SECURITY



+ For each space ⛊ has advanced farther than ★.

At the start of your turn, you may reveal this card to declare loyalty to ⛊.

3+



SECURITY



+ For each space ⛊ has advanced farther than ★.

At the start of your turn, you may reveal this card to declare loyalty to ⛊.

2+



FREEDOM



+ For each space ★ has advanced farther than ⛊.

At the start of your turn, you may reveal this card to declare loyalty to ★.

1+



FREEDOM



+ For each space ★ has advanced farther than ⛊.

At the start of your turn, you may reveal this card to declare loyalty to ★.

3+



FREEDOM



+ For each space ★ has advanced farther than ⛊.

At the start of your turn, you may reveal this card to declare loyalty to ★.

1+



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1+



FREEDOM



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At the start of your turn, you may reveal this card to declare loyalty to ★.

2+



SECURITY



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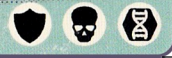
At the start of your turn, you may reveal this card to declare loyalty to ⛊.

3+



SECURITY



+ For each space ⛊ has advanced farther than ★.

At the start of your turn, you may reveal this card to declare loyalty to ⛊.

4



SECURITY



+ For each space ⛊ has advanced farther than ★.

At the start of your turn, you may reveal this card to declare loyalty to ⛊.

1+



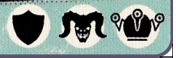
SECURITY



+ For each space ⛊ has advanced farther than ★.

At the start of your turn, you may reveal this card to declare loyalty to ⛊.

1+



FREEDOM



+ For each space ★ has advanced farther than ⛊.

At the start of your turn, you may reveal this card to declare loyalty to ★.

4



FREEDOM



+ For each space ★ has advanced farther than ⛊.

At the start of your turn, you may reveal this card to declare loyalty to ★.

3+

SECURITY

+ For each space ⛊ has advanced farther than ★.

At the start of your turn, you may reveal this card to declare loyalty to ⛊.

1+

SECURITY

+ For each space ⛊ has advanced farther than ★.

At the start of your turn, you may reveal this card to declare loyalty to ⛊.

1+



KNOW-IT-ALL

+ If there is exactly 1 unexplored tile.

+ If there are 0 unexplored tiles.

1+

MANAGING IT

+ If you have 3 or more *Drug* items.

+ If you are also *Well Rested*.

1+

ONE OF A KIND

+ If you have exactly 6 S.P.E.C.I.A.L. tokens.

+ If you have all 7 S.P.E.C.I.A.L. tokens.

1+

PAYDAY

+ If you have 10 to 15 Caps.

+ If you have 16 or more Caps.

2+

PEOPLE PERSON

+ If you are *Idolized*.

+ If you have 3 or more companions.

4

PUPPET MASTER

+ If you have at least 1 ★ agenda and 1 ⛊ agenda.

+ If another survivor wins the game.

4

UNTOUCHABLE

+ If the ⛊ of your equipped *Apparel* is exactly 2.

+ If the ⛊ of your equipped *Apparel* is 3 or higher.

2+

ADDICTOL 4

ITEM - DRUG



During your turn, you may discard this card to lose *Addicted*.

CAIT

COMPANION - WASTELANDER



During a test that uses P, A, or L, exhaust to add 1 hit.

If you have a *Drug* item, keep this companion when it unexhausts.

COMBAT ARMOR 10

ITEM - APPAREL



2

During a fight, you may lose *Well Rested* to add 1 hit instead of generating 1 reroll.

CURIE

COMPANION - ROBOT



Exhaust to recover 5 HP.

If you have 10 or fewer HP, keep this companion when it unexhausts.

PALADIN DANSE C

COMPANION - B.O.S. PALADIN



Exhaust to choose another survivor within 2 spaces of you. Move that survivor 1 space in any direction. Then, if you are *Idolized*, lose *Idolized*.

If you are *Idolized*, keep this companion when it unexhausts.

SINGED DUSTER 6

ITEM - APPAREL



1

During a test that uses A or L, add 1 hit.

FORMALWEAR 7

ITEM - APPAREL



1

During a test that uses C, add 1 hit.

Ignore all companion requirements.

G.E.C.K. 12

ITEM - AID



During your turn, you may trash this card to draw 1 agenda.

HAZMAT SUIT 6

ITEM - APPAREL



1

During a test that uses E, add 1 hit.

Each time you suffer ☢, suffer 1 fewer ☢.



JET
ITEM - DRUG

4



During a test or fight, exhaust to change 1 die result to a different face.

Then, test: E 3.
If you fail, become ***Addicted.***

If you are ***Addicted***, you cannot discard this card, and it costs 2 Caps to unexhaust.

LAB COAT
ITEM - APPAREL

6



I

During a test that uses I, add 1 hit.

Drug items do not count against your inventory limit.

LOADLIFTER
COMPANION - ROBOT

I



During a test or fight that uses S, exhaust to add 1 hit.

While Loadlifter is equipped, you may keep 2 additional cards in your inventory.

If you have 5+ cards in your inventory, keep this companion when it unexhausts.

MACCREADY
COMPANION - WASTELANDER

C



When you shop, exhaust to buy items from the discard pile.

If you have 8 or more Caps, keep this companion when it unexhausts.

PLASMA GUN
ITEM - WEAPON

8



I A L

Ignore the icon on enemies.

PROTECTRON
COMPANION - ROBOT

I



Before a fight, exhaust to increase your by 2 during that fight.

If there is an enemy in an adjacent space, keep this companion when it unexhausts.

RADAWAY
ITEM - AID

4



During your turn, you may discard this card to recover 4 .

RIPPER
ITEM - WEAPON

6



S A

If you roll a result, you may spend 1 reroll to change a die to match that result.

SNIPER RIFLE
ITEM - WEAPON

10



P A

During a fight, results always inflict hits on the enemy.

When you perform a fight action, you cannot choose to fight an enemy in your space.

STIMPACK
ITEM - AID

5



During your turn, you may discard this card to recover all of your HP.

NICK VALENTINE
COMPANION - WASTELANDER

C



Exhaust to choose an enemy within 2 spaces of you. Move that enemy 1 space in any direction.

If there are no level-3 enemies on the map, keep this companion when it unexhausts.

GHOUL
SURVIVOR IDENTITY



During setup, become ***Vilified***.

Place this card in your play area. It does not count against your inventory limit and cannot be traded or discarded.

Your HP maximum is 12. When you would suffer , recover that amount of HP instead.

T-45 POWER ARMOR
ITEM - APPAREL

6



2

When you perform a move action, you gain 1 movement point instead of 2.

During your turn, you may pay 1 cap to ignore this effect until the end of your turn.

SUPER MUTANT
SURVIVOR IDENTITY



During setup, become a ***Super Mutant***.

Place this card in your play area. It does not count against your inventory limit and cannot be traded or discarded.

For each you suffer, gain 1 XP.

VAULT SUIT
ITEM - APPAREL

4



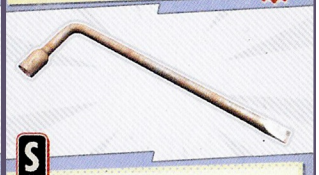
1

During a test that uses E, generate 1 reroll.

You may equip 1 additional ***Apparel*** item (add their armor values together).

TIRE IRON
ITEM - WEAPON

5



S

During a fight, you may exhaust this card to generate 1 reroll.


GHOUL
WASTELANDER
VAULT DWELLER
SUPER MUTANT
BROTHERHOOD OUTCAST

ASTOUNDINGLY AWESOME TALES 2
ITEM - MAGAZINE



When you camp, if you do not have **L**, you may discard this card to gain 2 XP.

BRAHMIN STEAK 3
ITEM - AID



When you camp, you may discard this card to recover 8 additional HP.

Then, suffer 1 ☢.

BUFFOUT 3
ITEM - DRUG



During a test or fight that uses **S** or **E**, exhaust to add 1 hit.

Then, test: **E** 3.
If you fail, become ***Addicted.***

If you are ***Addicted***, you cannot discard this card, and it costs 1 Cap to unexhaust.

CALMEX 3
ITEM - DRUG



During a test or fight that uses **P** or **A**, exhaust to add 1 hit.

Then, test: **E** 3.
If you fail, become ***Addicted.***

If you are ***Addicted***, you cannot discard this card, and it costs 1 Cap to unexhaust.

FISTFUL OF CAPS
EVENT



Immediately discard this card. Then, gain 3 Caps.

FISTFUL OF CAPS
EVENT



Immediately discard this card. Then, gain 3 Caps.

FISTFUL OF CAPS
EVENT



Immediately discard this card. Then, gain 3 Caps.

FISTFUL OF CAPS
EVENT



Immediately discard this card. Then, gain 3 Caps.

CODSWORTH
COMPANION - ROBOT



Exhaust to trade with 1 other survivor anywhere on the map.

If you are not *Vilified*, keep this companion when it unexhausts.

COVERT OPS TRAINING 2
ITEM - MAGAZINE



When you camp, if you do not have **P**, you may discard this card to gain 2 XP.

DAY TRIPPER 3
ITEM - DRUG



During a test or fight that uses **C** or **L**, exhaust to add 1 hit.

Then, test: **E** 3.
If you fail, become ***Addicted.***

If you are ***Addicted***, you cannot discard this card, and it costs 1 Cap to unexhaust.

EYEBOT
COMPANION - ROBOT



Exhaust during your turn. Until the end of your turn, you may perform non-fight actions as if you were in any space adjacent to you.

If you are adjacent to an unexplored tile, keep this companion when it unexhausts.

GROGNOK THE BARBARIAN 2
ITEM - MAGAZINE



When you camp, if you do not have **S**, you may discard this card to gain 2 XP.

GUNS & BULLETS 2
ITEM - MAGAZINE



When you camp, if you do not have **A**, you may discard this card to gain 2 XP.

HANCOCK
COMPANION - WASTELANDER



Exhaust to move an enemy within 2 spaces of you into your space and fight it. If that enemy is not killed during that fight, discard this card.

If you have P, keep this companion when it unexhausts.

JUNK 2
ITEM - AID



During your turn, you may discard this card and another Junk card to gain 1 card of your choice from the shop or from the 👜 or 🪙 discard piles.



JUNK
ITEM - AID

2



During your turn, you may discard this card and another Junk card to gain 1 card of your choice from the shop or from the 👜 or 🫧 discard piles.

JUNK
ITEM - AID

2



During your turn, you may discard this card and another Junk card to gain 1 card of your choice from the shop or from the 👜 or 🫧 discard piles.

JUNK
ITEM - AID

2



During your turn, you may discard this card and another Junk card to gain 1 card of your choice from the shop or from the 👜 or 🫧 discard piles.

COMBAT KNIFE
ITEM - WEAPON

3



A A

During a fight, each time you spend a ✶ result, suffer 1 damage.

LASER RIFLE
ITEM - WEAPON

4



I A

During a fight, for each ● that causes you to suffer damage, you may spend 1 Cap. If you do not, discard this card.

LIVE & LOVE
ITEM - MAGAZINE

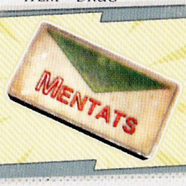
2



When you camp, if you do not have C, you may discard this card to gain 2 XP.

MENTATS
ITEM - DRUG

3



During a test or fight that uses P or I, exhaust to add 1 hit.

Then, test: E 3.
If you fail, become ***Addicted.***

If you are ***Addicted***, you cannot discard this card, and it costs 1 Cap to unexhaust.

METAL ARMOR
ITEM - APPAREL

4



I

C and A do not generate rerolls.

PIPE RIFLE
ITEM - WEAPON

4



P A

Before a fight, you may spend 1 Cap. If you do not, you cannot generate rerolls during that fight.

PIPER
COMPANION - WASTELANDER



Exhaust to explore an adjacent tile.

If you are *Vilified*, keep this companion when it unexhausts.

PRESTON GARVEY
COMPANION - MINUTEMAN

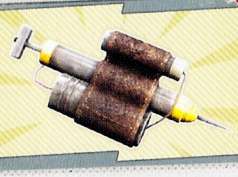


Exhaust to ignore the effects of difficult terrain until the end of your turn.

If there is not a 🏭 or 🏭 deck, keep this companion when it unexhausts.

PSYCHO
ITEM - DRUG

3



During a fight, exhaust to recover 1 HP and generate 1 reroll.

Then test: E 3.
If you fail, become ***Addicted.***

If you are ***Addicted***, you cannot discard this card, and it costs 1 Cap to unexhaust.

RAIDER ARMOR
ITEM - APPAREL

3



✶

✶: During a fight with an enemy that has 🔫, this ▮ is 1.

TESLA SCIENCE
ITEM - MAGAZINE

2



When you camp, if you do not have I, you may discard this card to gain 2 XP.

UNSTOPPABLES
ITEM - MAGAZINE

2



When you camp, if you do not have E, you may discard this card to gain 2 XP.

WATER
ITEM - AID

3



During your turn, you may discard this card to recover 5 HP.

Then, suffer 1 ☢.



SNEAK

Discard to sneak! Until the end of your turn, enemies in your space do not prevent you from performing actions. Additionally, enemies with ✗ do not fight you when you move into their spaces.

SPECIAL

LEAD BELLY

Discard to recover all of your ☢.

SPECIAL

FORTUNE FINDER

Discard to gain 8 Caps.

SPECIAL

WATER

ITEM - AID

During your turn, you may discard this card to recover 5 HP. Then, suffer 1 ☢.

3

SNIPER

Discard to be a sniper! Until the end of your turn, you can target any enemy on the map when you fight using a 🔫 weapon; the enemy does not inflict ●.

SPECIAL

MASTER TRADER

Discard to shop; you can buy and sell as many cards as you want.

SPECIAL

GRIM REAPER SPRINT

Discard to become death itself! Until the end of your turn, perform 1 additional action after each fight in which you kill an enemy.

SPECIAL

PIPE WRENCH

ITEM - WEAPON

S

During a fight, if you spend a ✊ result, discard this card.

3

SWIFT LEARNER

Discard to level up. Keep both S.P.E.C.I.A.L. tokens. If you gain a perk, you cannot choose Swift Learner.

SPECIAL

NIGHT PERSON

Discard to place your figure in any space on the map. Then, you may perform a fight, quest, or encounter action.

SPECIAL

GUN NUT

Discard at a 🏪 to gain a *Weapon* item from the shop or from any discard pile.

SPECIAL

ACTION GIRL/BOY

Discard to perform 2 additional actions.

SPECIAL

TOUGHNESS

Discard to recover all of your HP. Until the end of your turn, when you would suffer damage, suffer no damage instead.

SPECIAL

PAIN TRAIN

Discard to gain 1 movement point. Until the end of your turn, each time you move into a space that has an enemy whose level is equal to or lower than your ▮, kill that enemy.

