1) At the start of the game, setup the survivor board as normal. However, **instead** of drawing a random S.P.E.C.I.A.L. attribute, players may choose **TWO** S.P.E.C.I.A.L. attributes to add in addition to the starting one, then draw TWO agenda cards and choose one to keep.

2) On levelling up, instead of drawing S.P.E.C.I.A.L. tokens, simply take one and put it aside (facedown) beside your player board. These can be spent in several ways:

a) Spend S.P.E.C.I.A.L. tokens to activate abilities on agenda cards
b) Spend ONE S.P.E.C.I.A.L. token whenever you advance a faction to declare loyalty to that faction: put a token for that faction on your survivor board. If that faction is ahead on the track, you have +1 agenda point (VP)
c) Spend ONE S.P.E.C.I.A.L. token when you level up to discard an agenda card and gain the S.P.E.C.I.A.L. attribute on that card.
d) Spend THREE S.P.E.C.I.A.L. tokens to gain an extra agenda card

Nerdook

SCAVENGING



When you perform a ***Scavenge*** *action, draw Exploration cards facedown equal to plus one. This is the Exploration deck.*

When an Exploration card instructs you to add a Noise token, place a red cap token from the supply on this card. If there are **five or more** Noise tokens on this card **after** resolving an Exploration card, remove five tokens, **lose 1 HP**, then roll a die to determine which enemy to draw and fight:

0 hits: **1 hit:** **2 hits:**

At the end of the Scavenge action, remove all the tokens on this card and reshuffle all Exploration cards.

Nerdook

AN INTERESTING FIND



There are plenty of opportunities in the wasteland for those who are daring enough to look for them.

If there are less than four quest markers on the map, the survivor with the lowest influence places a quest marker on the **LOWEST** level location without a quest marker on it, if possible. When no enemy is present, a character on that space may discard that marker to perform an Scavenge action.

Nerdook

AN INTERESTING FIND



The wasteland is dotted with ruins filled with interesting (and valuable) remains of the past... and plenty of hidden danger.

If there are less than four quest markers on the map, the survivor with the lowest influence places a quest marker on the **LOWEST** level location without a quest marker on it, if possible. When no enemy is present, a character on that space may discard that marker to perform an Scavenge action.

Nerdook

WASTELAND TREASURE



The wasteland is dotted with ruins filled with interesting (and valuable) remains of the past... and plenty of hidden danger.

If there are less than four quest markers on the map, the survivor with the lowest influence places a quest marker on the **HIGHEST** level location without a quest marker on it, if possible. When no enemy is present, a character on that space may discard that marker to perform an Scavenge action.

Nerdook

A DOCTOR IN THE HOUSE



In the wasteland, there are a few doctors who treat injuries, purge radiation, cure addiction and sell medical supplies.

Until the end of the next turn, any survivor in a space may spend any number of Caps to engage a doctor's services.

- 1 Cap to recover 1 HP.
- 2 Caps to recover 2 .
- 3 Caps to remove the ***Addicted*** trait.

Nerdook

NO EVENT



Just another quiet day.

Nerdook

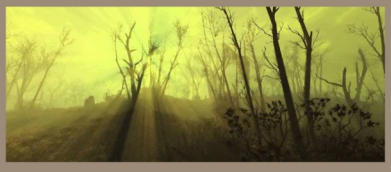
NO EVENT



Just another quiet day.

Nerdook

RADSTORM!



Yellow overcast skies herald the arrival of a radstorm: high winds and lightning as radioactive fallout is swept into an area by atmospheric pressure systems.

Each survivor with P or A may move one space if no enemy is present on their current space. Then, any survivor not in a or space suffers 3 , unless they are in a space on the Crossroads Camp tile.

Nerdook

SCAVENGING



When you perform a ***Scavenge*** *action, draw Exploration cards facedown equal to plus one. This is the Exploration deck.*

When an Exploration card instructs you to add a Noise token, place a red cap token from the supply on this card. If there are **five or more** Noise tokens on this card **after** resolving an Exploration card, remove five tokens, **lose 1 HP**, then roll a die to determine which enemy to draw and fight:

0 hits: **1 hit:** **2 hits:**

At the end of the Scavenge action, remove all the tokens on this card and reshuffle all Exploration cards.

3) Some agenda cards have a S.P.E.C.I.A.L. attribute requirement in the upper right corner: if a survivor does not have that S.P.E.C.I.A.L. attribute, treat that card as a blank agenda card. It is still worth 1 influence.

4) The new limit for agenda cards is now:

4 player game: 5 per player
3 player game: 6 per player
2 player game: 7 per player
1 player game: 8 per player

5) The game ends when the Event deck runs out three times: at the end of the game, each player who achieves his minimum influence points (same as the base game) is considered to have won.

A BRIEF RESPITE



Even in the harsh wasteland, there are small pockets of peace and quiet which offer a fleeting moment of silent reflection.

Before the enemies' activation, each survivor in a space with no enemy present may recover 1 HP.

Nerdook

TRAVELLING MERCHANT



Many enterprising individuals in the wasteland travel from settlement to settlement, selling their wares to survive another day.

Each survivor that has at least 3 Caps may draw the top card of the deck. If the survivor has C, draw two cards instead. Survivors may buy any of the cards drawn, and/or sell a card in their inventory for its value minus one.

Nerdook

BALANCE OF POWER



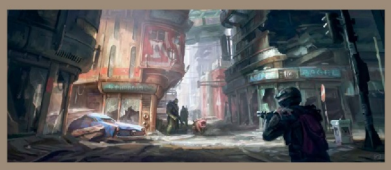
The different factions struggling for control of the wasteland will stop at nothing to destroy every last trace of their opponents.

