caravan have 4 loot to trade.

Place

1/1

### HOMESTEAD — RANCH



You've encountered a small dwelling! The inhabitants of this homestead have 2 loot to trade.

Place

1/1

### HOMESTEAD — OLD GAS STATION

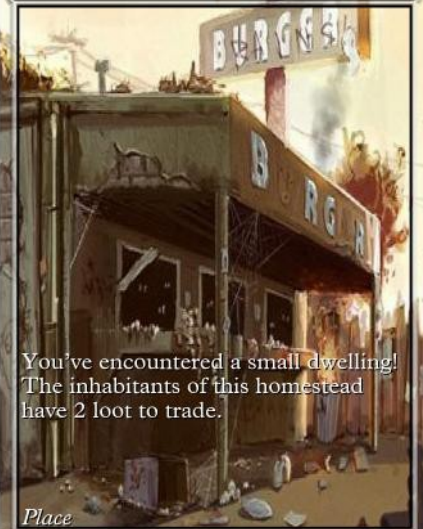


You've encountered a small dwelling! The inhabitants of this homestead have 2 loot to trade.

Place

1/1

### HOMESTEAD — BURGER JOINT SQUAT



You've encountered a small dwelling! The inhabitants of this homestead have 2 loot to trade.

Place

1/1



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### RUINS OF A CITY



You've encountered a city ruin! Roll a d6. 1-2: Draw 1 loot. 3-4: Draw 2 loot. 5-6: Draw 3 loot.

Place

1/1

### RUINS OF A CITY



You've encountered a city ruin! Roll a d6. 1-2: Draw 1 loot. 3-4: Draw 2 loot. 5-6: Draw 3 loot.

Place

1/1

### RUINS OF A SMALL TOWN



You've encountered the ruins of some small town! Roll a d6. 1-2: Totally deserted, nothing happens. 3-4: Draw 1 loot. 5-6: Draw 2 loot.

Place

1/1

### RUINS OF A SMALL TOWN

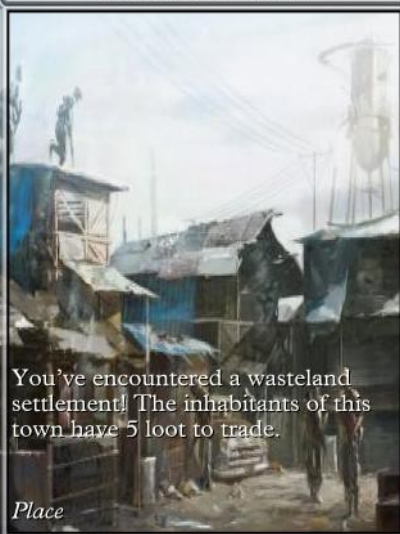


You've encountered the ruins of some small town! Roll a d6. 1-2: Totally deserted, nothing happens. 3-4: Draw 1 loot. 5-6: Draw 2 loot.

Place

1/1

### WASTELAND TOWN



You've encountered a wasteland settlement! The inhabitants of this town have 5 loot to trade.

Place

1/1

### WASTELAND TOWN

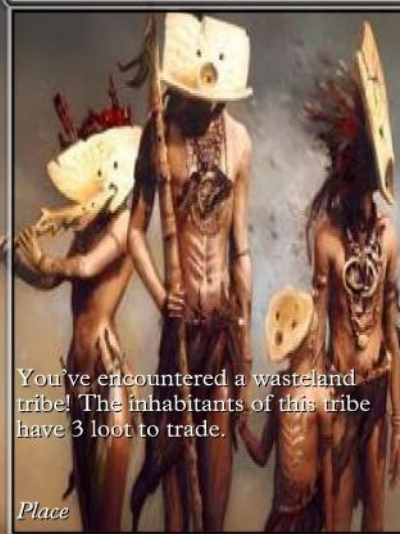


You've encountered a wasteland settlement! The inhabitants of this town have 5 loot to trade.

Place

1/1

### TRIBAL VILLAGE



You've encountered a wasteland tribe! The inhabitants of this tribe have 3 loot to trade.

Place

1/1

### TRIBAL VILLAGE



You've encountered a wasteland tribe! The inhabitants of this tribe have 3 loot to trade.

Place

1/1



WASTELANDER



Wasteland Deck

WASTELANDER



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