SPECIAL

INSPIRATIONAL

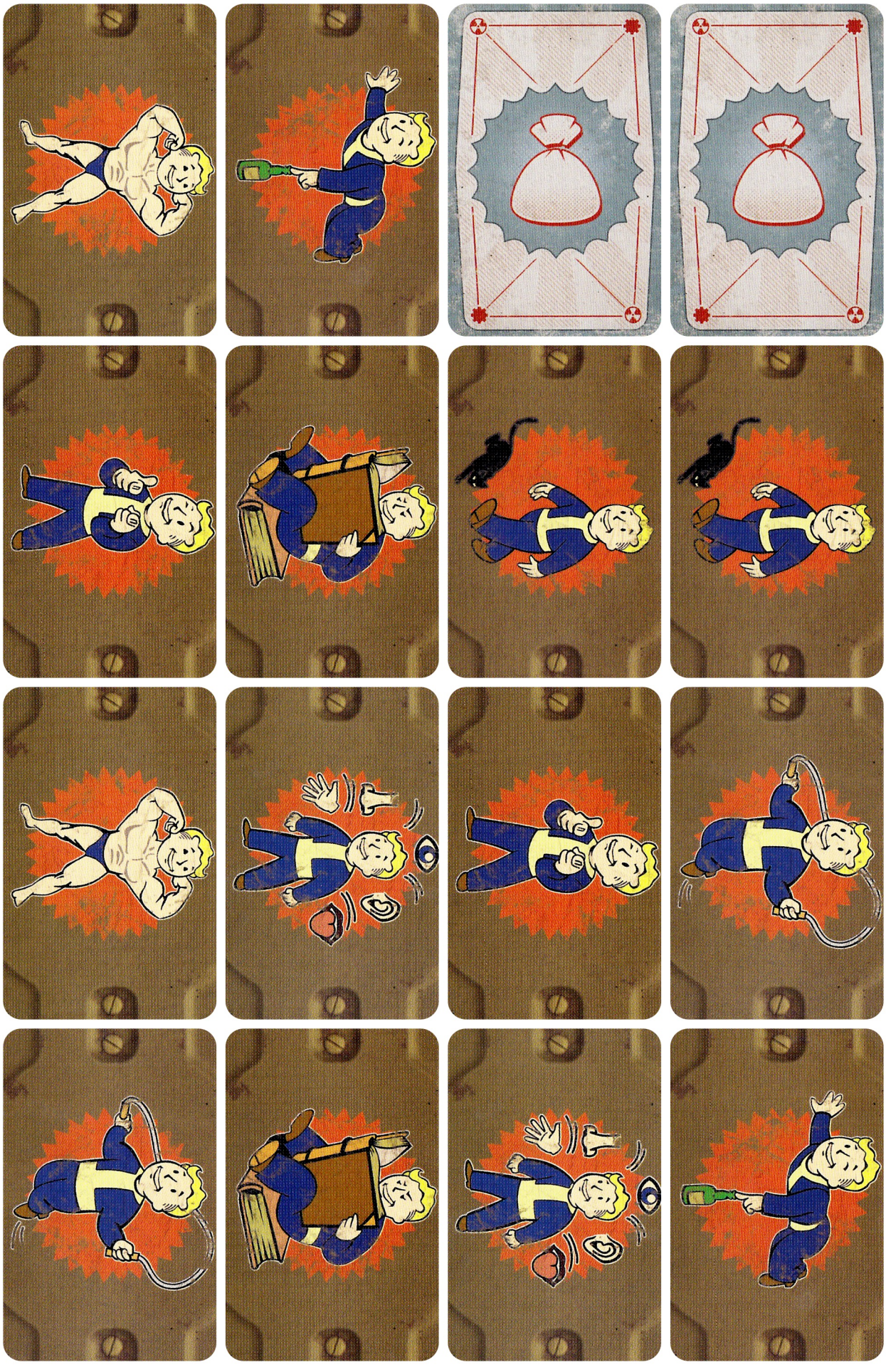
Discard to remove a companion from another player's inventory or from the shop and add it to your inventory. Then, unexhaust each of your companions, ignoring their unexhaust conditions.

SPECIAL

ARMORER

Discard at a 🏪 to gain an *Apparel* item from the shop or from any discard pile.

SPECIAL



ALIEN BLASTER
ITEM - WEAPON

8



I O

During a fight, ✦ results that inflict a hit on the enemy inflict an additional hit on the enemy.

DOGMEAT
COMPANION - DOG



Exhaust before a fight to ignore all ability icons on the enemy.

If you have an *Aid* item, keep this companion when it unexhausts.

FAT MAN
ITEM - WEAPON

11



E I A

Before a fight, test L 3. If you fail, you cannot spend rerolls.

During a fight, when you kill an enemy, kill 1 other enemy of equal or lower level within 1 space of the initial enemy you killed.

WASTELAND SURVIVAL GUIDE
ITEM - MAGAZINE

2



During a test or fight, exhaust to generate 1 reroll for each WSG contribution in play. Then, each survivor chooses to gain 2 Caps or 1 XP for each WSG contribution he or she has. Then, give this card to the survivor to your right.

MINIGUN
ITEM - WEAPON

11



S E A

During a fight, if you have two matching die results, you may spend 2 Caps to change the third die to match those results.

PIP-BOY
ITEM - PIP-BOY

5



You can look at the facedown side of any map tile or any inactive enemy on the map at any time.

SHISHKEBAB
ITEM - WEAPON

8



S A

During a fight, ✦ and ✦ results always inflict hits on the enemy.

MYSTERIOUS STRANGER
COMPANION - UNKNOWN



Exhaust when inflicting hits during a fight to add 1 hit.

If no survivor has fewer agendas than you, keep this companion. Otherwise, give this companion to a survivor who has fewer agendas than you.

SUPER SLEDGE
ITEM - WEAPON

11



S S L

During a fight, you may spend 2 rerolls to inflict 1 hit on the enemy.

T-60E POWER ARMOR
ITEM - APPAREL

11



3

You are treated as having S.

T-60 POWER ARMOR
ITEM - APPAREL

11



3

You are treated as having E.



014 WELCOME TO THE COMMONWEALTH

Many dangers lurk in this new wasteland ahead of you, but the one you have heard the most about is the dreaded "synth." Said to look, sound, and smell just like humans, they are robots who have infiltrated the very society of the Commonwealth.

1 *Kill a suspected synth that no one will miss to find out the truth.*

Kill any 💀

🛡+
👤×2 • Stage 015 and 134 • Trash

2 *This all sounds a bit overblown. Head to Diamond City to discreetly dig up some information.*

✸ Diamond City

★+
👤×2 • Stage 016 and 067 • Add 017 Trash

015 RESONANCE

You tear the person apart, but they look to be flesh and blood. Messy. Among their effects, however, is a transponder marked with the Vitruvian man, the words "The Institute," and coordinates to the old ruins of the Commonwealth Institute of Technology.

1 *Follow the coordinates and explore the C.I.T. ruins to find the Institute.*

✸ C.I.T. Ruins • E 0 4

🛡+
3 Caps • Stage 018 and 067 • Trash

2 *You have heard only bad things about the Institute. At Diamond City, Caps may quickly get you the information you need.*

✸ Diamond City • Spend 4 Caps

★+
👤×2 • Stage 019 and 067 • Trash

016 ALL ABOARD!

After asking around in Diamond City, you are approached by a man calling himself "Drummer Boy." He explains that the synths are actually the work of an organization known as "The Institute," and he asks for your help in freeing them.

Place 🛡 on Downtown Boston

1 *Warn The Institute about these Railroad agents and get them to deploy more synth soldiers (contact the Institute at ⛵ locations).*

Place the third 🛡 on the map

🛡+
3 Caps • Stage 019 and 094 • Trash

2 *Locate synths and convince them to cast off their bonds.*

✸ Adjacent to a 🛡

★+
3 Caps • Stage 020 and 134 • Trash

018 UNCOVER THE RAILROAD

Impressed by your resourcefulness and persistence, the Institute brings you into their trust. They are developing the most advanced technology ever conceived but are threatened by criminals calling themselves the "Railroad."

Place ★ equal to survivors. Each on 🛏, 1 per 🛏, starting with the highest level.

1 *Hunt down and eliminate these criminal Railroad agents.*

Kill the last ★ on the map

🛡+
3 XP • Stage 024 and 130 • Trash

2 *Locate the Railroad headquarters to give them support.*

✸ The Railroad

★++
3 XP • Stage 021 and 125 • Add 022 Trash

019 ALL HELL

Chaos erupts in the Commonwealth! Stirred up by newcomers asking too many questions, the Institute accelerates their mysterious plans, and the Railroad responds in kind. Fights break out across the wasteland!

Place ★ equal to survivors. Each on 🛏, 1 per 🛏, starting with the highest level. Place 🛡 at each ★.

1 *Wipe out the Railroad's agents in the wasteland.*

Kill the last ★ on the map

🛡++
3 XP • Stage 021 and 150 • Add 022 Trash

2 *Eliminate all the militarized synths; you have no other choice.*

Kill the last 🛡 on the map

★++
3 XP • Stage 023 and 150 • Trash

020 INSTITUTIONALIZED

From the freed synths, you learn all about the Institute's hidden, underground factory where they develop the synths. The only way you are going to be able to get in there is by posing as a member.

1 *Warn the Institute of the infiltrators. You'll need circuitry to build a radio capable of reaching them.*

Kill any 👑

🛡++
3 XP • Stage 023 and 107 • Trash

2 *The Railroad headquarters will have everything you'd need to pose as an Institute scientist.*

✸ The Railroad • P E A 4

★+
3 XP • Stage 028 and 148 • Trash

021 BUNKER HILL

With the Institute's agents hunting Railroad members in the field, the Railroad has managed to free a large group of synths, and they are looking for a way out of the Commonwealth.

1 *Locate the synths' safe house before they escape.*

Encounter level-3 or higher ⛵ until you locate the synths

🛡++
Stage 024 and 157 • Trash

2 *Find the synths and get them to safety.*

Encounter level-3 or higher ⛵ until you save the synths

★++
Stage 025 and 148 • Add 026 and 027 • Trash

023 THE MOLECULAR LEVEL

With the Institute fully aware of their actions, the Railroad's only hope of getting to the Institute is by using their own technology against them. The Railroad has begun work on a signal interceptor to teleport themselves into the Institute.

Place a quest marker 3 spaces away from your current space. This is the Signal Interceptor.

1 *Destroy the interceptor before it's complete.*

✸ Signal Interceptor • S I A 5

🛡+++
Stage 025 and 130 • Add 026 and 027 Trash

2 *Acquire the needed circuitry to finish the interceptor.*

When a 👑 is killed, place 1 Cap on this card.

Place the third Cap on this card

★++
Stage 028 and 157 • Trash

024 DERAILED

With the Railroad weakened by its recent defeat, the Institute has deployed one of its dreaded Coursers to deal with them once and for all.

Place a quest marker at C.I.T. Ruins. This is an Institute Courser. ★ move toward the Courser instead of survivors.

At the end of each round, remove ★ from the Courser's space. If there are no ★ in the Courser's space, move it 1 space toward the Railroad instead.

1 *Lead the Courser straight to the Railroad headquarters.*

The Courser is at the Railroad

🛡++++
Trash

2 *Things are falling apart. Pay to smuggle out as many synths as you can before the end.*

✸ Any 🛏 • Spend 8 Caps

★+
Place ★ in your space



025 THE MINUTEMEN

The conflict has thrown the Commonwealth into chaos and attracted the attention of its self-appointed defenders: the Minutemen.

Place a quest marker at Diamond City. This is the Minutemen militia.

Survivors in the same space as the Minutemen can perform the following action: Test C I 2 • Move the Minutemen a number of spaces equal to the number of ● by which you exceeded the test.

1. *Manipulate the Minutemen forces into attacking the Railroad.*

   The Minutemen are at the Railroad

   +++
   Trash

2. *Convince the Minutemen to attack the Institute.*

   The Minutemen are at the C.I.T. Ruins

   +++
   Trash

028 THE NUCLEAR OPTION

The Railroad has infiltrated the Institute and has incited a mass revolt! They now plan to finish off the Institute once and for all.

Place ★ and a quest marker at the Railroad. This quest marker is the reactor blueprint.

A survivor in the same space as the blueprint can move the blueprint with his or her figure. When doing this, treat all spaces as difficult terrain.

1. *Take out as many of the rebels as possible: synths and Railroad alike.*

   Kill any ★ or ⛊

   +
   Place a ★ at the blueprint

2. *The Railroad has blueprints of the Institute's reactor. If they can get the blueprints there, they can set it to blow and end this forever.*

   The blueprint is at the C.I.T. Ruins

   ++++
   Trash

029 WELCOME TO FAR HARBOR

A sickly-green fog has spread across much of this island. Every structure you pass has been abandoned, but you see dangerous-looking shapes moving in the mists.

1. *The fog calls to you. Travel into the mists, let it embrace you.*

   Suffer 2 ☢ during the same turn

   +
   ×2 • Stage 032 and 094 • Trash

2. *The strange machines are the only sign of civilization left on this island. Investigate them.*

   Place a ★

   ★+
   ×2 • Stage 033 and 067 • Trash

030 STRANGER MACHINES

Bizarre devices dot the terrain around certain locations on the island. Most seem broken from wear or sabotage but look easy enough to fix.

1. *Once running, these machines stop Atom's fog! Unacceptable! Smash them.*

   ✸ Any ★ • S 3

   2 XP • Discard this ★

2. *Attempt to communicate with the aliens and make a deal.*

   ✸ Any 🪑 or 🛏 without ★ • E 4

   2 XP • Place ★ in this space

032 EMBRACE THE GLOW

As you camp in the fog, you are approached by a robed figure. She is from the Church of the Children of Atom, and they want help spreading the fog.

1. *Time for some missionary work! Spread Atom's love to more of the island.*

   When a ⛊ is placed on the map when there is already at least 1 ⛊ on the map

   +
   3 XP • Stage 034 and 067 • Trash

2. *Warn the local town of Far Harbor of the fanatical cult's plans.*

   ✸ Far Harbor

   ★+
   3 XP • Stage 034 and 067 • Trash

033 THE LAST BASTION

You find a break in the fog and people still alive on this island! They say that there are several pockets of civilization left in the fog, but most people are either members of the Church of the Children of the Atom or holed up at the port town of Far Harbor.

1. *Still the fog calls. Help it spread its tendrils out into the island.*

   When a ⛊ is placed on the map

   +
   3 XP • Stage 034 and 117 • Trash

2. *Reach Far Harbor to find out what is really happening on the island.*

   ✸ Far Harbor

   ★+
   3 XP • Stage 034 and 101 • Trash

034 CHOKING FOG

As the fog continues to consume the island, Far Harbor has begun to erect mechanical devices called "Fog Condensers" that stop the fog from consuming certain areas.

1. *Continue to help the church bring Atom's grace to the island.*

   When a ⛊ is placed on the map when there are already at least 3 ⛊ on the map

   +
   3 XP • Add 038
   Stage 035, 037, and 141 • Trash

2. *Help erect condensers to help slow the spread of fog.*

   When a ★ is placed on the map when there is already at least 1 ★ on the map

   ★+
   3 XP • Add 038
   Stage 036, 037, and 134 • Trash

035 INITIATION

The fog that now covers much of the island has mutated and enraged the creatures, and now they threaten Far Harbor! Meanwhile, the Church is safe in its cave base at the Nucleus.

1. *Go to the Nucleus to join the Children of Atom.*

   ✸ The Nucleus

   +
   3 XP • Stage 039 and 150 • Trash

2. *Kill the creature that threatens Far Harbor.*

   Kill any 🦑

   ★++
   3 XP • Stage 040 and 112 • Trash

036 INFILTRATION

With some condensers up and running, Far Harbor has earned enough breathing room to figure out what is really going on here.

1. *You need the proper knowledge of how these condensers work. Study similar technology.*

   Kill any 👑

   ++
   3 XP • Stage 039 and 112 • Trash

2. *Head to the Nucleus to infiltrate the Children of Atom for information.*

   ✸ The Nucleus

   ★+
   3 XP • Stage 040 and 150 • Trash



037 ACADIA IN NEED

Caught in the middle of everything involving the fog is the hideout of Acadia, run by the synth DiMa. Ambivalent to the conflict between Far Harbor or the Church, he has one goal: to help as many escaped synths as possible.

1. *Convince the synths to avoid Acadia and stay to help the island.*

Encounter any [bed] until you locate the synth

[hand] • Stage 157 • Trash

2. *Guide the synths to the refuge of Acadia.*

Encounter any [bed] until you locate the synth

5 Caps • Stage 041 • Trash

039 CONVERTS TO THE CHURCH

Even with its recent gains, the Church still needs more members to fill its ranks.

1. *Perhaps the synths of Acadia can be convinced to see the light of Atom's glow.*

[gear] Acadia • Any companion • EC 4

[shield]++

Stage 042 and 148 • Trash

2. *Use the church's need of members to infiltrate their organization.*

[gear] Nucleus • CAL 4

[star]++

Stage 043 • Trash

040 REBUILD

Far Harbor can now breathe a bit easier, but the wider danger of the fog still looms on the island. They suspect the church will continue to try to sabotage the condensers, and they need a supply of circuitry to ensure they can fix them.

1. *Go to the Nucleus to join the Church.*

[gear] Nucleus • SC 4

[shield]++

Stage 042 • Trash

2. *Scavenge circuitry to ensure enough condensers to keep Far Harbor safe.*

[gear] Robco Factory • SPI 4

[star]++

Stage 043 and 148 • Trash

041 PULLING THE STRINGS

With everything you have done for Acadia, you have earned the trust of DiMa. He has revealed that he has the ability to replace one of the faction leaders with a synth.

Place a quest marker at Acadia. This is the replacement synth.

A survivor in the same space as the replacement can move it with his or her figure. When doing this, treat all spaces as difficult terrain.

1. *Replace Captain Avery with a synth.*

Replacement at Far Harbor

[shield]++

Stage 130 • Trash

2. *Replace High Confessor Tektus with a synth.*

Replacement at The Nucleus

[star]++

Stage 130 • Trash

042 THE LAST DEFENSE

With its new members, the Church now has the strength to bring Atom's grace to Far Harbor and finally claim all of this island.

1. *Smash the remaining condensers near Far Harbor and let the fog consume them.*

When a [shield] is placed on the map when there are no [star] within 4 spaces of Far Harbor

[shield]+++

Trash

2. *Evacuate as many people as possible to safety before the fog overtakes the island.*

[gear] Far Harbor • Discard a companion

[star]+

043 EMBRACE THIS!

It's time to take the fight back to the Church. Their base at the Nucleus is an old nuclear submarine. You could overload its reactor . . . if you can get inside, that is.