If one faction is behind on the power track, advance the power marker for that faction by one space.

If no survivor is allied to that faction, roll a die and advance that faction an additional space for each hit rolled.

Nerdook

CLEANSING THE LAND



Some factions seek to bring order and security to the citizens of the wasteland... and they are willing to spill blood if necessary to achieve it.

After all enemies are activated, all other enemies (except tokens) on the same space as a token are immediately defeated. Any survivor not loyal to on the same space as a token rolls a die and suffers damage equal to the number of hits rolled.

Nerdook

CALM BEFORE THE STORM



Some factions seek to bring order and security to the citizens of the wasteland... and they are willing to spill blood if necessary to achieve it.

When this card is revealed, each survivor may move one space **OR** recover 2 HP. Then, set this card aside and **do not shuffle it back into the Event deck.** Each time the Event deck is reshuffled, place a token on this card. When the third token is placed, the game immediately ends.

Nerdook

FURNITURE



It's a piece of furniture. Sometimes there's stuff inside... and sometimes there isn't.

1 **Search the furniture** • P L

0 hit : Add 1 Noise token.
1-3 hits : Gain Caps.
4-5 hits : Gain a card.
6+ hits : Gain a card.

2 **Ignore it.**

Nerdook

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6+ hits : Gain a card.

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Nerdook

PILE OF TRASH



You know what they say: "One man's garbage is another man's treasure."

1 **Search the pile of trash** • P L

0-1 hits : Add 1 Noise token.
2-3 hits : Gain 1 Cap.
4-5 hits : Gain 2 Caps.
6+ hits : Gain a card.

2 **Ignore it.**

Nerdook

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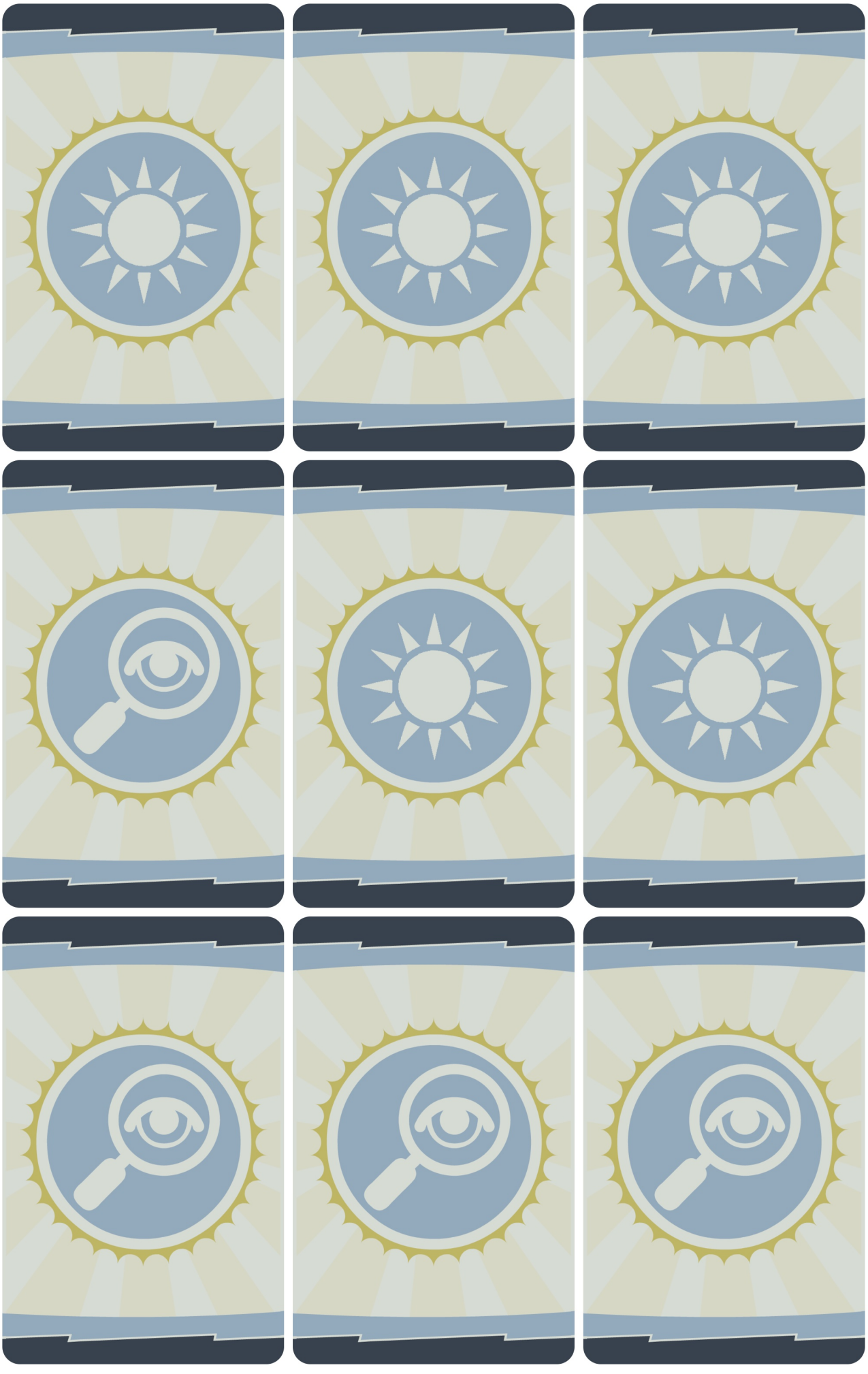
Nerdook



PORT-A-DINER



Inside this machine is a single perfectly preserved pie.