1. *Smash as many of the condensers as possible.*

Discard 1 [star]

[shield]+

2. *They will let only the truly devout that deep into their inner sanctum. Show your devotion, then blow them sky high!*

[gear] The Nucleus • Have 6 or fewer remaining HP • CHL 5

[star]+++

Trash

044 WELCOME TO THE CAPITAL WASTELAND

The mountains around you shake suddenly, fire and rubble spewing violently into the sky. Eyes wide, you watch as a fleet of vertibirds scrambles from its peak to clear the violent blasts. The straggler of the group begins to emit a trail of smoke as the rest disappear over the eastern horizon, then abruptly drops out of sight with a dull explosion that echoes up from the capital wasteland.

1. *Look for survivors.*

[gear] The wreck

[shield]+

Place [shield] on Project Purity

[person] ×2 • Stage 045 and 101 • Add 046 Trash

2. *Find someone who knows what the hell just happened.*

[gear] Megaton

[star]+

Place [shield] on Project Purity

[person] ×2 • Stage 048 and 067 • Trash

045 NATIONAL TREASURES

Most of the crew has survived, but all are injured, many severely. Unwilling to trust a stranger, they require proof of your loyalty. They disclose the locations of some nearby caches, in which there are supplies and protocols for this kind of situation.

1. *Locate the survival gear for the wounded.*

Encounter any [boat] until you locate the cache

[shield]+

3 XP • Stage 049 and 067 • Trash

2. *Demand an explanation in exchange for the contents of the caches.*

Encounter any [boat] until you locate the cache

[star]+

3 XP • Stage 049 and 067 • Trash

048 A SHAKY LEAD

The Enclave was long believed to be dead and gone, so their vertibirds soaring over the capital wasteland has set Megaton abuzz. You get a lead, but it's shaky: an intelligent super mutant appeared in the city around the same time. He spoke of a personal quest to ensure the safety and survival of all, then disappeared into the hills.

1. *A super mutant? Nope. Go help any Enclave survivors instead.*

[gear] The wreck

[shield]+

Place [shield] at Project Purity

3 XP • Stage 049 and 112 • Trash

2. *Track down and assist this super mutant.*

[gear] Vault 84

[star]+

3 XP • Stage 050 and 117 • Trash



049 ONE MORE SILVER DOLLAR

The survivors explain that they are mostly scientists critical to the Enclave's current mission: retake the wasteland for humankind. In order to continue their work, they need someone to make contact with the Enclave to request a medevac.

1 *Report their location to Enclave soldiers.*

Project Purity or space with ● • PI 4

●+
Place ● at Project Purity
3 XP • Stage 051 and 094 • Trash

2 *Report the Enclave's emergence and this looming threat to the Brotherhood of Steel.*

The Tower

★+
Place ● at Project Purity
Place ★ at Megaton and the Tower
3 XP • Stage 052 and 141 • Add 053 • Trash

050 WHAT THE FAWKES?

The rumored super mutant can talk! His name is Fawkes, and you find him fruitlessly searching outside Vault 84 on some personal mission. He'll give you the information on the Brotherhood and Enclave if you help him locate the next vault on his list.

1 *This Fawkes is everything the Enclave has been working against. Plant the right evidence to get some local super mutants to deal with their "brother."*

Super Mutant Camp • SEC 5

●++
3 XP • Stage 051 and 141 • Trash

2 *Locate the next vault Fawkes wants to research.*

Vault 109 • PIL 5

★+
3 XP • Stage 052 and 094 • Add 053
Trash

051 GIVE ME LIBERTY

The Brotherhood of Steel is working on a secret weapon to take on the Enclave. Meanwhile, the Enclave continues to build up its forces at what used to be the Jefferson Memorial.

1 *Pay off some local criminals to sabotage the Brotherhood's project.*

The Tower • PC 5 • Spend 4 Caps

●+
Stage 054 and 157 • Trash

2 *The Brotherhood is recovering equipment from the old Robco junkyard. Bring them some more supplies.*

Robco Factory • Discard *Robot* companion

★++
Place 2 ● at Project Purity
Stage 055 and 148 • Trash

052 THE SLEEPING GIANT

The Enclave has a big plan for Project Purity, and no one is exactly sure what that is. But first they have to clear out the super mutants that have cropped up. Meanwhile, the Brotherhood hunts for an answer.

1 *Deal with the super mutants that continue to threaten Project Purity.*

The Mall • Draw and fight

●++
Stage 054 and 148 • Trash

2 *Help the Brotherhood find the solution they've been searching for.*

Encounter at Robco Factory until you locate the prototype

★+
Stage 055 and 130 • Trash

054 ...OR GIVE ME DEATH

The Enclave has begun their work on Project Purity. Their intention, however, is quite dissimilar to the original intention of the water purifier. Soon they will introduce a solution into the water that will cleanse every mutation from the capital wasteland, making room for a new age for mankind.

1 *Recruit help from the wasteland for the Enclave's work at Project Purity.*

Any 🛏 • Spend 10 Caps

●+
Place ● in your space

2 *The Brotherhood is close to activating their weapon and taking the war directly to the Enclave!*

The Tower • Discard *Robot* companion

★++
Stage 055 • Trash

055 ...AND JUSTICE FOR ALL

"BETTER RED THAN DEAD," a mechanical voice booms across the wasteland as the Brotherhood gets Liberty Prime back online.

Place a quest marker on the Tower; this is Liberty Prime. ● move toward Liberty Prime instead of survivors.

At the end of the round, remove ● from Liberty Prime's space. If there are no ● in its space, it moves 1 space toward Project Purity instead.

1 *Recruit help from the wasteland for the Enclave's work at Project Purity.*

Any 🛏 • Spend 10 or more Caps

●+ per 10 Caps spent
Place ● in your space

2 *End this.*

Liberty Prime is at Project Purity

★++++
Trash

056 INTO THE PITT

You happen upon a man fleeing this new wasteland. "Please," he says, "if you see my friends, tell them I made it—that there is a way out. And whatever you do, don't let the slavers know I've come this way."

1 *Report the escaped slave.*

Any 🛏

●+
Place ● in your space
👤×2 • Stage 057 and 067 • Trash

2 *Inform the man's friends.*

Any ⛵

★+
Place ★ in your space
👤×2 • Stage 058 and 067 • Trash

057 ON THE TRAIL

You report the escaped slave, but no one seems to care. "He carrying a child? No? Then forget it! Ashur's kid is missing, find a lead on her, that'll be worthy news. Who's Ashur? The boss, of course! What rock you been sleeping under?"

1 *Investigate where the child was last seen.*

Red Rocket Station • PC 4

●+
3 XP • Stage 059 and 101 • Trash

2 *Fight off those who are in pursuit of the child.*

Any ⛵ • Draw and fight

★+
3 XP • Stage 060 and 112 • Trash

058 ON THE EVE OF WAR

It turns out that the slave who escaped was part of a resistance group. Without his aid in Ashbury, their upcoming assault on Haven will need to be scrapped.

1 *Gather intelligence on this resistance.*

Any 🛏 • C 3

●+
3 XP • Stage 060 and 141 • Trash

2 *Provide another individual to take the place of the deserter.*

Ashbury Road • Any companion

★+
3 XP • Stage 061 and 117 • Trash



059 UP THE CHAIN

A small group of slaves is hiding out in Red Rocket Station, defending Ashur's kidnapped child. If this information makes it back to Haven, a larger force will be sent to break the defenses and recover the child.

1 *Report the baby's location to Ashur.*

Haven

+
Place 2 at The Bridge
Place ★ at the Red Rocket Station
3 XP • Stage 062 and 094 • Add 063
Trash

2 *Incite an uprising and capture the bridge, cutting off the slavers from the wasteland.*

The Bridge

★++
Place 2 at Haven
Place 2 ★ at The Bridge
3 XP • Stage 065 and 157 • Trash

060 FIRES OF REVOLUTION

Recent killings have caused a backlash, and the wasteland is on the verge of war. Regardless of the outcome, many lives will be lost, and those who do not prepare now will surely be among the dead.

1 *Assist in the construction of Haven's fortifications.*

The Bridge • DL 4

++
Place at The Bridge
Place 2 ★ at The Mill
3 XP • Stage 065 and 107 • Trash

2 *Reinforce the slaves at their stronghold.*

The Mill

★++
Place at The Mill
Place 2 ★ at Haven
3 XP • Stage 065 and 125 • Trash

061 BREAK THE CHAINS

Ashur is living on borrowed time. His lieutenants are missing and his compound is compromised. There is little hope remaining for the slaver overlord.

1 *Join the watch and try to spot assassins.*

Haven • PEL 5

++
Place ★ at The Mill
3 XP • Stage 065 and 150 • Trash

2 *Ensure the job is completed.*

Haven • Draw and fight ☠; apply +1 to its level

★+
Place at The Bridge
3 XP • Stage 064 and 157 • Trash

062 CHILD OF THE PITT

Midea, unofficial matriarch of the rebels, discloses that she has the baby. Until the slaves are freed, she will keep the child as leverage, moving to a new, secret location each day. Even so, it is only a matter of time.

1 *Intercept Midea and take the child.*

Encounter any ⛵ until you locate Midea

+
Choose 1 from the discard pile
Stage 065 and 148 • Trash

2 *Ensure that Ashur is no longer a threat.*

Haven • Draw and fight ☠; apply +1 to its level

★++
Choose 1 item from the shop
Stage 064 and 150 • Trash

064 BEAR WITH ME

The price of teddy bears is on the rise—yes, you heard that right. Despite Ashur's death, the slavers have not disbanded. At their head, Sandra, a scientist of some repute, is offering competitive prices for bears. For some reason, this has rallied the slavers.

1 *Bring a collection of bears to Sandra.*

Haven • Discard 2 Junk cards

++
6 Caps • Stage 066 and 130 • Trash

2 *Whatever she's looking for, you can't let her find it—purchase and hide several teddy bears.*

Any 🛏 • Spend any number of Caps and place them on this card

Place the tenth Cap on this card

★+
Stage 066 and 148 • Trash

065 WAR!

The system is collapsing. The peace and security that the slavers have enjoyed for years is crumbling. Everywhere, the oppressed are rising up.

Each survivor takes 1 and 1 ★. Starting with the first player, place the at a 🛏 and the ★ at a ⛵. No two survivors can be placed in the same space.

1 *Squash the rebellion.*

Kill the last ★

+++
Trash

2 *Secure freedom for all.*

Kill the last

★+++
Trash

066 PAINFUL SOLUTIONS

Despite the efforts of those who oppose her, Sandra has located the bear she was looking for and the disk that was hidden within it. Testing has begun to cure the plague that haunts the Pitt—unfortunately, there are a few slightly deadly side effects . . .

1 *Administer the new vaccine.*

Any 🛏 without a Cap • 3

Place 1 Cap on that 🛏.

If all 🛏 have Caps: +++ • Trash

2 *Destroy the harmful research.*

Haven • PD 5

★++++
Discard all Caps from the map • Trash

067 VAULT RUMORS

Every year, new unfortunates appear out of the wasteland, claiming to have been banished from an underground bunker made before the war by a company called "Vault-Tec." Perhaps it is worth investigating.

1 *Many of the vault exiles are caught by raiders. You might be able to get something off of one of them.*

Kill any ☠

Stage 068 • Trash

2 *See if you can find an old exile who will sell you information.*

Any 🛏 • Spend 4 Caps

Stage 069 • Trash

068 SIGNS OF LIFE

The raiders had one of the vault dwellers' wrist-mounted computers on them. With this, you should be able to contact the people on the inside of the vault or interact with its computer.

1 *There are some supposed exiles from the vault around town. One of them might be able to show you how to use the Pip-Boy.*

Any 🛏 • DL 4

Add 071 • Trash

2 *The Pip-Boy should be able to interface directly with the vault entrance, but you'll need an extra set of hands there.*

Vault 84 • Any companion

4 XP • Add 071 • Trash



069 CRACK IT OPEN!

The information around town says that there are people locked away inside the vault, but they are somewhat (very) hostile to outsiders. Perhaps you can break in?

1. *Crack open the giant metal door in the mountains.*
   Vault 84 • SE 4
   4 XP • Add 070 • Trash
2. *Overload a nearby substation to force the door open.*
   Red Rocket Station • PI 4
   Add 070 • Trash

082 BOOM!!!

A little girl at Vault 84 had a manual from Vault 109. One page stood out: the one that warned residents about use of the "Fat Man" (accompanied by the girl's drawing of a large explosion with the word "BOOM!")

1. *Do some research on this "Fat Man" first.*
   Robco Factory • PIL 5
   Add 086 and 087 • Trash
2. *Go right to Vault 109 and start digging around.*
   Vault 109 • Suffer 2
   ×3 • 3 XP • Add 086 and 087 • Trash

083 SERIOUS HARDWARE

The mechanic mentioned that Vault 109 had some "serious hardware." If you can risk the radiation of the vault, maybe some of it is still down there?

1. *The super mutants have been seen down there. Maybe some of them have already brought it up?*
   Kill a Super Mutant Brute
   Add 088 and 089 • Trash
2. *A few rads have never scared you.*
   Vault 109 • Suffer 2
   ×3 • 3 XP • Add 088 and 089 • Trash

084 HIPPOCRATIC OATH

The medical robot at Vault 84 let something slip about radiation cases at the "other location." Was it referring to Vault 109? And if so, this wasn't new case data, right?

1. *If anyone would know about Vault 109 still being used for secret experiments, it would be some of those underground "doctors" at the Tower.*
   The Tower • SCI 5
   Add 092 and 093 • Trash
2. *Check it out directly.*
   Vault 109 • Suffer 2
   ×3 • 3 XP • Add 092 and 093 • Trash

085 CHASING STATIC

You have a frequency from the Vault 84 radio tech that's supposedly coming from Vault 109. If you had the equipment to triangulate it, you could locate its radio equipment.

1. *Extract the necessary equipment from a robot.*
   Kill a Protectron
   Add 090 and 091 • Trash
2. *Just go directly to Vault 109 and look around.*
   Vault 109 • Suffer 2
   ×3 • 3 XP • Add 090 and 091 • Trash

094 THE CHILDREN OF ATOM

A missionary stands in the street, preaching a new religion called the Children of Atom. Many followers gather at Hofmann Farm, inviting all to "embrace Atom's glow."

1. *Bring a new recruit for their favor.*
   Hofmann Farm • Discard a companion
   Stage 095 • Trash
2. *The word of Atom calls to you. Embrace the glow.*
   Irradiated space • E 3
   Suffer 2 • Stage 096 • Trash

095 A GROWING FOLLOWING

Under the command of a singular new recruit, the Church of the Children of Atom has gone from a couple meager missionaries to an entire organization in a very short time. Everywhere you go, you can hear the word of Atom being preached under the leadership of the Confessor.

1. *Gather recruits to your side.*
   Any • Suffer 2
   Reveal cards until you find a companion; take that card, ignoring its requirements; discard the rest.
   Stage 097 • Trash
2. *Local bounty hunters are too afraid to take bounties on the Confessor, but you have more convincing ways to get someone to agree to do the job . . .*
   Kill a Bounty Hunter
   Stage 098 • Trash

096 JOINNNNN USSSSSS!

You see the light of Atom's glow. The only salvation for this forsaken wasteland is to spread the light to all the non-believers.

1. *Convince everyone to band together under Atom's glow.*
   Irradiated space • More than half of all survivors must also be on irradiated spaces
   Each survivor on an irradiated space:
   Stage 097 • Trash
2. *Stop the cult before it gets completely out of hand.*
   Hofmann Farm • Draw and fight ; apply +1 to its level
   Stage 098 • Trash

097 THE WASTELAND GLOWS

The Church of the Children of Atom has grown to a huge size. The Confessor at its head leads his flock from one of the most opulent estates still left in the wasteland.

At the end of the round, each survivor rolls 1 VATS die for each companion he or she has. For each , suffer 1 .

1. *Bring new devout to the Confessor.*
   Pendleton Estate • Discard a companion
2. *End the Confessor's reign.*
   Pendleton Estate • Draw and fight ; apply +1 to its level
   Gain the "Shishkebab" unique asset
   Stage 099 • Trash



098 THE LAST FANATICS

The Children of Atom begin to dwindle, but several enraged members make a final stand with one of their warheads.

Place a quest marker at the highest-level ; this is the bomb.

At the end of each round, place 1 Cap on this card. When there are 3 Caps on this card, automatically resolve objective 2 (no one gets).