1 Use the Port-a-Diner • L L L

0-2 hits : Add 1 Noise token.
3-5 hits : Gain 1 XP.
6+ hits : Perfectly preserved pie!



Perfectly preserved pie: Keep this card. It does not count against your inventory limit, and is worth 1 .

2 Ignore it.

Nerdook

LOCKED SAFE



There must be something really valuable inside!

1 Lockpick the safe • P P 5
OR - Discard a Hacked Terminal card

Succeed : Gain 1 XP and a card.

If succeeded, test L 3.

Succeed: Gain another card.
Fail: Gain Caps equal to number of hits.

2 Ignore it.

Nerdook

CYMBAL MONKEY



There's something really unnerving about this monkey.

1 Attempt to sneak past • A 3

If you have the 'Sneak' card, succeed automatically.

Succeed: *You quietly sneak past the monkey.*

Fail: *The monkey comes to life and bangs its cymbals crazily, its red eyes lit up in the dark.* Add 2 Noise tokens.

2 Leave and end the Scavenge action.

Nerdook

WORKBENCH



You can use the workbench to make some useful things, but it's noisy to do so...

1 Build something at the workbench.

Discard a facedown Exploration card and add 1 Noise token, **OR:**
Add 3 Noise tokens.

Then, test I 4.

Succeed: Gain a card.

Fail: Gain 1 XP and a card.

2 Ignore it.

Nerdook

RADIATED FOOD



It's a can of processed meat from before the War, surprisingly well preserved but irradiated.

1 Eat the food • E 3

Succeed: *The food doesn't taste amazing, but it does give you some nourishment.*

Gain 1 XP, then recover 3 HP and suffer 1 .

Fail: *The food tastes really disgusting. You throw up violently on the floor.*

Suffer 2 .

2 Ignore it.

Nerdook

DUFFEL BAG



It's a military issue duffel bag, most likely containing guns and bullets inside.

1 Search the duffel bag • P L 3

Success: If you have a ***Weapon*** that uses ammo, roll a die and add one hit. Add a number of ammo tokens equal to the total hits rolled to your ***Weapon***, up to its maximum ammo. Otherwise, you may search any discard pile for a ***Weapon*** that uses ammo, **OR** choose to gain a card.

Fail: Discard a facedown Exploration card.

2 Ignore it.

Nerdook

BE VERY VERY QUIET

As you search the ruins, you have to be careful to not make too much noise...

Roll three dice.

If your equipped ***Apparel*** has a of 2 or more, add 2 hits to the results.

If you have the 'Sneak' card, choose two dice: you may ignore any hits on them.

You may discard any number of facedown Exploration cards to reduce the results by 2 for each card discarded.

Then, add Noise tokens equal to the total number of hits.

Nerdook

SOMEONE'S HERE!

You hear something moving in the darkness, and you slide into a well-concealed hiding spot. As you peek out, you spot a shadowy figure moving around...

1 Launch a sneak attack on the figure.

Remove all Noise tokens, then roll to determine which enemy to draw and fight. Add 1 hit to your results for this fight.

2 Hide quietly.

You must discard at least one facedown Exploration cards to remove 2 Noise tokens for each card discarded.

3 Make a run for it!

Add 1 Noise token.

Nerdook

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Remove all Noise tokens, then roll to determine which enemy to draw and fight. Add 1 hit to your results for this fight.

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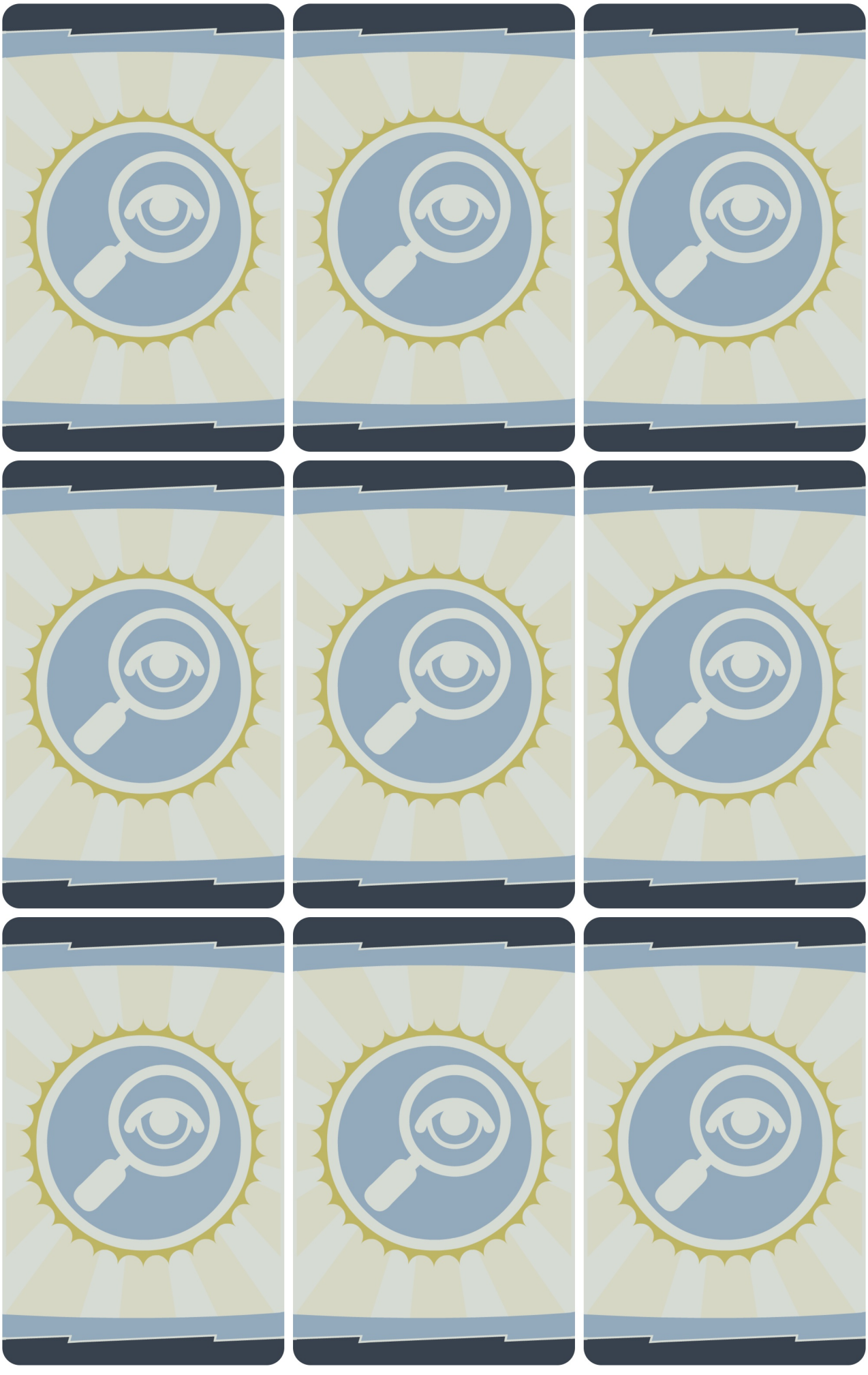
Nerdook



LOCKED DOOR



You're going to need a key to get past this door...

1 **Lockpick the door** • P 3

Succeed : *The door opens with a click.* Gain 1 XP and add two additional Exploration cards to the deck.

2 **Break down the door** • S 2

Succeed: *You kick the door open!* Add 2 Noise tokens, then add two additional Exploration cards to the deck.

Fail: Add 3 Noise tokens.

3 **Leave the door alone.**

Nerdook

SEALED DOOR



This door is too strong to be broken down: you'll have to find another way through.

1 **Discard a Hacked Terminal card**

You disable the lock from the terminal. Add two additional Exploration cards to the deck.

2 **Lockpick the door** • P I 4

Succeed: *You open the door from the terminal,* Gain 1 XP and add an additional Exploration card to the deck.

Fail: Discard a facedown Exploration card.

3 **Leave the door alone.**

Nerdook

COMPUTER TERMINAL



The screen is full of gibberish, but maybe you can find a way to access the data.

1 **Hack the terminal** • I 3

Succeed : *You figure out the password.* Gain 1 XP and keep this card for the rest of this Scavenge action. It is now a Hacked Terminal card.

2 **Collect information** • P 2

Succeed: *You find interesting information.* Gain 1 XP.

Fail: Discard a facedown Exploration card.

3 **Leave the terminal alone.**

Nerdook

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Succeed: *You find interesting information.* Gain 1 XP.

Fail: Discard a facedown Exploration card.

3 **Leave the terminal alone.**

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Succeed : *You figure out the password.* Gain 1 XP and keep this card for the rest of this Scavenge action. It is now a Hacked Terminal card.

2 **Collect information** • P 2

Succeed: *You find interesting information.* Gain 1 XP.

Fail: Discard a facedown Exploration card.

3 **Leave the terminal alone.**

Nerdook

AUTOMATED TURRET



Remnants of a long forgotten security system, but no less deadly than it was...

1 **Discard a Hacked Terminal card**

You disable the turret from the terminal. Gain 1 XP. If you have a ***Weapon*** that uses ammo, you may add 1 ammo token to it.

2 **Fight the turret!**



Unless you have a *Weapon*, you must take 1 damage before the fight begins.

3 **Leave and end the Scavenge action.**

Nerdook

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1 **Discard a Hacked Terminal card**

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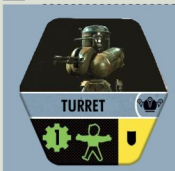
2 **Fight the turret!**



Unless you have a *Weapon*, you must take 1 damage before the fight begins.

3 **Leave and end the Scavenge action.**

Nerdook

HOLE IN THE CEILING

Looking up, you see a hole right above you, in the ceiling. Perhaps there's a way to get up.

1 **Look for another way to get up.**

Discard a facedown Exploration card to continue exploring.

2 **Climb up using the furniture.**

You pull some tables together, then attempt to climb up using this makeshift platform.

Roll 2 dice. Then, suffer damage equal to the number of hits rolled. For each damage suffered, add one Noise token.

3 **Leave and end the Scavenge action.**

Nerdook

HIDDEN STASH

Someone hid some valuable things here...

1 **Just grab what you can!**

Add 1 Noise token and gain Caps.