1 *Approach the bomb to defuse it.*

The bomb • PIAL 5

Stage 099 • Trash

2 *Embrace Atom's glow: detonate the bomb!*

The bomb

Each survivor and enemy within 2 spaces of the bomb is killed
Trash

099 REMNANTS OF THE CULT

There is an ongoing bounty on remaining members of the Children of the Atom. Many of them have fled to the irradiated corners of the wasteland.

1 *Explore areas to which they might have fled.*

Explore an unexplored tile

Suffer 2

101 I'M NOT SAYING IT WAS ALIENS...

Brahmin have been disappearing from Hofmann farm. Stories have circulated about strange lights in the sky on nights of the disappearances, but you know it's probably just a Deathclaw or other predator . . . right?

1 *Defend the brahmin pens at night.*

Hofmann Farm • Draw and fight ; it gains the icon

Stage 102 • Add 103 • Trash

2 *Activate an old radio to monitor signals at night.*

HWY 74 • E 3

Stage 104 and place your figure on that card
Add 105 • Trash

102 ...BUT IT WAS ALIENS

Creatures come for the brahmin in the night, but you take them down. These are no Deathclaws. They are small, grey humanoids wearing high-tech suits. Some new kind of mutant? There's no way they could be . . .

1 *The local Brotherhood of Steel chapter would pay handsomely for this information.*

Encounter any until you find the Brotherhood of Steel

Stage 107 • Trash

2 *This will bring unwanted attention. Pay to cover it up.*

Any level-3 or higher
Spend 5 Caps

Stage 125 • Trash

104 THE MOTHERSHIP

The radio gets a response. You accidentally contacted an alien ship!

Survivors that are on "The Mothership" can perform only the actions on this card:

1 *Fight your way to the bridge and bring the ship down to escape.*

Draw and fight ; it gains the icon
Then, test I 4

Succeed: 3 XP • Stage 107 • Add 106 • Trash
Place your figure on any empty space

Fail: Remove a Cap from this card

2 *Attempt to communicate with the aliens and make a deal.*

C 3 • If you succeed, place a Cap on this card.

Place the third Cap on this card

• Trash
Place your figure on any empty space

107 BROTHERHOOD AIRSHIP ARRIVES

Having received information about strange occurrences, the Brotherhood has sent one of their airships to the wasteland.

Place a quest marker on any space of the starting tile. This is the Brotherhood airship.

At the end of each round, the airship moves 1 space toward the highest-level on the map.

1 *Help gather local technology for analysis.*

Kill any

Stage 108 • Trash

2 *That airship looks like it has some pretty fancy gear on board. Maybe you could "borrow" some.*

Airship • CAL 5

Gain the "T-60e Power Armor" unique asset
Stage 109 • Add 110 • Trash

108 RESEARCH AND DEVELOPMENT

Intrigued by the samples presented to them, the Brotherhood is now offering membership and a set of their power armor for more.

Do not discard the airship.

At the end of each round, the airship moves 1 space toward the highest-level on the map.

1 *Take out one of the more advanced Robco prototypes still running.*

Kill a Sentry Bot

Gain the "T-60e Power Armor" unique asset
Add 111 • Trash

2 *That sounds like a lot of work. You bet someone on board would be willing to bend the rules for some Caps.*

Airship • Spend 7 Caps

Gain the "T-60e Power Armor" unique asset
Add 111 • Trash

109 BROTHERHOOD CONTROL

Enraged by the theft of their power armor, the Brotherhood has put the wasteland on total lockdown!

Do not discard the airship.

At the end of each round, the airship moves 1 space toward the highest-level on the map.

To encounter any , you must first draw and fight ; apply +1 to its level

1 *Get the airship to leave once and for all.*

Encounter any until you locate the Brotherhood vertibird.

Trash

2 *Lay down your arms in front of the Brotherhood.*

Airship • Discard a weapon

Stage 111 • Trash

111 STICKING AROUND

With their main mission completed, it looks like the airship will continue hanging around the wasteland until it is given another mission.

Do not discard the airship.

At the end of each round, the airship moves 1 space toward the survivor with the highest number of SPECIAL tokens.

1 *The Brotherhood is always grateful for more pre-war technology.*

Kill any

4 Caps • 2 XP

2 *Bring a still-functioning sample.*

Airship • Discard a *Robot* companion



112 GROWING PAINS

A recent group of raiders have started to hunt the local game for sport, leaving little food for a fledgling settlement in some nearby hills. They ask for whatever assistance you can spare.

1. *Dispose of the raider's leader.*
   Kill a level-2 or higher
   • ×2
   Stage 114 • Trash
2. *Provide some food for the settlement.*
   Kill a level-2 or higher
   • 3 Caps
   Stage 113 • Trash

113 TEACH A MAN TO FISH...

The fledgling settlement in the hills has enough food to hold them over, but they are eager to learn to hunt themselves. They are looking for hunters to prove themselves ready for the task.

1. *Gear up and meet the hunting party.*
   Any • Have and equipped
   • 2 Caps
   Stage 115 • Trash
2. *Show them that you have no fear.*
   Camp in a space adjacent to a level-3 enemy
   • 2 XP
   Stage 115 • Trash

114 BLOOD FOR BLOOD

Although the inhabitants at the fledgling settlement are grateful that the raiders have been driven off, a new problem has arisen. The raiders will respect the borders set by the settlement, but only if the raider that was killed is replaced by another.

1. *Offer another to take his place.*
   Raider Camp • Discard a companion
   Stage 113 • Trash
2. *Offer your services.*
   Raider Camp • SEA 4
   • Become *Vilified*
   Stage 116 • Trash

115 THE HUNT

Many young men and women have volunteered to become hunters for the fledgling village in the hills, but few are adequately equipped. Nonetheless, they have named their quarry: the Yao Guai.

1. *Track and defeat the Yao Guai.*
   Kill a Yao Guai
   Become *Idolized* • Trash
2. *Call off the hunt and set up a trade agreement for these people—no one needs to get killed.*
   Pendleton Estate • PCI 5
   Become *Idolized* • Trash

116 COLLECTION DAY

An aggressive mutant has driven the raiders from their lair, so they need someone to convince the nearby settlements that collection day has come early this month.

1. *Collect the necessary funds.*
   Any • *Vilified* • SEC 5
   ×3 • Trash
2. *Clear out the raiders' lair.*
   Raider Camp • Draw and fight
   4 Caps • Trash

117 I'VE GOT A FEVER

A "Doctor Diehl" has surfaced in one of the local settlements. No one knows exactly where she came from, but she is paying good Caps for a sample of a chemical she calls "FEV."

1. *You have a lead on a looter who stole something matching that description.*
   Kill any enemy with a icon
   Stage 118 • Trash
2. *You don't trust this doctor. Pay for some information on her.*
   Raider Camp • Spend 3 Caps
   • ×2
   Stage 119 • Trash

118 THIS WON'T HURT...MUCH

Doctor Diehl's eyes twinkle with glee as she receives the chemical. Now she needs test subjects. Whoever can provide them the fastest. She'd rather not know the details.

1. *How bad could it be? Test the serum on yourself.*
   2 or more spaces away from a named location • Suffer 8 damage
   • Become a *Super Mutant*
   Stage 120 • Trash
2. *You could sneak it into the drinking water of the local populace. It'll probably turn out to be harmless, right?*
   Any level-3 or higher
   Stage 121 • Add 122, 123, and 124 • Trash

119 MAD SCIENCE

Shocking no one, the information on Doctor Diehl reveals that she is practicing dangerous science. She had to flee east after she was run out of town for her experiments, some of which she brought with her.

1. *Eliminate this dangerous megalomaniac, though it means you'll risk exposure to her experiments.*
   Any level-3 or higher
   Draw and fight
   • If you suffer damage, become a *Super Mutant*
   Stage 120 • Trash
2. *Her work could be quite profitable. Kill one of her past experiments to sell on the black market.*
   Kill any
   • 5 Caps
   Stage 125 • Trash

120 I'M A MONSTER!

A blinding pain courses through you as the serum wracks and mutates your body. You've become a monster!

Doctor Diehl does not seem surprised by this. After taking her readings and doing some work, she outlines her plan for some kind of cure to this condition. It requires a sample from a "prime specimen."

1. *Acquire the sample to cure yourself.*
   ***Super Mutant* • Kill a Super Mutant Overlord**
   Lose the *Super Mutant* trait
   Trash
2. *Screw curing mutants! That serum could sell well.*
   Kill a Super Mutant Overlord
   • 5 Caps
   Stage 125 • Trash



121 WELL, WHAT DID YOU THINK WOULD HAPPEN?

The populace is hideously transformed by the FEV, and the roving mob of grotesque super mutants quickly destroys a section of the settlement and makes its way into the wasteland.

1. *Eliminate the super mutants before they hurt people, or help them find a place to live peacefully.*

   Encounter until you find the super mutants

   • Place a Cap on this card

   When there are 3 Caps on this card: Stage 107 • Trash

125 DISORGANIZED CRIME

Emboldened by recent events, crime has begun to grow rapidly. Fueled by a drug trade along secret routes, this shadowy organization is becoming powerful quickly.

1. *One of the old, patrolling Protectrons along their routes may have records to expose them.*

   Kill a Protectron

   • Become *Idolized*
   Stage 126 • Add 127 • Trash

2. *With the right investment, you can show them you're serious about joining their organization.*

   Raider Camp • Spend 6 Caps

   • Become *Vilified*
   Stage 128 • Add 129 • Trash

126 IN THE SHADOWS

Driven back into the shadows by information uncovered on their drug trade, the criminals are on the run but more dangerous than ever. In the dark corners of the wastes, they lurk just out of sight.

1. *Hunt down these remaining criminals and bring them to justice.*

   Encounter until you locate the criminals

128 JOIN THE FAMILY

With their new support, the crime organization has stretched its influence to every corner of the wasteland. They are the real authority now. No settlement is outside of their influence.

1. *Complete favors for agents to get in their good graces.*

   Encounter until you locate the agents

130 GOOD NEWS, EVERYONE!

Everyone is talking about an eccentric inventor working on something outside of town. He has a few different projects and is looking for whatever help he can get.

1. *He claims his research into mutation could help heal injuries.*

   Kill a Super Mutant Overlord

   Stage 131 • Trash

2. *He has ambitions to control a robot workforce using wireless signals.*

   Kill a Sentry Bot

   Stage 132 • Trash

3. *Most ridiculously of all, he supposedly is nearing completion of a device that could teleport people great distances.*

   Kill a Glowing One

   Stage 133 • Trash

131 POWER OVERWHELMING!

Bubbles slowly drift up through the viscous green liquid in the machine the inventor expects you to hook yourself into. "It will fully cure you! The side effects are . . . minimal."

Place a quest marker in your space. This is the machine.

1. *Use the machine*

   The machine

   Recover all of your HP. Then, suffer 2 .

132 CLOUDNET

The inventor stands before a massive tangle of cables, circuitry, and antennas. On a small, blinking terminal, you can see a map of the wasteland, with little dots moving around. "It's not perfect control, but you can give them commands!"

Place a quest marker in your space. This is the machine.

1. *Use the machine*

   The machine

   Move each 1 space in a direction of your choice.

133 SHIP OF THESEUS

The inventor steps into the device he's created, and with a manic grin, a sharp "crack," and the smell of sulfur, he is gone! Do you follow him in?

Place a quest marker in your space. This is the machine.

1. *Use the machine*

   The machine

   Place your figure in any empty space. Then, suffer 3 damage.

134 FLESH AND BONE

The locals are in an uproar. A young girl named Olivia has been run out of her home for being a synth. She says that if someone could just find her sister, she could prove false these ridiculous claims that she is some kind of robot.

Add 135

1. *There is something fishy here. Interrogate Olivia.*

   Any • SC 3

   Stage 137 • Trash

2. *Go looking for her missing sister.*

   Encounter any until you find Olivia's sister.

   Stage 136 • Trash



136 DUPED!

It turns out the people were right: Olivia has been replaced by a murderous synth. They say she was last seen passing through the Ashbury neighborhood on her way out into the wasteland. Time to track her down.

1 *Ask around Ashbury and try to talk to her.*

Ashbury Rd • E C 4

3 XP
Stage 137 • Trash

2 *Track her through the wasteland . . . and take her out!*

Raider Camp • Draw and fight

• Trash

137 EDGE OF A KNIFE

Olivia confides that yes, she is in fact a synth, but she regrets what she did under the Institute that made her, and she wants to escape to a new life. She has heard of an organization known as the Railroad that can help her do just that.

1 *Pay to get in contact with agents of the Railroad.*

Pendleton Estate • 6 Caps

Stage 138 • Trash

2 *With a transceiver from a robot you can contact the Institute.*

Kill any

Stage 139 • Trash

138 CONDUCTED TO SAFETY

The Railroad wants to get Olivia as far away from here as possible. If you can lead her to the outskirts of the wasteland, they can pick her up and get her out.

Place a quest marker in your space. This is Olivia.

Survivors in the same space as Olivia gain: **Action:** Test C 1 • Move Olivia a number of spaces equal to the amount of ● by which you exceeded the test.

1 *Lead Olivia to a place safe enough for extraction.*

Olivia in any

Add 140 • Trash

2 *Why are people helping this robot?! Looks like you'll have to lure her to her death.*

Olivia in a space with

Add 140 • Trash

139 ON THE HUNT

The Institute has sent one of its elite Coursers to the wasteland to recover its property. They would be eternally grateful (and pay well) if you would help secure it.

Place a quest marker in your space. This is Olivia.

Survivors in the same space as Olivia gain: **Action:** Test C 1 • Move Olivia a number of spaces equal to the amount of ● by which you exceeded the test.

1 *Lead Olivia to the Courser.*

Olivia in the Super Mutant Camp

Add 140 • Trash

2 *Kill the Courser.*

Super Mutant Camp • Draw and fight

Add 140 • Trash

141 WASTELAND SURVIVAL GUIDE

"Hi!" Says a chipper-looking woman. "My name is Moira, and I'm trying to write a guide to surviving the wasteland. But I don't have a lot of experience out there. Will you help me? I need some food from the Super Duper Mart."

1 *Pick up some food at the Super Duper Mart.*

Super Duper Mart • P D 4

Keep this card; it is a WSG contribution
Stage 142 • Trash

2 *She just wants food, right? Who cares where it comes from?*

Any • L 3

Stage 142 • Trash

142 TOTALLY RAD

"Interesting . . ." Moira muses as she takes the sample of food. "This will do. Next, I need to test a specimen that has survived, and even thrived, in radiation: the radroach."

1 *Shouldn't take too long to find one of the nasty bugs . . .*

Kill a Radroach

Keep this card; it is a WSG contribution
Stage 143 • Trash

2 *A specimen filled with rads? Surely there's an easier way.*

Suffer 2 during one turn

Stage 143 • Trash

143 OUCH!

Moira finishes her examination "Your dedication to this cause is . . . inspiring," she says while washing her hands thoroughly. "For the next section, I think we should continue with the theme of physical endurance. Rapid recovery following excessive trauma seems like an effective experiment."

1 *Sheesh. The things you do for the greater good.*

Suffer 6 damage during one fight

Keep this card; it is a WSG contribution
Stage 146 • Add 144 • Trash

2 *You're too smart to be someone else's lab rat—you'll take your own notes, thanks.*

Any • Discard a companion

Stage 146 • Add 145 • Trash

146 BEEP BOOP

"I can't help but believe that our unconventional methods are producing . . . unconventional results." She disposes of the last bloody rag. "Nevertheless, excelsior, as they say. I've filled in most of the other sections, but the 'Post-Future Tech in a Dying World' finale is still lacking. I need a robot, preferably functional."

1 *It just so happens you know the perfect robot for the job. This guide will be so totally great!*

Robco Factory • *Robot* companion

Keep this card; it is a WSG contribution
Stage 147 • Trash

2 *Wait, what'd she say? Something about a dying robot or whatever, right? Hopefully the guide will be more interesting than this endless chain of quests . . .*

Kill any

Stage 147 • Trash

147 HOT OFF THE PRESSES

"That's a wrap!" Moira's excitement is palpable. "Now, do you actually know how to publish something like this? There has to be someone out in the wasteland with the resources to print it for us."

1 *One of the affluent individuals living in the Pendleton Estate must have a printing press of some sort.*

Pendleton Estate • Spend 2 Caps

Gain the "Wasteland Survival Guide" unique asset • Trash



148 ROGUE VERTIBIRD

It's an old rust-bucket, but it still flies! An old engineer named Tully fixed up a Brotherhood of Steel wreck and now flies people around for Caps. You won't ride long with Tully without hearing about how he got his large facial scar fighting off the deathclaw that killed his brother.

Place a quest marker on the highest-level . This is the vertibird.