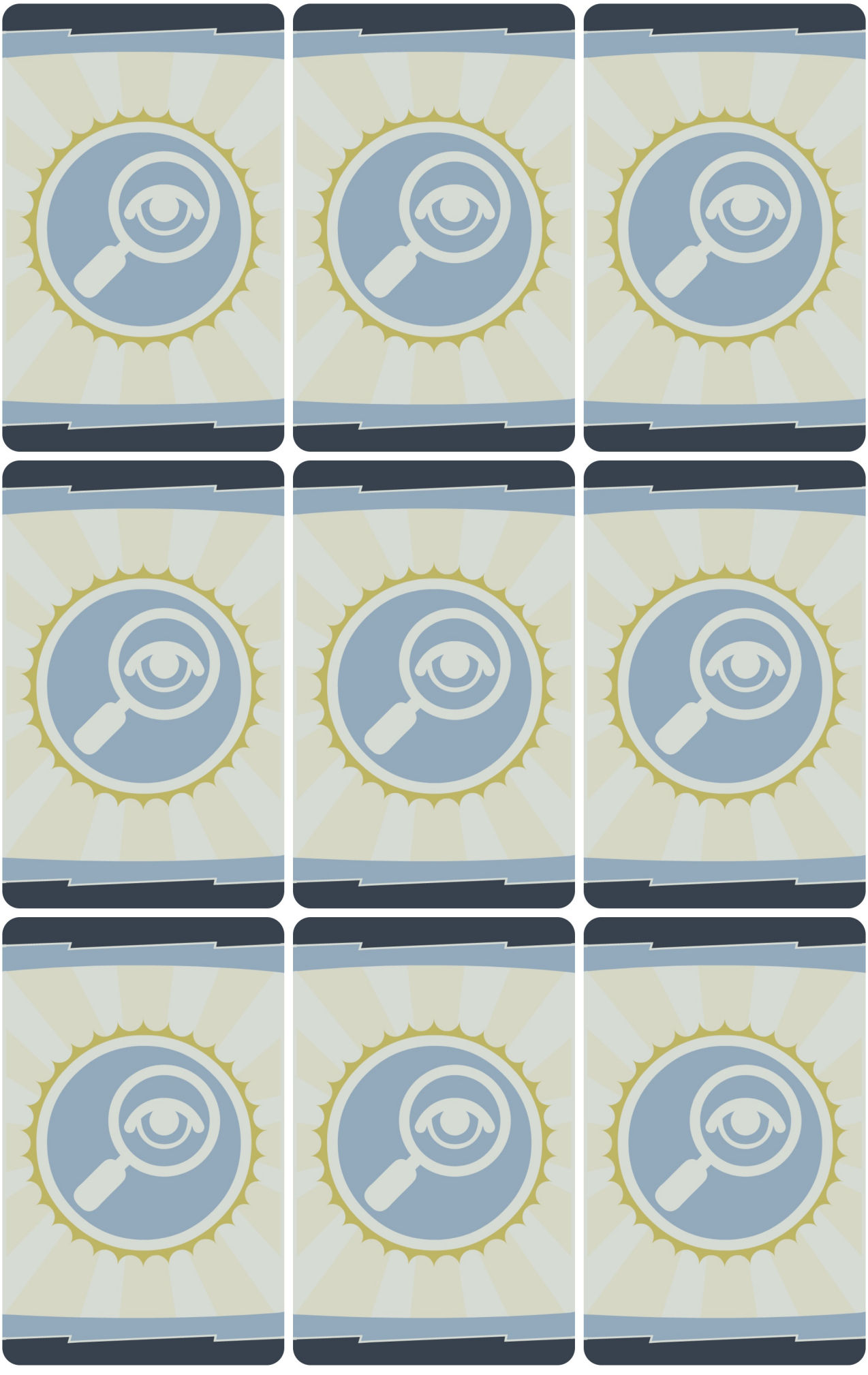
2 **Search for the stash thoroughly** • P 3

Succeed: *You spend some time looking for the stash's hiding place... it's really well hidden!* Gain 1 XP, then discard any number of facedown Exploration cards, up to a maximum of 2. Gain a card for each card discarded.

Fail: Discard a facedown Exploration card.

3 **Leave and end the Scavenge action.**

Nerdook



FLOODED PASSAGE

The passage is full of deep, irradiated water...

1 **Find another way around.**

Discard a facedown Exploration card to continue exploring.

2 **Swim through the water • E S 4**

Succeed: *The water is cold, but you manage to swim to the other side.*
Suffer 2 ☢.

Fail: *Sputtering and choking, you run out of breath halfway, and have to turn back.*
Suffer 1 ☢ then discard 2 facedown Exploration cards.

3 **Leave and end the Scavenge action.**

Nerdook

A SURVIVOR!

Someone challenges you from the darkness: "Take one more step and you're dead!"

1 **Back away slowly.**

Discard a facedown Exploration card to continue exploring.

2 **Parley with the survivor • C C 4**

Succeed: *You convince the survivor to put down their weapon and join you.*
Gain 1 XP, then choose an active enemy token within 2 spaces of your current location. Flip that enemy token facedown: that enemy is now inactive.

Fail: *You get shot for your trouble.*
Lose 2 HP.

3 **Leave and end the Scavenge action.**

Nerdook

A SURVIVOR!

Someone challenges you from the darkness: "Take one more step and you're dead!"

1 **Back away slowly.**

Discard a facedown Exploration card to continue exploring.

2 **Parley with the survivor • C C 4**

Succeed: *You convince the survivor to put down their weapon and trade with you.*
You may sell 1 item in your inventory for its full value. If you do, draw the top card of the ☙ deck: you may purchase this card. If you don't, dicard it.

Fail: *You get shot for your trouble.*
Lose 2 HP.

3 **Leave and end the Scavenge action.**

Nerdook

A SURVIVOR!

Someone challenges you from the darkness: "Take one more step and you're dead!"

1 **Back away slowly.**

Discard a facedown Exploration card to continue exploring.

2 **Parley with the survivor • C C 4**

Succeed: *You convince the survivor to put down their weapon and share information.*
Draw three additional unused Exploration cards. Discard one, then put the remaining two (in any order) facedown on top of the Exploration deck.

Fail: *You get shot for your trouble.*
Lose 2 HP.

3 **Leave and end the Scavenge action.**

Nerdook

ALCOHOL STASH



You find a hidden stash of alcohol.