1 *Pay for a ride.*

Vertibird • Spend 4 Caps

Place your figure and the vertibird in any empty space.

2 *Avenge Tully's brother.*

Kill a Deathclaw

Stage 149 • Trash

149 IN YOUR DEBT

A broad smile can now always be seen across the cracked and scarred face of old Tully. His vertibird flights have become cheaper than ever after his brother was avenged.

Do not discard the vertibird.

1 *Buy a discounted ride.*

Vertibird • Spend 2 Caps

Place your figure and the vertibird in any empty space.

150 NOWHERE TO GO

The recent war and destruction in the wasteland has left many homeless, but no one has been as affected as the local ghoul populace. Already viewed as pariahs, a bounty has been put out on certain ghouls, which has lead to all of them being shunned.

1 *Kill the bounty hunter.*

Kill a Bounty Hunter

Stage 151 • Trash

2 *Find a new, uninhabited place for them to settle.*

Explore a tile

Stage 152 • Trash

151 CAN'T WE ALL JUST GET ALONG?

With the bounty on ghouls eliminated, it's just the normal stigmas that stand in the way of their being relocated. Try to find a settlement that would be willing to let them in.

1 *The Tower would be willing to take in the ghouls if you can also supply someone to act as the ambassador to the new district.*

The Tower • Discard a companion

Stage 153 • Add 154 • Trash

2 *For enough money, the Pendletons will agree to anything.*

Pendleton Estate • Spend 5 Caps

Stage 153 • Add 154 • Trash

152 DRAIN THE SWAMP

Many areas in the more dangerous sections of the wasteland have uninhabited places where the ghouls could make their home. But first, said place needs to be made safe for the ghouls to live there.

1 *It's not the prettiest place, but the super mutants have created a large home for themselves in an old substation.*

Super Mutant Camp • No enemies within 2 spaces

Stage 155 • Add 156 • Trash

2 *The old Robco Factory could be a suitable home if the last active robots were gone.*

Robco Factory • No enemies within 2 spaces

Stage 155 • Add 156 • Trash

153 COHABITATION

The ghouls have moved in, and so far there have been very little problems. However, the ghouls have very little and live in squalor. Any donations could help them.

Place a quest marker in your space. This is the ghoul district. Apply +1 to the level of the in the district's space.

1 *Make a donation to improve the ghouls' quality of life.*

District • Spend 8 Caps

155 SEPULCHER

It's still not the safest place, but the ghouls have a settlement of their own that they've named Sepulcher. The name is a little morbid, but it fits.

Place a quest marker in your space. This is Sepulcher. Sepulcher counts as a level-2 in addition to other icons in that space.

1 *Living this deep in the wasteland is dangerous, and illness is rampant. Provide supplies to help.*

Sepulcher • Discard 2 *Aid* items

157 CAN'T TOUCH THIS

Meitner and Somerville have been rivals for years. What started as a small dispute has escalated to a violent feud. This time, Meitner has crafted an indestructible bunker, and Somerville is fixing up something she found in the wasteland to bust inside that bunker.

1 *Steal the prototype for Meitner*

Pendleton Estate • PAL 4

• 4 Caps
Stage 158 • Trash

2 *Help Somerville fix up her device*

Robco Factory • SEI 4

Gain the "Super Sledge" unique asset.
Stage 159 • Trash

158 BREAK IT DOWN

Meitner is impressed by Somerville's prototype. "Is this super-mutant tech? Interesting. We can easily rig this to blow up in her face!"

1 *Help her rig the super sledge to explode and bring it back to Somerville.*

The Tower • SI 4

Succeed: *This thing is going to do major damage when it goes off.*
• Trash

Fail: *It explodes way too early.*
Suffer 4 damage

2 *Leverage Meitner's respect for Somerville to spark a friendship between the two. They give you the hammer.*

The Tower • C 5

• Become *Idolized*
Gain the "Super Sledge" unique asset
Trash



159 HAMMER TIME

With Somerville's scavenged super mutant device reconstructed, you can smash into Meitner's bunker!

1. *Use the super sledge to smash the bunker!*
   Pendleton Estate • Equipped Super Sledge unique asset
   Become *Vilified* • Trash
2. *Convince Somerville that this is all ridiculous.*
   Pendleton Estate • C 4
   • Trash

005

As you pass through the crowd, you see a familiar face. She's far older, but there's no mistaking her; she has to be Margaret, the girl from the photograph found in the wasteland!

1. **Approach Margaret and tell her about the dead man in the wasteland • C 3**
   Succeed: *As you tell Margaret about the man, you can see she has been expecting this news for some time. "That's my brother. We came out here to search for our father. When my brother didn't return, I feared the worst. I suppose my father likely met the same fate out there somewhere." She thanks you for the information as she idly grasps a bird pendant around her neck.*
   3 Caps • 3 XP • Add 006 • Trash
   Fail: *Margaret wants nothing to do with you. She disappears into the crowd..*
   Shop once
2. **Leave her alone, and go shopping**
   She likely has enough problems without hearing about some corpse. Besides, you have stuff to sell!
   Shop

007

A recent explosion has morphed this thriving market into charred ground and waste. The few merchants too poor to move on have set up their stalls nearby.

1. **FORCED if you are *Vilified***
   The merchants glare at you as you pass. "You have a lot of nerve coming back here." One decides that she's had enough and attacks!
   Draw and fight
2. **Make do with the remaining stand**
   It is difficult to shop properly when they are so few with so little, but you try.
   Shop once
3. **Reinvest in the community • Spend 3 Caps**
   With no pride left to hinder them, the survivors gladly accept your gift. With stern expressions, they get to work rebuilding their settlement.
   Become *Idolized* • Shop • Trash

008

There is a small gathering around the various traders and mercenaries here, but more guards than usual. Recent events have people on edge.

1. **FORCED if you are *Idolized***
   The traders seem to recognize you and give you a discount for your "good deeds."
   Shop; buy items for 1 less
2. **Go shopping as normal**
   The crowd is smaller today, and you manage to get in more shopping than normal.
   Shop
3. **Try to steal an item from a display • AL 5**
   Succeed: *Despite the tighter security, you manage to grab something without notice.*
   Choose 1 item from the shop
   Fail: *The guards leap on you in seconds. They rough you up before kicking you out.*
   Suffer 4 damage • Move 1 space

009

A large, scarred man who draws open stares from the guards approaches you in the crowd. He looks you up and down in a way you don't like . . .

1. **FORCED if you are *Idolized***
   "Looks like we've got a do-gooder here. The boss doesn't want you messing with her organization." He grabs you and drags you away.
   Suffer 3 damage • Move 1 space
2. **Ask if he's got any contraband • *Vilified***
   Luckily, your reputation precedes you. The man ushers you to a well-hidden booth.
   Draw and add 2 cards to the shop
   Shop; buy *Weapons* and *Drugs* for 2 less
3. **Brush past him and go back to shopping**
   You keep your cool as you converse with the merchants and traders.
   Shop

010

As you enter the settlement, you see a grisly sight—the strung-up body of a man. A sign reading "synth" hangs from his chest.

1. **Exact vengeance on these animals! • *Synth***
   You overhear a nearby man bragging about his role in killing the synth. Looks like you've found your target.
   Draw and fight • Trash
2. **Ignore the body and go about shopping**
   You avert your eyes from the body as you do your trading.
   Shop

011

There is a small gathering around the various traders and mercenaries here, and you shoulder your way through the other wastelanders to get a look at the goods.

1. **FORCED if you are *Vilified* or a *Synth***
   "Psst, over here!" A young man gestures at you from the shadows. "I've set up a shop back here for people like you who support my kind. Follow me!"
   Shop +1; buy items for 2 less
2. **Go shopping as normal**
   The traders and mercenaries are more than happy to do business with you.
   Shop

013

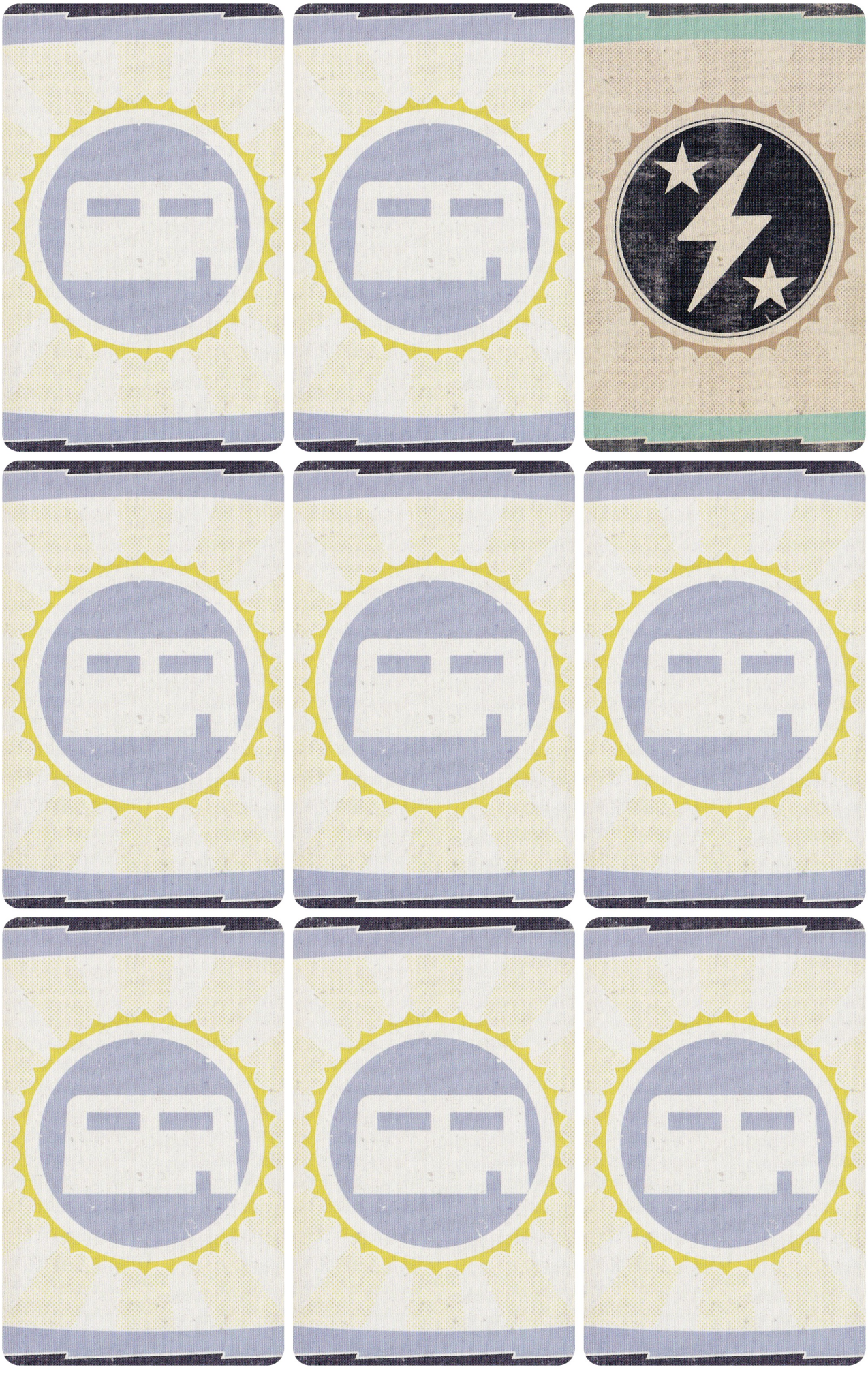
A whimpering dog wanders from person to person in the crowd.

1. **FORCED if you are *Idolized***
   The dog approaches you and seems to trust you instinctively. He follows at your heels.
   Gain the "Dogmeat" unique asset • Trash
2. **Attempt to befriend the dog • C 4**
   Succeed: *While timid at first, the dog warms to you and begins following closely at your heels.*
   Gain the "Dogmeat" unique asset • Trash
   Fail: *After chasing the dog around the crowd for a while, you lose him, and most of your opportunity to shop.*
   Shop once • Add this card
3. **Ignore the dog and go shopping**
   The poor dog continues wandering from person to person.
   Shop

026

A group of Minutemen struts through the settlement. They smile and tip their hats, but nevertheless, people seem to give them a wide berth.

1. **FORCED if you are *Idolized***
   They smile and approach you. "We've heard about your deeds around the wasteland and would like to offer you a membership."
   Keep this card; when testing to move the Minutemen, add 2
2. **FORCED if you are *Vilified***
   Ugh, the boy scouts come up behind you and turn you around as you are talking to a trader. "I think it's time for you to leave, criminal."
   Suffer 3 damage • Move 1 space
3. **They don't notice you, so go shopping**
   Shop • Add this card



031

If there is ★ on this space, encounter the next card. Then, add this card.

Without the protection of the fog condensers, the people in this settlement have fled the oncoming fog. You walk through a ghost town.

1 Fix up a fog condenser • E I 4

Succeed: *The machine whirs to life.*
Place ★ in this space • Add this card

Fail: *You manage only to frustrate yourself banging away on the machine.*
Add this card

2 Praise Atom! Await the fog

You watch as the fog swirls around the buildings.
If there is no ⛊ in this space, place ⛊
Add this card

3 Steal some stuff. No one is here to stop you

The the traders took their wares with them, but you find some odds and ends.
▲ × 🛏 • Add this card

038

As you pass through the people gathered to trade, you spot someone who matches the description of the synth DiMa was looking for.

1 Leverage your knowledge of the synth to get her to help you • S C 4

Succeed: *Angered that you know her secret, she nevertheless agrees to help.*
Complete objective 1 of "Acadia in Need"
Trash

Fail: *Outraged by your threat, she hits you and flees into the crowd.*
Suffer 2 damage • Add this card

2 Quietly tell the synth about Acadia

She thanks you and heads off in the direction of Acadia, promising that she won't forget this.
Complete objective 2 of "Acadia in Need"
Become *Idolized* • Trash

3 Ignore the synth and go shopping

The synth continues about her day none the wiser
Shop 🛏 • Add this card

103

Many people around the settlement are whispering about a small group of Brotherhood of Steel representatives who arrived recently.

1 Avoid the Brotherhood and go shopping

You're here for supplies, not conversation.
Shop 🛏 • Add this card

2 Tell the Brotherhood members about the aliens • C 3

Succeed: *After some convincing, the scribe in the group becomes interested in your information. The Brotherhood is grateful for the information.*
Complete the "Alien Autopsy" quest
2 Caps • Trash

Fail: *The scribe in the group laughs off your claims of aliens as "wastelander foolishness."*
Add this card

129

Multiple mob enforcers can be seen around the settlement, making sure everyone pays their dues and stays in line. You pass a group of people talking in hushed voices. Sounds like they're planning something.

1 Turn them in to the mob • *Vilified*

The enforcers are grateful for the information and ask you to come along and help apprehend the rebels.
Complete "Join the Family"
Draw and fight 💀 • Add this card

2 Get in on their plan • *Idolized* • C L 5

You convince them to let you in on their plot. As you walk away, you see a figure following you in the shadows. Someone has taken interest in your strange actions.
Gain the "Mysterious Stranger" unique asset

3 Leave them be and shop

You head to a different area and, as you scavenge, see the kids run by, jet in hand.
Shop 🛏 • Add this card

154

You can hear raised voices over the crowd, one of them a scratchy, guttural growl. You see a ghoul in a heated argument with a "smoothskin" trader. They are yelling foul names at each other; clearly the cohabitation isn't going as well as you'd hope.

1 Put the ghoul in her place

You yell at the ghoul and tell her to go back to her district. The trader offers you a deal.
Shop 🛏 +1 • Trash

2 Tell the "smoothskin" to back off

The ghouls are here to stay, and everyone is going to have to get used to that. The man turns on his heels and heads off in a huff.
Become *Idolized* • Trash

3 Try to mediate carefully • C 4

Succeed: *You get the two to calm down. By the end you are having a drink together in a nearby bar.*
🛏 Caps • 🛏 XP • Trash

Fail: *You only make things worse! A scuffle starts.*
Suffer 3 damage • Add this card

★

Out of nowhere, a grey tabby cat races across your path. "Ashes!" a voice shouts. "Ashes, come back!" The cat trots forward for a few more feet, then turns around and stares at you.

1 Ignore them both

"Like I care what you do," you say to the cat. The cat looks bored and begins to clean itself.
Shop 🛏

2 Try to catch the cat • A L 4

Succeed: *You manage to sneak up on the cat and pounce, snatching it up in your arms. A breathless woman runs up to you. "Thank you! I've been looking everywhere! Please, take this as a reward."*
Choose 1 item from the shop

Fail: *You lurch toward the cat, and it charges at you! It swipes at your hands and face, then darts off into the shadows. Your reward for your attempt at a good deed is a batch of bleeding scratches and a healthy dose of humiliation.*
Suffer 1 damage

★

Two kids are playing a card game called Synth: Netrumor. "That's my favorite game," you tell them. "I haven't played in years!" One of the kids squints up at you and says, "Oh yeah? How about we play a game for Caps?"

1 Tell him you don't remember the rules and go shopping instead.

The kid sneers at you. "Knew you'd be too scared." Your cheeks burn as you walk away.
Shop 🛏

2 Accept the challenge • I L 4

Succeed: *You break his Glacier Facade with your Fame Fatale, and it's all over after that.*
3 Caps • Shop 🛏

Fail: *He traps you with Grubhole so fast you can actually feel the sting of defeat.*
Lose 3 Caps

★

As you go about your shopping, a shady individual approaches you and whispers in your ear. "Hello, friend. You look like someone who is seeking more . . . interesting fare than what's on sale here."

1 Ignore him and continue your shopping

This guy rubs you the wrong way.
Shop 🛏

2 Slink away with him

Nothing ventured, nothing gained! The grinning man ushers you to a well-hidden booth.
Become *Vilified*
Draw and add 2 cards to the shop
Shop 🛏; buy *Weapons* and *Drugs* for 2 less

3 Yell for the guards

The guards rush over and grab the seedy individual. "You've made a powerful enemy," the man hisses at you before he's dragged away.
Become *Idolized* • Shop 🛏
Add 009 • Trash

★

"What the—she's got a bomb!" A shrieking laugh rises above the tumult. As the market clears, you see a crazed woman holding a beeping mass of metal.

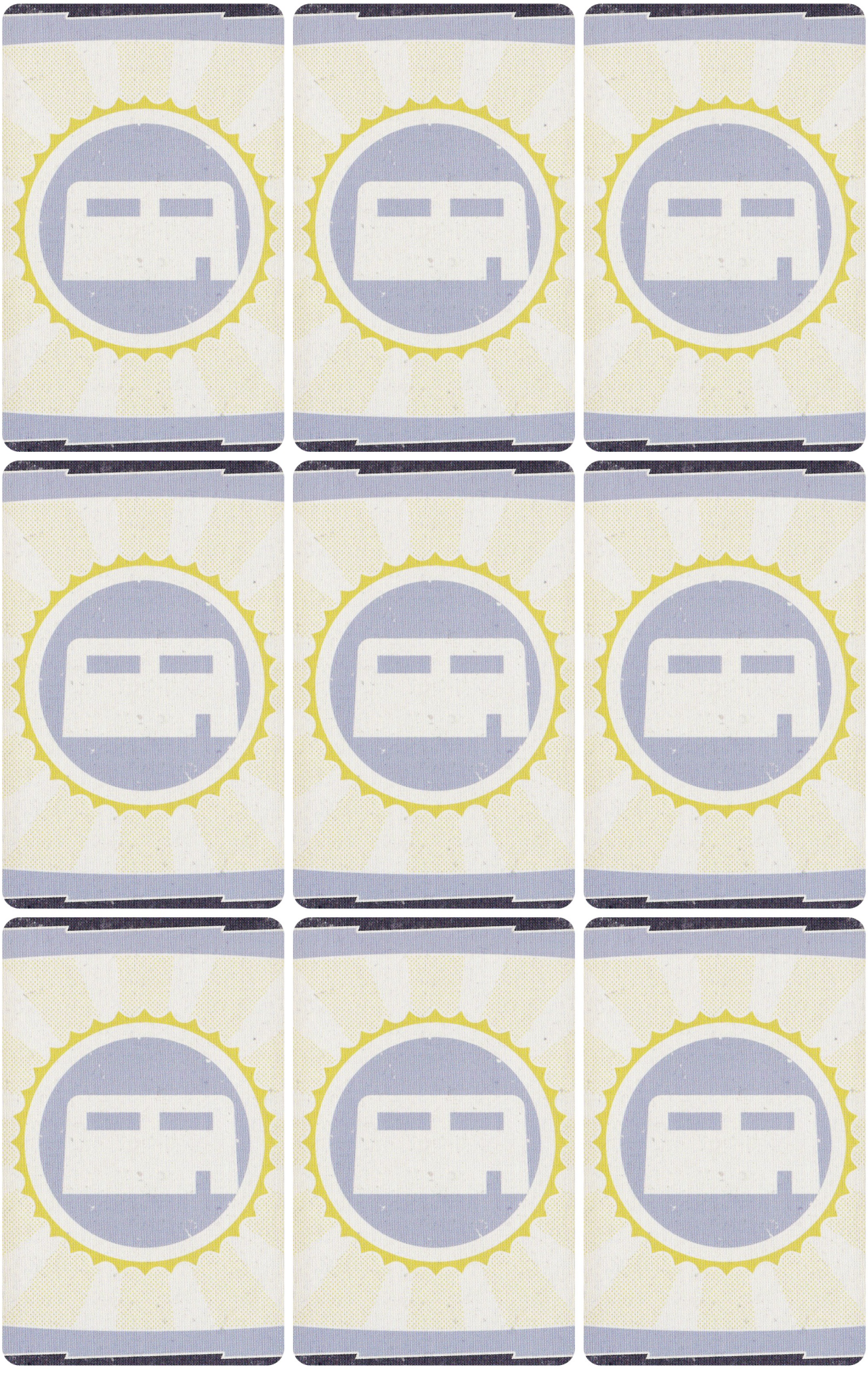
1 Grab something and run

You sprint away from the settlement as the bomb explodes!
Become *Vilified* • Choose 1 item from the shop
Add 007 • Trash

2 Rush in and talk her out of it • E C 4

Succeed: *As you speak to her, she begins to realize the true repercussions of what she is doing. Sobbing she deactivates the bomb. Slowly, the grateful traders return.*
Become *Idolized* • 3 Caps • Shop 🛏
Add 008 • Trash

Fail: *Your words fall on a hardened heart. She glares at you silently as the bomb counts down to zero. You are engulfed in flame!*
Suffer 3 damage and 2 ☢
Add 007 • Trash



There is a small gathering around the various traders and mercenaries here. You shoulder your way through the other wastelanders to get a look at the goods.

1. **Go shopping as normal**

The traders and mercenaries are more than happy to do business with you.
Shop

2. **Try to steal an item from a display • AL 4**

Succeed: *While the trader has her head turned, you deftly sneak something away.*
Choose 1 item from the shop

Fail: *"Thief!" someone yells as you try to grab an item. The guards hustle you out of the settlement.*
Suffer 3 damage • Move 1 space

3. **Look for better deals than these**

Nothing that's on offer looks very appealing.
Choose and discard cards from the shop equal to and draw replacements; then shop once.

You pass several people in the settlement when you hear an angry voice: "You stupid mutt!" You look over in time to see a woman kicking her dog.

1. **FORCED if you are *Idolized***

Whimpering, the dog flees from his abusive master. Seeing you, he seems to trust you and hides behind your heels. You say nothing as the woman runs by in search of the dog.
Gain the "Dogmeat" unique asset • Trash

2. **Make this asshole stop • SG 4**

Succeed: *You intimidate the woman, and the dog runs into the crowd as she shrinks away from you.*
Become *Idolized* • Add 013 • Trash

Fail: *The woman turns her ire on you. You see the dog slip away as you get an earful.*
Add 013 • Trash

3. **Let it go, and go shopping**

You can hear the woman still cursing at the poor animal as you walk the other way.
Shop

Several super mutants are being used as beasts of burden outside of town. Their masters are cruel, but the plots of earth are ripe with well-tended crops.

1. **FORCED if you are a *Super Mutant***

"Looks like we got another one," the closest man shouts, running toward you.
Draw and fight

2. **Exploit the prosperity in the market**

The food surplus has left the local merchants feeling far less stingy.
Shop +1; gain 1 Cap for each sold item

3. **Free the super mutants • SG 4**

Succeed: *With a combination of pleading and threats, you convince the inhabitants to free the creatures. The mutants escape into the wilderness.*
2 XP • Add 012 • Shop • Trash

Fail: *The value of the labor proves too great. You are driven out of the settlement.*
Move 1 space

A shouting match is just beginning when you arrive in the town square. "He openly admitted to being a synth!" A young man shrinks away from a crowd as it grows hostile.

1. **FORCED if you are a *Synth***

"Look," someone shouts, "another one! We're under attack!" In a flash, the town devolves into chaos, and you run for it.
Suffer 3 damage • Move 1 space

2. **Don't get involved, and go to the market**

You shop, then exit by a different route.
Shop

3. **Convince the crowd that there's nothing to fear • CO 4**

Succeed: *Convinced for the time being, the crowd disperses with scowls at you.*
Become *Vilified* • Shop
Add 011 • Trash

Fail: *Nothing you say stops the crowd from dragging away the poor man.*
Add 010 • Trash

086

You enter a cavernous room. It is too dark to see, and you fumble around for some way to get more light. You find a panel and flip on the lights using the vault's reserve power. Only several of the old lights flicker on, but it is enough to see a . . . fashion runway? What was going on in this vault?

As the last light flickers on, it casts a long, monstrous shadow across the room. Looks like there is something living here!

1. **Fight the creature • Draw and fight**

Succeed: *You snatch a victory from the jaws of defeat . . . and the jaws of the creature.*
You may encounter the next card
At the end of your turn, add this card

Fail: *It gets away before you can defeat it. You leave the vault, angry with your failure.*
Add this card

2. **Sneak away before it notices you**

You step quickly and quietly toward the nearest door, fervently hoping you don't attract attention.
Add this card

087

You enter a large room. Shelves loom around you in the haze. You realize with excitement that this used to be the vault's armory! The super mutants have made off with most of the weaponry, but there might be some things that were too small for their big, meaty fingers. There also looks to be a display case on the wall that they never managed to break open. Inside is what looks like some kind of oversized missile launcher.

1. **Spend your time breaking into the display case**

It takes some time, but you get into the case. The missile launcher is massive!
Gain the "Fat Man" unique asset • Trash

2. **Ignore the case. There are organizations that could use all this firepower.**

You manage to carry out a large amount of useful weapons and armor.
• Trash

088

This hallway is mostly still intact. The various rooms along it have been made up like high-end fashion stores. You see signs for Mary May, Ticknor and Fields, Fallon's, and many others.

As you are looking at some of the merchandise, which has aged nearly to tatters, you hear someone! You see a super mutant working its way through one of the stores. Is it . . . wearing a vest? What the hell?

Either way, it's blocking your way forward.

1. **Fight the oddly stylish super mutant • Draw and fight**

Succeed: *You defeat the well-dressed super mutant with a triumphant shout!*
You may encounter the next card
At the end of your turn, add this card

Fail: *It gets away before you can defeat it. You leave to salvage your wounded pride.*
Add this card

2. **Sneak out of the vault**

This is all too weird. You've had enough of this vault for now.
Add this card

089

You come upon a large lift that likely leads back to the surface. It is even independently powered by a fusion core and is still functional! But then you spot a looming shape in the back of this room—a suit of power armor!

1. **Take the fusion core from the lift to power the armor**

The armor comes online as you slide the fusion core into the socket.
Gain the "T-60 Power Armor" unique asset
Trash

2. **Leave the fusion core in the lift to bypass the threats of the vault**

Search the deck and trash 086, 088, 090, or 092 if they are in it

090

This area seems to have suffered a decent amount of structural damage from whatever destroyed this vault long ago. Charred fashion posters line the walls.

The floor creaks as you step forward. You're not sure it will hold your weight.

1. **Risk the hallway to push onward • AL 4**

Succeed: *The hallway wrenches apart as you cross. You deftly climb and make it to safety before you can be pulled down with the wreckage.*
3 XP • You may encounter the next card
At the end of your turn, add this card

Fail: *The hallway wrenches apart as you cross, and you are pulled down with the wreckage. You awaken in a cavern beneath the vault. After some wandering, you find your way back out into the wasteland.*
Suffer 4 damage • Move 1 space
Add this card

2. **Turn back and leave the vault**

You don't feel like dying today.
Add this card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091

Jackpot! Up ahead you see a sign leading you to the overseer's office. There's got to be some good loot or information in there. To your surprise, the computer boots up on reserve power. This computer hooks into all sorts of communication and surveillance systems. This could be of massive use. The contents of this computer are invaluable!

1 **Take all the information you can**

Loaded with decades of data you can put to good use, you head back into the wasteland.
×2 • Trash

2 **Smash the computer**

Why would you do that?!?
Trash

092

You open one of the heavy metal doors and are greeted by a blast of scalding green air. Your eyes and lungs burn as you back away from the billowing cloud.
Suffer 2 damage and 1

1 **Take more radiation to push onward**

Well, that was just awful. You continue deeper into the vault.
Suffer 3
3 XP • You may encounter the next card
At the end of your turn, add this card

2 **Turn back and leave the vault**

Whatever happened here, it was pretty bad. You're getting out of this place.
Add this card

093

You walk down a hallway lined with multiple small cells, each with a window looking into it. To your surprise, there are people inside! They are . . . very well dressed. They all wear elegant (if tattered) clothing. Many of them are even wearing make-up. They jump with excitement when they see you. "Help us! Please!"

1 **Releasing them all would likely attract attention**

They thank you as they flee, but soon after, you hear loud footsteps.
Draw and fight
Become *Idolized* • • Trash

2 **Releasing just one would be safer**

Going through, you choose the person that would look the most useful and leave the rest.
Reveal cards until you find a companion; take that card, ignoring its requirements; discard the rest
Add this card

070

A line of armed guards stands behind the vault entrance that was forced open. "What is the meaning of this?! If you think you are just going to force your way into this factory, you are sorely mistaken."

1 **Convince them you are friendly • CL 4**

Succeed: *After a lengthy conversation, you earn the trust of the captain, and he introduces you to the overseer. She agrees to give you access to the vault but warns you that you will be watched every step of the way and that "the vote is coming." Whatever that means.*
Shuffle cards 072–079 and randomly add a number of them equal to survivors, and then trash the rest • Trash

Fail: *You are violently led away.*
Suffer 3 damage • Add this card

2 **Walk away**

This seems like a bad idea. You turn around and walk away, leaving them in the broken doorway.
Add this card

071

A figure stands with open arms, and flanking guards, behind the door. "Welcome to Vault 84. I'm Overseer Hayes, the leader of this vault. We haven't let in outsiders in over 100 years, so I hope you realize how exceptional this is. But after certain recent events . . . well, let's just say, when your stolen Pip-Boy connected, I saw an opportunity."

1 **Thank her and ask about the rules of this vault.**

"Don't start any trouble and you should be fine. However . . . we have an annual vote to exile dangerous people from the vault. Even with my blessing, you're not immune."
Shuffle cards 072–079 and randomly add a number of them equal to survivors, and then trash the rest • Trash

2 **Walk away**

This seems like a bad idea. You turn around and walk away, leaving the overseer with a confused expression.
Add this card

072

A woman in a labcoat inspects you as you enter the vault lab. "I heard outsiders had been let in. And so soon before the vote!" She sees you eying her Pip-Boy. "You can have one if you let me run some tests on you. You will be exposed to very little radiation . . . relatively."

If this is the last card in the deck, add 080.

1 **Agree to the tests**

Dr. Merkins straps you in with obvious glee. After she finishes, she gives you a Pip-Boy.
Gain the "Pip-Boy" unique asset • Trash

2 **Ask about the technicalities of the annual "vote" • II 4**

Succeed: *"Once per year, we poll the entire vault for who they think is a 'traitor.' The person with the most votes is exiled, though getting any votes can leave you ostracized. For what it's worth, I think you're alright."*
Keep this card; it is an endorsement

Fail: *She looks over her glasses at you. "I'm not sure I should trust you with that information."*
Trash

073

You pass a mechanic as you walk through the confined halls of the vault. He grumbles as he works on a section of the wall. "If you ask me, the damn overseer is the traitor for bringing these outsiders in here. We should vote her out! We don't want to meet the same fate as Vault 109."

If this is the last card in the deck, add 080.

1 **What was that about Vault 109?**

"Don't know exactly, but the maintenance records show we used to swap supplies. They had some serious hardware before we lost contact."
4 XP • Stage 083 • Trash

2 **Show him he has nothing to fear by helping him with his work • EE 4**

Succeed: *He warms to you as you help and promises he won't be voting for you.*
Keep this card; it is an endorsement

Fail: *You only make things worse. "If I didn't know better, I would think you were trying to sabotage us," he says with a glare.*
Trash

074

A middle-aged woman in a vault jumpsuit greets you. "Again, welcome to Vault 84. Your arrival was timely, otherwise you would have never been allowed inside. We need some fresh perspectives around here."