1 **Keep a bottle to sell • L**

Roll only 1 die for this test. Gain Caps equal to the number of hits rolled.

2 **Drink a bottle of alcohol • E 3**

Before this test, lose the ***Well-Rested*** status if you have it.

Success: Gain 1 XP and recover 2 HP. Keep this card for the rest of this Scavenge action. You may discard it during a test or fight to gain 1 reroll.

Fail: Suffer 1 ☢.

Nerdook

EXPLORING FURTHER

You explore deeper into the ruins.

Resolve the following in order:

If you have S, you may add 2 Noise tokens to add 1 card to the Exploration deck. If you have A (even without S), you may do so without adding any Noise tokens. In either case, if you also have I, you may reveal the card first, then add it to either the top or the bottom of the deck.

If you have P, reveal the top 3 cards of the Exploration deck. You may put them back in any order.

If you have E, gain the *Well-Rested* status. If you already have it, recover 1 HP.

If you have L, gain 1 Cap.

Nerdook

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Resolve the following in order:

If you have S, you may add 2 Noise tokens to add 1 card to the Exploration deck. If you have A (even without S), you may do so without adding any Noise tokens. In either case, if you also have I, you may reveal the card first, then add it to either the top or the bottom of the deck.

If you have P, reveal the top 3 cards of the Exploration deck. You may put them back in any order.

If you have E, gain the *Well-Rested* status. If you already have it, recover 1 HP.

If you have L, gain 1 Cap.

Nerdook

ASSAULTRON

If this is not the last card, discard it and add another card to the Exploration deck.

Assaultron robots were constructed by RobCo and sold to the US Military as a front-line wartime combatant.



This enemy is fought in multiple rounds, carrying over damage until either this enemy or the survivor is killed.

If this enemy is killed, gain 4 XP and lose 2 extra HP as it self destructs. Do **NOT** keep this card.

Nerdook

BEHEMOTH

If this is not the last card, discard it and add another card to the Exploration deck.

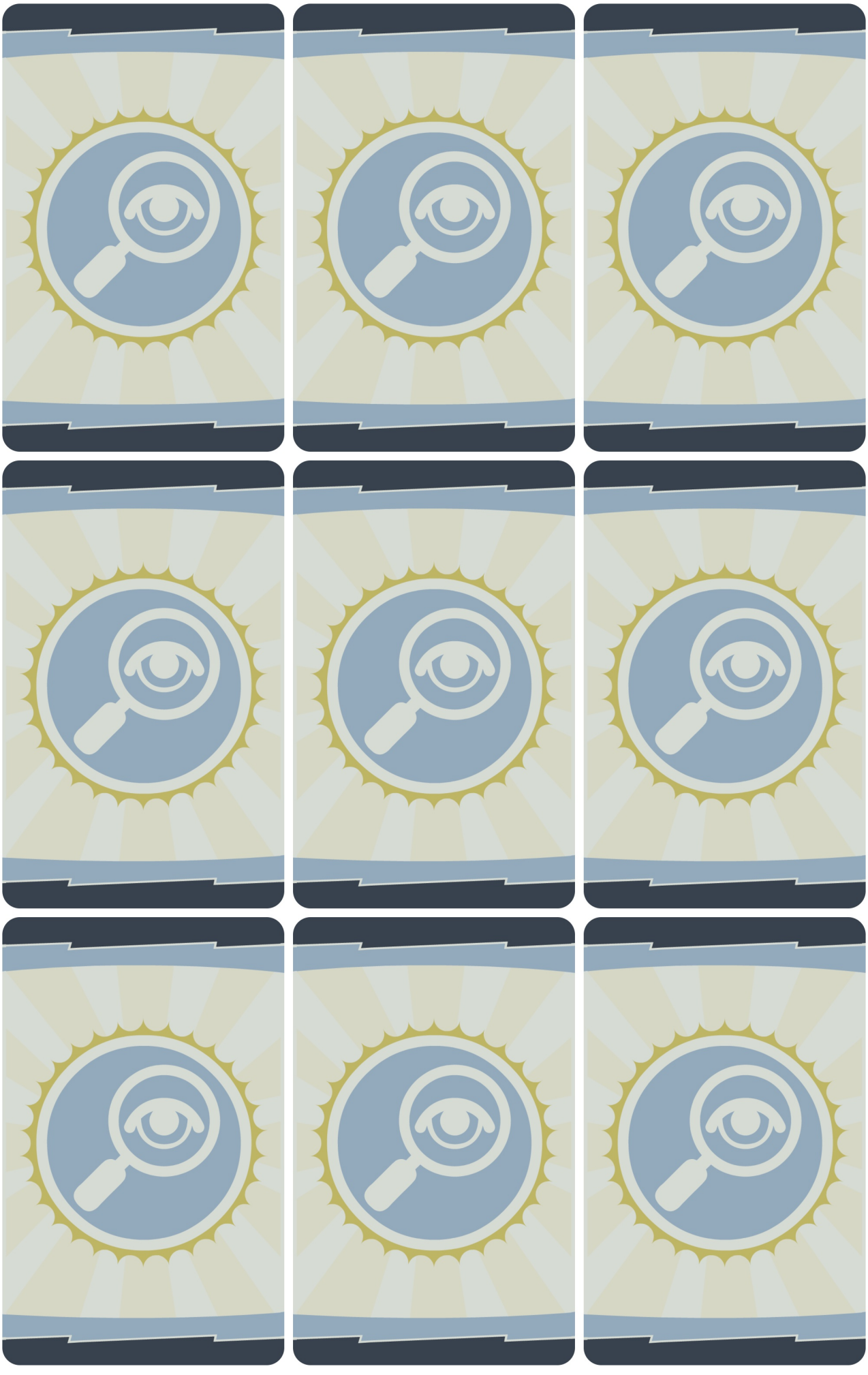
Behemoths are the most powerful super mutants by far, towering above any humans, standing about 20 feet tall.



This enemy is fought in multiple rounds, carrying over damage until either this enemy or the survivor is killed. At the start of each round, the survivor loses 1 HP.

If this enemy is killed, gain 5 XP. The survivor then keeps this card and draws a ☙ card.

Nerdook



FERAL GHOULS

If this is not the last card, discard it and add another card to the Exploration deck.

Feral ghouls were heavily radiated humans that have lost their ability to reason and become mindlessly aggressive.



This enemy is fought in multiple rounds, carrying over damage until either this enemy or the survivor is killed.

If this enemy is killed, gain 3 XP.
Do **NOT** keep this card.

Nerdook

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Do **NOT** keep this card.

Nerdook

RAIDER BOSS

If this is not the last card, discard it and add another card to the Exploration deck.

Raider bosses are unique raiders who lead a particular group of raiders. This one wears a specially modified suit of power armor.



This enemy is fought in multiple rounds, carrying over damage until either this enemy or the survivor is killed.

If this enemy is killed, gain 3 XP and 1 Cap. The survivor keeps this card: it is worth 1 and this survivor gains 1 Cap for each future enemy killed.

Nerdook

ALPHA DEATHCLAW

If this is not the last card, discard it and add another card to the Exploration deck.

Originally created before the Great War by the government to replace human troops in battle, deathclaws are fast and powerful creatures.



This enemy is fought in multiple rounds, carrying over damage until either this enemy or the survivor is killed.

If this enemy is killed, gain 5 XP.
The survivor then keeps this card: it is worth 1 .

Nerdook

SECURITY

You are now aligned to this faction.

If your faction is ahead on the power track, this card is worth 1 .

When you advance a faction on the power track, you may discard a SPECIAL token to claim this card.

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You are now aligned to this faction.

FREEDOM

Nerdook

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FREEDOM

Nerdook



MERCENARY
COMPANION - WASTELANDER

7



Exhaust to gain for your next fight action.

During a fight, exhaust to deal 1 additional hit.

If you choose to spend 1 Cap, keep this companion when it unexhausts.

Nerdook

JUNKYARD DOG
COMPANION - DOG

2



When you would draw one or more cards, you may exhaust Junkyard Dog to draw 1 additional card.

During a fight, you may discard Junkyard Dog to cancel all of the enemy's hits.

Nerdook

TRADER
COMPANION - WASTELANDER

C



When you shop, you may sell items for their full value.

During your turn, if you are on a location, you may discard this card to gain 2 Caps and draw a card.

Nerdook

MEDICAL ROBOT
COMPANION - ROBOT

I



Exhaust to recover 5 HP.

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

Nerdook

MECHANIC
COMPANION - WASTELANDER

4



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

While equipped, you may keep 1 additional card in your inventory.

If you are *Vilified*, immediately discard this companion.

Nerdook

BERSERKER
COMPANION - SUPER MUTANT



Before a fight, exhaust to increase your by 1 and add 1 additional hit during that fight.

If you have an unexhausted *Drug* item, you may discard it to keep this companion when it unexhausts.

Nerdook

SCAVENGER
COMPANION - WASTELANDER



Exhaust to explore an adjacent tile.

During your turn, if you are on a location, you may discard this card to gain 1 card of your choice from the discard pile. If you do, shuffle the discard pile back into the deck.

Nerdook

HUNTER
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 C, keep this companion when it unexhausts.

Nerdook

LEATHER JACKET
ITEM - APPAREL

6



1

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

Nerdook

STYLISH OUTFIT
ITEM - APPAREL

7



1

During a test that uses C, add 1 hit.

Ignore all companion requirements. You may have one additional companion.

Nerdook

EXPLORER'S OUTFIT
ITEM - APPAREL

6



1

During a test that uses E, add 1 hit.

Each time you suffer , suffer 1 fewer .

Nerdook

WANDERER'S OUTFIT
ITEM - APPAREL

6



1

During a test that uses L, add 1 hit.

Drug items do not count against your inventory limit.

Nerdook

COMBAT ARMOR
ITEM - APPAREL

10



2

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

Nerdook

10MM PISTOL
ITEM - WEAPON

5



4 P A

Before a fight, you may spend an ammo token to count all results as hits. If you do not spend an ammo token, you cannot generate rerolls during that fight.

Nerdook

HUNTING RIFLE
ITEM - WEAPON

8



6 P A

Before a fight, you may spend an ammo token to count all results as hits.

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

Nerdook

PLASMA PISTOL
ITEM - WEAPON

9



I A L

Ignore the icon on enemies.

Nerdook



BASEBALL BAT
ITEM - WEAPON

6



S S

During a fight, you may exhaust this card to count each result as a hit.

Nerdook

BRASS KNUCKLES
ITEM - WEAPON

3



S

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

Nerdook

MOLOTOV COCKTAIL
ITEM - WEAPON

3



P A

During a fight, if you spent any rerolls, inflict 1 additional hit on both yourself and the enemy, then discard this card.

Nerdook

PIPE PISTOL
ITEM - WEAPON

4



P A

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

Nerdook

PIPE WRENCH
ITEM - WEAPON

3



S

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

Nerdook

COMBAT KNIFE
ITEM - WEAPON

3



A A

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

Nerdook

LASER MUSKET
ITEM - WEAPON

4



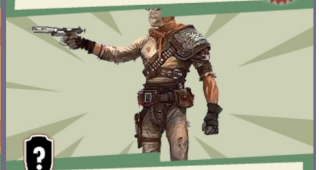
I A

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

Nerdook

RAIDER OUTFIT
ITEM - APPAREL

3



?