If this is the last card in the deck, add 080.

1 **Wait until she's distracted and sneak a peek at her computer**

Log: "The concept of 'the traitor' is a pre-war fabrication perpetuated for psychological study. I thought this tradition harmless until this year when suspicions fell on me. Perhaps some fresh blood would help."
4 XP • Keep this card. If 080 would be added (or was added by this card), add 081 instead.

2 **Convince her to back you in the coming vote • CC 4**

She happily claps her hand on your back. "Don't worry, you have my endorsement!"
Keep this card; it is an endorsement

Fail: *"I'll do what I can, but you're on your own."*
Trash

075

A rough-looking man in security gear approaches you. "I'm not sure what your goal is, outsider, but I don't like you being here, especially so soon before the vote. This feels like a plot."

If this is the last card in the deck, add 080.

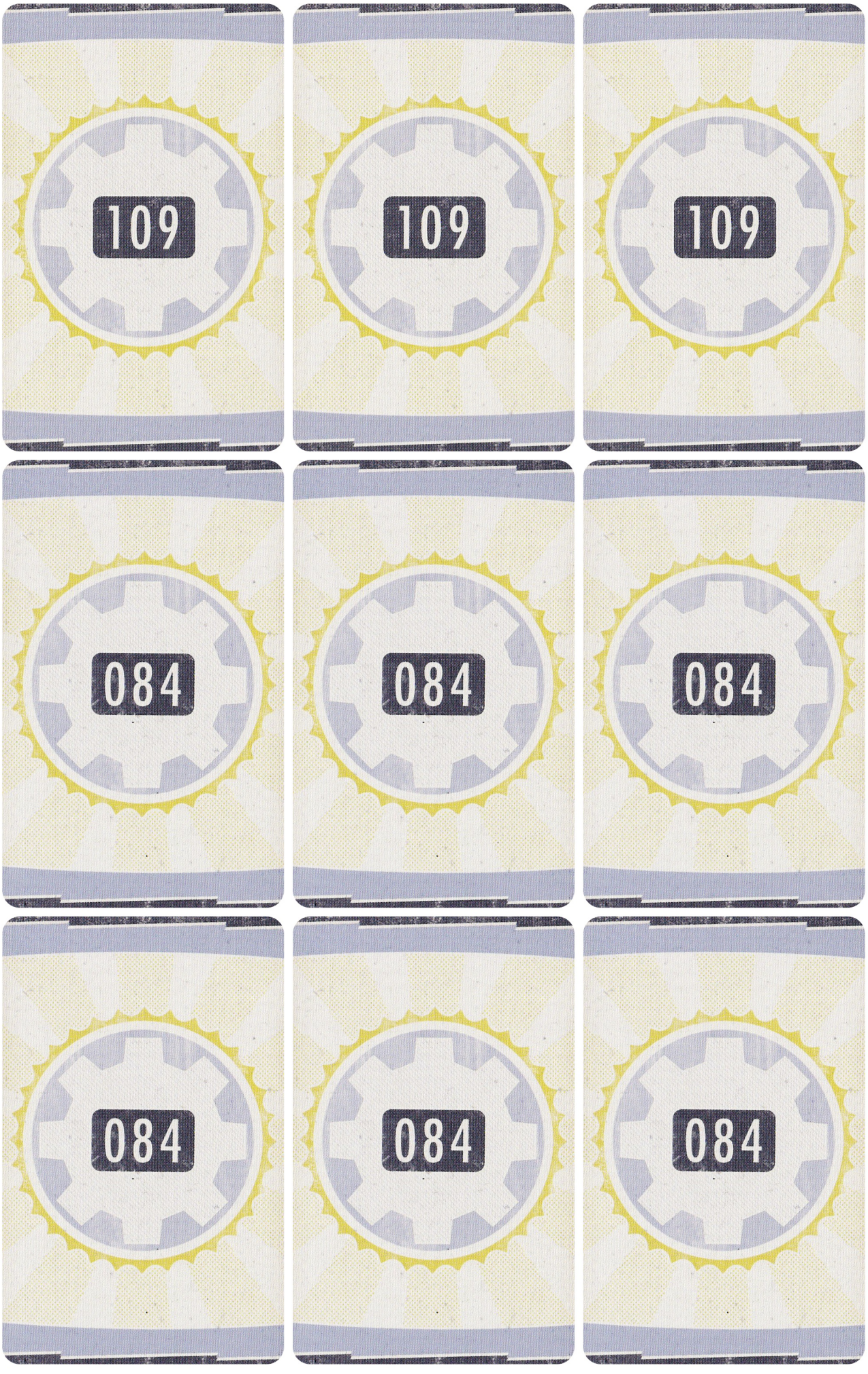
1 **Ask him about all the gear he has**

"Oh yeah, our vault is actually fairly well supplied. As an honorary resident, you have access to the supply stock. Though we'll be watching."
Choose 1 item from the shop • Trash

2 **Offer to help with security • SS 4**

Succeed: *He looks you up and down. "Alright, you look the type, and I wouldn't mind keeping you outsiders close to make sure you don't try to pull anything."*
Keep this card; it is an endorsement

Fail: *He scoffs. "Like I'd trust an outsider!"*
Trash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076

You are stopped in the hallway by a well-dressed woman. She eyes you up and down. "Goodness, you're a frightful sight! I run a charity here that helps the exiles we send out each year. It looks like you could use the help yourself!"

If this is the last card in the ⚙ deck, add 080.

1 **Accept her charity**

"Here you go, darling. Hopefully you can at least get started cleaning yourself up!"
6 Caps • Trash

2 **Make a donation to her fund • Spend 4 Caps**

"Oh, looks can be deceiving! Thank you for your generous gift. I will remember this."
Keep this card; it is an endorsement

077

You step into a room filled with computers, microphones, and broadcasting equipment. A weedy man shakes your hand vigorously. "You have no idea how exciting it is to meet you! My only interaction with the outside world is through these machines, and the other vault fell silent long before I was born!"

If this is the last card in the ⚙ deck, add 080.

1 **Ask him about this "other vault."**

"That was long before my time, but we used to be in contact with another vault. There's still a signal, but it's just broadcasting garbage these days."
4 XP • Stage 085 • Trash

2 **You notice something on his instruments • PP 4**

Succeed: *You isolate a frequency it seems he was missing. A new signal breaks through the static. "How did you do that? This is fantastic! You are welcome in here any time!"*
Keep this card; it is an endorsement

Fail: *"What the hell are you doing?! Get out!"*
Trash

078

You enter what is clearly a medical bay and jump at the sight of a multi-limbed robot wielding syringes, scalpels, and other medical implements. The robot tuts at the sight of you. "You have taken such poor care of your body! I can fix that for you!"

If this is the last card in the ⚙ deck, add 080.

1 **Let the robot fix you up**

As it works on you, it makes small talk. "Your radiation damage reminds me of the case data sent over from the other location . . ."
Recover all HP and ☢
Stage 084 • Trash

2 **Ask the robot if it is involved in this whole "vote" thing • LL 4**

Succeed: *"Yes, I get a vote. But don't you worry! After this full analysis of your physiology, I have decided you do not have the biology of a traitor."*
Keep this card; it is an endorsement

Fail: *"Oh heavens, no."*
Trash

079

You round a corner, and a small kid slams into you at a full sprint, which knocks a book out of her hands. "Hey! Watch where you're going!" You pick the book up and hand it to her. It looks like it was once some kind of manual with "109" on the front, but now it's covered in drawings.

If this is the last card in the ⚙ deck, add 080.

1 **Ask her if you can see her book.**

She gives you a defiant look. "Okay, but don't ruin any of my pictures!"
4 XP • Stage 082 • Trash

2 **Offer to play with her • AA 4**

Succeed: *You keep up with her even as she weaves through the confines of the vault. "You're fun! I'm gonna tell Mommy all about the fun we had!"*
Keep this card; it is an endorsement

Fail: *"If you can keep up!" . . . you can't.*
Trash

080

The time for the vote has come! Everyone in Vault 84 gathers in the main hall and begins casting votes into a large metal box. Many people glare at the outsiders present. This is not looking good for you . . .

1 **Participate in the vote**

The survivor on Vault 84 with the most endorsements draws 🂠 ×2

Each survivor on Vault 84 with the fewest endorsements suffers 3 damage and moves 1 space

If more than one survivor on Vault 84 is tied for the most endorsements, each draws 🂠

Trash

081

The time for the vote has come! But as everyone in Vault 84 gathers in the main hall, a projector flickers on, displaying the Overseer's documentation. The traitor, the vote, the exiles, it has all been a lie all this time. They have been sending innocent people out to their doom! The crowd turns angrily to Overseer Hayes.

In the end, she is given the same fate to which she doomed all the others: she is exiled to the wasteland with nothing but the vault suit on her back. All of the vault is grateful to you for exposing the truth.

1 **Accept the vault's thanks**

The survivor with card 081 draws 🂠 ×2

All other survivors on Vault 84 draw 🂠

All survivors discard all endorsements

Trash

001

Someone has uncovered markings left by some organization. Following them leads you to a large and well-hidden cache.

1 **This clearly belongs to someone else. Leave it for them and find your own loot.**

You find some salvage nearby. And you are sure someone will appreciate their cache not being stolen.
Become *Idolized* • 👤 × 🏴

2 **Take it all for yourself!**

Finders keepers. Right?
🏴 Caps • 👤 × 🏴 • Trash

3 **Donating this could earn you influence**

You take what you can carry and bring it to someone who can really put it to good use.
🂠 • Trash

002

With swift and practiced collaboration, a patrol of regulators surrounds you. "Say there, partner," the leader drawls, "heard there have been killings in these parts. You wouldn't know anything about that, right?"

1 **FORCED if you are *Vilified***

The gully erupts with gunfire. A minute later, only you and the leader remain . . .
Suffer 🏴 damage • Draw and fight 💀

2 **Give directions • Choose a *Vilified* survivor**

You know who they're hunting and where they should look. They tip their hats to you and head off in that direction.
That survivor draws and fights 💀
🏴 Caps • Trash

3 **You don't know nothin', send 'em along**

You tell them you haven't heard about anyone like that. You wish them better luck next time.
👤 × 🏴 • Add this card

003

Two other scavengers approach you with a nervous smile. "We've heard about a good samaritan around these parts."

1 **Offer to help them • *Idolized***

They thank you for your offer but correct you. They do not need help, they are here to pay you back for the kindness you bring.
👤 × 🏴 • 🏴 Caps

2 **Give directions • Choose an *Idolized* survivor**

They thank you for pointing them in the right direction. They beam at you, clearly impressed by your generosity.
Become *Idolized*
That survivor gets 👤 × 🏴 and 🏴 Caps

3 **Laugh as you attack the naive fools**

They drop their belongings in horror as you turn your weapon on them.
Draw and fight 💀 • Become *Vilified*
👤 × 🏴 • Trash


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004

You hear nothing but your own footsteps as you walk through the ruins. It's calm and quiet.

1. FORCED if you are *Idolized*

Jackpot! This place is filled with stuff. Maybe good deeds really do come around!
[1] x [1]+1 • [1]+1 Caps

2. FORCED if you are *Vilified*

You turn the corner and come face to face with a nasty-looking individual. Just your luck.
Draw and fight [skull]

3. Search for useful equipment • PL 4

Succeed: *You find some items, but you feel like you're missing something.*
[1] x [1]

Fail: *You hear voices drifting through the ruins as you search. There's someone here!*
[1] • Draw and fight [skull]

006

As you pick through the ruins, you see someone has scratched the symbol of a bird into the surface of a wall.

1. That symbol looks familiar; follow it • PI 4

Succeed: *Following the trail from the symbol, you uncover a skeleton in combat gear. It looks like Margaret's father died a long time ago. His arm rests against an old minigun.*
Gain the "Minigun" unique asset • Trash

Fail: *You search for a while but find only some some scraps.*
[1]

2. Ignore the symbol and scavenge • P 3

Succeed: *No time for a scavenger hunt. You need useful gear, now.*
[1] x [1]

Fail: *As you search you hear the metallic clunk of robotic feet.*
Draw and fight [ghoul]

012

You've just found an old footlocker filled with stuff when a shadow falls across you. "Mine," says a deep, rough voice behind you. Is that . . . a super mutant?

1. Make a deal and share • *Super Mutant*

Seeing a fellow super mutant, he is happy to make a deal and split the contents of the locker.
[1] x [1]+1 • Trash

2. Fight him for the loot

Draw and fight [super mutant] • [1] x [1] • Trash

3. Grab something and run! • EA 4

Succeed: *You get away, clutching several items.*
[1] x [1]

Fail: *Just as you think you've gotten away, a giant hand closes around your shoulder like a vice.*
Draw and fight [super mutant] • Trash

017

If "All Aboard!" is no longer staged, trash this card and encounter the next card.

You see a figure moving through the ruins wearing a black trench coat and sunglasses.

1. FORCED if you are a *Synth*

"I've got one," he says into a microphone before a synth soldier appears out of this air in front of you!
Place [shield] on your space and fight it
Add this card

2. Could that be one of the Institute's rumored Coursers? Approach him with information

He thanks you and calls in more soldiers.
Place [shield] on your space • Add this card

3. Sounds like bad news. Hide from him and go about searching • PA 4

Succeed: *No way he'd spot you through sunglasses.*
[1] x [1] • Add this card

Fail: *"Take this one out," he says into a microphone. A synth soldier appears out of thin air!*
Place [shield] on your space and fight it
Add this card

022

If at a level-2 or lower [1], encounter the next card. Then, add this card.

You are caught in the middle of a firefight! Synth soldiers are systematically advancing on a small band of Railroad members defending a group of huddling people.

1. Help the Institute • Draw and fight [star]

Succeed: *You easily eliminate the rebels and "decommission" the escaped synths.*
Complete objective 1 of "Bunker Hill" • Trash

Fail: *You fall back, but the fight rages on.*
Add this card

2. Help the Railroad • Draw and fight [shield]

Succeed: *You repel the Institute soldiers!*
Complete objective 2 of "Bunker Hill" • Trash

Fail: *You fall back, but the fight rages on.*
Add this card

3. You can't afford to be caught in a battle right now. Run the other direction.

The sounds of combat fade behind you.
Add this card

027

You spot a group of Minutemen spread out across the ruined area.

1. FORCED if you are *Idolized*

They smile and approach you. "We've heard about your deeds around the wasteland and would like to offer you a membership."
Keep this card; when testing to move the Minutemen, add 2 [circle]

2. FORCED if you are *Vilified*

Those bullies spot you immediately and head in your direction. "Let's deal with this one now."
Draw and fight [skull]

3. They don't notice you, so continue searching

[1] x [1] • Add this card

046

A few faint scratches on an old wall indicate an Enclave cache. Pushing a rusted cabinet aside, you expose the hole in the floor and drop down. Inside, a hooded figure dozes.

1. Back out and look elsewhere

You slide the cabinet back into place.
[1] x [1] • Add this card

2. Drive her off

After a scuffle, she runs back up through the hole. The cache is empty, and outside, she waits.
Draw and fight [skull]
Add 047 • Trash

3. Ask what happened here • C 3

Succeed: *She explains that this cache was empty when she found it and points you toward another.*
Encounter the next card
Add 047 • Trash

Fail: *She flees. After a long chase, you emerge in the daylight, but she is gone.*
Move 1 space • Add 047 • Trash

047

More scratches on the wall indicate a second cache. Inside, it is clear that almost everything is still in place here. This is what the survivors are looking for.

1. Gather what they need, but hide the rest for yourself to retrieve later • PI 4

Succeed: *You return for the haul later.*
Complete either "National Treasures" objective
[1] x [1] • Trash

Fail: *When you return, everything is gone except for a single armed land mine.*
Complete either "National Treasures" objective
Suffer 3 damage • Trash

2. Gather it and return to the crash site

You deliver more than they need, and they are quite thankful.
Complete either "National Treasures" objective
Become *Idolized* • Trash

3. Forget them, and take it all for yourself!

Unfortunately, only a few items prove useful.
[1] x [1] • Add this card

053

If not at Robco Factory, encounter the next card. Then, add this card.

"Threat analysis: green," three mechanical voices boom in unison. You duck out of the doorway.

1. Grab a little loot and leave

Despite your haste, you find something.
[1] • Add this card

2. Search the room for more loot • PA 4

Succeed: *The room is a treasure trove!*
2 Caps • [1] x [1] • Add this card

Fail: *All hell breaks loose.*
Suffer 3 damage • Add this card

3. Retrieve the energy source for the Brotherhood of Steel • PIL 5

Succeed: *Through a combination of hacking, stealth, and timing, you succeed.*
Complete "The Sleeping Giant" • Trash

Fail: *"Hostile detected!" the security bots boom. One of them pursues you out of the factory.*
Draw and fight [ghoul] • Add this card



063

You open the door to a musty basement—the dark eyes of a cloaked figure stare back at you. A small bundle is in her arms. You have stumbled upon Midea, the kidnapper!