During a fight with an enemy that has , this item's value is 1.

Nerdook

RAIDER ARMOR
ITEM - APPAREL

4



1

C and A do not generate rerolls.

Nerdook

COMBAT SHOTGUN
ITEM - WEAPON

5



3 S A

Before a fight, you may spend an ammo token to count each result as two hits. If you do not spend an ammo token, you cannot generate rerolls during that fight.

Nerdook

SHOTGUN
ITEM - WEAPON

4



2 S A

Before a fight, you may spend an ammo token to count each result as two hits. If you do not spend an ammo token, you cannot generate rerolls during that fight.

Nerdook

INTENSE TRAINING

+ Once per game, you may place two S.P.E.C.I.A.L. tokens on this card to gain an extra S.P.E.C.I.A.L. attribute of your choice.



Nerdook

HUNTER

Each time you defeat a enemy, you may place a S.P.E.C.I.A.L. token on this card. During a fight with a enemy, you may discard a token to generate 1 reroll.

+ If there are 2 or more tokens on this card.



Nerdook

CANNIBALISM

Each time you defeat a enemy, you may place a S.P.E.C.I.A.L. token on this card to recover 3 HP and become *Vilified*.

+ If there are 2 or more tokens on this card.



Nerdook

HERE AND NOW

When you gain this card, gain 2 XP. You may immediately gain 2 additional S.P.E.C.I.A.L. tokens.

+ If you choose not to gain any S.P.E.C.I.A.L tokens.



Nerdook

ACTION BOY/GIRL

A

+ Once per game, you may place two S.P.E.C.I.A.L. tokens on this card to immediately gain 3 extra actions.



Nerdook



TAG!

During your turn, you may discard this card to draw three cards: choose one to keep and two to discard.



Nerdook

FAST METABOLISM

When you perform a camp action or use a Stimpack, you may place a S.P.E.C.I.A.L. token on this card to recover 3 additional HP.

+ If there are 2 or more tokens on this card.



Nerdook

PACK RAT

During your turn, you may place a S.P.E.C.I.A.L token on this card (to a maximum of two tokens). Each token allows you to keep two extra items in your inventory.

+ If there are two tokens on this card.



Nerdook

STONE WALL

S

+ Once per game, you may place two S.P.E.C.I.A.L. tokens on this card to recover all your HP. Until the end of that turn, when you would suffer damage, suffer no damage instead.



Nerdook

SUPER SLAM!

S

During a fight, if you have no ***Weapon*** equipped, you may place a S.P.E.C.I.A.L. token on this card. If you do, generate 2 extra rerolls and gain 1 .

+ If there are 2 or more tokens on this card.



Nerdook

EXPLORER

P

You may immediately explore one tile of your choice on the map. From now on, you may explore tiles by spending 1 movement point while in a space adjacent to an unexplored tile.

+ If there are no unexplored tiles.



Nerdook

SNIPER

P

At the start of your turn, you may place a S.P.E.C.I.A.L. token on this card. If you do, until the end of your turn, you can target any enemy on the map when you fight with a weapon, and that enemy does not inflict damage.

+ If there are 2 or more tokens on this card.



Nerdook

RAD RESISTANCE

E

During your turn, you may place a S.P.E.C.I.A.L. token on this card to recover 4 .

+ If there are 2 or more tokens on this card.



Nerdook

CHEM RESISTANCE

E

You always pass the E test automatically when using ***Drugs***.

+ If there are 2 or more ***Drugs*** in your inventory.



Nerdook

ANIMAL FRIEND

C

During your turn, you may place a S.P.E.C.I.A.L token on this card to immediately defeat a enemy in the same space. You gain 1 XP but no other rewards.

+ If there are 2 or more tokens on this card.



Nerdook

FEROCIOUS LOYALTY

C

+ Once per game, if you would be killed with a ***Companion*** equipped, you may discard that ***Companion*** instead to immediately recover 5 HP and defeat all enemies at your location (without rewards).



Nerdook

NERD RAGE

I

During a fight, if you have 5 or less HP remaining, you may place a S.P.E.C.I.A.L token on this card to gain a and add 1 hit.

+ If there are 2 or more tokens on this card.



Nerdook

RETENTION

I

During a test, you may place a S.P.E.C.I.A.L. token on this card to discard a ***Magazine*** with a matching attribute. If you do, add 2 hits.

+ If there are 2 or more tokens on this card.



Nerdook

TRAVEL LIGHT

If you have no ***Weapon*** and ***Apparel*** equipped or in your inventory, you gain 1 additional movement point when you perform a move action.

+ If you have no items equipped or in your inventory.



Nerdook

SNEAK

A

At the start of your turn, you may place a S.P.E.C.I.A.L. token on this card. If you do, 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 space.



Nerdook

BLOODY MESS

L

During a fight, you may place a S.P.E.C.I.A.L. token on this card. If you do, both you and the enemy gain two additional hits.

+ If there are 2 or more tokens on this card.



Nerdook



FORTUNE FINDER

L

Once per turn, you may place a S.P.E.C.I.A.L. token on this card (to a maximum of 2 tokens). If you do, gain 5 Caps.

+ If there are two tokens on this card.



Nerdook

GRIM REAPER'S SPRINT

During your turn, you may spend two S.P.E.C.I.A.L. tokens. If you do, until the end of your turn, perform 1 additional action after each fight in which you kill an enemy.



Nerdook