1 Ignore them and walk away

You close the door and walk away.
Add this card • 1 x

2 Fight the guardian to return the child

She sets the child down before hurling herself at you.
Draw and fight ☠; apply +1 to its level

Succeed: *Within the hour, you return the child.*
Complete the "Child of the Pitt" quest

Fail: *She spits on you as she walks away.*
Add this card

3 Convince her that you can help • C 4

Succeed: *You take them both to a safe house.*
2 Caps • Move 3 spaces

Fail: *She flees as soon as your back is turned.*
Add this card • 1

100

The gravel crunches under your feet as you enter the . . . hey, what are you doing reading this card?! You know you're spoiling your own fun by reading stuff in the card library right?

1 Choose to keep spoiling everything

Fine, I see there's no stopping you. Go on then.
Continue reading spoilers

2 Stop reading the card library

Good choice! If you can't wait, there are some solo-play rules to play the game by yourself. Then you can read all these cards as you play through the game!
Put down the card library

105

If "The Mothership" is no longer staged, trash this card and encounter the next card.

You approach the structure just as the last light of the sun is waning. Suddenly, a bright light flashes from the sky, illuminating your surroundings. You feel yourself lifting off the ground. Are you floating?!

1 Resist the force pulling you up • E 4

Succeed: *You resist the pull of the invisible force and flee to shelter to continue searching.*
1 x

Fail: *You struggle to no avail. You are lifted high into the air by an invisible force, and you soon find yourself in a sterile, metal environment.*
Place your figure on "The Mothership"

2 Let it take you; it should be interesting

You are lifted high into the air by an invisible force, and you soon find yourself in a sterile, metal environment.
Place your figure on "The Mothership"

106

A pillar of smoke rises near the site you were planning to explore. You approach the source of the smoke and see a large, sleek, metal craft smoldering in a crater. A green liquid leaks from the craft. It could be dangerous.

1 Brave the radiation to explore • E 4

Succeed: *You make your way past the leaking radiation and into the massive craft. Bodies of strange, gray creatures litter the inside. You take a strange-looking weapon from one of them.*
Gain the "Alien Blaster" unique asset • Trash

Fail: *The heat and radiation emanating from the craft prove too much for you.*
Suffer 2 ☢ • Trash

2 Leave the crash site alone

Yeah . . . that radiation looks pretty nasty. You leave the crash site to someone else and go about your normal looting.
1 x • **Add this card**

110

You hear the loud whine of an engine as a Brotherhood vertibird appears over the horizon. Dust swirls and bites at your face as it lands nearby.

1 Take them out • Draw and fight ☠; apply +1 to its level

Succeed: *You step over their corpses into the vertibird. That should keep them away.*
Complete objective 1 of "Brotherhood Control"
Place your figure in any empty space • Trash

Fail: *You are forced to flee into the wasteland.*
Move 1 space • Add this card

2 Talk them into leaving the wasteland • SC 4

Succeed: *They respect your strength and promise to bring word back to the airship.*
Complete objective 1 of "Brotherhood Control"
Trash

Fail: *They tell you to run along.*
Move 1 space • Add this card

3 Head the other direction

You get out of there before an altercation starts.
Move 1 space • Add this card

122

You hear loud noises echoing through the ruined areas. There are several super mutants in freshly ripped clothes running around and yelling with rage.

1 Risk the raging mutants and try to calm them • SC 4

Succeed: *You calm them down and use hand signs to convince them to let you help them.*
Complete "Well, what did you think would happen?" • Trash

Fail: *They aren't calming down! Uh oh . . .*
Resolve option 2 on this card

2 Take them out! • Draw and fight ☠

Succeed: *They won't be threatening anyone.*
Complete "Well, what did you think would happen?" • Trash

Fail: *They leave you for dead.*
Add this card

3 Leave them, you're here for loot

You don't find as much as you try to avoid them.
1 x 1–1 • **Add this card**

123

From afar you spot several hulking figures leaning over a pile of scrap. They are super mutants, trying to build a fire. Odd.

1 Approach slowly and attempt to help them with their fire • IA 4

Succeed: *You help with the fire, and they seem to trust you. You help guide them.*
Complete "Well, what did you think would happen?" • Trash

Fail: *Turns out they aren't big fans of sneaking.*
Resolve option 2 on this card

2 Take them out! • Draw and fight ☠

Succeed: *They won't be threatening anyone.*
Complete "Well, what did you think would happen?" • Trash

Fail: *They leave you for dead.*
Add this card

3 Leave them; you're here for loot

You don't find as much as you try to avoid them.
1 x 1–1 • **Add this card**

124

Something large is moving around out of sight. You sneak up to see a super mutant rummaging through the ruins. Is it looking for something?

1 Help it search • PL 4

Succeed: *You find an old Grognak comic, and the mutant's face lights up. A remnant of its past life?*
Complete "Well, what did you think would happen?" • Trash

Fail: *It attacks you on sight!*
Resolve option 2 on this card

2 Take it out! • Draw and fight ☠

Succeed: *They won't be threatening anyone.*
Complete "Well, what did you think would happen?" • Trash

Fail: *They leave you for dead.*
Add this card

3 Leave it; you're here for loot

You don't so much find them as try to avoid them.
1 x 1–1 • **Add this card**

127

You hear voices as you approach the site. It looks like some criminal remnants are still at work here, selling jet to some kids from the nearby settlement.

1 Bring the criminals to justice • *Idolized*

You rush in and interrupt the sale of the drugs. They are not too happy and aren't going to come with you peacefully.
Complete "In the Shadows"
Draw and fight ☠ • Add this card

2 Help them • *Vilified* • CL 5

You make a deal with the criminals and agree to find customers and keep them hidden. As you walk away, you see a figure following you in the shadows. Someone has taken interest in your strange actions.
Gain the "Mysterious Stranger" unique asset

3 Leave them be and search

You head to a different area and, as you scavenge, see the kids run by, jet in hand.
1 x • **Add this card**



135

If "Flesh and Bone" is no longer staged, trash this card and encounter the next card.

A couple of landmarks catch your eye as you approach the area. This is the place where that girl Olivia said her sister was last seen. Looks dangerous, but you could go poking around to see if there's any truth to it.

1. **Look for Olivia's sister**

You see the body of a girl lying under an overhang. When you turn it over, you see the body doesn't just have a familial resemblance to Olivia, it is Olivia! The girl you spoke to was a synth who replaced her. Suddenly, you see movement . . . she sent you here as a trap!

Complete the "Flesh and Bone" quest
Draw and fight • Trash

2. **Ignore it and search for loot • P 3**

Succeed: *You see some critters crawling over near the landmarks. You made the right choice in avoiding that area.*
x • Add this card

Fail: *This area doesn't have much.*
• Add this card

140

You see a figure in a long, black trench coat and sunglasses. This must be the agent the Institute sent to find Olivia. As you approach, he looks at you. "Ah. Hello there, 41b." Then, he just walks away . . . what was that *about?*

1. **Are you . . . a synth?**

What's he talking about? You're not a synth! You had a childhood! You remember growi . . . wait, do *you? What's the last thing you remember? Why can't you remember anything before a year ago?!*
Gain the *Synth* trait • Trash

2. **It's probably nothing, just search for loot • PI 4**

Succeed: *You push it out of your mind and loot.*
x

Fail: *You can't push what he said out of your mind. But you're not a synth! You had a childhood! You remember growi . . . wait,* do *you? What's the last thing you remember? Why can't you remember anything before a year ago?!*
Gain the *Synth* trait • Trash

144

You see another figure working his way through the ruins. He is clutching a small book in his hands and has a slight skip in his step. "Hello friend! Have you read this book? It has helped me so much!"

1. **"Yes, I helped write it." • WSG contribution**

"No way!" He gushes over the book for several excruciating minutes, then gives you gifts.
x • Caps

145

You come across an emaciated corpse. Its hands are clutched tight around a small book. You prise it out of the corpse's grip and see that it is a "Wasteland Survival Guide." Oops.

1. **Well, this guy doesn't need his stuff. Loot his corpse.**

It's a little grim, but hey, he's got a decent amount of stuff.
x

2. **You feel bad about his death. Go search elsewhere. • PL 4**

Succeed: *It looks like the guide gave bad tips about finding salvage too, because he left all sorts of good stuff here.*
x

Fail: *You don't find much. He must have picked this place clean before getting himself killed.*

156

A path runs alongside the ruins, and you see a small caravan ridden by a hunched ghoul from Sepulcher trundling by.

1. **Offer to trade with the ghoul**

He has a decent amount of supplies in his cart, but Sepulcher is of limited means.
Shop –1

2. **Buy a ride to Sepulcher • Spend 2 Caps**

The ghoul is incredibly friendly as you roll along. However, there is something glowing in this cart . . .
Place your figure in Sepulcher
Suffer 1

3. **Let him pass and keep searching • P 3**

Succeed: *The ghoul waves kindly as he goes by. You get a decent haul.*
x

Fail: *You're distracted by the caravan, so you don't find much.*

★

As you pick through the ruins, you spot a figure on the ground. As you approach, you see that it's a dead man. He has no weapons or gear. What was he doing out here?

1. **Investigate the corpse**

On the corpse you find a filthy, folded photograph of a man geared for war standing next to a small boy and girl. You can make out bits of a note next to a drawing of a bird: "I am going east to . . . my greatest regret . . . ou and Margaret." Maybe Margaret is still alive?
• 3 XP • Add 005 • Trash

2. **Ignore the corpse and search • PE 4**

Succeed: *The wasteland is full of dead men. You'd rather have enough supplies to avoid joining them.*
x

Fail: *You hear scuttling as you search. The corpse must have drawn scavengers.*
Draw and fight

★

A valuable asset hangs from the ceiling of a large room. Debris and green light surround it. Huh. You're pretty sure this is some sort of trap . . .
Flip the top card faceup.

1. **You could get in and out quickly enough . . . you think? • AL 4**

Succeed: *You deftly sneak through the room, dodging the land mine, stepping over the tripwire, and grabbing the bait!*
Gain the card

Fail: *Yup! Definitely a trap.*
Suffer 2 • Discard the card

2. **Send someone else in for it • Companion**

Yup! Definitely a trap. You step over the corpse of your ex-companion and pocket the bait.
Discard 1 companion • Gain the card

3. **Search a different room**

A trap is a trap is a trap: not worth it.
x • Discard the card

★

A few scavengers have gathered their findings and placed them as bets. The first to make it to the far side of the complex and back wins.

1. **Join the race! • SPECIAL 6**

Succeed: *Looking back over the course, you cannot even see your competition. You get your pick of the bets.*
5 Caps • Choose 1 item from the shop

Fail: *It's probably best to not rehash how that went. With a disparaging smirk, the winner flips you a Cap.*
1 Cap

2. **Train on the course after they're done**

You don't want to risk anything, but the practice after they're done teaches you a few things.
2 XP •

3. **Hold back and take their stuff**

As soon as they're out of sight, you grab whatever you can and get out of there.
Become ***Vilified*** **• x**

★

There is movement inside the structure. You ready for a fight but relax as a figure appears and hails you with a friendly wave.

1. **Work with her to search for loot • PC 4**

Succeed: *Working together, you find a good amount of supplies.*
x

Fail: *"Found something!" she yells. Walking over, you see the fool holding a glowing canister.*
Suffer 1

2. **She likely has the best loot; kill her**

You greet the stranger with a friendly smile. Then, the moment she turns her back, you attack!
x • Add 002 • Become *Vilified*
Draw and fight • Trash

3. **Ask the stranger to join you**

Reveal cards until you find a companion; if you meet its requirement, take that card; discard the rest.
Add 003 • Become *Idolized* • Trash



You approach a section of the structure that doesn't show much looter activity. You wonder why it's been avoided . . . until you hear the scuttling.

1 **Rush in and kill the critters**

You step into the den and get ready to clear out the creatures for the good of everyone.
Draw and fight • **Add 004** • **Become *Idolized*** • **Trash**

2 **Send them after someone else • Adjacent survivor**

You make sounds to draw the creatures away and toward someone else.
That survivor draws and fights
Add 004 • **Become *Vilified*** • **Trash**

3 **Grab something and run**

Leaping quickly around a corner, you grope blindly in the dark, taking the first thing you touch. Then you turn and sprint out of there.
• **Move 1 space**

You hear nothing but your own footsteps as you walk through the ruins. It's calm and quiet.

1 **Hack into an old register • I 3**

Succeed: *The register pops open.*
Caps

Fail: *The computer emits a loud alarm. The sound attracts something outside the building. Guess you're not alone. You grab a Cap lying under the register.*
1 Cap • **Draw and fight**

2 **Search for useful equipment • PL 4**

Succeed: *You find some strange markings near the back of the building. They appear to be pointing to some kind of cache.*
2 XP • **Add 001** • **Trash**

Fail: *You're reading markings on the wall when something springs from the shadows!*
Draw and fight

You encounter a rusted and damaged Mister Handy robot. "Whoa, man. Far out," it says. It seems to be wandering aimlessly. There aren't any people around.

1 **Leave the robot and loot the building**

You tell the Mister Handy you're going to enter the building. "Groovy," it replies.
+1

2 **Reprogram the robot • II 4**

Succeed: *Success! Hmm . . . "Defense Protocol" sounds useful. The robot loses its calm demeanor and says, "Identify target."*
Choose and kill 1 enemy within 2 spaces

Fail: *You are partway into his systems when you hit some kind of firewall. Suddenly, this Mister Handy is a lot less chill.*
Draw and fight • **Trash**

You hear nothing but your own footsteps as you walk through the ruins. It's calm and quiet.

1 **Hack into an old register • I 3**

Succeed: *Someone has been here before, but you find some Caps near the back of the drawer.*
–1 Caps

Fail: *Before you're done, you hear voices drifting through the ruins. There's someone here still!*
Draw and fight

2 **Search for useful equipment • PL 4**

Succeed: *You turn over some rubble to find a corpse! It stinks, but it has some useful items still on it.*
+1

Fail: *You hear voices drifting through the ruins as you search. There's someone here!*
• **Draw and fight**






THE CAPITAL WASTELAND

Setup: Stage 044

Place The Tower tile (❗) faceup as shown.

Place a ★ token on The Tower.

Place a quest marker as shown. This is the vertibird wreck.



THE COMMONWEALTH

Setup: Stage 014

Place a 🛡 token on Diamond City.



FAR HARBOR

Setup: Stage 029 and 030. Add 031.

Place a ★ token on Far Harbor and a 🛡 token on The Nucleus and on Acadia.



THE PITT

Setup: Stage 056

Place a 🛡 token on Haven and a ★ token on The Mill.



**** THE COMMONWEALTH ****

★:X=1 ●:Y=1

★:X=2 ●:Y=2

★:X=3 ●:Y=3

THE RAILROAD

An underground group that believes the Institute's synths are fully sapient beings. They are fighting to free the synths from Institute control.



RAILROAD MEMBER ★

X

THE INSTITUTE

A mysterious scientific organization that has created robots known as synths that can be nearly indistinguishable from humans.



SYNTH ●

2

Y

*** THE CAPITAL WASTELAND ***

★:X=1 ●:Y=1

★:X=2 ●:Y=2

★:X=3 ●:Y=3

THE BROTHERHOOD OF STEEL

The Brotherhood of Steel, led by Elder Lyons, fights to protect the people of the wasteland from super mutants and other threats.



BROTHERHOOD PALADIN ★

X

THE ENCLAVE

Commanded by the mysterious President Eden, the Enclave blasts propaganda promising a return to the glorious days of pre-war America.



ENCLAVE SOLDIER ●

Y

******** THE PITT ********

★:X=2 ●:Y=1

★:X=3 ●:Y=2

★:X=4 ●:Y=3

REBEL SLAVES

Worked to death in the steel mills of the Pitt, the slaves are rising up.

*During a fight, inflict X additional ●.



REBEL SLAVE ★

1*

SLAVERS

Led by the raider boss Ashur, the slavers lord over the population of the Pitt while they claim to engineer a cure to the rampant sickness.



SLAVER ●

Y

******* FAR HARBOR *******

FAR HARBOR

Fog Condenser Token: This is not an enemy; remove any ● tokens in its space. When ★ would activate, see below.



FOG CONDENSER ★

CHILDREN OF ATOM

Fog Tokens: This is not an enemy; its space is irradiated. When ★ or ● would activate, instead place ● at the highest-level ▲ or ▬ where there are no ● tokens.



FOG ●